

THEATRE OF THE MIND  
ENTERPRISES, INC.

Presents:

# THE ARKHAM EVIL



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CALL OF  
CTHULHU  
ADVENTURE

THEATRE OF THE MIND  
ENTERPRISES, INC.  
PRESENTS:

# THE ARKHAM EVIL

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"I am the spirit that denies  
And justly so: For all things from the void  
Called forth, deserve to be destroyed  
T'were better, then, nought were created  
Thus, all which you as sin have rated,-  
Destruction,- aught with evil blent,-  
That is my proper element."

*Faust.*

**Goethe**

#### **Play Testers**

**TOME** gratefully acknowledges the contributions and suggestions of Tom Bailey, Chip Bickley, George Brickles, Steve DeSante, Linda Diaper, Scott Drendal, Joe Eagle, Bill Edens, Robert Fanelli, Bill Jamison, John Kohl, Grace McDermott, Ed Silcox, Scott Slingsby, Bill Somers, Eric Tern, Steve Tern, Rex VanDeBoe, and Lynn Wolpert.

May they all rest in peace!



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## DRAMATIS PERSONAE

NAME	AGE	STR	DEX	INT	CONCHA	POW	SIZ
David Stephens	54	10	11	13	11	09	11
Mark Fredericks	42	12	08	13	11	09	12
Peter Lewis	47	12	11	09	12	10	12
James Bonner	39	13	11	10	12	09	12
Andrew Lord	21	10	09	12	12	09	13
Michael Scarborough	22	10	12	09	13	13	08
Joe Tate	48	11	12	09	09	12	11
Mike Palukah	39	14	11	10	09	12	08
Bill Roth	41	11	12	09	12	11	10
Clem Undershaw	52	08	09	10	09	11	09
"Ma" Hooper	41	08	13	12	11	15	13
Sarah Hooper	17	09	11	08	10	16	11
"Doc" Knowles	67	09	08	11	08	12	12
Sean O'Flaherty	36	15	12	13	16	14	12
Mordecai Smith	76	12	14	16	12	14	16
Mogh Ruith	96	09	12	17	12	14	16
Baron Joachim Von Starnberg	42	12	13	15	13	12	12
Stosstruppen 1	27	13	14	12	13	09	11
Stosstruppen 2	31	14	11	12	14	10	12
Stosstruppen 3	29	10	16	14	11	08	09
Stosstruppen 5	24	16	09	09	14	15	12
Stosstruppen 6	34	12	14	12	14	10	12
Stosstruppen 7	38	10	11	15	11	09	14
Stosstruppen 8	41	11	15	13	12	09	13
Count Jules de Rochambleu	35	10	12	15	10	08	14
Amonna Sowenda	2374	14	16	21	15	16	18
Sand Dweller 1	84	12	13	10	09	12	13
Sand Dweller 2	72	12	13	09	13	11	10
Sand Dweller 3	13	08	12	10	14	11	10
Sand Dweller 4	56	14	12	14	09	12	11
Sand Dweller 5	66	09	12	13	14	09	11
Sand Dweller 6	09	13	12	12	10	14	11
Sand Dweller 7	78	12	11	10	14	15	11
Sand Dweller 8	32	10	09	11	10	08	12
Sand Dweller 9	46	12	11	10	09	13	13
Sand Dweller 10	89	12	13	11	11	15	16
Dimensional Shambler	?	21	09	08	20	-2	12
Simon Masters Stage 1	04	09	15	21	18	08	21
Simon Masters Stage 2	04	12	14	16	21	10	26
Simon Masters Stage 3	04	18	12	10	24	-20	36
N.E. Brown	62	11	12	17	10	14	15
Seth Harkum	42	11	12	12	10	14	11
Fred Marsh	32	14	12	10	13	12	11
Olan Bainbridge	34	09	10	11	09	08	10
Sean O'Connery	31	14	12	09	13	12	12

# THE ARKHAM EVIL

## INTRODUCTION

The material presented in this volume is designed specifically for use with "Call of Cthulhu," Chaosium, Inc.'s fantasy role playing game of the macabre, based on the works of H.P. Lovecraft, by permission of Arkham House.

Although loosely based on historical facts, the primary purpose of the information presented here is dramatic, and to the authors' knowledge, none of the specific events or major characters mentioned ever existed.

This volume is designed to allow the Keeper of Arcane Knowledge (Keeper) to stage a series of adventures for the Players. Narrative descriptions, detailed Appendices, specific time-lines and random activity tables mesh easily together to form a living backdrop against which the Players will act out their drama. Ultimate presentation, however, is entirely at the Keeper's discretion. Use this volume in any way you see fit. Purchasers of this work are given the right to photo-copy any sections they choose, for their personal use only.

## KEEPER'S INFORMATION

The three Acts included in this volume are interrelated. Ideally, only the Keeper should know this. The Players should be led to believe that each Act is a separate Adventure, connected only by the continuity of Player Characters.

This will be easy in Acts I and II, since the action is very different, and will lead to a delightful feeling of growing paranoia in Act III as the Players unravel the overall plot.

The Players must be informed, however, that their characters are intended to live through several scenarios, so that they do not throw their lives away.

## STRUCTURE

These three adventures follow a specific time-line, and contain a full Onion Skin labyrinth of plots and sub-plots. The innermost layers of these plots are described at the end of this section.

Each Act also includes its own Onion Skin of subplots and a precis of the action.

Individual Scenes are presented through Narrative descriptions, to be read to Players; time-lines of specific NPC actions; random event charts; maps and floorplans; and a Keeper's Information section.

Time is important. Players' actions will often take days to accomplish. Individual Keepers will decide the rate at which days pass in real time. Any reasonable scale is playable. A calendar is included in each Act to mark the passage of time.

The following Overall Background is largely undiscoverable by the Players, unless they are extraordinarily clever, but provides essential continuity for the Keeper.

## OVERALL BACKGROUND

"The Arkham Evil" is yet another chapter in the overall story concerning the struggles of the uncouth Outer Gods to enter and ravage our unsuspecting world. In these scenarios, NYARLATHOTEP explores an avenue of possibility that occurs again and again, with cosmic regularity.

When the fifth planet of our solar system exploded five billion years ago, it unleashed titanic forces. Among the debris of the devastated world which became the asteroid belt, a trillion megatons of molten magma, flash frozen by the intense cold of space and subject to awesome fluctuations in gravitational fields, became

compressed beyond the endurance of the nuclear forces which held the atoms stable.

For an instant, it wavered on the edge of existence and non-existence, and then it settled into a new structure: an oblate spheroid, twenty miles across, with an atomic structure more than twice as dense as uranium (Atomic weight 483).

Such an anomalous object was bound to have unusual effects on the space/time continuum. These were noticed by Nyarlathotep in his nether otherworld because they offered a possibility of creating a way through into our universe.

He realized that through magical and physical manipulation, even a small nugget of this material could be used to open a gate to allow him to permanently enter our world in all his hideous might.

Through subtle manipulations, he shifted the orbit of the asteroid over millions of years until it swung in a vast eccentric ellipse. At perihelion it swings around Earth's orbit, grazing our atmosphere. At aphelion, it passes equally closely to Krithnon, the twelfth planet. Its period is 372.6 years.

In passing through Krithnon's accretion ring, the asteroid collects a thin coating of organic material.

As the asteroid comes close to Earth, small fragments break off and plummet down into our atmosphere - exactly as planned by Nyarlathotep. The effect of the highly mutagenic organics is devastating on local populations - the source of plagues and hideously mutated monsters. This is sweet to Nyarlathotep, but an added bonus only.

His main purpose is to bring some of the unusual material into the grasp of his minions.

On the surface of the Earth is an unusual cult of Druids. They worship Nyarlathotep, and an object called The Wanderer - the asteroid. These cultists are Nyarlathotep's manipulative arm in regard to the asteroid pieces. It is they who will make it possible for him to construct the physical apparatus needed to construct the gate.

Since the asteroid is highly radioactive, and will swiftly kill any human beings, a special creature must be constructed for the handling operations. This being is conceived between a human female - to provide the raw material - and an avatar of Nyarlathotep's.

As the asteroid begins to approach - about five years out - the Druids begin a series of rituals, designed to summon Nyarlathotep in the form

needed to impregnate the chosen female. This ritual takes a full year. Thirteen sacrifices at the dark of the moon are needed, all virgin females.

The final sacrifice does not die at that time - she carries the creature - literally thrust into her womb. When the spawn is born, it grows as a human male - except at an accelerated rate. By age four it appears as an eighteen year old. During this time, it is trained by the Druids to awaken the genetic coding implanted by its father. This genetic coding gives it the ability to create the mechanism.

During the final few weeks of its life, the spawn begins to metamorphose into its final form - when it will be able to handle the radioactive asteroid particles. This begins to happen when the spawn, in human form, is irradiated by high frequency light from the asteroid particles.

The spawn must then begin to accrue power, sucked directly from the bodies of living human beings. Only certain people, with strong psychic auras, can supply the power the spawn needs, and it must kill twelve of them in a period of three to four weeks. Once it has gained enough power, it will change into the final form, and swallow one of the fragments to form a living gate between the universes.

The task of the Players will be to discover this plot and prevent the final horror. First they will travel to a coal mining town in Appalachia to witness the conceiving of the thing. Then to Arizona to collect the asteroid particles, and finally, in their own backyard, they will learn the terrible impact of what has happened. Can they halt the impending doom in time?

**ACT I**  
**"Into the Throat of the Beast"**

In which the Players are dispatched to an isolated mining town in the Appalachian Mountains to investigate a mysterious cavern. Well planned Field Research will reveal the ancient, alien nature of the caverns, as well as their more recent and ghastly use. Detailed activities in town give ample room for creative role playing.

Behind the scenes, but beginning to come into view is a diabolical plot. The Players may think they have dispatched an awful manifestation, but worse is yet to come.

**ONION SKIN**

**LEVEL 1**

An ancient cult of Druids, forced to leave Ireland over two centuries ago, is summoning NYARLATHOTEP in the heart of the Appalachian coal fields. The summoning takes a full year. During the dark of thirteen successive moons, they must sacrifice a female virgin to their awful god.

The thirteenth victim will not die immediately, but will carry the spawn of Nyarlathotep, destined to open the way to his father. As the play begins, there is a little over two weeks to go before the final sacrifice is due to take place. It is important to note that the Players are highly unlikely to discover what is going on in time to stop it, this time. In fact, if they do somehow succeed in stopping the ritual, the final scenario, Act III, will not take place.

**LEVEL 2**

To facilitate their ritual, the Druids have obtained an ancient stone from Ireland to act as the sacrificial block. The stone is called the "Rath Ramach", and it was stolen from Tipperary in February of 1918. It was transported to the United States on a German freighter, which later ran aground, near Egg Harbor, New Jersey, with all hands missing. From New Jersey, the stone was taken into the mountains on a truck, which broke an axle and had to be abandoned. The stone makes the ritual easier, but is not absolutely necessary to the summoning.

**LEVEL 3**

The Druids are lead by a man who calls himself Mogh Ruith, after an ancient Druid. The original Mogh Ruith was also a member of the secret cult, and came very close to opening the way to Nyarlathotep in Rome in 61 AD. He was defeated by Saint Peter at the court of the emperor Nero.

The current Mogh Ruith, whose real name is Peter O'Duggin, was born in Ireland in 1843. When he came to this area in 1863, he was initiated into the cult, and took to it like a duck takes to water. In the 1870's, he took an active part in the rebellion of the Molly Maguires. He had a close escape then, and has taken more of a back seat since then.

He now conceals his identity behind the facade of the old, mad hermit, Uncle Mo. Although he is almost one hundred years old, he has maintained his vitality through spells and he has not lost his taste for intrigue and destruction. He is the driving force behind the Druids and the current resurgence of the Molly Maguires.

**LEVEL 4**

To finance the Druid's activities, Mogh Ruith has resurrected the Molly Maguires, a secret organization of miners who use terrorist activities to fight for better pay and working conditions. Using his hypnotic and magical powers, he has brought a ring leader from each of the nearby mining communities under his influence. Sean O'Flaherty is the ring leader in Gibsville. Mogh Ruith's control is so subtle, that no one thinks he is any more than he says he is. Usually, they are unaware they have even been to see him in his cabin in the woods.

The first act of the Maguires, in January of 1918, was to rob a payroll train. The money was for weapons, they thought, and they did indeed get a large supply of German weapons shortly thereafter, all Navy issue. Unbeknownst to them, however, the money also helped to pay for the transportation of the Rath Ramach.

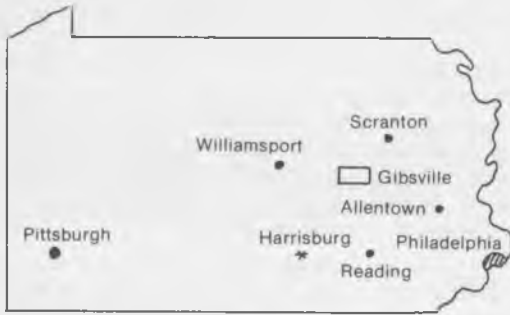
Since the presence of an active terrorist group helps keep people close to home, Mogh Ruith has kept the Maguires active to cover his more sinister activities. The Maguires regularly cut telegraph lines, beat up or kill mine personnel, and destroy mine property. (Keepers cannot overplay the atmosphere of fear that the mere mention of the "boyos" (Maguires) will cause in local communities. Not until the post World War II era was the violence of the original Molly Maguires matched by any terrorist group.)

**LEVEL 5**

Mordecai Smith (App. 1.14) is a sorcerer of neutral alliance. He travels the world as a con man. He has felt the growing horror in the mountains and come to investigate. He will quickly find out what is going on, and will leave just as quickly. He knows that he is presently no match for Mogh Ruith. He will spend the intervening years studying exactly how to combat



the menace he has uncovered, and will re-surface in the final scenario to assist the Players.



**DRAMATIS PERSONAE**  
(Player Characters)

- DR. DAVID STEPHENS ..... GEOLOGIST
- DR. MARK FREDERICKS . PALEONTOLOGIST
- MR. JAMES BONNER .... MINING ENGINEER
- MR. PETER LEWIS ..... SURVEYOR
- MR. ANDREW LORD .. GRADUATE STUDENT
- MR. MICHAEL SCARBOROUGH .. GRADUATE STUDENT

(Stats and brief descriptions of all the major characters mentioned in this volume will be found in a pull-out section in the middle of this book. We strongly recommend that you photo-copy this section and use it as a record sheet.)

**ACT I**  
**Scene I**

**NARRATIVE**

You are gathered in the offices of Professor N.E. Brown, Dean of the College of Sciences at Miskatonic University, in Arkham, Mass. It is Friday evening, March 21, 1919, a cold and blustery day. There is a cheerful fire in the grate. The offices are panelled in oak, and appointed with velvet curtains, brass lamps, overflowing bookcases, a massive desk and table --both littered with text books and papers -- and an assortment of worn, but comfortable easy chairs.

Prof. Brown makes introductions all around, and then leads the conversation into the matter at hand:

- 1) The Bendix Coal Co., in Gibsville, Pa, (the heart of the anthracite coal region) has broken through into a crystal lined cavern at the bottom of #3 shaft. A collection of bones has been found in the cavern.
- 2) The miners refuse to enter the shaft, saying it is cursed.
- 3) There have been a series of recent confrontations throughout this region between miners and managers over working conditions and pay.
- 4) The Readington Detective Agency - called in by the mine companies to quell the unrest - does not think the refusal is caused by the unrest. The miners seem genuinely afraid of the mine. The RDA has suggested that a scientific investigation, conducted by outsiders, might allay their fears.
- 5) The Bendix Coal Co. (BCC) whom Stephens once worked for, has asked the University to send a team. They have also asked the parent company, in Charlestown, W.Va. to send Jim Bonner, their best troubleshooter with a reputation for getting the job done.
- 6) Accomodations have been arranged for a month in Gibsville for the party by the BCC.
- 7) The University has furnished a truck with research equipment (App. 1.1).
- 8) Any additional expenses must be approved by the BCC.
- 9) The party must leave Sunday by 9 am in order to reach Gibsville late that night. The drive will take about fourteen hours.

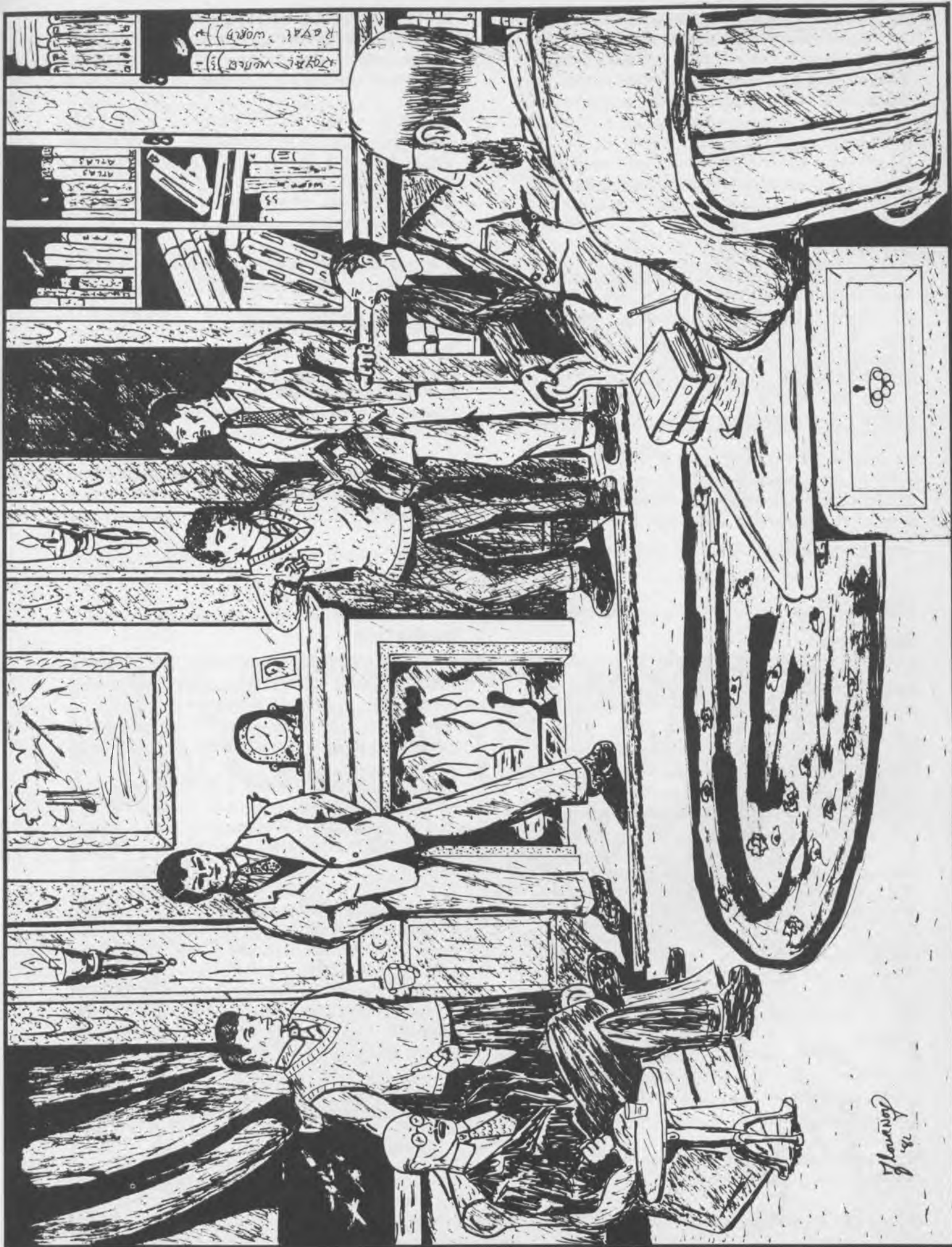
**KEEPER'S INFORMATION**

Other than this information, Prof. Brown knows nothing. Bonner only knows that he has been sent for by Joe Tate, manager of BCC in Gibsville - a hard but fair man.

The players have one day to pack and make preparations. Each Player will start with \$2D100 as his personal bank-roll.

- Library research rolls will turn up information on:
- 1) Bendix Coal Co. (App. 1.2)
  - 2) Current labor unrest (App. 1.3)
  - 3) Readington Detective Agency (App. 1.4)

Personal equipment cannot exceed 100lbs. per



Flannery  
42

Player. Firearms are limited to one rifle or pistol per Player. Any more would be out of character. (Additional weapons will incur a 15% chance PER DAY of arrest by the Readingtons under the charge of gun running.)

### Scene II

The drive to Bendix Coal Co., Gibsville, PA. March 23, 1919. Cold and rainy.

#### NARRATIVE

Gibsville is in the heart of the Appalachian coal fields of eastern Pa. The terrain is mountainous and heavily forested. Towns are only a few miles apart, as the crow flies, but the roads snake endlessly up and down hollows and valleys. It is easy to get totally lost, and you must always make a Map Making roll to get from one place to another, unless accompanied by a local resident.

As you drive through one small town after another, drab housewives and raggedly clothed children stare sullenly at you. There is little joy in a life of abject poverty. (See App. 1.5 if lost.)

### Scene III

Gibsville, Pa

#### NARRATIVE

All the poverty and degradation of human spirit you have seen on your drive seems concentrated into this ugly, little coal town.

This is a company town. The entire valley is owned by the BCC. In all there are about fifty squalid wooden huts for the miners and their families, and a handful of fieldstone buildings for the privileged few.

The entire valley is coated with a thick layer of coal dust; even the sallow skin of the inhabitants is tinged a permanent grey.

When you report to Joe Tate, he is obviously relieved to see you, though he grumbles about how long it took you to get there. He is anxious for you to start your investigations as soon as possible.

But first, he will show you your lodging (App. 1.6) and let you settle in. Then he will take you over to Hooper's Restaurant for a meal. (App. 1.7)

While he is showing you around, he will set out the following conditions of work -

1) You will be expected to work at least 10 hours a day.

- 2) He will expect progress reports at the end of every day, or some similar arrangement.
- 3) Absolutely no information must be released to the miners without his approval.

Tate is not your boss, but he makes it very clear that he is paying for this investigation, and that he will be furious if you do not do what he expects. He has the power to cancel the money being paid to the University, which would reflect very badly on your professional records.

If you need any equipment or assistance, you are to see his foreman, "Big Mike" Palukah.

#### KEEPER'S INFORMATION

Tate will ignore questions about labor unrest or the Readington Agents. ("None of your damned business!") He will speak about these subjects in private to Bonner, but knows no more than is contained in App. 1.3 and 1.4.

See Map, Timelines and Random Event Charts in App. 1.8 for life in Gibsville as long as the Players are there.

### Scene IV

The Crystal Cavern

#### NARRATIVE

Tate leads you along a foot-path to #3 shaft. The steam operated elevator is obviously the newest in the valley, but no one is near it. Tate starts the mechanism, and you all climb aboard for a lurching journey into the bowels of the earth.

At the bottom of the shaft, a well-braced tunnel burrows through the coal in a northerly direction. One hundred and fifty yards along the tunnel, a narrow hole has been dug into the crystal cavern.

The cave is circular, roughly twenty feet in diameter, and snakes away to left and right. It seemsto be lined with a greenish, crystalline material. Where the mine has broken through the wall, you can see the crystal is about eight inches thick. In the light of your electric torches, the crystal glistens, as though wet, and to the imaginative, it looks as though you are standing in the throat of an enormous subterranean beast.

A pile of bones forty feet to your right adds to the general impression.

#### KEEPER'S INFORMATION

The crystal caverns are fully described in App. 1.9. Players should explore, and then set up a schedule of action.

**Scene V**

**Hoopers Restaurant, 7:45 pm, Saturday, March 29, 1919.**

**NARRATIVE**

(Only for Players in Hooper's) It is a payday Saturday evening in Hooper's. The miners have broken their backs all week to earn a few dollars. For many, their pay has simply decreased their debt to the company. But Saturdays are the night to forget.

Beers are gulped rather than sipped. Doc Knowels is sitting at his table by the fire, drinking whiskey and playing dominoes with all comers for a penny a point. He loses just enough to keep new players coming, but every night he plays, he walks away at least two bits up.

