

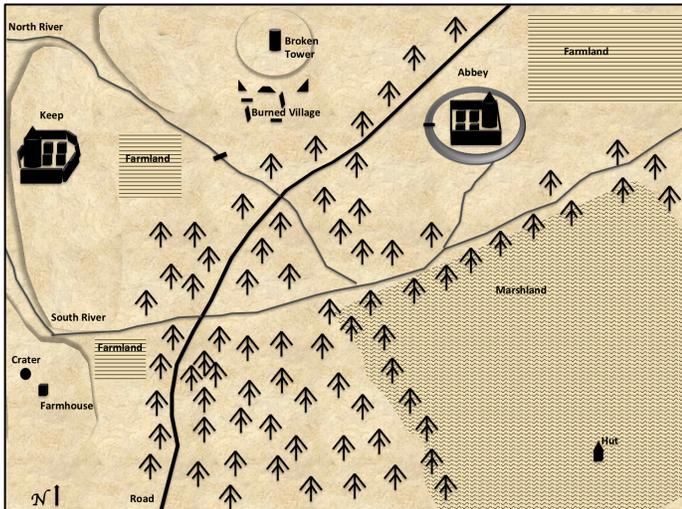
A Medieval Scenario for 7<sup>th</sup> Edition *Call of Cthulhu*  
by  
Jonathan Baxter

A Colour in a Dark Age ©2019 by Jonathan Baxter  
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## DARK AGES, DARK LANDS

This scenario brings the Investigators into a savage wilderness dominated by two human factions vying for power and haunted by a mysterious, pestilential alien presence. (Note to Keeper: While no additional materials are required for this scenario other than the 7<sup>th</sup> Edition Keeper Rulebook, Keepers can consider supplementing with Chaosium's *Cthulhu Through the Ages* in order to find Medieval-specific skills, occupations, and character sheets formatted for 7<sup>th</sup> Edition.)

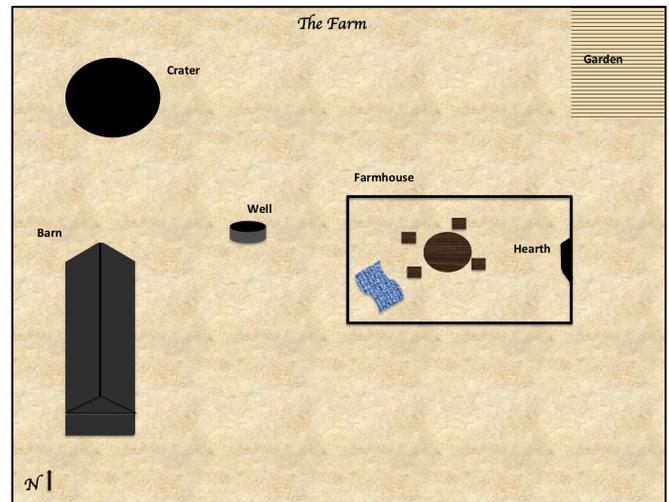


### At Opening:

The Investigators are travelers in the forested wilderness of medieval Germany in the year 957 AD. They simply need a reason to be on the road. They could be political exiles, itinerant musicians, pilgrims, mercenaries, or bandits. They also could be fleeing the cities that are being devastated by the plague that is currently sweeping through Germany and France.

The world they traverse is dark and mysterious, full of mist-shrouded woods and ghost villages decimated by pestilence. The Investigators have been on the road for several weeks and are hungry. The opening scene involves them foraging for food in a small abandoned farmhouse.

### The Abandoned Farmhouse



As they explore the abandoned farmhouse, they start finding clues that perhaps the farmers weren't driven away by plague, but by something more otherworldly. The food items they find are gray and crumble to dust at the touch. The crops in the nearby field are blighted. Carcasses of livestock, rotted and picked by carrion birds, dot the pastures. The whole area looks colorless and ashen, almost as if it has been burned by fire.

If the Investigators drink from the well, they will find the water metallic and brackish. The well bucket will also pull up human bones (Sanity Check 0/1D4).

Near the farmhouse is a large impact crater. The crater is empty save for a small, fist-sized rock. The rock is black, porous, and pocked by several openings. If the Investigators keep the rock, it will deteriorate into nothing over time.

Exploration of the barn will reveal a loft. If they can fashion a ladder or use a rope to access the loft, they will find a large lump of charcoal amid the hay bales. Closer observation will reveal a contorted human face encased in the lump. It is the ashen remains of a bloated human corpse. As the Investigators step closer, the corpse crumbles to dust. (Sanity Check 1/1D6.)

*BACKSTORY: A meteorite impacted with the earth near a farmhouse (southwest corner of the map). The meteorite bore a Colour Out of Space, which promptly inhabited the well of the local farmhouse. The farm's crops were blighted, the livestock died, and the family dwelling there died a slow, lingering death. Now the blight is spreading to the surrounding area.*

The village north of the farm observed these events from a distance and reacted with superstition and fear. The warrior monks of the Abbey believe the meteorite and the blight to be acts of God to punish the community for their sins. However, the local warlord, Agilwulf, believes in forces older than the monks' religion. He has returned to his pagan roots and begun performing occult rituals to ward off the "evil spirits" that have infested the land. The people of the village divided themselves between the two factions and violence inevitably broke out. The village was burned in the fighting, and its occupants moved in with their respective factions.

Agilwulf and his followers live in the fortified keep and continue their depraved rituals (including human sacrifice). The religious members of the community settled with the monks in their walled and moated abbey and perform penance and prayers that they might lift the curse that God has inflicted upon their land. The Investigators are caught between the two factions and have to either make alliances or play both sides off each other to survive the scenario.

