

FIVE FACES OF FEAR

A COLLECTION OF FIVE ADVENTURES FOR
CALL OF CTHULHU 7TH EDITION



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Special thanks to my amazing wife Mel Kennedy for being a simultaneous sounding board, ideas person and bringer of strong coffee.

War to the Knife ©2019 Padraic Barrett

With special thanks to Donal Behal for his assistance with the Basque language & culture.

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A massive and genuine thank you to all of our playtesters, and to everyone else who has supported us during this project.
GNU Terry Pratchett

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When an amateur short wave radio operator or 'HAM' operator dies, their unique broadcasting channel is left unused by other HAM operators as a mark of respect. This is called a silent key. When Gerry Murphy's silent key crackles to life again mere weeks after his death pleading for help, fellow HAM radio operators are annoyed and more than a little dubious but the voice sounds very convincing, uncanny really. Is it a prank? Is it really Gerry and if not who would be so sick? To get to the bottom of this, six of Gerry's HAM radio correspondents decide to investigate and use the occasion of Gerry's month's mind mass to journey to his remote village in the West of Ireland.

2. Where Nothing Ever Happens, pg. 33

The work of a previously obscure Irish artist is attracting growing international attention for its occult themes and psychologically unsettling content. Those seeking his lost work have uncovered a link to a sleepy seaside village in the wilds of Ireland.

Is this community actually a haven of the peaceful and simple life, or is there something hidden beneath the surface, in the silence of things unspoken?

3. Midterm Getaway, pg. 67

The Robben Island ferry has broken down again, sinking en route to the famous prison. Another wreck joining the skeletons of ships from the last century on the sea bed.

While the city of Cape Town laments the lost opportunities, students seize the chance to visit the island unsupervised to sate their curiosities. As the fickle weather turns, they discover that they may not be alone – but who, or what, is on the island with them?

4. Brothers in Arms, pg. 91

Two break ins, a murder, and a stolen artifact: all within forty eight hours at the Liverpool World Museum. The police are stumped, and a select group of investigators have been hired to piece together the baffling puzzle. Can they solve it and find the truth before falling prey to an ancient and supernatural evil? The race is on in this gaslight era scenario.

5. War to the Knife, pg. 121

Set in the Spanish region of Navarre during the Napoleonic Wars, this scenario follows six investigators, each a spy serving the Allied cause who has been dispatched on a mission to locate Major Juan O'Donnell, a Spanish intelligence officer who has gone missing behind enemy lines. The investigators must maintain their covers as they search for clues to O'Donnell's disappearance, meeting with Spanish guerrillas, dining with French officers and facing off against cultists of Yig along the way. They must contend with an earthquake, chlorine gas attacks, assassins and a battle as O'Donnell's trail leads them to the serpent people city of Vilastei and a final confrontation with the High Priest of Yig. By the end the question may not be whether they can save O'Donnell, but whether they can save themselves.

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FOREWARD

In the beginning there was a firing of neurons, then came an idea and the idea rippled, spewing forth inspiration from dark and unknown recesses. The idea grew and eventually could not be ignored. Of course, it is always only a matter of time before such creations come scratching at the edge of reality and then find a way onto the pages of a book. As it turns out, this happened to a few individuals all of whom are connected to the Irish gaming scene.

I was approached by Padraic Barrett in 2018 with the idea of forming a small cabal of writers to weave together role-playing stories of horror and madness to form what eventually became this anthology. I had worked with the other members of Faceless Publishing on projects before, particularly RPG writing for conventions and of course running their games and they, mine. As it also happened, I had an idea that was festering in darkness that needed to be fully fleshed out and I realised this enrooted concept in my mind, was of course, a Call of Cthulhu scenario. How could I have mistaken it for anything else? I knew this was the perfect opportunity to loose such a horror upon other unsuspecting Keepers and Investigators. Of course equally appealing, was the opportunity to work with some amazing writers whose games I've enjoyed at games conventions for years beforehand. A group was set up, conference calls were made, the cabal formed and we were lucky to have an amazing artist come on board. Thus, Faceless Publishing was formed from the intangible.

Of course one of the nice aspects of writing as part of a literary cabal, is getting to conspire with co-conspirators. I've certainly learned much working with my fellow authors. The creative process can be a lonely one but it doesn't always have to be and during the creation of this anthology, I got a look at other people's process and in turn, improved my own. I learned but I also had fun. That's something we hope you take from this, fun.

Lovecraft wrote 'Searchers after horror haunt strange, far places'. In your hands you hold five unique stories of horror, haunting four such strange, far places in four different periods of history and illustrated with several unique art pieces. Whether you are looking for something ready to go for a one shot, something to adapt and incorporate into an ongoing campaign or a mini investigation to bridge the gap between other campaigns, you will find this anthology really useful and we hope, fun.

-Paddy Delaney, 9th July 2019

SETTING:

MODERN IRELAND IN 1990 AND 2017

The members of Faceless Publishing are all members of the Irish gaming community. You'll notice that two of the five scenarios presented here are set in modern Ireland, so we thought it might be helpful to give you some basic information about Ireland. The scenarios are set twenty seven years apart and though both are in the modern era, a lot changed in Ireland in those years.

Brief Overview

Ireland is a small country tagged on to the edge of North West Europe and it endures the fury of the Atlantic Ocean and all its vagaries. It's a country where there is a feeling that everybody on the island knows everybody else. This is partly true. In towns and villages, everybody knows everybody else and they know all about what they work at for a living, gossip is a national past time as is talking about the weather. If there is an awkward pause in conversation, you can't wrong by talking about the weather. Although try not to say the weather is inclement, instead refer to the stormy day coyly as being 'a grand soft day out'. You'll fit tight in.

Irish people speak English as their first language, though a few rural areas still speak native Gaeilge, though often referred to simply as 'Irish'. These pockets are mostly found further West or North West in more rural areas, though all citizens learn it in primary school- that's from ages 4-12 and then again at secondary school, that's about age 12-18. Remarkably, most Irish people still have very little Gaeilge, so tourists are as well to ask directions (or discuss the weather) in English. A small country we may be and though we just speak English, we are a varied lot and most Irish people can detect which part of the country another is from just by their accent. Lorekeepers and Investigators are encouraged to search for video content with the various regional accents and have fun incorporating these in to game play.

Rural areas in Ireland are just that, rural – you are really away from everything in the Irish country side. We call it being out in the sticks i.e. the boonies, Rural people don't often get visitors often unless they live right near a famous attraction but are generally friendly if a person is obviously a tourist or introduced to the locals as such. Having said that, even if visitors are discrete, locals will still be curious about them. When you live in area where nothing ever happens and the locals are all very nosey i.e. curious, any newcomer could be the talk of the village. Irish people are generally considered to be very friendly and helpful and even in urban areas will go out of their way to help others, even strangers. However even rural, Irish hospitality has limits and tourists acting crazy and brings weirdness in their wake will quickly wear out their welcome.

North and South

You may be aware that Ireland is and has been an island divided, and these divisions have been a source of tension and conflict. The 32 counties of Ireland are divided into the six counties that comprise Northern Ireland which is part of the UK. The remaining counties comprise the Republic of Ireland. In 1990 the island was long inured to what Irish people refer to, in grand understated fashion, as 'The Troubles'. By 1999 the Good Friday framework for Peace put the island on the road to peace. By 2017, a whole generation had grown up knowing peace. This isn't central to what you need to know about Ireland and it's enough to point out that the below information refers to the Republic of Ireland.

Weather

The climate is cool maritime and while temperatures are rarely extreme, storms can wreck havoc and it rains year round. In winter downers can cause flash floods and sweep away bridges and mist can quickly obscure roads and buildings.

Law

Irish laws are very similar to the UK and generally similar to Europe and the US. One unusual feature is the police force who are called An Garda Síochána (on garda shee -oh-kawn-ah) which translates as Guardians of the Peace. Colloquially referred to as 'The Guards' in English or An Gardaí (on guard-ee), the Guards do not carry guns. In fact gun ownership is another unusual feature of law in Ireland. Guns are not available to the general public though shotguns and hunting rifles are commonly owned by farmers.

1990

Technology

Many villagers will have access to a landline phone, either their own or neighbour's. Most people probably haven't used a fax unless they work in an office. Some people own a VCR player and music is enjoyed on the ubiquitous radio and frequently a cassette tape player. Expect to queue outside the only phone booth in town to call your family abroad.

Transport and Journey times

If your car broke down in 1990, you were probably hours from the nearest house, petrol station or telephone. It was however much more common to 'thumb a lift', that is go hitch hiking because even in towns you could wait half a day for a public bus that might not show up. Having a car in rural Ireland is essential. Trains operate between the big cities but that's it. Buses go to most big towns but services are infrequent and wait times are long.

Ireland is mostly rural country and even today, Dublin - the capitol city, is only a few minutes drive from rolling fields, mountains and cows. Scenery changes fast in Ireland and in

just an hour of driving you could pass river, mountains and bogs. In 1990, roads were especially poor quality with very few motorways. Road surfaces were often treacherous and it would often take 5 -6 hours to cover distances that could be done in half that time today.

Food

Simple and there's lots of it. Restaurants are usually of the classic style and mostly in larger towns and cities. Pizza delivery is something that happens on TV in America. If you order coffee in a shop (there aren't really "cafés" yet), you'll be greeted with a flat stare and a suggestion that you might prefer tea, otherwise its instant Nescafe or Maxwell House for you.

Quick Stats

Population: About 3.5 million

Currency: Punts, though referred to as Pounds, £. A pint of Guinness cost about £1.30 (or €1.90ish)

Unemployment Rate: 17%. Times have been hard for years at this point and many young people have emigrated to other shores to seek new opportunities

2017

Technology

Internet, smartphones, iPads, kids with more tech than launched the first rocket to the moon, Instagram, Twitter followers, Skype-calling your Uncle who emigrated to Australia in 1990. Despite all of this, if you are in a very rural area, you may have no phone signal for calling or internet access.

Transport and Journey times

Decades of lovely EU funding has gone into building many motorways, traversed by a fleet of modern buses with onboard wi-fi and toilets. City buses and trains are frequent, relatively inexpensive and usually have free wi-fi.

Food

Any international cuisine you want, food can be ordered by apps and delivered by spandex wearing cyclists in minutes, even in towns (but not villages and small towns). Cappuccino culture in the cities has been and gone and the age of Nespresso is upon us like some kind of cult.

Quick Stats

Population: About 4.5 million.

Currency: Euro. A pint of Guinness cost about €5.

Unemployment Rate: 5.3%. After the world economic financial crisis, things are beginning to look up again.





SILENT KEY

BY PADDY DELANEY

INTRODUCTION

This scenario is written as a one shot game complete with 6 investigators for Call of Cthulhu 7th edition. It is designed to play over two evenings in two, three hour sessions. For Keepers who want to run a longer game, there are suggestions throughout the text and a section on adapting the scenario. The investigators know each other through short wave radio correspondence and arrange to meet in Ireland. The scenario is written to play out over 3-4 days in game time. The scenario contains themes of death and horror and is not suitable for younger minds. Where Gaelic terms are used, an approximation of their English pronunciation is given in parenthesis. Important characters are presented in bold throughout the text to aid the Lore keeper.

Adapting the Scenario

This scenario is written for six investigators of mixed nationalities who travel to the remote West coast of Ireland. It can be used as a one off game, to start a campaign or to extend an existing campaign. The details can be easily adapted to suit almost any campaign. The setting need only be a remote area, in any country where the locals all seem to know each other. Almost any local history and folklore can replace the Celtic history and lore with a little tweaking. The thread linking all the investigators together in this scenario, is a shared interest in HAM radio which means investigators can literally hail from anywhere in the world. For existing players, the investigators just need to know the deceased or perhaps an ally who approaches them with the mystery of the renewed silent key. Equally, it need not be set in the 90s and can be set in any decade from the 1890s to the modern day with some small adjustments. The deceased and the investigators should have a language in common with each other.

PART ONE - SETTING

The scenario takes place in County Mayo in the West of Ireland in the Winter of 1990. The investigators travel to the village of their correspondent and friend, Gerry. Gerry's home is on a

boggy hillside about 5km south of Belderrig, a small village in Mayo. It is one of the most remote points in the country. Mayo is the third largest county in Ireland and most of it is empty valleys, lakes, inlets and windswept mountains. There are few large towns in Mayo and most of the settlements scattered throughout the county are small villages like Belderrig. With a population of less than 200, most of the inhabitants are scattered around the village and surrounding countryside. The nearest town with major facilities like a hospital is Castlebar, 45km away as the crow flies but about 50mins drive on narrow, winding, muddy, winter roads.

Belderrig is near the sea and today, is one of Ireland's most important archaeological sites, the Céide fields, so it is an area steeped in ancient history and lore. The Céide fields themselves do not feature in the plot but they are an indication of the area's ancient past that could be rich material for an ongoing campaign or for extending the plot into a longer campaign.

HAM Radio

It is not necessary to know anything about short wave radio or the HAM community worldwide to run this scenario. It's a small but growing, tight knit community of all ages and spread all over the world. As solar radiation interferes with short wave signals travelling along the ionosphere, HAM radio enthusiasts are often more active at night. HAM radio uses relatively portable technology.

"Look at the dial on an old AM radio and you'll see frequencies marked from 535 to 1605 kilohertz. This is one radio "band." There are other bands of radio spectrum for amateur, government, military and commercial radio uses."

From www.arrl.org 'What is HAM Radio'

HAM frequencies are 1.8 Megahertz (just above broadcast radio frequencies) and varying the frequency allows the HAM operator to talk to somebody across town, or out to satellites in space. Who knows what could be listening to signals being bounced through the ether...

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Although other skills could cover short radio operations, each investigator is given an added skill, HAM radio operation. In the event an investigator wants to make roll for anything related to radio operations, etiquette, use, repair and general knowledge, just have them roll this skill.

HAM Radio Slang

Barefoot - Refers to running your transmitter without an amplifier (in other words, the "power out" is being produced entirely by the transmitter, without any assistance from an amplifier).

EME - "Earth-Moon-Earth" communication, moon-bounce, using the moon as a reflector to "bounce" your signal back down to Earth.

Fist - The sending style of a particular CW operator. In the old days, telegraphers knew each other by their "fists"

The above lingo is taken from <https://www.qrz.com/page/hamspeak.html> where Lore keepers and investigators can find more lingo and info about HAM radio and the community.

BACKGROUND

There are many worlds besides our own. The dreamland is one such dimension; a vast area, part mirror-image of our own familiar universe, part dream construct. Many are the portals between the mortal realm and the Dreamlands, however, humans may only travel to this realm in their dreams. It shares many of the same features as our own world but within it, dwell a multitude of strange, horrific creatures that mercifully have had few dealings with mortals.

Among these entities are counted the Fae, whose domain is nightmare itself and whose tools are glamour, illusion and terror. Unlike the other denizens of the Dreamlands, the Fae have habitually crossed over and interacted with mortals, always to the sorrow of mortals. In fact, they have become inextricably associated with sorrow and death. These creatures of antiquity stalked humanity's prehistory and have deeply embedded themselves in the Celtic primordial psychic, folklore and heritage. Most foul among the Fae are the Sluagh (*slew-ah*). These shape-shifting, shadowy entities are drawn close by death and leave only insanity in their wake.

In Ireland's pre-history one such creature, a Sluagh was buried by a tribe who paid in blood and madness to defeat it. Although they drove the creature back to the Dreamlands, they could not defeat it permanently; such evils are not so easily vanquished. They did however barricade the passage it used to cross to the mortal world. The clan's surviving druids wove magic into the burial ground and ancient stones, carved deep with glyphs set in the passage way to prevent the Sluagh re-entering the world of mortals. The lore was passed on from guardian to guardian until even those who inherited the secret knowledge were unsure how reliable it was.



An Leabhar Naimhde

This lore was written into an ancient Gaelic tome called *An Leabhar Naimhde* (on lau-er nav-dja), or *The Book of Foes* in English. Those who possessed it occasionally made copies, adding their own, often inaccurate information to it. Compounding this obfuscation of truth were mistranslations and modern humanity's disdain for such tales. The tome was relegated to a mere coffee table item. Even its current owner, the witch **Rose Montgomery**, does not fully realise its contents. The Book of Foes that Rose possesses is a not an original but a copy that was reproduced by hand centuries ago.

It is slightly larger in dimension than a modern A4 notebook. Its cover was once of handsome and meticulous crafter calf leather, hand stitched and punched, then dyed black with. The passage of time has meant that even this copy has faded to a sickly grey and if it was ever adorned with letters or an image on the cover, it has long since faded.

The tome contains some kernels truth about the true nature of reality and the ancient ones mixed in with some misnomers. The tome is ancient indeed and the great majority is written in old Irish, though some additions have been made down the centuries and more recent pages and addendums are made in Latin. Indeed, reading the Book of Foes requires the Gaeilge language skill and a hard roll as it is written in old Irish (chapter 9, pg. 175 for more on this roll) with almost no recognisable punctuation. An Leabhar Naimhde has the following traits as a Mythos tome as per Chapter 11, Mythos Tomes:

Sanity Loss: 1D4

Cthulhu Mythos: +1/+3 percentiles

Mythos Rating: 12

Study: 1 week (note initial read through time, is at the discretion of the Keeper.

Spells Contained Within: Contact the Vile Sluagh, Banish Sluagh, Corvine Control. Call Forth the Lost Soul. See the 'Spells' section for details,, page 24.

Even opening such a book is a dangerous task; reading a Mythos tome means running the risk of far worse than simply bad dreams. Such dark secrets are burned into the mind of the reader. Anybody seeking the tome that comes close enough feels a fearful sensation sweep through them, as if somebody has walked on their grave. A stinging feeling as of the loss of a loved one fills their heart. This distance should be enough to reach out and touch it or some other metric of the Keeper's discretion. They may also for the briefest moment, feel they can smell peat and moss.

It is tragic indeed that the truth has faded from the collective consciousness of humanity and even from the tome's guardians but more tragic still for mortals that the druidic magic carved into the passage stones of the burial mound, has also faded. That which is not dead can eternal lie and with strange millennia, even magic may die.

A Word on Crows

The Crow family contains Jackdaws, Ravens, Rooks and Hooded Crows. While there are exceptions (magpies and jays), crows are generally medium sized, black birds considered clever and somewhat ominous by Irish folk. Ireland does not have the all black, carrion crow you may be familiar with. Instead, it has the Hooded or Grey Crow.

Corvus cornix or Grey Crows were once thought to be a sub species of the carrion crow. Their almost executioner-like hood lends them an especially menacing look. If you want to use the traditional all black crow *Corvus Corvus* of course, by all means do. It's your game after all.

Prelude to the Investigation

Keepers note: This section is both background on what happened to Gerry and a selection of clues that can be used should the investigators speak with locals or search Gerry's house and sheds. While the places are real and indeed the Céide fields were discovered here in 1990, everything else is fictional. These clues can be found in Gerry's HAM diary or in notes, coded or otherwise, in Gerry's house as the need arises and depending on where the investigators search.



Gerry Murphy at a party a few years ago

Background

Gerry had been a HAM operator for years and as signals travel best at night, he was known to be out and about at night often. This of course earned him a reputation as being very odd in the community but he was still well liked. While bouncing said signals through the ionosphere and off the moon, something heard Gerry and paid attention, attracted as this thing was, to his sense of emptiness and desire for something greater.

It began conversing with Gerry. He could not discover which channel it was on or how the person managed to contact him (a point he notes in his HAM logs). The contact was always of very poor quality as if there was huge inference. It told him that the land was ancient and there were rich treasures for a man like Gerry; with a respect for history and a thirst for knowledge. It gave him the directions to a buried treasure, at first a small cache of flint tools and arrow heads, then actual treasure. He found an ornate torc of beaten silver, Celtic in design and smaller gold ornamentations. He was told to keep the torc secret but he could use the rest as he wished, use them to bring himself wealth of fame. He dug them up one moonless night in a field

nearby. They were in small wooden box. Gerry became suspicious. How could anybody know of this unless they were local? He wasn't even sure that a metal detector would pinpoint such a find. One night the voice crackled to life when his equipment hadn't even been turned on, this was a first and it from this point that Gerry's mental health begins to erode. He began ranting wildly, not sleeping and writing all of this in his diary and notes.

He was hooked though. He needed to solve the mystery and this person offered so much knowledge and such... dark secrets. He was commanded to carry out instructions at the behest of this voice whose ultimate design Gerry could not guess at. There was much power in the local area, an area still mostly untouched by modern life and still raw with primordial energies. Eventually Gerry was driven mad and died in mysterious circumstances a few weeks before the game starts. His friends designate the signal he broadcast from as a silent-key; however somebody claiming to be Gerry has reoccupied the silent key begging for help.

Each night at five minutes past midnight, the voice appears broadcasting on Gerry's silent key, begging to be saved, ranting and raving about the darkness, the things that are coming for him and how he needs to get back. Trapped somewhere terrible, Gerry seeks to escape and has taken to HAM airwaves once again to seek rescue from the otherworld.

However to lure his allies to the site, Gerry must not tell them the terrible truth, if they free him, they will also free something truly awful and so he misleads them. Will his allies free him or leave him to eternal torment?

Time is Ticking

While at first this scenario may not seem a race against time, in reality the investigators can only take so much time out of their own family lives. Investigators from abroad need to get back to Dublin airport by Monday evening and the others all have jobs and family. More than this though, the investigators discover during their sleuthing that certain times and cosmological phenomena make it easier for the Fae to cross to the mortal realm. The gate to the spirit world opens on the full moon and with Samhain (sow-en) just passed, the veil holding back the creature has weakened. The Celtic season of Samhain is ancient roots of Halloween (it is also the Gaelic word for the month of November when the game begins). The time between Halloween and the Solstice is when the veil between mortal and spirit realms is at its thinnest. In Celtic lore, this is the traditional time when otherworldly forces take dominion; the closer to the Winter solstice, the more powerful such forces become. As the druidic magic fades, the Sluagh draws nearer the mortal world, sending that soon it will be able to cross over. As time creeps towards the Solstice, it becomes easier for the Sluagh to venture forth from the portal of the ancient site, easier for it to impose its power on the mortal realm, bending victims to its will. The creatures of darkness are at the height of their powers around midnight.

Keeper's note: The first full Moon occurred right as the veil weakens and Samhain begins on Friday, November 2nd and lasted till November 5th. Celtic timeframes were less concerned with exact numbers and were tied to natural phenomena.

The second full moon is Sunday December 2nd and just after the games starts lasting till Dec 5th. Technically it is in the wee hours of Sunday so the investigators only have the Friday and they arrive on and Saturday to investigate and prepare. The three day period allows flexibility in the event players delay but they only have till the 5th.

Timeline of events

- **January 1990:** Something makes contact with Gerry late in through his HAM radio set and directs Gerry to some small historical artifacts with unerring precision. This success is the impetus for his continuing interest. He does not know who the mysterious person is and assumes they are an archaeologist. "The mystery voice" as he calls it in his diary guides him almost unerringly to the initial site not far from the Céide fields. Gerry finds he enjoys the success and local fame.
- **Spring 1990:** Acting as a local guide and historian, Gerry helps a famous academic, from University college Dublin's archaeology department, uncover the entrance to the megalithic site near Belderrig and receives a boost to prospects and employment as a local guide. Encouraged by the fame he earns locally, he becomes increasingly interested in ancient history and discovering more sites. He begins feverish study in Celtic Lore and ancient Ireland. Many of his most coherent notes are from this period which also marks a lessening of the entries marked "mystery voice".
- **June 1990:** Gerry travels to Italy for the World Cup Irish soccer games and meets with Marie on the way. This marks a coherent phase for him as he concentrates on something other than *The Voice* and is surrounded by friends.
- **August 20th:** Now back in Ireland, Gerry receives instructions from the voice to break into Rose Montgomery's home and steal a tome called *An Leabhar Naimhde (The Book of Foes)*. It contains much useless and incorrect lore but does contain a real spell and some correct lore handed down from druid to druid and later, witch to witch. Rose, the current guardian of this tome, is away at the time and under the cover of darkness (a new moon) Gerry burgles the tome. Gerry has been told by *The Voice*, that the spell empowers the performer to peer into the past and gain the knowledge of the ancients. Actually it contains a spell which can release the Sluagh from its entrapment at an ancient, local Neolithic site. It also describes a spell to allow the caster to possess a person or animal. This too is a real spell.

Keeper's note: Merely releasing the Sluagh to the Mortal realm does not allow it escape the dolmen built on top of it, at least for now. To do that it must also be invited across a threshold...

- **August 21st:** Rose Montgomery reports the break-in but not



Bonner

the theft. Local Garda (police), **Sgt. Tommy Burke** visits the scene and makes an official record.

- **August to Sept 1990 Diary entries:** Gerry becomes obsessed with the spell-book and records his experimentation with the spell in his HAM log... He becomes almost immediately more erratic. He translates and spends whole days and weeks trying to learn the basics of the spell. His diary entries become darker and more alarming. It turns out animals are easier and this is where Gerry begins. He starts with crows as they are plentiful in the area. He then turns to Dogs, cattle and sheep but records in his diary that this is unsustainable, surmising that because of their increased awareness, they scare easier with many dying of terror. He does note however, that sheep are easier "to handle" in large numbers probably because of their herd mentality.
- **September 1990:** Gerry's behaviour becomes even more erratic as he is spotted more frequently at night roaming the bogs and hillsides looking more wild than usual.
- He discovers the spell works best at night. Dogs in the area and some locals notice this activity on a sub-conscious level and become unsettled, refusing to leave at night and trying to sell their now, strangely behaved dogs.
- Gerry possesses his own dog (a mutt called **Bonner**) which passes away from the mental and physical exertion the possession causes the poor animal. Gerry buries it next his house but the event causes him to become more unstable.
- Gerry's friends and neighbours rationalise this by saying, "Gerry took his dog's death hard. He was fierce shook by it", reasoning his behaviour to be the manifestation of grief for his canine companion... and the drink.
- Local farmer **Terry Murphy** suspects that Gerry's dog was responsible for the deaths of some of his sheep.
- **September 1990:** It's not long before **Rose Montgomery** suspects Gerry is the thief and begins to follow him. Gerry records that somebody is following him in his HAM logs. **From this period, all Gerry's written recordings are in a basic code.**
- Rose follows Gerry and becomes aware of the animal deaths



and Gerry's repeated visits to the ancient site she as inheritor of the tome, The Book of Foes, is entrusted to guard. Having never taken this very seriously, she is now extremely concerned. She reasons that even if it is not real, Gerry seems to think it is and has therefore lost his wits.

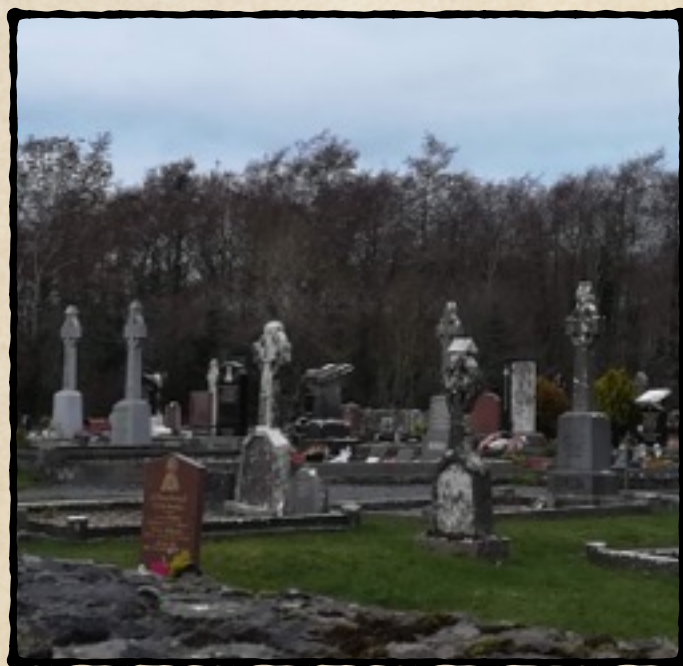
- **September 22nd (Saturday):** Rose attempts to engage Gerry in the local village that evening but Gerry acts aggressively towards her, ranting and using abusive language and she is forced to back off. Two of the named NPCs (of the Keeper's choosing) are witness to this and can drop into idle gossip with the investigators. Rose intensifies her surveillance of Gerry.
- **October 4th Full Moon:** Rose follows Gerry to a site he had revisited over and over, one intimately familiar to her and now she is sure Gerry is in to something mortals should not trifle with. Rose, who still can't believe her friend and neighbour betrayed her, waits till she is sure that Gerry is about to attempt the spell at the ancient threshold and attacks Gerry from behind with a stick. He bumbles the spell. The Sluagh is not released but it does reach out and pull Gerry's soul from his body into its realm and tries the same on Rose but she resists. She grabs the tome, flees home in terror and now more than a little insane, and drinks herself insensate. The Sluagh, an ancient being, is patient and in no immediate rush to claim her soul. It now knows who she is...
- Rose Montgomery knows that the more the threshold is crossed, the weaker it becomes. Gerry's desperate struggles back and forward using the spell, are not just something she

suspects but something she knows will soon release the foul creature, especially as the Solstice approaches and particularly on a full moon; all it need do is wait.

- **October 5th:** Gerry's beaten up land rover is found abandoned by farmer **Terry Murphy**. A Garda and doctor are called for. Gerry is pronounced dead at the scene. He sustained a minor head injury and shows scrapes and abrasions over his forearms and hands.
- A medical examiner comes from Dublin (these things happen slowly in 1990 Ireland). The initial medical report shows that it seems unlikely the head injury would have been the cause of death. In the absence of evidence to the contrary and because this is an unusual circumstance, a post mortem examination is carried out after further consultation with the Gardaí and in the absence of evidence to suggest foul play or a clear cause of death.
- Gerry's time of death is marked sometime in the small hours of **Friday 5th October**.
- In the end no single cause of death is determined and this is marked as 'death by misadventure'. In fact his body lives during the examination which means his body has terrible injuries inflicted on it whilst still living but without a soul to animate it.
- **Tuesday October 30th:** Gerry's post mortem is completed. His body is released to family. Arrangements have been made for the local priest and Garda to collect the remains.
- **Keeper's Note:** If running this over additional sessions, this part can easily be used to lengthen the scenario. Any coroner

operating on a body which has been subject to Mythos activity may see something that causes them sanity loss. Perhaps for some reason, the coroner conducts their investigation at night time and Gerry's soul revisits his body as they make that first incision or perhaps Gerry sits up that night and frightens the night porter in the hospital?

- Gerry's body, now having been sliced open, his organs weighed etc. and then sown up, should be dead. Only the death aspected, silver torc keeps it from fully dying fully. The torc passes unnoticed by most as it is only visible by moonlight.
- **November 1st 1990** (All Saints Day in Catholic Calendar): The night before his burial, as Gerry's body lies in repose for the funeral, crows are spotted near the church even as darkness fell... lots of crows and they swarm around the church. Both **Father Joyce and Larry** (the gravedigger) attest to this but while odd, the priest thinks nothing more of it. He and later, Larry, are carrying out a death-watch as Gerry's only family is his Sister in London. The Death-watch is still traditional in some areas in Ireland. Gerry's sister will only arrive for the funeral on the day, before departing for the Solicitor's office to take control of "my brother's estate". His only other relative is a cousin at sea (Investigator Jim Coppinger).
- Before Midnight Father Joyce departs as he has to visit the sick early next day but leaves the death-watch to Larry.
- Just after midnight (now **November 2nd** and the moon is full), crows crash through the windows and sweep through the main door and flow over the coffin. Larry almost loses his wits. The crows depart and deathly silence descends like a shroud. However, when moments later, thumping sounds from inside the coffin, Larry against his better judgement, opens the coffin and Gerry sits up with a horrid groan. Larry being a deeply superstitious man and already on edge from the recent spate of unusual activity with the dogs and now these crows, stumbles back trying to avoid the dead Gerry thing. Dead Gerry flees into the night. Larry goes temporarily insane but eventually gathers his wits and realises he might be blamed for this. He fills a large sack with sand he had for affecting repairs in the church, drops it in the coffin and seals it back up, making sure it is very difficult to open.
- **Keeper's note:** On a luck roll (hard success) either Larry or Father Joyce will remember if asked, that the crows came from and fled to the west.
- **Afternoon November 2nd:** Gerry is 'buried' in the local village graveyard after a funeral mass with a closed coffin (or at least, people believe so). If questioned, attendees would describe the mass as 'fraught' with everyone on-edge. Irish investigators know this is a bit unusual as most Irish people are reluctant to say anything negative about the dead and the usual description would be "oh, it was a lovely service." Should it come up, the closed casket was at the request Gerry's sister but also because this not unusual after a post mortem.
- **Keeper's note:** Digging up the coffin will reveal that it is empty. The characters would have to illegally dig it up because nobody locally would do so. Digging up the coffin does not



take any special roll. The grave is relatively new and it has rained frequently since then so it is easy to dig but it is time consuming and any investigator doing so, will be covered head to toe in mud. There is no street lighting so any would be exhumers would need a source of illumination.

- **November 3rd – 30th:** Gerry, knowing he cannot control the spell for long, takes action. There is no phone in the house and no point contacting the, rightly superstitious locals, so he turns to his recorder. He recorded a short message pleading for help, ranting about the dark prison he finds himself in and set it to broadcast on his HAM channel. Each evening he returns to activate the same message. By the end of the month, Gerry has lost so much sanity and his body declined so much, he can do little more than repeat his trip from his hiding place to the HAM house and hit record.
- Each evening at exactly five minutes passed midnight, Gerry flees his unearthly prison by possessing crows. The crows take a few minutes to reach his house then descend on his outhouse where his soulless body rests. Some of the crows die each time and their corpses are littered about the sheds and the yard. Then he proceeds to the recording device, hits play and broadcasts on his old channel for help, begging anybody listening to come and save him.
- It's during one of these nights that local woman Teresa claims to have spotted (the now presumed dead) Gerry roaming the boggy hillside, although she had been drinking and was known to be somewhat obsessed with Gerry and took his death hard, so was dismissed.
- **Friday November 30th:** Investigators meet for breakfast and the investigation begins.
- **Saturday December 1st (wee hours) till December 5th:** This is the full moon that takes place during the investigation, just after the games starts. It lasts approximately three days,

allowing the Keeper some leeway when the final showdown might happen.

- **Sunday December 2:** Gerry's month's mind mass. This is a requiem mass celebrated about one month after a person's death, in memory of the deceased. Gerry's sister will not be in attendance. It is a useful excuse for savvy investigators to say they wanted to attend because they did not have the chance to make the funeral and a good chance to ask questions of the locals who knew Gerry.

PART TWO - GAMEPLAY

How to approach scene locations

With the exception of the first scene, there is no set scene progression. Investigators don't have to visit every location, nor in the order described here to find out what they need to know. Each location has a key clue, person or item associated with it. These can and should be moved to any other location as needed. Belderrig is a small place and the investigators are likely to bump into or even be approached by many of the locals. Ireland is after all, a friendly place and 'nosey neighbours' abound. Should the investigators miss an important clue, any one of a number of locals, might be loose lipped enough to mention it in idle gossip.



ACT ONE

A GATHERING OF FRIENDS

The investigators gather for breakfast in the foyer of the Great Southern Hotel in Galway city centre in Eyre square. This is one of the most iconic hotels in Galway. This is an important scene as it allows the investigators to share how they know each other and how they know Gerry. The names of the other investigators are on each character sheet and the player can fill in how their investigator knows the others.

The can also exchange what they know so far of this mystery broadcaster pretending to be Gerry and how they feel about it. There are a number of questions you can have the players answer in character:

- Do they know each other well or just Gerry?
- Are they meeting in person for the first time?
- How did they meet each other?
- What do they know about Gerry's death?
- What do they suspect is happening here?

Friday November 30th, almost 4 weeks after the death of Gerry and two weeks after the silent key became active. It is the build up to Christmas and the traffic is manic. The city is wedged as early shoppers bearing bulging bags, bustle through the rain lashed streets. The rain has been a deluge for about a week and the temperature has dropped.

A waiter in a waistcoat and tie takes their drink orders and people step in from the rain, shaking off umbrellas.

Leaving Galway and heading North to Mayo: The woods and green fields give away to a comparatively more barren looking scene, stark and beautiful in its own bleak way. From Galway to Belderrig in 1990 takes about an hour and a half.

Clues in the scene: Only what the players exchange with each other.

Keeper's Note: Darkness falls around 4-4.30pm in Galway during December and on overcast days it gets dark much earlier. Poor weather, sheep on the road, bad luck and heavy traffic can all make travel times much longer. If the investigators want to give themselves an optimum amount of time for the investigation, they should leave before midday.

CURRAN'S B&B, BELDERRIG, CO MAYO

Suggested Key Character/Item: Helen and John Curran
The village of Belderrig is just 5km from Gerry's house and offers the only amenities around. The narrow road winds across a landscape that is a windswept, wild canvas of brown and beige bogs on rolling hills, fringed with dark mountains. There are few trees for miles around and small whitewashed cottages or bungalows peak out from the bogs. Sheep munch on yellow grass and watch them go passed.

The only accommodation available is Curran's B&B. The

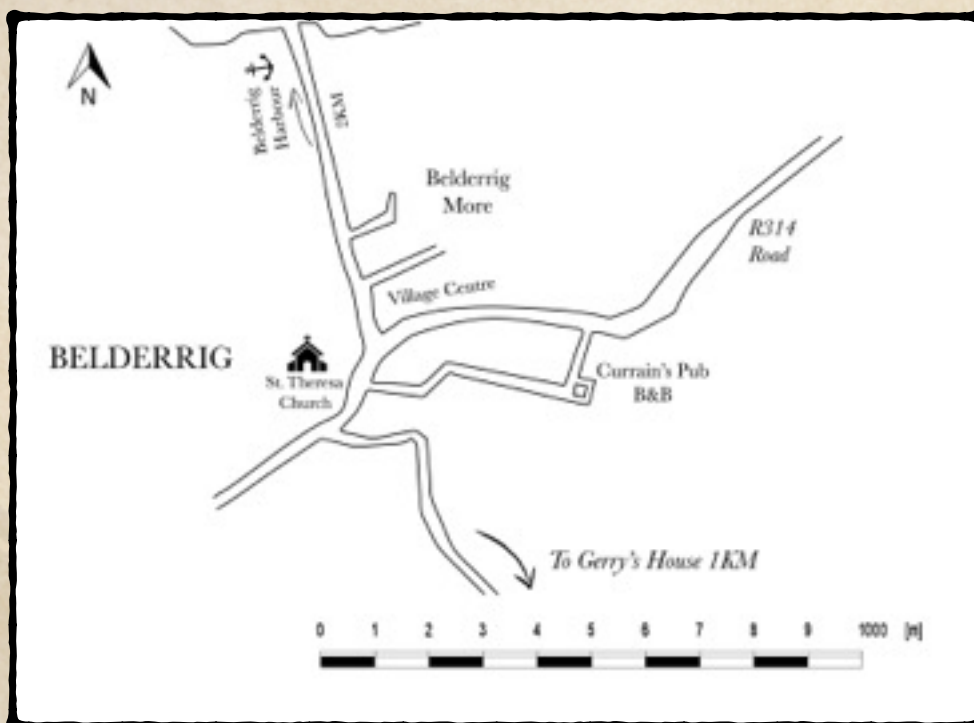
accommodation is owned and operated by John and Helen Curran, as is the local pub, petrol station and undertakers. Their children emigrated a few years ago so they have spare rooms to rent. If the investigators rang ahead, the rooms are ready and there are scones on arrival.

There are three spare rooms. It is pointedly remarked upon if female investigators share a room with male investigators to whom they are not married. The locals are all highly curious about the visitors. They rarely get guests even during the high Summer season and there are plenty of questions about why the characters are there and what they are doing.

Clues in this scene: On mentioning Gerry, investigators can make a Psychology roll. A success allows them notice an awkward, almost fearful pause but them cover it up and move one. The Currans enquire about the player characters' relationship to Gerry and are almost at pains to emphasise his good nature. John and Helen both knew and liked Gerry. They explain that he was in some ways a Renaissance man. "There was nothing he couldn't turn his hand to. Fierce clever altogether". He gave maths, history and science grinds to their children before their Leaving Cert¹ exams. He was generally viewed by the locals with as a sort of wannabe professor, viewed with part awe because he actually was very clever and inventive but part derision as he was seen to 'have notions' and as a little bit of a show off. Further questions around the lead up to Gerry's death, make the Currans deeply uncomfortable. John will discuss the funeral details in boring depth to avoid talking about other aspects of Gerry's life and death. John is the village undertaker. He selected the coffin at the behest of Gerry's sister who seemed very disinterested. He organised the funeral with the priest and gravedigger and has plenty to say on this.

Helen asks one of the Irish investigators when John isn't listening, if they would like a dog, it's free to a good home. If asked what's wrong with him, she just says that he is "gone a bit daft recently" and they don't have use for a dog who is daft, nor time to look after him.

Keeper's note: A B&B or Bed and breakfast is the most common accommodation option for tourists in rural Ireland. It is essentially a home-stay that offers a room, breakfast, friendly advice with tea and snacks during the day. Investigators are offered black breakfast tea. There is no 'funny tea' e.g. green tea. Coffee is of the instant variety.



ACT TWO

At this point the players should be settled into their accommodation and ready to investigate in earnest. The following locations maybe visited in any order or if the party split, in tandem, though they will be forced to convene periodically, through whatever method, to share their findings.

ST. THERESA'S CHURCH & GRAVEYARD

An easy first start is to visit Gerry's grave. Indeed, as his friends they probably want to pay their respects.

The church is only a few minute's walk from the B&B. The grave is still quite new and no winter weeds have sprung up over it yet. Bouquets of slowly withering flowers still adorn his grave. The gravestone has been ordered (if they ask) in Castlebar and will not be ready for a few more weeks. A Spot Hidden or Track roll reveals there is nothing unusual about his grave. The investigators can also visit the church to speak with the priest who buried Gerry.

Suggested Key Character/Item: Father Joyce, Larry Burke, the Church itself and later, possibly the grave (should they dig it up).

Larry Burke is up a ladder to the side of the church affecting temporary repairs to the church's stain glassed windows (assuming they don't visit during mass hours). Father Joyce is within. If asked about the windows he merely brushes it off as a small thing. Some birds flew in through the windows. New stain

¹ The Leaving Certificate is the final state exam in Ireland – it's a big deal.



St. Theresa's Church and Graveyard

glass has been ordered but it will be some time before it arrives. A psychology roll determines that Father Joyce is quite annoyed about the windows but hiding it well. Father Joyce can confirm that Gerry was certainly dead and was buried without incident in the graveyard just outside. He also has a copy of the state death certificate and has entered it in the church records (which he can show them if pushed).

If the investigators quiz Larry, he becomes obviously and highly agitated and nervous. A psychology roll can be used to determine if this is related to his alcoholism or something else but a hard persuade (or intimidate) roll would be needed for him to discuss the matter.

Keeper's Note: The Keeper can ask investigators to make a Spot Hidden [hard] or Navigate roll during the scene or later, if it comes up, to notice that the damaged church windows faced westwards. Father Joyce will not discuss in detail, private matters with whom he considers to be strangers. Clever players may recognise Larry's silence is because he holds Father Joyce in a mixture of fear and reverence and that a better time to get Larry talking would that evening in the pub. Buying Larry a drink confers a +10% bonus to Persuade rolls.

GERRY'S HOUSE

Suggested Key Character/Item: Gerry's sitting room, map and notes

Gerry's house, a small two bedroom bungalow, is 5km outside Belderrig village, nestled in a windswept valley between grey hills. Looking back towards the road, it offers an excellent view of the churning, grey Atlantic waves smashing the coast less than 1km away. A narrow, pot-hole filled, water-logged avenue leads to the dilapidated house. To the rear there are two large

sheds and further up the hill is his radio shack or 'ham house', where he keeps his short wave radio gear. Even from a little distance, the radio shack appears in far better condition than either the house or sheds, with little double glazed windows and a new roof. The house has damp stains on the outside. Both roof and drains are covered in moss. It is boarded up but with some effort and the right tools, investigators can break in.

Inside the house is a mess. There is stench of rotting meat. Heaps of books on ancient history, archaeology, engineering, science, electronics and folklore are stacked on the floor and newspapers and magazines pour off the table. A coffee table looks like a makeshift work station with a soldering iron and electronic components half soldered together, then abandoned. The back room is filled with empty beer cans and whiskey bottles.

A stash of scratched out letters and notepad reveal Gerry had been writing about somebody following him.

Clues in this scene: The rotting smell is from opened dog food that has gone off. There are also dozens of unopened cans under the sink and a dog bowl outside with a chain attached to a pole but no dog. Investigators who search find a photograph of Gerry and his dog (a hairy but adorable terrier crossbreed).

Maps of the area ring and highlight several ancient sites in the area. Each of these are locations where Gerry was instructed by the mysterious voice on the airwaves to dig for artifacts. A success will reveal a calendar on the wall. It's the kind that has church festivals marked in red but Gerry also has ringed the phases of the moon. A hard success on a Spot Hidden roll reveals a small box. Inside is a cloth wrapped bundle containing flint and copper artifacts. These are marked carefully with numbers which correspond to pins on the wall map. It also contains a note to himself to give these to the National museum.

His notes indicate that Gerry had taken to wearing the silver torc on his person at all times but if the investigators ask, it was not recovered on his body, nor does it show up when they find his corpse again. Instead, Rose Montgomery grabbed it from Gerry's prone body as she fled the scene.

Keeper's note: Any local can give directions to the House but explain that it is boarded up till Gerry's sister sells it. Most



Gerry's House and Sheds - view from the road

consider this the end of the matter. Being caught breaking and entering into a neighbour's house and a dead-man's at that, will draw the attention of the Gardaí. It would also make social interactions with the locals more difficult. The clues can be moved to the sheds or radio-shack if the investigators don't enter the house.

The Keeper will note that the phases of the moon are aligned with the actual dates for 1990. Perceptive or experience players may rightly suspect that events collide with the full moon cycle, important as it was in the Celtic calendar. The full moon is about to happen, the investigators may realise they are in a race against time.



ROSE MONTGOMERY'S HOUSE

Key Figure/Item: Rose Montgomery and the Book of Foes.

Rose lives close to Gerry. Only a hill and some fields separate their homes. Rose lives in a refurbished traditional rural house, left to her by an elderly relative. Compared to many houses around here, it is very modern and bright. A small conservatory marks Rose out as somebody well off. Rose is “not short a few bob”. Rose is a tall, thin woman in her late 50s with marvellous short white hair. She smokes a lot. She grows her own fruit and vegetables. A small orchard shrouds the southern side of the gardens. Rose keeps a compost heap and bakes her own bread etc. She relates these titbits in a frayed attempt at small talk.

Having unravelled most of what has happened by now, the investigators may want a word with Rose. Investigators who visit her home are treated to old school hospitality in her immaculate parlour, served apple pie using her own apples which have just ripened and tea from herbs she grows. She possesses the tome once more and maybe incited to be helpful (see keeper's note below). Showing up announced is bound to scare off the already terrified Rose. The right approach is everything and a hard Persuasion or similar roll should be called for. The roll is harder again if the entire group shows up unannounced. Clever investigators may have a third party make an introduction or call ahead.

A successful Psychology roll shows that while she is very polite, she is very nervous, afraid even. An investigator who slips away to examine the rest of her house, notes that it is in a similar disarray to Gerry's. Empty bottles of alcohol are



Rose Montgomery

everywhere. A successful hard spot roll reveals a large quantity of empty commercial gin and vodka bottles as well what might be several dozen homemade concoctions. A few moments of visual examination and a medical roll reveals somebody suffering from nervous exhaustion, effects of considerable alcohol abuse and lack of sleep.

The scene with Rose should mostly just confirm suspicions; that Gerry stole her tome and she began to follow him, though there maybe conflict if they discover the tome before she can explain it is actually hers.

Keeper's Note: *This needs to be handled carefully. How they approach Rose, determines how she will react to them. If they are aggressive, Rose will be set against them in their efforts. However if they are successful in either pleading, cajoling, shaming, intimidating her or some combination, she may be brought on board. A Psychology roll will reveal to an investigator that her nerves are shot and that she will not face the thing again.*

This need not occur in Rose's house, the investigators could approach her somewhere else, making it awkward for her to avoid public scandal e.g. the local shop. Bear in mind that as a once member of the Protestant faith (Church of Ireland by birth, pagan by choice), she has a reason not to be at Sunday morning church services in a Catholic Church so that rules out Sunday morning where most other characters could be found.

She relates that Gerry experimented on animals and she knew it was him. Only once she followed him to the ancient burial ground did she realise how much trouble he was in and she suspected he would attempt a spell of summoning at the site on



the full moon. She attacked him with a stick to break the spell but something went wrong. She saw the Sluagh, madness made manifest, approach the portal entrance. She saw the shimmering world behind and it reached for Gerry. It almost got her too but she ran barely with the wits to grab the books as she fled. As Rose relates this, she is rocking back and forth and chain smoking cigarettes and drinking glasses of sherry. If players think to ask, Rose can advise how such a spell would take place but of course they may rightly suspect she will try to interrupt their efforts again.

Clues in this Scene: A Spot roll reveals a large broken glass panel beside the back door of Rose's house. It has been patched over with cardboard and plastic.

Rose also a small library stocked with classics in Latin and Greek. Shelves contain many books on European and Celtic lore, witchcraft and pagan titles abound. Irish investigators might find it pass remarkable that she has several books in the Irish language, a language even most Irish people are not fluent in. A quick search and successful hard Spot roll reveals the copy of **An Leabhar Naimhde** wrapped in what seems like thin leather and stashed behind a row of popular books on bakery. An investigator who has read Gerry's notes or logs, knows that this was in his possession in the weeks leading to his death. They may not know that he stole it from Rose.

Rose herself is the last and most important clue as the only living person who knows what happened to Gerry. If pressured, assured, threatened, intimidated or cajoled in a manner the Keeper deems sufficient, she will tell what happened but of course will not admit any of this to the law. Rose's sanity is just on the verge of being irreparably damaged. Further Mythos contact drives her automatically insane at least temporarily.

THE SHEDS AND HAM HOUSE

The HAM House

This is Gerry's small but impressive radio shack. He built it some years ago. Walking up the slight inclines and behind a neat but wind battered box-hedge, the investigators might notice on a Notice Roll, the corpses of dead crows strewn about. Players who make a medicine or hard Natural/Track roll can determine that there is no obvious injury, say from a cat's claws. A hard Track roll reveals well trodden prints between the HAM house door and the sheds but there have been several visitors and between rain and the gravel surface, the tracks may prove too hard to read.

The HAM house is effectively one large communication room with a comfortable swivel chair beside a large work desk, where sits Gerry's broadcasting equipment and repair tools. There is no computer. Cups of tea and a small kettle are off to one side. His radio logs are on a shelf nearby, carefully and neatly labelled. This ham-radio log also acts as his diary, especially for the last few months. A regular library Use roll reveals the following:

- Timeline of clues as per section 'Timeline of Events'. These are writing from Gerry's point of view and therefore in the first person.
- Gerry's growing obsession with how the mysterious voice knew exactly where the items were, who might be and coded snippets of the conversation with the creature.
- His night time excursions, times and dates and increasing paranoia.
- The fact that he broke into Rose Montgomery's house and stole "a tome of knowledge" regarding ancient beings.

The Sheds

The smaller shed is his tool shed. Unlike his house, the tool shed is very orderly with everything tidily stacked, hanging or placed in neat rows of plastic boxes. The door is unlocked and the tool shed contains an impressive array of tools, screws, fixtures and garden implements.

The other shed is very large and seems to have been where Gerry sometimes fixed cars and tinkered with larger machines. Parts of lawn mowers, car engines and acetylene torches are to be found strewn about. It is a little untidy compared to the tool shed but far tidier than the house. Later in the scenario, the investigators can plunder the shed for weapons and tools. The shed contains one each of most reasonable items e.g. a briar-hook (effectively a pole-arm), screwdrivers, an axe or a crow bar etc. If players want to take tools, there are 'normal' tools here. There are no outlandish tools. Power tools such as hedge trimmers are fuelled by petrol and you can either declare they are present or require a LUCK roll. There are jerry cans of fuel in the larger shed.

Suggested Key Character/Item: The inanimate body

Clues in this scene: Gerry's inanimate body is stored in the larger shed in a car repair pit covered by large, heavy timbers. A successful hard check for Spot hidden reveals the markings where the timbers covering the pit have been moved recently. Uncovering the heavy timbers requires a regular STR roll and doing so reveals a new stench, one the investigators have never experienced. Within lies the now slowly withering body of Gerry, dressed in a fine suit. His pallor is pale and greying at the extremities, his lips are black and a coarse, tangled beard has continued to grow, as have his almost talon like nails. The open but unseeing eyes stare upward. All seeing this make a SAN check 1/D6+1 and chose an involuntary action pg. 154

If the investigators hide and wait to see what happens, at 12:05, they hear scratching and movement as Gerry's soul travels back to his flesh and climbs from the car repair pit, shambling to the HAM house, he enters and plays the recorded message, broadcasting it over and over then returns to the repair pit. The recording lasts about an hour and then stops. If the Investigators reveal themselves, haunted eyes turn on them a voice reaches up from some dark abyss, sounding tortured and far away and babbles, begging them to return to the prison where he was attacked and free him. Gerry does not proceed to the HAM house in this case but begs them over and over. He flees after only a few minutes. If the soulless body is kept out in the open for too long, it draws the attention of the Sluagh, and crows begin to appear in the west...

Keeper's note: *It's important the investigators should find Gerry's body. It is one of the more important clues. It also confronts them with a choice – what to do with his inanimate body? His body is not rotting as it is technically still alive, however without his soul occupying it, Gerry has been unable to eat, drink or toilet properly. His fine burial suit is stained and stinks. Body hair and nails continue to grow. An extreme Medicine roll would be required to tell that he still has the*

faintest body functionality (indeed the ambulance crew pronounced him dead as did the mortician's office) but investigators may infer from the local's stories that he has been spotted repeatedly recently. Is he dead or alive?

If the players have not yet spoken to Rose Montgomery, Gerry can mention her in his babbling. This can lead them to her and the tome with the spell.

ACT THREE

THE FINAL CURTAIN

Before the resolution phase can begin the investigators should ideally know that Gerry's corpse is still walking around, that his soul is trapped in another realm, that the entrance to this location is the ancient Dolmen and may suspect it is where the ancient creature resides. They may rightly fear a showdown. There are two choices, flee and leave this whole mess behind or see it through to the end. Both are legitimate choices. Some investigators may have suffered sanity loss and their instinct is to flee. On the face of it this is a simple solution but this option still leaves many loose ends. What do the players do with Gerry's body? Do they leave the Sluagh to potentially ravage the population of this small village? How have they dealt with Rose Montgomery? Is she still free to thwart them or is she an ally? These are left for the group and Keeper to resolve and provide rich opportunities for role-playing.

TOOLING UP AT GERRY'S SHEDS

Key Figure/Place: The tool Sheds at Gerry's House

Marie Du Pont may recall an off handed remark about Gerry using a flamethrower to roast chickens....well as Keeper you might decide that Gerry had begun such a project but abandoned it. The weather is not ideal for BBQs and besides, Gerry rarely had visitors. With a successful Mechanical Repair and has enough time, a small flamethrower could be refurbished. This could spit flames only up to about 6 feet away doing 1d6 +DB damage plus burning damage per round if material ignites pg. 406 of the Keepers guide.

Gerry's shed contains any number of common items that could be used most which will be useless against the Sluagh but even if the investigators don't think of or don't have time to improvise on Gerry's aborted attempt at chicken roaster, they can just grab some clothes, petrol and improvise some Molotov cocktails. Another useful weapon would be the headlights of their car or similar source or intense illumination but it is unlikely they will try this. Light won't harm the Sluagh but it will dazzle it and cause it flee the immediate area.

Keeper's Note: *gun ownership in Ireland is low and restricted to hunting rifles and shotguns. Some farmers may have a shot gun to kill vermin but Gerry does not own a gun*



and it takes a considerable period of time to legally acquire one.

THE ANCIENT BURIAL GROUND

Key Figure/Place: The Sluagh

After piecing together the truth and deciding what to do, the players can journey to the ancient site. It is a mere 8km from Gerry's house and similar from the village easily accessible by car and a short walk over some rough ground. Like most of the terrain here, it is exposed to the elements. Distantly, the roar of the sea can be heard, smashing the coast and the air smells of salt and peat.

A number of things to consider; do they bring soulless Gerry to the site? Who performs the spell and who are they summoning, Gerry or the Sluagh? If they want to summon the Sluagh, they need only use the Contact Sluagh spell and invite the creature across the threshold formally i.e. out loud and deliberately. If they want to summon Gerry's soul, they would use Call Forth the Lost Soul. The spells can be performed by one person or as a circle, see the spell descriptions.

What have they told Rose? She will attempt to stop them unless they have taken precautions and this time she is half mad...

The investigators need to target Gerry and visualise him, then begin the spell. If Gerry is drawn forth and crosses the threshold, it fatally weakens the threshold allowing the Sluagh to cross mere heart beats after Gerry's soul. Gerry will re-occupy his body. Once under moonlight the silver torc is visible to mortal senses again.