At the dart board, there is an argument, getting louder, about the position of a dart in a place on the board where the wire is missing.

"Evening, Doc." A stranger's voice cuts through the babble like a knife, leaving silence, except for a faint crooning from Sarah in the kitchen.

Doc peers up from his table at the tall, grizzled figure at the door.

"Smith?" he asks, after a few seconds.

"That's it, Doc. Mordecai Smith. Been a few years, eh? You're showing your age."

Doc seems overcome and just babbles as Smith strolls over, hooks up a chair and sits down. He slides a battered leather suitcase under the chair, and pulls a deck of cards out of an inside pocket. He and Doc play a few hands of gin rummy while they renew their acquaintance. Smith does most of the talking. Reeling off a long list of unlikely towns and even unlikelier women, bars and close escapes.

Smith talks loudly and spins an interesting tale. Within minutes, he has all the miners spellbound.

His tale ends with a new game he learned in the last town he visited. He picks up the cards and pulls from the deck the Ace of Spades, the Ace of Clubs and the Queen of Hearts.

"It's called 'Three Card Monte'. And the purpose is to find the Queen."

He flips the cards face down and shuffles them around.

"Here, Doc. You pick her. A penny says you can't."

Doc deliberates and then flips over the Queen.



Smith laughs at himself and proceeds to lose 5 cents to Doc.

Then Sean O'Flahrty steps up to choose. He wins 2 cents, and then loses 5 cents. Others step up. By the end of the evening, Mordecia is up more than 75 cents.

### KEEPERS INFORMATION

Mordecai Smith is a sorcerer of neutral alliance. He travels around as a con man, with all his possessions in his suitcase. He practices little magic, but exudes a magnetic charm that makes it very difficult to resist him.

He has felt an unnatural presence in the mountains and come many miles to investigate. He will spend his days walking the hills, using all his stealth skills. Evenings he spends in Hooper's, flirting with Ma or playing cards.

If the Players wish to bet against him, they must roll a Critical Spot Hidden to actually follow the cards (A Critical roll is defined as 5% or less of the Character's current Skill rating.) If they choose by blind luck, they must roll Luck/3 on D100. This is less than actual chance - Mordecia's luck is working against the Players.

Mordecai will find out what's going on by Tuesday, April 1. He will not reveal what he knows.

The next day, he will trick Ma Hooper into giving him \$150. He will then let the air out of the tires of all the vehicles, as soon as it's dark, and then take the money and run. Ma will say nothing until she realizes he has gone without her.

In the manhunt for him, a truck is found, under camouflage. (See App. 1.10)

### Scene VI

**Railhead, 4:30 am, Saturday, April 5.**

#### NARRATIVE

Two gun shots ring out in the morning gloom. (Action?)

Moments later, there is another flurry of shots. (If players are looking out, they will see the following in the dim oil lamps by the rail head.)

The weekly train is just slowing to a halt. A handful of masked men are shouting at the engine and caboose. One of them is shouting for the payroll to be thrown down. In reply, twenty more shadowy figures rise up out of the empty

coal cars on the train. They are carrying sub-machine guns, and open fire on the bandits. It's over in seconds.

The bodies of the bandits are ripped to shreds by the hail of lead. When their masks are removed, Sean O'Flahrty and five other miners are identified.

Tate is very smug about it, and boasts of an informer who set up the ambush.

Palukah laughs and spits at the bodies, and then yells at the shocked miners to get to work, they're already late.

The bodies are strapped to the front of the train, and Tate lets it be known that they will be paraded through the local towns as a warning to other Maguires.

### KEEPER'S INFORMATION

Tate was indeed informed about the upcoming robbery attempt; Uncle Mo told him! Mogh Ruith has decided that it is time to get rid of anybody who might be able to identify him and tie him in with the activities of the Molly Maguires. He suggested the robbery attempt to Sean O'Flahrty, and then told Joe Tate what to expect and when.

### OFF STAGE

The following scenes are going on unbeknownst to the Players. These locations must be found at the right time to observe the action. At all other times, they will be empty or inactive.

### Scene VII

**Sean O'Flahrty's cottage. Monday nights at 9pm.**

Sean is the local bodymaster, or ringleader, of the Molly Maguires. He is a big, first generation Irishman. He hates Joe Tate and the BCC. Partly for personal reasons, (Joe once made a fool of him in front of his friends) and partly for ideological reasons (pay, working conditions, etc.)

Every Monday night, the "boyos" meet at Sean's cottage. There's a password to get in: "It's raining out, can I shelter for a moment, just till it passes?" Inside, 6-12 men will be gathered to discuss what can be done to hurt the BCC. Mostly it's hot air, but occasionally they do get worked up enough to do something. Every week after the Players arrive, there is a 35% chance they will do something destructive:

- 1-15%--Kill Joe Tate.
- 16-50%--Blow up a mine building.
- 51-95%--Beat up a guard.
- 96-100%--Beat up one of the Players.

If they decide to beat up a Player, they will wait until they can catch one of the Players alone, and then six masked men, armed with heavy clubs, will jump the Player. Each of them will get one free shot at the Player at 50%. Then they will run away. They will not hit the Player hard enough to kill him.

If any of the Players try to infiltrate the Maguires, for any reason, they will be beaten up as described. No amount of Fast Talk or Debate is going to dissuade them. They have learned too well from their forefathers.

### Scene VIII

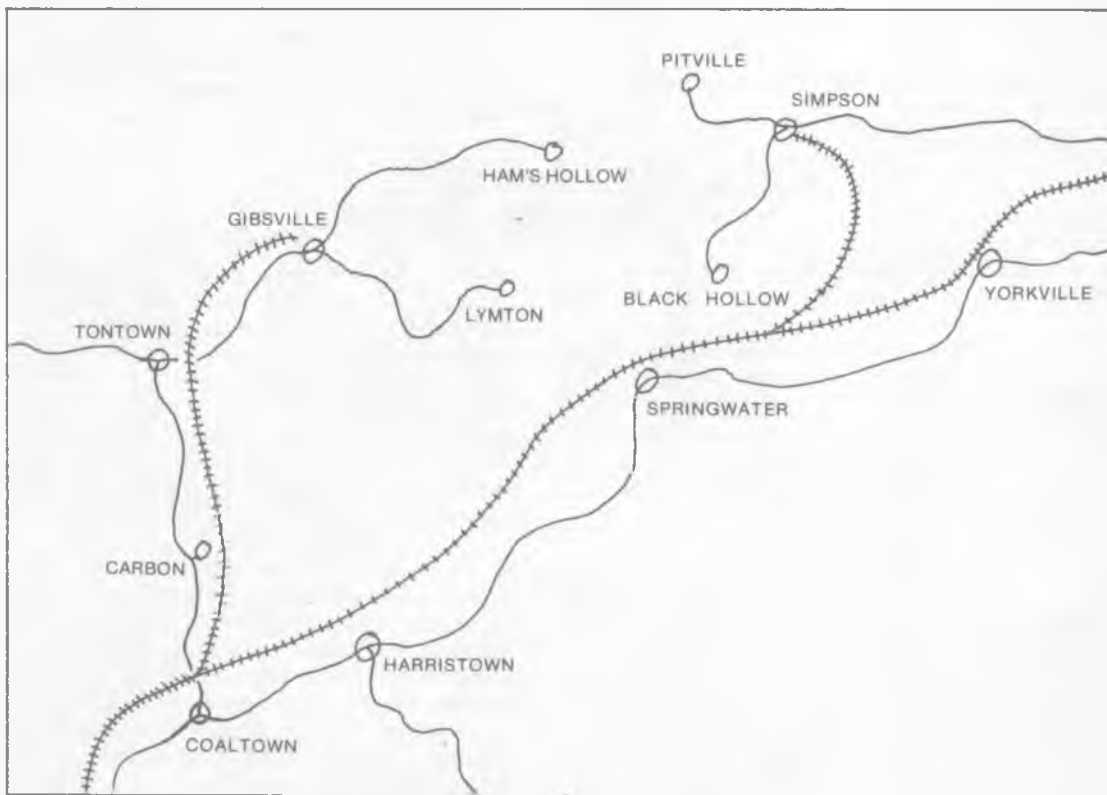
About five miles from Gibsville, deep in the mountains, and unapproachable by any trail, is a hidden valley (App. 1.11.) There is a 1% chance that anyone will stumble on it while out walking.

The place is bleak, lifeless and empty, except for a circle of standing stones. A narrow fissure at the end of the valley leads ten feet into the rock, ending at a sheer drop that narrows into a crack about twenty feet down. There is an awful stench here, and bloated rats scurry everywhere. The rotted and partially eaten bodies of twelve girls are jammed into the crack, as if they had been thrown in there. Upon investigation, they will prove to be the missing girls (App. 1.12.) A SAN roll will be needed to look closely at the wormy, mouldering corpses. Failure will result in losing 1D6 SAN, and not being able to look very closely.

At midnight on April 6, the first night of the dark of the moon, a group of hooded and robed figures will arrive, one by one. They will all arrive by separate routes, but will make no attempt to avoid being followed.

Since nightfall the entire area will have become increasingly sinister and forbidding. After 10 pm, a current SAN of 50 or more will be required to stay anywhere near the place. Anyone actually in the valley from then on will have to make SAN rolls every 15 mins. to avoid losing 1D6 SAN, and running away screaming.

Shortly before midnight a deep pool of shadow will come out of the crack that leads to the girls'



bodies and patrol the valley. This is an avatar of Nyarlathotep, with a current POW of 50. It will engage anyone other than the Druids in a POW struggle to the death. As the Druids arrive, it will investigate each of them. It will know if any are imposters.

At midnight, the ceremony begins. Twelve figures stand inside the stone circle chanting. A thirteenth figure leads Sarah Hooper forward and lays her on the altar stone. She moves slowly and clumsily.

The chanting rises to a fevered pitch. And then stops suddenly. The central figure raises a shining black knife to the stars and calls out several uncouth phrases. In a sudden violent motion, he plunges the knife down into Sarah's belly. She screams in hideous agony.

The shadow quivers in excitement at her screams and leaps onto her. It begins to pulse and grow. A horrible form takes shape. A huge, blasphemous monstrosity from the nether regions of hell, with leathery wings, beslimed tentacles, great claws, and a single red tentacle where its face should be.

For long moments, it engulfs the girl. Suddenly, incredibly, her screams stop, and she stands and walks away from the altar stone! A long red scar on her belly is the only sign that she was ever wounded.

The Druids take her and leave the valley in single file.

The thing is left behind in the circle of stones, which it seems unable to leave. Realizing it is imprisoned, it begins to howl terribly. These howls will be heard in Gibsville, like the cries of a banshee wafting on the wind, which many of the miners will call it.

Players, Readington agents and a few others will find the valley easily by following the noise. Everyone observing the creature will automatically go temporarily insane, except the Players. The Players will have to make SAN rolls, and if they miss will lose 1D100 SAN. Even if they make it, they will lose 1D10 SAN.

The creature has the form and statistics of Nyarlathotep in his monstrous form, and will attack anyone who enters the ring of standing stones. It will remain there until daylight when it will fade, only to reappear the next night, and the next. It will only come back for three consecutive nights.

It can only be destroyed by administering the required amount of damage or blowing up the altar stone during daylight hours.

### **KEEPER'S INFORMATION**

The standing stones are about 15' high and 4' across. They are made of local limestone, and were in fact placed here by Indians who worshipped Ithaqua, the Windwalker, many years ago. A Critical Library Use roll by the Players researching Indian legends of the area will uncover a legend about a hidden valley with a circle of stones in it.

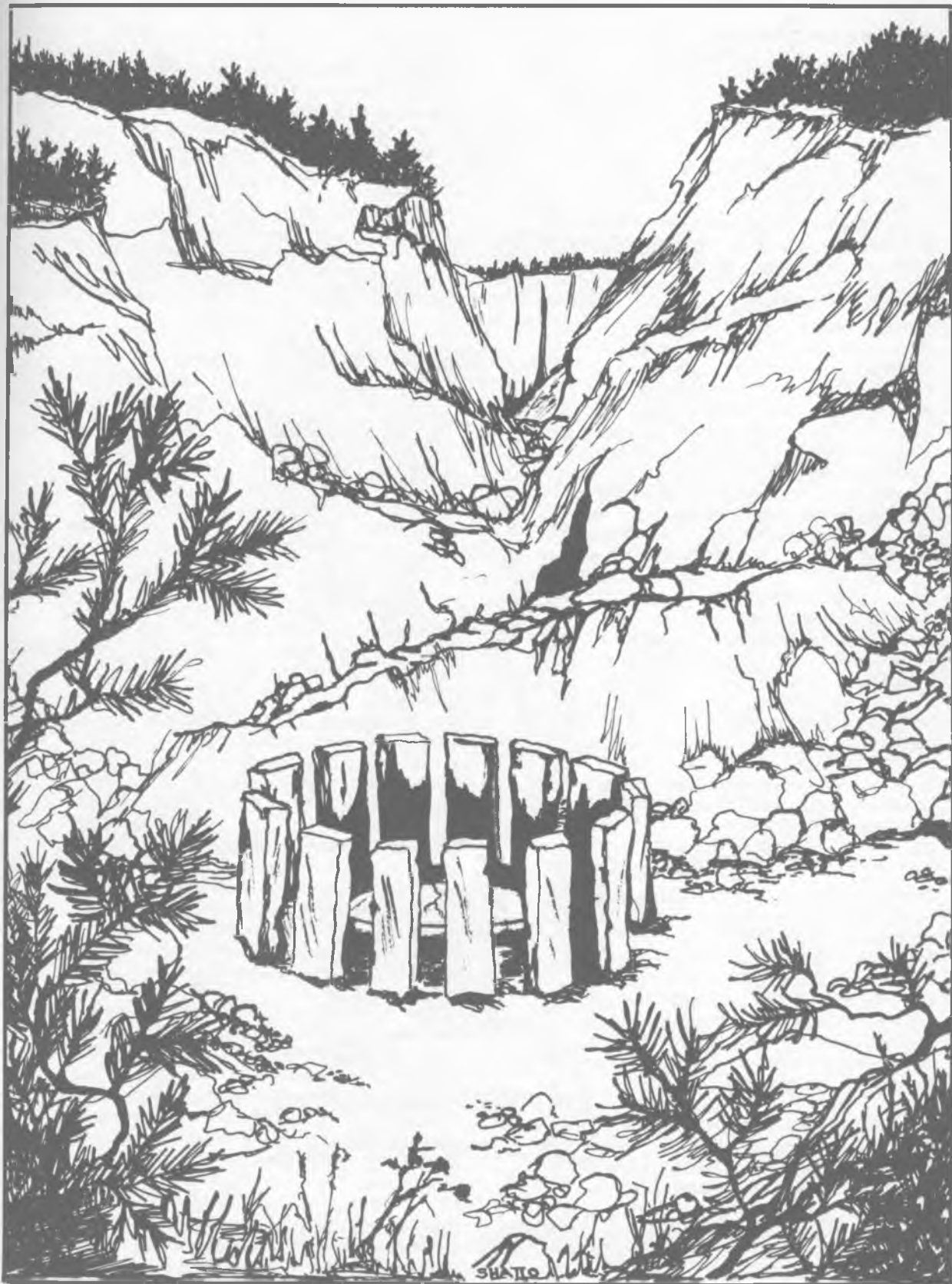
The central, altar stone is of blue granite, which is not only non-indigenous to this area, but a Geology roll will reveal that it is of a type that is not even native to North America. It is in fact a stone from Ireland, which was stolen just over a year ago and brought here by the Druids to facilitate their rituals. It is not absolutely necessary to the ritual, however. Nor are the other stones.

If the valley has been discovered before the appointed night, the Druids will hold their ceremony elsewhere. It will take two hours longer, and they will not be protected by Nyarlathotep until he has actually been summoned there. Nor will Nyarlathotep be constrained to stay in one place after he has been summoned. For three awful nights, he will rampage around the local countryside doing untold damage. He will always make his initial reappearance where the ritual was held.

### **Scene IX**

There is a small cabin to the north east of Gibsville. It is very rustic and attractive, overgrown with honeysuckle and with a faint thread of smoke trickling from the chimney. The owner is home 90% of the time. He is an ancient man with a long white beard, and apparently quite senile. He calls himself Uncle Mo, and he putters around the cottage, talking to himself or the owl that roosts in the rafters. One wall is covered with bookshelves.

He will be very glad to see anybody and will offer them tea and scones. He rambles on endlessly about what the squirrels and sparrows are doing this year. He knows nothing about any of the surrounding towns, not even their names. He does know that kind people occasionally drop by and bring him food and other things he needs to live, but he doesn't really know who they are or when they last came here.





## KEEPER'S INFORMATION

This is Mogh Ruith (App. 1.13.)

## APPENDICES

### 1.1

The following equipment has been loaded into an ex-army Mack truck which will be used to transport the Players to Gibsville:

- 500' rope
- 4 double pulleys
- 2 wheel barrows
- 4 shovels
- 4 picks
- Hand operated winch
- 6 miner's helmets with electric lamps and belt batteries
- 6 sets coveralls
- Assorted sample bags, canvas and rubber
- Small trunk containing portable Chem. lab
- Assorted sample bottles with glass stoppers
- Sensitive barometer (tells you how deep you are)
- 2 compasses
- 2 min/max thermometers
- 4 arc lamps (very bright lights)
- Portable generator, gasoline powered
- Sump pump
- 2 plumb bobs, 100' long
- 2 chalk lines, 100' long
- Rope ladder, 100' long
- Camera and tripod, 20 plates and flash powder
- Step ladder, 10' high
- 6 canvas cots and sleeping bags
- Surveying equipment, good for underground mapping

### 1.2

The Bendix Coal Company (BCC) was founded in West Virginia in 1856 by George Bendix, a Welshman. Currently, it operates in four locations: Charlestown, WV; Pikeville, Ky; Carbon, Oh; and Gibsville, Pa. Altogether, BCC operates over twenty active mine shafts, and produces more than 50,000 tons of coal a year. It is a very profitable operation for its size, but it is far from being the largest coal company in any of the states it operates in.

The current president is Pete Lafferty, who bought George out in 1896. The company is known for using brutal methods to break strikes, but other than that, it seems above board.

There are rumors (Critical Library Use roll to discover) that Jim Bonner is being groomed to be the next president of the company.

### 1.3

The current labor unrest is really a continuation of a struggle that has been going on for well over a hundred years between the miners and the mine owners. The miners work in terrible conditions for pennies a day while the owners become millionaires on their efforts.

This struggle flared into violence in the 1870's in Pennsylvania when an underground group, calling themselves the Molly Maguires, killed several of the company police and superintendents in an effort to use fear as a means for improving conditions.

The Molly Maguires reign of terror was finally broken by the Readington Detective Agency when several of their bodymasters (ringleaders) were caught and hung in 1877. Nothing has been heard of them since.

The recent outbreaks of violence and destruction, however, seem to be the work of a similar group, and the name of the Molly Maguires has once again become a rallying call in the mountains.

The mine owners say it is the work of Russian Communists, and have called in the Readington Detective Agency again.

### 1.4

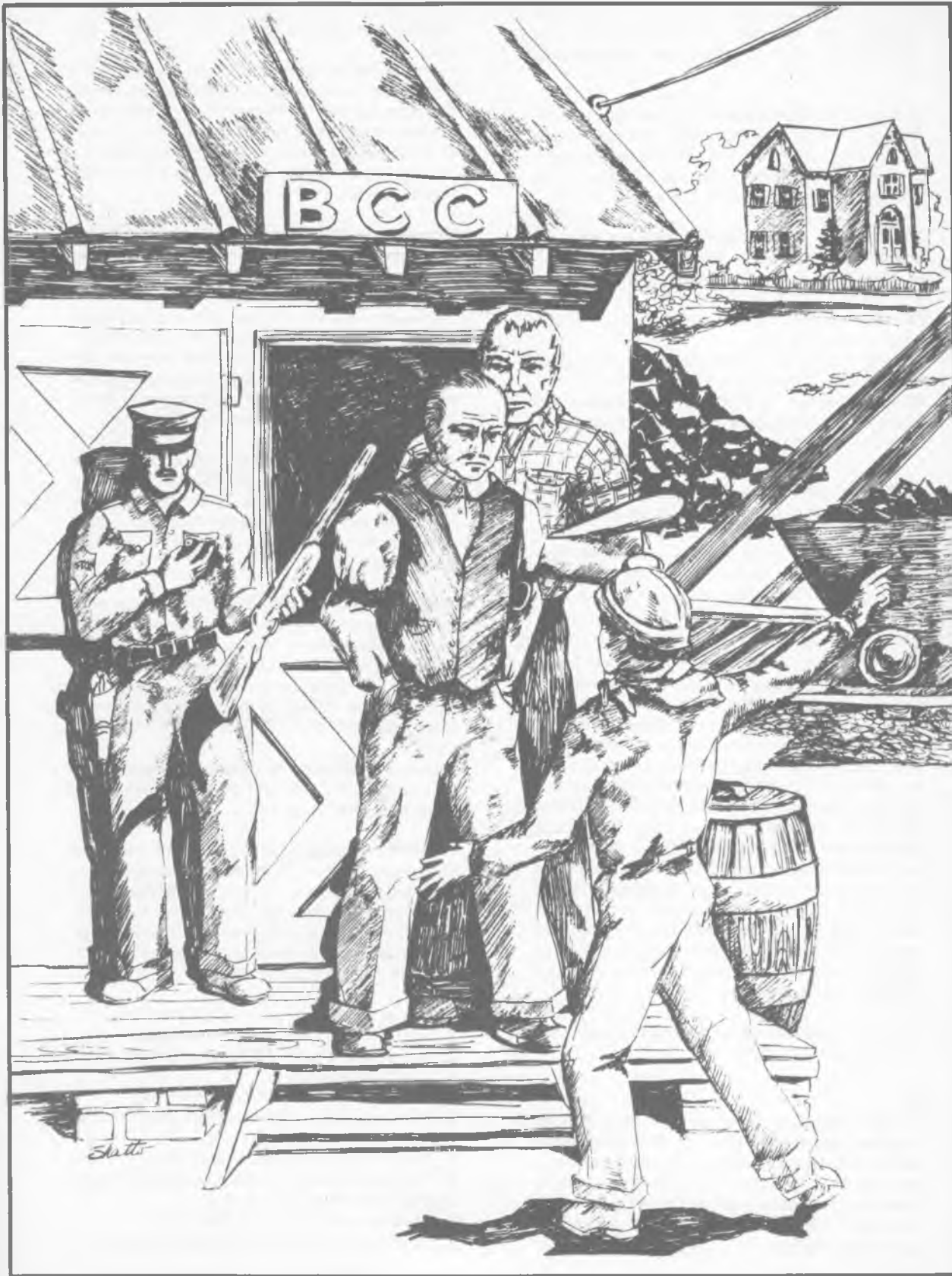
The Readington Detective Agency has a reputation for getting the job done, and they don't care much who they destroy in the process. They have a small army of uniformed policemen, and they also try to infiltrate groups with moles.

The inside men leak information to the uniformed agents, who then make surprise raids on the people fingered. When people are arrested by the Readingtons, they are beaten until they confess, and then hanged. They operate on the principle that if they hang enough people, they are bound to get the right ones sooner or later.

If one of the Players is arrested by the Readingtons, they will be beaten very badly. Since they are outsiders, working for a reputable University, they will not be hanged. Instead, they will be taken to Scranton and dumped outside a hospital. They will need several weeks to recover, and the local police will just laugh at them if they try to prosecute the Readingtons.

### 1.5

Whenever the Players drive anywhere they have not been to before, and they are not accompanied by a local who is familiar with the terrain, there is a



chance they will get lost. The Driver, or a designated Navigator, must make a Map Making roll.

If the roll is missed, roll D 100, and consult the following chart. If the Map Making roll is Fumbled, the vehicle is automatically Stuck/Broken. A second Stuck/Broken roll means the vehicle is beyond all repair.

1-50%: Road ends nowhere, back up and roll again, lose 2 hours and 15% fuel.

51-75%: Road ends in small town. Roll again, lose 3 hours and 20% fuel.

76-85%: Road ends at lone house. Roll again, lose 3 hours and 20% fuel.