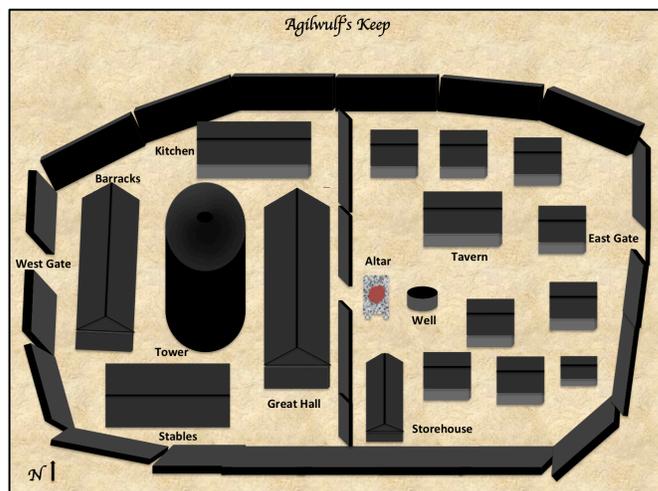
## Back on the Road

Returning to the road, the Investigators are set upon by highwaymen. The bandits are starving and desperate and cannot be reasoned with. This will initiate a fight sequence or a chase sequence through the woods. (If the Investigators are losing and about to be slain, they will be "rescued" at the last minute by armed fighters from Agilwulf's compound. The fighters will violently slaughter the bandits, behead them, and post their heads on stakes along the road. It will be revealed that Agilwulf had not been receiving his "cut" from this group of highwaymen and wished to make an example of them. The fighters will then take the Investigators to Agilwulf's compound.)

If the Investigators defeat the bandits they can continue along their way. Night is falling at this point, and the Investigators need to decide whether to spend the night at Agilwulf's keep or continue to the Abbey.

If the Investigators spend the night at the abandoned farmhouse, they will observe a strange phosphorescence emanating from the vegetation around the place. The trees will sway as if blown by a wind (there is no wind). A mutated swine will come snuffling through the compound and potentially attack the Investigators. The entire experience could result in a 1D4-1D8 Sanity loss for the Investigators, depending on what transpires.

## Agilwulf's Keep



Agilwulf is a ruthless local warlord. He subsists from taxes from the farmers he protects and tariffs on the travellers on the road. He wishes to banish the "evil spirits" that have consumed the farmhouse and defeat the monks that are vying for power against him.

He will be interested in recruiting Investigators who have high martial prowess into his ranks of fighters. Any female Investigators with a high ATT rating he will attempt to "recruit" for other purposes. If the Investigators are not interested in his offers, he will throw them into his dungeon to be used as sacrificial offerings later.

He is also interested in gaining intelligence about the Abbey. Depending on how close the Investigators are, he could send one Investigator to infiltrate the Abbey while he holds the others as collateral.

Agilwulf's Keep is dominated by a large tower that is always manned and contains fighting positions for many archers. The barracks contain a squad of Agilwulf's fighters at any given time, as well as an armory that contains every imaginable medieval weapon.

The stables contain the horses of the Keep, which the Investigators could use to make an escape.

Agilwulf's compound is separated from the rest of the keep by a wall. The rest of the Keep contains the houses of the farmers who pay taxes to Agilwulf in exchange for protection. There is a bloodstained altar where Agilwulf's high priest performs his regular sacrifices. There is also a tavern where the Investigators can encounter some of the villagers in order to gain atmospherics about the Keep.

The Keep has a diverse cast of characters with whom the Investigators can interact to form a plan.

## Characters at the Keep:

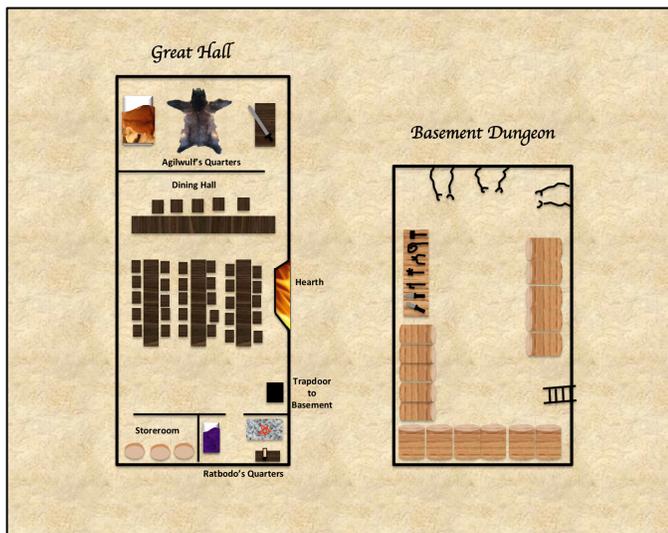
**Ratbodo:** Agilwulf's high priest and the celebrant of the dark, occult rituals that are performed at the Keep. Ratbodo is illiterate, a fact that he hides from Agilwulf. He is a charlatan and poses as a magician to enjoy a favored position within Agilwulf's court. He is more than happy to perform the occasional human sacrifice to propagate the illusion that he is a master of the occult. He carries around a spellbook that he pretends to read from. If the Investigators perform a successful Language (Latin) Check, they will discover that it is a cooking book.

**Adam:** A salt-of-the-earth farmer that the Investigators can meet at the tavern. He can provide a commoner's perspective of the events transpiring and showcase the fear that is keeping everyone at the Keep, fear not only of the mysterious pestilence that is blighting the land but fear of Agilwulf. His religious wife has taken their daughter and fled to the Abbey. His plight could move the Investigators to bring about a peaceful solution to the conflict.

**Mathilda:** A homely kitchen wench who is obsessed with Agilwulf. She is interested in acquiring a love potion from the Witch of the Marsh in order to win his heart.

**Brother Hugo:** If the Investigators make it into the dungeon, they will find Brother Hugo (a monk from the Abbey) chained to a wall. He has been horribly tortured, but the only information he has given up has been that the Abbot has a secret project in his workshop. Agilwulf is very curious as to what this is. Brother Hugo is the real-life brother of Brother Ribald, and a successful rescue will endear the Investigators to Brother Ribald.

## The Great Hall



Heavily decorated with antlers and animal furs, the Great Hall is where Agilwulf holds court and feasts with his fighters. If the Investigators explore his quarters, they may or may not find a concubine and his long sword. If anyone thinks to look under the bear rug, they will find a trapdoor that leads to a secret underground storeroom where he keeps his gold.

The storeroom at the other end of the hall contains barrels of wine and ale from which Agilwulf and his followers imbibe heavily each night. There are usually one or two fighters passed out at the tables over night.