From within the ancient site, the other-worldly shriek of the Sluagh can be heard. An aura of miasmic, sickly power pours

forth from the portal and strikes Gerry's body. This causes the torc to fly through the air towards the portal. A DX roll allows somebody with one hand to attempt to catch it. Once this is removed from the body, the pain from all the injuries (the bang on the head, the most mortem dissection etc) comes racing back and Gerry thrashes wildly, letting loose a gut wrenching scream of agony. He thrashes around attacking indiscriminately and causing generally anguish in those who witness this, requiring a SAN roll 0/1d3.

While distracted, the Sluagh looms into the portal. It attacks with swirling shadow first, ignoring those driven insane early as it seeks to maximise its soul bounty, even if it has to make several trips. If the Sluagh steps into the mortal realm, the air assumes a queasy, greasy feeling, the smell of rotting flesh mingles with the salty air making it smell suddenly like an old fish market in the midday sun. All witnesses roll SAN 5/2d10

If needs be for dramatic or story purposes, you could give one round of reprieve by having Rose (if possible) show up and try to kill the creature only to be, seemingly killed horribly. A SAN roll 3/1d10 is required for those who see Rose's soul dissolve and stream from her failing mortal flesh, then almost inhaled into the creature.

If they kill the Sluagh, Gerry is still dead but any souls it drinks are released and return to their bodies if the bodies still live.

RESOLUTION AND FALLOUT

What to the players do with Gerry's corpse? What if they manage to get his soul back in his body and put the torc on him, is Gerry is still 'alive' and if so how will they explain what has happened?

APPENDIX A - MONSTERS AND CHARACTERS

The Sluagh

Though the main antagonist, the Sluagh should not appear 'til near the very end with as much build up as possible. Though a creature of Celtic lore, in this scenario, the Sluagh is a dread servitor of the Dreamlands; bringing terror and insanity wherever it goes.

Sluagh in Lore

The Sluagh (pronounced SLOO-AH) is a nightmare straight out of Celtic folklore, more feared than death itself. This Fae nightmare can manipulate and steal the souls of the living, and especially the dying. At nightfall they arrive from the West as a vast and sinister flock of crows and swirling shadow. In this form with wings thudding the air and a cacophony of caws, screeching and pecking beaks, it can disorientate as well as harm. Alternatively, the swirl of undulating shadows sweeping through an area can unnerve even the bravest souls.

Sluagh in Mythos

The Sluagh is drawn to the lonely, the hopeless and those desperately seeking something in their lives, seeking to fill that hole in their soul. Should such a soul detect a voice on the wind...or even the airwaves broadcast to the ether, the attention of this nightmare spells bitter misfortune. The only way to divert the otherworldly, singular attention of this Fae is to offer another in one's stead.

Appearance

Up close, the Sluagh are said to take many forms but most accounts agree that the creatures are tall and gangly, hideous to behold and have a bestial appearance most resembling a bat, with leathery wings enveloping the creature much like a vile cloak. Their clawed feet protrude from beneath this leathery cloak. The head is that of a demonic bird with a beak like snout bearing needle like teeth.

Abilities

Sluagh Stats in Singular form

STR 105 (3D6 x10)

CON 65 (2D6+6 x5)

SIZ 50 (3D6 x5)

INT 65 (2D6+6 x5)

POW 65 (2D6+6 x5)

DEX 50 (3D6 x5)

Average Damage Bonus: +1D6

Average Build and Size: Varies. Singular form 2

Magic Points: 20

Move: 10

Sanity Loss: 0/1d8 to see Sluagh in singular form 0/1d4 Sanity

points to be attacked in its singular form; 1/1D3 to witness a transformation. Seeing the Sluagh as a flock of birds does not cause SAN loss.

Fighting Attacks:

Sluagh may of course attack with claw, bites and kicks in this form using their otherworldly strength though they do not favour such direct approaches.

Fighting 50% damage 1D8 + damage bonus

Dodge 32% (16/6)

Armour: While in Singular form they are immune to physical attacks. Fire damages as usual. Daylight or very bright light will drive it off.

Poison darts/Shadow: Sluagh can spew forth swirling shadow and despair. Those struck by such noxious attacks, are physically injured [1d6+3]. Survivors are faced with fighting off waves of depression, despair and an intense longing they cannot articulate, for days after. Victims must make and succeed on a POW roll for as many evenings as points of damage taken. A failure indicates a SAN loss of 1pt. Once enough successes have been accrued the victim shakes off the sense of longing and despair (but not the SAN loss). This ability may be used in any shape shifted forms but not while merely possessing a creature.

Possession

Sluagh can project its consciousness and possess small creatures such as dogs and crows although in this form, it can only observe and control the creature's behaviour, it cannot use other abilities. With the exception of crows (or it is rumoured, bats) it can only possess one small creature at a time.

Shape-shift

They prefer to assume the form of a vast flock of crows or similar dark winged birds, an ill omen for sure. Sluagh sometimes manifest as slithering shadows. They have the stats of birds in this form (pg. 336) and attack with the overwhelm manoeuvre (pg. 338). By spending a MP it can double its Build, forming ever larger flocks of birds.

Steal Soul

The Sluagh can capture a dying soul for OMP at death. It prefers to do so as the person is dying but will also attack a healthy person, especially a mortal with a deep seeded desire for something, the more unattainable or forlorn, the better. It costs 8MP to attempt to pull a healthy soul from its body. This is an opposed POW roll. What otherworldly purpose a Sluagh has for souls is beyond mere mortal ken. The Sluagh has only been reported to steal one soul at a time but who knows for sure?

Vulnerabilities

A Sluagh may never approach or attack mortals from any direction but from the West though it can circle its prey and travel in any direction. A Sluagh may only ever come for and

take one soul at a time, though of course it may make many trips per night.

Cold iron delivers double damage to Sluagh. Intense light and daylight drives off the creature in any form. Fire also hurts it in any of its forms as it would a human.

The Silver Torc

A thing, Celtic style torc of worked silver fashioned to look like a crescent moon. The torc was a cursed item, "gifted" by a Fae creature to an unsuspecting mortal. The bearer has a connection to the Sluagh and can sense the direction they are in however they begin to feel an unnatural craving for something they desire deep down, be it fame, love, recognition. Any mortal donning the torc loses 5/1 sanity points. Prolonged exposure begins to erode the wearer's sanity further and makes a human compatible and more susceptible to the Sluagh's possession power. A body wearing the torc delays the natural process of death till a Sluagh can collect the wearer's soul. This means that even though Gerry was carved up by a post mortem examiner, he was able to possess his own body still as it wasn't 'technically dead'. If it is removed from Gerry, his body dies and rapidly decays with alarming celerity 9 Roll SAN 5/1 for witnessing this). He cannot possess his corpse at this point.

Finally, the torc is only visible under moonlight.



NON PLAYER CHARACTERS (NPCS)

The majority of the NPCs are regular folk with few special skills. They will mostly be of benefit to the investigators as friendly gossips and the like. Assume characters the investigators meet have skills appropriate to their occupation. Sample occupations and associated skills are listed on p.40-41 of the core rulebook. Alternatively you can use the stats for Rose Montgomery and just add or subtract relevant skills as required to describe the villagers. Remember some of the villagers speak English and Gaelge as native languages.

Gerry Murphy

In life Gerry was described as 'great craic'. He was a man in his 40s, bearded and sometimes dressed haphazardly, usually too preoccupied with some new project to worry about such things.

As Gerry is unusual in that he exists in a corporeal, undead state and also as a disembodied, spiritual form, I will split his stats in two.

Spirit Gerry Skills: Archaeology 15 %, Charm 45%, Credit Rating 50%, Cthulhu Mythos 10%, Electronics 70%, History 10%, Language (Gaelic) 35%, Language (Latin) 30%, Language Law 20%, Library Use 60%, Listen 40%, Navigate 10%, Occult 15 %, Persuade 50%, Psychology 40%, Science (Physics) 60%, Science (Maths) 50%, Spot Hidden 35%,

Dead-Thing Gerry: Dead Gerry has no mental traits but has the same physical stats he had in life.

STR 60 CON 60 SIZ 60 DEX 20 INT -- (Idea)
DB: 0 Build: 0 MP: 8 Move: 4 Luck: -

Rose Montgomery

Local Artist and nearest neighbour of Gerry, Rose is the only non-Catholic in the area and is viewed with mild mistrust by locals. Originally "a protestant of some sort" Rose identifies as pagan, which makes her a heathen to boot and viewed as an oddity similar to Gerry. Rose and Gerry were originally on friendly terms. She will hide from any attempt to contact her, especially about Gerry as she has been working hard to put the entire thing behind her. She will attempt to prevent the investigators from opening the portal and attempting the spell unless the players meet it clear ahead of time in a convincing manner, that they don't attend this and make a successful, [hard Persuade roll]. Rose is on the edge of insanity, so who knows if she will keep her word or how she may behave if exposed to the preternatural again.

STR 30 CON 60 SIZ 50 DEX 40 INT 70
APP 50 POW 60 EDU 80 SAN 20 HP: 11
DB: 0 Build: 0 MP: 12 Move: 6 Luck: 45

Attacks per round: 1, Brawl 50% (25/10), Rifle/Shotgun 25% (12/6), Dodge 40%

Skills: Charm 45%, Climb 20%, Credit Rating 50%, Cthulhu Mythos 15%, Disguise 05%, Drive Car 20%, Fast Talk 05%, First Aid 30%, History 60%, Intimidate 15%, Jump 20%, Language (Gaelic) 75%, Language (Latin) 50%, Library Use 60%, Listen 40%, Occult 45%, Persuade 50%, Psychology 40%, Spot Hidden 35%, Stealth 20%, Survival 10%, Swim 20%, Throw 20%, Track 10%.

Sgt. Tommy Burke

Local Garda, Sergeant Burke is in his late 50s, heavy set with greying hair and moustache. He has a very calm demeanour. Relaxed but watchful, Tommy is also a sharp wit and will try to

gain more information from investigators than he reveals. He knows everybody for miles around and used to receive frequent reports (read complaints) about Gerry's nocturnal sojourns. Eventually he had to 'visit him for a cup of tea' and Gerry gave him the full tour and explained the science of signals travelling better at night. Sgt. Burke was on the scene when Gerry's body was found and of course, he attended the funeral. Unusual skills: None

John and Helen Curran

Pub, B&B and Petrol station owners and undertakers in town. John and Helen are an amiable couple in their late 40s and are excellent sources of gossip on most of the villagers. Unusual skills: None

Father David Joyce

Originally from Sligo, the Local Priest, Fr. Joyce spent years on mission in Africa but has been in Mayo for more than twenty years now. Father Joyce is a busy man, he tends a flock spread out over a very large, remote area. To visit the sick, he travels to the nearest hospital in Castlebar, about a 30 minute drive. He knows just about everyone around having christened, married and buried them. He is also on the board of the local school. He will answer questions as helpfully as he can but he does not indulge in gossip which he believes is "cancer for a community" and has no truck with any "nonsensical and blasphemous" talk of the supernatural. Unusual skills: Occult 15% (time in Africa)

Tim Duffy

The local postman and one of Gerry's best friends. Tim is a thin, wiry man with a constant smile, brown hair and a bald patch. He can give the players lots of information about what kind of magazine subscriptions Gerry received, old school stories and gossip on everyone for miles around as he delivers post to remote areas in his green An Post (an-pust) van. Naturally, any talk of the preternatural in relation to Gerry's death, corpse etc. would be deeply upsetting for Tim. Unusual skills: None

Larry Burke

Grave digger and church grounds-keeper of seemingly generic old age. Sometimes sober, the deeply religious Larry is generally found doing odd jobs for extra income when not passed out drunk in the village somewhere. This is usually overlooked as his cousin is the local Garda and Larry is well liked or pitied by most. As he often works with John Curran on funeral matters, he sometimes drinks for free if he is "short a few bob". He spends all his pay in the pub but no matter how drunk he gets on Saturday, he always manages to show up well dressed for Sunday mass. Unlike many others, Larry believes firmly in the supernatural and if tapped correctly, could be a useful source of clues. Unusual skills: Mythos 10%, SAN 30, Fast talk 70%

Terry Murphy

The local farmer who found Gerry. Terry is in his 60s, strong but

stout. He is a gruff man who is unlikely to gossip much but will say he didn't especially like Gerry. He considered him to be a "right weirdo although generally harmless" but not so Gerry's dog who he was convinced worried his sheep but admits this is not a problem anymore as he hasn't seen the dog since before Gerry died. Laura Murphy – daughter of Terry and the local primary school teacher (ages 4-11). The school only has two teachers. Unusual skills: Shotgun 50%

Teresa Long

Local Widow who claims to have spotted Gerry. She is known to be "a bit qware" meaning odd. If questioned why she was near Gerry's home as it's not near her home or the pub, she claims she sometimes just likes "to take the scenic way home" ... at night. Postman Tim can tell the players she fancied the pants off Gerry if they don't deduce it for themselves. Unusual skills: None



APPENDIX B - GRIMOIRE

Contact the Vile Sluagh

Unless there are no Sluagh nearby, it succeeds automatically. The spell must be cast facing the west at sunset or under a full moon and at a location that is associated with death or the Fae.

Cost: 5 magic points

Banish Sluagh

A Sluagh that does not want to leave the mortal plane may be dismissed. First, allot 2 magic points to grant an initial 5% chance to dismiss the vile creature (pg. 248). This opens the way for the Sluagh's banishment. Once the way is prepared, the sacrifice of more magic points can tempt the creature into departure. In this second stage, each new magic point sacrificed increases the chance the creature leaves by 5 percentiles, e.g. sacrificing 10 additional magic points adds 50 percentiles to the chance. A group of people can assist one another to cast Banish Sluagh. Banishing a Sluagh costs no sanity points... of course seeing one does!

Corvine Control (Possess Creature)

Cost: 2 magic points; 1 Sanity point for a single animal or 1d4 for several.

Casting time: 5 rounds or more

This spell is named Corvine control but some ancient scrawl has 'possess creature' scribbled in the margins in Latin and is the first spell spell one Gerry tries out in order to possess dogs but finding it not working as well as he had hoped, uses it on crows instead and later uses it to project his senses into his corpse. The spell allows the caster to control the actions of a small animal such as a dog or a crow or flock of crows (up to their current POW in number) and see from the crow or flock's point of view. The spell is particularly efficacious when used on crows, requiring half the MP and time to cast.

The caster must face West at Sunset or under a full moon and the animal must be in line of sight or have been previously been controlled by the spell. With success, the caster loses sanity points as above. The spells lasts longer when used on crows (twice as long) or very small creatures. The Keeper may also pick a dramatically long period but the spell ends at sunrise. With

larger animals (Build -1), the spell lasts only minutes and on a creatures with Build 0 such as a human vessel like Gerry's own body, lasts for only a few minutes. Once the spell is ended, the caster rolls luck, on a failure, the creature dies of terror.

Call forth the Lost Soul

This spell can be used to summon a human soul from another plane (assuming it has been disassociated from its body).

Cost: variable magic points; 1D4 Sanity points

Casting time: 5 minutes per magic point spent. Binding takes 1 round and is considered part of the same spell and both parts are learned together. The spells require the sacrifice of 1 magic point per 10 percentiles chance for success. For example, 3 magic points gives a 30% chance for the spell to succeed. In general, for each magic point spent, the caster must spend five minutes chanting—the greater the chance for success, the longer the spell takes to cast. A result of 96-100 is always a failure—a rolled result of 100 should always have bad consequences for the caster concerned. The caster also loses 1D4 Sanity points per spell cast, whether the spell succeeds or not.

APPENDIX C - HANDOUTS

Gerry Murphy's HAM Logbook excerpts. See note on HAM Radio Slang on pg. 8

Jan 10th 1990

An odd thing, running Barefoot so not expecting to pick up anything much when I could have sworn I picked up a faint voice calling me. Tried for almost an hour to see if I could make contact. Must have just been in my head. Odd though.

Jan 11th

Running some EME and this time I heard that person for sure. Have no idea how they are doing that. This is intriguing but couldn't even mark the key and didn't recognise the Fist. Got a tip from them about something local. Either they are a local joker having me on or this something else entirely... Will follow up out of curiosity if no other reason.

Aug 28th

Bloody Tim! Always sticking his nose in where it shouldn't be. As if Bonner would go near his stupid bloody sheep. Still, it failed on the sheep and I don't think its a good idea to try that again. I could feel myself dissolving in the smell of lanolin and the thundering echoes of bloody minded bleats. Maybe something higher? Although it worked better before, much better. I'd have thought sheep were smarter, goes to show how stupid they really are.

~~Sept 23~~ 24th whatever bloody day it is...

She is on to me, she must be. Why else would she come up to me like that the other day? Right there on the street. Serves me right for even bothering to go out in the day. Why the hell would I even want to see these simpletons. Must be more cautious from now on, especially as I've almost got it cleared. I'll have to work in darkness now, can't take the chance at this stage. I'm so close, imagine how much I could learn if this goes right? Just have to dump the topsoil. Wonder if I used it on her while she was driving would I run her off the road, ha! That'd show her.

(Late September)

Oh god, what have I done! Bonner

APPENDIX D - INVESTIGATOR CHARACTER SHEETS

The six pre-generated investigators are listed here and each player should write in their investigator's connection to each other as the players decide them in Act One, Scene one.

Each Investigator is given their own page for printing purposes. Investigators here are given unarmed fighting skills or firearms where appropriate (pg. 64 for full listing of fighting skills).

Keepers' Note: most Irish people do not have access to firearms, including members of the Police Force An Garda Síochana.

Professor Simon O'Leary

STR 50 CON 60 SIZ 50 DEX 40 INT 70 (Idea)
APP 50 POW 60 EDU 80 SAN 60 HP 11
DB: 0 Build: 0 Move: 6 MP: 12 Luck: 45

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 +DB
Firearms (Rifle/Shotgun) 25% (12/6)
Dodge 40%

Armour: none.

Skills: Accounting 25%, Animal Handling 05%, Anthropology 01%, Appraise 05%, Archaeology 01%, Art/Craft 05%, Charm 45%, Climb 20%, Credit Rating 50%, Cthulhu Mythos 00%, Disguise 05%, Drive Car 20%, Electronics 70%, Fast Talk 05%, First Aid 30%, HAM Radio 70%, History 10%, Intimidate 15%, Jump 20%, Language (Gaelic) 35%, Language (Latin) 50%, Language Law 20%, Library Use 60%, Listen 40%, Locksmith 01%, Mech. Repair 10%, Medicine 70%, Natural World 10%, Navigate 10%, Occult 05%, Persuade 50%, Psychology 40%, Science (Physics) 40%, Science (Maths) 50%, Sleight of Hand 10%, Spot Hidden 35%, Stealth 20%, Survival 10%, Swim 20%, Throw 20%, Track 10%.



Simon is in his late 60s and is enjoying his new life as a retired professor of Electronic engineering, living in Dublin. Once tutor to Gerry in UCD he had always wished Gerry had put his great gifts to more use but Gerry was always onto the next project before he finished the current one. He first met Gerry through a colleague in Galway Regional Technical college who had stated the young man was wasted there. So you organised a scholarship in University College Dublin. Gerry completed his masters but returned home. Simon continued work and family life in Dublin and they both kept in contact through a mutual love of HAM radio, sharing the occasional laugh over the papers your first year students submitted.

Simon learned of Gerry's passing from a friend the day after the funeral and so it was Simon who informed the others and designated the Silent Key. Gerry's cousin, Jim, took the news poorly indeed. You've decide to investigate this and truth be told, retirement is a little more boring than Simon had hoped so it's a good excuse to meet people and get in some travel too.

The Other Investigators:

- **William Cameron** - A Scottish Historian and writer in his late 40s, interested in Celtic Lore
- **Jim Coppinger** - A tall, broad and bearded Irish man in his early 40s. Jim is from County Cork.
- **Marie Du Pont** - A tall French woman in her 30s but youthful looking. She is some kind of environmentalist.
- **Davy Mitchell** - A Welsh man, with deep, intense grey eyes in his early 40s and walks with a limp.
- **Lucy Anderson** - A 25 year old American student, pretty, vibrant and very enthusiastic.

Player Notes:

William Cameron

STR 50 CON 60 SIZ 50 DEX 40 INT 70 (Idea)
 APP 50 POW 60 EDU 80 SAN 60 HP 11
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 45

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 +DB
 Firearms (Rifle/Shotgun) 45% (22/9)
 Dodge 40% (20/8)

Armour: none.

Skills: Accounting 15%, Animal Handling 05%, Anthropology 20%, Appraise 05%, Archaeology 30%, Art/Craft (Writing) 80%, Charm 55%, Climb 20%, Credit Rating 45%, Cthulhu Mythos 00%, Disguise 05%, Drive Car 20%, Fast Talk 55%, First Aid 30%, HAM Radio 50%, History 70%, Intimidate 15%, Jump 20%, Law 05%, Library Use 60%, Listen 40%, Locksmith 01%, Mech. Repair 10%, Medicine 40%, Natural World 30%, Navigate 10%, Occult 05%, Persuade 50%, Psychology 60%, Science (Biology) 40%, Sleight of Hand 10%, Spot Hidden 40%, Stealth 30%, Survival 10%, Swim 20%, Throw 20%, Track 10%



William is a Scottish Historian and writer in his late 40s, interested in Celtic Lore. William is a handsome man, short and thin but quite fit, quick witted and has a wry smile. He is currently working on a new book and has convinced his editor that this trip is part of “research”. William is a minor celebrity and has been on BBC television a few times, written several books and done a few book signings. William has known Gerry for some time. In hindsight, it seemed inevitable that he would make Gerry’s acquaintance somehow. William had recently began a closer correspondence as Gerry was by then, a sometime local historian of some use to academics working on a local Mayo dig and was always willing to talk about this. William’s next book will touch on the subject of ancient farm systems somewhat. It’s a damn shame about Gerry. He was a fine fellow indeed. William will admit to being rather annoyed at this HAM impersonator and he is convinced it’s some local drunkard digging up Gerry’s ghost, very disrespectful indeed.

The Other Investigators:

- **Prof. Simon O’ Leary** – An Irishman in his late 60s. A now retired professor from Dublin.
- **Jim Coppinger** – A tall, broad and bearded Irish man in his early. Jim is from County Cork.
- **Marie Du Pont** - A tall French woman in her 30s but youthful looking. She is some kind of environmentalist.
- **Davy Mitchell** – A Welsh man, with deep, intense grey eyes in his early 40s and walks with a limp.
- **Lucy Anderson** - A 25 years old American student, pretty, vibrant and very enthusiastic.

Player Notes:



Davy Mitchell

STR 60 CON 60 SIZ 50 DEX 50 INT 60 (Idea)
 APP 35 POW 70 EDU 50 SAN 70 HP 11
 DB: 1D4 Build: 1 Move: 6 MP: 14 Luck: 65

Attacks per round: 1

Fighting (Brawl) 70% (35/14), damage 1D3+DB

Firearms (Handgun) 50% (25/10),

Firearms (Rifle/Shotgun) 60% (30/12)

Dodge 60% (30/12)

Armour: none.

Skills: Accounting 05%, Animal Handling 25%, Anthropology 01%, Appraise 05%, Archaeology 01%, Art/Craft 05%, Artillery 30%, Charm 15%, Climb 20%, Credit Rating 60%, Cthulhu Mythos 00%, Drive Car 20%, Electric repair 60% Fast Talk 05%, First Aid 50%, HAM Radio 70%, History 25%, Intimidate 40%, Jump 20%, Language (English) 75%, Language (Spanish) 35%, Library Use 20%, Listen 60%, Locksmith 01%, Mech. Repair 40%, Medicine 01%, Natural World 10%, Navigate 50%, Occult 05%, Operate Heavy Machinery 10% Persuade 30%, Psychology 25%, Science 15%, Sleight of Hand 10%, Spot Hidden 60%, Stealth 50%, Survival 40%, Swim 20%, Throw 20%, Track 40%.



Davy is a Welsh man, with deep, intense grey eyes in his early 40s and walks with a limp, often favouring a walking cane. David or Davy to his family and friends was an infantry radio operator for a mortar team in the British army. Davy was invalided out of the army after injuries sustained in combat during the Falklands conflict with Argentina.

Not content to live on his military pension, he has run a radio and TV repair shop in Bristol ever since the war but has become more interested in computers. It was soon after he set up his shop he became seriously interested in HAM radio. He had of course known about it and indulged a little before this. He struck up a nocturnal correspondence with Gerry after Gerry ordered some parts from his shop by phone. Maybe because it's that Davy has seen too many comrades in arms fall that he can't abide disrespecting the memory of the dead. Then again, maybe he is undertaking this trip because it's about time he got out of his shop and met some people in the flesh.

The Other Investigators:

- **Prof. Simon O' Leary** – An Irishman in his late 60s. A now retired professor from Dublin.
- **William Cameron** - A Scottish Historian and writer in his late 40s, interested in Celtic Lore
- **Jim Coppinger** – A tall, broad and bearded Irish man in his early. Jim is from County Cork.
- **Marie Du Pont** - A tall French woman in her 30s but youthful looking. She is some kind of environmentalist.
- **Lucy Anderson** - A 25 years old American student, pretty, vibrant and very enthusiastic.

Player Notes:

Lucy Anderson

STR 40 CON 40 SIZ 40 DEX 60 INT 80 (Idea)
 APP 70 POW 60 EDU 70 SAN 60 HP 9
 DB: 0 Build: 0 Move: 9 MP: 12 Luck: 60

Attacks per round: 1

Fighting (Brawl) 30% (15/6), damage 1D3 +DB
 Firearms (Handgun) 40% (20/8)
 Firearms (Rifle/Shotgun) 25% (12/5)
 Dodge 50% (25/10)

Armour: none.

Skills: Accounting 05%, Animal Handling 05%, Anthropology 01%, Appraise 05%, Archaeology 01%, Art/Craft 25%, Charm 50%, Climb 20%, Credit Rating 35%, Cthulhu Mythos 00%, Computers 40%, Disguise 05%, Drive Car 20%, Fast Talk 10%, First Aid 30%, HAM Radio 40%, History 15%, Intimidate 15%, Jump 20%, Language (English) 75%, Other Language (computer-C++, Python) 40%, Law 05%, Library Use 70%, Listen 50%, Locksmith 01%, Mech. Repair 10%, Medicine 01%, Natural World 10%, Navigate 10%, Occult 05%, Persuade 40%, Psychology 40%, Science (Mathematics) 70%, Science (cryptography/ciphers) 70%, Sleight of Hand 20%, Spot Hidden 50%, Stealth 20%, Survival 10%, Swim 20%, Throw 20%, Track 10%.



Lucy is 25 years old, vibrant and enthusiastic looking; exactly the kinds of thing Irish people expect of Californians. She is a computer programmer, mathematician and electronics graduate from Berkley, California and has never been anything other than top of her class. She has had an unusual upbringing, with her mother being an opera singer and her father a professor of physics. She travelled extensively as a child and showed a gift for numbers. She finished her master's degree and accepted a job offer from a company many Irish people have never heard of called *Apple*. She found her conversations with the wild, Celtic man energising and insightful. Gerry never wrote computer code in his life but he knew electronics and was a talented mathematician and grasped the basics fast once she explained them to him.

Lucy's mother is preparing for her big show in London coming up to Christmas and Lucy is on her way to London. When the other HAM operators said they were going to look into this joker disrespecting Gerry's memory, Lucy jumped at the chance. How could one say no when one was already going to cross the pond?

The Other Investigators:

- **Prof. Simon O' Leary** – An Irishman in his late 60s. A now retired professor from Dublin.
- **William Cameron** - A Scottish Historian and writer in his late 40s, interested in Celtic Lore
- **Jim Coppinger** – A tall, broad and bearded Irish man in his early. Jim is from County Cork.
- **Marie Du Pont** - A tall French woman in her 30s but youthful looking. She is some kind of environmentalist.
- **Davy Mitchell** – A Welsh man, with deep, intense grey eyes in his early 40s and walks with a limp.

Player Notes:

Jim Coppinger

STR 60 CON 60 SIZ 60 DEX 80 INT 50 (Idea)
 APP 40 POW 40 EDU 40 SAN 40 HP 11
 DB: 0 Build: 0 Move: 8 MP: 8 Luck: 55

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 +DB
 Firearms (Rifle/Shotgun) 50% (25/10)
 Dodge 60% (30/12)

Armour: none.

Skills: Accounting 05%, Animal Handling 25%, Anthropology 01%, Appraise 05%, Archaeology 01%, Art/Craft 05%, Charm 35%, Climb 40%, Credit Rating 25%, Cthulhu Mythos 00%, Disguise 05%, Drive Car 35%, Fast Talk 05%, First Aid 30%, HAM Radio 50%, History 15%, Intimidate 40%, Jump 40%, Language (English) 70%, Language (Gaelic) 25%, Language (French) 15%, Law 05%, Library Use 20%, Listen 50%, Locksmith 15%, Mech. Repair 50%, Medicine 01%, Natural World 60%, Navigate 80%, Occult 05%, Operate Heavy Machinery 30%, Persuade 20%, Psychology 15%, Science (meteorology) 20%, Sleight of Hand 30%, Spot Hidden 50%, Stealth 40%, Survival 50%, Swim 30%, Throw 20%, Track 50%.



Jim is a tall, broad and bearded man in his early 40s with the physique that comes with years of hard graft and working outdoors. Jim loves Cork and repeatedly mentions he is from Cork. He remembers his youth vividly when he and a scrawny Gerry, first cousin on his mother's side, would visit each other in the summer, spending long days river fishing or catching tadpoles. Jim is still a rugged guy and loves to shoot game, fish and hike. Jim's father, a proud Cork man he worked in the port and so young Jim followed in his footsteps. Indeed he was at sea when Gerry passed away and there was no way to get back in time. Jim is Gerry's only living relative apart from his Sister in London with whom Gerry had an estranged relationship.

Jim has been at sea all his adult life as a fisherman, so short wave radio was something that just made sense. No matter where in the world he went, he could keep in touch with family and friends as a HAM enthusiast.

Jim wants to visit the grave of his cousin as he didn't get to attend the funeral. Conversations about Gerry's death with friends and the other HAM enthusiasts left Jim with questions. The whole thing was very odd. Jim was doubly curious to discover that recently somebody is masquerading as his cousin using Gerry's own channel even though Simon just had it declared a Silent Key. It's time to head to Mayo for answers.

The Other Investigators:

- **Prof. Simon O' Leary** – An Irishman in his late 60s. A now retired professor from Dublin.
- **William Cameron** - A Scottish Historian and writer in his late 40s, interested in Celtic Lore
- **Marie Du Pont** - A tall French woman in her 30s but youthful looking. She is some kind of environmentalist.
- **Davy Mitchell** – A Welsh man, with deep, intense grey eyes in his early 40s and walks with a limp.
- **Lucy Anderson** - A 25 years old American student, pretty, vibrant and very enthusiastic.

Player Notes:



WHERE NOTHING EVER HAPPENS

BY FERGAL 'MONSTER' MAC CARTHAIGH

"Go ndéana an diabhal dréimire de cnámh do dhroma ag piocadh úll i ngairdín Ifrinn."

"May the devil make a ladder of your spine to pick apples in the garden of hell!"

-Traditional Irish Curse

INTRODUCTION

Where Nothing Ever Happens is set in a fictional Irish coastal village in the modern day. Over the course of a few days, outsiders will come in search of secrets in this sleepy village and may be unfortunate enough encounter them. Included with this scenario are 6 pre-generated investigators; post-graduates connected to an Irish University sent in search of writings of artistic, cultural and financial value.

Synopsis

Act One: They search for Kane Rua's lost work, and are led to the village of Aglaveagh. They spend a day exploring the village. It is a strangely unsettling place for a peaceful rural village.

Act Two: The search Grey Manor for clues. They find a lot of work relating to Lilith and the secrets of the village.

Act Three: They find a hidden door to the basement and discover the horrors below.

Keeper Considerations

You can run this over one or two sessions depending on how into roleplaying/planning the documentary players get.

Act One: Try to have fun with the documentary but set up the weirdness of the town.

Act Two: This should start to seem weirder and weirder, but not enough to send them home.

Act Three: This is when the horror should really set in, and the big choices happen.

Background: The Quick Version

Regina was a wealthy English woman who travelled to Ireland in the beginning of the 19th century after becoming a follower of Lilith. She founded Aglaveagh village and creates monsters in the basement of the manor. She has flesh crafting and mind control abilities. She uses villagers as servants and materials for her work. She also lives on by transferring her consciousness to a teenage girl every twenty years. After developing a creative block, she started inviting artists to stay in the house and using them to assist in her work. One such artist, Kane Rua, came in the 70s but now decades later his work has received international praise. Now a university dean is sending a group of grad students to find Kane's lost works, which will bring them to town.

BACKGROUND: THE LONG VERSION

The Mother of Blasphemies

Lilith has many names; "night monster", "night hag", "screech owl", "mother of monsters" and many others. She is a figure who appears in Jewish mythology and may be linked to other earlier myths as well. She continues to appear throughout history, in Christianity, and still appears in popular culture. Here we give her a new name and a place in the Mythos.

Lilith, The Mother of Blasphemies is a goddess of creation and perversion. Her followers, the Matrices, are few but she grants them great power. Lilith's Blessing provides dominion over the flesh and the mind. This provides the Matrices the tools for their work.

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It is believed that Lilith can take many forms, and some wonder if she is the progenitor the Mother of Monsters archetype in Earth Mythology, Echidna, Angrboða, Grendel's Mother and more besides. Either way she rarely visits Earth physically, instead residing in the Dreamlands. In visions, she will usually appear as an immensely beautiful woman, though the form that takes varies. Even so, she does send her agents to Earth, the Dreamlands and more beyond. As with many gods, her reasons are alien and unknowable. Some believe that she is an artistic being, her agents the brush and the worlds her canvas, painting chaos, destruction and the upending of natural order.

The Shadow of Eden

First, the Matrix must establish a Domain through a ritual. This can be slowly expanded upon. The minds of those living within this area will become more and more accessible to the cultist. This weakens the division between the Dreamlands and Earth in the surrounding area, and creates a Dark Garden, a connected pocket world. The minds of those sleeping within the domain will be drawn into this garden. While no physical harm can come to them, their souls are not so lucky. The Matrices are required to construct monstrosities in Lilith's name, the Blasphemies. Each must be unique and exquisite. Creativity is rewarded, but failure is punished. Most Blasphemies are unable to truly survive, and become nightmarish creatures that populate the garden. They hunt the minds of the dreaming locals and slowly erode their sanity, in turn feeding their mother, Lilith, who in turn gifts power back to the Matrix. The few Blasphemies which are true successes are taken and serve as Lilith's agents.

The Fruits of Forbidden Truth

1788 - Regina Grey makes contact with a being of immense power. She was born into a wealthy English family. She used her position to secretly pursue academic interests that, as a woman, she was barred from. Her family married her to a man of "good breeding" and brutish thinking. Even, so she delved deeper into her studies and was on the trail of a great truth, one long hidden from the rule of men. Her husband had almost squandered all their wealth, when she finds a terrible truth. In exchange for her devotion, Regina becomes a Matrix, a follower of Lilith. She gains otherworldly abilities and using these forbidden gifts, she takes control of her life for the first time.

A Sleepy Village

1801 - Regina relocates to West Cork after spending years accruing wealth and honing her dark crafts. The work her master wants her to do will require obscurity. On an isolated stretch of land, by the sea. She has a manor and church built and encourages a village to grow nearby. She names it Eaglais an Mháthair, which in Irish means the Church of the Mother. Over time, that name becomes Aglaveagh. Once enough people have settled nearby she plants the seed of her dark garden in a hidden

chamber beneath the manor. This allows her to build her workshop for constructing Blasphemies and also makes the locals susceptible to her control. She has many spells relating to mind control, though her two main ones are cloud memory and mental suggestion. This keeps the locals docile and passive. Sometimes, she will take some villagers as raw materials for her work, and everyone will simply forget about them: not recognising their lost loved ones in photographs and weeping for no reason.

1856 - Regina's work is going very well. During the Great Irish Famine (1845-1849), when the potato crops failed and most other food was being exported by landlords, people were dying and desperate. Regina was able to prey upon the starving who came to her after hearing rumours of her mercy, rumours she had started. However, now Regina is quite old. While she can mould flesh, she cannot alter her own form. Lilith, pleased with her work, gives her a new gift. A form of Mind Transfer. This allows Regina to live longer by forcing her soul into another's body. There were some complications. If the transfer fails, Regina would cease to exist. To ensure the maximum compatibility, the new host would have to be carefully chosen. In addition, Regina decides to alter the host's body, both to boost the transfers effectiveness and so they would become a more useful body for her work, evading the restriction on not being able to change her own form. This process takes years, so the candidates are chosen when they are in their teens, and allowed to develop under Regina's direction. Regina founds a competition, the Owl Fair, to be held every twenty years. During the celebration, teens compete to be picked as the Owl Princess, and swear their loyalty to the Owl Queen (Lilith). The initial willingness and excitement will better power the eventual ritual. Once Regina is ready to complete her ritual, she announces her retirement and the current Owl Princess as the new owner of Aglaveagh Manor, locally known as the Big House. This makes it easier to control the already passive locals and uninterested outside authorities. It provides her with a new identity and masks her actions as rural eccentricity.

1898 - Regina encounters a new problem. She has artist's block. She is seemingly immortal. She has her garden, and a village of pawns and resources, but Lilith's blessings would cease if Regina stopped producing her Blasphemies. Regina decides to start offering patronage to artists and other creatives who agree to live and work in Aglaveagh House. In the night, she brings them to her workshop in the basement, a nightmarish place with flesh crafted into the walls and limbs jutting out to provide the Matrix with assistance. She uses her powers to make them assist in her work creating Blasphemies and then cloud their memory. Thus her "good" work continues.

Warrior Poet

1976 - Kane Rua is a struggling creative. He dabbles as a poet, playwright, artist and occultist. He works in many languages, though mostly uses Irish, Old Irish, English, Latin and a bit of French and Italian. He heard about the offer of patronage at Aglaveagh House and set off. There he is put to work. He is a

skilled assistant to Regina, and he is kept alive. Usually she tires of an artist's style after around five years, but Kane constantly reinvents himself. Like the previous artists, he is also tasked with entertaining her future host, the Owl Princess, during their years of preparation.

During the following decades, Kane has gone through episodes of understanding his situation and leaving clues inside the mansion, and completely forgetting. Ironically, he has gained the true terrifying insight into the occult that he had claimed to have so many years ago. He has produced a huge body of work as well. Kane tried to escape once, twenty years ago, but Regina used the villagers to capture him and now when he is outside to get sunlight, exercise and sleep he does so in a daze. His talent's too good to waste.

Currently, Regina is close to completion on a very ambitious project. Not only is it some of her finest work, but she believes this will be one of the few that can exist outside of the garden. Also her new host is nearing time for the Transfer. As such, she is very distracted, and won't be as attentive as she would normally be. There are three artists in residence, Kane, Sally and Bernadette, though Bernadette is recovering from an injury in the workshop. The other two are living in the basement, as they are so close to completion of the work.

Pronunciation Guide

Many traditional Irish names can be difficult to pronounce for non-natives, especially due to their sometimes unusual spelling. Even on such a small island there are different dialects and pronunciation varies drastically from place to place. Here is a quick guide to help if you're unsure.

People

• Emer Abbas	Ee-mer
• Anne Hughes	Hyoos
• Áine McGinty	Awn-ya Mag-in-tee
• Saorlaith	Sair-lah
• Aisling Murphy	Ash-ling Mer-fee
• Eoghan Murphy	Owen
• Kane Rua	Roo-ah
• Aoife O'Reilly	Ee-Fah Oh-Rai-lee
• Muireann O'Ríordáin	Merrin Oh-Ree-er-dawn
• Séan O'Sullivan	Shawn

Places

• Aglaveagh	Ag-Lah-Vay
• Eaglais an Mháthair	Aw-Glass on Vaw-her

Other

• Echidna	Ek-id-nah
• Angrboða	Ahng-ger-boh-duh



Outside Scrutiny

Kane Rua's work before coming to Aglaveagh has recently made a huge splash internationally. There is intense academic interest in it, as well as collectors hoping to acquire more. This leads the Dean of Arts, Professor O'Callaghan, to begin her own search for the works of Kane. She manages to acquire a journal left by Kane at his last known address in 1976. They decide this is a good opportunity for the university. Not wanting to spend much on what could be a wild goose chase, she tasks a group of post grads to use the journal to find Kane's lost works.

The Investigators

They are a group of post grads who have been recruited by the Dean of Arts to make a documentary on Kane Rua.

- **Mary McCarthy**, PhD Student in Fine Art
Speciality: Myth and Religion in Art
Insecurity: She dislikes the idea of losing her voice or being invisible.
- **Anne Hughes [Hyoos]**, Post Doc in English
Speciality: Theatre
Insecurity: She dislikes feeling alone or isolated.
- **Joseph O'Brien**, Post Doc in English
Speciality: Poetry
Insecurity: He is very particular about his hands. For example, keeping them clean.
- **Patrick Murphy**, MA Graduate in Film & Media
Speciality: Documentaries
Insecurity: He dislikes the idea that something is watching him.
- **Emer [Ec-mer] Abbas**, PhD student in Irish
Speciality: Irish (Old and Modern)
Insecurity: She dislikes feeling weak or helpless.
- **Séan [Shawn] O'Sullivan**, Associate Lecturer in Classics
Speciality: Latin, Occultism
Insecurity: He dislikes looking foolish. He is uncomfortable around animals, especially livestock.

ACT ONE

OPENING:

A MEETING WITH THE DEAN OF ARTS

National University of Ireland, Galway - Present Day

Opening Narration

It's 10am on a bright but misty January morning. You are waiting in a seating area just off the corridor leading to the office of Professor Deirdre O'Callaghan [Dear-Dra] [Oh-Cah-lah-han], Dean of Arts. You each received a phone call late last night informing you that she had an assignment for you which could help further your academic careers. That you had better be at her office at 9 or miss this "unique" opportunity. You've already been waiting an hour. You're not surprised. Deans are busy people after all.

(She is going to say a lot and kick them out)

Play Dean O'Callaghan as a mean cantankerous old woman, she is very Irish and rose to this position by being someone who gets things done and who does not brook a lot of arguments. She also has a knack for squeezing funding out of the university and other bodies for a huge variety of projects. She always smells heavily of cigarette smoke. She insists on being addressed as Dean O'Callaghan. She overcame a lot of smug patronisation, belittling colleagues and double standards to get where she is and she'll be damned if anyone is going to overlook that.

Dean O'Callaghan arrives with a coffee in hand, unlocks her door and nods for them to follow her. She sits at her desk, and looks grumpily at the investigators.

(You can run this scene using the set dialogue, or you could allow players to roll EDU to know some of the information.)

"Now I'm sure that you have been following the **Kane Rua** craze that recently started. For those of you who haven't, I'll sum



it up shortly. He was **born Barry Ahern**, but apparently he felt that this name did not fit the self-professed Warrior-Poet, Playwright, Occultist and Sorcerer that he saw himself as. He was active in the 70's but was mostly seen as a shallow fame seeker who thought that literary credit came from generating controversy. That said, he did have some limited success with one play until it was denounced by the church as blasphemous and inspiring ill-morality, so he may have been doing something right."

O'Callaghan laughs then starts coughing in that hacking way old chain smokers do. Her response to this to open a box by her desk filled with a wide variety of nicotine products. She looks longingly at the cigarettes, but then picks up a snus bag and pops it in her mouth. (Snus is like a tiny teabag of tobacco you put in the side of your mouth and leave there)

"Anyway he disappeared from the Irish writers scene in **1976**, it was assumed he had decided that America might suit him better, or heaven forbid he found a paying job. No one really wanted to know, or cared at the time. Funny thing is, one of his later manuscripts was found in an attic in Dublin, apparently he had gifted it to someone's mother or grandmother. Critics are praising the plays and poems within as genius, he'll be the next Heaney or Joyce they say. Something about... " O'Callaghan looks at a critical analysis on her computer "mixing English, Irish, Old Irish, Latin and a smattering of French and Italian, with occult themes and an awareness of a crushing malevolent reality that inspires beautiful madness in those who dare to seek it. Nice for some."

"The long and short of it is that the public wants more, and you are going to get it for Galway and make your names doing it. Luckily for us, **Tom Smyth**, one of Kane's old friends claims to have Kane's diary from 1976. Tom lives in Galway. He won't let us have the journal, hoping it'll be worth something I'd say, but he'll let us have a look if we go out to him. By we, I mean of course, you. Here's his address and phone number.

Now those other universities like Trinity and the rest are probably also on the hunt. At least it'll take the Trinity crowd a

few days to find anywhere outside Dublin on a map...Ha Ha (*Hacking Cough*)"

But don't worry, even if nothing comes of this, we can still try to get something out of it. I want to to **record a documentary** of your search. Come up with some snappy title and try to get something we can show on everything. We'll put in on the website, social media, television, maybe make a podcast as well. If you get something good there are a lot of avenues for squeezing every penny and drop of prestige out of this. It could make your career. Does that sound good?... Well I don't care if it doesn't, off you go. There's no cash in hand on this. Hold on to your receipts though, but don't hold your breath on it, you might suffocate. (*Hacking Cough*) Anyway, time wasted is time someone else has to steal our glory. Now get out of my office, I have work to do."

The investigators are outside O'Callaghan's office. Now is a good time for them to make their introductions. If they stand in the corridor please have students and staff pushing past them and asking them to move. Corridors are bad places to stand. They could go get some coffee/breakfast nearby. Discuss the documentary, names for it and such.

- Tom's address is a fifteen minute walk away. It's quite accessible.
- Further research on Kane Rua will confirm what O'Callaghan said and mention that he was from Galway himself. It seems that he has no living relatives. Kane attended NUI Galway with a degree in Irish and Folklore. He travelled often and moved around a lot, but settled in Dublin in the 70s.
- Some of his work is now earning a lot of praise. (*If they need names of some of this work for the documentary, go with names like The Fear Above, Beyond the Waves, On Lost Shores*)

Documentary

When Patrick Murphy is filming the documentary, he can get a bonus die, whenever filming outside a crisis, especially because he could theoretically reshoot failed scenes. Skill is Art (Film)

Others can use a base 50% (failure just means it's out of focus or badly shot in some way)

Patrick has actual equipment for this, the others just have their smartphones.

Investigators being filmed can Charm to be charismatic or just use their academic ability (Highest Relevant Skill, English/History etc) to seem dry but professional. If they push a roll and fail have something humorous but harmless should happen in

filming (i.e. unknowingly making a weird face, their voice comes off oddly, they talk too slowly etc etc). To encourage the documentary part of the game to continue it's a good idea to take note of how it is going, and what scenes they get on camera. Depending on time they could also record some thoughts for a podcast or something. It's not super important but it will help the players get into the idea of it, and if they keep the documentary going the whole way through you can say how people came off at the end of the adventure.

TOM SMYTH

The address leads them to a two story house in the city. Play Tom as someone who is good natured, but a little dim. He is also hoping that the notebook will be worth something, because he has a mortgage to pay and is financially struggling.

- **Info on Kane:** He will tell them about Kane. At first he'll say nice things, so creative and passionate, but if pushed he'll mention that he was also self absorbed and a bit big-headed. He is sheepish about saying bad things.
- **Why he has the journal:** he'll mention that Kane and he used to live in a squat together. It was packed with artists and had a rolling occupancy. "Anyway, one day Kane said that he had heard of some sweet deal somewhere, like an artist's retreat or something. So off he went. He left his journal though. Not that I could read it. Anyway, I kept the journal planning on giving it back to him, and then I just never got rid of it, and here we are."
- **The Journal:** Tom won't want to give it to them. He could be persuaded to let them take pictures. They could also offer to discuss it over a pint for an advantage dice. Tom couldn't read the journal because it appears to often switch between Irish, Old Irish and Latin. There are bits in English, which seem to be quotes and make no sense out of context. Only the first 30 pages have been filled.
- **Value:** Will be very curious as to what it might be worth. (Probably a good sum, maybe a lot. It's hard to tell)
- **Translation:** The translation is difficult because Kane switches between languages, sometimes mid-sentence, and his structures can be very strange sometimes. (Roll Irish/Old Irish/Latin) Dictionary (Apps) can give advantage die.
 - Most of it is either slightly pretentious reflections on life and art; things he is working on, half written things. A few finished pieces.
 - The main interesting thing is that there is a very confusing paragraph. Handwriting suggests he was excited, and judging from a beer stain on the page, had been drinking. It says something about a Patron, Cork (*the Irish City, not the material*), The Mother's Church/The Church of the Mother (unclear).
- **Does Tom know?** Tom won't know much about any of this, but he thinks he might remember hearing about some tiny village where artists could live for free to create. "Nice for some. I only have to spend my life slaving away to pay my mortgage."





WHERE DID KANE GO?

Give the investigators some time to discuss what the Mother's Church might be. They can do some googling using the information they have, Cork, Church of the Mother, Artist's Retreat, Village. They should be able to find 3 useful results. Give them handouts, **Wiki, WildIrishWays.ie, Is this legit?** (These give some basic information on the town). They'll also find it on any maps they use. It'll take four hours to drive there. Public transport (buses) will get you about 15km away. This will take about three hours to walk, so is not a real option.

Hitting the Road

Anne has a VW minibuss. It is ugly, worn and old. They can look up the way to the town on their smartphones and get on the way. It will take around four hours as some of the roads are small and easily missed, looking like entrances to property.

The road to the village is poorly maintained and has its share of potholes. It goes along the sea.

Phone reception starts to disappear at this point. You can have them notice that they are getting less and less signal until they get a no signal/emergency calls only icon. (If they try to call emergency services have the signal be awful and unusable)

Most house they pass on the way are small old cottages. There don't seem to be many new houses in the area. There is an overall lack of cars. There do see some people with horses though. Most are big, plough horses. Closer to the village they can notice a few newer houses. They will have cars, though some may seem quite ill-kept.

As their map app starts to lose their GPS location someone will have to make a Navigate roll to follow it.

Success - they find their way to the village.

Failure - they have an encounter at a farmhouse before getting to the village.

The Farmhouse *(Failed Navigation Roll)*

They find themselves driving down a boreen (a very small road) barely wide enough for their car. The hedge is high and the road is lined with trees. The centre of the road has a line of grass growing out of it. As they turn a corner they arrive in the yard of an old farmhouse.

The farmhouse looks old but relatively well maintained. It is a low old stone building. There also appears to be a barn and some other wooden sheds.

They could get out to look around, and ask for directions, or try to turn the car. (Or just reverse, but that's not a great idea.) If they get out they can roll Listen. Fail. There is a low sound coming from one of the sheds. Success. It sounds like lots of things moving. There is also some animal cries (goose honks)

If they go up to the house, or investigate the shed, they'll be confronted with a flock of angry geese. Honking angrily and raising their wings. A woman will come out of the house after 30 seconds of angry goose hissing.

Muireann O'Riordáin is a white woman in her early fifties. She is wearing an Aran jumper (woollen sweater), trousers and wellington boots. She'll be friendly and helpful. However while she understands English, she'll speak Irish in an thick rural accent. (A normal Irish roll)

If she is asked to speak English, she will be able to do so with an almost impenetrable accent (a hard English roll)

She'll shout at the geese to get them to calm down, and call them little devils. "Git ya Lil Divils" (but in Irish)

She'll gladly give them directions into the village. (Go along the road there now, you'll pass the ol' Murphy place, and then an ol' bridge, now there's a left there that you don't be wanting. You'll pass Peader's (Paddar's) place. Now he has great duck eggs now, if you want some duck eggs. If ya see him though, tell him I said hello now there, would ya? You'll see a big gate and then you turn right after that. If you see a big pile of turf now, you'll know you've gone too far. They should have taken them in now for months. Anyone could take that like. Sure, you know yourself?)



AGLAVEAGH VILLAGE

The village is essentially a collection of community buildings where two roads intersect. There are some houses nearby but most are spread out among the farms. The village being a hub of a larger community.

There is a building that seems like a school but smaller than you'd expect. There is a single pub 'Doyle's', which also acts as a shop, post office and petrol station. There is also a surprisingly large church.

They can park outside Doyle's or the church.

Random Villagers

Some will only speak Irish. Many houses lack a landline or electricity. Their clothing is a mixture of simple, and seemingly hand-made, with cheap clothes from shops. A weird mix of modernity with a rural Ireland that should no longer exist anywhere. There is a smell of work and wet wool about them. They are still very hygienic though.

Newer villagers will have modern houses, but none of their technology will have been updated since they moved in. Their cars will be similarly old, used only when someone needs something from Bantry. Some of the newer villagers are people who came to retire, to live the simple life, even an investment banker who retired with a lot of money just before the crash.

Strangely there are very few photos, and sometimes when asked about the people in them, villagers will respond that they don't know who they are. Then, "probably a distant cousin." (People taken by Regina and erased).

Most of the villagers here have varying degrees of strong rural

accent. Strangely many of them will be fluent Irish speakers which is quite uncommon. If their accent is especially strong the investigators will need to roll English to parse it.

The villagers are mostly upbeat and friendly, but will become easily distracted, they are under the control of Regina. Their minds are being eaten by the Blasphemies but the villagers have had their memories clouded and thoughts implanted. If asked about the town, they will all flatly say. "We are all very happy here. It's a lovely place, where nothing ever happens.

Psychology: Success will show they seem very tired, distracted and sometimes fearful (they don't know why). They also use smiles to fill gaps in the conversation. **Hard Success** - they seem to go from acting normally to very flat and distant. The smiles are weirdly fake, but they don't seem to be hiding anything, like a reflex. **Extreme Success** - This tends to happen with in depth questions around the Big House, the Owl Fair, the Lady of the House, the village, and why they look tired. Why so tired? They will reply "it's just bad dreams", but will not be able to remember details of the dreams.

Under normal circumstances the villagers shouldn't need to roll. However, you can use the generic stat block provided in Appendix A for them if the need arises.

Doyle's

Doyle's is an old but well kept pub. There is a turf fire on in the hearth. Inside a barman (Paddy Doyle) is talking to an old man (Eoghan Murphy) at the bar. There is none of the wear and tear you would expect with constant use. The shop sells local produce and a few packaged non perishables. Teabags and sugar, for example. There is also a petrol pump out front.



Paddy Doyle is a white man in his early forties. His accent is not too strong.

Eoghan is a white man in his eighties. His accent is very thick. He is nursing (drinking slowly) a pint of dark beer. (stout)

Paddy will make them whatever basic food they ask for, although most is locally produced. (No orange juice or coffee for example but there is tea and sugar. So they buy some produce from outside the village) The only alcohol is a local stout (same as Guinness) and whiskey. The stout tastes a bit weird, as though it is not poured often. He may accidentally give them older money as change, but will correct this if called on it. Before Ireland took on the Euro, they used the punt (Irish Pound) until 1999. There was also a pre-decimal currency, and before that the English Pound.

Paddy and Eoghan Murphy will answer any questions they have, though they will have a back and forth as they correct each other.

- Paddy will be excited about the documentary. The town is a little too peaceful sometimes. (Then repeat “but we are all happy here.”)
- Doyle won’t know the name Kane Rua, but will know that artists sometimes stay in “The Big House.”
- The **Big House** (Grey Manor) is not far. The Lady of the House owns it. He can’t remember her name. It changed about twenty years ago or so. The running of the house is handled by Aoife O’Reilly but locals pitch in with the maintenance.
- Aoife is lovely and always wants to help. (Psychology: He has a huge crush on Aoife.)
- The Big House will be closed at the moment though. Aoife has gone to Bantry (a nearby town) to do some shopping and visiting family. She won’t be back until tomorrow morning. She’ll be stopping in here anyway, as she is getting some supplies for his shop.

If they ask about the Owl Fair, or how the new Lady is chosen;

- The newest **Owl Princess** from the Owl Fair becomes the new Lady of the House and the old one retires or goes abroad or something. (Owl could be the bird or an accented pronunciation of Old. It’s the bird. No-one knows why) There are barn owls in the area, especially in the church.

- At the **Owl Fair**, which happens every 20 years, there is a special mass and celebration. A teenage girl will win the crown of Owl Princess. She pledges her mind and body to the Owl Queen and to serve gladly as the next Lady Grey. There was one about four years ago. (They can’t remember the winner though).

If they need a place to stay;

If they need a place to sleep they could ask at the big house or he could ask around. He is sure someone would give them a bed anyway.

They might choose to go to Grey Manor anyway. They should probably take some footage of the town and talk to the locals. They could also relax in the pub. (If they do, Áine should wander in and talk to them. See: Mother of the Lost)

The Church

Aglaveagh Church is an old stone church, from the founding of the village and just over two hundred years old.

If they walk inside the church they will hear a terrible screeching coming from all around echoing throughout the church. Looking up they’ll see round white faces looking down at them. These figures are all standing equally apart. They look as though they are on guard. (San o/1 and Freak Out) After the initial impact, they are recognisable as Barn Owls. There are about fifty of them perched on the rafters. Natural World: Most birds perch an exact wingspan away from each other so that they can take off at the same time in case of danger. This can look unnaturally organised. However, barn owls are a “Species of Concern” in Europe. There are estimated to be 400-800 pairs in Ireland. Barn Owls also don’t gather in groups like this. This is very unnatural (The Owls are connected to Lilith and gather at her ritual site).