86-95%: Road ends at natural barrier. Roll again at -10%, lose 3 hours and 20% fuel.

96-100%: Vehicle is Stuck/Broken. Takes 1D8 hours to get going plus Mechanical Repair roll. Lose 25% fuel.

**NOTE:** All vehicles are assumed to carry 20 gallons of fuel in their tanks, and get 10 miles to the gallon. Any large town will have filling stations. Small towns have a 25% chance of having a filling station. Gasoline costs 15 cents/gallon. Five gallon gas cans cost \$2.

## 1.6

The Investigator's lodgings consist of a hut with an outhouse. It contains a pot bellied stove, two tables, and nothing else. There is plenty of room for the cots. March and April are cold and rainy months in the mountains, and the hut is draughty and damp. Every night, the Players must roll 3D6 vs. their current CON to avoid catching a cold. If they catch a cold, their CON is reduced by 1D3 for two weeks (Note that this will affect hit points.) Anyone with a cold must roll 3D6 vs. CON every night to avoid catching the 'flu. If anyone catches the 'flu, they're in real danger of dying (Roll 2D6 vs. current CON.) They must stay in bed for at least a week to recuperate, and must continue to make their CON rolls. If they miss, they have a relapse, and must roll to see if they die, and start their recuperation again.

Remember that the influenza killed more people than the Great War did.

## 1.7

Hooper's Restaurant is run by Ma Hooper and her daughter, Sarah. Ma is a miner's widow, and owes her good fortune to Joe Tate who took a shine to her. (Sarah is Joe's daughter.) The restaurant is where the Players will get all their meals. It also doubles as the company store, nick-named the "pluck me" because the company stores are just

another way of forcing the miners deeper into debt.

Hooper's is a two story, field-stone building with a communal bath-house out back at which the miners scrub off after their work day. Three meals are served every day: Breakfast, at 4:30 am; lunch, at 12 noon; and dinner, at 6 pm. These meals are all free to the Players. If they want a lunch pail, however, it will cost 5 cents.

Three people live on the second story: Ma, Sarah, and Doc. Knowels. Ma is in her fifties, and was obviously very beautiful when she was younger. Sarah is seventeen, and breathtakingly beautiful (remember, she's Joe's daughter, and he's liable to get very violent with any one who toys with her affections.) Doc. is ancient and decrepit. He smokes cigarettes continually, and coughs all the time. At night, he drinks whiskey and plays dominoes. He is rarely seen during the day.

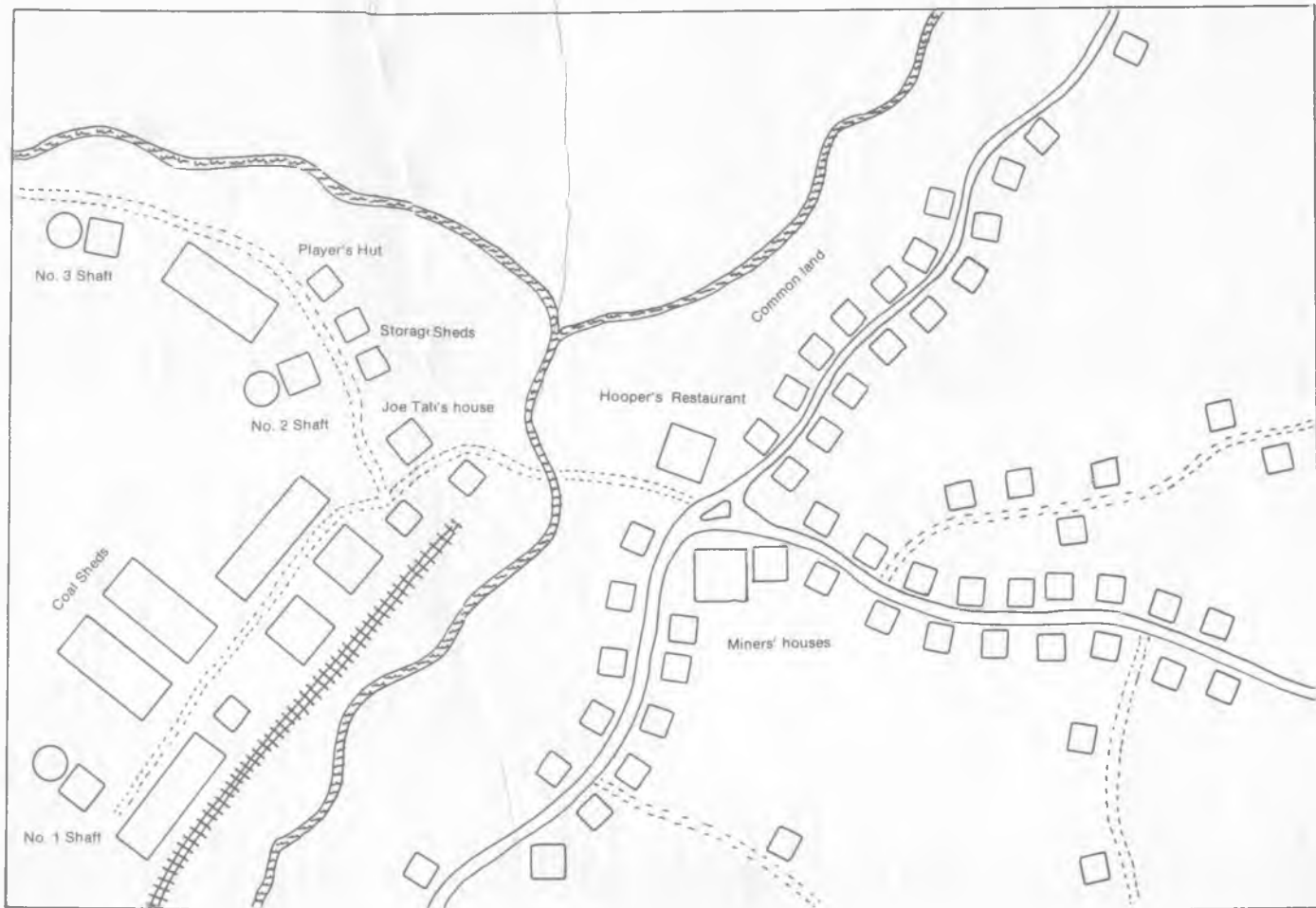
If any of the Players want to make an impression on Sarah, they must roll 3D6 vs. CHA, and promise to take her away from all this. If he succeeds, she will become devoted to him, until someone makes a better roll. Ties are decide by a Debate roll.

She will go walking with the winning Player after evening Mass, and on Sundays will invite him to go to church with her, and to join her afterwards at the football game. In the evening, she will ask him up to the parlor where Doc. Knowels will act as chaperone. There is a 25% chance every week that an ex-boyfriend will try to beat the Player up.

Sarah's conversation is limited to gossip. She is also terrified that she will disappear, like all the other nice girls (App. 1.12.).

Whenever the Players are in Hooper's, there is a 70% chance that whatever they talk about will be reported to Joe Tate. There is a 15% chance that any miners that they talk to are Molly Maguires, and a 5% chance that they are Readingtons. Whenever the Players talk to anyone in Hooper's, they will hear one rumor:

1. The Maguires are going to kill Joe Tate.
2. Sean O'Flaherty is a Readington agent.
3. One of the Players is a Readington agent.
4. Sarah is pregnant.
5. Sarah has a secret beau in the woods.
6. There are Russian Communists camped out in the woods.
7. Sarah is really Joe Tate's daughter.
8. They've caught the molester who's been killing all the young girls (App. 1.12.)
9. The plague has struck in Shamokin.
10. The President has been assassinated.



11. The Molly Maguires meet at Sean O'Flaherty's cottage.

12. The Players are carrying the plague.

(Once any rumor has been heard twice, replace it with one of your own. The 'flu is the plague. The Red Scare is big news. The KKK is rearing its ugly head across the country. Prohibition is about to be enacted. Have fun.)

## 1.8

### Life in Gibsville.

The entire valley is owned by the Bendix Coal Company. Every man except the Minister and the Priest works for the company. Children spend four hours a day working from the time they are twelve until they are sixteen, when they start working full time.

During the day, only women and young children are seen in the streets, everyone else is at work.

### POPULATION

**Adult males: 57**

**Adult females: 74**

**Children (0-16): 270**

**Households: 50 (approx.)**

### CHURCHES

**St. Marks.** Presbyterian church in center of town. Fieldstone with square tower. Rectory next door is also fieldstone. The Minister is the Reverend Peter Jones, 54, single. Quiet and unassuming. There is a graveyard uphill from the church.

**St. Peters.** Catholic church at the edge of town. Fieldstone, but no steeple. Father Paul Winters lives next door in a wooden frame house. He is 32, and known around town for being a real Bible thumper. He often harangues the Maguires in his sermons, and will be active in anything that happens in town while the Players are there. For example, as soon as the bodies are discovered in the Crystal Caverns and identified as Catholics, he will call loudly for a Christian burial, and if denied, he will try to take them out himself at the first appropriate opportunity.

### OTHER BUILDINGS

Miner's cottages are rough huts of clapboard and shingle.

Hooper's is a two story, fieldstone building.

Mine buildings are wood frame.

Mine office is fieldstone.

Tate's house is fieldstone.

Superintendents houses are wood frame.

### PRINCIPAL INHABITANTS

**Joe Tate:** Manager of the BCC. Big and burly with a very nasty temper. He always wears a pistol, although he's more liable to hit people with it than shoot them.

**Mike Palukah:** Mine foreman and Joe's right hand man. Huge and ugly. Cruel and sadistic. Wears a pistol and carries a hickory club. He's in charge of day to day operations at the mine.

**Bill Roth, Tim Casey, Jack Binder, and Clem Undershaw** are all uniformed Readington agents. Two of them are on guard at the mine buildings at all times. They are armed with pistols and shotguns.

**Ma Hooper:** An aging beauty. She runs Hooper's Restaurant.

**Sarah Hooper:** Ma's daughter.

**Doc. Knowels:** Deceitful old alky. Sawbones for the BCC.

**Sean O'Flaherty:** Miner. A big, burly Irishman. He's a born leader, and all the miners listen to him. He has a hot temper, especially when he's been drinking, which is as often as possible.

### TYPICAL, REGULAR ACTIVITIES

#### MONDAY- FRIDAY

4am Lights start to go on in town (coal oil lamps.) Smoke starts to come from chimneys.

4:30am Hooper's opens. Sarah is in charge. Breakfast is served for single males, Players, and married men whose wives are indisposed or angry. Tea, oatmeal, heavy bread and bacon. Lunch pails are sold for 5 cents: cold tea, bread and ~~meat~~.

4:40-50am Fifty men shuffle listlessly over the bridge to report to the mine office for work. Mike Palukah assigns jobs for the day. Good jobs go to those in favor.

4:55am Several short blasts on a whistle. Miners go to their stations.

5:00am Long blast on whistle Work starts.

7:30am All children go to school in their respective churches.

8:00-12 noon Women wash clothes, tend gardens, collect coal for fires, etc.

12 noon Several short blasts on whistle. Miners have lunch. School ends.

## SUNDAY

12:30pm Long blast on whistle. Miners and older children go to work.

1:00pm Catholic children go to Catechism, others play or help their mothers.

5:00pm Long blast on whistle. Miners stop work and clean up in bath-house behind Hooper's.

6:00pm Dinner is served at Hooper's. No menu, just what's served.

7:00pm Church bells ring for evening services.

7-9:00pm Men go to Hooper's for a pint or two of beer, games of dominoes or darts, and to chat. Some visiting from one family to another. Young men and children play on the common behind Hooper's. Courting couples go walking.

9:00pm Hooper's closes. People start to go to bed.

10:00pm Curfew enforced by two patrolling Readingtons. Lights are rarely seen after 10:00 pm, except in Doc. Knowels room. He stays up reading until midnight. Ma always complains bitterly about the wasted oil.

7:00am Hooper's opens for breakfast.

8:00am Church services.

11:00am People walk over from neighbouring town. There is a picnic on the common followed by a football game. Everybody goes to the game. Palukah is the ref. Tate bets heavily on the outcome, as does Palukah. Readingtons patrol town. For an away game, people from Gibsville will walk to another town after church. Readingtons still patrol Gibsville.

6:00pm Sunday dinner at Hooper's.

8:00pm Hooper's closes.

10:00pm Curfew.

## SATURDAY

As normal for Monday-Friday, with the following exceptions:

4:30am Train arrives with empty coal cars, payroll, mail and supplies. Privileged miners are assigned to unload train and then hook up cars that have been filled with coal during the week. There are four armed guards on the train, in addition to the engineer, brakeman and fireman.

2:00pm Train blows whistle, and leaves.

3:00pm Work stops. Pay day at the mine offices.

Evening There's usually a festive atmosphere at Hooper's. Doc. has a fresh supply of whiskey. There's usually a darts tournament, and a likelihood of fights breaking out.

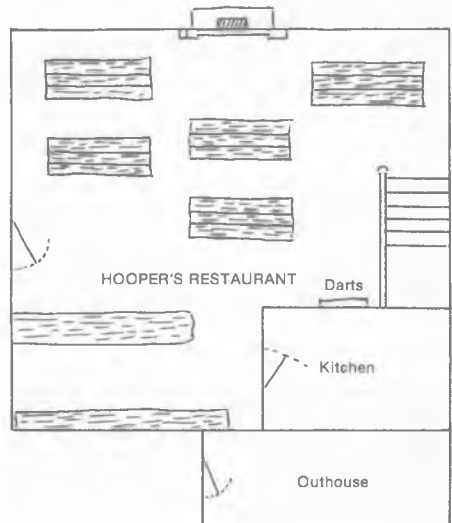
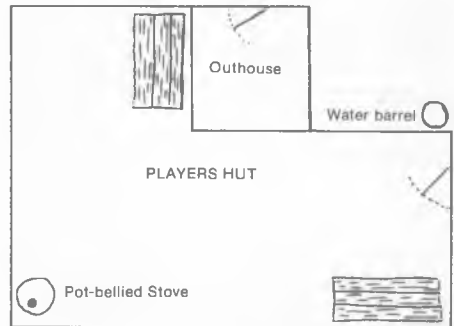
1-75% Scuffles outside.

76-95% Fist fight, someone is knocked out.

96-99% Serious fight, someone is incapacitated for 1-6 days.

100% Hooper's is smashed to bits.

Midnight Curfew.



**RANDOM EVENTS IN GIBSVILLE  
ROLL ON CHARTS EVERY DAY**

**MONDAY-FRIDAY**

1-60% Nothing  
61-75% Minor accident in mine, NPC.  
76-80% Major accident in mine, NPC.  
81-83% Minor accident in mine, PC.  
84-85% Major accident in mine, PC.  
86-88% Birth.  
89-90% Death, natural causes.  
91-95% Crime (1-75%: Beating/76-95%: Petty theft/96-99%: Major theft/100%: Murder.)  
96-99% Traveller passing through.  
100% Roll twice again.

**SATURDAY**

1-75% Roll on Monday-Friday chart.  
76-85% Championship darts game in Hooper's.  
86-90% Marriage.  
91-95% Travelling salesman.  
96-99% Crime.  
100% Roll twice again.

**SUNDAY**

1-90% Nothing  
91-100% Something unusual.

**1.9**

The Crystal Caverns are the remains of a Mi Go mine. They are 25,000 years old. The Mi Go had been mining a particular strata of limestone for its high content of radioactive iodine. This mine was of particular interest because the Mi Go were testing a new mining device: a creature that ate rock and processed the iodine in its intestinal tract. The creature lubricated its passage by exuding a viscous liquid that has hardened into the green crystalline material which helps support the walls.

Unfortunately, the Mi Go had not tested their creature well enough. At first, all went well. Under the mental direction of the Mi Go, the thing burrowed down to the appropriate strata, and began to eat away the regular passages of the mine. But then it ate its way into a strata of coal, and for some reason went berserk, roaming out of control and then exploding.

One of the Mi Go was trapped in the backlash of the explosion. It died, and its body evaporated, but its left claw became imbedded in the rapidly hardening crystal, and has remained intact all these years. Part of the crablike shell of the creature was also blasted back into the tunnel, and lies on the floor.

The Mi Go abandoned the mine, and some years later, a giant sloth moved in. It lived there very happily for many years, until a violent earthquake caused a rockfall which sealed it in the very rear section of the cavern. The same earthquake also sealed the entrance.

When the Druids came to this area, they were led by a man called Balson. While searching for a suitable place to conduct his rituals, he stumbled across the cave-in that concealed the entrance to the ancient mine, and managed to worm his way inside. He was fascinated by the place, and had the other Druids build his house over it, with a secret entrance to the caverns.

In time, a small village was established near the Druid's home, called Ham Hollow. The cult members lived in various towns in the area, but the old Balson House was always the home of the head Druid. When Peter O'Duggin (Mògh Ruith) took the place over in the 1870's, he used it as a safe-house for the Molly Maguires as well.

Unfortunately for O'Duggin, an undercover Readington agent discovered the hideout, and there was a shoot-out there in 1877, as part of the final push against the Maguires. There is still an old gaffer in Ham hollow who remembers the fight, and he will describe it to the Players for a couple of beers.

"A Sunday afternoon, it were. First of all, we seen twenty or so of the 'boyos' come high tailin' up the holler like the devil hisself were after 'em, an' run straight to the Balson place. An' no more an a minute or so later, a bunch o' them coppers come running after 'em.

"They all started into shooting, and they do say you could hear it all the way down in Coaltown. Well, after a half hour or so, the shooting kind o' slowed down like. Everybody could see that it weren't doin' no good. So them coppers had a conference. And they decided to burn 'em out. Me an' several o' the other lads was set to collecting dried branches an' the like, which the coppers threw up against the 'ouse. An' then they set it all on fire.

"None of us had much sympathy for them murderin' Maguires, but it was an 'orrible thing to see nevertheless. At first, they tried to give themselves up, but the coppers shot 'em before they could say anythin', an' then they stopped tryin' to come out.

"We could hear some of 'em screaming inside, and then there was a flurry of shootin' and then silence. We all stayed, and watched the place

burn out, and they found several bodies afterwards. And that was the end of that evil O'Duggin and his wicked ways.

“Course there are those that say the old place is haunted, but I don't place no faith in such things. Still, no one will go near it any more. It's just a ruin now. You can see it up on the hillside, there.”

Not all of the Maguires died in the house, though. Mogh Ruith led three of them into the caverns below, where they hoped to wait out the danger. Then they discovered that the building had collapsed on top of the secret door, and they were trapped there. The Maguires were desparate. But Mogh Ruith immediately began to plan an alternate escape route.

He started by hypnotising the others so they couldn't see him work, and then he began to create a spell. For many days, he worked on the Power Vortex that would transport him out of the sealed cave. When he grew hungry, he started eating the only food available, the Maguires. In time, he finished the Vortex, and walked the spiral. As soon as he stepped on the last symbol, he was magically transported to the hidden valley (App. 1.11.).

The vortex is still powered, and if any of the Players walk on it, starting with their left foot on the outermost rune, and placing one foot on each rune in turn, they will activate it. The first thing they will notice is the hair on their necks will prickle. A few more steps, and their hair will stand on end. A few more steps, and sparks will start to crackle from their finger tips (At this point, the Players should be told that they feel as if someone is watching them, and that if they make another step, they may have crossed over some threshold from which they will never be able to retreat. If they do keep going, they will have lost their souls to Nyarlathotep, and in the crucial moment in Act III, they will not be able to act against the spawn.) As they approach the center, fire will start to coruscate all over their bodies. As they step into the center, there will be a lightning bolt, and they will be gone!

The construction and walking of the Power Vortex, however, required Mogh Ruith to commit his soul completely to the service of Nyarlathotep. He understood the horror of doing this, but preferred that risk to the certainty of living entombment.

Observers must make a successful SAN roll or lose 1D6 SAN. The Player who has been transported must make a successful SAN roll or lose 1D10 SAN. If he makes the roll, he will get an impression of what was on Mogh Ruith's mind as

he stepped through the vortex some forty years before. He will see the fight, and see Mogh Ruith drawing the vortex.

No matter what else happens to the Player, he will be in the middle of the hidden valley (App. 1.11). Mogh Ruith will know that someone has walked the Power Vortex and will move quickly to dispose of his unwanted visitor. Unless the Player blazes a trail as he finds his way back to civilization, he will need a critical Map Making roll to find his way back.

If the Power Vortex is erased in any way, it will cease to function for ever. Mogh Ruith will probably try to erase the Power Vortex if the Players leave the caverns unguarded for any length of time.

### KEY TO MAP OF CAVERNS

**NOTE:** It will take 8 man days to accurately map the caverns. After the time has been spent, a Map Making roll is made. If the roll is successful, the task is completed. If the roll fails, another man day must be spent correcting the errors, and another roll made. This continues until a successful roll is made. All research rolls are made the same way.

1 Number 3 shaft, 390' deep.

2 Mine gallery, 270' long through 4' seam of anthracite coal.

3 Collection of bones. Any reasonable inspection will reveal that they are not human bones. A successful Paleontology roll will reveal that they are Giant Sloth bones. Additional Paleontology research will reveal:

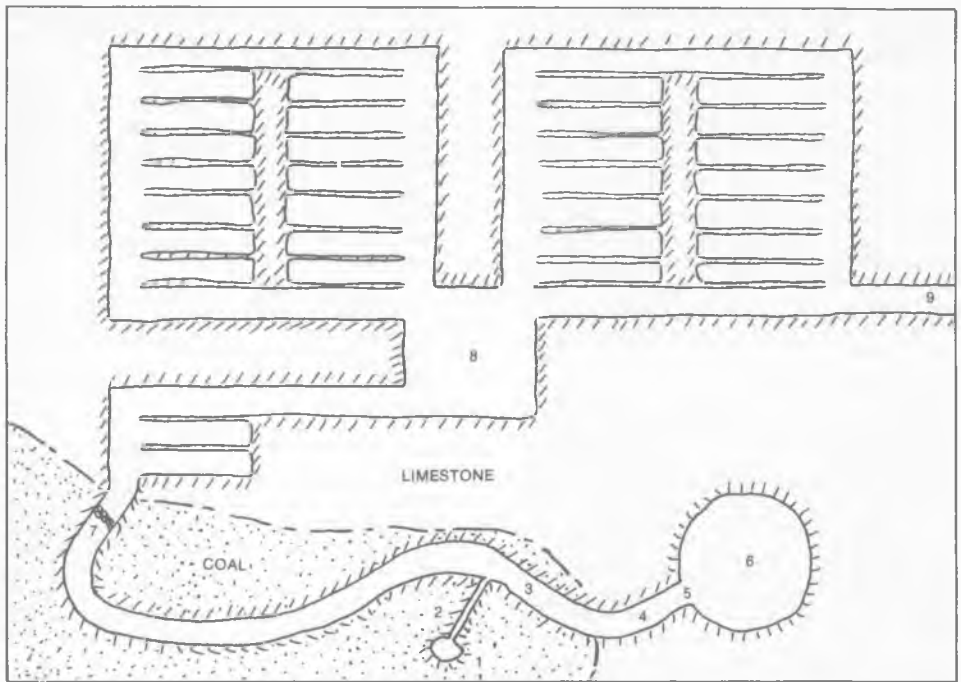
A) The sloth apparently died of natural causes (1 man day.)

B) The bones are 15-30,000 years old (2 man days.)

4 Mi Go claw embedded in crystal. Critical Spot Hidden to notice, unless a detailed search is made. Such a search will take 1 man day per 50'. Claw will be seen as a darker shadow in crystal. If removed from the crystal, or otherwise exposed to air, it will evaporate in five minutes.

A plaster cast can be made of the claw that will represent it fairly accurately. A successful Paleontology roll will reveal that it is a fully articulated claw, capable of all the movements and manipulations fingers are capable of. This is totally unknown in the scientific world, and no one will believe that such a thing ever existed, since the original no longer exist.





5 Lump of grey material. It is light and fibrous, and seared and cracked as if from immense heat. Amorphous in shape, 0.8 cubic feet in volume, 1.2 lbs. Paleontological research will reveal:

- A) Organic in origin (2 man days.)
- B) Closest thing it resembles is crab shell (2 man days.)
- C) Contains Calcium, Iodine, Silicon and Carbon. Diet was probably rock (1 man day.)
- D) If crystal composition is known, Paleontologist can deduce it was exuded through pores in shell (1 man day.)