## Ratbodo's Room:

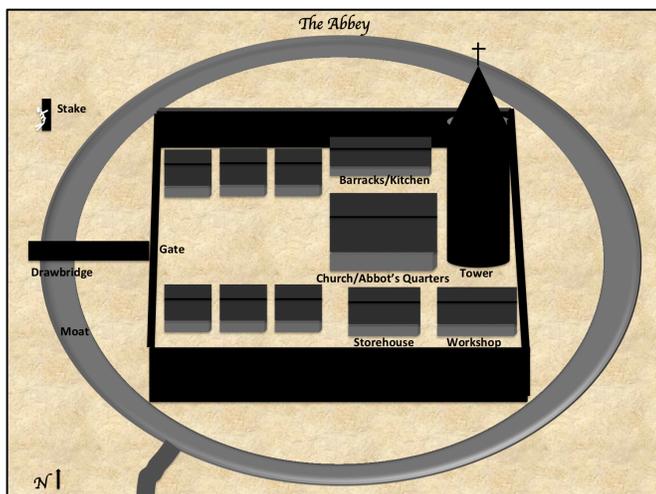
Ratbodo's room contains an altar and a small cabinet. Exploration of the cabinet will reveal a number of vials and potions. A successful Medicine check will reveal most of these to be various palliative remedies. One of the vials contains a sleeping potion. Another, marked with a skull, contains a Strong Poison. The cabinet also contains a decorated sacrificial dagger. On top of the cabinet is a dark, leather-bound book written entirely in Greek. A successful Language (Greek) roll will reveal it to be a handwritten copy of the dreaded *Necronomicon*, translated from the Arabic *Al Azif* just seven years ago by the Byzantine Theodorus Philetas. (This tome can be "downgraded" to a less potent eldritch book if the Keeper doesn't want to introduce a *Necronomicon* to the players at this point.)

## Basement:

A trapdoor in the dining hall leads down to the basement dungeon. (Agilwulf enjoys hearing the groans of his prisoners during his meals.) The basement doubles as a storeroom containing various barrels and foodstuffs. A large table includes a variety of torture equipment including knives, a poker, a mace, pliers, a whip, and a sledgehammer (which could be used to break the shackles of any prisoner there).

There is no other way out of the basement other than the trapdoor.

## The Abbey



The warrior monks of The Dolorous Order of St. Brian are just as ruthless as Agilwulf. The path to the abbey is marked by burnt stakes that still have skeletons lashed to them.

The monks are desperate to have the plague afflicting the land lifted. They are in a more precarious position than Agilwulf as the plague is beginning to strike their farm and pasture lands and even starting to infiltrate the Abbey. (The Colour is travelling through the river and slipping into their moat. The Investigators can observe this at night.)

The Abbot, Brother Adalbert, is convinced that the occult practices of Agilwulf have brought the wrath of God upon the land. He vows to raze Agilwulf's compound and put everyone there to the sword. He is pretty harsh to his own followers as well. Beatings and "forced penance" are administered regularly, and those perceived as heretics are burnt at the stake. His enforcer, Brother Guntbrecht, is more than eager to administer "penance."

*ADALBERT'S SECRET PLAN: Concerned by the spreading of the pestilence, Adalbert is planning a last-ditch assault on Agilwulf's keep. Brother Ribald is working on a catapult that will launch pots of "Greek Fire," an incendiary fluid he has been preparing. Upon the catapult's completion, Adalbert plans to move the weapon into position under the cover of darkness. As dawn breaks, he will lob flaming missiles at Agilwulf's keep. The Keep is made largely out of wood and should burn easily with everyone in it. Adalbert is not bothered by civilian casualties because he believes the villagers at the Keep have "chosen darkness over light" and deserve death.*

The religious-minded villagers who have allied with the Abbot are fairly cowed by this point. They dutifully work in their fields and return to the abbey. They obey the Abbot's every order.

The Investigators will be conscripted in some capacity (based on their skill set) by the monks in order to bolster the forces of the Abbey. They do not have a choice in the matter, as Adalbert believes they have been delivered into the monks' hands by God in order to help them in their battle against evil.

The Investigators will be forced into the strict daily routine of the monastery: prayer, training (for battle), chores, and more prayer. Attempts to escape will be met with harsh punishment from Brother Guntbrecht.

Like the Keep, the Abbey features a tower with firing positions for archers. The monks live in a barracks house that is also their kitchen and armory. The Abbot enjoys more luxurious quarters that adjoin the church. Searching the Abbot's quarters will reveal maps with his plans for attack on the Keep.

A Hard Spot Hidden roll behind the altar of the church will reveal a false wall in the nave beneath an elaborate mural. Opening the hidden door will reveal the Abbot's treasure, gold crosses, tithes from the villagers, etc.

Investigators staying at the Abbey will start to feel a strange drain (see "Mental Attack" from the Colour's stats), as the Colour feeds on the Abbey's occupants. They must make an opposed POW roll nightly to resist its effects.

### **Characters at the Abbey:**

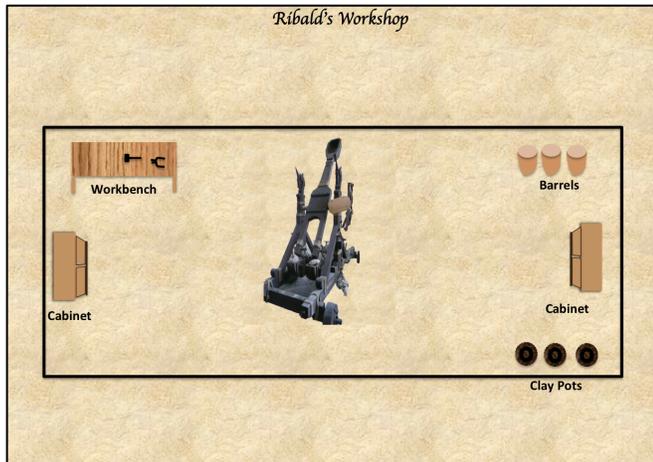
**Adalbert the Abbot:** A corpulent monk who rules the Abbey like a dictator. Fear is his strongest weapon, and he is not afraid to administer beatings to keep everyone in line. He is obsessed with destroying Agilwulf, and, (as the Colour begins affecting the populace of the Abbey), his obsession becomes madness. He will eventually become bent on destroying the Keep even if it means sacrificing everyone in the Abbey to do so.