The church looks like a catholic church is style and layout. There is a woman mopping near the altar.

If they investigate the church they’ll notice that it’s strange because it doesn’t have the normal Catholic symbology. No crosses/crucifixes. The name “Mother’s Church” would suggest St. Mary as the patron saint of the church.



Eaglais an Mháthair - Church of the Mother

A statue of a woman stands behind the altar. She is semi naked, wrapped in a cloth. She is pregnant. **Anthropology/Occult:** However she is not dressed in the traditional style. She is holding an apple, and there is a snake motif built into the church. The most obvious connection would be Eve. The mother of humanity in catholicism. **Hard Success** - This doesn't fit properly either. She looks triumphant. Eve would normally be repentant.

There are also stylised barn owls, which have no obvious significance. It could just be a reference to the surprising amount of owls roosting here. They have crowns on their heads. **Anthropology/Occult:** This could be a reference to Stolas, a Prince of Hell.

It doesn't match with any other church the Investigators know. It definitely looks Christian, but is Christless.

A villager, Aisling Murphy (early 20's) is cleaning the church and can give the following information (Eoghan Murphy is her 2nd-cousin-once-removed on her father's side).

- There is no priest. She can't remember there being one. (A little strange but a growing lack of catholic priests in Ireland could make this a possibility.)
- Masses are irregular and led by the Lady of the House. Usually once a month or so (On Full Moon nights). *This is not okay in Roman Catholicism, even with a lack of new priests.*
- She can't remember the services themselves. They are in latin. There is a lot of call and response. Latin Roll: The phrases she can remember translate along the lines of "We give ourselves

to you gladly/willingly". "We are in Awe of your Beauty, Great Creator of Life." (Masses are never led by women and very rarely in latin).

The School

Surprisingly small. There are two classrooms. Students sit at old desks. There is no playground. Students sit in silence, following text books, which are about a decade out of date. The only thing of note is that one wall in each classroom is filled with drawings of monsters. If asked about them, the children will become distant and say they saw it in a dream.

Spot Hidden/Fine Art: There is a woman hidden in the background of many of the pictures. She is watching.

- The monsters vary wildly, coming in many shapes. Some pictures, though, are eerily similar but in different drawing styles. As though they are drawings of the same actual thing.
- If asked teachers will say that children have always been encouraged towards art. They will not find it strange that it is all pictures of monsters.
- No-one can say why they drew the woman. Not noticing her unless pushed, then noticing her with surprise.
- There are also circular faces with black eyes in the sky. (Bad drawings of barn owl faces)

Mother of the Lost: Áine McGinty

A woman in her 50's will be wandering the road by Doyle's weeping. If they don't stop and talk to her, she will walk towards them. She is holding a photograph. Play her as very scattered, going from focused to unfocused very quickly.

(Her daughter Saorlaith was the most recent Owl Princess and since then the villagers' memory of her has been clouded. Currently she can remember her daughter, but will soon forget)

She is speaking in Irish (Fail: if skill is 40+ gets a more scattered version. Words like daughter, missing, princess, lost. (If they were recording they can rewatch).

- She'll ask them if they've seen her daughter and show a photo of a girl in her teens. Her Saorlaith is missing.
- She'll mumble something about her daughter becoming a princess.
- Then, she'll ask them "who is the beautiful girl in the picture?", "Is she your sister?"
- If they say the picture was hers, she'll respond. "Oh, probably just a distant cousin." She'll drop the picture and wander off. They can walk with her or leave her go, or bring her into the pub. If they bring her to Doyle's Eoghan will take her home.
- If they ask others about Saorlaith, no-one remembers her. **Psychology:** a very quick change of expression which is like a mix of understanding and sadness, immediately followed by confusion, then apathy.
- If they ask about Áine, people say "Áine is just confused. Poor dear" (**Psychology:** Flatly, almost automatically).

STAYING THE NIGHT

They'll be put up in a few different local houses' spare bedrooms. There are boxes in the corner. If they look inside the boxes, they'll find random belongings (of disappeared villagers). Spot Hidden can find a family photograph with the owner of the house. The person in the picture will have some of the clothes/belongings from the boxes. If asked about this, the home owner will suggest that it was "Probably a cousin's, probably from some family event or something"

Sleep will bring dreams. San o/2. POW to remember. **Normal Success** - they remember running in a garden. There was something after them. **Hard Success** - they were being chased by a monster. (They might recognise it from one of the drawings in the school). **Extreme Success** - there was a pale beautiful woman watching. She looks cold and imperious. They also see faces in the sky. White with black eyes, and screeching. (Barn Owl Faces)

If they compare their dreams. The monsters all look wildly different from each other. (Feel free to go wild here with your descriptions. They should all be fleshy and involve human body parts moulded into different shapes)

It's hard to tell if it's the same woman, but the feeling of cold superiority is the same.

- Lady Grey often leaves for long periods for her work, and just appears back in the village without notice.
- There is currently only one artist in the house. Bernadette, "Poor thing, cut herself when she was working." (Kane and Sally have been in the basement working on the current project for months, so Aoife's memory of them has been clouded.)
- They can drive up to the gates of the estate. It's about a mile down the road. (While the metric system is the official system of measurement, many people still use imperial measurements. Especially in Aglaveagh.
- She'll ask Paddy if he'd like to come up later for some tea, and he'll gladly accept.

ACT TWO

BACK IN DOYLE'S

Paddy is at the bar. He'll make them something to eat if they want. A few minutes later, a car can be seen pulling in and a white woman in her 40's (Aoife) gets out and collects a box of supplies for the shop and brings them into the pub. She is dressed in Victorian servant clothes.

Paddy will introduce you and explain about the documentary, Aoife is happy to help.

Aoife O'Reilly is an enthusiastic and kind woman, she is soft spoken but very helpful. She doesn't have a strong accent. She is also terrible at Irish if they try to speak to her in it. She should feel more modern, despite her outfit.

Psychology: She and Paddy have some good chemistry, mixed with shyness. (They are very attracted to each other).

She'll be happy to bring them up to the house.

- She has been the housekeeper for about twenty years.
- She calls it Grey Manor and not the "Big House".
- Kane Rua does have a room there. She is sure she has met him, but can't remember much about it. "I'd lose my head if it wasn't screwed on."
- She's happy to show them around for the documentary.
- The Lady of the House, the current Lady Grey, is away on business. Aoife doesn't know when she'll be back.
- The Lady insists on her wearing the uniform. "To dress and act properly."





THE HOUSE ON THE HILL

They can't drive into the Doyle estate from the wrought iron-gates. These are closed but not locked. They can park there, and will have to walk up a long windy path from the bottom of the hill. The house is large and beautiful. It is well maintained, despite its age. It is a three story manor. Aoife will be carrying a box of art supplies. (She'd be glad for help) there is also a toy in there, Aoife will assume it was added by mistake.

If they went before Aoife returns. The house is locked. They could force their way in. Through a window or something. If they walk around it, they'll see Bernadette sketching in the conservatory, but she is in a creative trance and won't respond.

Aoife can tell them much about the house.

- **History of the House:** Built in 1801 by Lady Regina Grey. She never had children and started the Owl Fair to choose her successor. Since then the Owl Princess has taken the mantle of Lady Grey a few years later.
- The house uses gas and even has gas lamps. Weirdly there is no electricity. Washing is done at one of the newer houses. Aoife misses having modern appliances. (But is happy here).
- The previous Lady Grey went off into the world to seek her fortune.
- If Aoife is asked about the last winner of the Owl Fair, she won't recall who she is, but she hasn't taken her place in the house. She thinks that the girl was probably sent off to a finishing school, to prepare her.
- Kane's Room: She thinks she knows the room Kane stayed in. It still has some papers and such, but she didn't like to disturb them
- Artists are welcome in the house, however the current Lady is

constantly abroad. Aoife has a standing instruction to prepare rooms for any artists who seek them.

- Aoife was hired through an intermediary and only corresponds with her employer through letters directing her to take holidays on specific occasions. She is paid through her bank account, and never really thought to question it. The master has a lot of odd customs, take her uniform for example. (Aoife is very embarrassed about the outfit).
- She doesn't know how much of a help she can be but she'll do what she can.

She can give them a quick tour of the house if she wants. During this Paddy Doyle will arrive and follow along.

- The downstairs of Grey Manor has a kitchen, conservatory, a vast library, and an art gallery of a wide variety of art. All the rooms are clean but do not seem like they get any use (There is no specific studio but artists often use the conservatory to work in).
 - If asked Aoife will mention that the townsfolk come and clean the rooms. The upstairs is full of bedrooms, they can enter all except Aoife's which she will embarrassingly describe as a mess. If they persuade their way in they will see that it is pretty tidy - the bed is unmade, there are pictures of family and a shelf filled with Romance Novels.
 - If asked about the studio, she'll say they use the conservatory.
 - If asked about where the boiler and furnace and gas mains are, Aoife won't know. "Strange."
- The other bedrooms if they look are ornate but empty, lacking life or character.

The master bedroom is also empty, with no signs that it was inhabited in a very long time (Aoife will have to be persuaded to let them enter). There are a strange variety of dresses and outfits, all in a victorian style.

If they look at the outfits closer they'll notice they are cut for different measurements, including heights.

Weirdly, they are all backless, which is not a victorian style.

Three bedrooms look to be in use. Bernadette's Room, Kane's Room and Sally's Bedroom.

Bernadette's Room

This is locked. The lock is quite simple. It could be opened with Mechanical Repair (there would be some scratches without a hard success) or Locksmith with a bonus die. Aoife will not let them in. If they get in they will find a room obviously occupied and Bernadette's belongings. Modern books and clothing. Some art supplies but none of her work.

Sally's Room

Like all the rooms it is very clean, so it's hard to tell when it was last in use. There are pads and art supplies. Also modern books and clothes. There is even some letter writing supplies.

- There aren't many drawings. Some sketches of monsters. (They are the same as some from the school/dreams) Some are marked "Too similar to previous work, must try again, it must be unique."
- Sketches of a woman in darkness, written at the bottom is "Terrible Beauty, Mother of Death."
- There is also a diary entry - **Handout: Sally's Diary**

Kane's Room

This room is the same as the other guest rooms. There is a made bed, a bedside cabinet, a wardrobe and some drawings and notes and a Holy Bible in the bookshelf.

- If they look at the notes they will find drawings; a beautiful woman shrouded in darkness, she seems seductive but cold, others are of a young woman in white. These have a snake motif.
- There is also a drawing of a book. It is small, thin and bound in leather. It is surrounded by a deep darkness. The pages seem to be bleeding. In the bottom corner in the word 'Veritas' (Latin for truth).
- There are notes in Latin (using a Latin Dictionary App on a smartphone can add a bonus die to translation rolls. It also takes less time, or having someone else with Latin assist can also help). The reason it can be tricky to translate is that he was not fluent in either language so it can be hard to divine his meaning sometimes.
- (The players should read out handouts for the camera, and so you know what they are)
- **Handout: My Name is Kane Rua** is in Latin, whether they pass or fail give them the handout, they translate by gist but miss the nuances.
 - If they pass also give them **Handout: My name is Kane**

Rua (Translation notes)

- A Spot Hidden Roll or looking for markings will reveal a message in Irish carved into the skirting board in a style that looks artistic. (It's in Latin) it reads 'Blessed Book, Apocalypsis'. EDU roll or Latin 50+: Apocalypsis is the latin for Revelation or Uncovering.
- Along the bottom of pages of the Book of Revelations, in the Bible, is written in Old Irish. **Handout: Secret of the House**

There is nothing else of interest in the room. Paddy Doyle and Aoife O'Reilly will seem interested but have nothing of note to add to the proceedings.



The Conservatory

Bernadette, 27, is sitting in a chair looking at the landscape. (Play her as distracted and removed. Not fully here. She also has a nervous energy about her, as though she is frightened but doesn't know why).

- She has a cane and bandages on her right leg.
- She has been here for four years. She thinks.
- She remembers Sally and an old man. Perhaps she dreamt them.
- The old man would walk in the sun on a clear day, but he'd walk in a fog.
- The old man once told her. "People never look down, and secrets are often there."
- She cut herself while working. (She doesn't sculpt or carve. Only paints) Maybe that was in a dream too.
- If they can **Persuade** her to let them look. She has three cuts on one side and one on the other. **Medicine** (with Bonus Die)/**First Aid** it could have been from a knife... maybe. It has been stitched and is healing very, very well.
- **Psychology**: she seems a mix of incredibly anxious and sedated. There is more to this.
- **Psychoanalysis**: (with bonus die if passed the Psychology roll) Her behaviour suggests she suffered some suppressed trauma. She is avoiding looking at her wounds.
- She is sketching monsters. If asked, about it. She will respond that the The Lady likes monsters.

- If asked where she works, she'll say the **workshop**. She had an accident while working.
- If asked about the workshop she'll say "No the conservatory." (Her memory of the event is clouded. Most work happens in the workshop in the basement, but she doesn't remember that it exists. The conservatory only has a few art supplies.)

The Kitchen

It's a big beautiful kitchen. Aoife will happily offer to make food for everyone. Paddy will compliment it. It lacks modern conveniences, but does use a gas oven.



The Gallery

This is a huge room filled with art, especially paintings. As they look through the room they'll start to notice that the vast majority of the paintings are of women. They can be divided into three main groups.

There are images of The Lady, The Lady of the House, The Grey Lady. These all show different women but in similar styles of dress.

- The eyes seem to be watching you. Sanity 0/1
- They could recognise the dresses from the master bedroom

Psychology/Fine Art: while the faces are all different they have the same intent expression.

Another theme is a cold seductive female figure.

Titles on pieces refer to her as Lilith or The Mother of Darkness, Queen of Magic, Mistress of Dreams and Night, the Mother of Blasphemies.

Occult/Anthropology: Fail but skill 50+: Lilith is from Hebrew Mythology. She is mentioned in the Dead Sea Scrolls and elsewhere. She also appears in Medieval Christianity as a

demon. Some claim she was the first wife of Adam in the garden of Eden who refused to be subservient to her husband. Having defied man and god she was cast out of Eden. **Success:** reveals that and more, in addition there have been cults devoted to Lilith as a patron of mystical abilities, under a wide variety of names. She has never been bound to just one man but has supposedly seduced several important figures according to some more outlandish mythologies. She is also seen as a Mother of Monsters by some of them. **Hard Success:** There is some conjecture that the name Lilith is etymologically connected to the Screech Owl.

There are also images marked as **Eve**, the Lost One, the Hidden Victim and The Innocent.

She is often shown trapped Underground or in The Underworld. She seems sad or lonesome. She often has a snake theme associated with her. They are all young women, but have very different appearances. Some are wearing circlets with a stylised barn owl face on the forehead.

Occult/Anthropology/Fine Art: Fail but skill 30+: will suggest that she is representative of Eve, the woman who according to the Bible committed the first sin and stole the knowledge of good and evil. A **successful** Occult/Anthropology/Fine Art roll will suggest that the traditional view of Eve is strangely at odds with this representation. The serpent seems sympathetic here and the girl is presented as a victim rather than a sinner. It is as though the paintings based on a different figure entirely, or at least a different mythology.

Fine Art: Fail (but skill is 50+) the paintings are from wildly different styles from the last 100 years or so.

Success: the paintings that have both the young girl/woman and the cold seductive woman are particularly interesting because the girl is always painted in a way to make her seem real or solid, while the beautiful woman is always almost divine or idealised. Mortal vs Deity.

Hard Success (or they ask): some of the innocent girl figures resemble some of the Lady Grey portraits (but younger).

Looking for a painting by Kane Rua will reveal a painting in one corner.

The painting shows a girl wearing a crown with dirty angel wings kneeling on the floor crying. Behind her is the tall cold dispassionate woman. She has her hand on the girl's right shoulder in a tight grip. A different woman in a fine victorian dress is looking down at the girl. (Current Lady Grey) She is smiling.

The Title of the Piece is EXO2218, and underneath it is a phrase in Irish which translates as "The Righteous do not look towards the heavens but towards the depths. Cast your gaze along the edges."

A successful **Spot Hidden** roll or (actively looking for markings) will reveal more things carved along the bottom of skirting boards in an artistic style. This time they are in Irish and read "Find my tale inscribed in Stoker's Legacy" and in Latin "As with Wilde's tale her secret is tied to a portrait, find her and her Patron in a hall of learning."



The Library

The Library is vast and filled with shelves and shelves of books. At first glance the library is obviously focused on the occult. There are also two sculptures in the main aisle. One is of a serpentine woman on a mound of skulls, and the other is a fearsome female giant, sitting on a rough throne.

Anyone looking at the books can make a **Library Use** roll. (If they are looking for the book from the picture in Kane's room give them an advantage die)

A **success** will reveal that they are centred around myths regarding Lilith, and the birth of monstrous creatures. There is also a lot on cults/religions focused on female deities and supernatural beings. However, it is strangely lacking in bibles, and other core religious texts. Many more apocryphal texts and obscure folios. There are also notes in some of the margins written in eloquent script. They say things like "Completely wrong" "Drivel" "Promising"

A **hard success** will find a thin, very old thin volume made of what looks like leather. (Human skin) "**Mōdraniht**"

The book itself is written in what looks like German. (It's actually Early Middle German) but they'll find notes in Latin in the margins.

Inspecting the notes: They are written in an eloquent script (Regina's). A successful Latin roll will translate - give them

Handout: In the Margins.

Inspecting the book: It's handwritten in an old form of German. It seems to have been written by different authors, as the handwriting changes throughout the book. **Occult/History/Anthropology** reveals that this was an Anglo-Saxon festival that occurred on what is now Christmas Eve. Ritual sacrifices may have been performed. It is theorised to be connected with Matres and Matronae, female deities worshipped in Northwestern Europe from the 1st to the 5th century, and the Dísablót, another ritual sacrifice festival connected to the Dísir, female spirits/ghosts/gods from Norse Mythology.

(If translated later, it is hard to fully follow what the writers were trying to describe. Much of the text is inconsistent and contradictory. It seems as though it was translated from an oral tradition over many years, by different authors.)

Inspecting the sculptures of monstrous female figures. **History/Occult/Anthropology/Fine Art** roll

Fail (but skill 50+): The serpentine woman is probably

Echidna, The fearsome female giant is probably Angrboða

Success: In Greek mythology, Echidna, meaning She-Viper, was a monster, half-woman and half-snake. She lived in a cave, alone. She mated with the fearsome monster Typhon. She was the mother of monsters. The most famous examples include Cerberus, the hydra and the sphinx. In Norse Mythology, Angrboða, meaning One who brings grief, was a giant. She was the Mother of Fenrir, (The wolf who will eat the sun) and the Midgard Serpent, (a terrible sea serpent) and Hel, the Goddess of the realm of Hel.

Searching for "Dracula" or Books by Stoker also requires Library Use, If they fail they waste some time and can try again. That or they can ask Aoife who knows the library a bit better, and she'll find it.

Give them **Handout: fi I tsum eid** (if the players miss that it is written backwards IDEA ROLLS)

There is a large portrait built into the wall. It is titled "The Lady and her Mistress" It shows a cold but seductive woman and an intense one with an intent expression.

They should be able to guess that the cold one is Lilith and recognise the intent one as one of the Lady Greys.

Art (50+) will reveal that the painting is probably from the early 1800s.

Failed Art roll will notice that she has a white rose and standing in a field of poppies.

Successful: The White Rose symbolising Sterile Passion and Poppies symbolising Cold and Death.

Spot Hidden or looking for markings will notice a message written in English carved into the skirting board in an artistic style. *'dinF ym sdrow neddiH htiw ym smaerd dna tra'* again if they don't realise it's written backwards IDEA rolls. *'Find my words hidden with my dreams and art.'*

(Looking behind the portrait is dealt with in Into the Depths)

Mōdraniht

Language: (Early New) German

Authors: Various/Unknown

Weeks to read: 8

San Loss: 1D2/1D4

Cthulhu Mythos: +3%

Spells: Contact Lilith

ACT THREE

INTO THE DEPTHS

Removing the portrait reveals that there is a door there.

However, if asked about it, Aoife O'Reilly and Paddy Doyle won't know what the investigators are talking about. If Paddy and Aoife are shown the door, they will not be able to see it. If the players confront them about this, Paddy and Aoife will feel dizzy and leave the room, refusing to return. They'll go the kitchen and have the same conversation over tea and cake on loop. ("Lovely cake." "It is, oh it is." "Great tea." "Isn't it?" "I could spend all day like this." "The same for myself")

The door is built sturdily into the wall. There are gears around one side of the door, but a relatively simple lock. **Lockpick** rolls gain a bonus die as the lock is of an old less secure design.

If they decide to ignore the lock they can try to force the gears into activity with mechanical repair.

When the door slides into the wall they will see a set of stairs going downwards.

First they will come across the boiler, furnace and gas mains. These seem to be later additions to the house.

There is a sound ahead. **Listen - Fail:** A soft murmuring, perhaps a voice. **Success:** A soft female voice, talking about a party but with more guests on the way.

The rooms have gas lamps but they are currently barely on. Some twiddling will turn them up. There is also an old handheld oil lamp. (**History or Mechanical Repair** to get it working) They do have smart phones though which have torches, as does the camera.

THE PRINCESS'S ROOM

The next room is filled with white and pink frills, dolls creepily seem to watch the party. Stuffed animals that are also somewhat chilling. The toys seem to from the last century. A mix from many decades. The lamps are off, but there is a light up ahead. The room is seems to be in an 'L' shape with the light coming from around the corner.

Spot Hidden (Because it's dark): There are beds down here, some of them have been slept in recently.

They can roll stealth (Saorlaith is not looking for them, so no opposed roll).

If they fail, have those who failed roll DEX. If they fail again they trip over an old toy and they'll hear a soft female voice. 'Is someone there? Anyone? Oh. I'm being silly again'

If they come into the light, they will see a girls bedroom, filled with toys, again in a mix of styles. A young woman of about 16 years (Saorlaith) is having a tea party with a range of toys. She is wearing a simple dress and looking at a script.

She is having them act out the play. There is a bookcase filled with manuscripts.

When Saorlaith looks up at them they will notice her





serpentine eyes, which can grow wider to the full black of a barn owl. She also has yellow scales across some of her skin, although only her limbs and face are visible.

She'll smile and say 'Oh Hello. Are you going to be my friends?'

Sanity Check (D2/D5)

If they walk up to her, they will see bones protruding from her back. **Medicine** roll - **Fail:** that's not normal. **Success:** No, really, that's not normal, they look like half of a joint, like in a shoulder or arm (One day, soon, extra limbs will be added).

Natural World: The scales are actually less like a snakes and more like those on a birds talons.

Saorlaith acts younger than she is as Regina's suggestion effect is making her docile.

She has been in the basement being modified by Regina since the last Owl Fair four years ago. She is only healthy because Regina uses her powers to sustain her.

She keeps herself entertained with her toys, writing stories and reading the writings of artists who stayed here. Regina picked her at the last Owl fair. She is shy and lonely and tries not to be a nuisance. She is a prisoner, but can't realise it. She will be excited to make new friends.

If they attack her she will try flee, if they continue she will scream and reflexively use a psychic attack - (Part of her connection to Lilith and Regina).

Investigators roll SAN (D3/D6)

If they continue again she will lie on the floor crying hugging a toy snake, and won't defend herself anymore. (Killing Saorlaith is SAN (D6/D10+1) because it's murder of an innocent and psychic feedback. Not trying to stop it is San D4/D6)

THE GIRL IN THE BASEMENT

Saorlaith will be happy to talk with the party. Especially if they also want to play with her toys. She will natter incessantly unless asked a question. Telling stories of her dolls ridiculous romances and adventures. She'll seem less shy when doing this, but her shyness returns easily.

Have everyone roll (APP), anyone who has a hard pass will

have a bonus die when talking to Saorlaith, anyone who fails will have a penalty die.

- If asked about Kane. She knows him 'Mister Rua, that means Red, he told me so.'
- He lives down here. Apparently Lady Grey doesn't want him to leave.
- He's been here a long, long, long time.
- Mister Rua and Sally are in the workshop at the moment. They've been there a lot recently.
- The workshop is further down.
- She's been her for a long, long time. She's being made ready to be the next Lady Grey,
- She is the Owl Princess, and will show them an owl toy. It's name is Barney.
- If asked about her appearance, she'll get shy and reflexively cover her scales. 'I think it's just part of growing up.' At least that's what Lady Grey says. She says I'm almost ready.
- Miss O'Reilly brings them food, but it's like she's sleepwalking. She sometimes plays with me though and brings me things. She also cleans things and takes things away.
- Bernadette and Sally also play with her, but she hasn't seen Bernadette recently.
- Saorlaith's bookshelves represent much of Kane's life's work. Everything he has written for over 3 decades.
- There are also many other artists there too.
- Saorlaith doesn't want to go with them. She doesn't want to anger Lady Grey.
- She doesn't want them to go. She'll suggest playing with water balloons, she never gets to do that anymore.

Saorlaith can be convinced through a social roll to wait here or go with them. There are loads of ways to roleplay this. (That or they give her something or a smart phone playing movies, games or E-Books. She has never seen one before and will be entranced)

They could leave now with Kane's work. They could go deeper in. They could bring Saorlaith with them. They know that Kane and Sally are prisoners, but maybe going to the police would be better.



FIGHT OR FLIGHT

Let's Just Leave

It gets dark early in January, at around 16.30. So try to have the time be around 6pm at this point. The moon is half in light and half in shadow. Villagers are patrolling the estate and the village in a zombie like state. Seemingly sleep walking, but there is a threat of violence in their movements. They'll also hear the screech of Barn Owls echoing in the sky.

Stealth roll to get to the Car unseen, Bonus Die for darkness. Penalty Die if they take a lot of Kane's work.

Failure results in villagers seeing them. They will try to shepherd them back to the house, with no violence. If they run, Opposed DEX/CON rolls to outrun them to the car. (40% as the townsfolk are tranced and zombie like)

They could also insist they aren't leaving but they just need something. This is an opposed POW(35%) roll as the villagers are in a state of suggestibility.

Driving through the village is easy unless they don't mind running them over. Then a drive roll is needed. Fail either requires stopping the car, or knocking them down. San (2/D4+1) to knock down a villager. (+1 San Loss for the Driver)

As they drive out there will be some Villagers on Plough horses armed with pitchforks who will ride after them. **Drive** roll to not crash. Can be pushed. **Fail:** Riders get a 50% attack with d6 damage. (Can be dodged or fought back)

The car can take 5 crashes before breaking down. Fails on Pushed Rolls count as 2 crashes.

They need 2 drive successes to leave.

If car fails they are swarmed and fade to black. Otherwise they escape with one hell of a story. Authorities will find the townsfolk comatose. Saorlaith (if they left her) and Lady Grey will have disappeared to start again elsewhere. Aoife, Paddy, and the artists have also disappeared.

Not the best ending but it's a choice.

We Can't Leave Them

If they go deeper, they'll find a bathroom and a storeroom.

The bathroom is simple with a bathtub in the centre. It has an unidentifiable reddish-brown residue in it. There is a tray of bottles. These are hard to identify. (Bath salts, soaps, foul smelling herbs and chemical compounds)

The store room is full of random things, abandoned artist's tools and broken furniture. The room also has a desk filled with pictures of monsters and hand-written notes

- The writing is extremely elegant but the phrases are somewhat old fashioned. (Regina's writing)
- The gist of the notes are on successes and failures. Phrases like, Another for the Garden, shame. And can walk the worlds, complete success. Not unique enough, not a true Blasphemy. Needs more teeth. (Teeth is underlined three times.)
- There is a Fire Poker and a Big Hammer, both are 1D8+db (Blunt). and other blunt weapons such as small hammers or wood that could be used as a club 1D6+Db (Blunt) or knives and other sharp tools (impaling) 1D4+2+DB (All have range touch and uses per round 1)
- There is a lot of empty jars, bandages, embalming fluid and some sort of flammable oil. (They could make a lot of molotov cocktails, which use Throw and deal 2D6 + Burn. Supply is not an issue here. The question is how many does someone feel is a safe amount to carry.)
- They will also find 2 Blunderbuss-like weapons. (These were modern when the house was built)

Blunderbuss?

Skill: Firearms (Rifle/Shotgun)

Clip Size:1

Attacks per round: 1

Load/Reload Uses History/Shotgun Skill

Success on Reload: Damage = 4d6 (close) / 2d6 (range)

Failure on Reload: Damage = 2d6 (close) /1d6 (range)

There is enough gunpowder and shot for four rounds.

THE PIT OF EVIL

(There is a lot of possible san loss here. Feel free to have characters react in ways not heard over the chanting)

The corridor seems to go on a long way. The walls are mostly made of wood. Gas lamps are affixed to wall and are flickering softly. Up ahead you can hear chanting. It is led by a woman's voice (Regina), 'Mother of Blasphemies. We craft your child. To walk your Dark Garden. To walk the many worlds. Give it Life' Followed by two other droning responses. 'Give it life.'

This continues with other invocations, with different purposes and different gifts. For example, 'Mother of Blasphemies. We nurture your child. To do your bidding. To serve your purpose. Give it Strength' Followed by 'Give it Strength.'

The chanting is louder now, seeming to echo endlessly within.

If they continue down, they'll see a stairs descending further. It opens into a horrific sight.

The walls and ceiling are lined with reddish flesh, like the inside of a mouth. There are hundreds of jars of body parts in embalming fluid. **Sanity check (1/1D4).**

If they touch the walls, they are warm and slightly moist.

If they inspect the jars, they are all neatly stacked according to body part and most seem to be human. Some of the organs could be from animals based on size.

There are also jars containing herbs and plants, which are thought to have occult significance.

They can recognise the writing on them as matching that in the library books, Mōdraniht and the writing desk. (Regina's)

The chanting is louder now. There is a door at the end of the room. It is slightly ajar.

The door to the workshop is open. There is an acrid smell of smoke and light flicking from the door. There is only one voice, with two others in response. However the chanting is somehow reverberating and seems impossibly louder, overlaying itself, echoing again and again.

The door opens onto the upper layer of an 'operating theatre'. The walls, ceiling and floor are all covering in the soft fleshy tissue. The floor has bony ridges that provide some footing, but is deeply uncomfortable to walk on. There seem to be seats all around the upper balcony. There is a balustrade at the edge allowing viewers to look down. There is also a set of spiral stairs leading down. There are large braziers around the room, filled with burning oil.

If they look through the balustrade (or go down the stairs) they can see an altar made of bone and flesh, and three figures. There is a table with surgical tools and many jars of organs and such. Shadows dance from the many braziers of burning oil.

A monstrous creature (**Blasphemy of Unholy Sight**) is on an altar. It is a large many-limbed thing with knife-like claws, and dozens of eyes covering its flesh. Not all the sockets have been filled and it is missing its skin. Some of its limbs are also unfinished. It has three finished arms, while two others are still in progress. Its legs are short stumps, the bones exposed ready for the next stage of development. It looks too big to easily get through the door, but who knows? **Sanity check (1D3/1D8).**



It is writhing and trying to claw at the figures around it. It is held in place by strange 'statues'. They look human and their skin is old and leathery. They have extra limbs coming from their backs. Their heads are featureless and blank, faceless. They seem to move with the creature, reacting only to its struggles (These are the repurposed husks of previous Lady Greys).

Around the altar are three figures. Lady Regina Grey, who is wearing a victorian dress. They can barely recognise her as the current Lady Grey from one of the paintings, but her expression is the same as ever, intent, and focused. However, her eyes are strange, switching from slitted eyes to a full black with no iris, her skin is a cascade of yellow scales. She has 'wings' in the form of four extra arms from her back, holding tools of ritual and practical significance. She is chanting and working on the creature. Attaching sections on skin, but then there is a shimmer in the air and they merge with the flesh. **Sanity check (D2/D6).**

The other figures are a woman in her twenties (they can recognise her as Sally if they looked at her Art profile.) and a man in his eighties. They look like they are sleepwalking but reacting to unspoken orders from Lady Grey.

Now would be a good time for a plan if they want to rescue the artists, or they could just leave.

- They could try to cause an explosion. The boiler at the foot of the basement could be set to explode. It's old and a little unsafe (Mechanical Repair to sabotage) They could sabotage the gas line and cause an explosion. They could get petrol from town and come back. Villagers will try to shepherd them back to the house but POW could cause the villagers to obey them in ways not obviously against Lady Grey.
- They could use fire, throw the oil lamp from the boiler room/molotov cocktails, knock over braziers. they could fill water balloons from Saorlaith's room with a flammable liquid. Fire always helps, right?
- They could try to sneak up on Lady Grey and attack her. Perhaps with the Blunderbuss/Molotovs (Bonus die at close range)
- They could try to evacuate the artists. Grab them and run? They could try to lure the artists after them.
- They could flood the entire basement, by messing with the water pipe to the boiler.
- Just try to fight her head on.
- Try to talk with her.
- Something else entirely (Players can only be anticipated, never fully predicted)

(If Patrick is still recording and wants to put down his camera he will see a statue of Lilith with her arms outstretched, as though waiting for a gift, a convenient stand for his camera.)

If they talk to her;

'You peasants should know your place. I am above you. Bow before me or have your mind rent asunder.'

- If they **surrender**, they'll join the village under her thrall.



They'll be happy at least, until she uses them for parts.

- If they **threaten her** with a **fake** threat, roll fast talk, if she believes it, she'll react as though it was real.
- If they **threaten her** with a **real** threat, she'll try to keep them talking while summoning villagers. **Psychology** to see through this lie. She'll answer any questions during this time, so at least they'll know what was happening before she clouds their minds. (There is no way they'll get through all the villagers in the corridors in this situation, though they could go for a kill us all plan) They could try to bar the door and fight her though. Once she's dead they are free.
- If **she sees them** and **they run**. (Possibly as part of a rig an explosion plan) The artists will run after them. She will follow slowly, attacking them remotely with Mind Blast.
- If they **fight her**, she will fight back, She will send the artists after them as well. She will also say things like, "I have grown complacent, I see that now. I must make sure I expand further, and make myself unassailable. You will kneel. You will all kneel."



If she takes 10+ damage, she will offer to surrender. (A lie, **Psychology** to see through) Then, she'll try to surprise attack.

Kane and **Sally** will act under Regina's control. A success on an opposed POW roll can snap them out of it.. Bonus if they use the person's name. (An additional Bonus on Kane if they call him 'Barry Ahern')

If they **kill Regina**, this will break the spell over the villagers. There will still be a horrible monster on the table, and it could start to break free, so running is still a good plan. If they escape the monster, maybe it disappears. The garden will also lose its connection to village. What happened to the monsters? Who knows?

If they **start a fire** or damage the creature Lady Grey will send the artists after the investigators and she will try to save the creature. However if there is too much fire, she will try to escape herself, attacking them remotely with Mind Blast

If the **creature escapes** - Luckily at this point the creature is unfinished and can't walk properly. It is also being held down. If it escapes it will try to attack anyone in the room. It is very slow moving. As its legs are unfinished and too weak for its bulk.

Explosion & Fire

They'll need to get everyone out of there. Don't forget Bernadette, Paddy and Aoife. The gas mains could explode. Do they grab Kane's work on the way out?

THE AFTERMATH

- After defeating Regina they can head back to civilisation. Their wounds will be treated and people will be amazed by whatever tales of heroism they tell.
- Later they will receive a call from O'Callaghan demanding to know what is going on.
- If they made the documentary it will be a success. (After editing out the major weird occult stuff, O'Callaghan's view is that it "adds a little mystery, otherwise it looks like a hoax".) The documentary prominently has the university and department splashed all over it, and O'Callaghan does an excellent job of not adding to the mystery but having silences that do make it more sensational.

- Otherwise O'Callaghan is still more than satisfied that they have brought back so much of Rua's works. She could have done without Kane being alive, as artist being dead makes academia a lot easier.
- The official story is that Lady Grey (Presumed Missing) and her predecessors had been using some sort of unknown drug to blunt the will of the people of Aglaveagh. Now that she has been stopped (chased out) this has ceased, though she is now a highly wanted criminal.
- The citizens of Aglaveagh are found to have only muddy memories of their lives. O'Callaghan has stepped in and pulled strings with the Psychology department to help with their recovery. She seems set on using the village as a funding gold mine. This is a combination of controlling the truth and cronyism,
- Saorlaith is taken to a hospital, but with Lilith's sway on the town destroyed she seems to have lost most of her connection to the supernatural. She returns to life with her mother, who is overjoyed. She is still visibly different although the scale shed with time, they will always be marks on her skin. Her pupils still widen and contract in strange ways and the protrusions on her back are removed and covered over as much as possible. Strangely her medical files are misfiled somewhere, and no-one asks any questions.
- She is now quite wealthy. As the Owl Princess it had been arranged for her to inherit the Grey fortune, which is managed by a financial company in London and had been keeping the village running.
- Kane visits her sometimes and brings her a wide variety of books, movies and other fiction.
- The investigators are highly acclaimed and launched into academia, but they still have nightmares of what happened and the nagging knowledge that there are things living in the darkness.
- Whether they decide to confront those truths or try to forget is up to them
- If the mansion is destroyed the investigation will find that it was probably a problem with an oil heater and gas mains that had not been maintained in decades. (How convenient)
- Someone is almost definitely doing a cover-up

- Paddy is well pleased that there is life in the village again and Doyle's becomes the heart of the community.
- Aoife O'Reilly continues as House Keeper of the Doyle estate, though it is being rented to NUI Galway and is an impromptu Psychology and Psychiatry Department for the specialised study and treatment of the recovering townsfolk. Once it no longer has a use O'Callaghan is considering proposing it as a tourist attraction. "The Dreaded Domain of the Demented Lady Grey" but that may be seen in poor taste.
- The Owl Fair might continue, but with less ritual chanting.
- On a darker note Kane's plays and poems now on wide release have hidden secrets and insights into the supernatural. Those who study them too closely may feel the urge to discover more, and then as the dreams increase they too may begin to dabble in mind shattering magic, and who knows where that will lead. News reports get a little stranger in the years after this mysterious incident.

Thank you for playing, I hope you enjoyed your visit to a peaceful village, "Where Nothing Ever Happens."

APPENDIX A - NPC REFERENCE SHEET

Paddy Doyle and the Villagers of Aglaveagh

STR 55 CON 55 SIZ 50 DEX 55 INT 55 (Idea)
 APP 45 POW 35 EDU 40 SAN 35 HP 10
 DB: 0 Build: 0 Move: 9 MP: 7

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB
 Dodge 30% (15/6)

Armour: none.

Skills: Climb 40%, First Aid 40%, Intimidate 40%, Language (Irish) 40%, Language (English) 40%, Listen 40%, Psychology 40% Ride 50% Spot Hidden 40%, Stealth 35% Survival 40%

Villagers on Horseback

Same as above, but they are armed with pitchforks and on plough-horses

Fighting (Spear) 45% (22/9) damage 1D8

Aoife O'Reilly

STR 50 CON 50 SIZ 50 DEX 55 INT 55 (Idea)
 APP 55 POW 45 EDU 50 SAN 45 HP 10
 DB: 0 Build: 0 Move: 9 MP: 7

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB
 Dodge 30% (15/6)

Armour: none.

Skills: Climb 40%, First Aid 40%, Intimidate 30%, Language (Irish) 40%, Language (English) 70%, Listen 45%, Psychology 40% Spot Hidden 40%, Stealth 35%

Bernadette Cartwright

STR 40 CON 40 SIZ 50 DEX 60 INT 55 (Idea)
 APP 55 POW 35 EDU 60 SAN 35 HP 10
 DB: 0 Build: 0 Move: 9 MP: 7

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB
 Dodge 30% (15/6)

Armour: none.

Skills: Climb 40%, Fine Art 60%, History 50%, First Aid 40%, Intimidate 30%, Language (Irish) 20%, Language (English) 70%, Listen 45%, Psychology 40% Spot Hidden 40%, Stealth 35%



Kane Rua, Self-Proclaimed Warrior Poet

STR 40 CON 40 SIZ 50 DEX 40 INT 65 (Idea)
 APP 40 POW 35 EDU 60 SAN 35 HP 8
 DB: 0 Build: 0 Move: 9 MP: 7

Attacks per round: 1

Fighting (Brawl) 30% (15/6), damage 1D3+DB

Dodge 20% (10/5)

Armour: none.

Skills: Climb 20%, Fine Art 60%, History 50%, First Aid 30%, Intimidate 10%, Language (Irish) 70%, Language (English) 70%, Language (Old Irish) 40%, Language (Latin) 30%, Language (French) 30%, Listen 45%, Occult 60%, Psychology 40%, Spot Hidden 40%, Stealth 35%

Sally Smith, SallyDoesArt

STR 40 CON 50 SIZ 50 DEX 50 INT 65 (Idea)
 APP 55 POW 35 EDU 60 SAN 35 HP 10
 DB: 0 Build: 0 Move: 9 MP: 7

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB

Dodge 30% (15/6)

Armour: none.

Skills: Climb 40%, Fine Art 60%, History 50%, First Aid 40%, Intimidate 30%, Language (Irish) 20%, Language (English) 70%, Listen 45%, Psychology 40%, Spot Hidden 40%, Stealth 35%

The Blasphemy of Unholy Sight (Unfinished)

STR 90 CON 70 SIZ 130 DEX 50 INT - (Idea)
 APP - POW 50 EDU - SAN - HP 30
 DB: +2D6 Build: 3 Move: 4 MP: 10

Attacks per round: 2

Its attacks are Claw, Entrancing Evil and Launch

Fighting (Claw-Impaling): 45% (22/9), damage 1D6+DB

Dodge 25% (17/7)

Entrancing Evil: Opposed POW roll. Victim becomes entranced by the creatures stare. On the next turn, it can try this again to draw the victim towards it.

Launch: By using an attack it can throw itself forward to add +6 to movement that turn.

Movement speed: 4 (As its legs are unfinished, it will use its claws to drag itself along the ground)

Skills: Spot Hidden 60%, Stealth 30%, Tracking 60%

Sanity Loss: 1D3/1D8 Sanity points to see a blasphemy outside dreams.

Lady Regina Grey, Matrix of the Dark Mother

STR 50 CON 50 SIZ 50 DEX 65 INT 80 (Idea)
 APP - POW 70 EDU - SAN - HP 20
 DB: 0 Build: 0 Move: 8 MP: 15

(She has bonus MP thanks to feeding on the villagers. She regains these everyday spent in her Realm, but as she has been conducting this ritual for a long time, she is running low.)

Attacks per round: 2 claw attacks and 1 spell (Screech of the Night or Mind Blast)

Claw (Impaling) 50% (25/10), 1D3+ 2 damage

Dodge 32% (16/6)

Armour: 1-point scales

Skills: History 70%, Intimidate 60%, Language (Basque) 60%, Language (English) 70%, Language (German/Latin/Greek/French) 60%, Listen 40%, Occult 70%, Persuade 60%, Psychology 30%, Spot Hidden 60%, Sanity Loss: D2/1D6 Sanity points to see Regina 1D2/1D6

Spells

- **Cloud Memory & Mental Suggestion** (Keeper's Rulebook pg. 250 and pg. 260). She won't use these in combat, but may use them remotely within the village, if they try to escape
- **Mind Blast** (Keeper's Rulebook pg. 260) Cost 10 MP. Opposed Pow Roll, Target loses 5 SAN and gains a temporary insanity.
- **Mind Transfer** (Keeper's Rulebook pg. 260): This is the spell she uses to continue living in her new hosts.
- **Mother's Touch:** Variable MP cost, based on the severity of the modification. She can shape the flesh of those under her dominion, but not her own.
- **Screech of the Night:** Screech of the Night: Cost 5 MP. All nearby investigators roll POW. If they fail, it causes hallucinations that give them a penalty die to their next action. They may make a San check to dispel the hallucinations. A success will remove the penalty, but a fail will cause 3 San loss.



APPENDIX B - PLAYER HANDOUTS

Topic: Is this legit? From an Irish Discussion Board

I heard that there was a tiny village in West Cork where they'll give you a room, food and materials for you to do art. That can't be true right? They'd have half the country living there.

> I've never heard of it. Aglavee or Aglavay or something.

>> I have. Apparently no wifi though. Not worth it.

>>> It's Aglaveagh. (Link to Wiki)

> I've heard that they work artists very hard and then kick them out when they're burnt out.

>> Sounds about right

> I'm from near there and the people in that village are weirdos. Couldn't pay me to live there.

>> Me too. I went to a festival there once and it was weird. Like not sure why, but never going back.

> A friend of mine, Sally, went out there a year ago, I guess she must be having a grand old time because she's still out there. Her letter said she was very happy, it's a peaceful place. Check out her ART profile here [Link]

(Link leads to a profile SallyDoesArt. It hasn't been updated in more than a year. The last post says she is going to retreat in West Cork)

From Wiki

Aglaveagh [Ag-lah-vay]/Eaglais an Mháthair [Ay-glass on Vaw-her] translation: The Church of the Mother

Aglaveagh is a small village in West Cork on the southern coast of Ireland.

This article is a stub. You can help this wiki by expanding upon it.

From wildirishways.ie

Aglaveagh (Eaglais an Mháthair) is a tiny village sitting on a peninsula in the wilds of Ireland. It is a peaceful place with a population of around two hundred, boasting a church, a primary school and a pub, which is also a corner shop, post office and petrol station. Free from the burdens of mobile reception, it's a lovely chance to take a break from our hectic lives.

Aglaveagh is a hidden gem with some beautiful sea views, a rich history and many sites of note. Even so, it's an unspoilt haven without the troubles of a typical tourist spot. It is a great place to find some rest and relaxation, as any local would tell you, "This is just a sleepy village, where nothing ever happens."

Sally's Diary

Most of the entries are about how lovely the village is. Two stick out as different.

I saw one of the things she had me sketching last night, in my dreams. It chased me. I think it's like that for everyone here. I feel like they're feeding on us in their garden. They are the flowers and we are the fertiliser.

I feel tired all the time. I think I've become a somnambulist, a sleep walker. I have memories on working on something. It like a horrible sculpture but living, trying to eat me as I carved it. Am I a sculptor of madness now? Is this what my art has become. No. I'm very happy here. It's a such a peaceful place.

My name is Kane Rua - Latin

(Obviously Kane's Latin was sub-standard as his writing is filled with nonsense phrases, but this seems to be what he is trying to say)

My name is Kane Rua, greatest poet, {nonsense phrase} and playwright of a generation. I came to this house to find inspiration and I found that and more. The secrets of this house are {nonsense-phrase} beyond imagining. If you are the faint of heart I would recommend you {nonsense phrase} not pursue them. While you stay I suggest you {nonsense phrase} pay close attention to the great works of art on display in this house. They could help enlighten you during {nonsense phrase} your time here. Best of Fortunes.

~ Kane Rua

My name is Kane Rua Translation Notes

(There seems to have been more to the nonsense phrases than their originally thought, when put together and read backwards they say)

If you are reading this I have failed. Save yourself, before it is too late.

Secrets of the House - Old Irish

I know that that monster will not read this, she neither has the tongue for it and even if she did why would someone like her read a Bible. I am planning my escape, if all goes well I will escape this place soon, and no one will have to read this, for I will have alerted the world to the evil here. I fear to leave everything in one place, lest ill fortune lead to it's removal. Look for my signs with the loves of my life, art and books. Hopefully they will aid you better than they served me.

Safe Home ~ Kane Rua

fI l tsum eid

tghinoT l ecaf ydal yerG. ehS si a retsnom dna l lliw yortsed reh. fI l liaf, uoy nac dnif reh sterces dniheb ehT ydal dna reh ssertsim. WoleB uoy lliw dnif reh terces, l raef taht uoy dlouw ton eveileb em fi l etorw ti ereh. Woleb uoy thgim osla dnif ym sefil krow.

Efas Emoh ~ enaK auR

In the Margins

I am so close. I have searched in the hidden places for knowledge too sacred for the eyes of men. I have found prayers to the true mother and will call upon her. Others might balk at what I must do. I don't care. I will seize control of my own fate. I will feel the soft embrace of the Mother of Darkness.

Victory. I am becoming something more. I am becoming a Maker (Matrix, feminine form of Mater)

I am unshackled. Now the great work begins. Fools and insects would try to stop me. I need to be more careful. I shall find somewhere more remote where no one can interrupt my divine purpose. I will raise a church to my Queen and plant my Dark Garden there.

(Decoded)

If I must die

Tonight I face Lady Grey. She is a monster and I will destroy her. If I fail, you can find her secrets behind The lady and her mistress. Below you will find the grim truth, I fear that you would not believe me if I wrote it here. Below you might also find my lifes work.

Safe Home ~ Kane Rua

Séan (Shawn) O'Sullivan, 41

Associate Lecturer, Dept. of Classics, specialising in Latin and Occultism

STR 40	CON 50	SIZ 50	DEX 50	INT 70 (Idea)
APP 60	POW 60	EDU 80	SAN 60	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3 +DB

Firearms (Rifle/Shotgun) 25% (12/5)

Dodge 45% (22/9)

Armour: none.

Skills: Anthropology 50%, Archaeology 50%, Charm 50%, Climb 20%, Credit Rating 50%, Drive Auto 30%, Electrical Repair 10%, Fast Talk 05%, Fine Art 05%, First Aid 30%, History 40%, Intimidate 15%, Jump 30%, Language (Latin) 70%, Language (Irish) 40%, Language (English) 80%, Library Use 60%, Listen 40%, Locksmith 10%, Mech. Repair 40%, Natural World 30%, Navigate 10%, Occult 60%, Persuade 50%, Psychology 40%, Sleight of Hand 10%, Spot Hidden 45%, Stealth 40%, Survival 10%, Swim 40%, Throw 25%.



Séan's Backstory: You grew up in the countryside of Kerry to a family of six. You never had much skill on the farm and have always been nervous around animals. You were never as energetic or boisterous as your siblings and were often teased as the "runt". You escaped into reading and when you had the chance to move away for college you took it and rarely looked back.

Personal Description: You try to look and act like you feel like an academic should. So you speak with a very "proper" accent having abandoned you more rural one. You wear tweed jackets with leather patches among other obvious academic apparel. You only need glasses to read but you think they make you look more respectable.

Traits: A little pompous and sometimes a little insecure about your position in academia. You try to sound knowledgeable and collected at all times.

Ideology/Beliefs: Education makes the man, and you remade yourself into something better. Now you just have to prove yourself to everyone else.

Insecurity: Being seen as foolish. Mild discomfort around animals, especially livestock .

Gear: Smart Phone and Apps, Laptop & Bag, Note Taking Paraphernalia.

Player Notes:

Emer (Ee-mer) Abbas, 25

Phd Student, Dept. of Irish Studies, specialising in Old and Modern Irish

STR 50	CON 50	SIZ 40	DEX 70	INT 60 (Idea)
APP 50	POW 80	EDU 60	SAN 80	HP 9
DB: 0	Build: 0	Move: 9	MP: 16	Luck: 55

Attacks per round: 1

Fighting (Brawl)	60% (30/12), damage 1D3 +DB
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	55% (27/11)

Armour: none.

Skills: Charm 35%, Climb 20%, Credit Rating 40%, Drive Auto 30%, Electrical Repair 10%, Fast Talk 05%, Fine Art 05%, First Aid 30%, History 40%, Intimidate 15%, Jump 30%, Language (Old Irish) 70%, Language (Irish) 60%, Language (Indonesian) 60%, Language (English) 60%, Library Use 60%, Listen 60%, Mech. Repair 10%, Natural World 10%, Navigate 10%, Occult 05%, Persuade 50%, Psychology 50%, Sleight of Hand 10%, Spot Hidden 45%, Stealth 40%, Survival 10%, Swim 20%, Throw 20%.



Emer's Backstory: You were born to an Irish mother and an Indonesian father. You have always loved Irish, growing up in Galway you regretted that your parents did not raise you with Irish as your first language. Your love for your family led to you attending University nearby, and you pursued a BA in Irish. You even joined every college society based around the language. After graduating you did a Masters in Old Irish, which you have since brought into a PhD.

Personal Description: You are often described as petite, and tend to wear baggier clothes to almost disguise this fact. It bugs you that some people consider you weak. You like to wear a simple hijab sometimes in a variety of colours. It also annoys you how people react when you tell them that you are fluent in Irish and are doing a PhD in it. That said, you avoid your baggy clothes and dress smartly when giving tutorials and meeting with lecturers.

Traits: When speaking in Irish or Indonesian, you are at your most enthusiastic and pleasant.

For physical hobbies you often lose interest over a few months, as such you have joined and quit a wide variety of martial arts clubs over your academic career.

Ideology/Beliefs: Irish is a vibrant and important part of our culture, that is sadly taught in a way that alienates a lot of students. You spend a lot of time looking for ways to give a new vibrancy to the study and teaching of the language.

Insecurity: You fear feeling helpless or weak.

Gear: Smart Phone and Apps, Laptop & Bag, Note Taking Paraphernalia.

Player Notes:

Patrick Murphy, 22

Masters Graduate, Dept. of Film & Digital Media, specialising in Documentaries

STR 70	CON 60	SIZ 60	DEX 50	INT 80 (Idea)
APP 40	POW 50	EDU 50	SAN 50	HP 12
DB: +1D4	Build: 1	Move: 10	MP: 10	Luck: 55

Attacks per round: 1

Fighting (Brawl)	50% (25/10), damage 1D3 +DB
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	45% (22/9)

Armour: none.

Skills: Art/Craft (Film) 70%, Charm 40%, Climb 20%, Credit Rating 20%, Drive Auto 20%, Electrical Repair 10%, Fast Talk 35%, Fine Art 05%, First Aid 50%, History 40%, Hypnosis 01%, Intimidate 15%, Jump 30%, Language (Irish) 40%, Language (English) 50%, Library Use 40%, Listen 40%, Locksmith 40%, Mech. Repair 50%, Natural World 10%, Navigate 10%, Occult 05%, Persuade 40%, Psychology 60%, Sleight of Hand 10%, Spot Hidden 60%, Stealth 40%, Survival 10%, Swim 20%, Throw 20%,



Patrick's Backstory: Growing up in Limerick you never felt at home there. You escaped problems at home by watching television and especially movies. You wanted to do something with film but didn't like the idea of acting. You are not shy but you prefer not to be the centre of attention in front of big crowds. As such you wanted to be the man behind the camera, putting it all together. You did a Masters but have still not found work. As such you do part-time work filming campus events for various offices and editing them into promotional pieces. It's not great but it pays some bills.

Personal Description: You have always been a big strong person, it's hard to get clothes in your size. Combined with your low income you only really wear old T-Shirts and worn jeans. Your shoes could do with replacing. You tend to slouch, as though you want to seem less tall than you actually are. You dislike when people look at you for being tall.

Traits: You can be very apologetic and lack confidence, but behind the camera you are unafraid and decisive. It's like a whole new you.

Ideology/Beliefs: All you need is one great film and you will finally be on track to be a part of the film-making world. You'd do (almost) anything for that chance.

Insecurity: You dislike the idea that something is watching you.

Gear: High Quality Video Camera and various Microphones, Smart Phone, Laptop.

Player Notes:

Joseph O'Brien, 27

Post Doc, Dept. of English, specialising in Poetry

STR 40	CON 50	SIZ 50	DEX 80	INT 60 (Idea)
APP 50	POW 60	EDU 70	SAN 60	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3 +DB

Firearms (Rifle/Shotgun) 25% (12/5)

Dodge 60% (30/12)

Armour: none.

Skills: Charm 40%, Climb 20%, Credit Rating 40%, Drive Auto 50%, Electrical Repair 10%, Fast Talk 05%, Fine Art 05%, First Aid 30%, History 60%, Intimidate 15%, Jump 30%, Language (Latin) 50%, Language (Irish) 50%, Language (English) 70%, Library Use 60%, Listen 40%, Mech. Repair 30%, Natural World 10%, Navigate 20%, Occult 50%, Persuade 40%, Psychology 70%, Sleight of Hand 10%, Spot Hidden 45%, Stealth 40%, Survival 10%, Swim 20%, Throw 30%,



Joseph's Backstory: You grew up in a small town in Mayo. You always had a knack for reading people but had issues expressing yourself. You found an answer in poetry. While you have worked through your shyness you still adore poetry. You even studied it in college and have recently finished a PhD on poetry in early Christian Ireland and its relation to pagan imagery.

Personal Description: You are a little shorter than average and thinner than you'd like. You try to dress well, but try not to overdo it. You wear a lot of black though. I mean poets should look a certain as least slightly sombre.

Traits: You tend to be quite calm and collected. You are realistic but also optimistic.

Ideology/Beliefs: Great art is worth sacrificing for. Pain is temporary but art is immortal. Well, you claim to believe that at least, you don't follow to the extremes of such ideals. Down there would lead madness.

Insecurities: Particular about your hands (keeping them clean etc)

Gear: Smart Phone, Laptop & Bag, Note Taking Paraphernalia.

Player Notes:

Anne Hughes (Hyoos), 27

Post Doc, Dept. of Performing Arts, specialising in Theatre

STR 40	CON 50	SIZ 50	DEX 60	INT 50 (Idea)
APP 80	POW 60	EDU 70	SAN 60	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl) 45% (22/9), damage 1D3 +DB

Firearms (Rifle/Shotgun) 25% (12/5)

Dodge 50% (25/10)

Armour: none.