6 Large spherical chamber, 50' in diameter. Walls are not covered with crystal. Chamber contains hundreds of amorphous brown lumps. (Geology roll to realize walls are limestone. Paleontology roll to recognize sloth dung.) Further research will reveal:

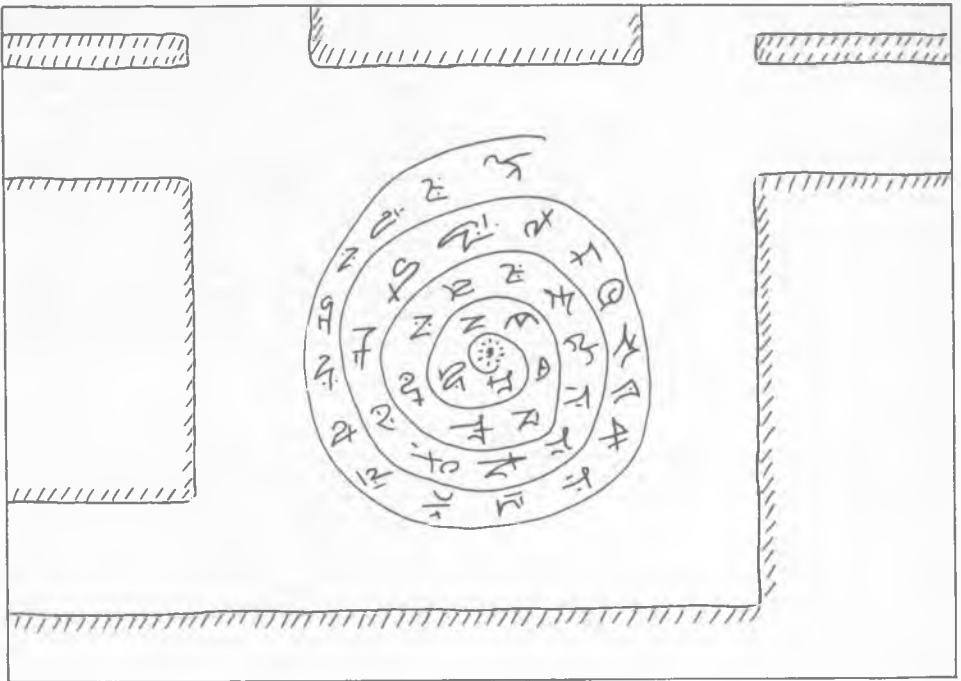
- A) Walls are slightly glazed, as if from tremendous heat (1 man day, Geologist.)
- B) Particles of crystal are imbedded in walls as if from a powerful explosion (1 man day, Geologist.)

7 Rock fall. Will take 4 man days to clear.

8 Central cavern (see detailed map.) Power Vortex drawn on floor in human bone charcoal. (Occult roll or appropriate research to recognize Celtic runes mixed in with Arabic scripting. The wording is untranslatable.) Side passage contains dung fire (sloth dung litters floors of caverns) and one partially eaten body. Another side passage contains two bodies sitting. Half a man day for Paleontologist to discover they died of starvation. Two days for their remains to be identified as missing miners from 1877 by local authorities. (There are no identification papers on the bodies.)

9 Tunnel slopes up, as straight as a die, for two miles before it is blocked by a rock fall. There is a narrow passage that will take Spelunking skill to wriggle through. After another fifty feet, that too is blocked, this time by rubble that seems to come from a building. A successful Map Making roll will reveal that the tunnel probably comes up in the Ham Hollow area.

If the rubble is moved away (4 man days, from the outside only), a bone cylinder will be found that contains an ancient parchment scroll. The scroll is written in ancient Gaelic, in Bardic Verse. It is



the spell for summoning the impregnating avatar of Nyarlathotep.

### OTHER RESEARCH

#### CRYSTAL

- A) Glass-like, not true crystal (successful Geology roll.)
- B) Composed of carbon, silicon and trace elements (2 man days, Geology.)
- C) Probably organic in origin (3 man days, Geology AND Knowledge rolls.) This must be known before final nature of shell can be determined.

#### LIMESTONE

- A) High iodine content (2 man days, Geology.)

#### COAL

- A) Anthracite, nothing unusual (1 man day, Geology.)

NOTE: Crystal must be chipped from walls to find dividing lines between limestone and coal strata.

#### 1.10

A fairly new Mack truck has been found in the woods approximately two miles north west of Gibsville. It has been camouflaged for some time. The right rear axle is broken. Any signs of activity around the truck have long been overgrown. There is no license plate. The vehicle can be traced through its engine number to a dealership in Egg Harbor, New Jersey, where it was sold to Peter O'Duggin of Ham Hollow, Pa. It will take 1-3 weeks to find this out.

If one of the Players goes to Egg Harbor, they will learn that the truck was bought with cash, all dollar bills, on February 6, 1918. The description of the buyer is very vague.

A police report, dated February 10, 1918 indicates that the vehicle was issued a parking ticket on a nearby beach. The ticket was never paid.

Newspaper stories for February 12 are full of the German freighter that ran aground on the same beach late the night before. None of the crew was ever found. The log of the freighter was impounded by Army Intelligence. (It indicates the last port of call was Ireland, on a clandestine mission. There is one personal note: "Why do they want a stone, I wonder?")

Investigation of Irish papers for the preceding few weeks will reveal that an ancient stone, the Rath Ramach, was stolen on February 1, 1918. Nobody ever knew why or who did it.

Research on the Rath Ramach will reveal that it was brought to Ireland, along with another stone, the Rath Fail, in the first century AD by an ancient Druid, Mogh Ruith. It was said that the two stones were halves of a flying machine made by Mogh Ruith and a Sumarian magician, Simon Magus, in 61 AD, in the court of the Emperor Nero. The machine flew, but was made to crash by the interference of St. Peter. Mogh Ruith and his daughter returned to Ireland with the halves of the stone to study them. Both stones were said to be very unlucky, and the source of plagues and monsters.

All this research will obviously take many weeks, if not months to complete. It should be conducted in the period between Act I and Act II.

### 1.11

The hidden valley is in reality a sink hole, caused by underground subsidence many thousands of years ago. It is completely unapproachable except by a single fissure that opens into the next valley to the west. The walls of the valley are sheer and crumbly. No vegetation grows within the valley, because of the mystic forces contained there. These same forces tend to keep people from wandering near it, so that it has remained undiscovered all these years, except by Balson, who was lead to it by Nyarlathotep.

The standing stones were placed there by a lost Indian tribe of shamans that worshipped Ithaqua, the Wind Walker. The central, altar stone is the Rath Ramach.

### 1.12

During the past twelve months, young women have been disappearing regularly, once a month. One day they're there the next, they're gone, never to be heard of again. This is very unusual for such a remote area. People do leave once in a great while, but very rarely women on their own. And the people that leave are seen making their way out or the mountains.

All the women have been from the local villages. No one town seems to have been harder hit than another. All the disappearances have been within fifteen miles of one another.

At first it was thought that it must have been accidents, or bears. But as the toll rose, and the regularity became apparent, a madman was suspected. As the dark of the moon approaches,

women become terrified, and refuse to leave their houses for any reason. But every month, another girl of respectable character disappears. The miners are very frightened and angry about it. They suspect that its either the Molly Maguires, conducting unspeakable rituals, or that the mine owners are dealing in white slavery. They will be reluctant to talk about it to outsiders, and if the Players become too pushy, they'll start hearing rumors in Hooper's that they are responsible.

The last girl to disappear was Briday McCollough, two weeks before the Players arrived in town. She was 16, and lived in Gibsville. Her parents know nothing more than noted here.

The other girls were:

- 1) Susan Corning, 15, Pitville.
- 2) Lisa Stuart, 17, Harriston
- 3) Maude Fricket, 16, Coaltown
- 4) Susan O'Reilly, 16, Springwater
- 5) June Benson, 17, Yorkville
- 6) Linda Evans, 15, Simpson
- 7) Jill Krentz, 16, Black Hollow
- 8) Vicky Maccenna, 15, Carbon
- 9) Debbie Clarke, 17, Tontown
- 10) Clair Wright, 16, Ham Hollow
- 11) Carol O'Conner, 17, Lynton

### 1.13

Uncle Mo is Mogh Ruith, born Peter O'Duggin. His kindly old hermit act is just that, an act. He's the single most evil and wiley person the Players are ever likely to run into. He is the head Druid, the procurer of young girls, the power behind the Molly Maguires, and probably the owner of half the state too. He will never let down his guard, and he always knows when he is being observed. If the Players suspect him, he will arrange a series of diversions to shake them off his track.

If he feels the Players are getting too close for comfort, he will tell the Maguires that the Players are Readington agents, and that they must be eliminated. If that doesn't work, he will have a couple of militant Druids set up a very lethal ambush near the hidden valley.

He is never far from his cabin, and will arrive back in 1D6 minutes. If forced to fight, he will cast Shriving on the Players. Because of the sacrifices he has performed, and the close approach of Nyarlathotep, he has a current POW of 50.

The books in his cabin are varied, and in several languages. There is only one really important one, "The Rath Fail". It is written in ancient Gaelic, by Mogh Ruith, in Bardic Verse, and will take 2X1D3 years to fully translate. It will tell the

awful tale of what is going on in this scenario, and give some insight into the overall Cthulhu Mythos. (15% Cthulhu Mythos. x5 Spell Multiplier. The first spell is the spell to summon the impregnating avatar of Nyarlathotep.)

Peter O'Duggin obtained the book from Balson when he killed the old Druid leader to take over the cult. In those days, he was a young Irish hot-head, fresh off the boat, and he turned the Druid cult into an assassination squad for the Molly Maguires. He didn't pay much attention to magic, but he learned a few minor cantrips, and slowly fell under the influence of Nyarlathotep. He made

his full commitment to his evil god when he was trapped in the caves and needed the Power Vortex to escape.

The book also contains a spell for concocting an ointment that keeps his body from aging. It does not confer immortality, however, and his body is undergoing necrobiosis (death of the cells). To retard this effect, he takes ice cold baths several times a day. The ointment has a distinct, pungent odor.

**THIS ENDS ACT I**

MARCH 1919						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

APRIL 1919						
S	M	T	W	T	F	S
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

## ACT II

### *"The Wanderer"*

In which the Players are dispatched to Arizona to retrieve fragments of a deadly, radioactive asteroid. As they collect their equipment, and when they arrive, they will learn that they are not the only ones interested in the asteroid fragments. Their opponents are not only ruthless, but seem to have some very unusual powers.

The second adventure in this campaign takes place some four years after the first.

Appendix 2.1 contains guidelines for determining the actions and professional advancements of the Player Characters during the intervening years. At the Keeper's discretion, the Player Characters may also have been involved in other macabre adventures during this period.

The section in the center of this book describing Player Characters for this Act includes a selection of alternate Player Characters who might well be involved in the actions described. This list should only be drawn from for additional Players, Players whose Characters are dead or permanently maimed, and Players who feel their Characters do not logically belong in this adventure.

Material is presented in the same format as used in Act I.

## ONION SKIN

### LEVEL 1

The asteroid, known to the Druids as the Wanderer, is rapidly approaching Earth, ready to unload its deadly cargo. In a matter of weeks, Nyarlathotep's plan will either succeed or fail. Simon Masters, the unnatural progeny of Nyarlathotep and Sarah Hooper, has completed his education at the hands of the Druid cult in the mountains, and in four years has grown to apparent young manhood. He is a student of Physics at Miskatonic University now, exactly as planned by Mogh Ruith. Mogh Ruith is also at M.U., posing as Dr. Peter McDonnell, an Anthropologist on sabbatical from the University of Leeds, England (App. 2.2).

### LEVEL 2

The approach of the asteroid is known by three parties other than the Players group: Baron Joachim Von Starnberg (App. 2.3); Count Jules de Rochambeau (App. 2.4); and Amonna Sowenda (App. 2.5). Each of these parties will also be attempting to secure some of the mysterious asteroid fragments. Mogh Ruith is

currently unaware of these outside interests, and has placed all of his hopes on the Players gaining part of the asteroid, and returning it to Miskatonic University. Since they are the only officially sanctioned group active in this area, they probably will gather enough of the material for his purposes.

## Scene I

**Professor Brown's study. The evening of Tuesday, July 24, 1923.**

### NARRATIVE

Once again, you are gathered in the offices of Professor N. E. Brown, Dean of the College of Sciences at Miskatonic University. In addition to Brown and your party, there are three other men in the room. Brown introduces them as Dr. Stephen Fitzroy, Chairman of the Astronomy Department, Professor Manly Hyde-Simmons, Chairman of the Physics Department, and young Simon Masters, a student of Physics, and a protégé of Hyde-Simmons'.

After all the introductions are made, Brown presents the following information to you, with interjections and explanations from Fitzroy and Hyde-Simmons.

1) Fitzroy, internationally known as a highly innovative astronomer, has found a new asteroid while making observations through his experimental helioscope (telescope for looking at or near the sun). The asteroid is in a highly unusual orbit, almost like that of a comet, which swings out well beyond the known Solar System, and then comes back very close to the sun. It has a period of 372.6 years, and shows apparent signs of being influenced by a planetary body at the edge of our Solar System which has not yet been discovered.

2) Spectrographic analysis of the asteroid indicates that it contains significant proportions of a heavily transuranic metal with an atomic weight of 483. It is incredibly dense, and probably highly radioactive.

3) The asteroid is due to pass very close to the Earth after its swing around the sun, and there is a good chance that gravitational fluctuations will break off a few chunks, and bring them down to Earth. If that happens, they will probably impact somewhere in the North American continent. As it comes closer, they will be able to be more accurate.

"Gentlemen," concludes Brown, "those asteroid fragments may well be the scientific find of the century: a metal totally unknown on Earth. It will

add an immense store of knowledge to our growing understanding of the Universe.

"On the other hand, the potentially radioactive nature of the material may well pose a great danger to anyone who doesn't handle it properly. We are still learning of the horrific effects of radiation poisoning on human beings, and I must warn you that if any of those particles are left where they fall, large areas of this continent could become uninhabitable.

"Your past exploits have proved you capable of thinking on your feet and getting the job done. I'd like you to tackle this one. We need a competent team in the field while Fitzroy, Hyde-Simmons and Masters here continue their analysis of the approach.

"Hyde-Simmons has prepared a list of the equipment you will probably need (App. 2.6). You will need to hurry to collect it, though, since the asteroid is due to pass by in twenty four days. I would like you in the field in three weeks.

"All of your expenses will have to be approved through my office, and I will see about making all the necessary arrangements out West. I think I can be assured of having some assistance from the Federal and State authorities there."

Masters, who has been working with his slide rule throughout the entire discussion, blurts out "AAAArizona. IIII'm certain it wwwwill fffall in AAAArizona." Outside a dog howls, as though laughing at his inability to speak, and he turns bright red with embarrassment at having interrupted you all, but Hyde-Simmons beams at him and slaps him on the back.

"That's it, Masters," says Hyde-Simmons. "You keep working on those figures. We'll track that beastie down yet."

The meeting is over.

### **KEEPER'S INFORMATION**

Brown knows no more than he has said here, nor does Fitzroy or Hyde-Simmons. Masters will stammer very badly at any questions and convey the perfect picture of a gawky college kid. He really is a whizz at mathematics, and will figure out where the asteroid fragments will land by known physical principles. It can't hurt of course, that he already knows.

The dog will not howl again, because it has run away. In Act III, the howling of dogs will become an important clue to the identity of the spawn. If any of your Players remembers this incident, you

can congratulate them from TOME, we like people who pay a lot of attention to detail.

## **Scene II**

### **Collecting the materials needed for the expedition. NARRATIVE**

The list of equipment supplied by Hyde-Simmons is exhaustive, and very extensive. There is absolutely no way you can gather all of it in the time allotted. You must therefore make decisions about what you will spend your time getting, and what you won't.

Cost is no object for items on the list. Other purchases must be approved by Prof. Brown, played by the Keeper. It is important to note, however, that it will take a full man day to approach Brown about these additional expenses, wether he approves them or not. There is no limit to the number of additional expenses you can take to Brown in one visit.

You have sixteen days to obtain your equipment before your train leaves for Arizona. Transportation to Arizona will be arranged by Brown. If two of you go to another city for a day to obtain equipment worth two man days, you are not together, and you cannot consult with one another. If you stay together, then it will take two days to obtain that amount of equipment.

### **KEEPER'S INFORMATION**

There is always a 5% chance that a particular piece of equipment is not available where the list says it is. If it is not available there, there is a 25% chance that it is available somewhere else, but it will take twice as long to get.

If a Player turns up empty while he is alone, he is not allowed to tell the others except by telegram to Arkham, or in person when he and the others have returned. It is important to keep strict control of this. If Players try to set up regular message drop areas in every city they go to, in order to keep in better contact, they are allowed to do so, but they will each lose one day of total search time because of all that running back to the message drop.

Generally, this scene can be played very quickly. If your Players have a passion for role playing in the 1920's, however, and an extra evening to spare, you can have a lot of fun playing out the details of the search.

There are two essential aspects to the search. The first of these is that they may tip Baron Von Sternbergoff to their intentions. The second is that

they may learn of another party (the Baron's) which is busy obtaining much of the same equipment they are.

**Tipping the Baron off:** If the Players get the bright idea of using others, such as graduate students, to help them search for the equipment, there is a 65% chance that the Baron will hear of it. If they search entirely on their own, they are assumed to be being close-mouthed about it, and the chance is reduced to 15%.

**Hearing of another party:** Every time a piece of scientific equipment is obtained, there is a chance equal to the searching Player's Fast Talk of hearing that someone else has been in looking for just the same piece.

If the Players then decide to be more circumspect about their own search, reduce the chance of the Baron finding out about them. Decide for yourself about the exact percentages.

If the Players try to find out who the other party is, they will learn that the equipment has been shipped to Mexico City. If they pursue their investigations further, they will definitely alert the Baron to their existence, and will attract one or more of his assassins.

### Scene III

**The train ride to Flagstaff, Arizona, August 10-14, 1923.**

#### NARRATIVE

Prof. Brown has arranged transportation for you and your equipment. "The Barbary Coast Limited" leaves New York City at 10am on Friday, August 10, and arrives in Flagstaff on Tuesday, August 14, en route to San Francisco. Three flatcars have been booked to carry your equipment, loaded into trucks, and you each have first class accommodations in one of the Pullman cars. This entitles you to your own state room, and four meals a day in the dining car as well as light refreshments from the porter's trolley.

Because of the size of your party, you will occupy all of the state rooms in one of the Pullman cars. (See the diagram of a Pullman car in the Sourcebook to the 1920's.) Other passengers are seated in the open section of the car.

In all, there are seven Pullman cars, a dining and observation salon, a private car, fourteen boxcars, twelve flatcars, an engine and coalcar, and a caboose that make up the train. "The Barbary Coast Limited" travels at an average speed of 45 miles per hour, reaching speeds of 60 miles an hour on long, straight downgrades.

Your accommodations are luxurious, if somewhat old fashioned. Meals are served four times a day in the dining car, by reservation only. Your reservations are at 8:45am, 1:45pm, 5:15pm and 8:15pm. Meals can also be served in your state rooms at an additional charge of \$2 each, out of your own pocket.

#### KEEPER'S INFORMATION

The private car belongs to Sir Andrew Buckinghamshire, a young English lord travelling to San Francisco on another adventure. (NOTE: Sir Andrew's exploits will soon be available from TOME.) No one will leave the car at all during the trip except for the porter. He can be bribed to reveal that Sir Andrew is the owner and that he is travelling with two others: Major Stuart Randall, English, and Mr. Timothy Clarke, American.



## DRAMATIS PERSONAE

### Act I

#### DR. DAVID STEPHENS

Dr. Stephens is now a teacher of Geology at Miskatonic University. As a younger man, he worked all over the U.S. as a geologist for several mining companies. He is good at what he does.

In the Great War, he was commissioned in the Army Engineering Corps, and did a lot of work as a trench designer. In 1918, he was hit in the left leg by shrapnel, and would have died if he hadn't been saved by his friend, Sgt. Peter Lewis. He still walks with a limp, and took his current post as a teacher because he felt his field days were over.

He knows Jim Bonner casually from when he worked for the Bendix Coal Company some years ago.

Stephens is 54 years old.

**STR:10 DEX:11 INT:13**  
**CON:11 CHA:09 POW:11**  
**SIZ:11 SAN:55 EDU:20**

Important Skills: Geology-75%, First Aid-70%, Speak German-45%

#### DR. MARK FREDERICKS

Dr. Fredericks is one of the country's leading experts on pre-Columbian burial sites. It was this status which exempted him from fighting in the War. He has developed most of the techniques for the new Paleontology Skill. He is an experienced field man who has had to live rough all over the continent.

Fredericks is 42 years old.

**STR:12 DEX:08 INT:13**  
**CON:11 CHA:09 POW:12**  
**SIZ:11 SAN:60 EDU:22**

Important Skills: Paleontology-80% (Ability to deduce information about the distant past through study of fossils, bones and artifacts.) Swim-65%. Archeology-60%.

#### MR. PETER LEWIS

Mr. Lewis used to work for the Willis Coal Co., in Shamokin, Pa., where he learned his skills as a surveyor. During the War, while on duty in the trenches, he saved the life of Capt. Stephens. The men became very close after that, and after the War, Stephens helped Lewis start his own business in Boston.

Lewis is on retainer to MU, and often organizes field trips with Stephens for geology students.

Lewis is 38 years old.

**STR:12 DEX:11 INT:09**  
**CON:12 CHA:10 POW:12**  
**SIZ:14 SAN:60 EDU:10**

Important Skills: Map Making-75%. Rifle-60%. Tracking-45%

#### MR. JAMES BONNER

Mr. Bonner has been with the Bendix Coal Co. since he started in the mines at age twelve. When Pete Lafferty took over the company in 1896, he took a liking to the young Bonner - a hard and capable worker - and has been grooming him to be the next president of the company ever since. Bonner has a strong interest in getting the BCC operating at full capacity as soon as possible.

He knows Stephens casually from when he used to work for the BCC before the War. Bonner did not fight in the War. He was disappointed, but he knew he worked for a defense industry, and he took it very seriously.

Bonner is 43 years old.

**STR:13 DEX:11 INT:10**  
**CON:12 CHA:09 POW:12**  
**SIZ:09 SAN:60 EDU:14**

Important Skills: Engineering-65% (Use of all heavy equipment, and mastery of excavation and construction.) Fist-85%

#### MR. ANDREW LORD

Lord has always been interested in rocks. As he grew up, his interest took the form of spelunking (pot-holing). Now he is learning the background information about all the caves he has explored.

Lord is 23 years old.

**STR:10 DEX:09 INT:12**  
**CON:12 CHA:09 POW:13**  
**SIZ:14 SAN:65 EDU:17**

Important Skills: Geology-50%. Spelunking-65%. Climbing-60%

#### MR. MICHAEL SCARBOROUGH

Scarborough is the son of a railroad man. He is studying paleontology over the protests of his father and mother. His mother is particularly horrified that he plays around with "all those dead bones and other grisely things", and will not let him in the house until he takes a bath outside.



Scarborough is 22 years old.

**STR:10 DEX:12 INT:09**  
**CON:13 CHA:13 POW:08**  
**SIZ:11 SAN:40 EDU:16**

Important Skills: Paleontology-45%. Operate heavy machinery-35%. Silent Movement-60%

### NON-PLAYER CHARACTERS

#### JOE TATE

Joe is the manager of the BCC in Gibsville. He is tough and often brutal in his treatment of the miners, but by local standards, he is fair and honest. He shouts a lot, and if he feels someone is trying to pull the wool over his eyes, he is liable to have his forman, "Big Mike", hit them for him. He is highly unlikely to believe any "wild" tales, and if the teller of such tales persists, he is liable to have him arrested for his own good.