**Brother Ribald:** A tipsy, friendly monk the Investigators can befriend. He is a bit of a drunkard, so if the Investigators can provide ale for him, he will divulge some of the secrets of the Abbey, including revealing that he is building a war machine for a last-ditch assault against Agilwulf's keep. (Brother Ribald is conflicted by this because he is anguished at the prospect of the civilian deaths that will come from using his weapon. He has been trying to persuade the Abbot not to use the weapon and has even been quietly delaying its construction. As the game progresses, and Adalbert's madness increases, the Abbot will force Brother Ribald to complete the project.)

Brother Ribald can also help the Investigators with the translation of old texts. If they truly win his trust, by rescuing his real-life brother, Brother Hugo, from Agilwulf's keep, he will tell them how to reach the Witch of the Marsh. He will also reveal where he has hidden the late Brother Godfrid's writings in the Abbey, (his deepest secret), if the Investigators ask the right questions.

**Brother Guntbrecht:** Adalbert's enforcer. The Investigators will need to hide any surreptitious activity from him.

## Ribald's Workshop:

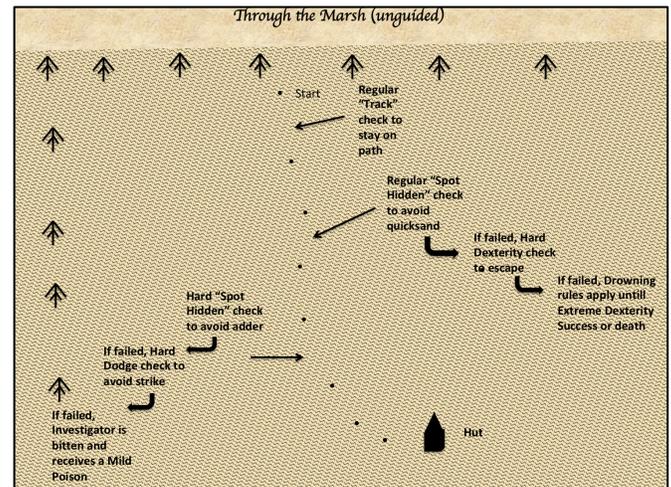


The workshop contains the catapult that Brother Ribald has been working on. It is almost finished. (See Page 11 for weapon stats.) There is a large table with an assortment of tools including saws, hammers, etc. The cabinets contain more tools and diagrams of Brother Ribald's plans for the catapult. A Spot Hidden roll reveals several bottles of wine.

There are several wooden barrels of the liquid "Greek Fire." Across from the barrels are empty clay pots, which will be filled with the incendiary fluid and launched from the catapult. If the Investigators carefully inspect each wooden barrel (or succeed in a Hard Spot Hidden roll) they will notice the middle one is lighter than the rest even though it appears completely full. If they investigate further, they will discover a false bottom in the barrel. Removing it reveals some books and sheaves of papers. These are the writings of the deceased Brother Godfrid that Brother Ribald has kept.

## The Hut in the Marsh

If the Investigators ask the right questions they can hear rumors of a witch who lives in the marsh. At night, they can make out a distant light across the swamp. Crossing the swamp will prove perilous with quicksand holes and poisonous snakes.



The witch has a message system that has been spread by word of mouth among the people who use her services. She keeps a rookery by her hut and releases the large, black crows periodically to the Keep and the Abbey. Any person who recognizes the birds can tie a ribbon or a flower to the leg of one of the birds, which will then return to the witch. That is the signal for the witch to leave out colored lanterns to light the way through the treacherous marsh to her hut. The Investigators can learn this from spying on one of the people who use her services or by winning their trust.

Brother Ribald periodically visits the witch for various "elixirs" (alcohol). He also may or may not have had an affair with her in the past. Otto the Leper visits her for treatment for his illness. The kitchen wench Mathilda is looking for a love potion to win the heart of Agilwulf.

The "witch" is simply a healer, but she has knowledge of magic. She lives in the remote swamp because she will be surely put to death by the monks if she ventures into the open.

She can provide the Investigators with background of the two warring factions, insight into the alien force that has invaded the land, and help them come up with strategies to use against the Colour. She won't go up against it herself because there is too much to risk and nothing to gain for her.

## The Broken Tower

The burned out village in between the Keep and the Abbey is dominated by a broken tower. Exploration of the village will involve an encounter with Otto the Leper and possibly one of the mutated swine that are running through the countryside. They find a large stake with a bleached collection of bones lashed to it (Brother Godfrid). Inside the broken tower are ashes of burned books. A Spot Hidden roll will reveal pieces of a tome that Brother Godfrid studied. The fragments of paper are still legible and can provide a spell (see "Investigator Strategies" on Page 8).

**Otto the Leper:** This poor man is a pariah because of his disease. He lives in the ruins of the burned village and forages for food in the countryside. Both factions leave him alone. He knows how to visit the witch to receive healing ointments for his disease.

*BACKSTORY: Before the pestilence came and conflict broke out, the village was peaceful and prosperous. It sat between the Keep and the Abbey and was dominated by a church with a tower.*

*Brother Godfrid made this tower his secret library. He was always interested in the Deeper Magic that predated the religion of the monastery. He obtained a copy of the recently translated Al-Azif and studied it fervently. He successfully kept his studies hidden for years from the prying eyes of Abbot Adalbert. When the Colour came from space, Brother Godfrid rightfully recognized it as a Mythos creature. He was preparing a powerful spell to counter it when Abbot Adalbert found him in his dark studies.*

*Adalbert had Godfrid burned at the stake in public along with his tomes of magic. Agilwulf, recognizing Godfrid for being a sorcerer of powerful magic, whipped up a riot on the spot and tried to rescue Godfrid from the flames. Fighting broke out between the monks and Agilwulf's men. (In the commotion, Ratbodo snatched the copy of the Necronomicon from the flames of Godfrid's pyre.) The monks fell back to the Abbey, and the village burned in the fighting between the two factions along with the church of which only the tower remains.*

## Investigator Strategies:

The Investigators will probably end up being “conscripted” by either the monks or Agilwulf. Alternatively, the Investigators’ party could be split between the two camps for added conflict. If the Investigators aren’t aligned with either faction then they must hide out from both parties in the woods. Attempts to continue down the road and off the northern edge of the map will result in capture by one of the two factions. Escape off the map will only be possible when a sufficient distraction occupies both sides. For example, if the Investigators wait for the climatic battle between the two forces, they might then use that opportunity to flee.