Skills: Charm 70%, Credit Rating 40%, Drive Auto 50%, Electrical Repair 10%, Fast Talk 05%, Fine Art 05%, First Aid 50%, History 30%, Intimidate 40%, Jump 30%, Language (Irish) 10%, Language (English) 70%, Library Use 50%, Listen 50%, Mech. Repair 40%, Natural World 10%, Navigate 30%, Occult 05%, Persuade 60%, Psychology 60%, Sleight of Hand 10%, Spot Hidden 50%, Stealth 40%, Survival 10%, Swim 20%, Throw 30%,



Anne's Backstory: You grew up in Leitrim as one of seven children. Often feeling ignored by your parents you constantly sought attention. As such you loved being in school plays and joined many drama groups. You even went to college to study drama and theatre studies. Surprisingly you became more interested in the theory of drama than in acting and continued on in education, instead of pursuing your acting career. That said, stardom still calls to you.

Personal Description: You've always been pretty and you love the attention it gets you. You dislike that some people assume that beauty equates a lack in intelligence, as though you can't be both. You like to look both professional and attractive. Your brain will get you through in the end, but your looks do give you an edge.

Traits: You love dealing with people and are charming to those around you. You hate making mistakes. It makes you feel like the fool people often think of you as.

Ideology/Beliefs: You deserve praise for your work, and you are eager to prove yourself in academia, which is run by too many sexist old men.

Insecurities: You dislike feeling alone or isolated.

Gear: Smart Phone, Laptop & Bag, Note Taking Paraphernalia, You also have a VW minibuss (Volkswagen Caravelle) It is old, and ugly. It has a hideous colour (your choice) and looks like a brick but you love it.

Player Notes:

Mary McCarthy, 26

PhD student, Dept. of Fine Art, specialising in Myth and Religion in Art

STR 50	CON 50	SIZ 40	DEX 80	INT 70 (Idea)
APP 50	POW 60	EDU 60	SAN 60	HP 9
DB: 0	Build: 0	Move: 9	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl)	45% (22/9), damage 1D3 +DB
Firearms (Rifle/Shotgun)	45% (22/9)
Dodge	40% (20/8)

Armour: none.

Skills: Charm 40%, Credit Rating 20%, Drive Auto 30%, Electrical Repair 10%, Fast Talk 60%, Fine Art 70%, First Aid 50%, History 45%, Intimidate 15%, Jump 30%, Language (Irish) 05%, Language (English) 60%, Library Use 30%, Listen 40%, Mech. Repair 30%, Medicine 50%, Natural World 40%, Navigate 10%, Occult 60%, Persuade 30%, Psychoanalysis 40%, Psychology 50%, Sleight of Hand 10%, Spot Hidden 45%, Stealth 50%, Survival 10%, Swim 20%, Throw 20%,



Mary's Backstory: You were born an only child in Kildare. You had always planned to become a doctor or a therapist, but eventually your love of art won out. You still study those subjects in your own time though. You went to Galway for your degree and you loved it. You discovered yourself in Galway. Eventually you focused on religion and myth in art.

Personal Description: You are a caring person, and you try to do your best. You also think that visibility and representation are incredibly important. People fear and hate what they don't know. You are a little short, but that doesn't bother you. You are comfortable in your skin. You like to dress smartly but with a little style. You always wear your pin badges in the Pride flag and Bisexuality flag colours. You're not afraid to be seen.

Traits: You are very caring, but understand that kindness is not always the answer. Some things have to be fought for. You've become very outspoken, and don't want to stand by while injustices happen.

Ideology/Beliefs: You believe that the weak must be defended and wrongs confronted. People matter and you think kindness is the best path, but where that fails action must be taken.

Insecurities: You hate the idea of losing your voice or being invisible.

Gear: Smart Phone, Laptop & Bag, Note Taking Paraphernalia, Sketch pad and Art Supplies

Player Notes:



MIDTERM GETAWAY

BY MICHELLE HAWARD

INTRODUCTION

To most people, Robben Island would be a small and unremarkable island were it not for its long history. This flat island, roughly 5km² and only 7km from the coast of South Africa, has been used as a prison, whaling station, animal quarantine station and even a leper colony. It is now a UNESCO world heritage site and popular tourist destination.

The ocean around the island is treacherous; there are rocks that lie just below the surface of the water, powerful surf and areas where the water is less than 10m deep. The frequent strong winds in the aptly named Cape of Storms, darkness and fog have led to over 20 recorded wrecks around the island since the 17th century.

The conceit of this scenario is that the frequent shipwrecks are not the simple result of poor environmental conditions, but the desperate actions of a stranded Elder Thing. The nearby kelp forests have provided adequate hiding places for the alien, and the great white shark infested, frigid waters tend to keep humans at least from looking too closely. It is alone and desperate to escape. Occasionally it wrecks ships as human technology advances. Perhaps, someday, it will find what it needs. Unless a Shoggoth finds it first.

Keeper Considerations

This scenario is designed to run in 1 session. There are 6 pre-generated investigators for use with the scenario. It is set in the current modern day (2019) but could be easily adapted to any post 2000 year (Robben Island was declared a UNESCO world heritage site in December 1999). Given the specific geographic location, it may be difficult to work into an ongoing game with alternate investigators. However, this could be done if you reworked how and why the investigators end up on the island.

The game leans towards the survival genre of games. The game is designed to run in a sandbox style. After the initial scene, the investigators can choose where on the island to go.

They may visit all the locations listed, or they may visit only a few. While a few locations have specific encounters associated with them – many encounters in the scenario can happen at any location. As such, an order of events is given for events that are not location specific. Have these occur as needed, no matter where the investigators are.

A Note on History and Fiction in This Scenario

Robben Island exists in the real world and has a very potent political history, particularly during South Africa's apartheid regime where it was used to imprison political prisoners. While the scenario itself does not draw on that history, it is intimately tied into the status of Robben Island as a UNESCO world heritage site. The locations in this scenario are real.

However; there are many things that are purely fiction in this scenario. Any people encountered are entirely fictional. While there is a small population who live on the island, the reactions of the population to the ferry breaking down (mostly getting off and staying off the island) are fictionalised for convenience. While there are a small number of ferries that provide the transport to Robben Island in this fiction, there is only one. The Cthulhu mythos connections are quite obviously fictional. And while the island does have a problem with an over-population of rabbits (a species alien to the island), Myxomatosis has to the best of my knowledge never been encountered in the island's rabbit population.

The ferries that are chartered to take people to and from Robben Island have suffered from frequent problems (predominantly from 2015 to 2017). Problems have included inability to operate due to inclement weather, breaking down, partial sinking and even one ferry becoming lost and needing to be rescued. It is not unusual to hear that the ferry has encountered a problem.

There are many fantastic sources detailing the complex

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history of the island and the political climates it operated under if these are elements you would like to know more about or incorporate into your game.

This scenario draws from the lore presented in “At The Mountains of Madness” by H.P. Lovecraft. While it is not necessary to have read it to run or play this scenario, it may give additional ideas and themes for the Keeper to explore.

Background for The Keeper

The situation that unfolds in this scenario began a billion years ago. The Elder Things colonised Earth. These extraterrestrials had cities in the ocean and on land. Their grasp of biology and genetics allowed them to synthesise many lifeforms, including Shoggoths, who were designed to be their servants.

The Shoggoths ultimately rebelled and the Elder Thing civilisation crumbled. The surviving Elder Things retreated into their cities in the deep sea, forsaking interaction with the outside world.

From time to time, an Elder Thing will venture forth. In the 17th century, one of these Elder Things became stranded in the ocean off the coast of Cape Town, South Africa. Unable to contact others and noticing signs of Shoggoth activity, the Elder Thing decided to hide until it could devise a way of sending a distress signal to others. Lacking resources, the Elder Thing would occasionally wreck ships to see if they contained the technology it needed. Every time, it has failed, but each time the technology has been more advanced indicating that future attempts may be more fruitful. But one desperate plan and hundreds of years of isolation has led to a somewhat crazed Elder Thing.

Why didn't it spawn more Elder Things?

While Elder Things can procreate through spores, raising compatriots in an incredibly dangerous situation is most likely to draw the attention of the Shoggoths while the group is most vulnerable rather than resulting in a group of fully capable Elder Things.

The Shoggoths still hunt and eliminate any remaining Elder Thing cities that they find, replacing them with cities of their own. A Shoggoth Lord has recently started investigating signs of Elder Thing activity near Robben Island. It is attempting to verify if there is an Elder Thing in the oceans nearby – and if there is their goal is to kill it.

Finally, there are the investigators. A group of friends studying at Good Hope University. The Robben Island Ferry has broken down and sunk. Staff and many people who live on the island have been transported to shore by several volunteer ships until the ferry is fixed. Of course, in the eyes of the students, this gives them a perfect opportunity to go to the island themselves without having to pay for a tour and with the freedom to go where they want. Unfortunately for them, they run a University research boat aground when one of Cape Town's infamous storms blows in.

Fortunately for the Elder Thing, the investigators have a piece of technology that may be precisely what it needs.

And so, the Elder Thing is trying to create its distress signal, while the Shoggoth Lord hunts it – with the investigators caught between and trying to figure out a way off the island.

Things to Note About the Southern Hemisphere

Robben Island is situated off the coast of Cape Town, South Africa in the Southern hemisphere. The seasons run opposite to the Northern hemisphere. Summer runs from December to February, Autumn from March to May, Winter from June to August and Spring from September to November.

The Academic year follows a February to November cycle, with December and January being the long summer break.

While a specific date has not been given for the scenario, it is unlikely to be during winter or the summer holiday.

Investigators

The Investigators are all postgraduate students at Good Hope University (GHU). They all know each other through undergraduate courses they did together or other friends introducing them. Thanks to their study disciplines, Terence and Mia have access to a boat. When the ferry breaks down, Eugene suggests going out to Robben Island themselves and everybody agrees. Unbeknownst to them, Terence and Prudence are capitalising on the situation to test their project.

The character sheets do not have consensus as to whose idea this trip was. This is to allow for room for roleplay should the investigators decide to determine who to blame for the situation they find themselves in.

- **Imelda February** – An Environment, Society and Sustainability Masters student at GHU. Former classmates with Mia and Terence, she felt that she had to go with to make sure that the others don't accidentally harm the penguin colonies on the island with their escapades. Plus, it is a good excuse to go see the penguins up close.
- **Prudence Radebe** – An Electrical Engineering Masters student at GHU. Prudence is working on a joint project for improved 'sonar' with Terence. Firstly, since the boat has The Project on it, she would like to give it a test run. She also wants to be on hand so that nobody accidentally adjusts it.
- **Mia Rossouw** – A Marine Biology Masters student at GHU, former classmates with Terence and Imelda. Mia and Ryan have been best friends since childhood. Mia loves a good adventure and Terence will need help with piloting the boat as the waters around Robben Island are treacherous.
- **Terence Davids** – A Marine Geology student at GHU, working with Prudence on her improved sonar project for improved and cheaper ocean mapping. It was Terence's idea that they could take the research boat out when Eugene

suggested going to Robben Island.

- **Eugene Isaacs** – A Marketing Masters student who is all about getting the best social media photos while they are out on Robben Island, Eugene often comes up with the crazier and more Instagrammable ideas for what to do. While they are out there, some alone time with Ryan, his boyfriend, would also be nice.
- **Ryan Solomon** – A South African History Masters student, he has been best friends with Mia since childhood. While this is one of Eugene's crazier ideas, he mainly wants to make sure that the others don't mess up a UNESCO world heritage site – they would get into so much trouble for that!

Should you have fewer than 6 players, any investigators not being played can be left with concussion or separated from the rest of the group and washed up to a different part of the shore during the first scene. It is highly recommended that Prudence and Mia are in play.

If you like, before the game starts you can ask the players some questions about their investigators, such as:

- What did your investigator bring with to make this trip more entertaining?
- What's the most ridiculous thing your investigator has done in front of [name another investigator]?
- What song is currently number one on your investigator's playlist?

DRAMATIS PERSONAE

Saul Kumalo, Janitor and Groundskeeper

Can be found in his home in the village.

Saul is a grumpy, black, 64-year-old man. He is a former prisoner from Robben Island. He dislikes reliving his past, but has become the head janitor and groundskeeper for the museum that was once his prison. He lives on the island and takes pride in the excellent condition of the museum.

He is, however, quite a superstitious old man. He believes in African mythology and has noticed some unusual things on the island over the years. There is the odd whistling in the wind on some stormy nights, the partial remains of dead animals, the shadow of what appears to be a large baobab tree in the distance on those dreadful nights. It does not quite fit with what he had heard, but he is convinced that it must be a supernatural creature, the tokoloshe. Despite none of the mythology matching with what he has seen, the tokoloshe is treated a bit like the boogey man and he has convinced himself it is a giant tokoloshe. He chose not to leave the island because it is his home and he won't be told what to do when he can just wait until the ferry is fixed.

Saul dislikes Imam Jeenah; he took offence when the imam questioned his superstitious beliefs. He is aware that the Imam will have stayed on the island. He considers the imam to be pretentious, arrogant and manipulative. He may even blame the 'tokoloshe' on the imam.

STR 60 CON 70 SIZ 50 DEX 50 INT 60 (Idea)
 APP 40 POW 50 EDU 40 SAN 60 HP 9
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 55

Attacks per round: 1

Fighting (Brawl) 70% (35/17), damage 1D3 + DB

Firearms (Rifle/Shotgun) 30% (15/7)

Dodge 60% (30/15)

.30-06 Bolt Action Rifle

Damage: 2D6+4 Base Range: 100m

Uses per Round: 1

Bullets in Gun: 5 Malfunction: 100%

Armour: None

Skills:

Carpentry 40%, Charm 15%, Drive Auto 25%, Intimidate 40%,
 Occult 20%, Throw 30%

Tokoloshe ('tokolɔʃ)

Tokoloshe are hairy, malevolent and extremely short water spirits that are summoned by dark sorcerers to curse and torment others. Tokoloshe will kill people in their sleep or perpetrate other harms to them (such as stealing their toes). As tokoloshe are normally seen as short, the way to escape them is to elevate your bed. For this reason, many superstitious people will place their bed on bricks.

Tokoloshe have become so pervasive in South African superstition that they will often be blamed for any inexplicable situation and are frequently featured in exceptionally questionable tabloid headlines.

Ismael Jeenah, Imam

Can be found in the Moturu Kramat shrine.

Imam Jeenah is an empathetic and congenial mixed-race man in his early fifties. He is on Robben Island to preserve and maintain the shrine and will have opted to stay on the island to best fulfil his duties. He lives in the village, but once the winds pick up he will go to the shrine so that he can ensure that any storm damage is dealt with immediately before it can do any lasting damage.

He is a very caring man, and if people seem distressed or in pain, he will do what he can to help them. He tends to take an approach of gentle questioning to get people to trust him. This did, however, backfire with Saul Khumalo.

The imam considers Saul to be a superstitious old man who is set in his ways. He thinks that the tokoloshe story of Saul's is nonsense and that all of these 'phenomenon' Saul has recounted can be explained by nature and a dose of fear and paranoia twisting perceptions somewhat.

STR 50 CON 50 SIZ 40 DEX 50 INT 60 (Idea)

APP 80 POW 50 EDU 70 SAN 60 HP: 9

DB: 0 Build: 0 MP: 12 Move: 8 Luck: 55

Attacks per round: 1 Brawl 40% (20/10), Dodge 40% (20/10)

Charm 45%, Drive Auto 25%, First Aid 50%, Occult 20%,
 Persuade 40%

Professor Tracey Dyer, Penguin Researcher

Can be found at the penguin research station.

Tracey is a fit and athletic American woman in her mid-fifties, a Professor of Marine Biology at Good Hope University.

She is also the granddaughter of William Dyer, a former geologist at Miskatonic University whose reputation was destroyed after he wrote a letter to discourage an Antarctic expedition based on his experiences there when researchers discovered the ancient Elder Things and Shoggoths. Only he and a graduate student, Danforth, witnessed their findings and survived. Dyer was mocked, and Danforth refused to corroborate his story. Painted as either an attention seeker or a lunatic, William Dyer's career was ruined. Not even his own family believed him, and even young Tracey was warned to stay away from her mad grandfather.

Professor Tracey Dyer resented the small but noticeable affect her grandfather's reputation had on her career. But during her research into penguin breeding at Robben Island, she has noticed signs that perhaps her grandfather was not so mad after all and has become obsessed with proving that the creatures he raved about exist. If she can manipulate the player party into helping her do so, she will – with no regard for their safety.

STR 50 CON 50 SIZ 40 DEX 60 INT 80 (Idea)

APP 50 POW 50 EDU 70 SAN 45 HP: 9

DB: 0 Build: 0 MP: 12 Move: 8 Luck: 55

Attacks per round: 1 Brawl 25% (12/6), Dodge 30% (15/7)

Charm 40%, Computer Use 20%, Credit Rating, Diving 20%,
 Drive Auto 25%, Fast Talk 40%, Natural World 60%, Pilot
 (Boat) 40%, Zoology 80%, Cthulhu Mythos 15%

MYTHOS CREATURES

Elder Thing

The Elder thing is a 2.4 m tall creature. Predominantly made up of a barrel shaped torso, it has membranous wings that tuck into grooves in its body. Its head opens up into a shape like a starfish, with an eye on each triangular stalk and 5 tentacles within the centre. It moves on 5 powerful spider-like legs. There are also thin arms arranged like spokes in a ring from around its centre. It whistles, and reeks of rotting kelp. It does not need light to sense its surroundings.

This Elder Thing has been stranded for many years and is in a weakened physical state. It is also mad and desperate from isolation.

Due to the storm, the Elder Thing cannot fly.

It has some technology, which look like strangely shaped crystals and soap stones. These are mostly tools. Humans are unable to operate or understand them at all.



Characteristics

STR	120
CON	85
SIZ	140
DEX	70
INT	90
POW	30
HP	25

Damage Bonus: +2D6
Build: 3
Magic Points: 10
Move: 8

Attacks per round: 5

Fighting Attacks: the Elder thing can use its bulk to slam against opponents, or its tentacles to strike them.

Seize (manoeuvre): Once a tentacle grips an opponent, it clings to the victim and inflicts 2D6 / 2 damage each round in constriction and crushing damage. A maximum of 5 victims may be held in this way.

Fighting 40% (20/8), damage bonus

Dodge 40% (20/8)

Armour: 7 point skin

Sanity Loss: 0/1D6 Sanity points to see the Elder Thing

“Mr. Lee” - Shoggoth Lord

In his human form “Mr. Lee” looks like a tall, maggot-pale, morbidly obese man. His eyes are oddly bulbous and piercingly dark. He has no hair. Dressed in a large fisherman’s coat and a woollen cap, he sneers with a grin that is too wide and shows slightly too many teeth. His voice is gruff, hoarse and he almost has a bubbling quality to his speech.

In its shoggoth form, the Shoggoth Lord is a mass of oil-slick coloured ooze. Bubbles, eyes and tendrils constantly roil just below the surface, occasionally breaking it to be used. It can mimic any appendage it needs and create the vocal apparatus to make any sound, though it tends to use a whistling noise that faintly sounds like “Tekili-li” as its battle cry.

Mr. Lee/ The Shoggoth Lord is vindictive and cruel. Normally he would delight in torturing his victims before devouring them, a creature that understands his cruelty is so much more satisfying. But for now, he has put this aside as he suspects an Elder Thing to be located near this Island. He longs to see it destroyed. And for that it may be beneficial to enlist the help of some humans that it seems to be following on this evening.

Should Mr. Lee become angry, or suitably distracted, he will lose his grip on his human form and transform into his shoggoth form. He will also do so should he wish to attack anything.

Mr. Lee can instantly teach investigators either of the 2 spells

he knows by planting it directly in their brain for a cost of 1D4 hit points and 1D6 Sanity Points from the investigator. Rather than telepathy, the Shoggoth Lord can extend a pseudopod into the brain of the investigator and after replicating the structure of neurons, leave behind some of its own matter along with the spell.



Characteristics	Human Form	Shoggoth Form
STR	75	120
CON	70	145
SIZ	60	60
DEX	55	55
INT	70	70
POW	55	55
APP	30	-
EDU	45	-
HP	13	22
Damage Bonus	+1D4	+1D6
Build	1	2
Magic Points	13	13
Move	8 (Walking)	10 (Rolling)

Attacks Per Round: 2

Fighting Attacks: In Shoggoth form, the Shoggoth Lord can attempt to engulf its victim and digest it. While engulfed, the victim suffers 1D6 ht points of damage each round from the digestive acids. The victim may attempt to break free each round with an opposed STR roll. Only 1 victim may be engulfed at a time, and while a victim is engulfed the Shoggoth Lord may not use its crush attack but can still lash out with pseudopods.

Fighting 90% (45/18), damage 1D2+2+DB (for an engulfed victim, see the fighting attack for damage)

Dodge 26% (13/5)

Armour: None, but (1) fire and electrical attacks do only half damage, (2) physical attacks such as firearms and blades do only 1 point of damage per hit, (3) a shoggoth regenerates 2 hit points per round

Skills: Charm 60%, Intimidate 70%, Persuade 60%, Stealth 65%, Neurology 70%

Sanity Loss: 1D6/1D20 Sanity points to see the shoggoth lord in its shoggoth form, any who witness the transformation between forms lose an additional 1/1D3 Sanity Points

Spells

Flesh Ward

Cost: variable magic points, 1D4 Sanity Points

Casting time: 5 rounds

The spell grants protection against physical attack. Each magic point spent gives the caster or their target 1D6 points of armour against non-magical attacks. This protection wears off as it blocks damage.

For example, if an investigator has spends 3 magic points and gains 14 points of armour from the spell, and is then hit for 6 damage, the armour is reduced to 8 points and the investigator is unharmed. The spell lasts for 24 hours or until it is used. This spell cannot be cast on top of existing magical armour.

Shrivelling

Cost: variable magic points, variable Sanity Points

Casting Time: Instantaneous

This spell causes the target's flesh to blacken and wither. The caster invests as many magic points as the damage they wish to inflict and that number halved in Sanity Points. To take effect, the caster must succeed in an opposed POW roll with the target. If successful, the target loses 1 hit point per magic point spent by the caster as they are hit with a blast of withering energy.

ROBBEN ISLAND

Geography

Robben Island is 5km². Roughly oval shaped, it is approximately 1km wide. It lies 10km north of the City of Cape Town (and Cape Town Harbour), but only 7km from the nearest shoreline. It is the plateau of an ancient, submerged mountain and its highest point is only 24m above sea level, making it a remarkably flat island. The rocks are predominantly Precambrian metamorphic rock (shale) covered with limestone and calcrete deposits. It is very hot in the summer and very cold in the winter. There are no rivers or streams, only some small pools of brackish water. There is a desalination plant that provides water to inhabitants.

Flora

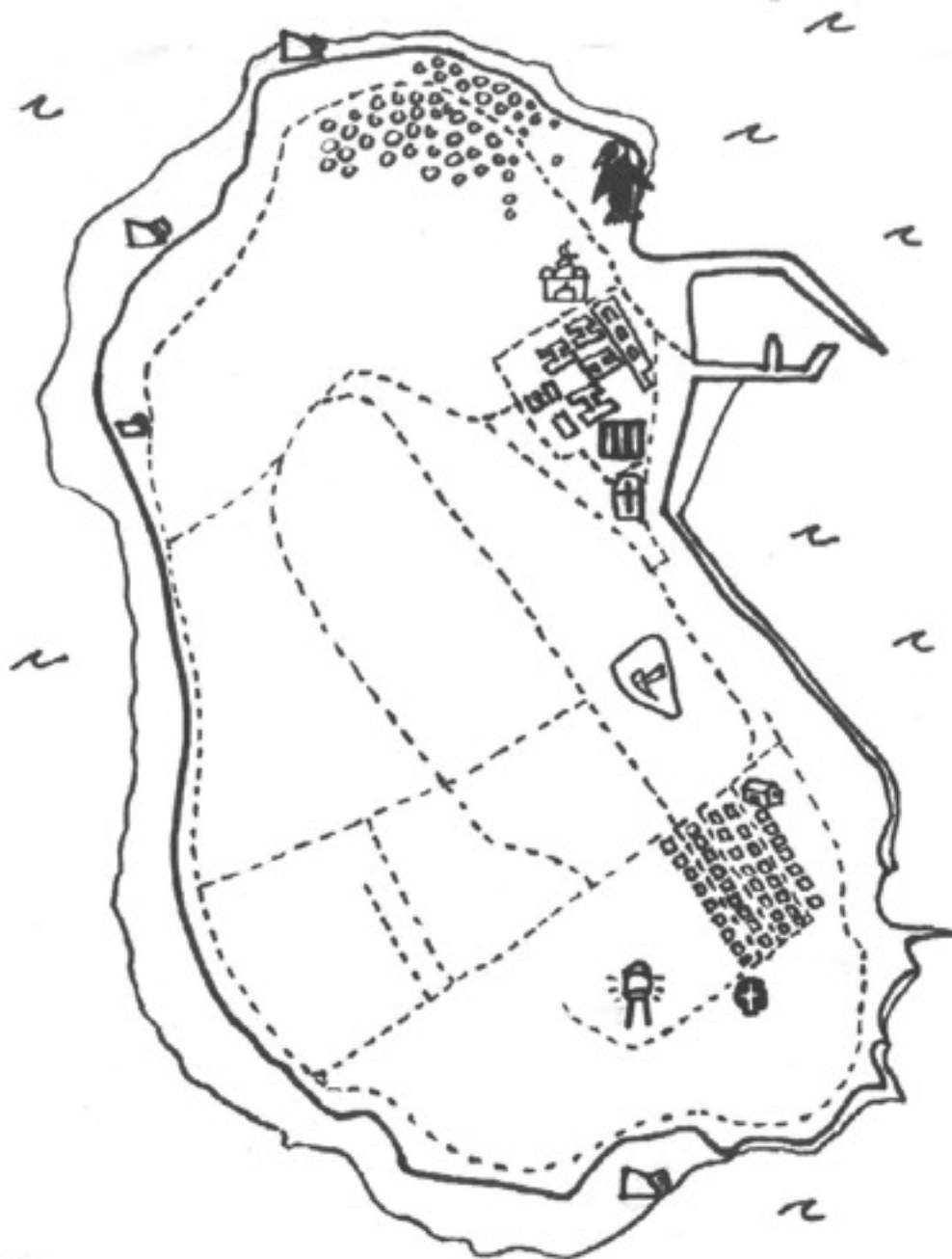
The natural flora of Robben island consists of hardy grasses and low shrubs. Non-indigenous trees can be found (particularly in the gardens of homes where palms are popular) but tend to be bent by the wind over time.

Fauna

The island is home to seals and sea-birds, predominantly penguins. Humans have introduced several species of deer, ostriches, rabbits, rats and cats. As the island is largely unfenced, the animals roam it freely.



Robben Island Map



Key

	Irish Cemetery		Old Shipwreck Remains
	Leper Graveyard		Penguin Research Station
	Lighthouse		Robben Island Museum (former prison)
	Limestone Quarry		Village
	Moturu Kramat Shrine		





MIDTERM GETAWAY

OPENING SCENE: WRECK

The game starts with the investigators attempting to round Robben Island as storm winds are blowing in from the Atlantic Ocean.

The research boat is a 32ft Blackfin Yacht named the Benguela. It runs off two diesel engines and can fit the six investigators and some food and drink. While it is designed to handle most conditions, the wind has whipped the ocean into a particularly difficult to handle frenzy.

Description:

The blazing heat of the sun has disappeared, replaced by a harsh chill in the wind despite the clear sky above. Thick clouds can be seen billowing closer from west and the boat rocks up and down violently as the wind whips the waves into a chaotic series of peaks and troughs. You are close to Robben Island, passing on its westward side to loop around the northern point. As the boat dips into another trough, it seems to freeze momentarily before suddenly jerking starboard.

The Elder thing has grabbed the boat and is going to toss it towards the island's rocky shore. Pilot Boat check for Terence and/or Mia (this is to see how well they control the boat and if they notice that it was not the currents).

Description:

The boat moves violently towards Robben Island, rocks scrape against the hull and you can hear the hull breaking with a horrific tearing sound. The boat scrapes along the rocky shore eventually coming to rest, clearly unable to move.

If they succeeded on their pilot boat rolls, Terence and/or Mia will realise that whatever moved them was not a current. And no animals should be able to do that. 0/1D4 Sanity check. The boat will also have sustained some significant damage to the bottom of the hull, which would take on water rapidly, but the people on board and the contents of the boat will all still be aboard.

Anyone who checks will realise that the water is not very deep and that if they climb out of the boat, they should be able to walk to dry land.

If they failed on pilot boat, the boat is badly damaged, with some parts of the hull ripped off entirely. Some contents of the boat will have been lost.

If the boat is mostly intact, the Investigators can find the following items, otherwise they need to search: flare gun & 5 flares, blankets, first aid kit

- Flare Gun Damage 1D10 + 1D3 burn

If anyone tries to use their mobile phones, they must pass a Luck roll otherwise it fell or was damaged. If they still have it, reception on the island is out. The Elder Thing has already dismantled part of the lone mobile phone tower on the island while looking for parts.

The party have wrecked the boat on the west coast of Robben Island, just under the midpoint of this coast.

A successful Navigate will help them figure out roughly where on the island they have washed up and they should be able to move. Navigate will allow them to choose the next location. Regardless, they should be able to make out the tower of the lighthouse as the nearest tall structure.

If the party is reluctant to move onwards, encounter The Elder Thing, otherwise save it for later.

A success on a spot hidden check will alert players to the creature's presence before it emerges, rather than once the elder thing is hauling itself to shore.

Description:

A massive dark shadow starts forming under the surface of the waves, a little out to sea. A massive object or creature is moving towards the surface of the water. The waves break over a strange form, five flattened stalks each with a dark globe that seems to swivel like an eye at the end. Strange tubes and tendrils. It ponderously moves towards the shore, the breaking waves revealing ever more of the large oblong barrel like body and large leathery wings rise from the sea.

Keeper's Note: While the Elder Thing wants the device that Patricia has, it does not know that she specifically has it and will ransack the boat giving the PCS the chance to flee.

If they hide in the boat, it will toss them aside as it finds them for 3D3 damage.

If the party return to the scene of the wreck later, they will find that the boat's cabin has been torn apart. While everything has been clearly ransacked, the electronics (the radar, radio and navigation systems) have been pulled apart methodically.

A successful Electrical Repair roll will reveal that this was done with the precision of someone using tools once the electronics were freed from the boat. Neat cuts in wires and unscrewed screws instead of just ripped apart.

A successful Electronics roll will reveal that this was done in a similar manner to someone trying to reverse engineer a device to work out its purpose. Only some parts removed, neatly assembled into piles with similar functions.

THE COURSE OF EVENTS

Several locations follow. Some have associated encounters, but for the most part the investigators can go where they wish. To maintain pacing of the scenario, it is advised that some situations occur regardless of where the investigators are. Here are the non-location specific events that can or will occur.

The weather

Throughout the scenario the weather will rapidly worsen as the storm blows in. The wind will continue to gust intensely, and the skies will slowly darken with clouds and rain will fall, eventually becoming heavy sheets of water. The temperature will decrease.

What to do if the investigators do not know where to go

The island is very small – only 5km². If the investigators just decide to walk inland, they will find a road very quickly. Even in a worst-case scenario, the road will eventually lead them somewhere. Feel free to reiterate this to the players if they seem trapped by indecision.

Navigate can be used to access the map quickly as the investigator has realised roughly where they must be on the island and where they are in relation to other locations.

If this is unsuccessful, the light from the lighthouse is so intensely bright that it can be seen from the investigators' location. They can easily get to the lighthouse.

If you are forced to use the Elder Thing and they just run away in no particular direction, have them come across and the road and choose a direction from there.

Pace the worsening conditions to suit the length you wish the game to run.

Immediately after leaving the wreck

The investigators should be given an opportunity for their plight to truly sink in. They are stranded on an island and have damaged a boat that belongs to the University that not all of them should have been on. This misuse of University property could lead to some serious repercussions, up to and including expulsion. Give them a chance to assess their options and to discuss anything unusual that they may have noticed.

These opportunities to regroup should be presented as often as suits your investigators. Some groups of investigators may enjoy roleplaying their planning, strategising and anxieties more – these groups will not require as many encounters and will need longer pauses in the 'action'. Other groups may immediately start attempting to arm themselves and devise ways off the island – these groups may need encounters to either slow them down or test their mettle against.

Encounters with the Elder Thing

The Elder Thing is trying to find the device. It has alien technology (which looks more like stone and crystal) which it can use to identify the location of the device when it is switched on. However, it will realise that the creatures from the wreck must have it with them when its search of the wreck reveals nothing. As long as Prudence has the device with her, the Elder Thing will keep tracking down the party. The poor weather conditions will allow them to escape it most of the time.

The approaching presence of the creature can be detected ahead of its arrival by the whistling sound it makes. Whether it is frustration or jubilation, it will occasionally whistle. This can be heard with a successful Listen check. If it is close, no listen check is required.

The Elder Thing is a highly intelligent creature from a race of



scientists, but it has little to no way of communicating with the lesser creatures that are the investigators. It is primarily interested in obtaining the device, not hurting or killing them - but it may do so incidentally or for convenience as it has as much regard for them as humans would have for rather enterprising ants. And unless the investigators turn it on, it has no way of knowing which investigator carries what it searches for.

The investigators are written so that Prudence should keep the device with her – however – there is always the chance that investigators will develop other plans. What happens if the investigators abandon the device?

If they leave it in the open, the Elder Thing will eventually find and retrieve it and use it in its makeshift device at the lighthouse. (It needs as much power as it can muster, and the lighthouse is the best place to draw massive amounts of electrical power). If you wish to still have the Elder Thing encounter the players, it can arrive at locations that may have parts that it can use (such as the museum which has interactive displays that could be dismantled) to scavenge the parts.

If they hide it, the Elder Thing may or may not find it. If it does, see above. If it does not, it will continue to pursue the investigators.

If they destroy it, the Elder Thing will collect its parts to reassemble it. If they destroy it in front of the Elder Thing, it may fly into a rage and attack the culprit.

Encounters with the Shoggoth Lord

To add in another threat, the investigators can run across the Shoggoth Lord performing its investigations. For the most part these investigations are done in full Shoggoth form for the

benefits that this form provides. In its Shoggoth form, the Shoggoth Lord makes a distinctly different whistling noise to the Elder Thing.

Initially, the Shoggoth Lord has no interest in the investigators. It does not wish to be interfered with and should they attempt to do so it may lash out at them to dissuade them, as if they were annoying flies circling it. But it has no fear of such a small number of humans when the island is all but abandoned.

After a time, the Shoggoth Lord will realise that the Elder Thing is pursuing the investigators. Should you need to quickly further the scenario and the party have not encountered either Professor Dyer at the Penguin Research station or the Shoggoth Lord in its human form at the Moturu Kramat shrine, you may move the encounter from the shrine to a more convenient location.

Picking a Side, or None

Should the investigators decide to assist either Professor Dyer or the Shoggoth Lord (by doing more than handing over the device), they change from the pursued to the pursuers. They should be afforded the opportunity to devise a plan against the Elder Thing, gather resources and to set up where they would like the final encounter to occur. However, should the Elder Thing have obtained the device, this will occur at The Lighthouse as it will not be enticed elsewhere.

Both Professor Dyer and the Shoggoth Lord are perfectly willing to sacrifice the eager young investigators to meet their goals. Professor Dyer's preferred strategy is to allow the investigators to take the risk while she documents proceedings and gathers samples that will be irrefutable proof. The Shoggoth

Lord will use the investigators as a distraction or as an initial wave of attack, and then join in the fray to kill the Elder Thing (unconcerned if investigators are caught in the crossfire).

If they are assisting it, the Shoggoth Lord can be persuaded to teach the investigators spells should it think that they will fight the Elder thing (after all, why risk itself if they are willing to attack it first). Should the game descend into a fight between the Shoggoth lord and the Elder thing, do not roll each attack – instead have the investigators attempt to avoid the buildings or landscape being demolished and thrown around them through Dodge and Athletics checks, while trying to assist (if they wish).

If the investigators assist neither Professor Dyer or the Shoggoth Lord, and the Elder Thing retrieves its device, it will build it at the Lighthouse and set off its signal.

LOCATIONS FOR EXPLORATION

The Atlantic Ocean

Some investigators may come up with the idea that as it is only 7km to the nearest piece of South African shoreline, Bloubergstrand ('bləʊ,bɜ:(r)g,strænd), they should swim.

This is a monumentally bad idea. The ocean is extremely treacherous around Robben Island, and even in good weather the swim is one that requires months of training to prepare for the conditions. While there are those that do it, it has not earned the nickname 'the Everest of open water swimming' for no reason. And normally those who plan to do the swim wait for ideal weather conditions.

These are some of the problems to contend with:

- Rough seas. The wind has whipped the water into a wild and chaotic frenzy. The waves are extremely choppy and rough. Trying to predict when to breathe or when you'll be consumed by a wave is next to impossible.
- Temperature. The ocean temperature averages around 13°Celsius, but it can easily drop by 4° overnight, especially during poor weather. Unless one has trained to deal with such cold conditions, this temperature can send the body into shock and prolonged exposure can induce heart failure and other critical problems if the core body temperature drops.
- Kelp Forests. The oceans around Cape Town are home to kelp forests. While this is not a terribly large problem in good weather, when the sea is rough some kelp dislodges from the sea bed and floats in drifts on the waves – it is very easy to become entangled in these drifts if one swims into them and unless disentangled, drowning is likely.
- Shallows around Robben island. As the island is the plateau of an ancient submerged mountain, much of the surrounding ocean floor (the rest of the mountain) is less than 10m deep and there are many rocks that just up to just below the surface of the water. If unfamiliar with the water, it is very easy for a swimmer to scrape themselves on the rocks. While on its own this is not a major problem, the blood in the water may attract the next problem more quickly.
- Great White Sharks. The Atlantic Ocean that Robben Island is



Great White Shark

Characteristics

STR 150

CON 140

SIZ 140

DEX 80

POW 50

HP: 18

Damage Bonus: +1D6

Build: 2

Move: 12 (swimming)

ATTACKS:

Attacks per round: 2 (can only grab and hold 1 victim)

Fighting attacks: Biting, thrashing and slashing

Bite and Hold (manoeuvre): The shark may bite and hold on to its victim inflicting automatic damage (equal to a bite) on following rounds until it can be dislodged with an opposed STR roll.

Fighting 75% (37/15), damage 2D3 + half damage bonus

Dodge 25% (12/5)

Armour: 5 point tough skin

Skills: Sense Life 95%

found in is shark infested with at least one known Great White Shark breeding ground in False Bay nearby. Swimmers motions tend to mimic those of injured seals and fish. And sharks can smell blood from a great distance if a swimmer is injured. A shark encounter is a very realistic prospect and the investigators do not have the benefit of a boat which the sharks may avoid.

If the investigators insist on attempting it, it is a hard swim check per km. And they will encounter at least one great white shark – just remember plenty of blood in the water is likely to attract more sharks.



The Irish Cemetery

Description:

A low wall made of stones piled upon each other surrounds the area, the weather has led to its partial collapse in many places. The beige ground is hard and cracked, with scattered brown tufts of grass. There are many weather-beaten tombstones and sun-bleached wooden crosses. Small shadows move swiftly across the ground.

A successful History check will reveal that in the late 1840s a number of Irish relocated to Cape Town and many found a role in looking after the Lepers who voluntarily secluded themselves on Robben Island. They provided basic care and looked after the graveyard for those who died.

As they approach the cemetery a small number of shadows (rabbits) will dart away. A spot hidden will notice that number of them seem to have blood streaming down their noses. Others have strange growths.

Lying at the foot of one of the gravestones is a rabbit that is breathing heavily. Upon closer inspection it is covered with bulbous growths and sores and blood is seeping from its eyes and nose. It is a 0/1D2 Sanity point loss to discover this rabbit corpse unexpectedly.

A successful Natural World, Zoology or Biology check will reveal that it is Myxomatosis, a disease that affects rabbits and is highly contagious among them.

The Leper Graveyard

Description:

The wind whips the pale sand up from the ground towards your face. The shrubs and trees here are short and hardy in the sandy soil. At first you see one or two scattered standing stones of shale. The plain stones bear no markings, but as you see more you realise that these can only be headstones. In one area they become more ordered, inscriptions can be vaguely seen. A small sign planted in the ground has simple white letters on a black background, "Leper Graveyard"

A successful History check will reveal that in the late 1840s through to the 1900s, the leper colony on Robben Island had a

separate graveyard to the other inhabitants. Separated from those they knew and loved on the mainland, when lepers died, they were buried on the island. Some had stronger connections or wealth and were buried in the main graveyard – other received unmarked headstones and their graves are more widespread and isolated.

Successful Spot Hidden checks will reveal strange markings in the ground that are partially obscured by the sand. In the few places where the sand covers rock near the edges of the formal graveyard, a mark can be found. A rounded five-pointed star with geometrically arranged dots. In each star the dots are arranged differently.

The Lighthouse

Description:

The lighthouse is a weather beaten tower, white at the base and red at the top. Its design is old, but a blindingly bright light flashes out to sea (visible even in the daylight) away from mainland. There is a small cream building at the base of the tower.

A successful History check will reveal that lighthouse was built in 1864. The light has obviously been updated as time has gone on.



A successful Electronics check will reveal that that must use a LOT of power. It is probably the biggest draw on the Island's entire power grid.

It looks like something happened here at some point, part of the lighthouse wall has been broken down, there are a few crushed bricks on the inside but most are on the outside. It is possible to see inside the main structure of the lighthouse where there is a backup generator, as well as power being drawn from the main electricity supply.

Some of the ground surrounding the lighthouse is rock, and a spot hidden will find an odd triangular furrow carved into it.

A Geology roll will reveal that the rock is Precambrian shale (as is much of the island) and that this marking is a carving. And it is very recent, there are still some remnants of the dust formed by the carving which have not been blown away by the wind – so it must be hours old at most.

Everything is locked. If the investigators break in or pick the locks, they will find the operators manual for the lighthouse, which instructs leaving the lamp on if leaving the island. They will also find a map of the island, a basic toolset, and tea and coffee and biscuits. There is a list of emergency numbers, but the phone is not working (un-repaired storm damage). They should be able to plot a course to get to 'civilisation'.

If they arrive early in the scenario and climb up to the light, a spot hidden may reveal the silhouette of the elder thing ransacking their boat or a listen check may pick up the eerie whistling sound it makes.

Later in the scenario, they may find the light extinguished and cobbled together pieces of electronics as the Elder thing attempts to build its distress signal.

The Limestone Quarry

Description:

A craggy pit dug into the earth, the quarry is a desolate, shallow hole in the earth. Planes of limestone are exposed to the air. Water from the rain is collecting in small pools at the bottom of the quarry.

While it is a place of historical interest, there is nowhere here to hide and few resources – only a few picks and tools left for display purposes for tours of the island. You might be able to get some striking pictures with the Limestone though.

Track checks will notice odd indents in the limestone that are collecting water (where the elder thing walked) and may be able to find strange lines carved into the limestone walls (the Shoggoth Lord leaving some observations for later).

A spot hidden check will find an oddly shaped and carved piece of green soapstone (A successful Geology check will reveal that it is not native the island). It looks like a five-pointed star with rounded tips. There are strange dots and lines in it as well.

• Mining Pick Damage: 1D8 + DB



The Moturu Kramat shrine

Description:

A small, square building with freshly painted green domes stands beside the prison complex. Copper accents of moons and stars above the domes indicate that this must be a Muslim holy place – the Moturu Kramat shrine. Light spills out of its windows.

Imam Jeenah will open the doors when they knock and bring them in out of the wind and the rain that is now starting to pelt down. He will get them tea from his flask or water and ask what happened and offer them sanctuary until the boats come back. Unfortunately, something must have happened to the phone tower.

The interior of the shrine is simple yet elegant. White and green paint with gold accents. The floor has red carpets and the occasional ornate rug for sitting or kneeling. There is something shaped like a sarcophagus, draped with brightly coloured silk, on a raised plinth with ornate silver fencing around it in the centre of the shrine which is lit by the beautiful chandelier above it. A tiny wooden shelving unit containing the Quran and a few other books is mounted on the wall. There is no other furniture.

Won't he be outraged by the PCs?

While there is much that his religion looks upon poorly that the students display (the women being 'immodest', homosexuality and possibly more depending on what the party has been up to), people in need are something that Imam Jeenah prioritises over all else. While he may look momentarily uncomfortable, the investigators would have to be outright disrespectful for him to get angry.

If asked, the Imam will explain that the shrine was built to honour the memory of Sayed Adurohman Moturu, the Prince of Madura. One of the first imams in Cape Town, he was exiled to Robben Island where he died. The shrine is now his resting place and a holy place and pilgrimage site for Muslims. There will be a knock at the door and the imam will go to answer it. A harsh voice speaks.

A successful listen check allows investigators to eavesdrop. This person wants to know if the imam has seen anything strange on the island. Imam Jeenah says no. The voice will ask if he knows of anyone who has. The Imam will reply that it is not his place to tell others what he has been told. There will be a pause before the voice says that it is giving an opportunity to avoid being hunted and killed like beetles by the creature that stirs on the island tonight. The imam will say that he knows nothing of use. The voice will jibe that he should pray for safety – for all the good that that will do. The imam will then shut the door.

If asked about the encounter, the Imam will say that there was an unholy looking man who was looking for anyone who may have seen signs of a strange creature on the island.

The voice was the Shoggoth Lord, or “Mr. Lee”, who will lurk outside the shrine for a while.

If they tell him that they have seen the Elder thing, he will explain that it is a dangerous and violent creature that once enslaved ‘his people’. If they reveal that it was looking in the boat or lighthouse, Mr. Lee will say that it must be looking for something and ask the investigators if they have any unusual technology with them. He will then surmise that it is trying to summon more of its kind. The investigators can opt to help the Shoggoth Lord, or part ways.

If they agree to help, the Shoggoth Lord will get them to set up an ambush for the Elder Thing. They may even convince the Shoggoth to teach them one of the spells he knows.

If they give the device to the Shoggoth Lord, he will simply switch it on to attract the Elder Thing. He does not care about the safety of the investigators.

If they try to obviously evade his questions, the Shoggoth Lord will become angry and lash out.



The Museum

Description:

The low buildings lie flat like lizards basking on a rock. It is unassuming in design until you notice the bars. The former prison which is now a museum. Only one or two sections higher than others serve as lookout points. With no transport on or off the island, it has been deserted.

This is the prison that was used to house political prisoners. It is now a museum. There are several buildings. There are 4 H-shaped blocks, one U-shaped block and buildings for the administration, hospital, kitchen and dining.

From the museum they can see the lights are on in the Moturu Kramat shrine nearby. The museum itself is locked, but they can attempt a lockpicking roll to get in. If they have the keys from Saul, they can just enter.

Single cells are painted green and were small with a bed and a small shelf that could make do as table and a small stool. Group cells had bunk beds, cramming in 8 to 10 prisoners. Some rooms have metal benches and lockers.

There are several interactive displays (powered down) and AV equipment. If they are willing to break the exhibits, they can also get some old guards' weaponry (gun, rifle and nightstick). The guns are empty, and ammunition is a hard Spot Hidden or Research roll in the storeroom to find.



- Beretta M9 Handgun Damage: 1D10
- .30-06 Semi-Automatic Rifle Damage: 2D6+4
- Nightstick Damage: 1D6+DB



The Penguin Research Station

Description:

The brightly coloured orange of research tents quake and shiver in the wind. Just off the coast, a yacht is anchored, bobbing in and out of sight on the fierce waves. Some distance from the shore, surrounding the tents is a blanket of African penguins. Clustered together tightly, their braying squawks fill the air, drowning out other sounds.

The penguins are spooked. Something is making them very unhappy. They are clustered on the rocks and on the wooden walkways, staying away from the sea. Successful zoology check will reveal that there be a predator in the water – something that they want to avoid.

If they look for it the party will find some bloody penguin feathers on some of the rocks closer to the ocean (remnants of the shoggoth's dinner), but too far in for it to have been a shark. A successful zoology check will reveal that the bones are gone, and the feathers appear to have been sucked before being spat out. A 0/1D2 Sanity Point loss as they cannot think of a local predator that would have this feeding pattern.

The boat that they can see is The Agulhas, the sister vessel of The Benguela.

Professor Dyer is in a research tent.

If they do not tell her about their strange encounters on the island, she will be angry that they "went joyriding" in university equipment. They can however, perform spot hidden checks to notice some of her research, which includes five-pointed soap stones and plaster casts of strange striations.

If they do tell her about their encounters, she will barely be able to contain her excitement. She will tell them that during her penguin research she has found evidence that indicates that there may be a previously unknown species of creatures that lives in the waters around the island, but occasionally comes on land. The discovery of a new species, especially one that combines elements of animal and vegetable (note: she does not

explain this, as it comes from her grandfather's letter) could be monumental. A discovery of a missing link or an undiscovered evolutionary branch. She will expound on the accolades that all involved in such a study would receive – and it would certainly be enough to have the University overlook any foolish actions that may have led them to the island.

Professor Dyer will try to convince the investigators to help her capture it. If they only caught footage of the creature, everyone would believe it to be a hoax. They need definitive proof – the creature itself.

The Village

Description:

Wind blasted gardens and sun-bleached paint greet you as you enter the small village of single-story homes. The odd palm tree stands bent over in a garden and bougainvillea flowers lose petals to the gusting wind. It is dark and quiet. Only one house on the edge of the village seems to have any lights on at all.

The village is abandoned, except for Saul Kumalo.

If investigators go door to door, he will eventually answer. Or, if they make a lot of noise while investigating the town, he will come and investigate, old rifle in hand and very nervous.

Boats came to take people off the island when they realised that the ferry would not be running for a while again. He stayed because somebody must look after the museum and he has no place to go on shore.

He will want to know what they are doing here.

If they say they were in a wreck he will be sympathetic and say that the phones have gone out, but that the Imam is also still on the Island and may be able to at least give them somewhere to stay until contact can be made.

If they say that they were coming to visit the island, he will become irate with their recklessness.

If they talk about strange things that they have seen, he will tell them not to anger the ancestors lest they draw the attention of the evil spirits. A good enough charm or persuade will get him to tell them what he has seen and heard on the island and his theory that it is the Tokoloshe.

If some Investigators keep him talking it is possible for others investigating his home to get his keys to the museum if they are in his house.

If Investigators ransack homes, they can find food, clothing, kitchen knives, saws and if they can get through a safe (extreme skill checks), 2 handguns. There is also a small supermarket, primary school and church where they would be able to find anything reasonably found in such locations.

- Beretta M9 Handgun Damage: 1D10
- Hatchet Damage: 1D8 + DB
- Machete Damage: 1D6 + 1 + DB
- Carving Knife Damage: 1D4 + 2 + DB

AFTERMATH

If the Elder Thing created its distress signal

A signal, around the globe and to the depths of space. After sending its signal the Elder Thing retreats to the depths around the island to await a rescue that never comes. Instead, the signal acts as a beacon highlighting this location to all entities able to

receive it. Attention of eldritch beings is drawn to Earth and to Cape Town and some decide that it is time to take a closer look at these creatures on this dismal little planet. Mythos activity increases – which is a poor situation for any human to be in.

If Professor Dyer obtains her proof that Elder Things or Shoggoths are real

There is an immediate flurry of academic and media attention surrounding this monumental discovery of previously unknown evolutionary chains. Professor Dyer received most of the credit, but a fair amount of credit goes to her unusual collective of assistants.

After a few weeks however, tales of Professor Dyer's mad grandfather start surfacing. Some sceptics start calling the discovery a hoax, referring to footage as doctored and actual samples as collections of material from different sources. The strongest voices come from the USA. While initially trying to defend Professor Dyer's discovery, the University eventually stops supporting the claims due to potential reputational damage. Fairly or not, everyone involved has their reputation tarred by the claim of a hoax. Eventually some government officials approach claiming to believe the findings and with an offer to do research in a special branch of the government.

If the Shoggoth Lord kills the Elder Thing

The Shoggoth Lord will drag the corpse to the shore and then below the waves. Over the next few nights any traces of the Elder Thing's presence disappear. The investigators have any mementos that they may have picked up, but that is all that is left. That and any destruction wrought during the night.

If the damage to the UNESCO site is extensive and has clearly manmade origins

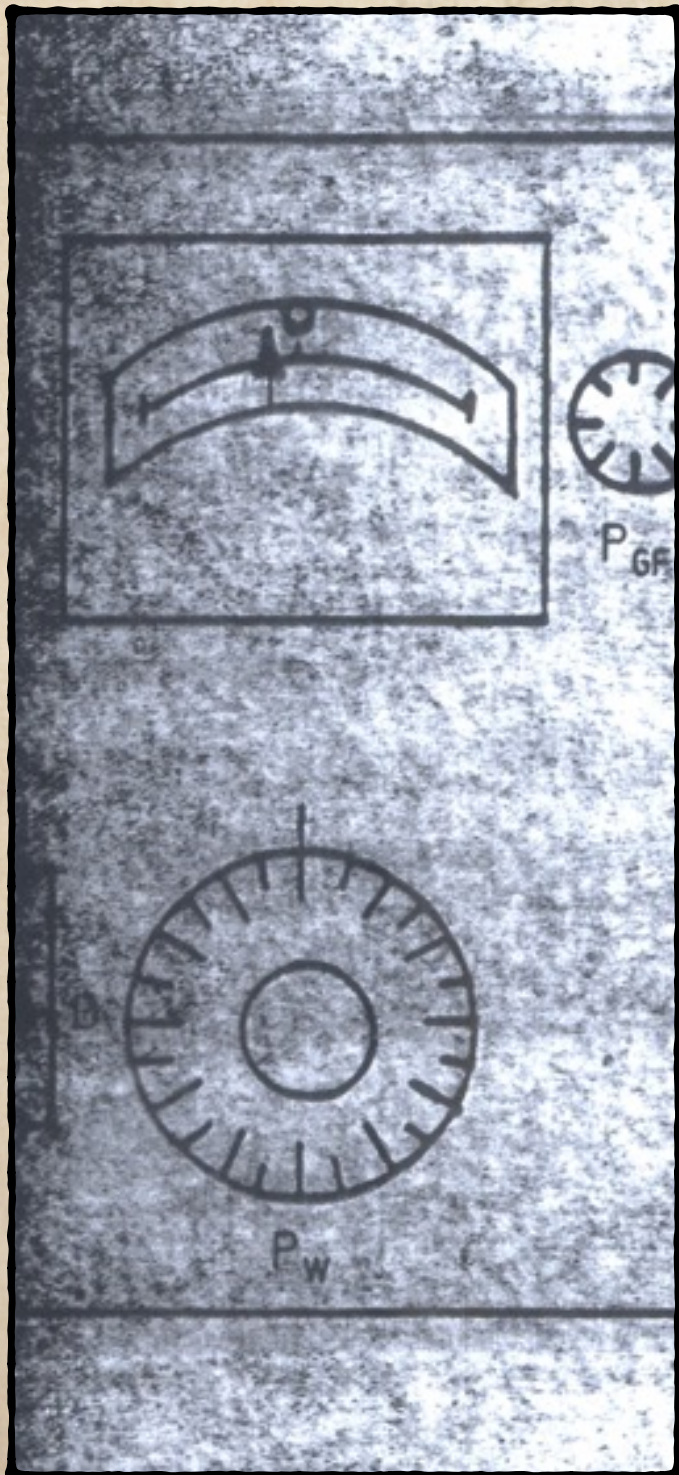
The investigators will be charged with vandalism and destruction of a national heritage site. They will be expelled from University for behaviour unbecoming of a student of the University and will most likely serve a sentence in prison and face severe fines.

If the boat is damaged or destroyed

The investigators face a disciplinary at University. Due to their prior exemplary records, they are fined for the costs of the repairs or replacement of the boat and none are permitted to sign out University equipment without direct supervision in the future.

If one or more of the investigators died

Legally the death is classified as misadventure (unless it clearly looks like manslaughter). The investigators face a disciplinary at University. The consequences of their thoughtless actions cannot be ignored. They are immediately expelled. They will be interrogated by the police for possible manslaughter charges, but it will be dropped as all the investigators were there willingly.



APPENDIX A - WEAPONS TABLE

Hand-to-Hand Weapons

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun	Malfunction %
Carving Knife	Fighting (Brawl)	1D4+2+DB	Touch	1	-	-
Hatchet	Fighting (Axe)	1D8+DB	Touch	1	-	-
Machete	Fighting (Brawl)	1D6+1+DB	Touch	1	-	-
Mining Pick	Fighting (Axe)	1D8+DB	Touch	1	-	-
Nightstick	Fighting (Brawl)	1D6+DB	Touch	1	-	-

Firearms

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun	Malfunction %
Flare Gun	Firearms (Handgun)	1D3 burn	9m	1/2	1	100
.30-06 Bolt-Action Rifle	Firearms (Rifle/Shotgun)	2D6+4	100m	1	5	100
Beretta M9 Handgun	Firearms (Handgun)	1D10	14m	1(3)	8	98
.30-06 Semi-Automatic Rifle	Firearms (Rifle/Shotgun)	2D6+4	100m	1	5	100



Imelda February, Age 23

STR 40	CON 50	SIZ 50	DEX 50	INT 60 (Idea)
APP 50	POW 80	EDU 70	SAN 60	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	25% (12/5)

Armour: none.