**STR:11 DEX:12 INT:09**  
**CON:09 CHA:12 POW:11**  
**SIZ:10 SAN:55 EDU:08**

Important Skills: Fast Talk-55%. Pistol-45%

#### "BIG MIKE PALUKAH

"Big Mike" is Tate's right-hand man, more for muscle than organizational ability. He is cruel and sadistic, but he will not hit a Player unless ordered to do so by Tate or unless the Player hits him first.

Palukah is highly superstitious and will only go into the crystal caverns on a direct order from Tate.

**STR:14 DEX:11 INT:10**  
**CON:09 CHA:12 POW:08**  
**SIZ:16 SAN:40 EDU:05**

Important Skills: Club-65%

#### BILL ROTH

Sergeant in the Readington Detective Agency. A good cop, although not noted for his initiative. He is capable of acting on his own, however, provided he can be persuaded that it is in the best interests of the RDA or himself.

Clem Undershaw is Roth's henchman. He's small and weasely, and he will always be on the lookout for any unusual activity.

**STR:11 DEX:12 INT:09**  
**CON:12 CHA:11 POW:10**  
**SIZ:12 SAN:50 EDU:10**

Important Skills: Law-35%. First Aid-65%

#### MA HOOPER

Ma was once the beauty of the valley, and she is still a handsome woman. She married when she was very young, and within a week her husband died in a mine accident. (Some say the young Joe Tate arranged the accident.) She spent a year in mourning, and swore that she would never marry again. Despite her vow, however, she got herself into trouble, and gave birth to a baby girl, Sarah. Things looked pretty bad for her, an unmarried mother with no means of support, but Joe Tate became manager of the mine about that time, and gave her the job of running the company store and restaurant. She's been doing it ever since. She's very grateful to Tate for the help he gave her. Even though Sarah is Joe's daughter, he risked his whole career with the BCC to help a fallen woman, and she has never forgotten.

**STR:08 DEX:13 INT:12**  
**CON:11 CHA:15 POW:13**  
**SIZ:11 SAN:65 EDU:06**

Important Skills: Fast Talk-45%. Accounting-35%

#### SARAH HOOPER

Sarah is radiantly beautiful, and at seventeen, she is every man's dream of the lively young nymph. Unfortunately, Sarah is stupid. Talking to her is like trying to hold a conversation with a turnip. She is only interested in gossip, and she is firmly convinced that the entire world revolves around her. She flirts outrageously with anyone who even hints that they might be able to take her away from Gibsville to a big city.

(NOTE: Tate will react very violently to anyone who acts in the least bit ungentlemanly toward Sarah.)

**STR:09 DEX:11 INT:08**  
**CON:10 CHA:16 POW:12**  
**SIZ:09 SAN:60 EDU:04**

Important Skills: None.

#### SEAN O'FLAHRTY

Sean is large and burly with a fierce temper. He is really quite bright, but he lets his emotions rule his life rather than his head. He hates Joe Tate with a passion, and since the Players are associated with Joe, he is liable to be very short with them. As a leader of the Maguires, he does a good job. He has a natural bent for intrigue, and this, coupled with his Charisma, makes him an ideal leader for an underground group. He will always be found in the thick of things, but he will somehow never be the one to have started it.

**STR:15 DEX:12 INT:13**  
**CON:16 CHA:14 POW:12**  
**SIZ:16 SAN:60 EDU:08**

Important Skills: Fist-85%. Speak Gaelic-35%.  
Move Quietly-55%. Fast Talk-45%.

### MORDECAI SMITH

Smith is a sorcerer. He appears in Act I and in Act III (under the alias of **Dr. Arthur Cooker**). He is a member of the Bavarian Illuminati, but has never been one to crave power. His principle interest in life is playing games with other peoples minds. He will always have a joke or a mystifying little trick to spring on people. The threat of Nyarlathotep terrifies him, however, and he is determined to prevent the transformation. By Act III, he will know the fragments have something to do with it.

**STR:12 DEX:14 INT:16**  
**CON:12 CHA:14 POW:16**  
**SIZ:09 SAN:90 EDU:35**

Important Skills: Fast Talk-99%. Bargain-95%.  
Oratory-80%. Debate-75%. Move Quietly-85%.  
Hide-75%.

### MOGH RUITH

Born **Peter O'Duggan**, and also known as **Uncle Mo**, Mogh Ruith is the true villain of this piece. It is he who is trying to summon Nyarlathotep in Act I to begin the process of opening the living gate. Yet nothing is black and white. He did not start out evil. He has come to this through fear. He agreed to serve Nyarlathotep in exchange for an escape from living entombment in the crystal caverns. From his book, the Rath Fail, he has learned the spells Summon/Bind Nightgaunt, Contact Nyarlathotep, Contact Ghoul, Voorish Sign, Shriving and Brew Space Mead. His principle tool, however, is his hypnotic ability.

**STR:09 DEX:12 INT:17**  
**CON:12 CHA:14 POW:16**  
**SIZ:10 SAN:00 EDU:21**

Important Skills: Hypnosis (Mesmerism)-75%  
(Victim can resist by rolling POWX2 or less on D100).

### BARON JOACHIM VON STARNBERG

The Baron is a very decisive individual. He acts quickly and will kill opponents before taking any chances at all. His Stosstruppen are all fanatically loyal to him, and will obey any order he gives, or die trying.

(The Stosstruppen all have weapon skills of 70%

in at least one weapon, and are experts at all Stealth skills.)

**STR:12 DEX:13 INT:15**  
**CON:13 CHA:12 POW:12**  
**SIZ:14 SAN:60 EDU:16**

Important Skills: Military strategy-85%

### COUNT JULES DE ROCHAMBLEU

The Count is never actually seen during the action. He is an evil presence felt off-stage. His only interaction will be with a single Player, as described in the text.

**STR:10 DEX:12 INT:15**  
**CON:10 CHA:08 POW:14**  
**SIZ:09 SAN:00 EDU:18**

Important Skills: Cthulhu Mythos-65%.

### AMONNA SOWENDA

This ancient Serpent Man thinks in concepts so totally alien to the human mind that it is difficult to predict any sort of behavior pattern for him. He is liable to do anything.

His principle weapon will be physical violence inflicted by the Sand Dwellers he has under his control. The Sand Dwellers attack with their claws at 35%. They will only use one claw at a time since they are under control rather than fighting for their own reasons. If Sowenda is killed (unlikely), they will run away.

**STR:14 DEX:16 INT:21**  
**CON:15 CHA:16 POW:18**  
**SIZ:10 SAN:00 EDU:200**

Important Skills: All skills listed at 95%.

### SIMON MASTERS

Simon is the spawn of Nyarlathotep. He is genetically programmed to become a living gate between his father's universe and ours. He undergoes many unusual changes during his short life, but he is only seen in three:

~~STAGE ONE:~~ In Act II, Simon is brilliantly intelligent, although to all outward appearances he is a normal human being.

**STR:09 DEX:15 INT:21**  
**CON:18 CHA:08 POW:21**  
**SIZ:10 SAN:00 EDU:04**

Important Skills: Mathematics-95%. Physics-95%. Astronomy-95%.

**STAGE TWO:** Simon still appears human, but he is now in the killing stage in which absorbs POW from his victims who then die of accelerated old age. He is getting stronger, and more importantly, his skin now acts as 8 point armor.

**STR:12 DEX:14 INT:16**  
**CON:21 CHA:10 POW:26**  
**SIZ:10 SAN:00 EDU:04**

Important Skills: All Knowledge Skills dropped 25%.

**STAGE THREE:** Simon is a monster in this stage. He is preparing to become the living gate by swallowing one of the asteroid fragments. The stats given for him here, however, reflect the effects of the spell Mordecai Smith has cast on him: The Dirge of Loweena.

**STR:18 DEX:12 INT:10**  
**CON:24 CHA:-20 POW:36**  
**SIZ:22 SAN:00 EDU:04**

Important Skills: Attack with tentacle-15% (3 times per round). Damage: 1D10.

#### **PROF. N.E. BROWN**

Prof. Brown, as you might have guessed, is directly connected with the various organizations that will one day become the Secret Service. In your own campaigns, he can be used to tie many strings together. We intend to use him often.

**STR:11 DEX:12 INT:17**  
**CON:10 CHA:14 POW:15**  
**SIZ:11 SAN:75 EDU:23**

Important Skills: Library Use-85%. Linguistics-55%. Law-50%. Occult-65%. History-75%. Anthropology-50%.

#### **SETH HARKUM**

Seth is the Police Chief in Arkham, Mass. As such, he will be heading up the investigations into the many deaths that occur in Act III. He is slow and deliberate. He checks every fact, and then rechecks it. The harder he is pushed, the more he digs his heels in.

His deputies are Fred Marsh, Olan Bainbridge and Sean O'Connery.

**STR:11 DEX:12 INT:12**  
**CON:10 CHA:14 POW:11**  
**SIZ:10 SAN:55 EDU:11**

Important Skills: Law-45%. First Aid-75%. Psychology-55%. Pistol-45%.

In general, the trip will be relaxing, unless the Player's activities have been discovered by the Baron. In that case, there will be two assassins on the train. See App. 2.3 for details on the Baron's assassins. They will try to pick the Players off one by one until they are discovered, and then they will fight to the death. Their prime goal will always be to kill as many Players as they can, without giving themselves away, if possible. If faced with a choice, they will kill older Player Characters before younger.

If there is an assassination attempt on the train, whether successful or not, there will also be an official inquiry which will delay the Players 1D3 days in reaching Flagstaff.

#### **Scene IV**

**Arrival at Flagstaff, Arizona, 1pm Tuesday,**

**August 14.**

#### **NARRATIVE**

Upon arriving at Flagstaff, the first thing you notice is the heat. Temperatures are in the high 90's or low 100's every day. Nevertheless, you must go to work immediately, unloading your equipment from the train, and finding your local contacts. Tuesday afternoon passes quickly in a bustle of activity.

Arrangements have been made for you to stay in the Harvey Hotel, near the railroad depot for the night, where there are several messages waiting for you from Prof. Brown, bringing you up to date on the latest computations on the asteroid.

It will pass by at 2:48am on Friday, August 17, 1923. It is almost certain that several fragments will fall to Earth. The area of most probable impact is north eastern Arizona. The Bureau of Indian Affairs has given you permission to establish a base at the trading post in Kayenta, Arizona, just north of Black Mesa, on the Navajo Indian reservation. The Governor of Arizona has promised all the help he can, and you have an appointment to meet with the Federal Marshal in Flagstaff at 10am tomorrow.

#### **KEEPER'S INFORMATION**

At the very moment that the Players are unloading their equipment from the train, Pancho Villa is conducting a raid in Sahuarita, Arizona, just outside of Tucson. It is only a few years since his notorious raid into New Mexico that almost led to war between the United States and Mexico, and the official reaction is very swift. Every available State and Federal official is immediately dispatched to Pima County.

When the Players arrive at the Marshal's office the next morning, they will find only one old man. Any local help they had hoped to get is gone. Villa's raid is a distraction, arranged by Baron Von Starnberg, but it will be too late before the officials realize that Villa is long gone from Arizona. In fact, he has returned to his ranch, where he will be assassinated by the Baron's men.

Historical Note: Pancho Villa was, in fact, assassinated in his home in 1923. It was never clearly understood why.

#### **Scene V**

**The drive to Kayenta, Arizona.**

#### **NARRATIVE**

The drive to Kayenta is about 150 miles long, across the scorching heat of the Painted Desert. Very little lives here, only cactus, tumbleweed, gila monsters, scorpions and spiders. It is a beautiful yet forbiddingly alien landscape, almost as though you were driving across the surface of the moon.

For hours you bounce and rattle along rutted trails. Bit by bit, a dark smudge on the horizon grows taller until you can see it is a wall of high cliffs. This is Black Mesa, a huge outcropping of sandstone that the wind and occasional rainfalls have as yet failed to erode away.

Occasionally you pass Indian Trading Posts, and more often you see the octagonal "hogans" the Navajo have lived in since they first came to this forbidding land many centuries ago. Every now and again you pass a flock of sheep, tended by a stone faced warrior whose black eyes barely register your presence as you drive by. There is no doubt in your minds that you are no longer in the white man's America.

It is completely dark by the time you reach Kayenta, but the lights are still on at the trading post, and Bill Fields, the local Indian Agent, is still up waiting for you. He serves you bitter, black coffee, and rustles up platefuls of beans and bacon while he asks what you're up to, and how he can help.

#### **KEEPER'S INFORMATION**

Fields is a lonely, crabby old man. He will help as much as he can, but that's not very much. The local Indians totally distrust the "round eyes", and will have nothing to do with the Players.

The Trading Post is also a telegraph office. There is a 15% chance, every time the telegraph is used, that the wires will be down. "The injuns use the wire to make their corrals," explains Fields. If the

wires are down, it will take 1D6 days for them to be repaired.

There are no weapons of any kind, other than knives, for sale at the Trading Post.

If any one looks up into the night sky, they can see the asteroid as a point of intense white light that can be seen to be moving against the background stars.

Fields will suggest that the Players establish an observation post up on Black Mesa over the next two days. There is a rough trail that leads up onto the Mesa from Kayenta. Luckily, the northern rim of the Mesa is the highest point, and you will get an uninterrupted view of the landscape for 85 to 100 miles.

Setting up the observation post will occupy the daylight hours of Thursday.

## Scene VI

**Thursday night to Friday morning, at the observation post on Black Mesa.**

### **NARRATIVE**

The night sky is as clear as crystal, and you can see to the very edge of infinity. The stars seem close enough to touch as they wheel across the heavens in their eternal dance that has fascinated mankind since before history began. With the passing of the sun, the temperature has dropped rapidly, and the hissing crackle and sharp scent of pine cone fires fills the air around you. Beneath this is the warm aroma of percolating coffee.

Shortly after 10pm, the asteroid rises swiftly in the east. It is perceptibly brighter than before, and is moving even faster against the stars. Telescopes and transits are trained on it, and follow its passage across the bowl of heaven.

By 2:15am, it is almost directly overhead.

A faint droning interrupts the silence of the desert night. The lights of three or four aircraft can be seen heading south, flying in tight formation about two miles away.

At 2:28:16am, the asteroid grazes through the atmosphere, and several faint green fragments can be seen to break off. They trail zig-zagging blue/white arcs of fire across the sky. They seem to be coming right at you. The air around you hisses and crackles with static electricity. A strong, hot wind blows in your faces. The whole scene is lit up by the brilliant fire of the asteroid fragments as they plummet toward the ground.

At the last moment, the fragments seem to veer away to the south, and smash onto the Mesa about thirty miles south of you, sending great billowing fireballs into the sky. Seconds later, you hear the sharp crack of sonic booms followed by the concussion of the impacts.

When your eyes recover, and the dust settles, you can see several greenish glows to the south through your telescopes. And then, suddenly, you see a dozen more intensely bright white lights blossom into existence in the sky, and hang there as though defying gravity. They are parachute flares, dropped from the airplanes you noticed earlier, and in their illumination, you can see several other parachutes open and drift down to the ground, near the green glows. Somebody is going to beat you to the fragments!

### **KEEPER'S INFORMATION**

A total of five fragments have fallen to Earth. This is shown in the illustration. The Players should only be told this if they specify they are counting as the fragments come in. Do not show the illustration to the Players a second time, if they didn't think to count them as they came in, they missed their opportunity. From their current vantage point, the Players can see three green glows on the horizon.

Rattling over burro trails in their dusty vehicles through the night, it will take the Players two hours to reach the closest impact site. The green glows will provide a sufficient beacon so that the Players do not get lost.

Meanwhile, the Baron's party arrives at the first site, which is also the closest site to the Players. There are four shock troopers armed with Lugers and machine pistols, and a young doctor of nuclear physics from Heidelberg University. Part of the doctor's equipment is a fully self-contained, lead shielded suit with mechanical manipulators. It takes him fifteen minutes to put it on, and then he walks into the impact crater to collect the glowing fragment (App. 2.7).

The fragment is much hotter than he had anticipated, and threatens to melt the lead container. Without thinking his actions through, he tries the simple expedient of filling the container with water to cool the fragment. This damages the matrix which holds the super-dense metal in a relatively stable form. There is an instantaneous, blizzard-like release of incredibly hard gamma radiation which blasts right through the container and suit, and promptly fries the young doctor. He melts and disintegrates within his suit in a matter of seconds.



The shock troopers, hearing the doctor's agonized scream, which bubbles to a halt almost as soon as it starts, rush into the crater to investigate. All four of them are immediately exposed to a lethal dose of radiation, and the two on the downwind side of the fragment are also exposed to the mutagenic organics. None of them will live for more than an hour or two, but the two exposed to the organics quickly begin to mutate into grotesque horrors. The other two, seeing their companions bodies begin to twist and crawl into disgusting shapes, open fire with their machine pistols. There is a short, bloody battle in the crater (Critical Listen roll for Players to hear gunshots over the noise of their own engines as they drive). Only one of the mutated soldiers lives long enough to crawl out of the crater. He dies several yards away.

This is the scene which greets the Players when they arrive. If any of them look closely at the body outside of the crater, they must make a successful SAN roll or lose 1D6 SAN. A Diagnose Disease roll is needed to realize that the mutation has not been caused by radiation (any roll below 50% will reveal to the Player that such swift mutation is highly unusual).

Anyone who goes into the crater without adequate protection will die of radiation poisoning within D100 minutes. The mutagens have long since been carried away by the wind.

None of the Players have any chance of being directly affected by the mutagens. They were too far away during the few minutes after impact that it took for the organics to disperse. The other lifeforms on the Mesa were not so lucky. Many scorpions, spiders, jackrabbits, sheep, wolves, wild ponies, etc. have been exposed and mutated into hideous forms. Most of these forms will be totally incapable of living for more than a few minutes after exposure, and they will be found littered around the downwind (southwest) side of each of the five craters. Sanity rolls should be limited to one for each Player upon discovering any dead mutations.

There are mutations, however, which did not die, and there is a good chance that these crazed creatures will attack anything which comes near them. This chance will diminish with time, as the creatures die or wander away.

The basic chance of encountering a mutation near one of the impact craters is 50%. This diminishes by 10% for each six hour period following impact. If an encounter is indicated, roll 1D6, and consult this chart:

- 1) Scorpions (1-20) Attack % 5 SAN loss 1
- 2) Spiders (1-10) Attack % 10 SAN loss 1
- 3) Sheep (1-6) Attack % 15 SAN loss 1D3
- 4) Wolves (1-4) Attack % 25 SAN loss 1D4
- 5) Wild pony (1) Attack % 35 SAN loss 1D6
- 6) Human (1) Attack % 50 SAN loss 1D10

Any attacking mutations will attempt to bite the Players at their attack %. If they succeed, the Player will become infected with the mutagens that have survived in the creature's system, and they will begin to mutate into horrible forms within 1D4 hours. There is no hope of a cure unless the wound is cauterized within 30 seconds. Cauterizing a wound gives the Player 3 hits damage.

### Scene VII

This scene takes place off-stage, probably while the Players are working to secure the asteroid fragment in the crater described in Scene VI.

### DESCRIPTION

Having deduced the failure of his first team to secure an asteroid fragment (they failed to send up an appropriately colored flare), the Baron will move quickly to obtain one of the others. The most accessible of these is the one that has fallen near the Chotara Indian village, an old pueblo near the western rim of Black Mesa. It is accessible because of the existence of one of the few stretches of straight flat road on the mesa leading into the village. The road is long enough to land one of the Fokker transport planes and to allow it to take off again.

The only potential problem is the Chotara tribe, who might decide to interfere with the collection activities. The Baron, however, has planned a simple solution for such a situation, which he executes shortly after dawn. As one of the Fokkers prepares to land, a second makes a bombing run over the pueblo, dropping bombs and a dozen or so canisters of mustard gas on the unsuspecting villagers.

(Listen roll for Players to hear faint noise of explosions.)

The explosives and gas work quickly and efficiently. All is as silent as an open grave when the plane lands and turns off its engines.

The flight crew works quickly to turn the plane around, while the retrieval team goes to collect the asteroid fragment. This time, the Baron's team is lead by an older, more experienced field man, and there are no mistakes. The only potential problem is the arrival of the Players, who will only make it to this scene on time if they have spent absolutely no time at the first impact crater (i.e. they take one look at what's going on, and then say "Let's move on to look at all the impact sites." Even if they do this, they only have a 50% chance of arriving at this site in time to take any action against the Baron's crew.)

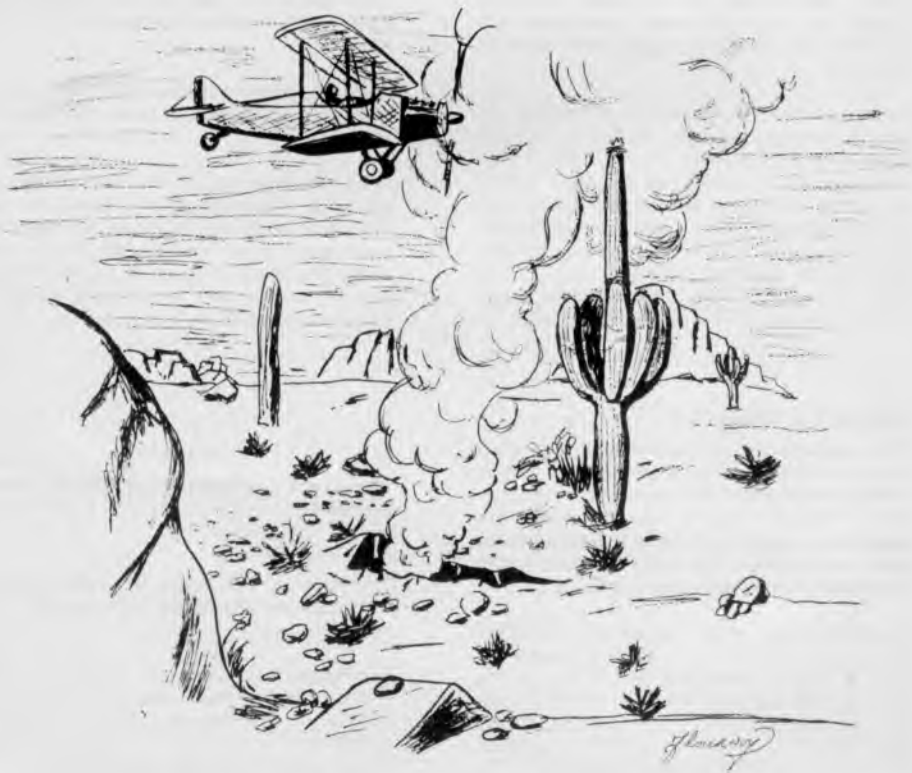
The entire operation, from the initial bombing run to final take-off, lasts from 5:15 am to 6:42 am.

The Baron will now retire from the action and fly back to Pancho Villa's ranch in Mexico. He has succeeded in his mission, and will now spend considerable time and money in researching the unusual properties of the asteroid fragment.

(Never fear, however, we have not forgotten the Baron. Look for him in future TOME publications, probably wielding the most unlikely of high energy weapons.)

The Players will eventually find, or learn of, the devastated Indian village, with its nearby, empty, impact crater. Diagnose Disease rolls will be needed to determine how the Indians died. Spot Hidden rolls will be needed to notice the airplane tracks.

JULY 1923						
S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				





## Scene VIII

This scene will take place on the first night after the Players have successfully collected, and safely contained, an asteroid fragment.

### NARRATIVE

It has been a day of back-breaking, hazardous labor, but you have finally succeeded in safely containing one (or more) of the asteroid fragments. Now you can relax for a few brief hours around the campfire before snatching some sleep and then continuing with your search.

Overhead, the night sky seems entirely innocent and unchanged, as though it could never be the source of anything as dangerous as the horrors you know it has unleashed. The asteroid is a mere dwindling speck of light among millions of specks, and you are all heartily glad that it will never reappear in your lifetimes.

(Player Characters with a POW greater than 15 will begin to feel faintly nauseous. This feeling will grow for several minutes. At the same time, if guards have been posted, successful Spot Hidden rolls will lead them to suspect movement outside the camp perimeter. Investigation will reveal nothing unless a Critical Spot Hidden roll is made.)