If they are conscripted by Agilwulf or the monks, they will have some freedom of movement around the Keep or the Abbey, respectively, provided they don’t get themselves into trouble or try to escape.

The Investigators should be motivated to find a way to defeat the Colour as they can use that victory to negotiate release and safe passage from the monks or Agilwulf. Alternatively, they could ally with one faction to defeat the other. This could result in Sanity loss for the Investigators if they become complicit in whatever atrocities one faction commits against the other.

Investigators will have to use magic to confront the Colour, as physical weapons are useless. There are a number of combinations they could use. (All spells are from the 7<sup>th</sup> Edition Keeper Rulebook.)

From the *Necronomicon*, they could learn Resurrection, Dominate, or Create Gate. One extreme tactic they could use would be to attempt to resurrect Brother Godfrid, using his bones from the stake in the burned village as a source for the spell. They could employ the undead Godfrid to defeat the Colour.

Another tactic would be to create a Gate to another plane and attempt to use the Dominate spell to force the Colour through the Gate (and into some other spatial or temporal plane, possibly for sequel adventures).

Any use of a spell from the *Necronomicon* should be risky and have potentially dire consequences. For example, the resurrected Brother Godfrid would be a loose cannon, prove difficult to control, and probably start trouble with the Abbey (seeking vengeance against Adalbert). Opening a Spatial or Temporal Gate with a spell could potentially cause monsters from other dimensions to slip into the game. Any use of the *Necronomicon* will cause some new problem for the Investigators (as well as the attendant Sanity loss from handling such a powerful book).

From the writing of Brother Godfrid in the Abbey (hidden in Ribald’s workshop) they can learn the Dismiss spell. They could use this to exorcise the Colour from its well or from the moat.

In the ashes of the burnt tower, they could find remnants of one Godfrid’s spellbooks. From this, they can learn Binding. (A variant of the Separate Binding from the Keeper Rulebook, they could use this spell to entrap the Colour in some type of container. The large barrels in Ribald’s workshop could be used to this purpose.)

## Rewards and Penalties (Cumulative):

Agilwulf keeps his treasure under his bedroom. Discovering this will reveal more gold than the Investigators can carry off, but if they successfully rob him or bring about his defeat, they can make off with a small sackful of gold each.

Similarly, Adalbert keeps his treasure hidden in the nave of the church. The Investigators could potentially make off with money that was hoarded from the tithing of the villagers. (If they do something altruistic, such as disperse the funds to the villagers, they could be rewarded with Sanity points.)

For simply surviving the Scenario and escaping off the map, the Investigators receive 1D4 Sanity.

If the Investigators can’t prevent one faction from wiping out the other, minus 1D6 Sanity. If the Investigators were complicit in a massacre or other atrocity, minus 1D10 Sanity.

If the Investigators exorcise the Colour from the land they receive 1D8 Sanity.

If they banish the Colour into another temporal dimension, they just receive 1D6 Sanity (because they have just made it someone else's problem).

If the Investigators bring about peace between the two warring factions (probably by exorcising the Colour in conjugation with some other tactic, brokering a treaty, assassinating Agilwulf and/or Adalbert, etc.), they receive an additional 1D8 Sanity.

## NPCs

### Agilwulf, Ruthless Warlord

STR 75 CON 70 SIZ 70 DEX 60 INT 60  
APP 55 POW 30 EDU 55 SAN 55 HP 14  
DB: +1d4 Build: 1 Move: 8

Armor: Heavy felt and skin armor, 3 points

Attacks per round: 1

Fighting (Brawl) 50% (damage 1D3+DB)

Fighting (Sword) 45% Long Sword (damage 1D8+1+DB)

Skills: Track 30%, Listen 30%, Spot Hidden 65%, Ride (Horse) 55%, Intimidate 80%

### Ratbodo, Sinister Charlatan

STR 45 CON 50 SIZ 75 DEX 55 INT 60  
APP 45 POW 50 EDU 45 SAN 45 HP 12  
DB: 0 Build: 0 Move: 7

Armor: None

Attacks per round: 1

Fighting (Brawl) 30% (damage 1D3+DB) or  
Ceremonial Dagger (1D4+2+DB)

Skills: Charm 55%, Listen 30%, Natural World 20%, Occult 30%, Persuade 40%, Medicine (Herbal Potions) 45%, Spot Hidden 35%

### Mathilda, Lovestruck Scullery Maid

STR 40 CON 50 SIZ 40 DEX 50 INT 45  
APP 35 POW 40 EDU 45 SAN 45 HP 9  
DB: -1 Build: -1 Move: 9

Armor: None

Attacks per round: 1

Fighting (Brawl) 20% (1d3+DB),

Skills: None

### Adam, Forlorn Farmer

STR 50 CON 55 SIZ 60 DEX 50 INT 40  
APP 45 POW 40 EDU 40 SAN 40 HP 11  
DB: 0 Build: 0 Move: 7

Armor: None

Attacks per round: 1

Fighting (Brawl) 35% (1d3+DB)

Skills: Craft (Farmer) 40%, Drive (horse-drawn wagon) 40%, Natural World 30%

### Keep Fighter, Brutal Liegeman

STR 60 CON 50 SIZ 50 DEX 55 INT 40  
APP 45 POW 40 EDU 40 SAN 40 HP 11  
DB: 0 Build: 0 Move: 9

Armor: Light felt and skin armor, 1 points

Attacks per round: 1

Fighting (Brawl) 35% (damage 1D3+DB) or

Dagger (damage 1D4+2+DB)

Fighting (Archery) 30% Long Bow (damage 1D6+1/2DB)  
or Crossbow (damage 1D8+2)

Fighting (Spear) 35% Lance (1D8+1)

Fighting (Axe) 30% Battleaxe (1D8+2+DB)

Fighting (Sword) 30% Sword (1D6+1+DB)