Skills: Science (Botany) 15%, Credit Rating 25%, Cthulhu Mythos 00%, First Aid 50%, Intimidate 35%, Language (English) 70%, Language (Afrikaans) 60%, Library Use 60%, Listen 50%, Natural World 70%, Persuade 50%, Spot Hidden 40%, Stealth 40%, Survival 10%, Swim 50%, Throw 40%, Science (Zoology) 40%.

Enthusiastic, compassionate and yes, sometimes stubborn. This is how your friends would describe you. You are a big believer in taking responsibility for and looking after yourself and you expect the same from your friends. You are currently studying a Master's degree in Environment, Society and Sustainability with a focus on Sustainable Tourism. After all, everyone should be able to enjoy the wonders of the natural world without wrecking it for everyone else.

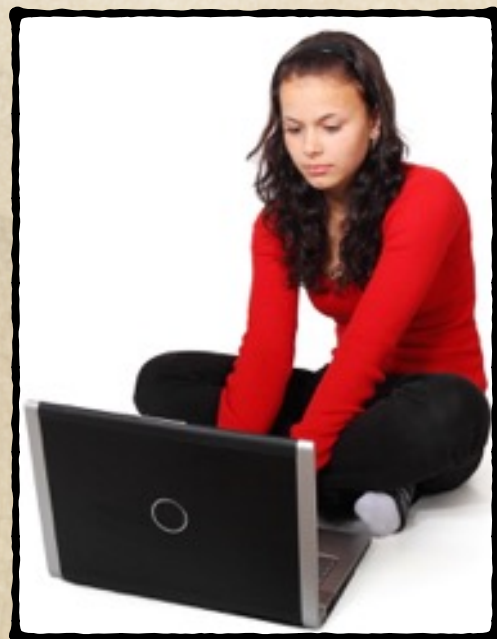
The news that the Robben Island ferry has broken down again was not surprising. It has happened quite a few times. This is however the first time that it has sunk. The sinking was slow and everyone was rescued before it went under, but it is now another wreck on the ocean floor. This means that most of the island's inhabitants have been transported to shore by volunteers until a new ferry is made available. This has left the famous UNESCO heritage site mostly abandoned.

Your friends have decided that now is the time to make a clandestine trip to the island to explore for themselves. Other than the man-made structures on the island, like the former prison, there are precious natural systems that have already been damaged by years of ill-informed decisions. Many years ago, rabbits were brought to the island. They overran the natural wildlife and have made reintroduction of native species a nightmare. There are success stories though, like the reintroduction of African penguin breeding groups to the island.

As much as you adore your friends, they don't always consider the consequences of their actions. While you may be able to have some illicit fun sneaking into Robben Island, you need to make sure that they remember to respect the conservation efforts in the area. But like the rabbits, things are going wrong. A storm is blowing in and those who know what they are doing are having a hard time keeping the ship under control.

Opinions on the other Investigators

- **Mia Rossouw** - You shared a few classes with Mia and Terence when you were an undergrad. Mia is very friendly with a taste for adventure that you would personally say is crazy thrillseeking. Sometimes you have to pull her back from her more insane ideas. She is currently studying a Marine Biology Masters.
- **Terence Davids** - You and Terence shared a number of undergrad classes with Mia where you became firm friends. He is now studying a Master's in Marine Geology. Terence is a bit of a people pleaser, which means he is generally really easy to get on with unless he is coming up with ideas to impress people. Like the idea of borrowing a research vessel to clandestinely make a trip to Robben Island.
- **Prudence Radebe** - Prudence is whip smart. She is an engineering student working with Terence on a project. She is very focused on achieving goals she sets for herself and is bloody minded once she sets herself a task. You are a little surprised that she was keen on the idea of this adventure, she normally tends to play it safe unless she is up to something.
- **Eugene Isaacs** - Eugene is a Marketing Masters student who is incredibly vivacious and outgoing. He is a little obsessed with social media and seems to think that he is going to be a huge star or influencer or whatever he calls it these days. He would not have been able to resist this trip because of the photos he could get. He and Ryan are a bit of an odd couple, but also super cute together.
- **Ryan Solomon** - You got to know Ryan through Mia and it is nice to have another sensible person to help keep the others out of trouble. He is a history Masters student and tends to be really laid back and chilled out. Of course if Eugene starts off on something, Ryan tends to follow along.



Prudence Radebe, Age 22

STR 60	CON 40	SIZ 50	DEX 60	INT 70 (Idea)
APP 50	POW 80	EDU 80	SAN 70	HP 9
DB: 0	Build: 0	Move: 9	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl)	45% (22/9), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	30% (15/6)

Armour: none.

Skills: Art/Craft (Technical Drawing) 25%, Credit Rating 20%, Cthulhu Mythos 00%, Drive Auto 40%, Electrical Repair 50%, Engineering 70%, Language (English) 60%, Language (Zulu) 80%, Library Use 50%, Listen 25%, Locksmith 20%, Mathematics 30%, Mech. Repair 60%, Navigate 30%, Op. Hv. Machine 50%, Science (Physics) 80% Spot Hidden 25%.



Determined, bright and resourceful are the ways your friends would describe you. You are studying for a Masters in Electronic Engineering and while looking for a thesis topic you met Terence. He had a problem: accurate mapping of the ocean floor at great depths. You could build a solution. Your project is so ambitious that you may be able to submit it for a doctorate instead of the masters. You have worked hard and have a working prototype. It is based on the principles of radar but utilising unique frequencies and improved data collection methods with fail-safes to allow for more detailed scanning and greater depths and... nobody cares about the specifics other than you.

The Robben Island ferry has broken down yet again. This is what happens when you go with the cheapest bidder instead of opting for better quality. Eugene proposed an idea of going to the island while it is mostly abandoned. Normally these shenanigans are something you would avoid, but you wanted to give your device an unofficial test run so that you can be certain it will succeed.

While everyone else was having a good time, you started the device and have been running scans along your trip. But the weather took a sudden turn as you reached the island.

You cannot afford to lose your prototype. Luckily it is quite small and portable, and you have just managed to unhook everything and shove it in your waterproof bag - you hope it is as waterproof as it claims to be.

Opinions on the other Investigators

- **Terence Davids** – Terence is your project partner and provides the expertise on what your device is looking at and what the results need to have to be useful. After all, he is studying Marine Geology. He is a very congenial guy, easy to get along with and generally willing to give things a try. He introduced you to all of his friends and you are now part of the group. You talked him into this trip.
- **Mia Rossouw** - She welcomed you into the friendship group straight away. So bubbly and extremely courageous. You admire how she is willing to take risks that you would never dare to.
- **Imelda February** - One of those super serious people with a heart of gold. She is studying Environment, Society and Sustainability. She truly wants to make a difference to the world. Sometimes she can come across as a bit of a wet blanket, but that is just because she really cares.
- **Eugene Isaacs** - Eugene is so funny and the life of the party. He has the most different field of study as he is pursuing a Marketing Masters. He is increase with social media and already has loads of followers. This trip was his idea, which you hijacked for your project testing. Sure he can still get his photos without paying a fortune, but you can also get something useful done.
- **Ryan Solomon** - Ryan is the other academic “odd one out” with his history Masters. He is so relaxed and takes everything in his stride, you admire his cool. He and Eugene are an item, but still have plenty of time for the rest of you as well.

Mia Rossouw, Age 23

STR 60	CON 80	SIZ 50	DEX 60	INT 50 (Idea)
APP 40	POW 50	EDU 70	SAN 60	HP 13
DB: 0	Build: 0	Move: 9	MP: 12	Luck: 45

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	30% (15/6)

Armour: none.

Skills: Science (Biology) 60%, Science (Botany) 60%, Charm 35%, Credit Rating 30%, Cthulhu Mythos 00%, First Aid 50%, Language (English) 70%, Language (Afrikaans) 10%, Library Use 20%, Listen 40%, Natural World 80%, Pilot (Boat) 50%, Spot Hidden 45%, Survival 50%, Track 50%, Science (Zoology) 70%.

Adventurous, fearless and friendly are what your friends would describe you as.

There's nothing like an adventure, and there is no adventure without a few risks. But adventures are also best shared – or at the very least witnessed. You don't have as much time for adventure as you used to, a Masters in Marine Biology takes up a lot of time. But if you can break into field research you will have all the adventures on the ocean you could want. In the mean time if the opportunity for thrills and excitement arises, you grab it with both hands.

The Robben Island ferry has broken down again. One of your friends, Eugene pointed out that the Island would be practically deserted until it is fixed, and wouldn't it be cool to go visit. Saves on the costs of the very expensive ferry tickets too! The opportunity to explore is just too good to pass up.

Getting the keys for one of the research yachts was easy enough. Both you and Terence are trained in sailing a yacht and you are permitted to take it out The Benguela if you sign out the engine key. It just can't be found out that you brought several unqualified and unrelated-to-any-research friends with. But who is going to find that out? You will need to keep an eye out though – The Agulhas was signed out by Professor Dyer. She does not oversee your research, but you do know that she studies the penguins on Robben Island. It is possible that you could run into her unless you avoid the penguins.

The ocean today was choppy, but you convinced Terence that it was still fine and you could handle it. Unfortunately, the wind picked up and a storm is coming in. It is such a short journey that it is easier to go around the island and back to shore than to attempt a sudden turn around in such rough seas.

Opinions on the other Investigators

- **Ryan Solomon** - Ryan is your best friend from high school. He is studying History, but you have stayed best friends since you are at the same university. He is super relaxed and tends to balance out your drive, reminding you to slow down from time to time – but joining in on your crazy exploits., or at least making sure you are OK afterwards.
- **Terence Davids** - Terence is a friend you made during undergraduate courses. He's studying Marine Geology. You have a lot of shared interests, including the ocean and being out on it as often as possible. You both joined the yacht club as undergraduates so that you could use the university's yachts to allow you to learn to sail and boat on the ocean. He's very easy to get on with.
- **Imelda February** - You love Imelda, really. She is a great friend. Though you must remind yourself that. You met her in undergraduate classes too, though she is now studying for a masters in Environment, Society and Sustainability. But she is so serious! And can be a real stick in the mud sometimes. You're not sure why she decided to come with on this adventure. Maybe she is loosening up?
- **Prudence Radebe** - Terence's project partner and now one of your friends. This woman has drive! You don't think that there is a problem that she can't solve if she puts her mind to it. While it is known that Engineering students spend a LOT of time working because they have to build their projects, she does spend too much time working. it is really good that she is out on this trip.
- **Eugene Isaacs** - Eugene is Ryan's boyfriend and an absolute sweetheart. He is a Marketing student, but spends all his time on social media. You are one of his many followers and he is getting better and better at it. He initially suggested going to Robben Island now since it is practically deserted and you won't have to pay the ridiculous tourist prices to go on a prepackaged tour of what is there.



Terence Davids, Age 23

STR 80 CON 50 SIZ 50 DEX 40 INT 60 (Idea)
 APP 50 POW 60 EDU 70 SAN 60 HP 10
 DB: +1D4 Build: 1 Move: 8 MP: 12 Luck: 55

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	20% (10/4)

Armour: none.

Skills: Computer Use 50%, Credit Rating 40%, Cthulhu Mythos 00%, Diving 21%, Fast Talk 50%, Science (Geology) 80%, Language (English) 70%, Language (Zulu) 10%, Science (Meteorology) 21%, Natural World 70%, Navigate 60%, Pilot Boat 60%, Spot Hidden 50%, Stealth 40%, Swim 40%.

A nice guy and generous, that is how your friends would describe you. Your parents would add in anxious, but you try to hide that and succeed most of the time provided you don't stress out too much. You keep your nerves at bay by making other people happy. Making people happy gets you approval and that helps you stay calm. Sometimes you also hide it by getting angry, but your friends have not seen that side of you.

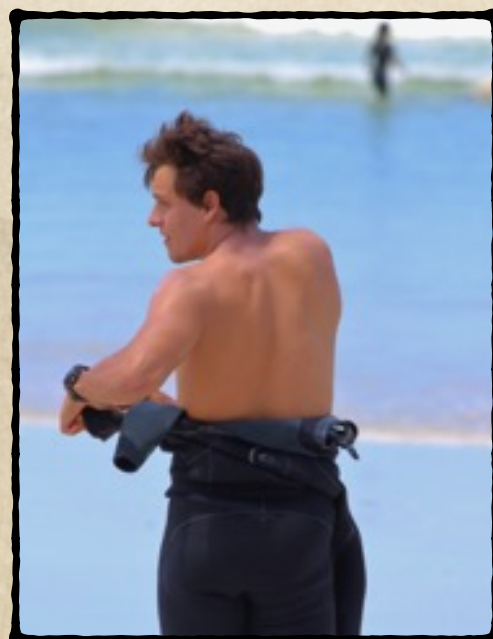
The Robben Island ferry has broken down so badly that it has sunk. One of your friends (Eugene) wants to sneak onto the island to explore and take pictures, your project partner (Prudence) wants to scan the ocean floor to make sure her prototype scanner works and another friend (Mia) is really excited for an adventure. Your friends mean the world to you and you would do anything for them. You and Mia could easily get the research boat and it is only a quick trip.

Though it is still one where you must be careful. Robben island is basically a submerged mountain which is why the terrain of the ocean floor is so strange there. The saddle leading back to where the rest of the mountain was causes some areas to be super shallow, thank your Marine Geology studies for that knowledge. It is really fascinating and is the perfect place to test the mapping scanner. Though Prudence asked you not to tell the others, she thinks they would have less fun if they realised you were actually getting some work done.

Things have not gone to plan. The ocean has been choppy from the start, but Mia assured you that the two of you could handle it. And the wind is picking up so it looks like the storm is moving in. You've had to go around the island to turn round – but you're not sure you can control proximity to the saddle in surf this rough.

Opinions on the other Investigators

- **Mia Rossouw** - You met Mia in undergraduate classes and you have stayed friends even though her Masters is in Marine Biology. You both love being on the ocean. Where you are anxious, she is fearless. She was sure that the ocean was not more than you could handle today, but hey, everyone makes mistakes.
- **Prudence Radebe** - An engineering student and your project partner. You are working on improving mapping of the ocean floor and she is developing a device that will do that. She is a perfectionist though and wanted to do an unofficial test today before she shows what she has to the professors.
- **Eugene Isaacs** - You wish you were as outgoing as Eugene. He thrives around people. He already has social media following and everything. You're sure he is going to step straight from Marketing student to mogul one day. He was the first one to suggest going to the island and it did sound fun at the time.
- **Imelda February** - Another friend from undergraduate day, she is now studying Environment, Society and Sustainability. She is cautious, but confident. She will sometimes argue with people, but it is generally because she is trying to help them.
- **Ryan Solomon** - Ryan is an old school friend of Mia's, and Eugene's boyfriend. He is always so relaxed, you really envy him. You're not surprised that the History student wanted to come on this trip.



Eugene Isaacs, Age 22

STR 50	CON 50	SIZ 50	DEX 60	INT 60 (Idea)
APP 80	POW 40	EDU 70	SAN 60	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 55

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	30% (15/6)

Armour: none.

Skills: Charm 60%, Computer Use 60%, Credit Rating 20%, Cthulhu Mythos 00%, Electronics 50%, Language (English) 70%, Language (Afrikaans) 50%, Library Use 40%, Persuade 40%, Photography 70%, Psychology 40%, Sleight of Hand 40%, Spot Hidden 25%, Stealth 40%, Swim 40%.

Outgoing, attention seeking, and trendy is how your friends would describe you.

You're studying a master's in Marketing specialising in Social Media Marketing, but

that is just to set you up better as a major Influencer. If there is a social media account, you have it: Facebook, Instagram, SnapChat, YouTube, Tumblr. You understand the value of image. And you document your exploits making them look larger than life.

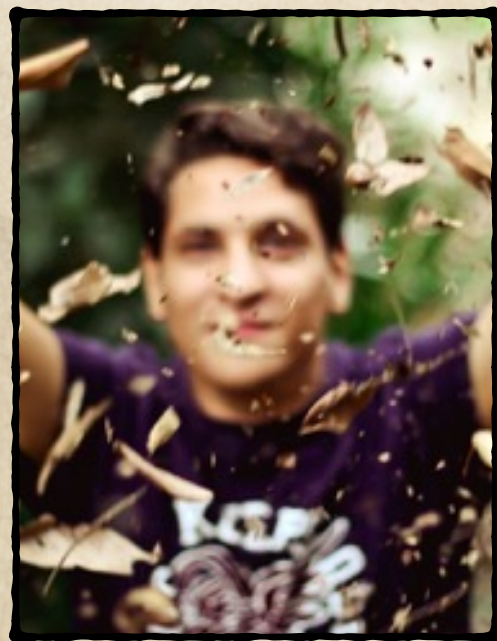
When the Robben Island Ferry sank, you realised the unique opportunity before you. If you could get to the Island, you get some shots and stories that you could NEVER get under normal circumstances. And if you don't damage anything, you shouldn't get in trouble. Technically, you are doing them a favour.

You approached your friends, and they have decided to go for the idea. The whole group of you is going and it is going to be epic. Robben Island as your own personal playground.

The sea has been a bit rough though and the wind is getting crazy. This might turn out to be more of an adventure series of photos rather than beautiful pictures of style and class. Lifejackets are on, but you have supreme confidence in Terence and Mia to get you out of this.

Opinions on the other Investigators

- **Ryan Solomon** - Ryan is your boyfriend. You absolutely adore him. He is one of those chilled, relaxed and go-with-the-flow guys. He is friends from school with Mia which is how you met everyone. He studies history, so you know Robben Island is interesting to him. You had hoped to sneak off from the group for time for just the two of you to talk, but that might not be possible with this weather.
- **Mia Rossouw** - Mia is a school friend of Ryan's. Very friendly and a real risk taker, you would love to collaborate with her on your accounts. She studies Marine Biology, and she and Terence got the boat for this escapade. She knows what she's doing, even if she takes risks.
- **Terence Davids** - Terence is the other 'ocean lover' in the group. He's studying Marine Geology. He is easy going, but sometimes you feel like he gets a little nervous without really having a reason to. Not that he ever says anything about it. He seems to just swallow it in for the greater peace. He really should let some of those nerves out.
- **Prudence Radebe** - This engineering student is a project partner of Terence's. She is super bright, but very focused on her studies. It will be nice to see her relax for once.
- **Imelda February** - This serious girl is studying the Environment, Society and Sustainability. She can be a bit of a pain when she thinks people are pushing things too far. Not everything is life or death or super serious, why won't she lighten up?



Ryan Solomon, Age 24

STR 50 CON 50 SIZ 40 DEX 80 INT 60 (Idea)
 APP 50 POW 50 EDU 70 SAN 60 HP 9
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 55

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Fighting (Axe)	15% (7/3)
Firearms (Handgun)	20% (10/4)
Firearms (Rifle/Shotgun)	25% (12/5)
Dodge	40% (20/8)

Armour: none.

Skills: Anthropology 50%, Archaeology 50%, Climb 40%, Credit Rating 20%, Cthulhu Mythos 00%, Drive Auto 40%, History 70%, Jump 40%, Language (English) 60%, Language (Afrikaans) 60%, Library Use 70%, Listen 25%, Mech. Repair 30%, Persuade 60%, Spot Hidden 50%, Stealth 40%, Swim 40%.

Relaxed, supportive and kind are how your friends would describe you. You're a big believer that when people treat each other with kindness, the world is a better place.

The only things you do not tolerate are people being jackasses for the sake of it or acting like they are better than others. That gets you riled up. You're a South African History Masters student and it has given you a real appreciation of just how horrible and wonderful people can be.

When the Robben Island ferry sank, your boyfriend Eugene suggested to some of your friends that you sneak out to Robben Island. To your surprise most of them agreed. You're not letting them go alone! Robben Island is a major site of historical significance, from being used to house political prisoners during apartheid to being a defence station in World War 2 not to mention having been a leper colony or refuelling station for trade vessels. There is a reason it is a UNESCO world heritage site and if they accidentally mess up anything they will be in far more trouble than you could begin to imagine because of how important a place it is. They'd be in a lot of trouble with you too – you need places like this to remind people of history.

So, you are coming with. It will be interesting to see the place for yourself as well, you suppose. But the most important thing is to let them check the place without wrecking the place.

Unfortunately, the sea seems to be more than a bit rough today. You're feeling awfully uneasy about how much the ocean is shoving you all around.

Opinions on the other Investigators

- **Eugene Isaacs** - Eugene is your boyfriend. You fell for his charm and outgoing personality. He studies Marketing but is trying to break into the social media big leagues. Sometimes this can cause him to suggest truly outrageous ideas, but everyone seems to have taken a shine to this one.
- **Mia Rossouw** - Mia is a school friend of yours. She is now studying Marine Biology but has never lost her love of thrill seeking. She and Terence organised the boat for this venture.
- **Terence Davids** - Terence is one of Mia's former classmates, though he is now studying Marine Geology. He's a laid back and easy-going kind of guy. You're quite surprised that he seemed to be the one to go with Eugene's crazy idea this time around.
- **Imelda February** - Another of Mia's former classmates, she is studying the Environment, Society and Sustainability. While she can sometimes come across as a bit harsh, you are happy she is coming with as she tends to be more serious and responsible and perhaps between you two you can stop the group doing anything too crazy that may get you all in trouble,
- **Prudence Radebe** - This engineering student is a project partner of Terence's. She is extremely intelligent but doesn't have much time for socialising thanks to her studies. You hope that she is going to be another member of 'Team Responsible' on this trip.





BROTHERS IN ARMS

BY MATTHEW KENNEDY

INTRODUCTION

This is a scenario written for Call of Cthulhu 7th Edition. It is set in the Gaslight Era (1890's) and based in Liverpool, UK. What starts as an intriguing locked room mystery quickly turns into the search for a killer and will ultimately bring the investigators face to face with creatures that previously they would never have believed existed. This adventure is complete and is playable within three to four hours. However, it is also written to be a good starting point for a larger campaign if desired. Six pre-generated characters are included with this scenario, each having a unique connection to the adventure, as well as a quality or skill that will come into play during the game. However, if played as part of a larger campaign other characters can be used. Different suggestions are given as to how to include characters from your campaign in this scenario, as well as ideas for continuing the story after it is complete.

Plot Summary

The characters are asked to investigate the apparent theft of an Egyptian Mummy from the museum, despite the fact that all the doors were locked and guarded when the theft took place. The night before the theft there had been a break in at the museum, and one of the night watchmen was killed and another was found unconscious. The police are stumped. This leads the investigators to a shipping company on the docks, where they are attacked by a gang who think that one of their members' involvement has been discovered, as well as the person at the university who is responsible for the artifacts being sent to the museum in the first place. From there they are lead to a mysterious benefactor who turns out to be an inhuman vampire, and then to the resurrected mummy.

Background

The mystery being discovered by the investigators is in fact quite simple; an ancient vampire currently going by the name of Victor Herschel has funded excavations at an archaeological dig

site in Egypt with the intentions of finding an old friend of his, Hori, and using his knowledge of the mythos to reanimate the mummy. More than three thousand years ago they both served as High Priests to the Dark Pharaoh Nephren-Ka, and took part in evil rituals and ceremonies as worship. One of these was the spell **Apportion Ka** (Keeper's rulebook, pg. 246), which Hori used to transfer a portion of his spirit to different vital organs before removing them from his body - essentially mummifying himself, but in the process becoming almost immortal as long as the removed organs were kept safe. Herschel, as a vampire, did not need to undertake this ritual. However, Hori's secret was discovered. He was beaten to death and buried in secret, along with the Canopic Jars in which he had placed his organs. Herschel now hopes to reanimate his friend by bringing them back together again. His intentions are genuine; he misses his friend and hasn't seen him for almost five millennia, and has seized a chance to have him back, despite the evil ceremonies involved.

Timeline

- 3000 BC - The vampire Va'kesh and his close friend Hori are high priests of the Dark Pharaoh Nephren-Ka. Hori uses dark magic to make himself immortal, his life force magically sealed in removed organs and stored in ceremonial Canopic Jars. The pair's deeds are discovered. Va'kesh escapes but Hori is killed, interred in a sarcophagus and buried in a secret location. Knowing the power of their magical preparation, Va'kesh vows to restore his friend.
- For the next five millennia Va'kesh roams Europe, using his vampiric powers to gain wealth and power, though being careful to stay out of the spotlight. Most recently he has lived in Germany with the name Victor Herschel, though has moved to England as fits certain business interests.
- 1890 - Herschel becomes a patron of the Institute of Archaeology at the University of Liverpool. His funding is sufficient for a group of postgraduates to undertake an excavation of the site where Herschel believes his friend Hori

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to be buried.

- 1891 - the expedition sets out from Liverpool and arrives in Egypt just before Christmas.
- March 1892 - the sarcophagus of Hori and his Canopic Jars are uncovered. They are claimed for the Liverpool World Museum.
- **Monday 29th August 1892** - the ship transporting the artifacts arrives at the Albert Dock in Liverpool. One of Hori's Canopic Jars is stolen by a foolish member of the Hibernia Gang, Ronan McCarthy. The missing jar is put down to an inventory discrepancy at the warehouse and the remaining artifacts are sent to the museum on **Wednesday 31st August**.
- The stolen Canopic Jar gives Ronan McCarthy a horrible and uneasy feeling, and he is driven to confess his crime to a local priest, Father Murphy. Father Murphy advises him to return the item.
- **Friday 2nd September 1892**, Early Morning - McCarthy breaks into the museum to return the Jar. He is caught by a pair of night watchmen, and in the ensuing struggle manages to disarm one of them and hit him over the head with his own truncheon. The other turns to call for help, and McCarthy shoots him to stop him from getting away. He escapes through the same window he entered by. The gunshot alerts Elizabeth Moore and the other watchmen, who summon a doctor. The watchman who was shot is declared dead at the scene, and the other is taken to the Liverpool Royal Infirmary. The exhibit is searched by museum staff who conclude that nothing has been stolen.
- After the mysterious break in and attack the Egyptian Exhibit is sealed. The broken window is boarded up, and guards are posted at every door. This does not deter Herschel, who enters and exits the room by transforming himself into mist late at night.
- **Saturday 3rd September 1892** - the exhibit is opened to find that the mummy Hori and all of his Canopic Jars have vanished. The guards swear that no one entered the room all night, and they heard no noise. The Investigators begin their investigation.
- That night, Herschel resurrects Hori under the full moon at Joseph Mayer's old museum.

Setting

This scenario is set in Liverpool, UK, 1892. Queen Victoria's reign is in its fifty fifth year, Oscar Wilde has just published *The Picture of Dorian Grey*, and Conan Doyle's *Sherlock Holmes* is becoming increasingly popular in the newspapers. This is the era of the steam train and of industry; electricity is in use but is not common.

Social class was of vital importance to the Victorians; for simplicity characters are assigned as either upper, middle or lower/working class, though the reality was far more complex. Upper class people tend to be either very rich or have noble standing, royal titles or the like. Middle class people tend to be business owners, or work in respected careers such as law and medicine, while the lower classes perform manual labour or



work as servants (Slavery was abolished in the UK in 1833).

Attitudes towards women were poor; women did not have the right to vote and were not educated in the same way as men. They were expected to marry suitably and bear children for their husbands. In this time period women's suffrage was a major issue (One of the provided characters is a suffragette). Similarly, members of the LGBT community were commonly treated as second class citizens (indeed, homosexuality was illegal for decades to come) and many lived in secret.

The Victorians had a far more complex monetary system than we enjoy today. For simplicity, money in this adventure is simplified to pounds, shillings and pence, which while not at all accurate should be sufficient for this scenario. A Shilling is worth twelve pence or one twentieth of a pound.

For more detail see **Cthulhu by Gaslight**, **Cthulhu through the Ages** or **Hudson & Brand: Inquiry Agents of the Obscure**.

Keeper's Note

Important people, places and things are highlighted throughout the text in **bold**. NPC and Monster stat blocks are listed in the appendix at the end of the scenario, though the page number for each is listed in the chapter in which they appear, as well as in the contents for quick reference. Reference to specific rules/spells etc. are given the relevant page number from the Call of Cthulhu 7th Edition Keeper's Rulebook.

THE INVESTIGATORS

- **Jack Baker**, an Inquiry agent and former policeman. He joined the force but struggled with the regimented rules and structure, and now works for a local Inquiry Agency.
- **Elizabeth Moore**, museum assistant and wife of the curator. Moore discovered the bodies of the attacked night watchmen.
- **Dr Malcolm Savage**, a semi-retired middle class physician. Dr. Savage still does a few house calls, as well as regular check ups for some local working girls, despite his personal misgivings.
- **Captain David Savage**, retired navy, and brother of Dr.

Savage. The Captain is childless and is something of a philanthropist, donating his accumulated wealth to causes he deems worthy. He is a benefactor of the Liverpool World Museum.

- **Octavia Slaughter**, an undertakers' widow. Mr. Slaughter disappeared in Dublin in mysterious circumstances. Octavia now runs the family undertakers' business herself. But of course, the dead are not always as they seem...
- **Nessie Stewart-Brown**, an upper class adventuress and suffragette. Travelled in Africa and the Far East in her youth but has recently fallen on hard times after her husband made some poor investments. She does secretarial work for Jack Baker, partly to prove that women are capable of working and partly to spite her drunk husband.

These characters are referred to throughout the text as '**the Investigators**'.

Incorporating this scenario into an existing campaign

If you wish, you may use this scenario as part of a larger campaign. While it has been written to take place in Liverpool, it could be changed to any port town with little difficulty. However, it is advisable that the characters have some local knowledge and contacts, as they may prove valuable during gameplay. Some key points to note are - Both the doctor's and undertakers' professions allow them access to places and people that other investigators might otherwise struggle to get to, as well as being their connection to the start of the mystery. Similarly, Captain Savage's membership of the Athenæum Club can prove key to confronting Victor Herschel. Nessie's knowledge of history may be an important part of discovering the truth behind the mystery, and Elizabeth Moore's knowledge of the museum and it's background can be an integral part of the plot. If using your own characters in this scenario, think of suitable contacts or other elements from their backstories that may be able to help them recreate these connections. Similarly, your characters need good reasons to be involved in the start of the investigation at the museum.

DRAMATIS PERSONAE

The key Non-Player Characters (NPCs) in this scenario, presented in the order in which they appear. The page number given is for the characters stat block in Appendix A.

Thomas Moore



Thomas Moore, Museum Curator

pg. 108

Moore is a cheerful fellow of 58. He is Elizabeth's husband. He has been the curator since he was a teenager, before the current museum building was even built. His background is in natural philosophy, but does have some knowledge of Archaeology and Egyptology.

Inspector Cecil Bradley

pg. 108

Bradley is the former partner of Jack Baker, and the two are bitter rivals. Bradley is stumped at the mystery but will take steps to prevent Baker and the other Investigators from discovering the truth before him. As with most policemen, Bradley is open to bribery if the price is right.

Inspector Bradley



Jonathan Kirby, Nova Trading Company Manager

pg. 108

An honest businessman who works hard and takes care of his staff. He has no idea most of his warehouse workers are members of the Hibernia Gang and use his business as a front for smuggling.

Ronan McCarthy, Hibernia Gang Ruffian

pg 109

McCarthy is an Irishman who smuggles goods through the Nova Trading Company's warehouse for the Hibernia Gang. He also steals any goods or artifacts he thinks he can sell on the black market, before any inventory can be taken. Discrepancies tend to be blamed on the transport ships or on clerical errors. McCarthy is quick to use violence to solve problems and carries a .38 revolver.

Jonathan Kirby



John Garstang, Professor of Egyptology

pg 109

Professor Garstang has travelled widely and seen many mysterious things during his life. Whilst having never encountered the Mythos directly he has felt it; a strange symbol here, or a mysterious noise there, and he is open to the idea of the paranormal in a way that many Victorians aren't. Little does Garstang know that one of the main benefactors of this expedition was in fact a five thousand year old vampire. If the Investigators were to confide in him he would believe their story, and could prove to be a useful ally.

Gareth Porter, Night Watchman

pg 109

Originally from North Wales, Gareth has worked at the Liverpool World Museum for three years. He is generally a mild mannered man and is well liked by his

colleagues.

Father Adam Murphy, Catholic Priest

pg 109

Parish Priest at St. Luke's' Church. Whilst his religious beliefs cannot allow him to condone many of the activities of the Hibernia Gang, Father Murphy's loyalty to his fellow Irishmen has found him a place as an advisor to Madame Beatrice, and counsellor to many of the gang's members.

Madame Beatrice, Hibernia Gang Leader/Businesswoman

pg 110

An attractive middle aged woman, Beatrice always appears jolly on the outside but has a sharp wit, a shrewd business sense and a ruthless streak when crossed. Born Bláthnaid McNamara (Pr. Blah-nid) in a poor part of North Dublin, she emigrated to Liverpool and changed her name to Beatrice when no one could pronounce her name properly. She started out working for the Hibernia Gang, at first as a working girl, but soon showed her skill with managing the accounts and became the manager of the brothel. Other members of the Hibernia Gang work as doormen and bouncers at the Philharmonic, and all answer to her.

Over the years her political skills have increased her standing in the gang, and the unfortunate death of Patrick Flannigan last year left her as the undisputed leader of the gang. As such, her interests range far and wide, from prostitution to smuggling. A large number of the police take bribes from the Hibernia Gang.

She's known as a fair employer, especially to any Irish just off the boat and looking for work; she looks after them, and they work hard for her.

Victor Herschel, Immortal Vampire

pg 110

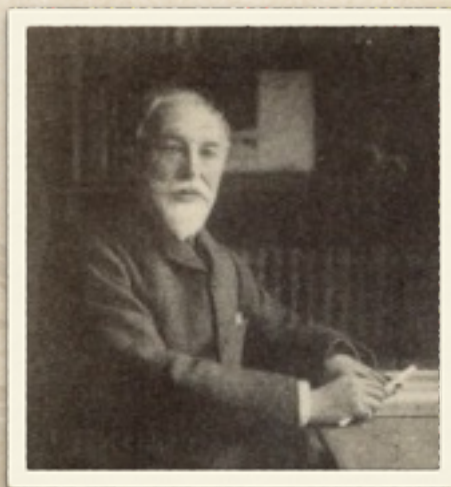
Five thousand years ago in Ancient Egypt, Va'kesh was a High Priest of Nephren-Ka. He's so old he has forgotten his first name and where he came from, or even how he became a vampire. But he does remember his friend, Hori. For years he has travelled the world, changing his name every few years, accumulating wealth. And finally, he found an opportunity; a group of archaeologists on a hunt for undiscovered artifacts. He used his influence and money to subtly direct the expedition, with the hope of what they might find. And even though he hasn't practised those old magics for a long, long time, the chance to be reunited with his old friend is worth the effort.

Hori, Resurrected High Priest of Nephren-Ka

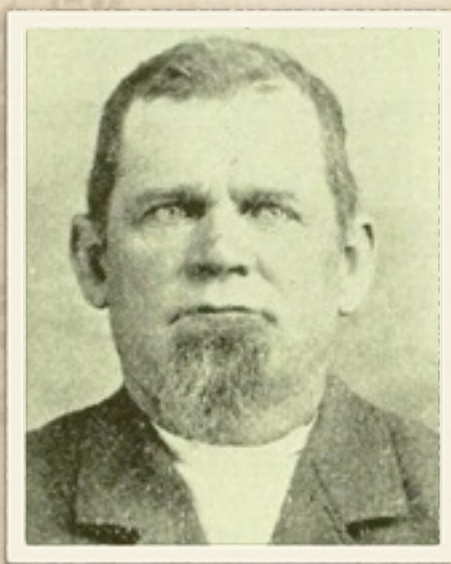
pg 110

Devoted to the Dark Pharaoh (Nephren-Ka, an avatar of Nyarlathotep), Hori would do anything to honour his master. He used the spell Apportion-Ka to mummify himself whilst also making himself immortal so long as his organs were preserved; this is how Victor Herschel was able to revive him, five thousand years after Hori was condemned to death.

Now resurrected, Hori finds himself walking the streets of Victorian Liverpool. The place and time may have changed, but Hori has not; he is still intent on worshipping his master, and quickly begins murdering people as sacrifice.



Professor Gurstang



Ronan McCarthy



Madame Beatrice



BROTHERS IN ARMS

Prologue Narration

“The room is dark. A robed man stands above an alter speaking foul, unnatural words. One by one he opens the four jars laid next to a bandaged shape. As the spell culminates, the figure on the alter writhes and spasms, and finally falls still. For the first time in more than five thousand years its chest rises and falls as it takes a rattling breath, and its brown eyes snap open.”

A LOCKED ROOM MYSTERY

This scenario begins with the Investigators meeting at the **Liverpool World Museum** on the morning of Saturday 3rd September 1892. Many of them may already have an idea as to why they’ve been invited here; the men were found yesterday morning by **Elizabeth Moore**, who works at the museum as a tour guide and administrator. **Doctor Savage** was called to attend to a watchman who was found unconscious after an assault, and **Octavia Slaughter** was asked to remove another watchman who had been shot dead in the same incident. **Captain Savage** is the doctor’s brother, and an investor in the museum; he is here to make sure the strange events are investigated fully, as the police constabulary have drawn a blank. To that end he has employed the Inquiry Agent **Jack Baker** and his assistant **Nessie-Stewart Brown** to discover what happened.

As the Investigators arrive they see **Inspector Cecil Bradley** leaving the museum. *He has absent-mindedly left his notebook behind, which may prove useful to the Investigators if they read it. He will return for it as soon as he realises his*

mistake.

They are all greeted by **Thomas Moore**, the museums curator and Elizabeth’s husband. He begins by thanking the Investigators for coming and begins to outline the events of the past forty eight hours;

In the early hours of yesterday morning (Friday 2nd September) a gunshot was heard in the Egyptian Exhibit. The museum staff, including Elizabeth Moore, rushed to the basement where the collection was housed to discover two of the night watchmen collapsed on the floor. One of them had clearly been shot, and was bleeding profusely. The other was unconscious on the floor nearby.

A runner was sent to summon a doctor, and shortly afterwards Doctor Savage arrived. He pronounced the first man dead immediately. The second was found to have a head wound, and Doctor Savage had him taken to the **Royal Infirmary** on Brownlow Street. As far as anyone is aware he is still there, unconscious.

At this point the police were called, as well as the local undertaker, Octavia Slaughter. The police and museum staff searched the exhibit, and found a broken window that indicated

a break in. However, while nothing had been stolen (Elizabeth Moore can corroborate this) a quick inventory check lists **four** Canopic Jars with the new sarcophagus. As well as this, the police do not find anything that could have been used as the weapon that was used to assault the unconscious watchman, but do note that his truncheon is missing.

Keeper's Note: *Fingerprints did not enter standard use for the police until the early 1900s.*

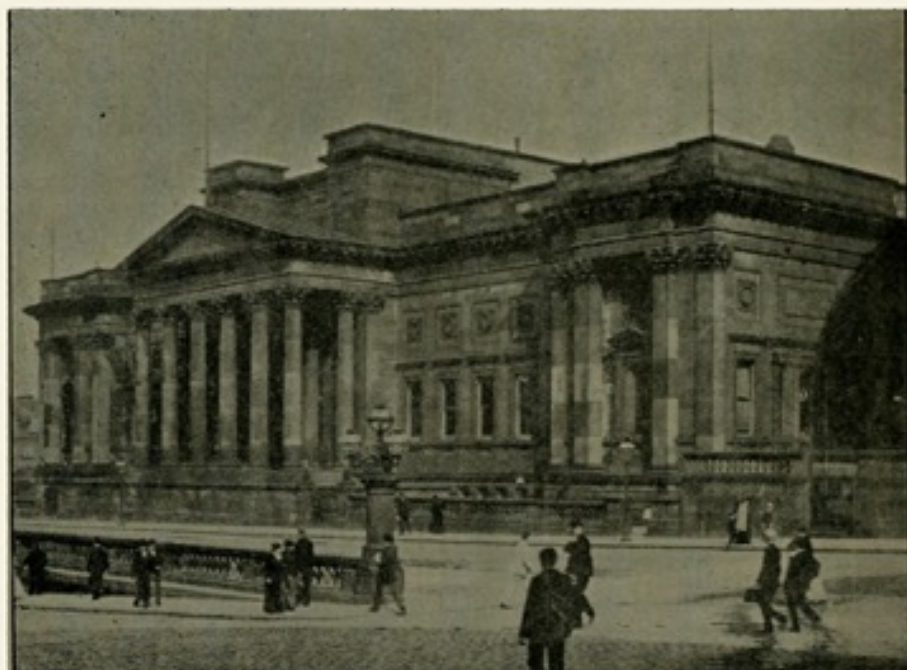
When the police had finished their search of the room the broken window was boarded up, the room locked, and watchmen assigned to guard every door.

A few hours ago, Thomas Moore opened up the Egyptian Collection to discover that one of the sarcophagi had somehow been opened, and the mummy from inside had vanished along with all four of its related Canopic Jars. The guards on the door swear blind that no one went into the room, and that they heard nothing from inside.

Allow the Investigators to question Moore and the other watchmen. They are able to tell the Investigators the following information;

- The unconscious watchman is **Gareth Porter**, a Welshman who has worked as a night watchman at the museum for nearly three years. His partner, the dead watchman, was named **Edward Saxon**.
- The empty sarcophagus held a mummy named **Hori** (according to the hieroglyphs carved on it), and was claimed for the museum by a group of British Archaeologists from the University of Liverpool. Hori's Canopic Jars are also missing.
- Hori was a new addition to the collection, arriving in Liverpool only a few days ago on Monday 29th August on a ship owned by the **Nova Trading Company**. It was transferred to the museum on Wednesday 31st August along with **three** canopic jars (see sidebar).
- The Exhibit Inventory taken after the first break in lists **four** canopic jars.
- The police detective on the case is **Inspector Cecil Bradley**, but so far he has not found any leads.
- The sarcophagus lid was found leaning against a wall to one side, placed almost carefully so that it will not fall.

If the Investigators ask to see the exhibit, Moore will gladly allow them access. During the Victorian era there was a huge interest in displaying artifacts from the colonies, and relics from ancient Rome, Greece and Egypt were all the rage. The collection in Liverpool was (and is) second only to that of the British Museum in London. Much of the collection came from a private collector called **Joseph Mayer** who previously operated



The Liverpool World Museum

his own museum on **Colquitt St**, and died in 1886.

While the Collection boasts many items worth seeing, there is little of interest to the current investigation. There are multiple sarcophagi around the room, but the one in question held pride of place in the centre.

- The main thing to see is the sarcophagus lid, which is standing as described against one wall. It is made of stone, is very heavy, and can not be lifted by one man.
- The mysterious hieroglyphs on the sarcophagus will require a hard Archaeology roll to translate, as they are not a standard dialect. If any of the Investigators is able to translate them, they carry a warning against opening the sarcophagus as it contains 'unspeakable evil'. If none of the Investigators is able to translate the hieroglyphs, they may be copied down. It is possible that they may be translated by **Professor John Garstang** of the Institute of Archaeology at the University of Liverpool.
- The boarded up window is big enough for a man to climb through but nothing bigger. The broken glass has fallen on the inside of the window.
- Should the investigators do any further research, they will discover that the Nova Trading Company has offices on the **Albert Dock**.
- The other night watchmen can be interviewed but will repeat what they told Moore; there was no noise from inside the exhibit at any point during the night, and nobody came or went.
- Inspector Bradley's notebook has been left near the empty sarcophagus - It contains the following (**Handout #1**);

Incident report

Forced entry to Egyptian Exhibit of Liverpool World Museum. Reported at 07:05, Saturday 3rd September 1892. Initially attended by Constables Rotherham and Jones, then referred to myself.

Further to the initial break in and assault of two night watchman yesterday Friday 2nd, museum staff report that after having been sealed shut since yesterday morning, the exhibit has been opened this morning to find an opened sarcophagus, with the contained mummy missing, as well as four jars.

There is no sign of any new forced entry.

Curator Thomas Moore assures me that

"The exhibit has been locked and guarded for twenty fours hours, and no one has been in or out". This has been corroborated by the night watchmen.

The exhibit has no other entrances nor exits, and no unlocked or broken windows.

The museum staff assure me the missing items were here yesterday as they took inventory following yesterday's break in (see previous report)

Impression: ???

Bradley will soon return after realising he has forgotten his notebook, and will likely make some nasty comments about civilian investigators.

What Actually Happened?

When the ship carrying the artifacts from the Egyptian dig site arrived in Liverpool, the ship's contents were unloaded by workers of the Nova Trading Company at their warehouse on the Albert Dock. One of these workers was a ruffian called **Ronan McCarthy**, who is also a member of the Hibernia Gang, a group of (primarily) Irish criminals. McCarthy thought he could make some money on the side, and so he stole an easy to conceal artifact, not having any idea what it was - one of Hori's Canopic Jars. When inventory was taken and there were only three jars instead of four, it was put down to a clerical error.

McCarthy had planned to sell the artifact - plenty of upper class Victorians would pay well for such an item if it was genuine, and it isn't the first time McCarthy has done this - but the jar gave him a distinctly uneasy feeling, and he grew nauseous whenever he was near it. He had visions of decayed organs growing and coming back to life, and felt dread that something would seek vengeance on him for the theft. He went to a Catholic priest Father Murphy to confess what he had done. As a penance for his sin, Father Murphy suggested that McCarthy return the jar to the collection it was stolen from. At this point the collection had been transferred to the museum.

That night, McCarthy broke into the museum through a basement floor window. He found the sarcophagus of Hori and the remaining three jars, and replaced the one he had stolen. As he turned to leave, he was confronted by the two watchmen; in the ensuing struggle, he managed to disarm one of them, hitting him over the head with his own truncheon. The other man

turned to run, and in desperation McCarthy shot him so that he couldn't call for help, before escaping back out of the window he had entered through.

The following night, the vampire Victor Herschel entered the museum, transforming into mist to slip under doors and through keyholes. He had only just returned to Liverpool from London, where he had business, and had been thrilled to hear that the shipment from Egypt had finally arrived. He lifted the lid of the sarcophagus with ease and laid it to one side. Then, taking the four Canopic Jars and the hand of his long dead friend, he returned to mist, leaving as quietly as he had come. When the room was opened up again the next morning, the artifacts seemed to have vanished.

THE ALBERT DOCK

The Nova Trading Company's local office is on the Albert Dock. It's head office is in Berlin, but it also has branches in London, New York, Cairo and Hong Kong. It appears to be an unremarkable shipping company, dealing in tobacco, cotton, sugar and (until recently) slaves. Of course, for the right price the business will ship anything, including Ancient Egyptian artifacts.

The business' ownership is a matter of public record, and the owner of the company is a man called **Victor Herschel**. This

A Note On Canopic Jars

Canopic jars are ceremonial vessels used by ancient Egyptians to store the organs that were removed during mummification. Traditionally there were four, one each for the stomach, intestines, lungs and liver. Each jar carried a depiction of one of the four sons of Horus.

The number of jars is a key clue to lead the Investigators to Ronan McCarthy. When they arrived at the museum the shipping manifest listed three jars, but after the first break in the museum inventory listed four. This is not immediately noticed by the museum staff and is left for the Investigators to piece together.

Son of Horus	Depiction	Organ
Hapy	Baboon	Lungs
Duamutef	Jackal	Stomach
Imsety	Human	Liver
Qebehsenuef	Falcon	Intestines

The stolen Jar had a jackal's head representing Duamutef, and contained Hori's stomach.

If the Investigators ask about the jars, one of the night watchmen might say "I put it back with the other three". Elizabeth Moore can make an Idea roll to remember that only three were present on arrival.



information can also be obtained from the branch manager if the investigators ask.

As well as the office Nova has a warehouse on the dock, used for stock waiting to be loaded. They also have a small customs and quarantine area for any goods that require inspection before moving on to their final destination.

The Liverpool branch manager is a local man named **Jonathan Kirby**. He'll be happy to discuss business with the Investigators; if they mention an Egyptian mummy he'll ask if they'd like to see it?

As it turns out, Nova took delivery of another mummy only yesterday, but was informed by the museum they would have to delay collection as their Egyptian Exhibit was 'temporarily closed.' He doesn't know why.

If the Investigators agree, Kirby takes the investigators to the warehouse which is full of crates of tobacco, sugar, coffee etc., and in an isolated corner is the unmistakable shape of an Egyptian Sarcophagus, with a dust sheet over it. If asked for any information about it, Kirby consults with one of the warehouse staff, a grumpy Irishman who eyes the investigators with suspicion. This man is Ronan McCarthy. The listing on their inventory simply says 'Sarcophagus - Liverpool World Museum'. It is waiting here until the Museum staff come to collect it.

As for the first sarcophagus and its related artifacts, they arrived on 29th August and were transferred to the museum on the 31st, the two intervening days being usual for customs and inventory checks.

If any players wish to make a psychology check, a success will reveal that while Kirby isn't lying about anything, there's something he's not mentioned about the inventory. If pressed with a successful fast talk or persuade roll, he will admit there was a clerical error on the inventory - it listed four jars along with the sarcophagus, but only three were unpacked from the ship. Ronan McCarthy looks distinctly uncomfortable at this.

Any Investigators who make successful Psychology checks will see that he knows what happened to the fourth jar.

If the Investigators ask Kirby to see his shipping records he will politely decline, citing private business matters, but he can be talked round with a successful charm or fast talk roll. Alternatively, Investigators may attempt to sneak into the office while Kirby is showing others around the warehouse. A quick look at the books will show payment for the transport has been made, but unusually it does not state by whom - every other entry has a name written carefully beside it. *It was paid for by Herschel as part of his patronage of the Institute of Archaeology.* If asked, Kirby will reiterate that he may not discuss private business matters, especially payments, with non-clients, and will become hostile if pushed too far.

Kirby makes his apologies and leaves the investigators in the warehouse with McCarthy, having to attend to other business. McCarthy mumbles something about being back in a minute and also disappears.

Optional scene - Autopsy

The Investigators may wish to examine the body of the dead watchman, Edward Saxon. He is resting at the Old Swan Undertakers, owned by Octavia Slaughter. She and/or Dr. Savage may make a Medicine Roll to try and learn any information from the corpse. A successful roll will reveal bruising on his right hand, consistent with a fist fight. The bullet wound is in the middle of the man's back, with no exit wound. If the bullet is retrieved, it can be analysed by someone with knowledge of firearms - possibly Captain Savage or a navy associate of his. A successful Firearms check will correctly identify the round as having been fired from a .38 revolver - the kind that Ronan McCarthy keeps in his pocket.

This sarcophagus is sealed, and is covered in the usual hieroglyphs; if correctly translated there are no mentions of the Black Pharaoh, or Hori, in any of its writings. A hard history or archaeology check will reveal that this mummy is from an older dynasty than Hori and is unrelated, other than coming from the same dig site.

As the investigators come to leave they find that McCarthy has reappeared along with a number of other warehouse workers; each is looking shifty, and a couple are carrying blackjacks or brass knuckles. McCarthy is carrying a truncheon that can be identified with a successful Idea roll as belonging to the unconscious nightwatchman Gareth Porter. He also has his .38 revolver concealed in his pocket.

McCarthy demands to know who the Investigators are and why they're snooping around.

The warehouse workers (including McCarthy) are all members of the Hibernia Gang, and use the warehouse to smuggle goods in and out of Liverpool without Kirby's knowledge. Most of them are concerned that the Investigators are onto their smuggling racket, but McCarthy is also afraid they know that he is the one who broke into the museum and killed that watchman.

The investigators may try to talk their way out of the situation with a successful persuade or fast talk roll, however the gang will resort to violence with very little provocation. Even if they believe the Investigators are not here for them, they'll be afraid that they might be reported to the police. Have there be a number of gang members equal to the number of investigators plus two; their stats are the same as that of McCarthy, but without his pistol. McCarthy won't use his gun here out of fear they'll connect him to the incident at the museum, if they haven't already.

The investigators will be allowed to escape if they try and run for it, but it would be very dangerous for them to return.

THE UNIVERSITY

The Institute of Archaeology at the University of Liverpool can be found on Abercromby Square. It was founded by renowned Egyptologist **John Garstang**, who still acts as the department head. He no longer travels on expeditions of his own but supervises and guides his students with a fatherly hand. He is the one who authorised the expedition that discovered Hori's sarcophagus.

When the investigators arrive at the Institute they may need to inquire at the department's reception about the expedition, and will be referred to Garstang by the clerk there.

The Professor can be found in his office, finely decorated but clearly occupied by a disorganised man; there are piles of books and papers on every surface. He comes across as intellectually brilliant but easily distracted, losing his train of thought half way through sentences. He can tell the Investigators the following information;

- The expedition to Egypt is mostly made up of PhD students hoping to find some new artifacts on which to base their

Where is Hori?

After Herschel took Hori's body from the museum, he took him to a private location - the former Egyptian Museum on Colquitt Street. This building used to house the whole collection now displayed in the World Museum, but was sold after it's previous owner Joseph Mayer died - to Victor Herschel. Herschel bought the museum hoping that it might have some clue to the location of his old friend. Ultimately he found nothing, but the museum became a place of privacy where he practised his magic.

Here, under the full moon, Herschel performed the Rite of Resurrection to restore the mummified corpse of his friend to life.

Since then, the two have been laying low while Hori tries to adjust to the strange new world around him. However, while Herschel is happy to lead a quiet life, Hori quickly goes back to his old ways. Unbeknownst to his friend he begins casting the spell Enchant Sacrificial Dagger and has been taking locals to use as sacrifice to Nephren-Ka.

dissertations, and happily they have done that.

- As regards funding, the Institute gets a portion of it's money from the University but that it also has to fundraise for some of the bigger projects, and that they get donations from a number of alumni and other private benefactors, Captain Savage being one of them. *If the Investigators have not yet learned his name, Garstang will also mention Victor Herschel as a donor.*
- The artifacts in question were transported by a shipping company owned by one of the Institute's patrons. He can tell them the name of the Nova Trading Company if asked, having to root through a few drawers and files to find it.
- Garstang knows the name Hori: he can tell the investigators a story of two High Priests, who worshipped a 'Dark Pharaoh' - one of whom was supposedly named Hori. The tale goes that the two priests practised evil magics, but eventually got caught. One version of the story says Hori was sentenced to be mummified alive as punishment, but when the embalmers tried to remove his organs they found that they were already gone. Another says he was buried with his organs in canopic jars as usual. The other priest, named Va'kesh, vanished. The truth of the tale is disputed in the academic community as there is no evidence that this Dark Pharaoh ever existed, or when. As for Hori's gruesome death, it is commonly thought to be a myth.

The Investigators may try to search for more information on this myth, but will not find anything Garstang has not already told them. The city library contains only the more standard Egyptian legends.

If the Investigators ask who found the sarcophagus, Garstang can dig out a letter from a PhD student called **Stewart Townsend**. Townsend's letter describes an unusually plain tomb, separated from the rest and with more warning glyphs on

the barred door. He is still in Egypt working on the dig site with the rest of the expedition and is not due to return for another few months.

Historical note: John Garstang did not in fact found the Institute of Archaeology until 1904, but I have taken creative licence to include his notable work in this scenario - M.K.

THE WATCHMAN AWAKES

A message arrives for Doctor Savage from a colleague of his at the Royal Infirmary; Gareth Porter is awake. He can be found in Ward 3 at the Infirmary, under the strict eyes of numerous nurses, Sisters and Matrons, who are quick to order visitors out if they think their patients are getting too worked up or need rest. Dr. Savage will have no issues gaining entrance to the ward, and can vouch for the other investigators. If he is not present the investigators will need to make a persuade or fast talk check to be allowed in to visit, as the hospital has strict rules for visitors; Family only, two visitors at a time (no exceptions), and visiting is between 12:00 and 14:00 and 18:00 to 20:00. Dr. Savage may be able to use his influence to bend the two visitors at a time rule, but the investigators will still be watched carefully by the nursing staff.

This is a classic Victorian 'long ward'; nearly thirty beds arranged against either wall of a long room, with nurses' stations positioned periodically along the middle. Gareth Porter is in a bed at the far end by the window, with a view onto Brownlow Street. He is sat upright in bed, and other than a red bump on the back of his head seems to be well.

He's happy to tell the Investigators what happened; he and Edward Saxon (the dead watchman) were walking their usual patrol through the Egyptian Collection when they came upon a man. Porter says he drew his truncheon and shouted for the man to identify himself, but the intruder shouted a curse in an Irish accent and set upon him. They brawled for a moment and the man overpowered him, wrenching his truncheon from his hand. Porter shouted for Saxon to help him, but before he knew anything the man was bringing Porter's own truncheon down on his head. Everything went black, and the next thing he knew he was waking up in hospital surrounded by doctors and nurses.

He describes the intruder as tall with dark hair, but couldn't see much else in the low light. He repeats that he had an Irish accent, and says he's probably part of the Hibernia Gang.

If the investigators are able to show Porter a picture of Ronan McCarthy then he can confirm that he was the man that he saw in the museum that night.