Suddenly, there is the sound of rushing air, directly north of your camp. As you look, a huge shambling figure lurches into the light of your camp-fire. It is a blasphemous abomination, appearing as a cross between an ape and an insect with loose flapping skin and baleful eyes. (SAN roll or lose 1D10 SAN). The thing seems to have trouble orienting itself for a second, and then it lumbers purposefully into your camp, heading straight for the fragment container.

### KEEPER'S INFORMATION

The creature is a Dimensional Shambler, summoned by Amonna Sowenda (App. 2.3) to retrieve the fragment. The nausea felt by the high POW Players was backwash from the Summoning spell. The movement the guards may have noticed was the Sand Dwellers under Sowenda's control surrounding the camp.

Sowenda's plan was to have the Shambler materialize right next to the fragment container, grab it and dematerialize before any of the Players had a chance to react. The fragment, however, is so dense that it warps the Space/Time continuum around it, which interferes significantly with the Shambler's abilities.

Now the Shambler will walk to the container, taking three rounds to do so, pick it up, and dematerialize, taking another five rounds: eight rounds in all.

The fragment's properties are still giving the Shambler problems, however, and it will again snap back into our dimension 1D100 feet due north of the camp six rounds later. Confused and angry with its inability to escape easily, it will cease trying to dematerialize and will instead leave the area on foot. It will only fight if completely surrounded.

If the Players give chase, they will be attacked by the hidden Sand Dwellers. This fight will continue until the Players recover the fragment or until the Shambler gets at least 300 feet away from the nearest Player, when it is considered to have disappeared from sight, and must be tracked with Listen rolls. If this happens, the Sand Dwellers will break off and run away.

NOTE: There is no chance of losing SAN on being attacked by a Sand Dweller in the dark, but if one of their bodies is dragged back into the light, or if the Players use their electric torches while fighting, they must roll versus SAN or lose 1D6 SAN.

Sowenda will have exhausted himself with this effort, and will retreat for good, no matter what the outcome.

(Since the outcome will vary from campaign to campaign, Sowenda is considered an Open Character, and Keepers should feel free to use him in any of their own Scenarios that take place in the Southwest. If Sowenda has succeeded in securing a fragment, he will have many more powers than indicated in this volume.)

## Scene IX

**The Count's attempt to secure an asteroid fragment.**

### DESCRIPTION

The action in this scene will take place after Amonna Sowenda's attack, and may last for the rest of the game.

The Players must spend their time tracking down and securing the remaining asteroid fragments. See the map for locations, and refer to App. 2.7 for details on how to handle the fragments and what can go wrong if they are mishandled.

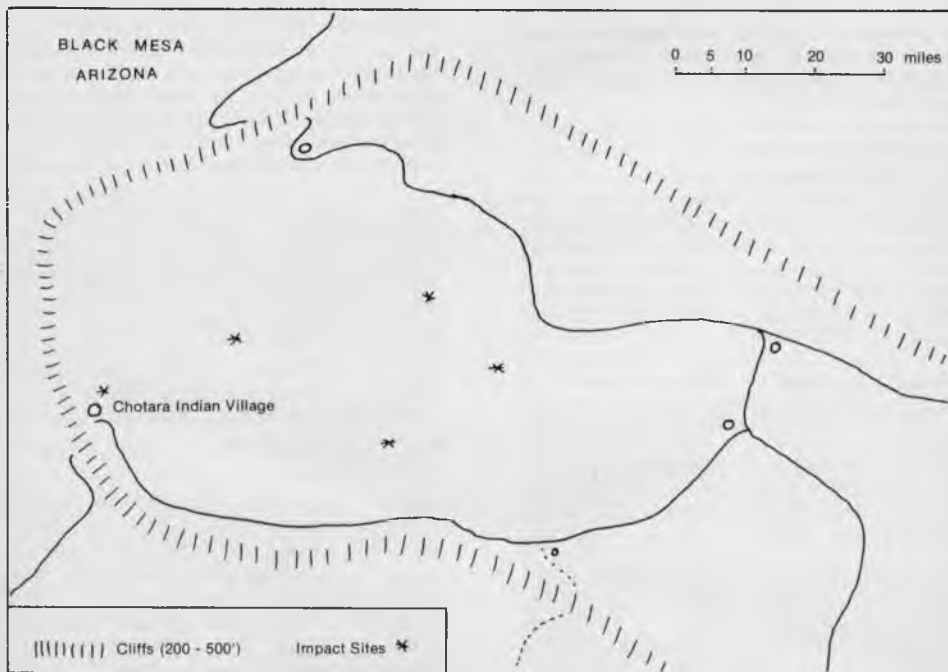
It is during this period that the Count will make his attempt, and his will be the most subtle and devious of all. As Keeper, you must select the most imaginative and capable of your Players, this is the one the Count would select. What is going to happen is that the Count is going to work a very potent spell and take over that Player Character's will. The Player has only his POW% chance of resisting the spell. If he succeeds, he will know the Count's plan, and the Count will retire. If the Count succeeds, take the Player aside and explain to him what has happened.

It is important that the Player understands that he has in effect switched sides. As the Keeper, you must charge him with attempting to steal one of the fragments and ship it to San Francisco. He is now a traitor. Subtlety, secrecy and guile are his stock in trade.

This is obviously a very difficult role to play. The Player may feel terrible trying to cheat his close friends and companions in arms, but the name of the game is role-playing, and the effects of a spell such as this are not intended to make the victim feel good. As indicated, you must give this role to the best Player in your group, it will be very demanding.

There can be no set scenario for such a role. It is a matter of opportunity and imaginative planning. If possible, give the Player a few days to think about it between sessions. The rest of the game is played out with the Players collecting and securing the asteroid fragments, returning them to Flagstaff, booking passage on a return train (Mondays and Thursdays), and travelling back to Miskatonic University. If necessary, the selected Player will remain under the Count's influence throughout the entire third Act. He may act in any manner he chooses, but his primary goal will always be to secure a fragment for the Count.

If he ever succeeds, he will remember nothing of what happened.



## APPENDICES

### 2.1

#### **Guidelines for Player Character development and professional advancement over the intervening four years.**

##### 1. Recovering from wounds.

If any Player Character received enough damage to reduce his hit points to 25% or less of his original level, he is assumed to be permanently maimed. Roll 1D6 and consult this chart

1. Damage was to the head, and has resulted in permanent brain damage. Subtract 1D3 from Intelligence. All Knowledge and Persuasion skills are reduced by 25% (of original value).

2-4. Damage was to the body, and has resulted in permanent poor health. Subtract 1D3 from Strength and Constitution. Hit points are reduced appropriately.

5. Damage was to an arm (roll again, odd: left, even: right), and has resulted in permanent loss of use of that arm. Dexterity is reduced by 1D3. Manipulation skills are reduced by 25%.

6. Damage was to a leg, and has resulted in permanent loss of use of that leg. Dexterity is reduced by 1D6. Manipulation and Stealth skills are reduced by 25%.

##### 2. Recovering from Sanity loss.

If any Player Character went temporarily or permanently insane, Sanity can only be recovered through psychoanalysis, as described in the rules. Sanity losses that did not result in insanity are recovered at the rate of 1 SAN per month of normal activity. Note, however, that this does not apply to Sanity lost by reading horrific books.

##### 3. General activities.

If the Player pursues the activities he was involved in before the play started, roll D100/Knowledge for each year. A successful roll will add 1 point to Education. (For the Grad students, a Master's degree comes with 18 ED, a Doctorate with 20 ED.)

In addition, each Player may study four skills each year, or one skill four times. To improve his level of efficiency in that skill by 5%, the Player must roll INT + (100 - Current skill level) or less on D100.

**NOTE:** All Players get an immediate chance to improve any skill they used successfully during Act I by this method.

If the Players pursue unusual activities, treat them as appropriate, using these guidelines. Using a skill successfully under fire will always give the Player a chance to improve that skill when he has time to think about what he has done.

A real sense of Player aging and continuity can be engendered by spending an evening going through the four years in three month segments. Have the Players state where they are, what they do, and what they study. They could even write it up as a diary.

### 2.2

#### **Mogh Ruith's Current Alias:**

Following the birth of Nyarlatotep's progeny, which Sarah most certainly did not survive, Mogh Ruith named the babe Simon Masters, after Simon Magus, with whom the original Mogh Ruith had had dealings. The child grew at an amazing rate both mentally and physically, guided by Mogh Ruith and the genetic coding from its father.

For the first three years, man and boy lived in the Appalachian mountains, not far from Gibbsville. But as Simon approached young manhood, Mogh Ruith thought it better to take him to a city environment so that he could assimilate the technological culture he would have to deal with when the time came. For six more months, they lived near Philadelphia as Peter Masters and son.

Mogh Ruith spent this time researching the various intellectual powers that be in the world, trying to decide which of the academic institutions would be charged with recovering the asteroid fragments when they arrived. Time and again, he came up against the name of Prof. Brown, Dean of the College of Sciences at Miskatonic University in Arkham, Mass. He was able to determine that Brown had a unique relationship with various government agencies, and that in times of crisis, he was the man most sought after.

This, of course, explained why Brown's minions had been present at the conception of Simon, he thought. How delicious it would be if he could conduct his plot right under Brown's nose. And how practical. For it seemed almost certain that a fragment of the asteroid would arrive at Miskatonic University for Brown's team to investigate, no matter who collected it.

Having reached his decision, Mogh Ruith took the appropriate steps to have Simon enrolled as an undergraduate student at the University.

With Simon as his inside information source, Mogh Ruithsoon learned of the upcoming visit of an unknown English anthropologist to the University on a one year sabbatical. To the people at Miskatonic, Dr. McDonnell existed in his academic record only. And to make things even better, he was a widower with no family.

Mogh Ruith travelled to New York to meet the ship McDonnell arrived on, and easily effected a change in identities that only a remote chance could uncover. When it comes to bold, imaginative plotting, Mogh Ruith can surely be counted among the best in the business.

In his role as Dr. Peter McDonnell, Mogh Ruith fitted easily into the quiet academic life of the University. His own long life and hypnotic abilities made it virtually impossible that anyone would suspect that he didn't know everything a University Professor should. In fact, he quickly became one of the University's most popular lecturers, and introduced some startling theories on Comparative Religions to the Anthropology Department.

By the beginning of the second Act, he is a well established figure at the University.

### 2.3

#### **Baron Joachim Von Starnberg:**

The Baron is the son of that notorious soldier of fortune, Willi Von Starnberg, who once did a stint at Zenda Castle. Willi and his son acquired the title along with positions of responsibility in the intelligence arm of Imperial Germany's armed forces. They worked diligently during the Great War on various terroristic schemes, many of which have never come to light, and which still await only a trigger to set them into operation.

At the end of the war, which they accepted with the good graces of any true mercenary, they removed themselves to Switzerland to await developments. The political climate of Imperial Germany suited their tastes, however, and they would be glad to see it restored.

Both men are considerably wealthy, and both have maintained large, active forces in the field, as well as having good contacts with all manner of the Ungodly throughout the world.

The Baron learned of the asteroid, and its radiological warfare potential while attending a fashionable soire in Geneva. He was one of the few people who gave any credence to the ravings of a senile English mathematician who claimed to have spent much of his life studying a particular heavenly body. He had even written a treatise on the subject.

Intrigued with the possibilities, the Baron arranged for Professor James Moriarty to be kidnapped as he left the party, and he spent a pleasant evening wringing the pertinent information from him. A day or so later, the Professor was freed by the daring intervention of a Colonel Moran, but the Baron no longer cared. He had what he wanted.

Pooling their resources, and pulling in every favor they could, father and son planned a campaign to secure a fragment of the asteroid. Professor Moriarty's calculations were very exact on the probable impact site, and they decide to set up their base of operations in Mexico. Help was readily available for them there for the small price of an assassination. Only Willi could get close enough to Pancho Villa to pull off an assassination, because they had once been friends, and he was becoming an embarrassment to others who would rather forget the violent past.

Plans were made, and payments agreed to. Willi even managed to persuade Villa to help the operation by staging a diversion at the right time.

By various methods, the Starnbergs managed to smuggle three Fokker transport airplanes and a Fokker D.7 fighter plane into Mexico from Belgium. Refueling stations were established at several locations in Arizona, New Mexico and Mexico for any contingency.

A dozen or so scientists and support staff were transferred from Switzerland and Argentina, while security was ensured by eight ex-Stosstruppen (Storm Troopers) trained in assassination techniques and variously armed with broom-stick Mausers, Lugers, Bergmen machine pistols and an assortment of grenades.

The Baron is playing very seriously, and he will resent any intrusion by others. If he learns of another party that is interested in the asteroid, he will move quickly to stop them dead in their tracks. His usual course of action will be to dispatch two or three of his fanatically loyal Stosstruppen to assassinate the unfortunate victims. It is important for the Keeper to remember that these men are war seasoned

veterans who have been selected not only for their ability to inflict violence, but also for their cool heads, accuracy and courage. Players will have to be very lucky and very fast to avoid certain death if they come to the Baron's attention.

## 2.4

### **Le Compte Jules de Rochambeau:**

The Count has had his title and personal legitimacy questioned on four continents. What has never been questioned is his reputation as a very dangerous man. From his birth on the Marsailles waterfront, he rose quickly to become both a social flame and a pariah. He is both charming and repellent, being likened most often to a cobra.

In 1914, at the age of thirty, he was unwelcome in every major city in Europe. Authorities, however, seemed unable to stop the comings and goings of a man who had become the darling of the monied and powerful throughout the world.

The source of his influence stems from his seemingly boundless virtuosity in orchestrating symphonies of degradation and perversion. Much of his inspiration is drawn from his devotion to the Black Arts.

The Count first came to study necromancy when he stole a hoary tome from the hands of a dying Algerian sorcerer. The sage had suffered a stroke brought on by the mind-blasting sight of something he had summoned. He lay twitching and dying on the floor while the youth, ransacked his sanctum for any objects that looked to be of value. Since the owner could not object, the young Rochambeau had taken the time to eat a meal at his host's expense. While he ate, he perused the book, and it forever changed his life.

It was also in that book that the Count learned of the coming of the Wanderer. As his power grew, he began to appreciate more and more what the metal beyond the stars could achieve.

Since the beginning of the Great War, the Count has lived in San Francisco, like a great bloated spider with his web of evil radiating out around him. He is determined to possess a fragment of the asteroid. Yet, in typical fashion, he has no intention of undertaking the rigors of a desert expedition himself. Instead, he will use his considerable magic powers to ensure that the Players themselves provide him with his piece of the rock.

Through his agents, who are everywhere, he has learned who the principal characters are (although he missed Amonna Sowenda), and has arranged to have an object from the body of each: hair, nail clippings, feces, etc. Whenever he chooses, he will be able to cast a spell on any of the Players, but it will amuse him most to turn the strongest against the others and watch them all suffer.

## 2.5

### **Amonna Sowenda:**

To outward appearance, Sowenda is the aged shaman of the Chotara tribe living in a pueblo on the western rim of Black Mesa. The Chotara believe him to be over two hundred years old.

In fact, he is a Serpent Man, and he is 2374 years old. He has been holding himself in human form only for two hundred years. He is the last born of his nearly extinct race, and he lives only for the day when he can drive the apes back down into the slime and restore his own race to their former greatness.

Sowenda's real name is Hissanhra Allhra Rafirr (approx.), and he is a worshipper of Yig, the Father of Serpents. Sowenda is also a fair sorcerer, and he has learned of the asteroid's approach through communion with Yig during his disgusting rites.

Sowenda plans to secure a fragment of the asteroid and to use its powers to alter the basic genetic structure of the Chotara Indians so that their women will be able to bear him children of his own race.

He also knows of a nearby colony of Sand Dwellers, and plans to use them to help him secure his "bit of the sky". On the night that the asteroid fragments fall, he is away from the Chotara village, busy impressing the Sand Dwellers and bringing them under his mental control.

It is that stroke of luck that prevents him from being killed by the Baron's attack. When he does return and sees what has happened, he finds it totally shocking that any creatures could kill so indiscriminately. This makes him even more determined to restore his own race.

## **App. 2.6**

### **Technical equipment for the Players to collect**

1) Vehicles: Three heavy trucks and an optional light vehicle. 1 man day to arrange lease/rental in Boston, 1 more day to pick up, but 3 or 4 drivers needed.

2) Metal container to hold fragments. 2 days to design (It will be of steel, with radiator fins for cooling, will stand about 4' high, look a bit like a pot-bellied stove body, weigh about two tons - when full of lead pellets, which will melt when hot fragments are placed inside - and must be handled with a specially designed hoist to get it onto the truck.) 5 days to make in local machine shop. 1 day (two people) to pick up.

3) Desert camping equipment, field kitchen and supplies. 1 man day to collect per person in party. Available only in New York.

4) Field communication equipment: telephones, cable drums etc. 4 days to order. 1 day to pick up. New York.

5) Surveying equipment, to pin-point locations of impacts. 1 day to collect. Arkham.

6) Lead-lined, radiation exposure suits. Two are already available. Others will take 3 days each to make, and must be collected in New York. (20 RADs/round rating.)

7) Semi-portable (two people can move it) radiation screen which will offer five times the protection that the suits will offer. (NOTE: You should still wear suits in an irradiated area.) 2 days to make. 2 days (two people) to pick up, in Springfield, Mass. (The armory there is the only outfit with enough spare lead on hand.) 8) Remote manipulators (1 meter) for use from behind screen or in suits. Two sets available. 1 day each to track other sets down.

9) Medical kit specifically designed to combat the effects of radiation exposure. 4 days to put together. In order to use it, however, Players must be trained. This takes 1 day to gain 10% effectiveness. Total training cannot exceed First Aid skill level. (Dr. X, with a First Aid of 60% could spend 6 days training with this kit to raise his Treat Radiation Poisoning to 60%. He cannot raise his TRP above 60% until his FA is raised.)

10) Personal equipment, This includes changes of clothes, clean socks, reading material, notebooks, cameras, etc. 1 day each.



11) Portable astronomical telescope, with camera attachment and suitable camera, and an assortment of conventional telescopes. 1 day in Boston.

12) Detailed maps of Arizona and surrounding states. 1 day in library.

13) Fully contained respirators with two hours supply of air each. 1 day for every two collected. Boston.

14) Portable Chem. lab. 1 day to collect.

15) Gold-leaf electroscope, indicates presence of radiation but not how much. 1 available. Others in New York. Cost will limit number to 3. 1 day to find.

16) Geiger-Mueller Radiation Counters, these measure the amount of radiation present. They have a tendency to wear out quickly when exposed to a lot of radiation, however, and they also break easily. 2 days each to find in New York.

17) Set of portable arc lights and gasoline powered generator. 1 day.

#### KEEPER'S INFORMATION

When the Players collect items 6, 7, 8, 9, 13, 15 (extras) and 16 they may alert the Baron and/or learn that someone else is collecting similar equipment.

Geiger-Mueller tubes become fully ionized, and therefore useless, after 10,000 RAD seconds. It takes two seconds to take a reading, therefore, each counter will measure a total of 5,000 RADs. If the Players use them to search for radioactive particles, impress upon them that this is a waste of a valuable resource. They should use the electroscopes. Hyde-Simmons would have told them this.

Whenever the Players use either instruments, they must roll D100. On a roll of 95 or above, the Geiger-Mueller Counter will break. On a roll of 100, the gold-leaf electro-scope will break. (Through clumsiness, not radiation.)

#### App. 2.7

##### Physical properties of the asteroid fragments.

Information the Players will learn from local and Simmons and his team. This information is some of it may be written out during the (This information period of

1) The fragments will probably be very hot. Not only from heating up in the atmosphere, but also from radiation. They will probably be hot enough to melt lead. The container has been designed with this in mind.

2) The fragments will probably be highly electrostatically charged. They may attract dust, and give off little sparks.

3) Immersing the fragments in water will release very hard radiation.

4) Further spectral analysis indicates several transuranic elements. They are probably held together in some kind of matrix, rather like an ore.

5) The fragments are going to be very radioactive. They will probably glow and give off light in many wavelengths.

6) The reports from Johns Hopkins University on the effects of radioactive contamination on the body are horrible. Avoid exposure, but make sure no fragments larger than a pea are left behind. Dangerous exposure: 200-500 RADs (Players will get violently ill for 1D10 days, but will survive if treated with Radiation Medical Kit successfully. - 10% for each 100 RADs over 200.) More than 500 RADs total is lethal.

#### Information the Players will discover when they actually find the fragments.

1) They are glowing green.

2) Under very close observation, they have a granular texture.

3) They are about 1200°F. (Once in the container, they melt the lead pellets, but the cooling fins keep the lead next to the outer walls solid. Fragments in the container are considered perfectly safe, except when the top is off the container. The top is held on with several wing nuts.)

4) The fragments are much more electrostatically charged than was thought. Not only do they give off sparks, they attract them. The fragments will be hit by lightning bolts. Every D100 minutes for the first time, they are touching it with the manipulators. At that time, they must roll their DEX or less on D100 to drop it in time to avoid being electrocuted. After one day, storm clouds start to build up, and the frequency of strikes increases to D20 minutes between strikes. After three days, the lightning has diminished the charge

somewhat, and the frequency drops off sharply, back to D100 minutes. Static lines (Knowledge roll) will disipate the charge sufficiently to avoid strikes when in the container, but will be required all the way back to Arkham.

5) Through judicious use of the Geiger-Mueller Counter(s), the Players can determine the following radiation emission charts. The Keeper should use them immediately to determine exposure rates. To use the chart, determine the Player's range from the fragment at the closest point during that round (for ease of calculation, rounds will be considered as full minutes, with appropriate amounts of activity allowed), the figure given for that fragment, at that range is the total number of RADs that irradiated that Player's suit or screen. To determine how much, if any, got through to affect the Player, subtract his suit plus screen rating.

**NOTE:** Suits and screens stop the same amount of radiation every turn, they don't wear out, or get saturated.

SUITS stop 20 RADs per round.

SCREENS stop 100 RADs per turn. (Must be carried by two men in suits. Since protection is cumulative, each Player carrying a screen receives 120 RADs per turn protection.)

**FRAGMENT# RANGE IN METERS.**

	Contact	1M	2M	3M	5M	7M	10M
1	576	64	16	7	2.5	1	.5
2	960	107	27	12	4	2	1
3	592	58	17	7	2.5	1	.5
4	1920	213	53	24	9	5	2
5	841	98	24	9	3	1.5	1

Fragment # is the order the Players find them in.

For example, Dr. Stephens puts on a protective suit and enters the crater of fragment #1. In the first round, one minute, he approaches with the Geiger-Mueller Counter to within 2 meters. His suit has been irradiated that round with 16 RADs, none of which penetrate the 20 RAD rated suit. The counter has soaked up 16 RADs too.

While in his suit, Dr. Stephens can stand there all day and suffer no ill effects. If he moves 1 meter closer, however, to pick up the fragment with his manipulator, he will be irradiated with 64 RADs, 44 of which will get through his suit. As yet, he is in no danger, but he will become very ill if he stays there more than five more minutes.

The onset of radiation poisoning is heralded by fever and vomiting within D100 minutes. Within D6 hours, the skin begins to redden and blister. Within another D6 hours, it will either go into remission (following the application of Treat Radiation Poisoning) or progress to the next stage which involves palsy, involuntary excretion, coma and heart failure. Severe over-exposures (more than 500 RADs) go to the final stage within D100 minutes.

Damage is done to CON for bouts of radiation sickness, and is equal to the total number of RADs received divided by 50. All RADs are cumulative, and remain in the body for several weeks. If Players go over 200 once, get ill, recover, and get exposed to 1 more RAD, they get ill again. CON is recovered at the rate of 1 point every 2 days bed rest.

6) Using the manipulators to handle the fragments.

A Player's basic skill level with the manipulators is 5xDEX. This is reduced by 10% while in a protective suit, and by another 10% if behind a screen. (Players cannot use manipulators from behind more than one screen.) Players can make three attempts per round to pick up a fragment. If he rolls over his skill, he failed. If he fumbled, he must roll on the fumble chart:

(1D6) Result

- 1 Break manipulators.
- 2 Drop screen. Take full irradiation for round.
- 3 Fragment rolls toward you. Double irradiation.
- 4 Drop manipulators on other side of screen.
- 5 Screen falls on you. Take 1D10 damage.
- 6 Roll twice again.