Skills: Track 30%, Listen 35%, Spot Hidden 45%, Ride (Horse) 40%

### Otto the Leper, Diseased Pariah

STR 25 CON 20 SIZ 40 DEX 45 INT 40  
APP 10 POW 25 EDU 35 SAN 30 HP 6  
DB: -1 Build: -1 Move: 8

Armor: None

Attacks per round: 1

Fighting (Brawl) 20% (damage 1D3+DB)

Skills: Survival 40%, Natural World 40%, Track 25%, Spot Hidden 35%

### Hedwig the Healer, Witch of the Marsh

STR 50 CON 70 SIZ 55 DEX 60 INT 75  
APP 40 POW 75 EDU 70 SAN 70 HP 12  
DB: 0 Build: 0 Move: 8 Magic Points: 15

Armor: None

Attacks per round: 1

Fighting (Brawl) 25% (damage 1D3+DB)

Fighting (Spear) 30% Wooden Staff (damage 1D6+DB)

Throw 55% Vial of Caustic Potion (damage 1D6)

Skills: First Aid 65%, Listen 60%, Occult 55%, Medicine (Herbal Remedies) 60%, Spot Hidden 45%, Survival 60%

### Adalbert the Abbot, Draconian Cleric

STR 40 CON 65 SIZ 65 DEX 50 INT 65  
APP 40 POW 65 EDU 60 SAN 45 HP 13  
DB: 0 Build: 0 Move: 7

Armor: None

Attacks per round: 1

Fighting (Brawl) 25% (damage 1D3+DB)

Fighting (Sword) 20% Short Sword (1D6+DB)

Skills: Latin 80%, Greek 80%, Persuade (Sermon) 40%,

### Brother Guntbrecht, Merciless Monastic Enforcer

STR 70 CON 65 SIZ 70 DEX 60 INT 50  
APP 40 POW 55 EDU 40 SAN 50 HP 13  
DB: 1d4 Build: 1 Move: 8

Armor: None

Attacks per round: 1  
Fighting (Brawl) 45% (damage 1D3+DB) or  
Short Wooden Rod (1D6+DB)  
Fighting (Spear) 40% Wooden Staff (1D6+DB)

Skills: Latin 35%, Intimidate 70%, Stealth 30%, Listen 40%,  
Spot Hidden 40%

#### **Brother Ribald, *Bibulous Tinkerer***

STR 45 CON 55 SIZ 65 DEX 60 INT 65  
APP 45 POW 45 EDU 60 SAN 55 HP 12  
DB: 0 Build: 0 Move: 7

Armor: None

Attacks per round: 1  
Fighting (Brawl) 30% (damage 1D3+DB)  
Fighting  
(Operate/Fire Catapult) 50% Catapult (if loaded with  
rocks, damage=30D6  
if launching "Greek Fire"  
damage=burn  
Base Range=100 yards  
Crew=3 Reload Time=5  
rounds Malfunction=95)

Skills: Latin 65%, Greek 65%, Mechanical Repair 55%

#### **Brother Hugo, *Stoic Prisoner***

STR 30 CON 35 SIZ 50 DEX 40 INT 65  
APP 35 POW 70 EDU 60 SAN 50 HP 8  
DB: -1 Build: -1 Move: 7

Armor: None

Attacks per round: 1  
Fighting (Brawl) 25% (damage 1D3+DB)  
Fighting  
(Operate/Fire Catapult) 25% (damage, see above.)

Skills: Latin 70%, Greek 75%

#### **Brother Godfrid (if Resurrected), *Mage of the Dark Arts***

STR 65 CON 70 SIZ 65 DEX 55 INT 80  
POW 75 EDU 70 SAN 15 (loses 1D20 upon resurrecting)  
HP 13  
DB: +1d4 Build: 1 Move: 8 Magic Points: 20

Armor: As an Undead, he is impervious to damage except to  
wounds to the head (one penalty die on rolls to target the  
head). Major wounds delivered to the body also result in the  
loss of a limb.

Attacks per round: 1  
Fighting (Brawl) 30% (damage 1D3+DB)  
Skills: Latin 80%, Greek 80%, Cthulhu Mythos 12%, Library  
Use 65%, Occult 65%

Spells: Shriveling, Dominate, Create Gate, Binding, Dismiss,  
Call Yog-Sothoth

Sanity Loss: 0/1D8 to see a resurrected Brother Godfrid

#### **Warrior Monk, *Fanatical Follower***

STR 60 CON 50 SIZ 50 DEX 55 INT 40  
APP 45 POW 40 EDU 40 SAN 40 HP 11  
DB: 0 Build: 0 Move: 9

Armor: None

Attacks per round: 1  
Fighting (Brawl) 35% (damage 1D3+DB) or  
Dagger (1D4+2+DB) or  
Club (1D8+DB)  
Fighting (Archery) 30% Long Bow (1D6+1/2DB) or  
Crossbow (1D8+2)  
Fighting (Spear) 35% Lance (1D8+1) or  
Wooden Staff (1D6+DB)  
Fighting (Flail) 30% Flail (1D8+DB)

Skills: Latin 20%, Spot Hidden 45%, Listen 35%

#### **Highwayman, *Desperate Brigand***

STR 45 CON 35 SIZ 50 DEX 50 INT 30  
APP 35 POW 25 EDU 35 SAN 30 HP 8  
DB: 0 Build: 0 Move: 8

Armor: Leather Jacket, 1

Attacks per round: 1  
Fighting (Brawl) 35% (damage 1D3+DB) or  
knife (1D4+2+DB)  
or club (1D8+DB)  
Fighting (Axe) 25% wood axe (1D8+2+DB)  
Fighting (Archery) 30% crossbow (1D8+2)

Skills: Spot Hidden 30%, Track 30%, Listen 35%

#### **Bloated Swine, *Tainted by Alien Powers***

STR 50 CON 30 SIZ 90 DEX 40 INT 20  
POW 35 HP 12  
DB: +1d4 Build: 1 Move: 6

Armor: Hide and thick rolls of fat, 3

Attacks per round: 1  
Fighting (Toothy Bite) 30% (damage 1D6+DB)