Porter has his own questions, however; 'Have they caught the man?' and 'Where's Edward?'. It's instantly clear that no-one has yet informed Gareth of his colleague's demise. Any attempts to avoid the question by the investigators results in Gareth becoming anxious and fearful, and a stern nurse will swiftly ask them to stop upsetting her patient and leave.

If they tell Gareth the truth he will become distraught, and urge them to find the man who killed his friend.



THE ATHENÆUM

The **Athenæum** on Church St. is a Gentleman's club for the upper and wealthier middle classes. It is a rich place, with the air of money and importance. It has a grand library, always stocked with the day's newspapers, as well as a lounge bar and a number of meeting rooms. Membership is expensive, but the personal service is excellent.

To gain entrance to the club, Investigators must either be a member or make a Credit Rating check to persuade the doorman to let them in; success is based on class and gender. Upper class men only need a normal success to gain entrance, middle class men a hard success, and working class men an extreme success. Women must roll as if they were a class lower than they are; for working class women, entrance to an establishment such as this would require a critical success.

Keeper's Note; after gaining entry, for the rest of this scene any female investigators will have a penalty die to any roll involving social interaction with men.

Inside the club's expensive stone facade, it is decorated with wooden furniture and leather chairs. A large chandelier hangs in the library, as well as a number of electric lamps; symbols of the patron's collective wealth. Any investigators who have managed to gain entry are greeted by a servant.

Men are shown to the large Drawing Room while women are shown to the segregated 'Ladies' Lounge', so as not to 'disturb' any of the club's members. From here they are waited on politely, but are warned in the kindest manner that they are not to wander the club. If anyone wishes to challenge this (which Nessie SB may well wish to do) the club's manager, **Mr. Jarvis-Smythe** is summoned. Jarvis-Smythe is a staunch traditionalist, of the opinion that letting women into the club at all is a huge relaxation of rules, and that the idea of letting them mingle with the men is just absurd. If the investigators protest he will politely but firmly have them shown out.

The Drawing Room has a bar at one end, where members can order drinks and socialise. The members of the Athenæum are



The Athenæum

the elite of Liverpool's upper classes, being either nobility, of extreme wealth or having power such as judges and members of parliament.

In the Ladies Lounge the Investigators may acquaint themselves with **Hertha Ayrton**, a leading mind in the scientific field of electricity but who's accomplishments have been claimed by her husband. Hertha will offer advice to the Investigators and can be used by the Keeper to suggest ideas or point out clues that they may have previously missed. If they ask why she's here, Hertha replies that she is visiting Liverpool from London to attend a suffragette meeting. She was invited to the Athenæum along with her husband but finds it absurd that she may not attend the drawing room with him.

Servants will happily answer questions (to all investigators) up to a point; they will answer and queries related to the club or to goings on in Liverpool in general, but invasive questions about a patron may be perceived as rude. Members are a different story however, often happy to gossip about other socialites given the right opening. By following the social code, the investigators can learn the following information;

- Victor Herschel is a member of the Athenæum
- He generally visits the club on Tuesday and Thursday evenings, though has been away on business for the past week or so. It is uncertain if he has returned to Liverpool yet.



Optional Scene; Meeting with Inspector Bradley

Jack Baker might want to meet his old rival to discuss the case and possibly trade information. This is also a good way to keep the momentum going if the players get stuck - Inspector Bradley could offer or let slip a clue the Investigators might have missed.

Bradley is suspicious of the Investigators and is incredibly territorial - this is *his* case and he does not like having to compete against a group of civilians. However, he also doesn't like being stuck on a case, and will trade information if he thinks it will help to give him an advantage.

- He is a self made entrepreneur, and owner of the Nova Trading Company.
- No one is sure of his age (the investigators are given differing accounts, anything from 25 to 45).
- No one knows anything about his family.
- He moved to Liverpool from London, but is originally of German blood.

The one thing the investigators won't be able to learn from the club's members is Herschel's address. This will be known to the club's staff but will not be given voluntarily - investigators will need to manipulate one of the servants in some way, or break into the club's records to obtain this information. These are kept in a small office to the side of the main entranceway.

If the Investigators happen to come to the Athenæum for any reason before becoming aware of Herschel, one of the members or servants may mention an opportunity to purchase some genuine Egyptian artifacts if the topic arises. They can refer the Investigators to Ronan McCarthy at the docks, as he has been a reliable source of black market artifacts for some time now.

THE PHILHARMONIC DINING ROOMS

The Hibernia Gang is known to operate out of the Philharmonic Dining Rooms, a well liked public house next to the Philharmonic Hall (Jack Baker will know this). Downstairs patrons may enjoy food and drink, while the upper floor is run as a brothel by the business' owner, a shrewd woman called **Madame Beatrice**.

Arranging a meeting with Madame Beatrice can be difficult but not out of the question. Doctor Savage can certainly organise a meeting in advance. If the Investigators simply arrive at the Dining Rooms and ask to see her they might well be ignored by the doormen, or at least left to wait for a long time. Finally they will be shown upstairs and asked to wait in the corridor outside Beatrice's office door.

Have the Investigators make Listen checks; those who are successful will overhear a conversation from inside. A male voice can be heard to mention the words 'museum' and 'warehouse',

as well as 'artifact'. The higher the success of the Listen roll will determine how much of the discussion the Investigators can hear. **Father Murphy** is telling Madame Beatrice about one member of the gang who works at a warehouse on the docks (McCarthy, though he is not named aloud - his name has been written down on a piece of paper) who stole an artifact from a shipment bound for the museum. The artifact supposedly had an 'evil feeling' to it, and made the man feel sick. Father Murphy assured the man that this was God's punishment for stealing, and that he should return the item to the rest of the collection as his penance. He believes that the man has done this, but is concerned at the news of a murder at the museum, and suspects the two are connected. As a member of the Hibernia Gang, he is of course obligated to pass this news on to it's leader.

A female voice can then be heard thanking the male speaker, and the door opens as Father Murphy leaves Beatrice's office. Keepers, remember this is a brothel - not only is this an unusual place to find a priest, but especially so against the background of Victorian values. The priest will nod to the investigators as he passes. A moment later Madame Beatrice will invite the Investigators in. After some brief smalltalk with Doctor Savage



The Philharmonic Dining Rooms



she will quickly get to the point, and ask them what she can help them with.

If any of the Investigators failed to overhear the priest's report and ask about McCarthy or the events at the warehouse then Beatrice can repeat it, likely adding that McCarthy will be duly punished for his actions.

If they ask Madame Beatrice about Victor Herschel, they'll see a funny look run across her face. She'll tell them that it is not unknown for certain members of the upper class, including patrons of the Athenæum, to pay visits to her establishment for some female company. She prides herself on providing a quality service, after all, and her rates are more than most could afford. She'll confirm that yes, Victor Herschel does visit from time to time. However; none of her girls like catering to him. They say he acts strangely, never wanting the same things as the usual customers. Instead he sits in silence, fixing the girls with his gaze in a way that makes them most uncomfortable. They all report feeling dizzy, and then have difficulty remembering what happens afterwards. Beatrice believes that Herschel takes a peculiar enjoyment in drugging the girls before giving in to whatever unusual inclinations he may have, and despite the fact that there doesn't seem to be any lasting effect on her girls she doesn't like the situation. Unfortunately Herschel pays more than double that of other clients, and Beatrice has to be careful in the way she deals with him, lest there be complicated social consequences. In reality Herschel hypnotises the girls before feeding on them; he makes the bite marks small and in unusual places, and so they are often unnoticed.

Beatrice can direct the Investigators to the Athenæum if they have not already visited, or can provide them with Herschel's address if they were unable to obtain it there.

THE VAMPIRE'S DEN

Herschel lives in a large townhouse in the affluent Aigburth area of the city. From the outside it appears to have four floors including a cellar and an attic. Inside, the main entranceway houses a large staircase that leads up to an open balcony on the first floor. Various doors lead off the hallway.

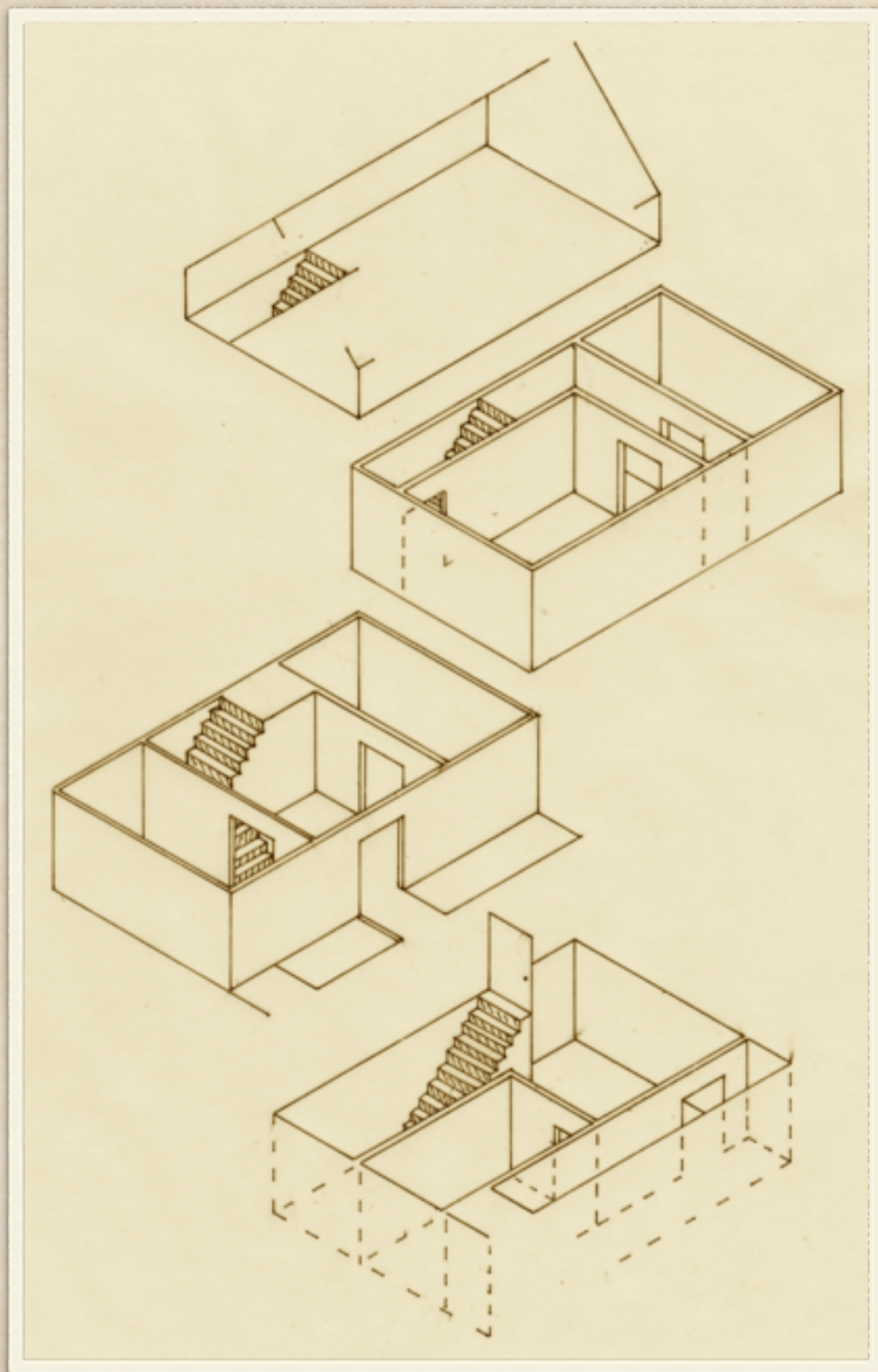
The household is run by a Butler called Roberts. There are no other servants. Roberts knows Herschel's true nature and is loyal to him, to a point - he is paid richly to keep his master's secret but would not hesitate to leave if circumstances changed. If the investigators find themselves in combat with Herschel, Roberts will join the fight on his master's side using the shotgun he keeps in the kitchen, but only if he thinks he will be unharmed. If he senses any risk to himself, he will simply collect the small travel bag he always has ready in his quarters in the cellar, and leave.

Ask what time of day the investigators plan on going to the house before setting up this scene. During daylight hours Herschel will be asleep in his coffin in the attic; Roberts will be cooking, cleaning, or running errands. In the early evening Herschel will go out for business meetings or to attend the Athenæum. At night, Roberts will be asleep in his room in the cellar while Herschel will be either in his study or out of the house hunting. This scene has a lot of variables, and will rely on the Keeper to keep the story running smoothly. Of course, no matter how many events you prepare for, your players will inevitably choose an option you didn't foresee.

The investigators have two main options; to simply knock and have the butler let them into the house, or attempt to break in. Both carry significant risks.

**Victor Herschel's
House**

1. Steps down to Servant's Entrance
2. Servant's Entrance
3. Kitchen
4. Robert's Quarters
5. Pantry
6. Steps up to Dining Room
7. Front Door
8. Main Staircase
9. Drawing Room
10. Dining Room
11. Door to kitchen stairs
12. Guest Bedroom
13. Herschel's Study
14. Concealed Door to Attic Stairs
15. Attic



Roberts knows that Herschel never arranges meetings at the house, and rarely has guests. However, he will greet any visitors warmly and invite them in, before asking them to wait in the drawing room while he prepares tea. He will then go straight to Herschel to tell him about their uninvited guests. After this he will in fact make tea, and present it to the investigators. Of course this leaves the investigators alone with a chance to explore the house if they so choose.

If the investigators choose to break in to Herschel's house, use the map as a guide while they explore. Aside from Herschel's study and the secret entrance to the attic, little seems odd about the house. Have investigators make opposed stealth rolls against Roberts and/or Herschel's listen skills, depending on which area of the house they're in, what time it is and who might discover them.

Herschel's study is kept locked, but there is a key for it kept on a hook in the kitchen along with various others. Alternatively it can be opened with a successful Locksmith skill check. Inside, the study is filled with ancient artifacts from throughout his long life; most of them are mundane, but there is a jar of **Black Locust Powder** (Keeper's Rulebook pg. 268) on the bookshelf, and a lamp on the mantelpiece which is in fact the **Lamp of Alhazred** (Keeper's Rulebook pg. 271).

On the desk is a ledger containing records of payments made to the university, as well as the cost of shipping Hori's sarcophagus from Egypt. Another book is bound in what a successful Medicine or Natural History check will show is human skin. The book is fully handwritten, in a variety of different languages; Egyptian hieroglyphs, then ancient Greek, Latin, German and finally in English. Each entry appears to be some sort recipe or spell, with a list followed by a body of text. One of the entries in hieroglyphs near the beginning is accompanied by an illustration of a man apparently removing his own organs; above him is a depiction of the Dark Pharaoh Nephren-Ka (The spell is **Apportion Ka**, Keeper's Rulebook pg. 246.) The most recent, written in English, is named **Channel the Strength of the Opener of the Way**, which is another name for The Fist of Yog-Sothoth (Keeper's Rulebook pg. 259). Any Investigator who examines the book feels horrible shivers down their spine, and must make a Sanity Check (2/1d4+1). That investigator may add 2% to their Cthulhu Mythos skill.

The bookshelf on one wall conceals a staircase up to the attic,



Victor Herschel, Immortal Vampire - pg. 110

where Herschel's coffin is kept. A successful spot hidden roll will reveal a slight gap around its edges, and an investigator will have no problems pulling it open. Behind it, a bare and dusty staircase leads upwards.

The Attic is empty except for the coffin in the middle, where the sloping roof is the highest. If the investigators discover the coffin during the daytime then Herschel will be asleep inside it; at night it will be empty.

Herschel won't risk taking on a group of people all at once; in fact, he'll be almost relieved to be able to talk about recent events. By the time they finally encounter him the Investigators may be geared up for a fight, and if faced with violence Herschel will fight viciously, switching between human and wolf form mid combat. If reduced to 1HP or

less he will transform to mist or a swarm of bats and escape.

However, if the Investigators engage him in dialogue he'll be happy to talk to them, gauging carefully how much they know about his vampiric nature - it's very possible they might not have discovered this. He'll politely answer questions about his patronage of the University, the Nova trading Company and the Athenæum. At any mention of the murders or Hori he will sigh, defeated.

Herschel starts his story by saying he didn't mean for this to happen. He'll tell the investigators the events as he understands them - he returned from business in London on Friday 2nd September to learn that the ship he had long been waiting for had arrived, and its precious cargo transferred to the museum. Herschel is vague about his connection to Hori if the Investigators have not discovered the truth about him - he describes a personal interest in 'the mummy from the legend', carefully omitting the part about them being old friends. He'll admit to stealing the body from the museum but refuses to say how, unless the truth is known. However he will tell them where Hori is now - at the old Egyptian Museum on Colquitt Street.

If the Investigators have discovered Herschel's secret, he will tell them the whole truth; that he organised for Hori's sarcophagus to be brought to Liverpool, took him from the museum and finally resurrected him. At first he was happy to see his old friend, but soon began to doubt if he had done the right thing. Hori showed no desire to blend in to this new world, and instead returned quickly to his old ways - Hori is using the altar at the Colquitt St. museum to murder innocent victims as sacrifice to Nephren-Ka.



THE ABANDONED MUSEUM

The museum is located in an old townhouse, closed and boarded up (Joseph Mayer died in 1886) - but there are recent footprints in the dust inside the front door, as if someone has shuffled their way through. It's dim, with the only light coming from the cracks around the boarded up windows, and the investigators are greeted by a strange sight.

Shelves of ancient Egyptian artifacts line the walls, as well as the glass cabinets in the middle of the space. The investigators will notice that there are numerous gaps on the shelves, and that the pieces collected here are generally poor examples of their kind, damaged or simply less impressive than the average museum piece - this is the remains of Joseph Mayer's Egyptian collection. When it was donated to the World Museum, the best items were taken for display and for an unknown reason the rest of the collection was left where it was. A successful spot hidden roll from any of the investigators will point them towards a small shelf holding four jars, noticeable because of the lack of dust collected everywhere else. These are Hori's four canopic jars, now opened since his resurrection. If anyone is able to translate the hieroglyphs written on them they are a warning against separating the jars from each other or from their owner, on pain of 'revenge'.

While the investigators are exploring the ground floor, have them make a listen check. Any investigators who fail just hear voices from outside, or perhaps the scuttling of a rat - but any investigators who succeed are sure they can hear scraping footsteps upstairs.

There are signs pointing upstairs for the 'Theatre Gallery'. Have your players make Idea rolls - successful investigators will know of Victorian 'Unwrapping Parties' - the practice where private collectors would sell tickets to viewings of their latest artifacts being 'opened' - up to and including sarcophagi and mummies, right down to the embalmed flesh. This is likely what the viewing gallery was for.

As the Investigators decide what to do, they hear a cry from upstairs.

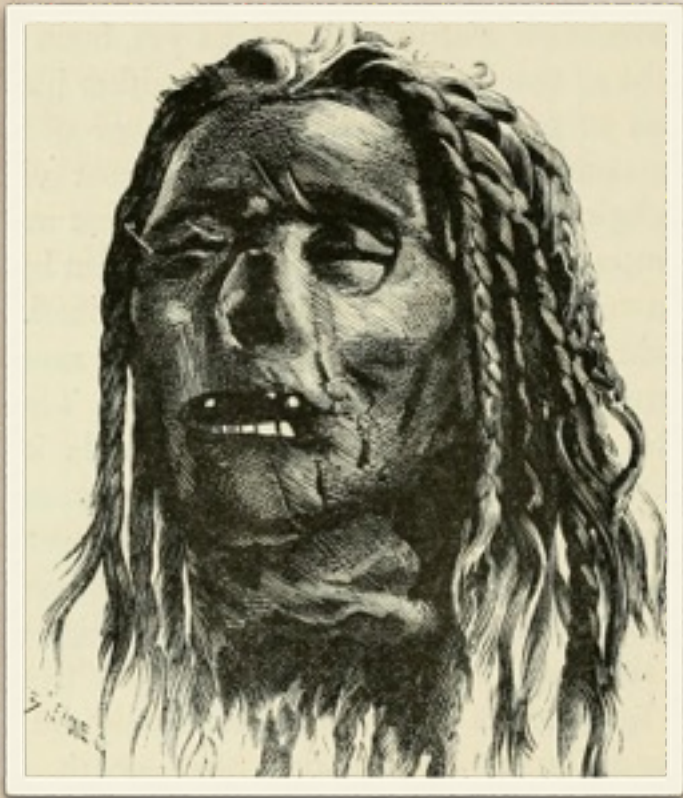
At the top of the staircase is the Gallery; a large room with a podium in the centre, on which stands a huge stone slab. Ronan McCarthy is lying on the slab, hands and feet bound. Over him stands Hori, holding a curved dagger.

Hori has the face of a weathered man, with dark, leathery skin. He's wearing a fine suit, but is clearly uncomfortable in it. When he speaks, his voice rasps as his throat is filled with sand. He speaks only Ancient Egyptian.

Hori does not have the tolerance of his friend Herschel; he views these intruders as further sacrifices to be made to his master, and will attack without provocation.

If the Investigators stand and fight Hori they will find him both a formidable fighter and competent mage. Herschel may well join the fight in aid of the investigators in an effort to atone for his past actions; this is at the Keeper's discretion.

If they succeed at stopping Hori then the Investigators have completed this adventure. The mystery of the museums' locked room may or may not be answered, but they have managed to save the people of Liverpool from an ancient and dangerous threat.



Hori, Resurrected Priest of Nephren-Ka - pg. 110

CONCLUSION

This scenario has potential to end in a number of different ways; the Investigators can solve the mystery without coming into direct conflict with Victor Herschel if they choose, though of course they also have the option to destroy a dangerous vampire. Hori cannot be stopped except through violence. If left unchecked, he will embark on a killing spree throughout Liverpool as he performs his evil magics.

If the players wish this adventure can easily be continued - below are a few ideas to inspire the Keeper to create further stories for the Investigators;

- A letter has been found belonging to the dead eccentric and recluse Joseph Williamson. Included with the letter is a key, and instructions explaining how to use it to gain access to the huge network of tunnels he had built below Liverpool.
- Screams have been heard coming from the famous pyramidal tomb of Scottish engineer William Mackenzie.
- Nessie Stewart-Brown's husband has disappeared after losing a lot of money at cards to a notorious Gang Lord.
- Girls at Madame Beatrice's have been seeing strange figures that vanish when approached.
- An old colleague of Captain Savage comes to him with the story of a monster in the waters surrounding the Isle of Man.
- A series of murder victims have been mysteriously waking up three days later in Octavia Slaughter's undertakers, and each tells of a strange voyage to a place called Carcosa.

APPENDICES

APPENDIX A - NPC AND MONSTER STAT BLOCKS

Thomas Moore, Museum Curator

STR 50 CON 50 SIZ 45 DEX 50 INT 65 (Idea)
APP 55 POW 50 EDU 70 SAN 50 HP 11
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 55

Attacks per round: 1

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

Armour: none.

Skills

Archeology 44%, Art (History) 56%, Art (Jewellery) 68%, Art (Pottery) 41%, Bargain 78%, Credit Rating 28%, Fast Talk 34%, History 32%, Listen 5%, Other Language (French) 44%.

Inspector Cecil Bradley

STR 75 CON 45 SIZ 80 DEX 35 INT 65 (Idea)
APP 35 POW 55 EDU 45 SAN 55 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 11 Luck: 40

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 +DB

Armour: none.

Skills

Credit Rating 25% (12/5), Disguise 25% (12/5), Fighting (Brawl) 45% (22/9), Law 20% (10/4), Listen 35% (17/7), Intimidate 30% (15/6), Psychology 25% (12/5), Spot Hidden 35% (17/7)

Jonathan Kirby, Nova Trading Company Manager

STR 40 CON 40 SIZ 45 DEX 55 INT 80 (Idea)
APP 60 POW 55 EDU 65 SAN 45 HP 8
DB: 0 Build: 0 Move: 8 MP: 11 Luck: 70

Attacks per round: 1

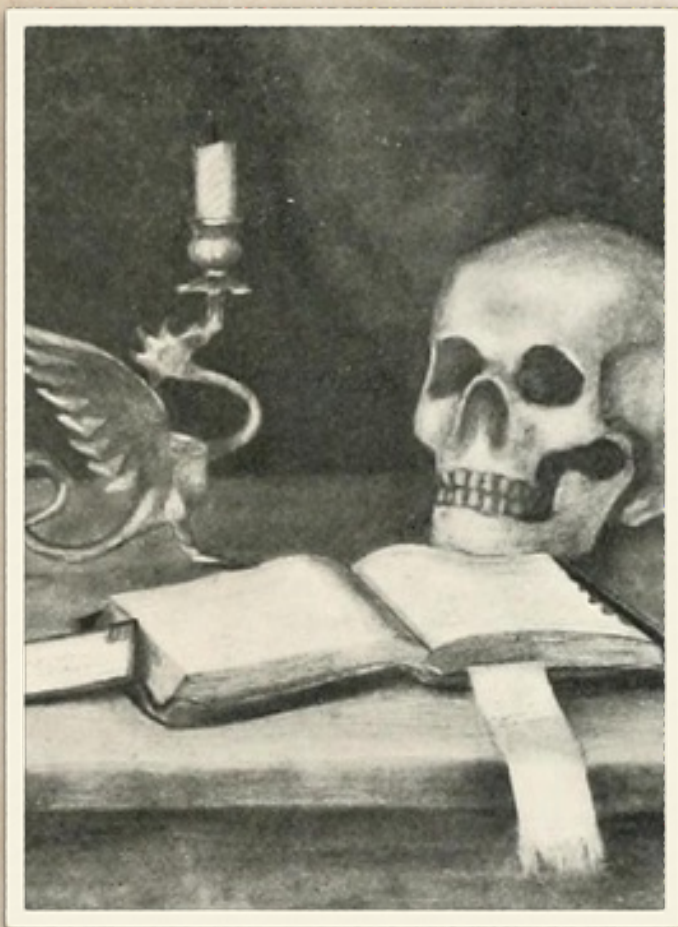
Fighting (Brawl) 25% (12/5)

Dodge 27% (13/5)

Armour: none.

Skills

Accounting 75% (37/15), Appraise 55% (27/11), Credit Rating 20% (10/4), Language (German) 31% (15/6), Law 65% (32/13), Library Use 60% (30/12), Listen 50% (25/10), Persuade 40% (20/8), Psychology 50% (25/10).



Ronan McCarthy, Hibernia Gang Ruffian

STR 85 CON 55 SIZ 75 DEX 50 INT 40 (Idea)
 APP 45 POW 55 EDU 40 SAN 55 HP 13
 DB: +1D4 Build: 1 Move: 8 MP: 11 Luck: 35

Attacks per round: 1

Fighting (Brawl) 60% (30/12) damage 1d3+1d4
 Firearms (Handgun) 60% (30/12)
 Dodge 25% (12/5)

.38 Revolver

Damage	Range	Uses per round	Ammo	Malf.
1d10	15 yards	1(3)	8	99%

Armour: none.

Skills

Drive Carriage 50% (25/10), Credit Rating 15% (7/3), Fast Talk 70%, Intimidate 65% (32/13), Psychology 50% (25/10), Stealth 60% (30/12), Spot Hidden 75% (37/15).

John Garstang, Professor of Egyptology

STR 60 CON 55 SIZ 50 DEX 60 INT 85 (Idea)
 APP 40 POW 60 EDU 65 SAN 60 HP 10
 DB: 0 Build: 0 Move: 9 MP: 12 Luck: 65

Attacks per round: 1

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

Armour: none.

Skills

Appraise 55% (27/11), Archaeology 76% (38/15), Credit Rating 30% (15/6), Cthulhu Mythos 5% (2/1), History 60% (30/12), Other Language (Arabic) 36% (18/7), Library Use 50% (25/10), Spot Hidden 55% (27/11), Mechanical Repair 40% (20/8), Navigate 45% (22/9).

Gareth Porter, Night Watchman

STR 60 CON 55 SIZ 70 DEX 70 INT 55 (Idea)
 APP 65 POW 60 EDU 60 SAN 45 HP 14
 DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: 55

Attacks per round: 1

Truncheon 50% (25/10), damage 1D6+DB

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

Armour: none.

Skills

Credit Rating 25% (12/5), Dodge 50% (25/10), Law 45% (22/9), Listen 45% (22/9), Navigate 45% (22/9), Psychology 45% (22/9), Sneak 40% (20/8), Spot Hidden 50% (25/10)

Hospital Nurse/Sister/Matron

STR 50 CON 65 SIZ 50 DEX 60 INT 60 (Idea)
 APP 60 POW 65 EDU 55 SAN 65 HP 11
 DB: 0 Build: 0 Move: 8 MP: 13 Luck: 70

Attacks per round: 1

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

Armour: none.

Skills

Biology 30% (15/6), Chemistry 30% (15/6), Credit Rating 25% (12/5), First Aid 60% (30/12), Medicine 40% (20/8), Pharmacy 35% (17/7), Psychology 35% (17/7), Spot Hidden 50% (25/10)

Father Adam Murphy, Catholic Priest

STR 50 CON 65 SIZ 40 DEX 60 INT 55 (Idea)
 APP 45 POW 75 EDU 40 SAN 75 HP 10
 DB: 0 Build: 0 Move: 9 MP: 15 Luck: 60

Attacks per round: 1

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

Dodge 30% (15/6)

Armour: none.

Skills

Accounting 35% (17/7), Credit Rating 25% (12/5), History 40% (20/8), Library Use 50% (25/10), Listen 40% (20/8), Other Language (Irish) 40% (20/8), Other Language (Latin) 25% (12/5), Persuade 30% (15/6), Psychology 35% (17/7)

Madame Beatrice

STR 50 CON 70 SIZ 45 DEX 65 INT 70 (Idea)
 APP 70 POW 40 EDU 35 SAN 40 HP 11
 DB: 0 Build: 0 Move: 8 MP: 8 Luck: 50

Attacks per round: 1

Fighting (Brawl) 25% (12/5), damage 1D3 +DB
 Dodge 32% (16/6)

Armour: none.

Skills

Accounting 75% (37/15), Appraise 35% (17/7), Charm 65% (32/13), Credit Rating 50% (25/10), Intimidate 55% (27/11), Language (English) 50% (17/7), Language (Irish) 50% (17/7), Persuade 40% (20/8), Psychology 40% (20/8), Slight of Hand 40% (20/8).

Walter Roberts, Herschel's Butler

STR 50 CON 65 SIZ 55 DEX 55 INT 45 (Idea)
 APP 70 POW 50 EDU 40 SAN 50 HP 12
 DB: 0 Build: 0 Move: 8 MP: 10 Luck: 55

Attacks per round: 1

Fighting (Brawl) 25% (12/5), damage 1D3 +DB
 Firearms (Rifle/Shotgun) 50% (25/10)

12-Gauge Shotgun

Damage	Range	Uses per Round	Ammo	Malf.
4D6/2D6/1D6	10/20/50 yds	1 or 2	2	100%

Armour: none.

Skills

Accounting 35% (17/7), Art/Craft (Barber) 50% (25/10), Art/Craft (Cook) 65% (32/13), Art/Craft (Tailor) 50% (25/10), First Aid 30% (15/6), Listen 45% (22/9), Psychology 40% (20/8), Spot Hidden 55% (27/11).

Victor Herschel, Immortal Vampire

- Casts no reflection
- Can change shape to mist, swarm of bats or a wolf at will - stats for animal forms are in the Keeper's Rulebook; Swarm of Bats pg. 336, Wolf pg. 340
- Sleeps during the day in a coffin filled with grave dirt
- Does not age
- Dislikes sunlight, but can survive it with a successful CON roll
- Killed if a wooden stake is driven through its heart when at 0 hit points

STR 105 CON 65 SIZ 50 DEX 50 INT 65 (Idea)
 APP 70 POW 70 EDU - SAN - HP 11
 DB: +1D4 Build: 1 Move: 10* MP: Luck: 60

*Move rate : 10 when human, or (species rate) +2

Attacks per round: 1

Bite 50%, Damage 1d4 + drains 2d10 STR (blood) per round

Fighting (Brawl) 50%, damage 1D3+DB

Gaze - opposed POW roll 70% (35/14). If successful the target is hypnotised and can be made to follow simple instructions. If these are self destructive the target can attempt an INT roll on their turn to snap out of their trance.

Armour: 0

Skills

Charm 60%, Human Psychology 60%, Language (Ancient Egyptian) 45% (22/9), Track (Scent Blood) 75%, Stealth 70%

Sanity Loss: 0/1d4 to be attacked; 1/1d3 to witness a transformation.

Magic spells

Enthrall Victim pg. 258

Fist of Yog Sothoth pg. 259

Hori, Resurrected High Priest of Nephren-Ka

STR 150 CON 90 SIZ 60 DEX 40 INT 65 (Idea)
 APP - POW 80 EDU - SAN - HP 15
 DB: +1D6 Build: 2 Move: 8 MP: 16 Luck: 80

Attacks per round: 2

Fighting (Brawl) 70% (35/14), damage 2d6

Dodge 20% (10/4)

Armour: 2-point skin.

Skills

Language (English) 01%, Language (Ancient Egyptian) 80% (40/16), Stealth 50% (25/10)

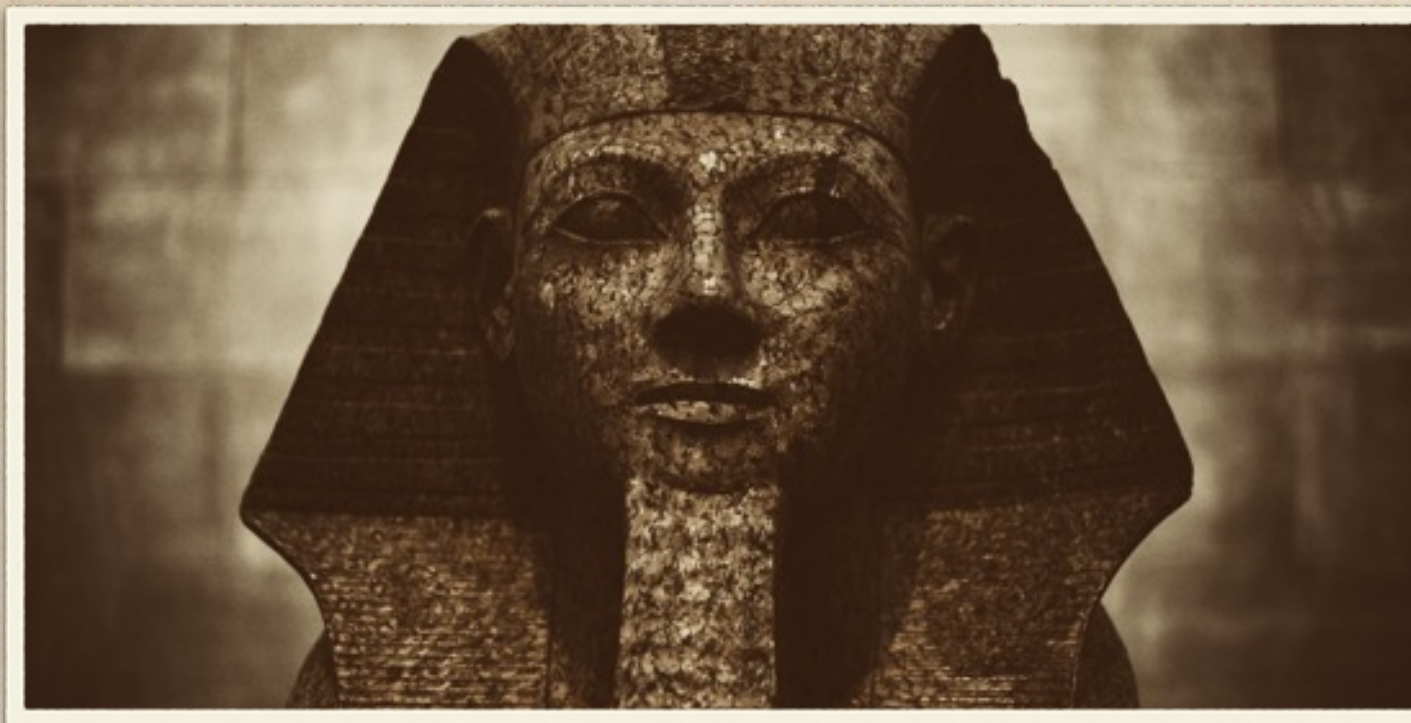
Spells

Hori ignores the SAN cost required to cast spells.

- Apportion Ka pg. 246
- Contact Nyarlathotep pg. 252. Instead of sacrificing 5 points of POW as described in the Contact Deity spell, Hori instead murders a human victim as his offering.
- Enchant Sacrificial Dagger pg. 258
- Wrack pg. 265

Sanity Loss

To see Hori in his restored form costs no sanity as he passes for human. However, to discover the truth of his unnatural existence, or to see him for the first time after learning that knowledge costs (3/1d4+3) sanity. To witness him perform any evil deeds costs the usual sanity for that act.



APPENDIX B - GRIMOIRE

Apportion Ka

Cost: 10 magic points, 5 POW and 2D10 Sanity Points per organ

Casting time: 1 day per organ

A portion of the caster's life essence, or "ka", is transferred into one of his or her vital organs. The enchanted organ is then removed from the caster's body, to be hidden away for safekeeping and providing the wizard with a form of invulnerability - as long as the enchanted organ remains safely hidden the wizard will not suffer particular attacks and may even be invulnerable to death.

This spell was first used by the followers of the Dark Pharaoh, Nephren-Ka, who would remove a vital organ, such as the heart or liver, and lock them away in safe places. This would make the caster virtually impossible to kill, if not for the spell's one weakness. The brain is the seat of the spell's power and, as such, could not be removed. If the brain was destroyed, the other organs would lose their magical properties and the caster would die.

Having one's own insides removed costs 2D10 Sanity Points and the permanent loss of 5 POW per organ removed. Attacks that impale cause only normal damage (unless the head is specifically targeted). Invulnerability stems from which organ is removed; for example if the lungs are removed then the caster is unaffected by lack of oxygen (thus drowning and suffocation are no longer threats). Removal of vital organs may also render the caster immune to poison and so forth.

If the caster is harmed, hit points should be reduced as usual,

leading to unconsciousness but not death. Death will only occur if the brain is specifically targeted and destroyed.

Alternative names: *Imbue Essence, Extraction of the Will, The Deathless Breath.*

Contact Nyarlathotep

Cost: 5 POW; 1D6 Sanity Points

Casting Time: 1D6+4 rounds

Contact Deity spells are unused except by the insane priests of these deities.

For each such spell, the caster must sacrifice 5 POW. The chance of successfully contacting the deity is equal to half the casters (reduced) POW. If the roll succeeds, the deity of some aspect of it will contact the caster in a semi-friendly manner after a few game hours or days. The deity is unlikely to give non-worshippers anything of value. If the deity is bored or offended the god will likely squash the caster, or drive him or her insane, and so get some inhuman pleasure from the situation.

This spell can be cast from anywhere, as befits this omnipresent god; however, Nyarlathotep appears only at meetings of worshippers or when new priests of the Gods are anointed.

Enchant Sacrificial Dagger

Cost: 30 POW

Casting Time: 1 week

The caster creates a flame shaped dagger over which this spell is performed. The dagger must then be used to kill a living being of



at least 100 POW. Simultaneously, 30 points of the enchanter's own POW must be sacrificed. From then on, when the dagger is used properly to sacrifice chosen victims in the presence of Nyarlathotep, the POW of the victim flows into the dagger, and from the dagger can be sent to any convenient storage site - the caster or an inanimate object.

Enthrall Victim

Cost: 2 magic points, 1D6 Sanity points

Casting time: 1 round

The caster must be able to speak calmly with the target before the spell can take effect. After a round or so of talking, an opposed POW roll must be made between the caster and target on 1D100. If overcome, the victim stands struck, numb and dumb, until relieved from the trance by physical assault or some similarly shocking event. If the caster fails to overcome the target, he or she may try the spell the following round.

Fist of Yog-Sothoth

Cost: variable magic points; 1D6 Sanity points

Casting time: Instantaneous

The caster causes a massive, invisible force to hit a single target. The caster must be able to see the target.

Each magic point invested in the spell yields 2D10 STR of force. For every 30 feet of distance the caster stands from the target (after the first thirty feet), the caster must spend an additional magic point.

When a target is struck (if a living thing), an opposed roll

must be made using the spell's STR versus the target's CON. If successful, the target is knocked unconscious. Whether or not the target is left unconscious, the target is always pushed away from the caster for a distance in feet equal to the STR of the blow minus the target's SIZ.

The spell can be used against the STR of inanimate objects such as doors or walls. Results may be obvious, but sometimes Keepers will have to determine these cases.

Alternative names: *Channel the Strength of the Opener of the Way, The Hideous Blast of the Foul One.*

Wrack

Cost: 3 magic points; 1 Sanity Point

Casting time: 1 round

This spell will temporarily incapacitate a single target who is within 10 yards of the caster. For the spell to take effect the caster must succeed in an opposed POW roll with the target. Intense, wracking pains seize the target, the face and hands blister and drip fluid, and the eyes cloud with blood and become temporarily sightless. The target is rendered completely helpless during the period of the spells effect.

The effect lasts 1D6 rounds, after which sight returns. In 3D10 minutes, the target fully recovers and can resume normal activity. Traces of physical corruption fade quickly and in 24 hours only faint blushes can be seen on the skin. Each such experience costs the target 1/1D6+1 Sanity points.

Alternative names: *Woeful Agony of the Wretched, The Festering Blindness of the Seven Hells.*

APPENDIX C - HANDOUT

Incident report

Forced entry to Egyptian Exhibit of Liverpool World Museum. Reported at 07:05, Saturday 3rd September 1892. Initially attended by Constables Rotherham and Jones, then referred to myself.

Further to the initial break in and assault of two night watchman yesterday Friday 2nd, museum staff report that after having been sealed shut since yesterday morning, the exhibit has been opened this morning to find an opened sarcophagus, with the contained mummy missing, as well as four jars.

There is no sign of any new forced entry.

Curator Thomas Moore assures me that

"The exhibit has been locked and guarded for twenty four hours, and no one has been in or out". This has been corroborated by the night watchmen.

The exhibit has no other entrances nor exits, and no unlocked or broken windows.

The museum staff assure me the missing items were here yesterday as they took inventory following yesterday's break in (see previous report)

Impression: ???

-Insp. C. Bradley

Dr. Malcolm Savage, Physician (Semi-Retired)

Middle Class, age 58

STR 35 CON 60 SIZ 55 DEX 70 INT 70 (Idea)
 APP 55 POW 50 EDU 85 SAN 50 HP 9
 DB: 0 Build: 0 Move: 6 MP: 10 Luck: 55

Attacks per round: 1

Fighting (Brawl) 25% (12/5), damage 1D3 +DB
 Bone Saw 25% (12/5), damage 1D6
 Dodge 35% (17/7)

Armour: none.

Skills: Charm 40% (20/8), Credit Rating 45% (22/9), Language (Latin) 16% (8/3),
 Library Use 60% (30/12), Medicine 81% (40/16), Pharmacology 40% (20/8),
 Psychology 50% (25/10), Science (Biology) 50% (25/10), Spot Hidden 65% (32/13)

Backstory

- Description: A respectable doctor with a good reputation and a wealth of experience. You roll a bonus die on any Sanity Check to see or discover a dead body.
- Ideology/Beliefs: Do no harm.
- Significant People: Your wife Dorothy and your daughter Victoria.
- Meaningful Location: The Royal Liverpool Infirmary.
- Trait: Wears spectacles - penalty die to sight related skill rolls when not being worn.

After thirty years of medical practice you finally retired last year, though you still see the occasional patient here and there. You maintain a small but modest income by seeing a few select patients, and you have an arrangement with a local business woman named Madame Beatrice. Beatrice runs a brothel above a popular public house in town called the Philharmonic Dining Rooms. Privately you disapprove of the establishment, but are of the view that her girls will continue their work whether you approve or not, and it would be better if they had regular check ups. Beatrice compensates you well for this arrangement.

Two days ago you were called to the Liverpool World Museum to see to two watchmen who had been attacked. You found that the first was dead, having suffered visible trauma to the head and neck. The second had suffered a blow to the head and wouldn't wake up, though otherwise appeared healthy. You had him admitted to the Royal Infirmary, where you believe he is still unconscious.

Your Fellow Investigators;

Captain David Savage - your brother, an upper middle class retired Navy Captain. David never married, but uses his considerable wealth to benefit those causes he deems worthy, including various workhouses and the Liverpool World Museum.

Octavia Slaughter - a local middle class undertaker. Ms. Slaughter inherited the business from her deceased husband and runs it with a competent hand, despite criticism from some that women should not own or run a business. As a physician you have a working relationship with her, and deem her to be a very professional, competent woman, though she can be very reserved at times.

Jack Baker - a lower middle class Inquiry Agent and former police officer. Mr. Baker is an orphan, and joined the police as a way to escape the workhouse. However, the formal structure proved too much for him and he left to start his own agency. Thanks to his natural detective skills and the popularisation of the trade thanks to stories like Sherlock Holmes, his business is thriving.

Nessie Stewart-Brown - an upper class suffragette. Mr. Stewart-Brown is a known drunk and gambler, and there is a rumour that the two are estranged as a result of him having gambled away almost all of the family money. Nessie works as a secretary to Jack Baker, partly to spite her disapproving husband, partly to prove that women are capable of earning their own money, and partly because she's a bit nosey and enjoys the investigations.

Elizabeth Moore - a middle class tour guide at the Liverpool World Museum, and wife of it's curator Thomas Moore. Elizabeth is the one who discovered the attacked watchmen.



Captain David Savage, HM Royal Navy (Retired)

Upper middle class, age 62

STR 60	CON 65	SIZ 70	DEX 55	INT 60 (Idea)
APP 45	POW 75	EDU 55	SAN 75	HP 13
DB: +1D4	Build: 1	Move: 7	MP: 15	Luck: 50

Attacks per round: 1

Fighting (Brawl)	55% (27/11), damage 1D3 +DB
Firearms (Handgun)	50% (25/10)
Firearms (Rifle/Shotgun)	60% (30/12)
Dodge	27% (13/5)

Armour: none.

Skills: Accounting 40% (20/8), Credit Rating 70% (35/14), First Aid 40% (20/8), Intimidate 55% (27/11), Law 35% (17/7), Navigate 60% (30/12), Persuade 45% (22/9), Psychology 30% (15/6), Spot Hidden 55% (27/11), Swim 60% (30/12)

Backstory

- Description: Retired navy captain and philanthropist.
- Ideology/Beliefs: The rich have an obligation to use their money to improve society.
- Significant People: Your brother Malcolm.
- Meaningful Location: The Athenæum, your Gentleman's Club. A fine place to rub shoulders with some of Liverpool's elite.
- Trait: Generous.

Being a Captain in HM Royal Navy was your life for many years, and you never married. Now you've retired, you've had to find other causes to occupy your time. You invested your money well and have become one of the richest men in Liverpool. You are the benefactor to a number of workhouses, and patron to the theatre and the Liverpool World Museum.

When you heard that the police were unable to explain the assaults and the mystery at the museum, you decided to finance a private investigation to get to the bottom of the case.

Your fellow Investigators;

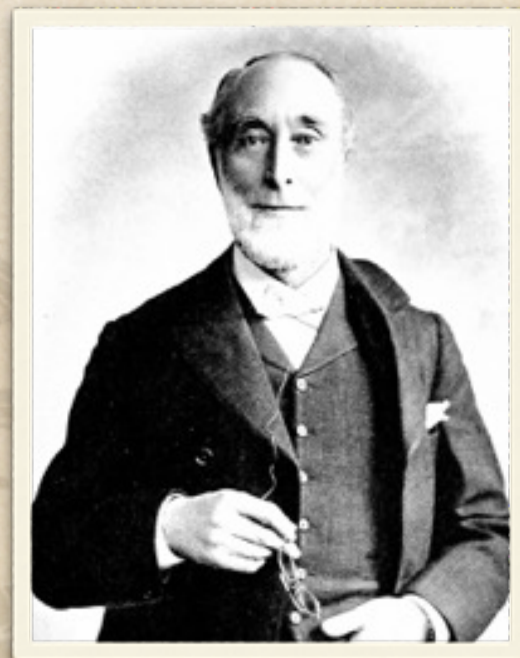
Dr. Malcolm Savage - your brother, a middle class semi-retired physician. Malcolm still sees the occasional client, mostly from the upper classes.

Octavia Slaughter - a middle class undertaker's widow. Ms. Slaughter has successfully continued to run her deceased husbands' business.

Jack Baker - a lower middle class inquiry agent. Baker is a competent detective, and has been engaged by certain members of the Athenæum on occasion. You have hired him to investigate this mystery.

Nessie Stewart-Brown - a prominent upper class suffragette. Nessie's husband Gordon is a drunk who has gambled away most of her family money. It might be for the best if she doesn't discover how much money you won from him at cards. Nessie works as a secretary for Jack Baker.

Elizabeth Moore - a middle class tour guide at the Liverpool World Museum, of which you are a patron. She is also married to it's curator, Thomas Moore. Elizabeth is the one who discovered the attacked watchmen.



Jack Baker, Inquiry Agent

Lower Middle Class, age 30

STR 60 CON 85 SIZ 65 DEX 65 INT 75 (Idea)
APP 80 POW 45 EDU 45 SAN 45 HP 15
DB: +1D4 Build: 1 Move: 8 MP: 9 Luck: 55

Attacks per round: 1

Fighting (Brawl) 45% (22/9), damage 1D3 +DB

Firearms (Handgun) 60% (30/12)

Dodge 32% (16/6)

Armour: none.

Skills: Credit Rating 30% (15/6), Fast Talk 65% (32/13), Law 35% (17/7), Library Use 50% (25/10), Listen 30% (15/6), Locksmith 41% (20/8), Spot Hidden 75% (37/15), Stealth 60% (30/12), Track 40% (20/8)

Backstory

- Description: a former policeman turned inquiry agent. You work for a local agency and have had success investigating various cases for a number of upper class clients.
- Ideology/Beliefs: People are untrustworthy and should be treated as such until they prove themselves.
- Significant People: Inspector Cecil Bradley, your old partner on the Force. Competition turned you against each other and you're now bitter rivals.
- Treasured Item: Your Webley WG revolver -
Firearms (Handgun) 60% (30/12), damage 1d10+2, Range 20, Attacks 1, Ammo 6, Malfunction 100%
- Trait: Orphan. You grew up in the workhouse and joined a gang when you were quite young. The lifestyle was cutthroat and you joined the police as soon as you could in order to escape, but you still have a good knowledge of Liverpool's gangs.

You have been asked to investigate a case at the Liverpool World Museum involving a pair of assaulted watchmen and a stolen artifact. One of the watchmen is dead, and the other in a coma in hospital.

Your fellow Investigators;

Dr. Malcolm Savage - a semi retired middle class physician, though he still sees a few, select clients. You have worked with him on the occasional case, and find him to be very professional. You are aware he has some sort of connection with Madame Beatrice, the owner of a local brothel, though you are unsure of the exact nature of the relationship.

Captain David Savage - the Doctor's brother, an upper middle class retired navy captain. Captain Savage is a well known philanthropist, and patron of the Liverpool World Museum. He has engaged you to investigate the mystery at the museum.

Octavia Slaughter - a middle class undertaker's widow. Ms. Slaughter has successfully continued to run her deceased husbands' business, and you have occasionally crossed paths during previous investigations.

Nessie Stewart-Brown - an upper class suffragette fallen on hard times. Nessie's husband Gordon is a drunk who has gambled away much of her family money, and they are estranged. Nessie is a keen mystery writer, and began following you around on your investigations looking for inspiration. Eventually you employed her as a secretary, privately admitting that she took excellent notes. She is more than happy with the arrangement, as it proves to society that women are able to earn their own money, and to spite her husband who strongly disapproves. She is an excellent ally, and while technically an employee she is your investigative equal in every way. Not to mention that she wouldn't let your order her about even if you tried.

Elizabeth Moore - a middle class tour guide at the Liverpool World Museum, of which you are a patron. She is also married to its curator, Thomas Moore. Elizabeth is the one who discovered the attacked watchmen.



Octavia Slaughter, Undertaker

Middle Class, age 30

STR 35	CON 70	SIZ 40	DEX 55	INT 70 (Idea)
APP 55	POW 55	EDU 65	SAN 55	HP 11
DB: -1	Build: -1	Move: 8	MP: 11	Luck: 75

Attacks per round: 1

Fighting (Brawl)	25% (12/5), damage 1D3 +DB
Shovel	50% (25/10), damage 1D6-1
Dodge	27% (13/5)

Armour: none.

Skills: Credit Rating 20% (10/4), Drive Carriage 60% (30/12), Library Use 50% (25/10), Occult 30% (15/6), Persuade 50% (25/10), Psychology 35% (17/7), Biology 41% (20/8), Chemistry 41% (20/8), Spot Hidden 60% (30/12), Stealth 50% (25/10)

Backstory

- Description: an undertakers' widow who has taken over her husbands' business.
- Ideology/Beliefs: There is evil in society that should be rooted out.
- Significant People: Your deceased husband Malachi
- Meaningful Location: Your business the Old Swan Undertakers.
- Trait: Independent, can stand up for yourself.

Societal expectations upon your husband's death were that you should publicly mourn him, and allow his brother to take control of his undertaker's business. It's not surprising, then, that you met a certain amount of resistance when you announced that you would continue to run the business yourself. In the two years that have followed, you have become accepted in Liverpool as an unusual but not unwelcome member of the business community. The grand processions of plumed black horses that you lead in top hat and veil have become a familiar spectacle outside St. Georges' Hall, and you now cater to many of the city's more upper class families. You have recently begun courting a lecturer of history at the University, a good man named George. You are proud of yourself for what you have achieved.

The life of an undertaker is not for the faint of heart. Death is a taboo that most of society will not confront, but you face it head on. You have seen things, in those long nights at the embalming table, but you're not sure anyone would believe you.

- You roll a bonus die on any Sanity Check to see or discover a dead body.

Two days ago you were called to the Liverpool World Museum to collect the body of a watchmen who had been attacked and killed. Another watchmen is in a coma, and theres a rumour that an artifact has mysteriously disappeared...

Your fellow Investigators;

Dr. Malcolm Savage - a middle class semi-retired physician with whom you have had occasion to work. A good man.

Captain David Savage - The doctor's brother, an upper middle class former naval captain. He is an active philanthropist and well known in upper class society. He is a patron of the Liverpool World Museum.

Jack Baker - a lower middle class Inquiry Agent. You have assisted him with a couple of investigations in the past.

Nessie Stewart-Brown - an upper class suffragette and secretary/assistant to Jack Baker. You doubt she'd care so much about women's rights if her drunk husband hadn't gambled away most of her family money.

Elizabeth Moore - a middle class 'assistant' at the museum, though you suspect she's the one who really runs the place and that her husband (the curator) does what he's told.



Nessie Stewart-Brown, Suffragette

Upper Class, age 28

STR 40	CON 75	SIZ 40	DEX 40	INT 50 (Idea)
APP 55	POW 45	EDU 65	SAN 45	HP 11
DB: -1	Build: -1	Move: 8	MP: 9	Luck: 50

Attacks per round: 1

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

Firearms (Handgun) 40% (20/8)

Dodge 20% (10/4)

Armour: none.

Skills: Archaeology 41% (20/8), Art/craft 40% (20/8), Charm 65% (32/13), Credit Rating 40% (20/8), First Aid 50% (25/10), History 55% (27/11), Library Use 50% (25/10), Natural World 30% (15/6), Occult 15% (7/3), Persuade 70% (35/14), Spot Hidden 45% (22/9).

Backstory

- Description: an upper class woman fallen on hard times. Your drunk husband Gordon has gambled away most of your family money.
- Ideology/Beliefs: Women are equal to men and should be treated as such. Votes for Women!
- Significant People: Papa, who took you touring Africa and the Far East after you finished University. Your husband, Gordon, is a drunk who spends his time losing your family money at card games. You are estranged.
- Meaningful Location: Litherland Hall, the family home.
- Trait: Impulsive - you act rashly without first considering consequences.

If a woman can be Queen, then a woman may vote, own property and not be counted as such by her husband. Surely that is only right? If only the rest of society thought as you do.

You were born into nobility. You were educated well, and after finishing university your father took you travelling; Africa, and then the far East. After you returned, you married Gordon, and everything began to go wrong. Far from being your own person, you were expected to run the house, look after him, and have his children. That was the limit of your being. You hated it even before you realised he was an alcoholic, and took measures to ensure you didn't become pregnant. Your only escape was writing; mysteries are your favourite, which you publish under a male pseudonym, but you also found yourself writing essays on women's suffrage. Of course Gordon disapproved, but you didn't care, having discovered that his gambling habit had squandered almost all of your family's wealth. Despite him, and in fact to spite him, you took secretarial work for a local Inquiry Agent, Jack Baker. At first you simply transcribed letters and took notes, but you quickly became an invaluable resource for him as he realised your good eye for detail and quick thinking. You enjoy accompanying him on the occasional investigation, as it provides you with countless ideas for your stories. And of course, you earn your own income, independent of your loutish husband.

Your fellow Investigators;

Dr. Malcolm Savage - a middle class semi retired physician, and as far as you can tell, a good man. He has consulted with Jack Baker on a few cases, and one of your favourite characters Doctor Mortimer is loosely based on him.