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S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	



## ACT III

### "And the Dogs Shall Know You."

The action in Act III begins as soon as the Players return from Arizona, at the end of Act II. The elements of Nyarlathotep's plot are all coming together. Simon Masters, Nyarlathotep's awful spawn, is a well established student at Miskatonic University. He is watched over by his guardian Mogh Ruith, alias Dr. McDonnell. The fragment is about to come into his grasp, and even now, he is beginning his metamorphosis.

### ONION SKIN

#### LEVEL 1

Simon Masters, the spawn of Nyarlathotep (App. 3.1), is a student at Miskatonic University in the Physics Department. He is about to fulfill the mission for which he was born into this world, some four years ago, in the Appalachian Mountains. During the next few weeks, Simon will undergo two transformations. The first is an intermediary stage, to allow him to collect the energy for the final transformation. In this form, which is fully human to outward appearances, he will stalk the campus of M.U. and the little town of Arkham, Mass. searching for victims to supply him with the psychic power he needs to complete his final metamorphosis. This energy is extracted by touch, with the unfortunate effect on the victim of instantaneous aging, swiftly followed by death from old age.

The fragments of the asteroid collected in Act II have an important role in this process. These fragments give off a light, slightly higher in the electromagnetic spectrum than ultra-violet. This light easily penetrates the lead and steel containers the fragments are stored in, although it is invisible to the human eye. Simon's transformation is triggered the first time he is bathed in the light. His eyesight can perceive this wavelength.

The light also has the interesting effect of illuminating, for Simon, the psychic auras of people within a fifty yard radius of the fragments. It is this illumination which allows Simon to see who is best suited to be his next victim. He will always select victims with the most powerful auras, to minimize power loss in the transfusion.

(This will eventually become an important clue to the Players: all of the victims of the sudden aging malady will have been within fifty yards of one of the fragments the day before they died.)

When Simon has collected enough power, he will change into his final form, a hideously betentacled monstrosity that will attempt to consume one of the asteroid fragments, and through chemical and psychic reactions, open wide the gateway for Nyarlathotep to enter our universe.

#### LEVEL 2

Mogh Ruith, alias Dr. McDonnell (App. 3.2), is fulfilling the final part of his bargain with Nyarlathotep by guarding Simon from accidental exposure. For the most part, he will keep in the background, subtly using his hypnotic powers to oversee Simon's progress, and to investigate any activity he feels may interfere with Simon's goals.

Mogh Ruith, as described before, is a clever and resourceful enemy. He is totally ruthless, and totally dedicated. His specific activities will largely be decided by the Keeper, but it must always be kept in mind that the Players alone have very little chance of seriously hindering Mogh Ruith's designs.

#### LEVEL 3

Mordecai Smith (App. 3.3), a sorcerer of the Right Hand, who learned of Mogh Ruith's plans in Act I, is also present on the campus of M.U. As Dr. Jonathon Cooker, a visiting lecturer in Egyptology, he has arranged to be on hand for the final confrontation. He knows who Mogh Ruith is, but he does not know the exact identity of the spawn. He is here to find out.

Throughout the entire Act, he will be keeping fairly close tabs on Mogh Ruith, hoping to learn the secret. Since Mogh Ruith can sense his observation, but not its exact source, these two will be playing cat-and-mouse behind the scenes. Mordecai is unlikely to help the Players directly. To him, they are mere bumbling amateurs who have absolutely no conception of the real game or the stakes involved.

His presence, however, will have a spill-over benefit for the Players: Mogh Ruith, knowing that another powerful sorcerer is nearby, will be very reluctant to waste his full powers on normal human beings. In effect, Mordecai and Mogh Ruith cancel one another out, giving the Players at least a fighting chance of stopping the spawn before it is too late.

## DRAMATIS PERSONAE

Any survivors of either Act I or Act II, who live in Arkham, must be included as Player Characters in this Act. If they happen to be crippled or insane, or both, this should be played up in role playing. But these Characters provide the essential continuity between all three Acts. Since most of the activity in this Act is investigative, physical mobility is not as important as it was in Act II.

Depending on the attrition rate in the past, there may or may not be enough existing Player Characters to go around. If there are not, or if there are additional Players, other Characters can be created at random. The only stipulation is that they should fit logically into the world of the University, which leaves the field pretty wide-open.

### Scene I

**Miskatonic University, a day or two after the return of the Players from Arizona with fragments of the asteroid.**

#### NARRATIVE

After the blazing heat of the Arizona desert, Arkham is like a cool oasis. In contrast to the horrors you have witnessed, the white frame houses and the ivied cloisters seem impossibly mundane and safe.

Professors and lecturers hurry around the campus getting ready for the Fall semester. But the big news, heard in every coffee-house and restaurant, is the upcoming symposium.

The asteroid fragments you have recovered have caused quite a stir in scientific communities around the world. Many of the more prominent physicists flatly refuse to believe that such elements exist. Nevertheless, it is real, as you know, and Professor Brown is preparing to prove its existence to the world.

To do this, he has arranged a symposium, to be held in three weeks time. Prominent men from all fields and from all nations have been invited to attend. Even now, the first of these distinguished guests are beginning to arrive.

Throughout the university, there is a flurry of fevered activity as physicists, chemists and medical men conduct the most outlandish experiments on the fragments, hoping to prove this or that theory. Various experiments they feel will reveal the secrets of the asteroid. Some of these men are very secretive about what they are

doing, others talk about their plans and hopes with anyone who will listen.

No matter which group they belong to, though, the scientists are clustered around the Science Annex, where the fragments are housed, like ants around a picnic. Even though you are the ones who returned these anomalous fragments to the University, you can get no more than half an hour a day to conduct any experiments. That is the most allowed to anyone, except Professor Hyde-Simmons and Simon Masters, who now seem to live in the building, presiding over the frantic activity like roosters in a barnyard.

Much of the activity has been generated by Professor Brown's announcement that the Whittier Fund for Scientific Advancement is planning to offer two \$1,000 prizes for the best papers delivered at the upcoming symposium. A panel consisting of Prof. Brown, Prof. Hyde-Simmons, and Dr. Fielding (head of the Anthropology Department) will determine which of the many papers will win.

There are two categories, with one prize to be awarded in each. The first category is called "Physical and Chemical Aspects" the other is called "Historical and Social Aspects". (There is also a strong rumor that the second category was included solely on the basis of the Whittier Fund being administered this year by Dr. Fielding.) Nevertheless, it is now a bona fide category, and in addition to there being a great deal of activity at the Science Annex, the head librarian, Mrs. Loring, has had to engage several assistants to help her keep up with the sudden rush to locate ancient history texts that might in any way pertain to the asteroid's past fly-bys.

Altogether, the University is in quite an uproar.

It is against this background that you must write up your individual reports on what happened in Arizona. Prof. Brown has also strongly hinted that with a fair bit of background research on the historical side, you may well be in the running for the second category prize, seeing as you are the only ones with first hand knowledge of the asteroid's affects on local populations. He has promised to keep your debriefing reports confidential until after the symposium so that you may maintain your advantage.

#### KEEPER'S INFORMATION

At the beginning of Act III, the Players should be encouraged to write a paper on the "Historical and Social Aspects" of the asteroid. See App. 3.4 for details on how this is simulated. The research they will do for these papers will begin to reveal

the arcane nature of the object.

Since the exact date on which Act III begins will depend on the exact date that Act II ended, the Keeper will have to prepare his own calendar. Act III starts two days after the Players arrive back at Miskatonic University. For the purposes of keeping track of time, this day is designated Day 1. Events which take place at specific intervals will be designated Day 6, Day 18, etc. Based upon the exact time-line in each game, the Keeper should write in the exact calendar dates of these days for his scenario.

The symposium will begin on Day 24. It will last for four days. Detailed information on the symposium is included in App. 3.5.

Although the Players may want to spend their time researching and writing their papers, they will not always be able to do so. As in real life, there will be continual interruptions and distractions. Nor will it be easy to conduct research, even when the time is available. Miskatonic University is well endowed, but there is a finite amount of material available. Books will often be missing from the library, or in use by someone else. Other researchers may be unavailable, and even when found, may be very unwilling to share their knowledge. It's not only the money that's at stake, but reputations may be made or broken at the symposium.

## Scene II

### Day 3. Midday.

#### NARRATIVE

The bustling atmosphere at the University is somewhat subdued today. A young student has been found dead in an alley-way not far from his rooming house in the student section of Arkham. The newspaper report is very brief, stating only that Lewis Spence, a graduate student at the University, was found dead during the early hours of the morning. The police do not suspect foul-play, but there is to be an autopsy tomorrow and a Coroner's investigation the day after.

You are rather touched by this incident since Lewis Spence was one of the young men helping Dr. Keeting with his investigations into spectral radiation from the fragments, and you had met him several times at the Science Annex. He was always very cheerful and bright, and seemed full of boundless energy. He will be sorely missed by his friends and acquaintances.

#### KEEPER'S INFORMATION

Spence is the first of Simon Masters' victims. His cheerful personality was the outward

manifestation of his powerful psychic aura, which Masters could see in the invisible light given off by the fragments.

When the Players get around to investigating his death, they may uncover the following facts:

1) From the police or the reporters that covered the case (Fast Talk), they will learn that the young man appeared to have died of old age. He looked to be in his nineties when his body was discovered. At first, the wallet in his possession, which contained his identification and \$24 in cash, was thought to have been stolen from Spence by the old man. Later, however, Spence's room-mate, David Spears, identified the body as Spence's by a birthmark on his left shin.

This information will also come out at the Coroner's investigation. The autopsy will show the cause of death as liver failure and heart disease, brought on by extreme age.

The newspapers will report the results of the Coroner's investigation and the verdict of "Death by Diseases Unknown" on Day 6.

2) From Dr. Keeting (Debate), they will learn that Spence had been working on a series of experiments designed to reveal the nature of a peculiar electromagnetic emanation from the asteroid fragments, a sort of light, rather like ultra-violet light, but higher in frequency. The light is completely invisible to the human eye, but does show up on highly sensitive photographic plates. (A second successful Debate roll will elicit further information from Keeting.)

Only the day before he died, Spence and Keeting had been experimenting with taking photographs of objects and people illuminated only by this light. Objects show up very dimly, but people are revealed to have a faint aura that reacts with the light. This aura seems to be stronger around some people than around others. In fact, Spence's aura was by far the strongest that they photographed.

3) From the Medical Examiner (Fast Talk or Debate), they will learn that there was a peculiar stain on Spence's shirt, directly over his heart. As closely as the ME could determine, it was starch, although none of his clothes were starched. ("Students these days don't seem to care one whit for their appearances. Not like when I was at University. In those days we'd have been as likely to go out without our trousers on as to go out without a starched collar and shirt front.") The ME didn't mention it at the Coroner's investigation because he thought it could have

nothing to do with the cause of death. He only mentions it now because the Players are interested in anything unusual about the case. (The shirt was removed during the autopsy, and subsequently burned in case it contained any infectious diseases.)

4) Having learned the time of death (9:30pm approx.) from the ME, the Players may remember, with a Critical Luck roll, that a pack of dogs howled just outside their window at that time.

### Scene III

**Day 8. Professor Brown's office, 10 am. Players who are in town that morning will have received a note asking them to attend a meeting.**

#### NARRATIVE

Prof. Brown is obviously quite distraught. His clothes are slightly rumpled, and he is not wearing a tie. He is smoking his pipe furiously, although it is his habit not to light up before mid-afternoon. He is pacing up and down in his office and greets you with only a nod and an imperious gesture to take a seat. When you have all arrived, he launches into his tale.

"Gentlemen, something very odd has happened here in Arkham. Just yesterday, the daughter of my close friends, the Wards, died. It has not yet been reported in the papers, because of Mr. Ward's high position on the Board of Trustees.

"Suffice it to say that I have been brought into the case because of its unusual nature. It seems to be a repetition of what happened to that lad Spence the other day. "Quite simply and briefly, Judith has been discovered dead not two blocks from her home. The initial indications are that she died of extreme old age. But, gentlemen, I must impress on you that I have known this girl all her life, and she is not a day over seventeen!

"Such a bright, gay little thing she was, too. She always seemed to carry with her a ray of sunshine that could make the most dismal of days merry. I saw her just two days ago, when she came to visit me. She was as happy as a lark. And now she's dead!"

Brown breaks off, and looks out of the window for several minutes. In the silence, you can hear the stem of his pipe splinter as he crushes it between



his teeth. At length, he sighs deeply, and turns back to you.

"I'm sorry, gentlemen. I'm quite upset by this, as you can see. But I am also determined to get to the bottom of it.

"Now, the body has been positively identified, so there can be no chance of a mistaken identity. I've already asked some of our top medicos to conduct the autopsy. But deep in my bones, I feel the case is not a medical one.

"That's why I have asked you here, this morning. In the past, you have all shown a great deal of resourcefulness and tenacity. You have quite rightly earned a reputation for getting the job done, and you've also shown that you're all up to dealing with the unusual, in various shapes and forms.

"I'd like you to undertake an investigation for me. I want you to find out what, or who, killed Judith Ward.

"Of course, I'll place at your disposal any resources you feel you need, and there is to be no question about expenses. I must state at the outset, however, that I feel this investigation should be conducted as clandestinely as possible. If there is indeed some evil presence at fault here, I'm sure it will be watching every move. Any untoward activity might easily scare it off. And I am determined that we shall lay it by the heels!

"So, to all outward appearances, you must continue your researching and writing activities, as if nothing has happened. Indeed, I feel this will provide you with the most excellent cover.

"But I must warn you to be on your guard, gentlemen. To my knowledge, this malignant fate has struck twice, and may even now be sizing up its next victim. It is our duty to stop it, if we can, but we must also take care that no more lives are lost. And if it's that damned meteor fragment, I'll never be able to forgive myself!

"I can offer you no reward for this undertaking, gentlemen, except one in Heaven, but I can see by the glint in your eyes and the set of your jaws that you are of one mind with me in this. We shall uncover this awful mystery!

"I must dismiss you now. I have other, more onerous duties to attend to. Remember, however, that this discussion must not be mentioned outside of this room. Even the police are to know nothing of our plans. Caution must be our

watchword, and suspicion our frame of mind until we have laid this terror to rest."

## KEEPER'S INFORMATION

Judith Ward is, of course, Simon's second victim. He spotted her bright aura when she came into the Science Annex looking for Prof. Brown two days beforehand. Since Brown's office is not in the Science Annex, the Players may miss this connection unless they ask Brown where he met Judith that day. Only then will he say that she came looking for him in the Annex.

Much the same information will be found about Judith as was available about Spence. Since the ME is not performing the autopsy this time, however, there will have been no correlation made between the starch-like stains over the heart. The Players will have to make that themselves.

The University medicos will have analyzed the stain, however, and found that it is indeed starch, but that it has traces of animal proteins in it. Judith died of heart failure. This information will not be available until Day 9.

The police are also conducting their own investigations, and on Day 10, they will find a delivery boy who just happened to be in the area she died in shortly after dusk. He is frightened and did not come forward before because he saw a horrible white ghost running down the road, away from the spot where Judith's body was found.

"All white and flapping, it was," he says, "and floating a good two feet above the ground. Which was funny, when I come to think about it, because the thing that first attracted my attention to it in the gloom was the sound of running feet."

This interview will be published in the paper on Day 12. The Players can find out about it on Day 10 (Fast Talk at the Police Station) or Day 11 (Fast Talk at the newspaper).

If the Players interview Jimmy Lomax (the errand boy), they will learn that it was very dark at the time, and if the ghost hadn't been white, he probably wouldn't have been able to see him at all. (What he actually saw was Simon's white lab coat flapping as he ran.) Normally, he says, he wouldn't have been scared, but there was an awful howling on all sides, like wolves or a banshee. It had been the howling which really put the wind up him, he explains, a little shamefacedly.

If the Players ask around, it seems that dogs howled all over Arkham that night at just about the same time.

#### Scene IV

#### Day 11. Anywhere In Arkham.

#### NARRATIVE

##### "GHOST OF OLD AGE STRIKES AGAIN!"

The banner headlines are plastered over every news-stand, and across the top of the front page of the "Arkham Record". This time, the victim is a visiting French professor, Dr. Louis Du Bois, who had arrived in Arkham only the day before to attend the upcoming symposium. His body was found lying in a quadrangle on the campus. He can only have been there a few minutes before he was discovered because one of the fraternity houses had been using that quadrangle for an initiation rally all evening, since before Dr. Du Bois had had dinner with several colleagues, and had packed up only twenty minutes before the body was found by a night watchman.

The watchman was attracted to the quadrangle because he had heard several dogs howling nearby, and had been looking for them. An accompanying article in the paper points out that dogs had howled all over the town that night, and, in an interesting coincidence, dogs had also howled the same way on the nights of the other two deaths.

The paper also reports that the French Consul General will be coming to Arkham tomorrow to collect the remains. Dr. Du Bois, it seems, was a very important man, and the French diplomat is expected to raise quite a stink about his death.

#### KEEPER'S INFORMATION

Simon has struck for the third time. He's getting a little careless, though. This time, he was very nearly caught. Indeed, he would have been caught if the watchman had had his wits about him because the quadrangle has only one exit, which was the one the watchman came through. Simon was still in the quadrangle when the watchman came in, hidden behind some low bushes along one wall.

Luckily for him, the watchman's nerves are rather weak, and after hearing the howling and finding the body, he ran away, giving Simon an opportunity to slip away undiscovered.

This has taught Simon a lesson, however, and he will be much more careful in future to leave himself an exit.

The watchman will insist to any investigators,

however, that he searched the quadrangle before going for help. A successful Spot Hidden roll by the Players during their interview will lead them to suspect he is lying about this.

In tracing Du Bois' movements since he arrived in Arkham, the Players will discover that he spent the afternoon with Brown, who took him down to the Science Annex to see the experiments being conducted on the fragments, and then he retired to his rooms for an hour before having dinner with several of the other visiting dignitaries.

After dinner, at about 8:30pm, he announced his intention of taking a walk around the campus and then going to bed. He was found in the quadrangle at 9:05pm.

If questioned, Brown will comment on what a lively, quick-witted fellow Du Bois had been, and will urge the Players to greater exertions in tracking down the killer.

If the Players investigate the dogs' howling, they will only be able to discover that what the newspaper article had said was true. Whenever there was a killing, at some point in the evening, dogs all over town howled loudly for about two minutes. All the dogs howled at the same time, and for the two cases in which there is an approximate time of death, they seemed to howl at the same time as the person was dying.

At this point, have the investigating Players make a Luck roll. If they succeed, they will learn that Dr. Forbes, of the Geology Department has been getting some unusual readings in his siesmograph experiments that indicate the existence of a very loud ultra-sonic noise, and which correspond exactly in time to the occasions when the dogs howled.

Further investigations along this line could easily end at Dr. Forbes, because he has no idea what could be causing the noise. He does know, however, that it is too high a pitch for humans to hear. If, however, the Players are clever enough to ask the Speech Pathologist, Dr. Krammer, at the University Hospital, whether a human could make this noise, he will tell them that a normal human larynx is incapable of developing a sound that high. In fact, if any human being could make a noise like that, he would suspect that their normal speaking voice would have overtones and harmonics in that range as well. In fact, he says: "I should imagine that dogs would howl whenever he spoke within a few feet of them".

**SPECIAL NOTE:** Dogs can sense the arcane nature of the asteroid fragments and will not go

within a hundred feet of it, no matter how persuaded. If they are physically dragged within range, they will howl all the time. This will cause problems for Dr. Gunter, a visitor from Switzerland who is blind, and relies heavily on his seeing-eye dog. He will arrive on Day 18.

Remember that Simon spends most of his time in the Science Annex. He has no friends, and lives alone, so he very rarely speaks outside of the building.

### Scene V

#### Day 14. Anywhere In Arkham.

##### NARRATIVE

The killer struck again last night, but this time, there was an eye-witness. The victim was an undergraduate student, Tony Ives, in the Chemistry Department. He was killed in an alley near the railroad. This time, however, the killer was seen by a police officer.

Officer O'Malley's account, stripped of its colorful epithets, is as follows:

"I saw the lad walking along, down near the rails, and then, all of a sudden, this white shape came out from behind some old boxes, and grabbed hold of the boy. And the dogs set in to howling. You could hear 'em all over town.

"I ran down the alley behind 'em, see. Quiet like, figuring to take it by surprise, and I got my revolver ready, just in case. An, all the time, this kid was jerking backwards and forwards, like he had the shakes or something. He didn't make a sound, he just jerked.

"Well, I gets up close to them, see, and the one in white, I can now he see he's got one of them white coats on, like a doctor wears, you know. So I sticks my .38 in his back, and I says 'Stick 'em up!'

"He starts to turn round on me, an' I was pretty scared, what with that kid jerking and getting old right in front of my eyes, an' the dogs howling all over like demons, so I shot him. Point blank. Right in the middle of his back. An' it don't do nothing to him!

"He just growls like, and hits me back-handed. An' he packed quite a wallop, I can tell you. Knocked me right down on the ground.

"Well, then he drops the kid, although he ain't no kid any more, he looks like he's a hundred years old or more, an' he runs off again behind the boxes. I got off a couple more shots, and I'm pretty sure I hit him at least one more time, but it didn't have no effect that I could see."

In the bad light, and from behind, O'Malley hadn't got a good look at the man's face, but he was, it seems, telling the truth about having shot the man to no effect. In the morning, the remnants of three .38 slugs were found in the alley. All of them were flattened, as though they had been fired at a wall, but they were lying in the middle of the alley, away from any walls.

##### KEEPER'S INFORMATION

Although Simon's eight hit point skin protected him from the .38 slugs, he has still taken some damage. His clothes, of course, are torn, and have powder burns in one place. He has hidden the clothes in a locker at the railway depot, throwing the key into the river.

His back is badly bruised, and he has chipped a rib. For the next two days, he will move very slowly at the lab. Players will only notice if they specifically observe his movements for a half-hour or more, and then make a successful Spot Hidden roll.

Ives had not been working on anything in the Science Annex, but had been in there the day before to visit a friend who was helping on one of the experiments. As before, he will be described by everybody who knew him as a bright, lively young man with a lot of energy.

### Scene VI

Day 16. Linda Ames killed. Girl-friend of one of the students working in the Science Annex. Visited him the day before she died.

### Scene VII

Day 18. Brian Phelps killed. Negro janitor at Science Annex.

### Scene VIII

Day 20. Stuart Bellows killed. Student in Science Annex. Witness saw young man fleeing area. No white coat.

### Scene IX

Day 22. Sam Jackson killed. Mail man. Science Annex not on his route, but that day he was helping a sick friend out.

### Scene X

Day 24. Dr. Kurt Von Heindrich killed. Visiting scientist.

### Scene XI

Day 25. Betty Granger killed. Sister of John

Granger who is a grad. student working in the Science Annex. She picked him up in her car the day before.

### Scene XII

Day 26. Thomas Pope killed. Reporter for Arkham Record. He had been snooping around the building that night.

### KEEPER'S INFORMATION

Everyone Simon killed has been into the Science Annex shortly before he killed them so that he could perceive their aura. The Players have to work for this information, however. They have to ask the right questions of the right people, especially for the victims who have no obvious connection with the Science Annex.

All of the victims will be described by people who knew them as lively and energetic. They were all well liked.

Dogs howled all over town at the instant of all of the deaths.

Time of death was usually between 8:00pm and 11:00pm.

Location of death was usually in an alley or small yard, hidden from immediate observation, and located somewhere on the map of Arkham in the rule book. (Simon cannot move more than one mile from the fragments, or he goes insane.)

If the Players set a trap for the killer, there is a 75% chance he will detect it and avoid it.

The modus operandi for all the killings is exactly as described in the first few. Detailed chemical analyses of the starch on the clothes will take several days, and will reveal only that it is probably some kind of conducting medium.

After Tony Ives' killing, the police will start to question everyone they can think of, to establish where they were at the times each of the killings took place. The Players should all be interviewed. This is essentially meaningless, unless by chance, one of the Players has no alibi for any of the killings to date. If so, that Player will be taken down-town and held for 24 hours, or until the next killing occurs.

Everybody in Arkham is getting increasingly nervous about the killer and the symposium. It will become more and more difficult for the Players to talk to other people without arousing suspicion and hostility.