Skills: Track by Smell 80%

Sanity: 0/1D4 to see a Bloated Swine

#### **Colour Out of Space, *Life-force Feeder***

STR 15 CON N/A SIZ=POW DEX 95 INT 70  
POW 50 HP N/A  
DB: N/A Move: 12 pouring/20 flying  
Magic Points: 10

Armor: Impervious to physical attack except strong magnetic fields

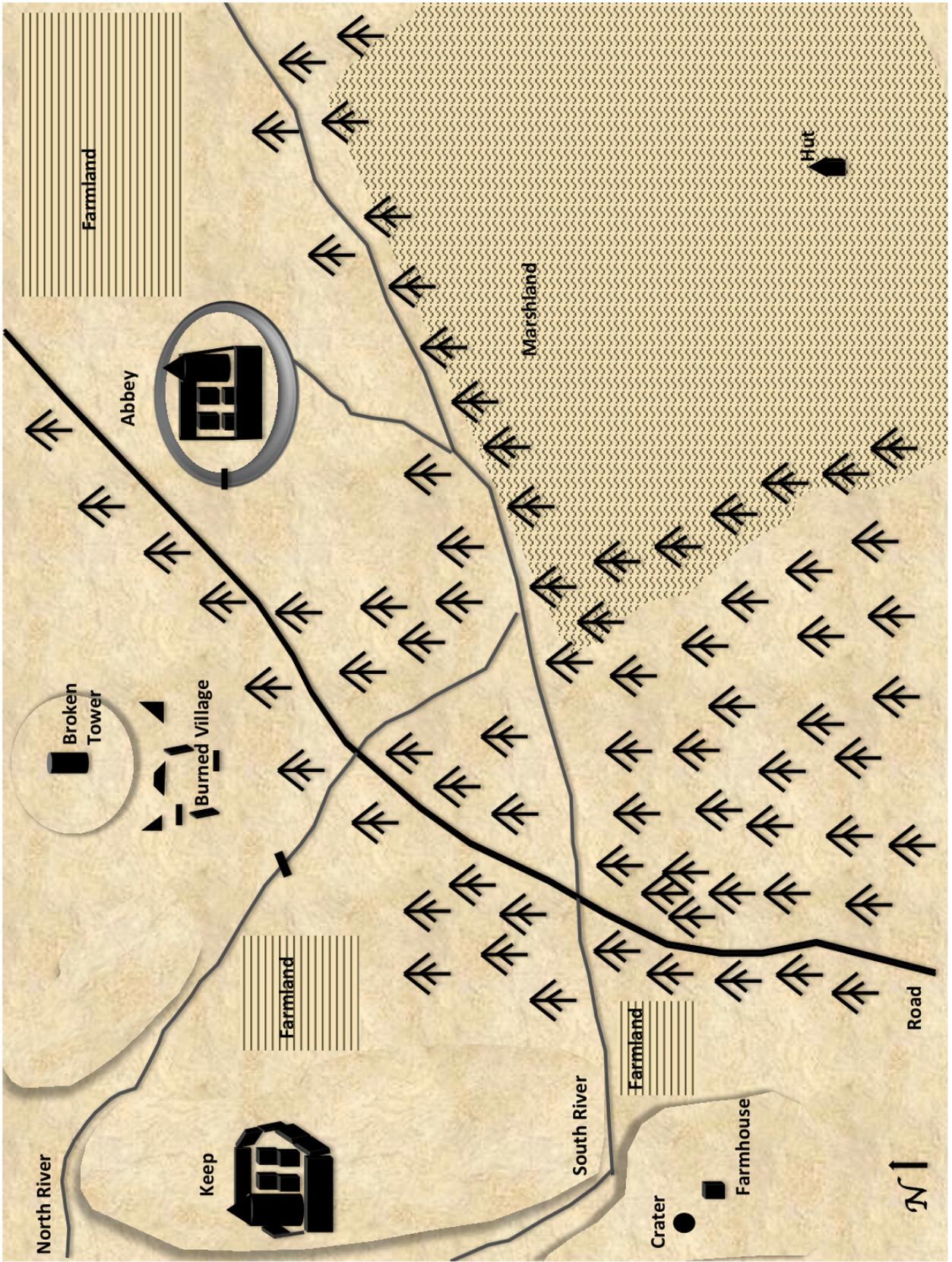
Attacks per round: 1

Drain Opposed Roll: Victim's POW vs. Colour's POW, damage 1D6 Hit Points + 1D10 loss from each characteristic: STR, CON, POW, DEX, APP (Each point of POW drained increases Colour's POW.)

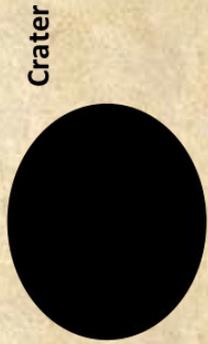
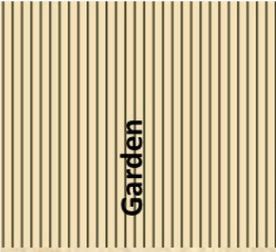
Mental attack: Victim's INT vs. Colour's POW, damage 1D6 magic points + 1D6 Sanity Points. (Each Magic Point drained increases Colour's MPs accordingly.)

Dodge 47%

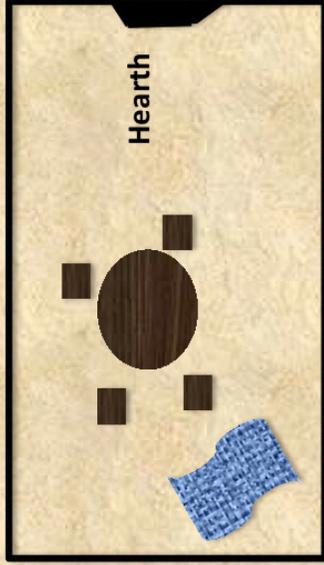
Sanity: 0/1D4 to see a Colour. 1/1D8 to see a victim of a Colour