Captain David Savage - an former naval captain, and the doctor's brother. Wise financial investments have elevated him to the upper middle class, where he rubs shoulders with the upper classes. An unmarried man, he devotes his time to different acts of philanthropy, including the patronage of a number of workhouses and the Liverpool World Museum. He is a member of the same Gentleman's Club as your husband.

Octavia Slaughter - a middle class widow, who defied society to take charge of her husband's undertakers' business when he died. She can come across as very blunt with strangers, though has a lot more time for those she deems as worthy of her time.

Jack Baker - a lower middle class Inquiry Agent, and your employer.

Elizabeth Moore - a middle class museum assistant, and the wife of its curator, Thomas Moore. Elizabeth is the one who discovered the attacked watchmen.



Elizabeth Moore, Museum Assistant

Middle Class, age 45

STR 60	CON 65	SIZ 60	DEX 45	INT 75 (Idea)
APP 65	POW 65	EDU 67	SAN 65	HP 13
DB: 0	Build: 0	Move: 8	MP: 13	Luck: 60

Attacks per round: 1

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

Dodge 22% (11/4)

Armour: none.

Skills: Appraise 45% (22/9), Archaeology 66% (33/13), Art/Craft (Pencil Drawing) 45% (22/9), Charm 55% (22/9), Credit Rating 28% (14/5), History 70% (35/14), Library Use 60% (30/12), Listen 50% (25/10), Natural World 60% (30/12), Occult 15% (7/2), Spot Hidden 65% (32/13)

Backstory

- Description: a sensible woman and female academic.
- Ideology/Beliefs: Knowledge is the way we better ourselves.
- Significant People: Your husband Thomas, the Curator of the museum.
- Meaningful Location: The Liverpool World Museum.
- Trait: Motherly.

The Liverpool World Museum is a place of knowledge and learning, and is known to house one of the finest natural history collections in Britain, if not Europe. Your husband Thomas is known around Liverpool as a learned man, and passionate curator of the museum - in truth, he is little more than a figurehead and it is you that keeps the museum running. He makes the speeches, attends funding soirees, and signs the paperwork, but it is you that makes the big decisions, and you that can claim responsibility for the museum's success.

Two days ago you were checking the exhibits before opening when you heard a gunshot, and discovered two of the night watchmen collapsed on the floor in the Egyptian Collection. From the blood you could tell that they had clearly been assaulted, and called for a doctor and the police immediately. When you searched the room there was nothing missing or stolen.

Your Fellow Investigators;

Dr. Malcolm Savage - the middle class physician summoned to see to the assaulted watchmen. He is semi-retired but will still attend to emergencies.

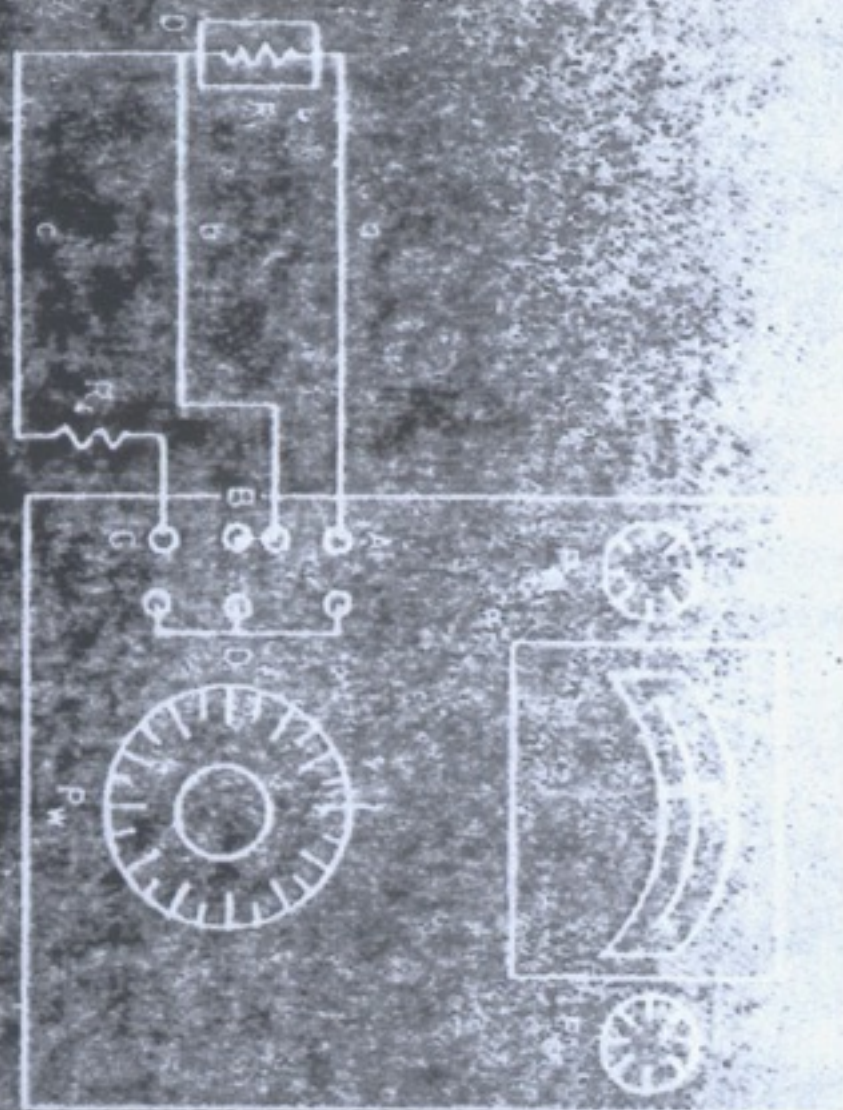
Captain David Savage - a patron of the museum, and the doctor's brother. The Captain is an upper middle class retired naval officer, and is active in various philanthropic causes around the city. He has paid for a private investigation into the events at the museum.

Octavia Slaughter - the middle class undertaker called to remove the deceased watchman. She took over the running of the business after her husband passed away.

Jack Baker - a lower middle class Inquiry Agent who has been engaged to investigate the mystery at the museum.

Nessie Stewart-Brown - an upper class suffragette, well known for her articles and essays arguing for the woman's right to vote. You have followed her work for a while, and was delighted to discover that she also publishes mystery stories, albeit under a male pseudonym.







WAR TO THE KNIFE

BY PADRAIC BARRETT

INTRODUCTION

War to the Knife is a *Call of Cthulhu* scenario set in the Spanish region of Navarre during the Napoleonic Wars and unfolds over the course of three days in June of 1812. Included with the scenario are 6 pre-generated investigators, each a spy serving the Allied cause who has been dispatched on a mission to locate Major Juan O'Donnell, a Spanish intelligence officer who has gone missing behind enemy lines. The investigators must maintain their covers as they search for clues to O'Donnell's disappearance, meeting with Spanish guerrillas, dining with French officers and facing off against cultists of Yig along the way. They must contend with an earthquake, chlorine gas attacks, assassins and a battle as O'Donnell's trail leads them to the serpent people city of Vilastei and a final confrontation with Aamilakk, High Priest of Yig. By the end the question may not be whether they can save O'Donnell, but whether they can save themselves.

Keeper Considerations

This is a standalone scenario intended to be run over 2 to 3 sessions using the pre-generated investigators provided, however, it could be used as the opening scenario in a campaign set during the Napoleonic Wars or the Regency era. As this scenario is set in the midst of the Peninsular War the investigators face significant dangers both mundane and mythos, with injury and death as likely to be by knife as by claw. Keepers should thus be prepared to have players replace pre-generated investigators who have met an untimely demise with an appropriate NPC such as Doña Sofia, *El Franciscano* or Félix Moureu.

At the end of Act One the investigators may encounter a serpent person who has used *Consume Likeness* to take a human appearance. If this revealed, for example by an injury

causing them to resume their original form or by their shadow betraying them, afterwards the investigators may begin seeing serpent people everywhere. Keepers are strongly advised to encourage this paranoia.

Finally, the battle that takes place in Act Three is intended to be dealt with narratively and depending on the investigators actions may not feature prominently at all. If investigators do become embroiled in it, however, it is suggested for Keepers to have the initial French assault overwhelm the first line of defenders and move the fighting into the caves where the investigators may more easily slip away in the chaos.

Synopsis

Act One

The investigators arrive in the town of Huérfanos on the afternoon of 24 June just as a public hanging is about to take place. Afterwards they meet Lt Miot, an officer with the local French garrison and have to cope with an earthquake that hits the area and a chlorine gas attack. Subsequently Doña Sofia, a Spanish spy and their contact in the town, informs them that a badly injured O'Donnell is being hidden on a nearby farm. That night she takes them there, but they arrive to find the family killed and O'Donnell taken; they also have their first encounter with a serpent person and *Las Lamiak*. The only witness to what happened is the nine-year-old Consuelo, the lone survivor of the attack.

Act Two

The next day the investigators can learn from Consuelo that O'Donnell's satchel was taken by Diego Miro, the man who brought him to her family's farm. Miro, who has accidentally exposed himself to chlorine gas, can be found at the cantina he runs and the satchel retrieved; its contents including

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O'Donnell's coded notebook and a strange jade and gold statue. Later the investigators have a meeting with *El Franciscano*, a local guerrilla leader who can tell them O'Donnell had been following a rumour that an Imperial courier had been captured by *Las Lamiak*. He explains that this they are the hill people of the Lamarna Valley and that he'd warned O'Donnell against having anything to do with them.

That night the investigators have dinner at the convent and meet Major Carnot, the garrison commander; they may also meet Félix Moureu, the Imperial courier who O'Donnell rescued from the serpent people and who is determined to see them wiped out. As a result of his deceptions Major Carnot is about to launch an attack on the Lamarna Valley believing that it hides a guerrilla camp. The investigators may also become embroiled in an attempt on Moureu's life by *Las Lamiak*.

Act Three

At dawn the next day Major Carnot leads an attack on the Lamarna Valley, providing the investigators with the distraction they need to slip in and make their way down to the cavern that holds the ancient serpent person city of Vilastei. Moving through the city they are ambushed by a ghaist, before they reach the Great Temple of Yig at its summit. Here they can find the captive O'Donnell, but also have to face Aamilakk, the High Priest of Yig and the temple guards. Finally, they must escape the city as another earthquake begins to cause the cavern to collapse all the while avoiding the battle raging outside.

BACKGROUND

Navarre

The Spanish province of Navarre lays at the western end of the Pyrenees, bordering France to the north, and is part of the Basque Country, the homeland of the Basque people. The historical capital of Navarre is Pamplona and the predominant language is Spanish, although Basque speakers are common especially in the northwest and the language would have been more widespread during the Napoleonic period.

The Pyrenees shape northern Navarre into a landscape of forested mountains and river valleys, the countryside becoming gentler and increasingly cultivated as you move further south towards the river Ebro. Similarly, the weather in the north is cooler and wetter while the south enjoys a more Mediterranean climate. This north-south divide was also reflected in the predominately agricultural economy of the early 19th century with peasants more likely to be working their own small farms in the northern hills and mountains while most of the land in the southern plains was owned by a few large landowners. Smuggling over the Spanish-French border was common and was a lucrative, if dangerous, business.

The town of Huérfanos and the Lamarna Valley that feature in this scenario are fictional locations, but Roncesvalles is a real village on the Camino de Santiago and is about 30 miles to the northeast of Pamplona.

The Peninsular War

Fought between 1807 & 1814, the Peninsular War pitted the allied forces of Bourbon Spain, the Kingdom of Portugal and the British Empire against the French Empire forged by Napoleon Bonaparte. At the outset of the conflict France and Spain were allies and Spain supported the invasion of Portugal by an Imperial French army in 1807, but by 1808 Napoleon had placed his brother Joseph on the Spanish throne and the country had risen in revolt.

What Napoleon had initially believed would be a minor campaign that would secure him the fabulous wealth of Spain instead became his "Spanish ulcer", as he had to pour ever more men, money and matériel into occupying a country that had in fact been practically bankrupt. It also delivered the invincible French Imperial army with a humiliating defeat at the Battle of Bailén in 1808 and tarnished the careers of a number of Napoleon's Marshals including Masséna, Ney & Soult.

By 1812 the tide was turning against the French in Spain. During the first half of the year Wellington's Anglo-Portuguese Army captured the important Spanish border fortresses of Ciudad Rodrigo and Badajoz and would go on to win the pivotal Battle of Salamanca in late July. The guerrilla war that raged across the country had also taken its toll on the French, who found themselves having to constantly guard against ambushes and hit-and-run attacks, further draining already stretched resources. Yet the Bonapartist regime of King Joseph I was far from defeated and many believed it would be the outcome of Napoleon's ambitious Russian Campaign that would decide Spain's fate.

Vilastei

In 10,000 B.C. Yanyoga, the last citadel of the serpent people, fell. For millions of years their race had been a power to be reckoned with, but the Age of Reptiles had long passed and humanity was now ascendant. Yet there were still enclaves of serpent people who sought to preserve the vestiges of their once great civilisation, as there were humans who still worshipped Yig and venerated the serpent people as his avatars.

One such bastion was Vilastei, a subterranean city built beneath the Pyrenees whose leaders instead chose to withdraw into the shadows and be forgotten. Using a seismic weapon they created a devastating earthquake that destroyed every building within 100 miles of them and which left

GLOSSARY

- **Afrancesados:** Spanish supporters of Joseph Bonaparte's regime, often used as a pejorative.
- **Baserri:** A half-timbered or stone farmhouse synonymous with the Basque Country. Every baserri has a name and a family may be better known by the name of their baserri rather than their actual surname.
- **Convent:** While in modern use the term is primarily associated with nuns, historically it was often also used to refer to a friary.
- **Corps of Mounted Guides:** Originally raised in Portugal, this unit became Wellington's de facto intelligence corps during the Peninsular War.
- **Dragoons:** Cavalrymen trained to fight mounted or on foot, Dragoons were armed with both musket and sabres. Their uniform was a green coat over a white waistcoat, white breeches and tall black cavalry boots; they also had a distinctive neo-Grecian brass helmet with a black horsehair plume.
- **Émigrés:** French people who left France during the Revolution including nobles, royalists and victims of the Reign of Terror.
- **Fusilier:** A French line infantryman, fusiliers were armed with 'Charleville' Model 1777 muskets. Their uniform was a dark blue coat with white lapels, a red collar and red cuffs; a white waistcoat and breeches; and a black shako during the Peninsular War.
- **Francisco Espoz y Mina:** A Navarrese peasant who would become one of the most famous guerrilla leaders of the War of Independence, by 1809 most of the guerrilla groups in Navarre were under his command. He would later be made a general in the Spanish army and go on to serve in the First Carlist War.
- **Gendarmerie d'Espagne:** The French gendarmes serving in Spain were organised into the Gendarmerie d'Espagne. They were concentrated in the mountainous north of the country, providing protection to French convoys and acting as a counter to the guerrillas.
- **Hibernia Regiment:** Formed in 1709, the Regimiento Hibernia was an Irish regiment who served in the Spanish Army. A number of notable Spanish officers of Irish extraction served during the Peninsular War, including Captain General Enrique O'Donnell, Captain General Joaquín Blake & Brigadier General Luis de Lacy.
- **Hidalgo:** At the time of the Peninsular War over half a million Spaniards were hidalgos, hereditary nobles who enjoyed certain privileges such as tax exemptions, although most had little or no land or wealth.
- **Marian Shrine:** A shrine dedicated to the Virgin Mary.
- **Navaja:** A traditional Spanish folding knife.
- **Sans-culottes:** Militant partisans of the French Revolution drawn from the lower classes.
- **Tumbrel:** A two-wheeled cart drawn by a horse or an ox, often used for carrying dung by farmers or transporting supplies by the military; notably used to transport prisoners to the guillotine during the French Revolution.
- **Wellington:** Arthur Wellesley, who was eventually made the 1st Duke of Wellington due to his successes during the Peninsular War, was born in Dublin in 1769. He would famously lead the Allied forces against Napoleon at Waterloo and later became an influential political figure in the United Kingdom, serving as Prime Minister. He became commonly known as Wellington after his victory at the Battle of Talavera in 1809 when he was elevated to the Peerage and given the title of Viscount Wellington.

countless dead, injured and destitute. Then sealing the surface entrances to their city, they simply allowed time to erase their existence from the memories of man, leaving it to be believed that Vilastei had been swallowed into the earth.

In the millennia that followed the serpent people of Vilastei slowly dwindled as their society stagnated in its isolation. They still ventured out into the world, but only meddled in the affairs of men when they encroached too close or the secret of their city was endangered. To guard the surface entrances to Vilastei they settled their human vassals in the valley that concealed them, which was eventually named the Lamarna Valley by the local Basques, the cultists of Yig becoming known as *Las Lamiak*. Bred and culled like livestock by the serpent people, the hostile and reclusive *Las Lamiak* became shunned and their valley avoided, with only the occasional unlucky shepherd or brazen smuggler daring to enter it.

Now the serpent people and *Las Lamiak* who remain are led by Aamilakk, the city's last true priest of Yig, who believes that the doom of Vilastei is nigh. Since the outbreak of the Peninsular War he has been powerless to ward off incursions into the Lamarna Valley, both by the French & the guerrillas, and he knows that if they continue it is only a matter of time before the city is discovered. Desperate to prevent this he has determined to once again use the seismic weapon of his forebears against humanity, but lacking their knowledge of the device's operation has found he can't bring its full power to bear without endangering Vilastei itself. Instead he intends to use weaker, but more focused quakes against the towns & villages of northern Navarre, augmenting their destructive potential by simultaneous flooding them with chlorine gas. For four years he has poured all his energy into this plan, building a stockpile of rudimentary chlorine gas cylinders while trying to master the use of the seismic weapon, waiting for the day when he would be ready to free his beloved city of the threat posed to it again by mankind.

The Disappearance of Major O'Donnell

A Spanish intelligence officer hailing from the Hibernia Regiment, Major Juan O'Donnell had been seconded to Wellington's Corps of Mounted Guides in early 1811 and earned a reputation for daring and cunning during the Second Siege of Badajoz. Serving under Lieutenant Colonel John Robertson, Wellington's spymaster in northern Spain, for much of 1812 he was behind enemy lines, collecting intelligence and coordinating



guerrilla offensives in Aragon and Navarre.

On the 15th of June 1812 O'Donnell met with *El Franciscano*, a Navarrese guerrilla leader, who told him of a rumour that an Imperial courier had been captured by *Las Lamiak*, but cautioned O'Donnell against dealing with them due to their evil reputation. Dismissing this warning as superstitious nonsense though, the next day O'Donnell travelled to the Lamarna Valley to investigate further, but being wise enough though not to blindly walk into a viper's den, decided to discreetly surveil the valley first.

Observing the people there going to and from the caves in its eastern cliff face and finding a trail to one some distance from the others that was unguarded, he ventured within. Presuming it would lead to nothing more than a squalid brigands lair, he was unprepared to behold the city of Vilastei and the serpent people who

walked there openly. Yet once he recovered his wits he found that his curiosity outweighed his fear and he continued on, eventually reaching the Great Temple. It was while exploring it that he stumbled across Félix Moureu, the unfortunate Imperial courier who had indeed been captured by *Las Lamiak*. Moureu begged O'Donnell to help him and French or not, O'Donnell could not bring himself to leave him behind and freed him.

Before leaving O'Donnell grabbed anything he thought might substantiate what he knew would be an unbelievable story, including what he took to be an idol from the Great Temple's altar, triggering an alarm in the process. The pair fled and managed to make it out of the valley, but became separated after O'Donnell was shot in the shoulder, Moureu leading the pursuing serpent people and *Las Lamiak* away from the man he owed his life to. By chance Moureu ran into a French patrol from Huérfanos, while O'Donnell hid until he could reach one of his contacts, eventually making his way to the cantina of Diego Miro.

Meanwhile word of O'Donnell's disappearance reached Robertson in Pamplona and knowing the value of a good officer, who also happened to be the favourite nephew of Captain General Enrique O'Donnell, Robertson has now sent the investigators to discover what happened to him.

The Investigators

Each investigator is an Allied spy currently working in northern Spain under Lieutenant Colonel Robertson. Two are officers in the Corps of Mounted Guides, while the others have been recruited from various walks of life, but they all have their own



reasons for serving the Allied cause and motivations to learn O'Donnell's fate. The following is included on each of the character sheets:

The Briefing

It is the 24th of June 1812 and you and the other investigators are all Allied spies under the command of Lieutenant Colonel John Robertson, Wellington's spymaster in northern Spain. Yesterday morning he assembled you for a clandestine meeting in Pamplona where he gave you the following briefing:

"Three days ago we received word that Major Juan O'Donnell is missing. For those of you who don't know him, Major O'Donnell served in the Hibernia Regiment before being seconded as an intelligence officer to the Corps of Mounted Guides. For the past year he's been working for me, collecting intelligence and coordinating guerrilla offensives, which was why I sent him into northern Navarre last month. He sent his last communiqué from Huérfanos, a Navarrese town in the Pyrenean foothills, so I'm sending you there to see what you can learn. O'Donnell is a good man and he'll die before he talks, but we need to know if he's been captured by the French. O'Donnell had an agent in the town, a Doña Sofia de la Vega, so you'll be posing as a party visiting her. Good luck."

Lt Alejandro Ignacio O'Sullivan y Garrido: O'Donnell's closest friend, O'Sullivan served with him in the Hibernia Regiment and followed him into the Corps of Mounted Guides. While he now answers to a British officer, he has no love for them, regarding them as a necessary evil in the fight to free Spain from Napoleon's clutches.

Isabella Josefa de Carvajal y Castro: The only daughter of an influential courtier, Isabella's mother died in childbirth while her beloved father was killed by the French during the Dos de Mayo Uprising in Madrid. Initially recruited by Robertson as a courier, she quickly proved herself to be both resourceful and

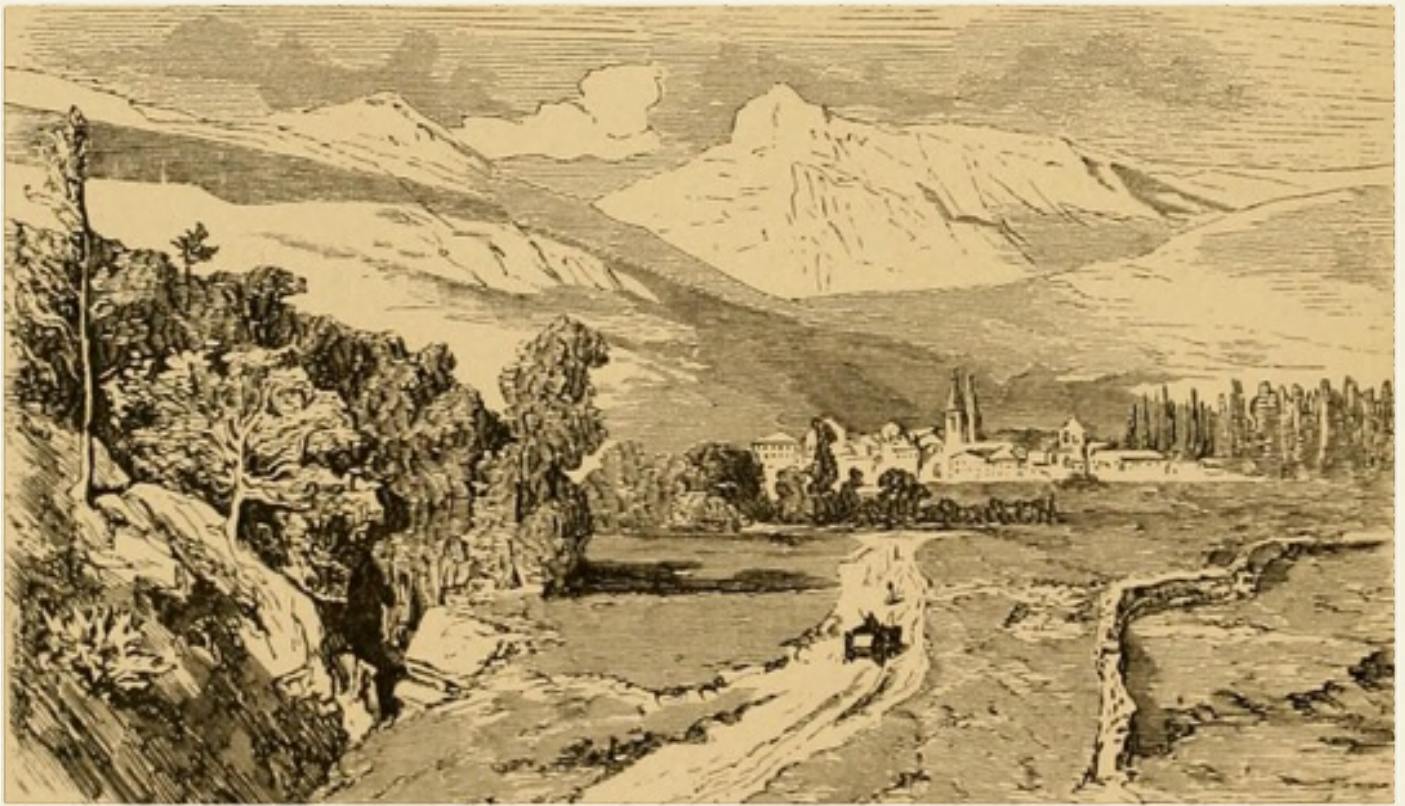
clever, soon becoming one of his most trusted agents. Unbeknownst to him, however, she and O'Donnell became lovers and she is now carrying his child.

Cpt Robert Oakes: An officer in the Royal Engineers, Oakes' expertise with explosives and penchant for getting himself into trouble made him an ideal candidate for the Corps of Mounted Guides. Unapologetically pragmatic and politically liberal, he holds no lofty ideals of serving his King and Country, regarding the war as first and foremost his best opportunity for rapid promotion.

Maria 'Miguel' de Jesús: A former nun, Maria forsook her vows after her convent was attacked and pillaged by French soldiers after the Battle of Medina de Rio Seco. Disguising herself as a man she joined a band of guerrillas in Old Castile, until her ability to read and write in several languages became known and she was recruited to Wellington's Corps of Mounted Guides.

Dr Vicente Antonio Villarroel del Cid: A liberal, once counted amongst the staunchest of *afrancesados*, who had celebrated the demise of the Bourbon dynasty and supported the French occupation of Madrid, Dr Villarroel's wife and daughter were killed by Imperial troops during the Dos de Mayo Uprising in Madrid. Consumed by rage and self-recrimination, he has become a cold-blooded killer in his pursuit of vengeance.

Charles Guizot: A French *émigré*, Guizot was born into a bourgeois family in Paris who had to flee to England during the Revolution after his father was accused of being a Royalist sympathiser. Having lost everything to the *sans-culottes*, Guizot has become an agent of the exiled Count of Provence, who has in turn loaned his services to Wellington to curry favour with the British.



ACT ONE

OPENING SCENE: THE ROAD TO HUÉRFANOS

The scenario opens with the investigator's coach laboriously picking its way along the road from Roncesvalles to Huérfanos, a journey of less than 10 miles as the crow flies, but which has taken them most of the morning to complete. It is the 24th of June 1812, the heat is rising inexorably, the air is choked with dust churned up by the horse's hooves and their first glimpse of Huérfanos coincides with them passing the corpse of a man thrown into a ditch to be picked over by crows.

As the investigators are visiting Huérfanos under the pretence of visiting Doña Sofia, ask them who they are posing as and what story they intend to give if asked about their business, pointing out that some of them will need to assume the roles of gentry and others the roles of servants to pull off most ruses.

Huérfanos

Huddled on a seemingly sheer hillside, Huérfanos is a maze of narrow alleys and treacherous stairways that snake through the terraces on which the town is built. The thick stone walls, heavy tiled roofs and iron-banded doors of every building whisper of old fears and its single, steep street is perpetually kept in shadow by the lofty townhouses that line it. Perched like a

vulture at the top of the hill is the imposing Convent of San Amaro, the tricolour flying from its roof casting an accusatory finger of shadow at the gallows in the town square below it.

On reaching Huérfanos the investigators are stopped by sentries posted at the town gates and a sweating sergeant with a drooping moustache demands to see their papers. After giving them a cursory glance he orders one of his men, Cpl Artose, to escort the investigators to the convent and present them to Lt Miot. An old campaigner, Cpl Artose, is a thin man with a flippant attitude who will happily make small talk to the investigators as their coach crawls up the steep street, giving them an opportunity to ask questions about the town, the garrison and the current state of affairs. Cpl Artose answers honestly, although his language is rather colourful.

SCENE: THE HANGING

Their coach having struggled to the hill's summit, the investigators enter the town square to see a sullen crowd gathered before a gallows erected in its centre. Standing on a tumbrel, with nooses around their necks, are an old man and two boys no more than 12 years old. Beside them a young French cavalry officer is reading out a list of charges while a line of fusiliers with their muskets held ready are keeping the townsfolk at bay.



As the officer is reading out the formal charges, the investigators have the opportunity to question what is happening and become embroiled in the grim vignette before them. Without risking their covers, however, they are powerless to stop it proceeding and it should be made clear that this brutality is nothing out of the ordinary in this war.

Investigators who take stock of the situation may observe the following:

- An investigator who turns to Cpl Artose notices that he has slipped his rifle from his shoulder and cocked it. The source of his anxiety is obvious; he is a French soldier on the wrong side of what could become an angry mob, one which the investigators should realise could easily turn on them. If asked about the execution he mutters that Lt Miot had decided to make an example of the family of a known guerrilla; an investigator who makes a Psychology roll can tell he doesn't like Lt Miot and can draw him into admitting that while hanging guerrillas is one thing, he has no taste for Lt Miot's methods.
- Any investigator studying the condemned prisoners sees that the old man has been badly beaten and that both boys are sobbing. Listening to the charges levelled against them, an investigator who makes a Law roll can judge that most are trumped up with the most serious being "giving succour to the enemies of His Majesty By The Grace of God, King Joseph of Spain and the Indies". They also know that the officer, who is presumably Lt Miot, is drawing this out and get the

uncomfortable feeling he is enjoying himself.

- An investigator who scans the crowd can see that there are over a hundred people in the square and that their mood is dark. If they make a Hard Psychology roll, however, they pick up on the downward gazes and hushed voices; these people are scared and hate themselves for that as much as they hate the French.
- Any investigator who makes a Hard Spot Hidden roll also notices a gangly youth standing at the back of the crowd stooping to pick a horse apple off the ground and weighing it in his hand. His intentions are clear, as are the likely repercussions. Any intervention by an investigator is enough to spook him, causing him to drop his projectile. If left to his own devices he hurls it at Lt Miot, hitting him square in the chest. As Lt Miot sputters in indignation the youth turns to run, only to be clubbed in the forehead by the butt of Cpl Artose's musket. In either event Lt Miot then sardonically utters "May God have mercy upon your souls", gives a nod and watches as the tumbrel rolls forward, causing the condemned prisoners to slip off and slowly strangle to death.

Lt Marc Antoine Miot

A handsome young man with a trim moustache and cold blue eyes, Lt Miot is clean shaven, immaculately groomed and smartly turned out in a freshly laundered uniform. Looking as though he was freshly plucked from some regimental parade ground, his visible discomfiture at any dishevelment of his attire

would be almost comical if it weren't accompanied by a palpable wave of rage.

Having spotted the investigator's coach, Lt Miot orders his men to disperse the crowd and then makes his way across the square to meet them. To those he considers his peers, Lt Miot portrays himself as an urbane officer who sacrificed a comfortable life in Paris in order to serve his nation. He is particular gallant towards young women of breeding, being supremely self-confidence in his ability to charm and seduce them. By contrast his arrogance and sadistic nature are on full display around anyone he sees as his inferior, especially if they are Spanish. He is also quick to challenge any insults to his person with a challenge to a duel and for all his faults he is both an excellent shot and a skilled swordsman.

Lt Miot is initially suspicious of the unexpected appearance of the investigators, but can be easily charmed into accepting their story. Any investigator who voices any criticism of the hanging, however, has his cards marked and Lt Miot will keep a careful eye on them. Whatever impression the investigators make, Lt Miot will insist on personally escorting them to the home of Doña Sofia and that they dine with Major Carnot and himself the following evening in the Convent of San Amaro.

An investigator who gets Lt Miot talking can learn the following from him:

- If an investigator asks him about the execution he nonchalantly explains that the condemned prisoners were the father and younger brothers of Santiago Barrio, a guerrilla fighting with *El Franciscano*. In his opinion the guerrillas were no better than rabid dogs, nipping at the heels of the French Empire before turning tail and slinking back into the

mountains. So he was making them pay for their cowardice, by making examples of those they left behind, one family at a time.

- If an investigator plays to his ego, Lt Miot will boast that he is now the senior officer in his squadron since his captain was killed two months ago. An investigator who makes a Regular Psychology roll hears the edge in his voice as he says this and picks up the impression that he feels not everyone gives his seniority the respect it deserves.

SCENE: THE EARTHQUAKE

As Lt Miot and the investigators are speaking a distant rumble in the mountains heralds the beginning of an earthquake. The ground shakes beneath their feet, plaster and loose masonry cascade from the buildings around them and the air is filled with cries of alarm and the discordant ringing of the convent's bells. Any investigator on foot must make a Hard Dexterity roll to stay on their feet or fall and suffer 1D2 wounds; any investigator on horseback must make a Hard Ride roll to stay in the saddle or be thrown and suffer 1D4 wounds; and an investigator driving the coach must make a Hard Drive Carriage roll to keep the team under control or they panic, bolting forward and crashing the carriage against the corner of a building, causing any passengers to suffer 1D2 wounds and the driver 1D4.

Although the earthquake lasts for less than half a minute and causes no major damage, pandemonium grips the town and after regaining his feet, Lt Miot stops only to point out Casa de la Vega before hurriedly retreating back to the convent with a pistol drawn. An investigator who makes a Regular History roll is reminded of the Great Lisbon earthquake of 1755 which nearly destroyed that city and know that earthquakes, while uncommon, are certainly not unheard of in the Iberian Peninsula.

As the investigators recover themselves call for Regular Spot Hidden rolls; investigators who pass notice a yellow-green cloud drifting through the air. An Investigator who makes a Regular Science (Chemistry) roll can identify it as chlorine gas and knows that it is used in a process for bleaching textiles developed by the French chemist Claude-Louis Berthollet. In some places it is almost as thick as fog and anyone caught in it is begins to cough and choke, retching onto the ground as their eyes stream with tears. The haze is relatively easy to avoid and soon dissipates, but the fear it engenders is terrible to behold as people flee from it in panic. Call for a Sanity roll (0/1D2).

Chlorine Gas

An investigator exposed to chlorine gas experiences the following:

- A burning sensation in their eyes and throat,
- Chest pain,
- Difficulty breathing,
- Coughing, which may be accompanied by retching and vomiting,
- A severe headache.



An investigator unable to escape from a chlorine gas attack may fall unconscious and suffocate or later suffer a slow death by asphyxiation due to their damaged lungs. Every round an investigator is exposed to chlorine gas they suffer 1D3 wounds; if they drop below half their hit points they must also make a Regular CON roll every round to stay conscious. Even mild exposure to chlorine gas will leave an investigator weakened afterwards and they should receive a penalty dice on all rolls involving physical exertion for a period determined by the Keeper.

It is some time before order is restored to the town and the investigators may become involved in tending to the injured and helping clear the rubble. Fortunately, there are no fatalities or collapsed buildings, but there is enough work to be done that this can occupy the rest of their afternoon. Any investigator who spends some time helping in the earthquake's aftermath can make a Hard Spot Hidden roll; on a success, among the rubble, they find an odd brass cylinder about the length of a man's forearm with a simple valve at one end. There is a strong smell of chlorine about it and they can easily learn that several others have been found throughout the town.

The investigators may later learn or surmise that the serpent people of Vilastei are responsible for the earthquake and chlorine gas attack on Huérfanos. Intending to devastate the town with an earthquake and then wipe out any survivors with the chlorine gas, their plan was to kill Félix Moureu and anyone he might have revealed their secrets to at one fell swoop, but lacking the knowledge and expertise of their forebears botched the attack.

SCENE: DOÑA SOFIA

Only a short walk from the square, Casa de la Vega is a tall three-storey townhouse with balconies on the top floor overlooking the alleys below and an elaborate carving of the family's coat of arms above the large archway of the front door. An old housemaid in a black dress wordlessly admits the investigators; she never speaks, but is apparently in the confidence of her mistress and knows who they are. She leads them into a well-appointed parlour where Doña Sofia rises and greets them warmly, initially maintaining the pretence of this being a welcome visit by expected guests, asking about their journey and expressing concern about the earthquake. She immediately drops this facade once assured they are all Wellington's people and turns to the business at hand.

Doña Sofia Maria de la Vega y Jarana

Although a handsome woman, life's cruel vicissitudes have hardened Dona Sofia's features, making her appear older than her three decades. Her face is creased by worry lines, her eyes lined by crow's feet and her black hair is twined with grey. Yet although she has the confident, self-assured bearing of a noblewoman, she lacks the haughtiness that plagues her class and her wit is as sharp as the *navaja* concealed in her bodice.

Doña Sofia informs the investigators of the following:

- In good news word reached her yesterday that O'Donnell had been found alive by one of her people and was now in hiding on a farm close to the village of Otsatzu, a few miles north of Huérfanos. He was safe for the moment, but had a bullet lodged in his shoulder and is delirious with fever. She has horses waiting for them outside the town and will take them to see him tonight. Tomorrow she has arranged for them to meet *El Franciscano*, a local guerrilla leader, so they can enlist his help in transporting O'Donnell back to Portugal.





- In bad news a French patrol returned to the convent last week with an Imperial courier who had been captured by guerrillas, but managed to escape. Major Carnot had kept the man in seclusion since then, but she knows that the rumour among the garrison is that they are about to launch a major offensive against the guerrillas and she fears what this courier might have seen or heard while a prisoner.

In addition, the investigators can also learn the following from her:

- Doña Sofia doesn't know what happened to O'Donnell while he was missing, but she can provide some pieces of the puzzle. O'Donnell always played his cards close to his chest, but she knows that his reason for coming to Huérfanos was to meet with *El Franciscano* and while she knows the meeting took place, she doesn't know what they discussed. Similarly, on the day he disappeared he told her he was going to investigate a rumour he'd heard, but not what it was or where he was going.
- If asked about *El Franciscano* she tells them that before the war he was a Franciscan friar in Convent of San Amaro. When the French had seized Huérfanos they sacked the convent and many of the friars were beaten or killed, but he survived and left to join the guerrillas. Since then he had become one of their most feared and ruthless leaders.
- If asked about the garrison she estimates that there are currently about 400 French troops in Huérfanos with another 200 gendarme constables posted in the surrounding area. Major Carnot, the garrison commander, is an old infantry officer and well thought of by his men, while by comparison Lt Miot is thoroughly disliked, but rumoured to have killed at least 6 men in duels.

- If an investigator becomes concerned about their absence being discovered, she informs them that since the French occupied the town they have enforced a strict curfew after six o'clock, so they will not have any chance callers. Her spies have also told her that Major Carnot has invited all his officers to dine with him this evening and she believes this is to discuss the planning of the rumoured offensive. As that will likely take a number of hours they can be confident that at least for tonight Major Carnot and Lt Miot will be otherwise occupied.
- Doña Sofia becomes prickly if asked about her relationship with O'Donnell, taking a dim view of any insinuations, real or perceived. She explains that her late husband may have been a *hidalgo*, but like his father and grandfather before him, he had made his fortune from smuggling. O'Donnell had recruited him as a spy due to his contacts on both sides of the border and after he died of consumption she had stepped into his shoes. Doña Sofia's demeanour softens towards any investigator who engages her about her late husband and hardens towards any she thinks are being condescending towards her.

OPTIONAL SCENE: THE WATCHER

The French and the serpent people both have their own spies in Huérfanos and at the Keeper's discretion the investigators may become aware that Casa de la Vega has been placed under surveillance. In the case of the French this could be the result of an investigator raising the suspicions, or the ire, of Lt Miot or simply due to a standing order that a close eye be kept on any new arrivals. Likewise an investigator could draw the attention of the serpent people by poking their nose into the source of the chlorine gas attack, by stumbling across one of the gas canisters in the aftermath of the earthquake or if they are rash in their search for O'Donnell.

When this occurs is left to the Keeper, but ideally when only two or three investigators are present, ask them to make Hard Spot Hidden rolls. On a success they spot a figure lurking in a doorway close to Casa de la Vega who appears to be paying close attention to the comings and goings of the townhouse. If obviously spotted or approached this figure hurriedly walks away, breaking into a run if pursued. The Keeper may then run this as a chase through Huérfanos' maze of narrow alleys and stairways culminating in the figure either slipping away or being trapped by a dead-end. With his back against the wall, this nondescript man wearing equally nondescript clothes, snarls and pulls a knife, fighting like a cornered rat. If they are facing one of Major Carnot's men then the investigators may be able to talk their way out of a violent showdown or possibly take the man alive, but if they are facing a serpent person then it will only end with the serpent person either fighting their way free or dead. Even if they are somehow captured alive the serpent person will use a lethal poison concealed inside an artificial tooth to kill themselves before they can be interrogated. However this unfolds this should, at the very least, ratchet up the investigators tensions.

SCENE: THE BASERRI

With sunset close to ten o'clock at this time of year and only a few hours of real darkness at night, it is still bright outside when Doña Sofia tells the investigators that they are leaving and leads them down into the cellar. An Aladdin's cave for a connoisseur, it is lined with wine racks filled with a choice selection of vintages, while barrels of French brandy are stacked in neat rows along the floor, but it is the well in the centre of the room that Doña Sofia points out to the investigators. Lowering her lantern into it, she shows them the iron rungs anchored to its walls and explains that her husband's family had discovered an underground stream when they had sunk the well and that in dry weather it could be followed to a gully a little outside the town. Cautioning the investigators to keep their powder dry she descends first and true to her word a short time later they emerge outside, a string of horses waiting for them.

Anobaratza

Built on the southern slope of a small hill covered in apple trees, *Anobaratza*, the *baserri* of the Etxeberria family, was a large three-storey rectangular stone building with a gently sloping tiled roof. A common sight throughout Basque Country, a *baserri* was both house and barn with the kitchen and stables on the ground floor, bedrooms and living rooms on the floor above and storerooms in the attic. These were buildings where generations of the same family were born, lived and died; that hummed with life day and night. Yet this one was strangely quiet.

Unfortunately for the investigators a raiding party from Vilastei have beaten them to the *baserri*, having finally picked up O'Donnell's trail. After butchering the family and capturing an unconscious O'Donnell, the raiding party were infuriated to find the relic wasn't with him, so while most have ridden back to Vilastei with their prisoner, a few remain behind to continue scouring the *baserri* for hiding places. These cultists are led by Mmotpalaa, a serpent person, who is tearing the attic apart when the investigators arrive and drawing close to the hiding place of Consuelo, the only survivor of her family's massacre.

There are three cultists with Mmotpalaa; two are searching other parts of the building while the third is on watch at the front door. However, separated as they are inside the *baserri* and with every noise jumbled with the scrape and thud of their ransacking, they can be taken by surprise. Thus how the investigators

approach the *baserri* dictates how the scene unfolds, but in general anything suspicious provokes wary investigation by Mmotpalaa and the cultists.

If the investigators simply follow the lane leading up to the *baserri* they must make Hard Stealth rolls to avoid being spotted by the lookout at the front door, before making Regular Spot Hidden rolls to notice him.

If they are warier, using the apple orchard for cover and approaching obliquely, they may instead make a Regular Spot Hidden roll to see him first and may make a Hard Stealth roll with a bonus dice to sneak up on him from the side of the building.

If they are truly cautious and take the time to circle the *baserri* before approaching, they can observe that the rear stable doors are open and unguarded. Entering through the stables an investigator may make a Regular Stealth roll with a bonus dice to take the lookout by surprise.

Inside the *baserri* is a scene of slaughter with the bodies of men, women and children lying in pools of their own blood, most in their nightclothes and some still in their beds. Any investigator who enters must make a Sanity roll, with 1/1D4+1 loss, and in the event of combat it should be remembered that they are fighting in a charnel house slick with blood and viscera.

If the alarm is raised, the cultists attack without hesitation, firing their pistols first if possible before drawing their knives to close on the investigators. Mmotpalaa, who appears human due to *Consume Likeness*, uses *Dominate* if possible and his bite if his true form is revealed. Any investigator who encounters



Mmotpalaa in his human guise may, if appropriate, make a Hard Spot Hidden roll to see that his shadow is not that of a man, but of a monster.

The cultists fight to the death, but Mmotpalaa will abandon them and flee if it is clearly a lost cause; all, however, will kill themselves if somehow captured alive by breaking an artificial tooth that contains a lethal poison. An investigator who makes a Hard Medicine roll can discover the artificial tooth and deduce its use, but are at a loss as to how it was created or successfully implanted.

Investigators who search the bodies of the cultists find two things of note. The first is that all of the cultists have extensive geometric tattoos covering their bodies, recognisable in the modern era as circuit designs. The second is a small jade pendant worn by one of the cultists; roughly triangular in shape the piece appears to have snapped off something larger and then had a crude leather cord added later to turn it into a pendant. The jade is partially inlaid with fine gold lines in a design similar to the cultists' tattoos and it is obvious to any investigator that the workmanship is exquisite.

After the investigators have dealt with Mmotpalaa and the cultists, they hear a soft pat of footsteps from upstairs. If an investigator follows the noise they hear them again, this time rapidly going up the steps to the attic. An investigator who makes a Regular Spot Hidden roll spots a trail of small bloody footprints on the floor that leads into a storeroom where a pile

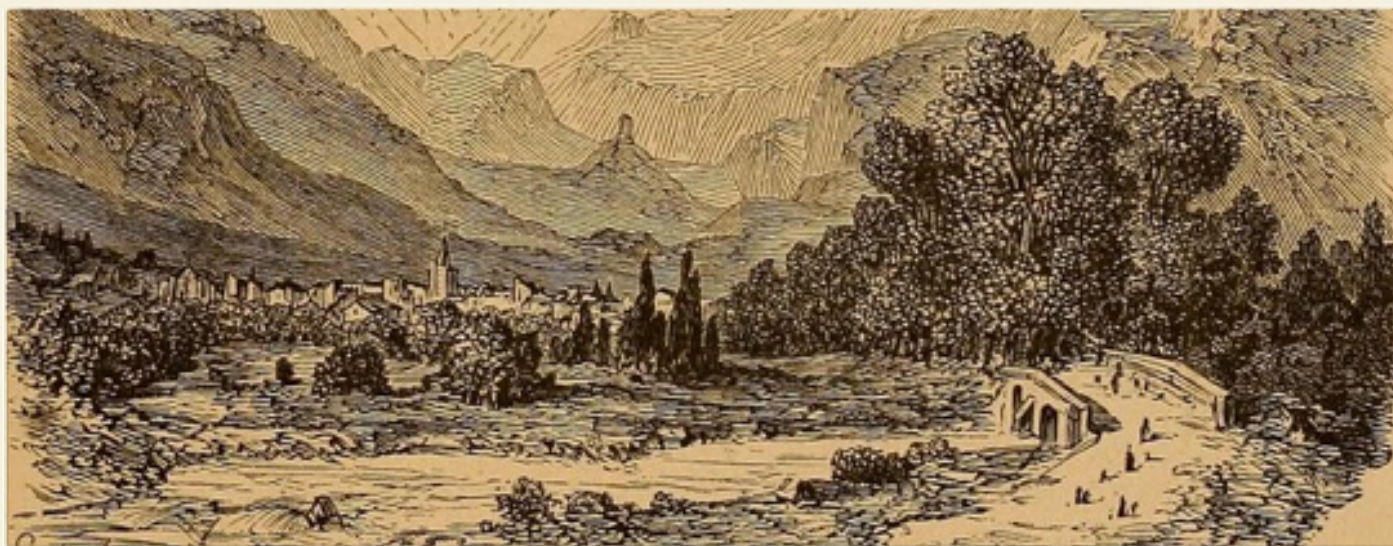
of straw and some blankets have been used to make a bed. A bundle of bloody rags lies on the floor beside it along with a jug of water and a cup while the footprints pass it, stopping in front of a large carved wooden chest. An investigator who opens the chest must make a Regular Dodge roll as the girl hiding inside screams and stabs at them with a knife.

Consuelo

Nine years of age, Consuelo is a slight girl with long black hair and wide terrified eyes. She is still in her nightdress, which has been soaked with blood and a wickedly sharp paring knife is clutched in her trembling hands. Tears stream from her eyes, but she screams and lashes out wildly at anyone who comes near her.

It should be self-evident that Consuelo is just a frightened young girl who doesn't know the investigators aren't there to kill her. Any investigators holding a weapon must add a penalty die on all Charm, Fast Talk and Persuade rolls when speaking to her while unarmed female investigators gain a bonus dice to same. Once she is convinced that the investigators mean her no harm she collapses into sobs, crying for her mother. With no sign of O'Donnell in the *baserri* and the heart-rending wailing of Consuelo filling the empty night, an unnerved Doña Sofia will insist on taking the girl back to Huérfanos and that they leave this place of death.





ACT TWO

SCENE: THE DAY AHEAD

The next morning Doña Sofia convenes the investigators at breakfast to discuss what to do next. Consuelo is present and although her eyes are still puffy from crying, she is calm enough to tell her story. The investigators can learn the following:

- Consuelo had been there when the Señor had been brought up to the attic by her uncles and Miro, the man who ran the cantina in Otsatzu. She'd heard Miro tell them that the Señor was a Spanish officer spying for the British and that he'd been shot. Miro was going to send word to someone who could help and they were to keep the Señor hidden until then. Then Miro took the Señor's satchel and rode back to Otsatzu.
- Consuelo's mother, Miren, had given her the job of checking on the Señor's fever during the night and to make him drink plenty of water. She had just given him a cup of water when she'd heard a cry from downstairs and even though he was weak with fever the Señor had gotten up and told her to find someplace to hide. She won't talk about what happened next, except that she had to keep moving from one hiding place to another as the men searched the *baserri*; she doesn't know what they were looking for, but she heard one of them call the Señor a thief.
- After they've finished speaking with her, Consuelo is led away by the mute housemaid and a visibly reluctant Doña Sofia admits that it was Miro who sent word of O'Donnell being at the *baserri*. Her contempt for Miro is written across her face and if asked about him she bluntly calls him a fat pig who'd sell his own mother for the right price, but that O'Donnell trusted him for some reason and had used his cantina as a meeting place in the past.

Doña Sofia then brings up the question of the meeting with *El*

Franciscano. Having already put it about that her guests were devout Catholics, her plan had been for them to leave Huérfanos under the pretext of visiting a nearby Marian shrine and then slipping away to the rendezvous, but with O'Donnell again missing she defers to what the investigators decide to do.

If asked, Doña Sofia can tell the investigators that Otsatzu is less than a mile from where they were the previous night and that the meeting is arranged for noon at an old mill close to the Marian shrine. She will caution them that if they are away too long it will draw suspicion and remind them that they have been invited to dine at the convent that evening and will need time to prepare, but will agree that they should have sufficient time to both hunt out Miro and speak with *El Franciscano*.

SCENE: MIRO

The village of Otsatzu had grown up around a crumbling Roman bridge that spanned a narrow, but deep ravine. The church and most of the houses had been built on the southern side, but the cantina obstinately squatted on the other and wasn't much more than a long, low-roofed shack with a fly-ridden stable behind it. Its ill-fitting door was wedged half open, spilling out a loud cursing voice and revealing a dark smoky interior filled with crude furniture and cruder language.

Doña Sofia will decline to accompany the investigators inside, caustically remarking that she knows of cleaner pigsties and arranges to meet them at the church once they're done. Squeezing past the door the investigators see the owner of the voice is berating an elderly man who is desultorily sweeping the floor. Aside from a snoring body curled up in one corner and a palpable smell of sweat and tobacco smoke the cantina is otherwise empty.

Diego Miro

With sagging jowls, beady eyes and a bald head that seems perpetually sheened in sweat, Diego resembles a bulldog not just in appearance, but in temperament. Always on the edge of losing his temper, he is a caustic, insulting and petty man whose one redeeming characteristic is his hatred of the French. His temper has not been improved by his recent exposure to chlorine gas which has left him with a lingering headache and a hacking cough.

Interacting with the volatile Miro can be both an amusing and frustrating experience for the investigators as he fluctuates wildly between being angry, self-pitying and suspicious. He has nothing good to say about anyone or anything and turns everything into further proof that his good nature is being abused. Aside from handing over the satchel, Miro can also tell the investigators the following:

- Four days ago Miro went out to the stable behind the cantina and found O'Donnell lying unconscious in one of the stalls. He'd been shot and had a fever, but came round when Miro tried to move him. He was delirious and when Miro asked what happened to him all he said was, "Demons... devils... they can look just like us... he said, he said look at their shadows... couldn't leave him there... French or not... we were nearly out of the valley when they caught up with us... fell out of my saddle when I was shot... Moureu saved me, led them away... wonder if he survived... you must believe me... God help us all..."
- If asked what else O'Donnell said, Miro dismissively says that he was raving about all kinds of nonsense and that he didn't pay any heed to it. If pushed by an investigator he exasperatedly tells them that whenever O'Donnell wasn't praying, he was going on about serpents and shadows.
- Any investigator who makes a Regular Medicine or Hard Idea roll can recognise that Miro is showing signs of chlorine gas poisoning. If questioned about this he immediately becomes defensive, but eventually admits that originally there had been two cylinders in O'Donnell's satchel. He'd opened the other one out of curiosity and green smoke had started pouring out it; fortunately, he'd been out back at the time and had the presence of mind to hurl it into the ravine. He, of course, blames O'Donnell for his misfortune.

Inside the satchel the investigators find a number of O'Donnell's personal effects and three items of note: the remaining brass canister, a strange jade idol and his notebook. The canister is identical to those the investigators may have already found in Huérfanos, except this one is still full of pressurised chlorine gas. If the investigators are unaware of this potential danger, then this may lead to accidental exposure.

The Idol

Intricately carved from a slim slab of jade about the length of a man's forearm and half that in width, this strange statue appears to depict a snake curled around itself in a complex

pattern that the eye finds hard to follow. Although both faces are perfectly flat the rendition makes the snake appear to be moving if the statue is tilted and the fine tracery of gold lines inlaid into its body seem to pulse with the motion. In fact, the design is so intricate that it is easy to become lost trying to follow the maze of lines, eventually producing a sensation similar to vertigo. Anyone who studies the statue must make a Sanity roll (0/1D4).



The Notebook

Carefully wrapped in oilcloth to protect it from the elements, this small leather notebook is obviously written in some form of code and those who know O'Donnell's handwriting immediately recognise the cramped script as his. Simple sketches intersperse the pages, all crude unlabelled maps, except for the one on the last page which has been drawn in meticulous detail.

The map shows a long valley split by a meandering stream and dotted with a handful of farms. At its northern end a number of caves have been carefully marked on the valley's eastern slopes as has a trail that hugs the top of the ridge above them and which leads to one some distance from the others. There is no indication, however, of where this valley is.

An investigator who makes a Regular Know roll is familiar with the zigzag cypher that O'Donnell has used in his notebook. While not very strong, it will take them a number of hours to decrypt even a few pages, but the Keeper may use this as a means of providing additional information to the investigators. Crucially the map on the last page shows the trail and cave that O'Donnell discovered.



SCENE: EL FRANCISCANO

As noon approaches Doña Sofia becomes noticeably quieter and the investigators can sense her growing apprehension. If asked about this she tries to blame it on her worry that the French might have someone following them or worse have already learned of this meeting, but an investigator who makes a Regular Psychology roll can tell that's only partly true. If an investigator makes a successful Regular Persuade roll she admits that *El Franciscano* scares her and while she has no love for the French, she would pity any who fell into his hands. She refuses to expand on this, but warns the investigators that during the meeting they should keep their hands away from their weapons if they value their lives.

The Mill

A fine tower mill with four canvas sails had once stood upon the hill; from the top the miller could see every farm in the valley, each an island in the sea of wheat that surrounded them. Now all that remained was a hollow ruin, its soot stained walls slowly crumbling, the stones tumbling down into fields ready to harvest yet empty of people. The French had burned the mill and the farms in retaliation for an attack on one of their convoys, killing the miller and many others. Those who survived fled into the hills; those who could fight joined *El Franciscano*.

El Franciscano and a half dozen horsemen are already waiting at the mill when the investigators arrive. It is patently obvious that the guerrillas are on edge and one of the horsemen, a tall brute with curly black hair, immediately begins barking at the investigators to dismount and throw their weapons onto the ground.

Any hesitation or refusal provokes him to spur his horse over to the offending party and attempt to backhand them off their horse. Treat this as a manoeuvre using the Brawling skill, however if the investigator chooses to dodge, they may opt to use their Ride skill instead of their Dodge skill. Unless the investigator capitulates this escalates into a brawl with any attempt to draw a weapon causing every horseman to menacingly place their hands on either a pistol or a sword. How this is resolved is left to the investigators.

El Franciscano watches all this without saying a word and an investigator who makes a Regular Psychology roll realises that he probably ordered his man to pick a fight just to see how the investigators reacted. Afterwards he dismounts and points for those investigators who have complied to follow him inside the burnt out mill, leaving Doña Sofia and any remaining investigators outside.