Simon will always have an alibi for the killings.

The alibi is provided by Mogh Ruith using his hypnotic powers to convince this or that grad. student that they did in fact spend the evening with Simon. For each alibi Simon has to come up with this way, though, there is a 5% chance that the Players will learn that it is false.

### BEHIND THE SCENES

The following scenes are going on in and around Arkham. Their times may vary, and the Players may never find out about them.

### Scene XIII

Mogh Ruith, knowing he is under observation by another sorcerer, is avoiding direct contact with Simon. Instead, he sends and receives coded messages by way of students he has under his hypnotic control. In effect, he remains in contact with Simon, but usually an hour or two out of phase.

He also uses his hypnotic abilities to keep tabs on what everybody else is doing as well. As Dr. McDonnell, he passes himself off as a gregarious old fellow, and he sees all of the Players at least once a week. While he is with them, he will try to hypnotize them (App. 3.3) and find out what they know and suspect.

When he learns that they are zeroing in on the people who work in the Science Annex, he will set up an ambush.

One of the Players will receive an anonymous phone call claiming that information about the killings can be had for a price at a speakeasy near Scullay Square in Boston.





"Just you go to the 'Rose and Crown' at nine tonight, and ask for Biffer at the bar. You can bring some mates if yer scared, but make sure you bring plenty of cabbage, too.

"It's easy enough to find, you just take the subway to Scullay Square, an' when you come out of the station, make yer first left, and first left again. The 'Crown'll be right in front of you. Tell 'em Hamlet sent you."

If the Players obey these instructions, they're in for a nasty surprise when they get attacked by five ghouls on the subway car. The attack will begin with the subway screeching to a halt between stations. After a second or two, in which the passengers all look at one another with the first edge of fear at being trapped in the subway, the window nearest the Players will explode inward as a ghoul leaps through it, swiftly followed by four more.

All of the Players must make Sanity rolls at -10 for shock. The other passengers are all assumed to go very temporarily insane and to just run around a lot and scream while the Players fight for their lives. The ghouls will fight until they kill all of the Players present, or until three of their number have been rendered hors de combat. When the ghouls leave, they will try to take the bodies of any ghouls that have been killed or knocked out. They will make a final escape down a noisome tunnel that opens into the subway tunnel. If the Players follow down this tunnel, they will never be heard of again.

The Boston police, of course, will want a full account of what happened, which will take at least a day, and if any of the Players died in the attack, another three days will be needed to go through all the formalities.

Generally, the attack will not be believed unless there is the body of a ghoul left behind for evidence.

If this attack fails, Mogh Ruith may try another, or he may try to misdirect the Players by steering them on to a coven of witches who meet in an old house at the edge of town. The witches are actually harmless, but Mogh Ruith could probably get things jumping pretty well.

The only thing he will not do is directly protect Simon, because that would give him away to the watching sorcerer.

#### **Scene XIV**

After Day 16, the Players should start to have terrible nightmares. Every night, they must make

a Sanity roll to avoid waking up in the middle of the night screaming in terror. If they speak to a doctor about this, they will learn that hundreds of other people are having exactly the same problem. It seems to be quite an epidemic.

And no-one can ever remember what the dreams were about once they have woken up.

After Day 21, if the Players miss their Sanity roll, they not only wake up screaming, but they also lose 1 SAN.

#### **Scene XV**

Coffeehouses, speakeasies and restaurants will always be good places to arrange to meet people, and an excellent place to overhear rumors. Rumors that may well be heard in Arkham during this period include:

1. The door of Judith Ward's house was forced by brute strength.
2. Dogs howl when people die.
3. A coven of witches meet in an old house at the edge of town.
4. Dr. Keating is a Bolshevik, and plans to steal the fragments.
5. The police know who committed the murders, but won't arrest him because he's too influential.
6. One of the Players was seen near the scene of the latest murder.
7. The deaths are all caused by strange rays from the fragments.
8. All of the people who died had signed contracts with the devil.

And so on. Make up as many rumors as you need. Rumors should never be heard more than twice.

#### **Scene XVI**

##### **Day 27. The final day of the symposium.**

The Players will have been asked by Prof. Brown to attend.

##### **NARRATIVE**

Despite the chilling drama of the murders that have been plaguing Arkham for the past three weeks, the symposium has been a great success. The papers that have been delivered on the various properties of the asteroid fragments have opened up completely new avenues of inquiry into the basic nature of the Universe. Miskatonic University has been praised again and again for preserving this knowledge.

And now, at the very end of the symposium, Prof. Brown wants to personally thank the men who made it all possible.



One by one, he invites you up onto the podium, and asks each of you to give a brief speech. The last person to go up is Simon Masters, the mathematical genius whose calculations led you right to the asteroid fragments' impact site. You know he stutters badly, and you feel sorry for him having to speak in front of so many people.

As soon as he opens his mouth to talk, however, a dog begins to howl in the back of the room. It is Prof. Gunter's seeing-eye dog. The Prof. tries to quiet the dog down, but it refuses. Simon tries to talk over the sound of the howling, but cannot make himself understood, and falls silent.

The dog immediately stops howling, and hides under his master's chair.

A terrible look has come into Brown's eye as he gapes at Masters.

"You," he whispers. "All the time it was you."

Masters snarls. With incredible strength, he seizes the oak table on the podium and throws it at Brown, leaping after it, and hurling himself through a window.

By the time you get outside, Masters has vanished, but a young student, ashen faced and

trembling, points toward the Science Annex.

"He went in there, and he took Stuart with him."

The doors to the Science Annex are locked from the inside. During the several minutes it takes you to open them, you hear the faint sound of howling dogs from the town.

Inside, in the corridor, is the body of an aged man, young Stuart, no doubt. A trail of slime, like that a slug leaves on a garden path, leads down the corridor toward the stairs to the radiation lab that houses the fragments.

At the bottom of the stairs, is the torn and bleeding body of Dr. Cooker. One eye has been gouged out, several fingers are missing, and he seems to have been bitten and ripped in several places.

"It's in there," he gasps. "I've managed to slow it down a bit, but I don't know how long I can hold it. Kill it, now, or the whole world is doomed!"

Dr. Cooker seems to be holding his own for the moment, so you move ahead slowly to the double doors to the radiation lab. (Spot Hidden to notice that the radiation counter above the door is reading well into the lethal range. There are four

protective, lead-lined suits hanging in a closet outside the door. It will take 1D10 rounds to put a suit on. The suits reduce manipulative abilities by 10%, but act as three point armor.) As you throw open the doors, a mind blasting sight greets you. A disgusting, multitentacled thing is in the act of opening the heavily shielded lead container that holds one of the asteroid fragments. Great lolling tentacles with leering eyes and snapping jaws flop toward you. The thing is a writhing, wormy mass resembling nothing quite as much as an obscenely sprouting potato. (SAN roll or lose 1D10 SAN. Lose 1SAN anyway.)

In the mass of putrid rotteness that forms its body, you can see a mouth, something like the beak of an octopus. It is moving slowly and uncertainly, as though something were constraining it, but it seems intent on transferring the fragment from the container to its mouth.

"Stop it, or we're all dead men!" cries Dr. Cooker, stumbling against you from behind.

### KEEPER'S INFORMATION

This is the spawn of Nyarlathotep in its final form. If it can succeed in swallowing the fragment, it will transform itself into a living gate between the universes to allow its father free passage into our world.

(Remember that if any Players walked the Power Vortex in Act I, their soul belongs to Nyarlathotep, and they will not be able to act against the spawn in any way.)

Thanks to the intercession of Dr. Cooker singing the Dirge of Loweena, the spawn is now suffering from the affects of greatly increased gravity. Its movements are slow and uncertain. The stats. given for the third stage of the spawn include the results of this spell.

Once the spawn touches the fragment, which will happen just as the Players enter the room, it has 10 rounds in which to swallow it. It has a 5% chance each round (this is not cummulative). Even if it succeeds in one turn, the Players have a chance of knocking the fragment away again by doing a total of 10 points of damage to it that turn. If it has failed at the end of 10 rounds, it will quickly corrode into an obnoxious pool of blastulation.

If the spawn succeeds in swallowing the fragment, Nyarlathotep will instantaneously manifest himself in all his power, and the world will rapidly become a very sorry place to live in.

If the Players succeed, they will eventually learn

the whole story of what has been going on from Dr. Cooker (Mordecai Smith) who will then beat a hasty retreat from public scrutiny.

**NOTE:** Mordecai can free any Player's souls that were pledged to Nyarlathotep in Act I. The spell will cost the Player 1D6 points of permanent POW.

## APPENDICES

### App. 3.1

#### Simon Masters

Simon is the spawn of Nyarlathotep. He is genetically engineered to become the living gate between the universes. Although he thinks in many ways as a human being, he can no more question this fate than we can decide to stop breathing. He is fully aware of what has happened, and what will happen. He knows people would try to stop him if they find out what his purpose is, and he will avoid being stopped.

Simon has one main vulnerability that may give him away to the Players: the overtones in his voice that make dogs howl. He knows this, and will avoid areas were there are likely to be dogs. If he is there, he will not speak, feigning laryngitis.

Throughout the third Act, Simon is in his second stage, except for the final scene, when he transforms. He must consume the energies of twelve people to form the gate, a grotesque parody of the twelve sacrifices that were required to give him birth. When he kills, glands in the palms of his hands exude a starchy sweat that provides a good conducting medium for the power.

At the moment of death, he emits an uncontrollable, ultra-sonic wail, which drives dogs crazy, probably breaks fine crystal and will set water in a glass shimmering.

Through secret messages, he has learned that his god-father, Mogh Ruith, is being watched by a sorcerer, and he will not go to him for help under any circumstances. He has no spells or mental powers himself, and will only fight as a last resort. If the Players confront him at any time, he will act scared and confused, not able to understand what it is they're accusing him of.

He works in the Science Annex lab from 7:00am to 7:00pm every day, including week-ends. This isn't unusual, the whole place is in a fever of activity during this period. He lives alone on Powder Mill Street, near the corner of Saltonstall Street. The dormitories on campus are all run by

the fraternities. Simon is not the kind of boy ever to be invited to pledge a frat. He's bookish, weak-looking, retiring in the extreme, and he stutters terribly.

His killings are concentrated on the other side of the river. He usually uses the railway bridge to avoid being seen.

### App. 3.2

#### Mogh Ruith

Mogh Ruith's awful bargain with Nyarlathotep for his life those many years ago in the caves has almost come to fruition. A few more weeks, and it will be done. Over the intervening years, he has become even more his master's servant, and he wants to be on hand to greet him when he comes through the living gate.

Nothing can be allowed to stop it now. But his own psychic powers have alerted him to the fact that he is being observed by another sorcerer. It is a scent he has caught before, in the mountains, just before the Summoning was completed. But then it ran away. Now it watches patiently and waits. It is stronger. Strong enough to hide from him behind a sea of faces. It could be any one of the people on the campus, except one of the very young. This power has the texture of age and wisdom.

He cannot afford to alert anyone to the spawn's true identity. This other sorcerer cannot know it, or he would direct his attentions there. So Mogh Ruith will stay well away from Simon, and warn him to be on his guard.

Using his position as a well liked Professor, he will take opportunities to put several undergraduate students under his hypnotic influence. He will not try to hypnotize any one older than 30. During hypnosis, he himself is open to outside influences, and he can't risk that his victim would be the unknown sorcerer. If it were, he might be able to learn what he needed to know. Instead, he will use his small squadron of students to ferret around for him.

There is a 50% chance that anything the Players say on campus in an unguarded manner will be reported to him. There is a 15% chance if they talk in any public place in Arkham that he will hear what it was. If the Players meet in obvious secrecy anywhere on campus, there is a 75% chance that that fact will be reported, which will make him concentrate on them more. If they meet in their own homes, there is little chance of him knowing about it.

He will not stage the ambush with the ghouls

unless he seriously suspects that the Players are hot on Simon's trail. He is much more likely to misdirect them, which he may have an excellent opportunity to do, since he is an established authority in the University on Anthropology, and will be heavily involved, or so it will seem, in researching his paper for the symposium. The Players will find him at the library every afternoon. And if they want a particular book that's out on loan, there's a 15% chance he has it.

### App. 3.3

#### Mordecai Smith

Since the Players last met Mordecai, he has grown a neat little goatee beard, and he now dresses very nattily rather than as a flim-flam man. But there is still a chance that anyone who met him in Act I will recognize Dr. Cooke, the visiting Egyptologist, as Mordecai Smith, the run-away con-man. He will laugh uproariously at the suggestion. If the Players get nasty about it, however, he will take them into his confidence rather than expose himself to Mogh Ruith by using magic to get rid of them. This is one way the Players can beat the system. All they have to do is roll their INT or less on D100 to recognize Mordecai.

Mordecai has spent the past few years visiting old friends in Bavaria and in Egypt, learning a very potent spell. It is the Dirge Of Loweena, a dischordant chant, sung with many intricate hand gestures that temporarily increases many fold the effects of gravity on the victim. This is the reason that the spawn, in the final scene, is so incompetent because each of its tentacles seems to it to weigh a ton. An unlikely spell. But when your back's against the wall, you do what you can. It is also the only spell in his repertoire that could have any serious affect on the spawn since its intensity depends on the power of the victim.

### App. 3.4

#### Researching and Writing Papers for the Seminar.

For game purposes, the Players' day is considered to be divided into three sections: Morning, Afternoon and Evening.

Libraries are only open during Mornings and Afternoons. Spending either period in Library Research will allow that Player to make one roll. If successful, he will learn one fact.

#### History of Past Fly By's:

**1551** Sign in heavens over Russia.  
Outbreaks of plagues and demons in Russia,  
**1178** Arrow of God over Southern Africa.  
Shamans called the sign "The Wanderer"  
Devils and sickness.

**806** Comet reported by monastery.  
Plagues swept the land.  
Druids hanged for consorting with devils.  
**433** Shooting star over China.  
Cult of travelling pale-skins called it the Wanderer.  
Horrible creatures born and great sickness.  
**61** A great comet over Rome.  
Plagues.  
St. Peter contends with Mogh Ruith and Sumerian magician Simon Magus.  
Mogh Ruith returns to Ireland with Rath Fail and Rath Ramach, two great stones.

To write a paper for the seminar, Players must spend at least one period writing for every period they spend researching in the library. (If they start to do this and stop, it will be reported to Mogh Ruith.) They can spend Evenings writing. For each combined period of research and writing the Players do, they accumulate 5% toward the total value of their paper. When their turn comes to present their paper at the seminar, they must roll under the value of their paper on D100 to have it qualify. As long as it qualifies, the paper with the highest accumulated value is the winner of the \$1000 prize. Qualifying papers will win the Player(s) academic acclaim while papers that fail to qualify will cause the Player(s) intense embarrassment.

Papers can also be researched by hobnobbing with academic NPC's. Hobnobbing takes a full period, Morning, Afternoon or Evening, and can earn the Player 10% toward the value of his paper IF the Player can successfully roll his Debate or less on D100. A missed roll gains nothing. A fumbled roll loses 5% from the existing value of the Player's paper. (He gave away a choice secret.) All hobnobbing ventures will bring one Rumor to the Player's attention.

Married Players who spend more than three consecutive Evenings away from their spouses run the risk of a domestic squabble unless they roll their Fast Talk. Another Evening away will automatically result in a fiery scene.

### **App. 3.5**

#### **"The Nature and Properties of an Extraterrestrial Body"**

A Symposium to be held at Miskatonic University

#### **SCHEDULE**

Day 1:

"Discovery of the Asteroid" - Prof. Brown.  
"Preparations for Recovery" - Prof. Hyde-Simmons.  
"Spectral Analysis: Key to the Stars" - Prof. Fitzroy.

Day 2:

"Heavenly Bodies and their Orbits" - Dr. Farwell.  
"Chaos and Order: The New Universe" - Prof. Fitzroy.  
"Chemistry of Extraterrestrial Matter" -Dr. Hughs.

Day 3:

"The Need for More Research" - Prof. Brown.  
"The Interaction of the Earth with Other Heavenly Bodies" - Dr. Stephens.  
"A Detailed Analysis of Meteoric Composition" - Prof. Napoli.

Day 4:

Independently researched papers will be presented. Please note that all papers must be submitted to Prof. Brown before the seminar begins.

"Conclusions and Farewells" - Prof. Brown

Prize-giving ceremony.

#### **SEMINAR ATTENDEES**

Staff members already present at MU:

Dr. David Stephens; Dr. Andrew Lord; Dr. Franklin Phillips; Dr. Harvey Fitzroy; Prof. Louis Keeting; Prof. Philo Hyde-Simmons; Dr. Robert Fitzgerald; Dr. Ian Forbes; Dr. Michael Talbot; Dr. Peter McDonnell; Dr. Arthur Cooker; Prof. Dickson Cuthbright; Dr. A. Frederick Deacon; Karl Vanderkamp; Stuart Rodney; Paul Bishop.

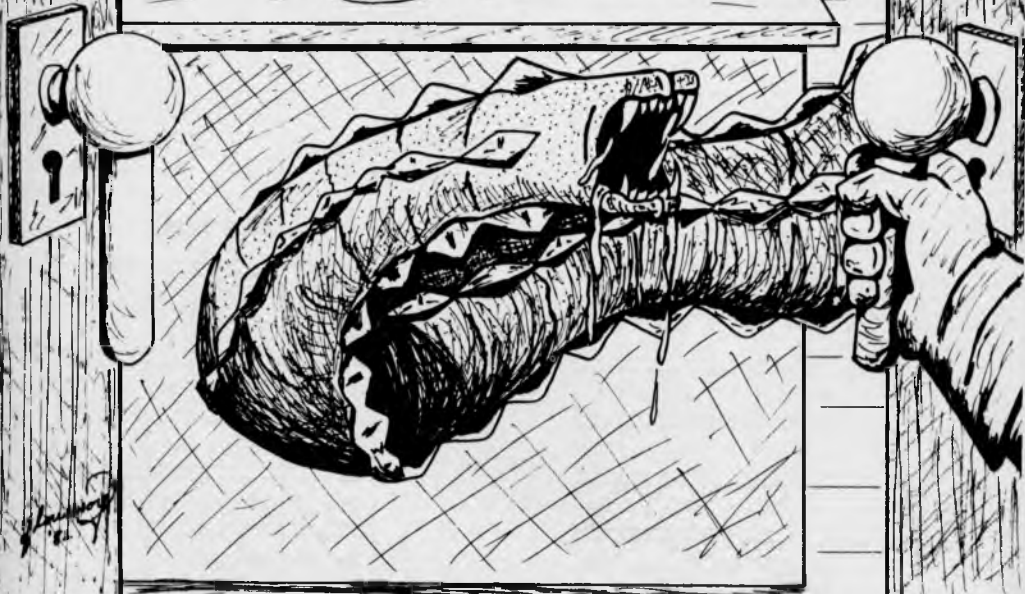
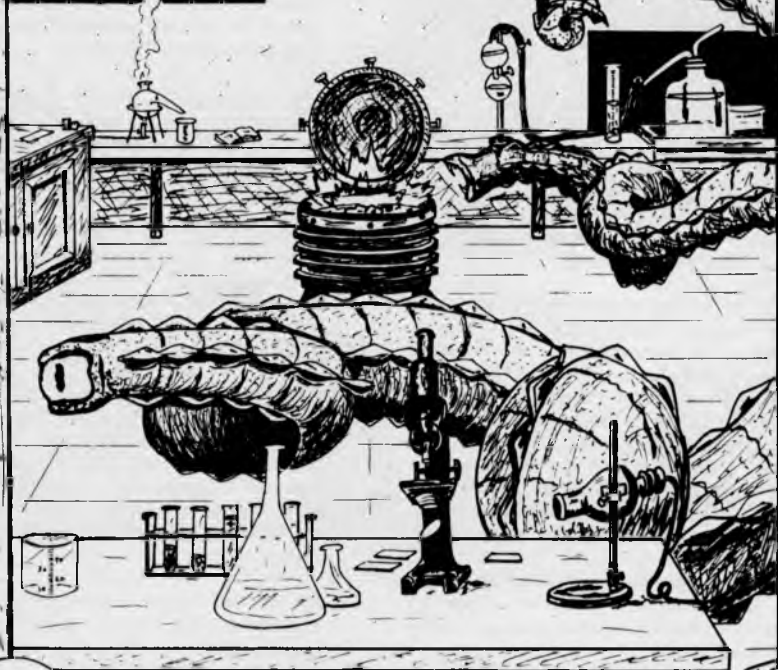
(All of the staff members will be expected to submit papers to Prof. Brown for the independent research section of the seminar. Player Characters may also submit papers, and will be expected to at least deliver a brief paper each on the recovery operations, if they were involved.)

Visitors who will be arriving at M.U. over the three week period before the seminar (in order of appearance):

Dr. William Warren; Dr. Linda Sharpe; Dr. Jason Harrison; Mr. Walter Alcock; Dr. Benjamin Goldberg; Dr. Brian McKillup; Dr. John Lucas; Dr. Robert Merville; Dr. Francois L'Dallier; Dr. Louis DuBois; Dr. Jacob Farwell; Dr. Ivan Tshitsimov; Prof. Giovanni Napoli; Dr. Enrique Altini; Prof. Harold Kentmark; Dr. Duncan Hughs; Prof. Heinrich Gunter; Dr. A. P. Grimglass; Dr. Edward Blish; Dr. Kurt Von Heindrich.

(These are the top men in their fields of Astronomy, Chemistry and Physics. They will be prima donnas, highly opinionated, pompous and terrified of the deaths.)

186.7	187.9	186.7	187.9	186.7	187.9	186.7	187.9
57	28	29	50	51	52	53	54
54	55	56	57	58	59	60	61
70	71	72	73	74	75	76	77
171	172	173	174	175	176	177	178
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116
117	118	119	120	121	122	123	124
125	126	127	128	129	130	131	132
133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148
149	150	151	152	153	154	155	156
157	158	159	160	161	162	163	164
165	166	167	168	169	170	171	172
173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188
189	190	191	192	193	194	195	196
197	198	199	200	?			



**App. 3.6**

**The Press**

There is a 40% chance per day that a reporter will seek to interview one of the Players. The reporter will be from a newspaper (80%) or a scientific journal (20%). Newspaper reporters will want sensational stories about the recovery operations, or about the Player's opinions of the bazaar deaths, or about one of the colorful attendees at the seminar. Each newspaper reporter will talk to the Player until the Player rolls a successful Fast Talk (one roll per hour of interview). If the Player fumbles his FT, the reporter will print a wild story credited to the Player, and the Player will become very unpopular, with appropriate reductions in his ability to investigate effectively.

If the reporter is from a scientific journal, he will want a detailed story about the recovery operations or a description of the research currently underway in the Science Annex. The reporter will interview the Player until the Player rolls a successful Debate (one roll per hour). If the Player fumbles his Debate, the story printed will be grossly inaccurate, and the Player will be accused of trying to take all the glory, or of being stupid, both of which will put a severe crimp in his career.

Once a Player has been interviewed twice, the chance of subsequent interviews drops by 10%/day, until there is another killing, when it goes back up to 40%.

**App 3.7**

**The Arkham Police Force**

Arkham has a small police force, used to the pranks of students, although they seem to get an unusually high number of reports about unearthly events. In the face of a mounting number of horrible deaths, however, they are liable to be totally ineffective.

The force consists primarily of:

Seth Harkum - Police chief.

Fred Marsh - Seth's right-hand man.

Olan Bainbridge - Deputy, witness to killing.

Sean O'Connery - Deputy.

As more deaths occur, Seth is liable to swear in some of the more responsible adult males of the town as deputies to form patrols. There is a 5% chance, which increases by 5% for each killing, that the Players will be asked to join one of these patrols.

Once the visiting French scientist has been killed, one or more branches of the State and Federal police/intelligence agencies will become involved. These agencies will conduct long, exhaustive interviews of everyone they can think of, including the Players. Players without alibis will have to spend another full day at the police station.

All law enforcement agencies will frown on vigilancy groups, and will discourage personal investigations.

SEPT 1923						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

OCT 1923						
S	M	T	W	T	F	S
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			



**THE END?**



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