El Franciscano

Granted he still wore the simple brown robe of a friar and kept his black hair shaved in a tonsure, it was still hard to believe the man they called *El Franciscano* had once been a man of God. Tall and lean with a hard angular face gashed by a deep scar across his chin, Fray Simón de Salazar radiated menace and even his closest lieutenants shied from the gaze of his cold, hollow eyes.

Once a humble friar, Fray Simón de Salazar has been irrevocably changed by the war. The youngest son of an impoverished *hidalgo*, Fray Simón had always been destined for the church and joined the Order of Friars Minor at the tender age of 15. He had spent the next two decades in prayer and contemplation until that fateful day four years ago when the French seized Huérfanos and sacked the Convent of San Amaro. What he witnessed during that night of wanton violence left him in no doubt that the French were the pawns of Satan himself and he is driven by the fanatical belief that the fight to free Spain is truly a war of good versus evil. *El Franciscano* can tell the investigators the following:

- If asked *El Franciscano* will confirm that he met with O'Donnell and disclose what they discussed. For the past year O'Donnell had been urging him to place his men under the command of Francisco Espoz y Mina, as nearly all the smaller guerrilla groups in Navarre had already done. He'd resisted, preferring to conduct a private war against the French holding Huérfanos, but with word that Wellington was marching into Spain he knew the time had come to relent. The meeting had been about how and when this would happen.
- If questioned about O'Donnell's disappearance, he coldly admits that he'd told O'Donnell about a rumour he heard from



SCENE: THE DINNER

After returning to Huérfanos the investigators find a note from Lt Miot waiting for them. Affirming how much he is looking forward to dining with them, it also emphasises that Major Carnot has expressed great interest in meeting them and states that an escort will call for them at seven o'clock that evening. This allows time for the investigators to rest, bathe and dress, which it should be highlighted will be a particularly lengthy process for some of them. Investigators posing as military officers or gentlemen may wear a sword and any male investigator can openly carry a knife, but any other weapons will have to be concealed.

At seven o'clock precisely Cpl Artose arrives at Casa de la Vega to collect them. If asked why he was given this duty, he ruefully explains that for some reason Major Carnot wanted someone who'd already met the investigators to be their escort. The investigators can draw their own conclusions from this.

a smuggler that *Las Lamiak* had captured an Imperial courier who'd been trying to slip across the mountains without an escort. When he realised he'd piqued O'Donnell's interest he'd warned him to stay away from them, but obviously O'Donnell hadn't listened.

- If pressed about *Las Lamiak* he gravely tells the investigators that that is what the hill people of the Lamarna Valley are called. The valley was in the Pyrenees, but he emphasises that while *Las Lamiak* spoke Basque, they were not Basque. Although particularly vehement on this point, he's not able to explain it any better. They shunned outsiders and shepherds or travellers who strayed into their valley never returned, but they occasionally traded with smugglers which is where the rumour had originated. In his opinion they were best avoided and he will refuse to risk his men's lives in any rescue attempt, bluntly stating that their fight was with the French not *Las Lamiak*. He can, however, be convinced to help the investigators in other ways at the Keeper's discretion, such as confirming that the map on the last page of O'Donnell's notebook is of the Lamarna Valley or providing an escort to take them there.
- An investigator who makes a Regular Occult roll knows of the Lamiak, or Lamia, as a creature from Basque mythology who usually appears to be a young, beautiful woman with long flowing hair, but who has webbed feet like a duck or a fish tail like a mermaid. Said to live in caves or mountain streams, they might help those who gave them presents, but were also known for seducing unwary young men. The investigator also knows that in Greek mythology Lamia was a monster who devoured children and was said to have the upper body of a woman and the lower body of a serpent. They are unaware if the two myths are connected.

The Convent of San Amaro

A fortified convent originally built by the Franciscans during the Reconquista, the Convent of San Amaro was requisitioned for the Imperial garrison after the town was occupied. While the starkly unadorned sandstone facade reveals nothing about the new regime, inside the godlessness of the Bonapartists is self-evident. The cloister garden and one wing of the dormitories have been reduced to stinking stables; the refectory turned into a noisy mess hall where the sound of dice and drunken brawls are common; and the stained glass windows of the chapter house smashed and replaced by a cannon emplacement that now menaces the road to Roncesvalles.

Once inside the convent the investigators may observe certain peculiarities as Cpl Artose leads them to the Officers' Mess in what was the abbot's quarters. If questioned about them the typically talkative Cpl Artose is distinctly reticent and an investigator who makes a Regular Psychology roll suspects that he has been ordered to keep his mouth shut. They may notice the following:

- The investigators curiosity may be piqued by how few soldiers they see as they move through the convent; on a Regular Spot Hidden roll they catch a glimpse inside one of the barrack rooms and mark that sleeping men fill every cot and packed knapsacks crowd the floor. Investigators with military backgrounds can recognise these as signs that the men are probably being rested for a night march.
- Any investigator who makes a Regular Artillery roll recognises the disassembled pieces of a small 3-pounder cannon, known as a mountain gun, in the cloister garden. The pieces have been packed for transport and the investigator can guess that the other bundles with it contain shot and powder. Again investigators with military backgrounds see this as further

proof that a military operation is about to be conducted.

- Any investigator who makes a Hard Listen roll overhears a fragment of conversation as they pass an open door and makes out the words "... trust Moureu. He may have convinced Carnot, but I'm telling you ...".

Entering the Officers' Mess, the investigators are greeted by an effusive Major Carnot and a particularly oily Lt Miot. After introductions Major Carnot apologies on behalf of his other officers who he explains are indisposed with their duties and instructs Cpl Artose to show those investigators posing as servants the hospitality of the kitchens.

Major Jean-Baptiste Carnot

Having first served in the Royal Army, then the Revolutionary Army and now the Grande Armée, Major Carnot is a veteran of two decades of political upheaval and war. A slightly portly man with a round face, thinning hair and a ruddy complexion, he has no qualms about letting others underestimate him, but underneath his convivial demeanour he is neither a fool nor a coward.

Those investigators who sit down to dinner with Major Carnot soon find themselves engaged in a battle of wits with their host. Suspicious of the timing of their arrival in Huérfanos and less inclined than Lt Miot to accept their cover story at face value, he probes them with questions looking for holes in their answers. If the investigators hold their nerve the worst they suffer are the consequences of too much rich food and good wine; if not while Major Carnot remains outwardly nonchalant, after they leave he places a guard of four men on Casa de la Vega with orders to arrest the investigators if they attempt to leave.

Those investigators who accompany Cpl Artose to the kitchens find that his attention is immediately diverted by Carmèle, a flirtatious scullery maid who enlists his help in fetching more wine from the cellar. As the cook and kitchen maids are preoccupied with dinner, the investigators find themselves unwatched and unsupervised. The investigators may learn the following in the kitchen:

- An investigator who makes a Regular Spot Hidden roll notices that as each course is served in the Officer's Mess, one of the kitchen maids takes a plate down the corridor in the other direction. A surreptitious glance into the corridor allows them to watch her knock on a door at its end before entering into a brightly lit room.
- An investigator who engages one of the kitchen staff in conversation and makes a Regular Charm or Persuade roll as appropriate, can induce them to complain of the inconvenience of having to serve Monsieur Moureu in his room. If questioned about Monsieur Moureu they happily gossip about the Imperial courier who they've heard was captured and tortured by the guerrillas before he managed to escape. In a low voice they whisper about his dreadful fear of the dark, which they speculate must be a result of his time as a prisoner and how kind the Major was to spend so much time with the poor man.





Any investigators who wish to slip out of the kitchen and into the corridor may do so without difficulty. At one end of the corridor is the Officers' Mess; at the other are two more doors, one of which is bleeding light at the bottom. The room in darkness is Major Carnot's bedchamber, the door to which is locked. An investigator who makes a Hard Locksmith roll may pick the lock, but will be disappointed to find nothing of interest in the spartan room except a thick pile of love letters between Carnot and his mistresses. The other door leads into Félix Moureu's bedchamber and is unlocked.

Félix Moureu

Born in the small French town of Saint-Jean-Pied-de-Port in the Pyrenean foothills, Moureu's mother was Spanish and after becoming an Imperial courier his fluency in her native tongue all but assured he would be attached to the Army of Spain. In his early twenties, Moureu has a wiry frame and a plain, rather forgettable face, but there is an intensity to his dark eyes that is somewhat disquieting.

Having fallen into the depths of madness while being held captive by the serpent people, Moureu is now driven by a pathological fear and hatred of them. Justifiably paranoid that they will seek to silence him or worse, abduct and return him to their clutches, he has become obsessed with destroying them first no matter the cost.

The story that Moureu told Major Carnot was that he had

been carrying an urgent dispatch from Paris to Madrid when his escort was ambushed by guerrillas as they crossed the Pyrenees. He had escaped at first by fleeing into the mountains, but they had captured him several days later when he tried to make a run for Huérfanos. He'd been beaten and held as a prisoner in one of their camps for weeks, but they became careless of his bonds and one night he was able to free himself, steal one of their horses and slip away. It was just good fortune that he'd ran into a French patrol when he'd got out of the mountains.

Of significance to Major Carnot, however, was that Moureu claimed he had heard the guerrillas speaking of *El Franciscano* gathering men and matériel in the Lamarna Valley in preparation for a major attack on Huérfanos before the end of June. As a result, convinced by Moureu that he can turn the tables on the guerrillas and take them by surprise, Major Carnot is now about to launch a dawn raid on the Lamarna Valley.

Any investigator who enters Moureu's bedchamber find themselves staring down the barrels of a pair of pistols as his eyes immediately dart to their shadows. Having seen how shadows betray serpent people in human guise, he surrounds himself with light at all times and the room is ablaze with candles and oil lamps. After assuring himself that they are human Moureu will quiz the investigators as to their business, although he keeps his pistols levelled at them.

Ensuring that the attack on the Lamarna Valley proceeds is Moureu's priority and he will not risk speaking openly about the

serpent people or their subterranean city for risk of being overheard and thought mad. On the other hand, he no longer cares who wins the war in Spain and feels a deep sense of debt to the Spaniard who rescued him. If an investigator can convince him that they aren't in league with the serpent people and are only interested in rescuing O'Donnell, then Moureu will help them even if he knows or suspects they are spies. What information or help he gives to the investigators is left to the Keeper's discretion, but his answers should range from the oblique to frustratingly cryptic. For example, he could tell them "You know there are a lot of caves in the Lamarna Valley. That's where I told Major Carnot the guerrillas have their camp. That's where you'll find your friend. Carnot plans to attack the valley at dawn. That's when I'd try and slip in. Look for the statue. You'll know it when you see it. He be close."

SCENE: THE ASSASSINS

Their attack on Huérfanos having failed dismally, the serpent people's second attempt to kill Moureu is more direct. Under the cover of darkness a band of *Las Lamiak* assassins have scaled the convent's walls and disguised as fusiliers now prowl its corridors hunting for the courier. Each of these assassins has had *Flesh Ward* cast on them, giving them 2D6 points of armour against non-magical attacks. Remember this armour wears off as it soaks damage, so an assassin with 7 points of armour who is hit for 4 points of damage takes no damage, but their armour is reduced to 3.

Any investigators having dinner with Major Carnot may make a Hard Listen roll to hear the muffled cry of the guard outside the Officers' Mess having his throat slit. Those who succeed only have a moments warning to react before three assassins burst into the room, each brandishing a knife and a pistol. Confirming with a glance that Moureu isn't present, two of them go through the door leading to the kitchens while the other remains to menace the diners.

The assassin in the Officers' Mess will not risk raising the alarm if possible, hissing threats through filed teeth for everyone in the room to stay seated and silent while their compatriots continue the search for their quarry. The assassins who made for the kitchens split when they reach it, one remaining to guard the kitchen staff while the other continues to the end of the corridor. They all converge if one of them finds Moureu, even if they are already in combat, his death being their sole objective.

How this plays out is heavily determined by where each investigator is and how they react to the situation. If he can, Moureu will fire both of his pistols at the first assassin who enters his bedchamber before desperately trying to reload them, while Major Carnot, Lt Miot & Cpl Artose will comply with the assassins' commands until combat begins, at which point they will throw themselves into the fray. As with the cultists at the *baserri* the assassins will not allow themselves to be taken alive and afterwards Major Carnot will be in no doubt that they were guerrillas. If the investigators have the opportunity to examine one of their corpses they find that the body is also covered in the



same intricate geometric tattoos, although these have been done using a metallic ink that none of the investigators have seen before.

Regardless, with the convent thrown into a frenzy of activity by the incursion, the investigators are hastily escorted back to Casa de la Vega and left to weigh up their next move.

OPTIONAL SCENE: RESEARCH

Investigators who want to pursue a more academic path in their pursuit of information are hamstrung by fact that the only substantial library in Huérfanos is in the convent and thus far from readily accessible. An investigator can, however, request permission to visit it and if they are willing to grease the right palms have little difficulty obtaining this. Investigators who visit the library are locked inside to ensure that they don't get up to any mischief and a guard is posted outside while they are there. The information that an investigator can learn through successful Library Use rolls is left to the discretion of the Keeper, but on a Regular success an investigator could find an antiquated map showing the Lamarna Valley while on an Extreme success they could find the diary of a former abbot who had become deeply concerned about the heathen *Las Lamiak* and made efforts to learn more about them just before it appears he suffered a sudden demise.



ACT THREE

SCENE: THE VALLEY

With Major Carnot readying his men to march on the Lamarna Valley, the investigators are presented with both a problem and an opportunity. They cannot know if the attack will be successful, but they now face the imminent risk of O'Donnell falling into French hands and the real danger that he could be killed in the chaos of the coming battle. On the other hand, this may also be the distraction they need if they are to stand any chance of slipping into the valley unseen and rescuing him.

Doña Sofia can make all the necessary arrangements for whatever the investigators decide to do and assumes the role of their guide unless they insist otherwise. She has never travelled to the Lamarna Valley before, but knows the countryside well enough to take them there. She estimates it will take them at least 3 or 4 hours as they will be travelling at night and taking a circuitous route to avoid any scouts Major Carnot may have sent ahead, but investigators with military backgrounds will be confident they should still be able to reach the valley before his footslogging infantry.

The Lamarna Valley

A glacial valley carved into the Pyrenees during the last ice age, the Lamarna Valley is a forbidding place bounded by towering walls of sheer rock and littered like some prehistoric necropolis with huge stone cairns that shriek and whistle with every gust of wind. No roads lead into this valley and only a few dismal farms dare trespass on its ancient landscape, but one well-worn path is

visible as it winds its way to the bottom of a scree covered slope below a yawning chasm in the eastern cliff face.

Depending on whether the investigators arrive in the valley while it is still dark or after it begins to become bright, any investigator who makes a Hard Spot Hidden roll catches either a flicker of light or of movement, as appropriate, at the lip of this cave mouth. Investigators who reasonably infer that *Las Lamiak* may have guards or lookouts posted there can take appropriate steps to avoid being spotted, while those who continue heedlessly into the valley must make Regular Stealth rolls to avoid being spotted with bonus or penalty dice depending on the amount of light. If they succeed they manage to reach the bottom of the slope leading up to the chasm before they run out of cover.

If the investigators have O'Donnell's notebook they may make Regular Navigate rolls, with a bonus dice, to locate the trail marked on his map of the valley. The trail follows a torturous route along the top of the valley's eastern ridgeline before reaching a narrow ledge that runs sharply down the cliff face. Peering down the investigators will see that it ends just above a small cave entrance a little further north of the chasm; if they arrive there before the attack begins a lone *Las Lamiak* lookout is also huddled there smoking a pipe. Impatient investigators must make a Regular Stealth roll to get the drop on this lookout.

Investigators who are unaware of this trail, but who search for inconspicuous routes towards the chasm may make a Hard Navigate roll. If they succeed they find O'Donnell's trail, but if they fail the only way they can find of entering the caves



unnoticed is by climbing down into the chasm from above. To do this successfully they must first make Hard Climb rolls followed by Regular Stealth rolls; a drop without a rope from such a height is fatal.

At the Keeper's discretion if the investigators have been incautious or merely unlucky they may find themselves walking into an ambush. They may make Hard Spot Hidden rolls to realise that they have been surrounded just as twice their number of *Las Lamiak* leap from their hiding places, muskets levelled. Investigators who fight back may be shot or beaten, but those who surrender are only subject to rough handling as they are relieved of their weapons and horses. Their hands bound in front of them, they are then led into the caves and to the Great Temple for questioning.

The Battle of Lamarna Valley

Presented with the opportunity to strike a fatal blow against *El Franciscano* and having no way of knowing Moureu's true motivations, Major Carnot has spent the past week preparing to launch a major offensive on the valley. Operating under the false intelligence fed to him by Moureu, the target of his attack are the caves in its east wall which Major Carnot believes are being used by *El Franciscano* as his main camp and depot. His plan unfolds as follows:

- After curfew on the evening of the 25th, a ring of pickets' surround Huérfanos to ensure no word of the garrison's activities are passed to the guerrillas. Unable to spare enough men to make it truly effective, these pickets are broadly spaced apart and only manned by a single French soldier, but at the Keeper's discretion the investigators may face the problem of

dealing with one posted inconveniently close to the gully they emerge from.

- At 11.00pm that night Major Carnot leads his men out of the town. This force consists of two infantry companies, Lt Miot's understrength squadron of dragoons and the 3-pounder cannon with its gun crew, leaving only a small garrison to hold the convent after they depart. Under the cover of darkness Major Carnot then marches his force to the Lamarna Valley, rendezvousing with a large detachment of gendarme constables en-route and bringing the total number of men under his command to nearly 500, a quarter of which are cavalry.
- Arriving at the entrance to the valley just as the sun is rising over the horizon, Major Carnot launches his attack with the dawn. Forming his infantry into a column he rapidly marches his men up the valley while Lt Miot and the dragoons charge ahead and the gendarme constables spread out to secure the farms. The gun crew follow in the column's wake, unloading their cannon from the pack mules once within range of the caves' entrances and beginning a steady bombardment of it.
- Caught off guard by this attack, the serpent people and *Las Lamiak* guarding the entrances to Vilastei scramble to raise the alarm as the first wave of dismounted dragoons begin to work their way up the slopes towards them. With serpent people and *Las Lamiak* reinforcements pouring out of the city the dragoons are slowly forced back, but with the arrival of Major Carnot's column a new French assault begins. As the battle enters this crucial stage, the outcome falls into the hands of fate and the Keeper.

SCENE: THE CITY

The caves that lead to Vilastei form a warren of tunnels that all gradually lead further and further down into the earth. Closer to the surface they retain most of their natural features and are unlit, but as they descend flights of steps and worked stone become more common and the passageways begin to be lit by glowing glass globes suspended from the roof by brass piping. An investigator who makes a Hard Science (Chemistry) realises that they are using gas lighting, a relatively new and certainly uncommon innovation just beginning to be used in cities across the world. After about 5 minutes of continuous walking the tunnels open into a truly colossal cavern and the investigators get their first glimpse of Vilastei.

Vilastei

A vestigial outpost of a fallen empire, the crushing weight of the cruel millennia may have reduced this bastion of the serpent people from a city to a mausoleum, yet even the most ignorant could not deny its inherent grandeur. Built inside a cavern carved from the heart of a mountain, the city had been raised like a great stepped pyramid with each tier lined with monumental buildings whose architecture and ornamentation seemed drawn from, or the inspiration for, ancient cultures from across the globe. Every avenue was suffused in light by globes suspended from metal simulacrum of what appeared to be

exotic palm trees, every square filled with terrifyingly realistic sculptures of monstrous lizard-like creatures and even the great staircases that connected the whole city were decorated with mosaics that showed rippling vignettes of a world untrod by man.

As the city's population slowly dwindled, the remaining serpent people withdrew further and further up its tiers until the Great Temple at its summit became the hub of their community. While most of the city still stands, many of the buildings are now in precarious states of decay, a situation severely exacerbated by the recent seismic activity. Cracks like gaping wounds mar every wall, fallen masonry clutters every street and even the columns of the Great Temple have begun to tilt alarmingly.

For the investigators this means that at first glance it appears comparatively easy for them to move unseen through this ruined city, much as it was for O'Donnell when he first entered the cavern. However, in the aftermath of the desecration of the Great Temple, the serpent people took steps to stymie thieves from following the same path he followed and the ruins are no longer unguarded.

As the investigators make their way into the city, call for Regular Listen rolls; on a success they hear what sounds like the rattle of a chain from somewhere close by. This is the only warning they get before a ghastr, perched on a rooftop above them, launches itself over the edge and lands in the avenue before them.



Ghast

A grotesque albino creature twice as big as a man, there is something disturbingly human about the ghast, its howls of hate and pain too instinctively recognisable. From the flaring of its slit nostrils it seems to hunt by smell, its sunken orange eyes enfeebled by the perpetual darkness. Its pale scabrous body is sinewy with muscle, but covered with a patchwork of old scars; the iron collar encircling its neck having reduced the skin beneath to a bloody, festering wound. Attached to this collar is a long chain that snakes back into the city, yet even dragging this immense weight behind it, the ghast moves with terrifying speed and ferocity.

The ghast is at its most dangerous when the investigators are in the open, but with the chain attached to its collar hampering its movements it can be easily frustrated if they split up and flee into the alleys adjoining the avenues. Quick-witted investigators should also realise the possibility of luring it into a building and either trapping it or provoking it to cause a collapse. The danger posed by its chain whipping around investigators or pinning them against walls can provide some additional complications.

SCENE: THE TEMPLE

As the investigators move up the city's tiers it becomes obvious that the lower ones have been long-abandoned, while the upper ones, although showing less signs of neglect and more recent repairs, are also empty. Reaching the city's peak, they find themselves standing before the entrance to a plaza, its massive bronze gates left half-open, the dusty ground around it disturbed by a flurry of footprints coming from the columned temple opposite.

The Great Temple of Yig

Dedicated to Yig, the Father of Serpents, the temple complex had once been the private domain of his priesthood in city. On holy days' congregations of serpent people would fill its plaza to witness sacrifices made in his name, their voices raised in chants that reverberated around the cavern. His altar had run red with the blood of men as his people offered him their worship. That was a different age though, one more legend than history and now the few serpent people who remained congregated here not to worship, but to simply survive.

Following a rectangular footprint, the square plaza at the front of the temple complex is matched in size by the block of buildings behind it. The plaza itself is surrounded by a colonnaded walkway with a raised altar at its centre, but is otherwise empty. The Great Temple dominates the other buildings in the complex, dwarfing them in size, but investigators who explore them discover a foundry, a large



chemical laboratory, several storehouses, including one filled with crates of gas cylinders, and some spartan living quarters.

Constructed of huge basalt blocks, the Great Temple is split between a front porch, the inner sanctuary and the private chambers of the High Priest, which form a palatial residence of several floors at the back. Towering jade slabs are set into every wall, their surfaces inlaid with complex traceries of gold lines, while a disturbingly rendered statue of Yig commands the inner sanctuary, the altar at its feet projecting a shimmering three-dimensional topographical map above its glowing surface.

The Altar

A relic from the height of the serpent people's civilisation, the altar is the interface for a seismic manipulation device created at the pinnacle of their scientific achievement. The device's primary function was to shield Vilastei from seismic activity, its



subterranean construction leaving it particularly vulnerable to earthquakes, but if properly calibrated it could also be used as a devastating weapon with a range of about 100 miles.

An investigator who studies the map being projected by the altar can make a Regular Navigate roll to recognise the Lamarna Valley and the area around Huérfanos, both of which are connected by a thin glowing line. An investigator who moves his hands through the image finds that he can zoom in & out of the map and also causes strange runic symbols to display on the altar's top. Using the device is beyond the comprehension of the investigators, but touching the runic symbols may, at the Keeper's discretion, cause the device to activate.

The jade idol that O'Donnell stole and which the investigators may have in their possession, is part of the device's interface, slotting into an opening on the altar's top. Without it the device cannot be effectively targeted and its absence was the reason the earthquake that struck Huérfanos was of a relatively small magnitude. With it Aamilakk could lay waste to all of Navarre and more.

With most of the serpent people having joined the battle outside, the temple complex is nearly deserted except for Aamilakk, a few temple guards and their prisoner. A pair of guards protect the inner sanctuary, one conspicuously standing before the door leading into the High Priests' private chambers,

the other silently prowling between its columns. The remaining guards are with Aamilakk who is in his personal shrine on the top floor, while O'Donnell is being held in a cell on the floor below.

Infiltrating the temple should not pose a significant problem for the investigators and its size and construction provide some forgiveness if they become embroiled in a melee. Locating O'Donnell is equally only a matter of perseverance and they should be able to accomplish this before a hue and cry can be raised. The real problem for the investigators is now escaping the city alive.

Major Juan Antonio O'Donnell y Aguirre

Shot by *Las Lamiak* during his first escape from the valley, then tortured by their serpent people masters on his return, O'Donnell's body is beaten and broken. His once handsome face has been reduced to a bloody mess, while the wound to his shoulder has become infected, leaving him wracked by fever. Yet there is still a spark of defiance in his eyes and although barely able to stand, his pride still pushes him to play down his injuries and pain.

From the interrogation he was subjected to and other things he's seen and heard, O'Donnell has pieced together a vague

outline of Aamilakk's plan. Depending on what the investigators have already learned or surmised, at the Keeper's discretion he can fill in some blanks for them or posit theories such as the altar being part of an infernal machine that the demons of this city plan to use against man.

Aamilakk, High Priest of Yig

The oldest serpent person in Vilastei and its last true priest, Aamilakk is hunched by the weight of his years and weighed down by the responsibilities he carries. His gold cloth ceremonial robes are frayed at the hems and discretely patched in places; his staff of office reduced to a walking stick; his power and influence limited to a dying city and an impoverished valley. Now convinced that Vilastei is doomed, he intends to at least ensure that it cannot be despoiled by the accursed humans and extract vengeance for his people in the process.

Unless the investigators confront Aamilakk in his private shrine, he emerges from the temple accompanied by a cadre of temple guards just as the investigators are halfway across the plaza. Fatalistically believing that all hope for keeping the secret of Vilastei is gone, Aamilakk has already activated the seismic device and turned it on the city, preferring to consign it to the earth than see it fall into the hands of mankind. Overcome by rage at the loss of everything he has fought so long to preserve, he turns his wrath on the investigators who have desecrated this holy place. He hurls curses at the investigators as the ground

begins to shake, stalactites begin to fall and the temple's columns begin to bow.

Aamilakk first uses *Mindblast* on a random investigator to slow them down and then uses *Dominare* on whichever investigator appears most dangerous. The three temple guards, armed with ceremonial swords, charge into the investigators and fight to the death.

CONCLUSION

The scenario ends with a shuddering earthquake bringing down the cavern roof above Vilastei and a panicked flight not just by the investigators, but by the French in the valley above them. At the keeper's discretion the investigators may have to make appropriate rolls to escape the cavern in time, but this may reasonably be dealt with narratively.

Any investigators who survive are back in Pamplona within two days and unless too injured or traumatised, find themselves with new assignments vital to the Allied war effort. Whatever they have seen, whatever they now know, Spain is still under the yoke of France and the war is far from over.

If the investigators prevented Moureu from being killed by the *Las Lamiak* assassins they each receive a 1D3 SAN reward.

If the investigators successfully rescued O'Donnell from the clutches of the serpent people they each receive a 1D6 SAN reward.



APPENDIX A - NON PLAYER CHARACTERS

FUSILIERS, Cpl Artose & French

Infantrymen

STR 55 CON 55 SIZ 50 DEX 55 INT 55
 APP 45 POW 45 EDU 40 SAN 45 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB

Firearms (Musket/Rifle) 50% (25/10) damage 1D10+4; uses per round 1/4

Dodge 30% (15/6)

Armour: None

Skills: Artillery 10%, Climb 40%, First Aid 40%, Intimidate 40%, Language (French) 50%, Language (Spanish) 10%, Listen 40%, Spot Hidden 40%, Survival 40%

DRAGOONS, French Cavalry

STR 55 CON 60 SIZ 55 DEX 60 INT 60
 APP 50 POW 55 EDU 60 SAN 55 HP 11
 DB: 0 Build: 0 Move: 8 MP: 11

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Fighting (Sword) 50% (25/10), damage 1D8+1+DB

Firearms (Musket/Rifle) 50% (25/10), damage 1D10 + 4; uses per round 1/4

Firearms (Handgun) 40% (20/8), damage 1D6+1; uses per round 1/4

Dodge 40% (20/8)

Armour: None

Skills: Animal Handling 40%, Artillery 10%, Climb 40%, First Aid 40%, Intimidate 40%, Language (French) 60%, Language (Spanish) 20%, Listen 40%, Ride 60%, Spot Hidden 40%, Survival 40%

LT MIOT, French Cavalry Officer

STR 60 CON 60 SIZ 55 DEX 60 INT 65
 APP 70 POW 55 EDU 65 SAN 55 HP 11
 DB: 0 Build: 0 Move: 9 MP: 11

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Fighting (Sword) 70% (35/14), damage 1D8+1+DB

Firearms (Handgun) 60% (30/12), damage 1D6+1; uses per round 1/4

Dodge 50% (25/10)

Armour: None

Skills: Animal Handling 40%, Artillery 20%, Charm 50%, Climb

40%, First Aid 40%, Intimidate 60%, Language (French) 65%, Language (Spanish) 40%, Listen 40%, Navigate 40%, Psychology 40%, Ride 60%, Spot Hidden 40%, Survival 40%

MAJOR CARNOT, French Infantry Officer

STR 60 CON 55 SIZ 65 DEX 50 INT 65
 APP 45 POW 65 EDU 60 SAN 65 HP 12
 DB: +1D4 Build: 1 Move: 8 MP: 13

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Fighting (Sword) 60% (30/12), damage 1D8+1+DB

Firearms (Handgun) 50% (25/10), damage 1D6+1; uses per round 1/4

Dodge 40% (20/8)

Armour: None

Skills: Animal Handling 20%, Artillery 40%, Charm 40%, Climb 40%, First Aid 40%, History 40%, Intimidate 50%, Language (French) 60%, Language (Spanish) 50%, Listen 40%, Navigate 50%, Persuade 50%, Psychology 50%, Ride 40%, Spot Hidden 40%, Survival 40%

MOUREU, Imperial courier

STR 55 CON 60 SIZ 55 DEX 60 INT 60
 APP 50 POW 55 EDU 60 SAN 25 HP 11
 DB: 0 Build: 0 Move: 8 MP: 11

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Firearms (Handgun) 40% (20/8), damage 1D6+1; uses per round 1/4

Dodge 30% (15/6)

Armour: None

Skills: Animal Handling 50%, Charm 40%, Fast Talk 40%, Language (Basque) 40%, Language (French) 60%, Language (Spanish) 60%, Listen 50%, Persuade 40%, Psychology 40%, Ride 60%, Spot Hidden 50%, Stealth 50%, Survival 50%

DOÑA SOFIA, Spanish Spy

STR 50 CON 55 SIZ 50 DEX 60 INT 65
 APP 65 POW 60 EDU 60 SAN 60 HP 10
 DB: 0 Build: 0 Move: 8 MP: 12

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB/1D4+DB if using her *navaja*

Firearms (Handgun) 40% (20/8), damage 1D6+1; uses per round 1/4

Dodge 30% (15/6)

Armour: None

Skills: Accounting 40%, Appraise 50%, Animal Handling 20%, Charm 65%, Fast Talk 40%, First Aid 40%, Intimidate 40%, Language (Basque) 50%, Language (French) 40%, Language (Spanish) 60%, Listen 40%, Medicine 40%, Persuade 60%, Psychology 50%, Ride 40%, Spot Hidden 40%, Stealth 40%

MIRO, Cantina Keeper

STR 60 CON 50 SIZ 70 DEX 40 INT 50
APP 45 POW 40 EDU 40 SAN 40 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 8

Attacks per round: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Dodge 20% (10/4)

Armour: None

Skills: Animal Handling 40%, Fast Talk 40%, Intimidate 40%, Language (Basque) 40%, Language (Spanish) 50%, Ride 40%

GUERRILLAS, El Franciscano's Men

STR 55 CON 55 SIZ 50 DEX 55 INT 55
APP 45 POW 45 EDU 40 SAN 45 HP 10
DB: 0 Build: 0 Move: 9 MP: 9

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB/1D4+2+DB if using their knife

Firearms (Musket/Rifle) 50% (25/10) damage 1D10+4; uses per round 1/4

Dodge 40% (20/8)

Armour: None

Skills: Animal Handling 40%, Climb 40%, First Aid 40%, Intimidate 40%, Language (Basque) 50%, Language (French) 10%, Language (Spanish) 50%, Listen 40%, Navigate 40%, Ride 40%, Spot Hidden 40%, Stealth 40%, Survival 40%

EL FRANCISCANO, Guerrilla Leader

STR 60 CON 60 SIZ 55 DEX 60 INT 65
APP 55 POW 60 EDU 65 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 9

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB/1D4+2+DB if using his knife

Firearms (Musket/Rifle) 50% (25/10), damage 1D10+4; uses per round 1/4

Dodge 40% (20/8)

Armour: None

Skills: Animal Handling 40%, Climb 40%, First Aid 40%, History 50%, Intimidate 60%, Language (Basque) 65%,

Language (French) 40%, Language (Latin) 40%, Language (Spanish) 65%, Listen 40%, Navigate 40%, Occult 40%, Persuade 60%, Psychology 50%, Ride 40%, Spot Hidden 40%, Stealth 40%, Survival 40%





LAS LAMIAK, Cultists of Yig

STR 65 CON 65 SIZ 60 DEX 45 INT 35
 APP 45 POW 25 EDU 20 SAN 25 HP 12
 DB: +1D4 Build: 1 Move: 8 MP: 5

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB/1D4+2+DB if using their knife

Firearms (Musket/Rifle) 50% (25/10) damage 1D10+4; uses per round 1/4

Dodge 22% (11/4)

Armour: None

Skills: Animal Handling 40%, Climb 40%, First Aid 40%, Intimidate 40%, Language (Basque) 40%, Language (Spanish) 40%, Listen 40%, Ride 40%, Spot Hidden 40%, Stealth 40%, Survival 40%

ASSASSINS, Yig's Chosen Ones

STR 70 CON 70 SIZ 60 DEX 50 INT 40
 APP 45 POW 30 EDU 25 SAN 30 HP 13
 DB: +1D4 Build: 1 Move: 8 MP: 6

Attacks per round: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB/1D4+2+DB if using their knife

Firearms (Handgun) 60% (30/12), damage 1D6+1; uses per round 1/4

Firearms (Musket/Rifle) 60% (30/12), damage 1D10+4; uses per round 1/4

Dodge 50% (25/10)

Armour: None

Skills: Animal Handling 40%, Climb 60%, First Aid 40%, Intimidate 50%, Language (Basque) 50%, Language (French) 40%, Language (Spanish) 50%, Listen 40%, Navigate 40%, Ride 60%, Spot Hidden 40%, Stealth 60%, Survival 40%

SERPENT PEOPLE, Mmotpalaa & Temple Guards

STR 50 CON 50 SIZ 50 DEX 65 INT 80
 APP - POW 65 EDU - SAN - HP 10
 DB: 0 Build: 0 Move: 8 MP: 13

Attacks per round: 1

Fighting attacks: Serpent people have the usual range of unarmed attacks open to humanoids. They may use all weapons known to man, clutching them effectively in taloned hands.

Bite: The bite of a serpent person is highly poisonous. The victim must succeed in an Extreme CON roll – if failed take 1D8 damage.

Fighting (Brawl) 50% (25/10), damage 1D3+DB

Bite 35% (17/7), damage 1D8+poison (see above)

Fighting (Sword) 50% (25/10), damage 1D8+1+DB

Firearms (Musket/Rifle) 40% (20/8), damage 1D10+4; uses per round 1/4
Dodge 32% (16/6)

Armour: 1-point scales

Skills: Animal Handling 40%, Climb 40%, First Aid 40%, Intimidate 60%, Language (Basque) 40%, Language (Spanish) 40%, Listen 40%, Ride 40%, Science (Biology) 40%, Science (Chemistry) 40%, Spot Hidden 40%, Stealth 40%, Survival 40%

Spells: Consume Likeness; Dominate

Sanity Loss: 0/1D6 Sanity points to see a serpent person.

AAMILAKK, High Priest of Yig

STR 50 CON 50 SIZ 50 DEX 65 INT 105
APP - POW 80 EDU - SAN - HP 10
DB: 0 Build: 0 Move: 8 MP: 16

Attacks per round: 1

Fighting attacks: Serpent people have the usual range of unarmed attacks open to humanoids. They may use all weapons known to man, clutching them effectively in taloned hands.

Bite: The bite of a serpent person is highly poisonous. The victim must succeed in an Extreme CON roll—if failed take 1D8 damage.

Fighting (Brawl) 50% (25/10), damage 1D3+DB

Bite 35% (17/7), damage 1D8+poison (see above)

Dodge 32% (16/6)

Armour: 1-point scales

Skills: Electrical Repair 40%, History 70%, Intimidate 60%, Language (Basque) 60%, Language (Spanish) 60%, Listen 40%, Mechanical Repair 40%, Persuade 60%, Psychology 60%, Science (Biology) 70%, Science (Chemistry) 60%, Science (Physics) 50%, Spot Hidden 60%

Spells: Call Yig; Consume Likeness; Contact Yig; Dominate; Dread Curse of Azathoth; Flesh Ward; Mindblast; Mental Suggestion

Sanity Loss: 0/1D6 Sanity points to see a serpent person

GHAIST

STR 110 CON 70 SIZ 130 DEX 65 INT 15
APP - POW 50 EDU - SAN - HP 20
DB: +2D6 Build: 3 Move: 10 MP: 10

Attacks per round: 2

Fighting attacks: Ghosts have the usual range of unarmed attacks open to humanoids.

Fighting (Brawl) 45% (22/9), damage 1D6+DB

Dodge 35% (17/7)

Armour: None

Skills: Stealth 70%.

Sanity Loss: 0/1D8 Sanity points to see a ghost



Lt Alejandro Ignacio O'Sullivan y Garrido – Lt Alejandro O'Sullivan

STR 80 CON 60 SIZ 50 DEX 50 INT 60 (Idea)
 APP 40 POW 70 EDU 50 SAN 70 HP 11
 DB: +1D4 Build: 1 Move: 8 MP: 14 Luck: 65

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + DB
 Firearms (Handgun) 50% (25/10),
 Firearms (Musket/Rifle) 60% (30/12)
 Sword 70% (35/14)
 Dodge 60% (30/12)

Armour: none

Skills: Animal Handling 30%, Artillery 20%, Credit Rating 50%, Cthulhu Mythos 00%, First Aid 50%, History 25%, Intimidate 40%, Language (English) 50%, Language (French) 50%, Language (Spanish) 80%, Listen 60%, Navigate 50%, Persuade 50%, Psychology 50%, Ride 70%, Spot Hidden 60%, Stealth 50%, Survival 40%, Track 40%.



The Briefing

It is the 24th of June 1812 and you and the other investigators are all Allied spies under the command of Lieutenant Colonel John Robertson, Wellington's spymaster in northern Spain. Yesterday morning he assembled you for a clandestine meeting in Pamplona where he gave you the following briefing:

"Three days ago we received word that Major Juan O'Donnell is missing. For those of you who don't know him, Major O'Donnell served in the Hibernia Regiment before being seconded as an intelligence officer to the Corps of Mounted Guides. For the past year he's been working for me, collecting intelligence and coordinating guerrilla offensives, which was why I sent him into northern Navarre last month. He sent his last communiqué from Huérfanos, a Navarrese town in the Pyrenean foothills, so I'm sending you there to see what you can learn. O'Donnell is a good man and he'll die before he talks, but we need to know if he's been captured by the French. O'Donnell had an agent in the town, a Doña Sofia de la Vega, so you'll be posing as a party visiting her. Good luck."

O'Donnell's closest friend, O'Sullivan served with him in the Hibernia Regiment and followed him into the Corps of Mounted Guides, Wellington's de facto intelligence corps. While he now answers to a British officer, he has no love for them, regarding them as a necessary evil in the fight to free Spain from Napoleon's clutches.

Your fellow investigators

Isabella Josefa de Carvajal y Castro: As beautiful as she is dangerous, O'Donnell confided in you that she was his lover. She is a woman with secrets, but you think you can trust her.

Cpt Robert Oakes: A career soldier, he's undoubtedly brave, but like all the English he has no real stake in this war.

Miguel de Jesús: He looks like a boy, but he's clever and very well educated for a guerrilla. He doesn't talk about his past much, but you suspect he may have been studying for priesthood.

Dr Vicente Antonio Villarroel del Cid: A former *afrancesado*, he learned the hard way not to trust the French when they butchered his wife and child.

Charles Guizot: A French royalist serving the British in Spain. You don't trust him, not just because he's French, but because you don't know who he really serves.

Weapons

- Flintlock Pistol (Damage – 1D6+1; Base Range – 10 yards; Uses per Round – 1 per 4 rounds; Bullets in Gun – 1; Malfunction – 95)
- Rapier (Damage 1D6+1+DB; Base Range – Touch)
- Knife, Small (Damage 1D4+DB; Base Range – Touch)

Isabella Josefa de Carvajal y Castro - Isabella de Carvajal

STR 50 CON 50 SIZ 40 DEX 60 INT 80 (Idea)
 APP 70 POW 60 EDU 50 SAN 60 HP 9
 DB: 0 Build: 0 Move: 9 MP: 12 Luck: 60

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + DB
 Firearms (Handgun) 60% (60/12)
 Firearms (Musket/Rifle) 25% (12/5)
 Sword 20% (10/4)
 Dodge 50% (25/10)

Armour: None

Skills: Accounting 30%, Charm 70%, Credit Rating 50%, Cthulhu Mythos 00%, Fast Talk 50%, First Aid 50%, History 30%, Intimidate 40%, Language (English) 50%, Language (French) 80%, Language (Spanish) 80%, Listen 50%, Persuade 60%, Psychology 60%, Ride 50%, Sleight of Hand 40%, Spot Hidden 50%, Stealth 60%.

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The only daughter of an influential courtier, Isabella's mother died in childbirth while her beloved father was killed by the French during the Dos de Mayo Uprising in Madrid. Initially recruited by Robertson as a courier, she quickly proved herself to be both resourceful and clever, soon becoming one of his most trusted agents. Unbeknownst to him, however, she and O'Donnell became lovers and she is now carrying his child.

Your fellow investigators

Lt Alejandro Ignacio O'Sullivan y Garrido: O'Donnell's best friend, he may be the only one of the others who wants to find O'Donnell as much as you do.

Cpt Robert Oakes: He may be a British officer, but you know a soldier of fortune when you meet one. The only cause that he cares about is his own advancement.

Miguel de Jesús: 'Miguel' may have fooled the others, but not you. That one is playing a dangerous game, but you admire her courage and feel a deep sympathy for her situation.

Dr Vicente Antonio Villarroel del Cid: A liberal *afrancesado* before the war, his wife and daughter were killed by the French during the Dos de Mayo Uprising in Madrid. You suspect he blames himself for their deaths as much as he does the French.

Charles Guizot: A Royalist agent of the exiled Count of Provence sent to aid the Allied cause or more likely to curry political favour with the likes of Wellington.

Weapons

- Knife, Small (Damage 1D4+DB; Base Range – Touch)



Cpt Robert Oakes

STR 50 CON 60 SIZ 50 DEX 50 INT 80 (Idea)
 APP 40 POW 60 EDU 70 SAN 60 HP 11
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 55

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + DB
 Firearms (Handgun) 50% (25/10)
 Firearms (Musket/Rifle) 70% (35/14)
 Dodge 50% (25/10)

Armour: None

Skills: Artillery 50%, Credit Rating 50%, Cthulhu Mythos 00%, Demolitions 70%, Fast Talk 60%, History 50%, Language (English) 70%, Language (French) 60%, Language (Spanish) 50%, Listen 50%, Navigate 60%, Psychology 50%, Ride 50%, Science (Chemistry) 40%, Science (Engineering) 60%, Spot Hidden 50%, Stealth 50%.

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Cpt Robert Oakes: An officer in the Royal Engineers, Oakes' expertise with explosives and penchant for getting himself into trouble made him an ideal candidate for the Corps of Mounted Guides, Wellington's de facto intelligence corps. Unapologetically pragmatic and politically liberal, he holds no lofty ideals of serving his King and Country, regarding the war as first and foremost his best opportunity for rapid promotion.

Your fellow investigators

Lt Alejandro Ignacio O'Sullivan y Garrido: According to Robertson he served with O'Donnell in the Hibernia Regiment and the two of them were close, so that makes this personal for him. You also get the distinct impression he doesn't like you, but you honestly don't why.

Isabella Josefa de Carvajal y Castro: A true Spanish beauty, but you doubt Robertson recruited her just for her pretty smile.

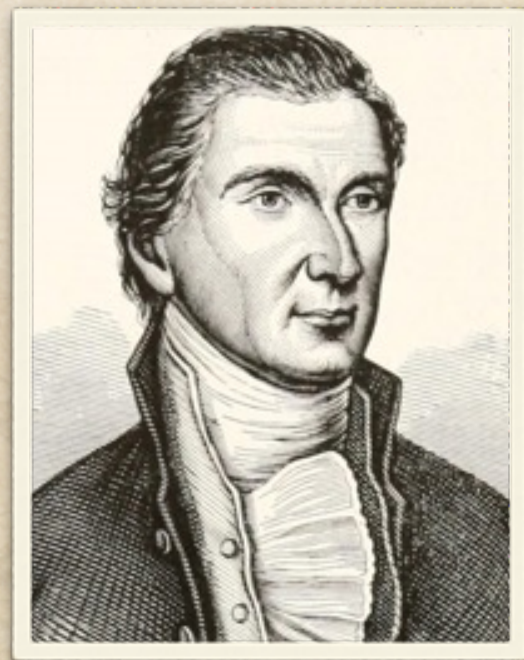
Miguel de Jesús: Looks barely more than a boy, but then again you've known men who enlisted when they were 15. You've heard he was studying to be a priest before he joined the guerrillas.

Dr Vicente Antonio Villarroel del Cid: Robertson told you the poor chap was actually an *afrancesado* until his wife and daughter were killed by the French. Still you reap what you sow.

Charles Guizot: A French Royalist fighting in Spain under a British officer. Such are the vagaries of war.

Weapons

- Flintlock Musket (Damage – 1D10+4; Base Range – 60 yards; Uses per Round – 1 per 4 rounds; Bullets in Gun – 1; Malfunction – 95)
- Knife, Medium (Damage 1D4+2+DB; Base Range – Touch)



Maria 'Miguel' de Jesús

STR 50 CON 60 SIZ 50 DEX 50 INT 70 (Idea)
 APP 40 POW 60 EDU 80 SAN 60 HP 11
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 50

Attacks per round: 1

Fighting (Brawl) 60% (30/12), damage 1D3 + DB
 Firearms (Handgun) 50% (25/10)
 Firearms (Musket/Rifle) 70% (35/14)
 Sword 40% (20/8)
 Dodge 45% (22/9)

Armour: None

Skills: Accounting 40%, Animal Handling 30%, Credit Rating 20%, Cthulhu Mythos 00%, Disguise 70%, Drive Carriage 40%, First Aid 50%, History 60%, Language (Basque) 50%, Language (English) 50%, Language (French) 50%, Language (Latin) 50%, Language (Spanish) 80%, Library Use 70%, Listen 50%, Occult 60%, Persuade 40%, Psychology 40%, Ride 50%, Spot Hidden 50%, Stealth 50%, Survival 30%.



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A former nun, Maria forsook her vows after her convent was attacked and pillaged by French soldiers after the Battle of Medina de Rio Seco. Disguising herself as a man she joined a band of guerrillas in Old Castile, until her ability to read and write in several languages became known and she was recruited to Wellington's Corps of Mounted Guides, his de facto intelligence corps.

Your fellow investigators

Lt Alejandro Ignacio O'Sullivan y Garrido: You understand that he and O'Donnell were friends and that he hopes his friend may still be alive, but this is war and people die, so he should be prepared for the worst.

Isabella Josefa de Carvajal y Castro: Beautiful and you fear, very clever. You suspect she knows your secret, but you've also noticed the way her hands sometimes unconsciously touch her belly.

Cpt Robert Oakes: He may be a British officer, but the only cause he truly serves is his own.

Dr Vicente Antonio Villarreal del Cid: You know the French killed his wife and daughter, but he was still an *afrancesado* before the war and you find it hard to feel much sympathy for him.

Charles Guizot: A French Royalist, he doesn't care about driving the French from Spain, just in removing Napoleon from his throne. You neither like or trust him.

Weapons

- Flintlock Musket (Damage – 1D10+4; Base Range – 60 yards; Uses per Round – 1 per 4 rounds; Bullets in Gun – 1; Malfunction – 95)
- Knife, Medium (Damage 1D4+2+DB; Base Range – Touch)

Dr Vicente Antonio Villarroel del Cid – Dr Vicente Villarroel

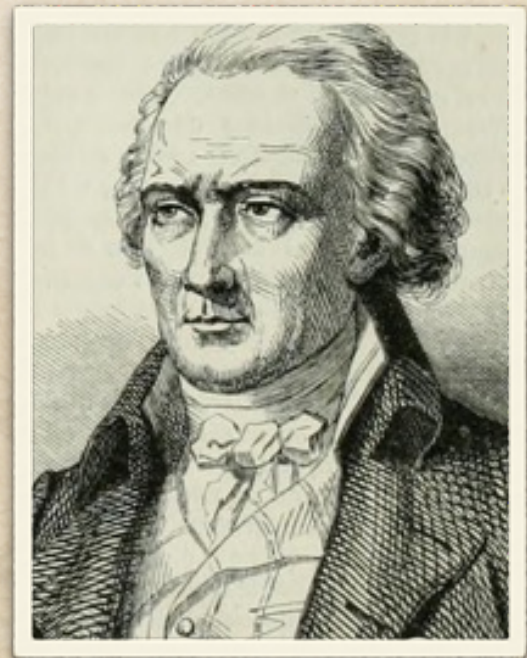
STR 50 CON 60 SIZ 50 DEX 40 INT 70 (Idea)
 APP 50 POW 60 EDU 80 SAN 60 HP 11
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 45

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + DB
 Firearms (Handgun) 70% (35/14)
 Firearms (Muskets/Rifle) 45% (22/9)
 Sword 20% (10/4)
 Dodge 40% (20/8)

Armour: None

Skills: Accounting 30%, Appraise 50%, Credit Rating 70%, Cthulhu Mythos 00%, First Aid 70%, History 40%, Language (French) 80%, Language (Latin) 50%, Language (Spanish) 80%, Law 50%, Library Use 60%, Listen 40%, Medicine 70%, Natural World 30%, Persuade 50%, Psychology 60%, Ride 30%, Science (Biology) 70%, Science (Chemistry) 50%, Spot Hidden 50%, Stealth 40%.



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A liberal, once counted amongst the staunchest of *afrancesados*, who had celebrated the demise of the Bourbon dynasty and supported the French occupation of Madrid, Dr Villarroel's wife and daughter were killed by Imperial troops during the Dos de Mayo Uprising in Madrid. Consumed by rage and self-recrimination, he has become a cold-blooded killer in his pursuit of vengeance.

Your fellow investigators

Lt Alejandro Ignacio O'Sullivan y Garrido: He and O'Donnell were friends, so he may act emotionally instead of rationally. You'll have to keep your eye on him.

Isabella Josefa de Carvajal y Castro: A true beauty, she reminded you a little of your late wife when you first met, but where Luisa was a gentle creature, you suspect she smiles as she kills.

Cpt Robert Oakes: You've met plenty of his type, men who see war as an opportunity, not a tragedy. Maybe one day he'll serve a cause greater than himself, but that day is not today.

Miguel de Jesús: An intelligent and studious young man, you believe he was studying to be a priest before the war. You may not believe in God, but you do not begrudge others their faith.

Charles Guizot: A French Royalist, Robertson told you that he is an agent of the exiled Count of Provence, loaned to Wellington to curry favour back in England. Which raises the question, who does he really serve?

Weapons

- Flintlock Pistol (Damage – 1D6+1; Base Range – 10 yards; Uses per Round – 1 per 4 rounds; Bullets in Gun – 1; Malfunction – 95)
- Knife, Small (Damage 1D4+DB; Base Range – Touch)

Charles Guizot

STR 40 CON 60 SIZ 50 DEX 60 INT 50 (Idea)
 APP 70 POW 80 EDU 50 SAN 80 HP 11
 DB: 0 Build: 0 Move: 8 MP: 16 Luck: 65

Attacks per round: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + DB
 Firearms (Handgun) 50% (25/10)
 Firearms (Musket/Rifle) 50% (25/10)
 Sword 50% (25/10)
 Dodge 50% (25/10)

Armour: None

Skills: Accounting 50%, Appraise 40%, Credit Rating 50%, Cthulhu Mythos 00%, Disguise 50%, Fast Talk 60%, First Aid 30%, History 30%, Language (English) 50%, Language (French) 80%, Language (Spanish) 50%, Law 30%, Library Use 50%, Listen 70%, Locksmith 40%, Psychology 60%, Ride 50%, Sleight of Hand 50%, Spot Hidden 50%, Stealth 70%.



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A French *émigré*, Guizot was born into a bourgeois family in Paris who had to flee to England during the Revolution after his father was accused of being a Royalist sympathiser. Having lost everything to the *sans-culottes*, Guizot has become an agent of the exiled Count of Provence, who has in turn loaned his services to Wellington to curry favour with the British.

Your fellow investigators

Lt Alejandro Ignacio O'Sullivan y Garrido: He served in the Hibernia Regiment with O'Donnell and you heard the two were close friends, but you worry that may compromise his judgement.

Isabella Josefa de Carvajal y Castro: Beautiful and by all accounts very clever, you've heard from a reliable source that she and O'Donnell were lovers.

Cpt Robert Oakes: According to Robertson he's a talented engineer, but you've no doubt that he sees this war only as means to advance his career.

Miguel de Jesús: Not much more than a boy to look at, he apparently has a gift for languages, but while a number of people have told you that he was studying to be a priest before the war, you've found no-one who could tell you anything else about him.

Dr Vicente Antonio Villarroel del Cid: The French killed his wife and daughter, so now he kills the French. Probably not a man to turn your back to.

Weapons

- Flintlock Pistol (Damage – 1D6+1; Base Range – 10 yards; Uses per Round – 1 per 4 rounds; Bullets in Gun – 1; Malfunction – 95)
- Sabre (Damage 1D8+1+DB; Base Range – Touch)

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Midterm Getaway

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War to the Knife

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CONTRIBUTOR BIOS

Padraic Barrett started reading a history of the Peninsular War and ended up writing a Call of Cthulhu scenario. No-one was surprised. His scenario 'The Ides of Winter' was a winning entry in the Cult of Chaos Convention Scenario Competition 2018.

Paddy Delaney has been playing and writing tabletop RPGS for 20 years and doesn't know where the time has gone. After college he traveled for a bit. Then he levelled up as a Bureaucrat. Now each morning, he imbibes potions of wakefulness before donning armour of polyester while wielding a keyboard to do fierce battle with the Great Paper Beast. Occasionally he stops all that nonsense to roll dice and tell stories of other dread horrors. He has continued to enjoy organising people to sit around rolling dice and drinking potions of wakefulness. He aspires to greater alchemical knowledge in the way of the coffee bean and would like a puppy (or three).

Michelle Haward is the kind of person whose reaction to first seeing an illustration of a Great Old One was 'It's adorable!' Naturally, she ended up horrifying players by writing scenarios, first in the roleplaying community in South Africa, and in Ireland for the last 9 years. She still thinks monsters are cute.

Matthew Kennedy first started writing games in college and never knew when to stop. For some insane reason he enjoys formatting and layout. He lives in Liverpool with his wife and their three imaginary dogs.

Fergal Mac Carthaigh is a monster. He can cast 'Create Game', 'Run Event' and 'Summon Enough Energy to Get Things Done.' He also devours d6 snacks per round. He has been involved in Irish Gaming for 15 years and won the contribution to Irish Gaming Award in 2019.

To see more art from **Stephanie Power** visit <https://www.behance.net/stephaniesheila/>

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FIVE FACES OF FEAR

is a collection of five ready to play scenarios for Call of Cthulhu 7th Edition. Within these pages you will find a setting guide to Modern Ireland, as well as adventure, mystery and horror that will take you from modern day Cape Town to Victorian Liverpool, rural Ireland and even to the Peninsular War.

Silent Key - A radio message from a dead friend raises questions about his strange behaviour.

Where Nothing Ever Happens - The search for a missing writer's lost work reveals the truth behind his disappearance.

Midterm Getaway - Trapped between unnatural forces, a fun boat trip quickly turns into a fight for survival.

Brothers in Arms - A stolen artifact leads to the discovery of an ancient horror.

War to the Knife - A group of spies find more than they bargained for whilst tracking down their missing Comrade.

These scenarios have been written and illustrated by active members of the Irish gaming community, who between them hold multiple accolades including three National Game Writer of the Year awards, two Contribution to Irish Gaming Awards and multiple winners for Best Scenario at various gaming conventions.