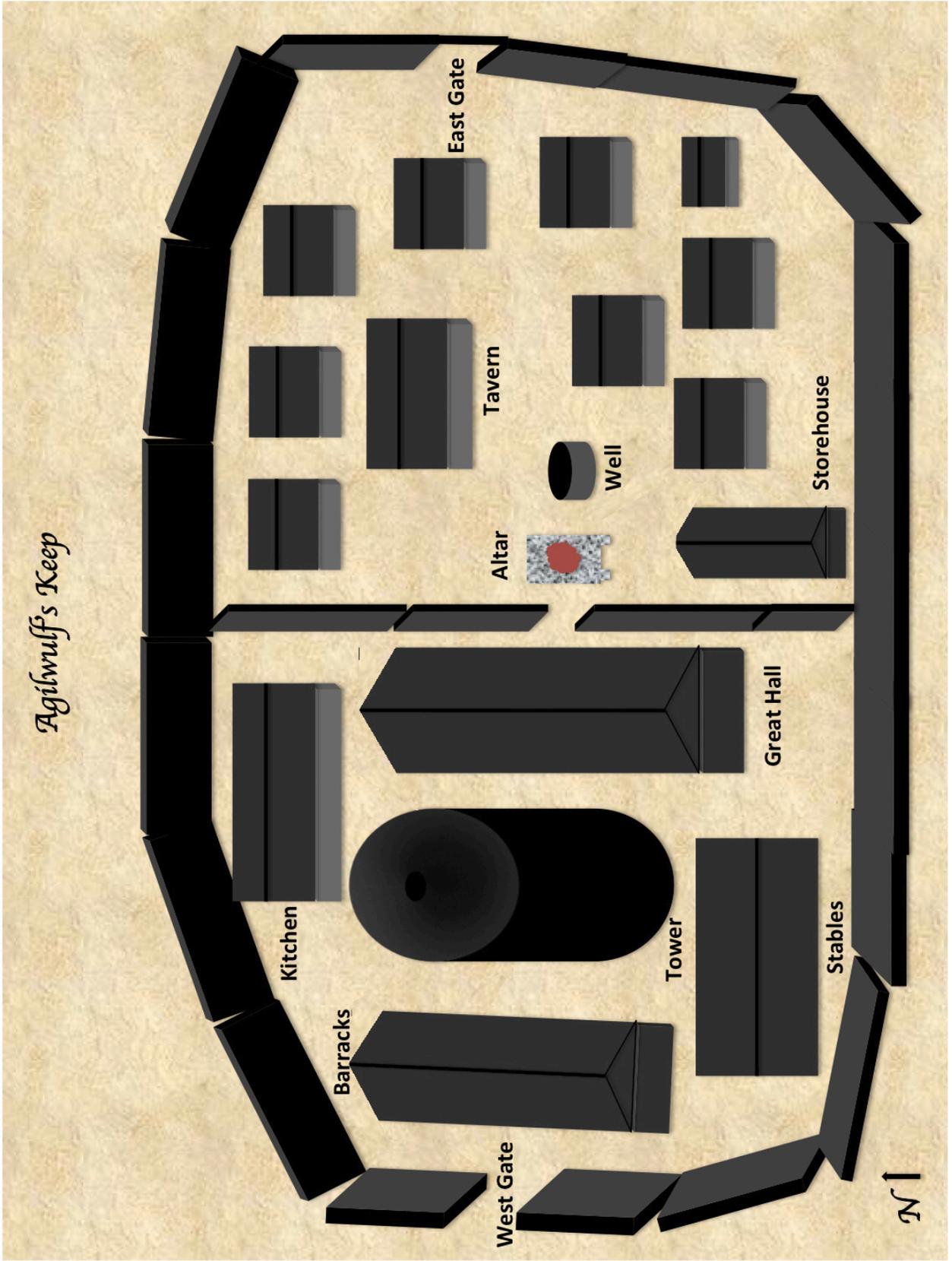


*The Farm*

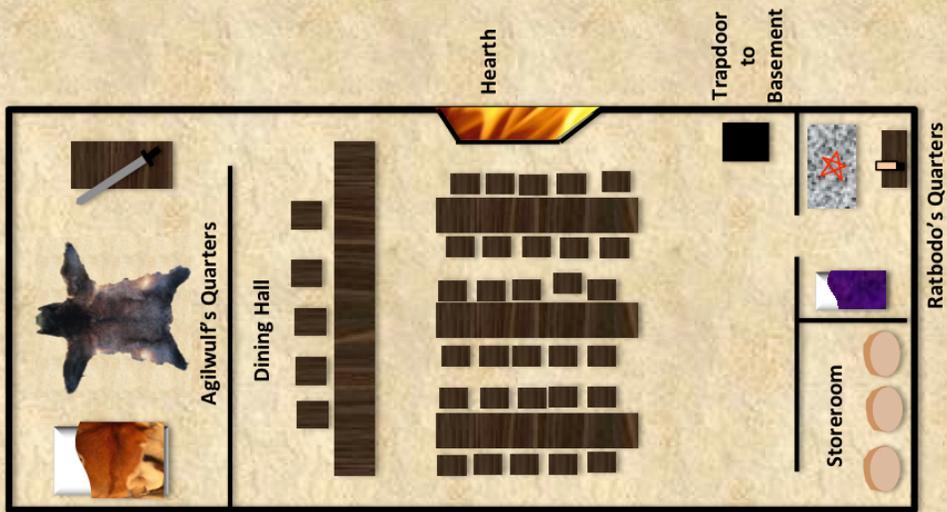


Farmhouse

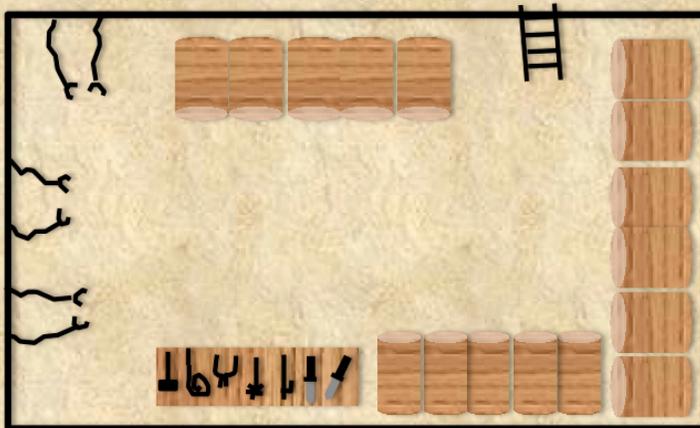


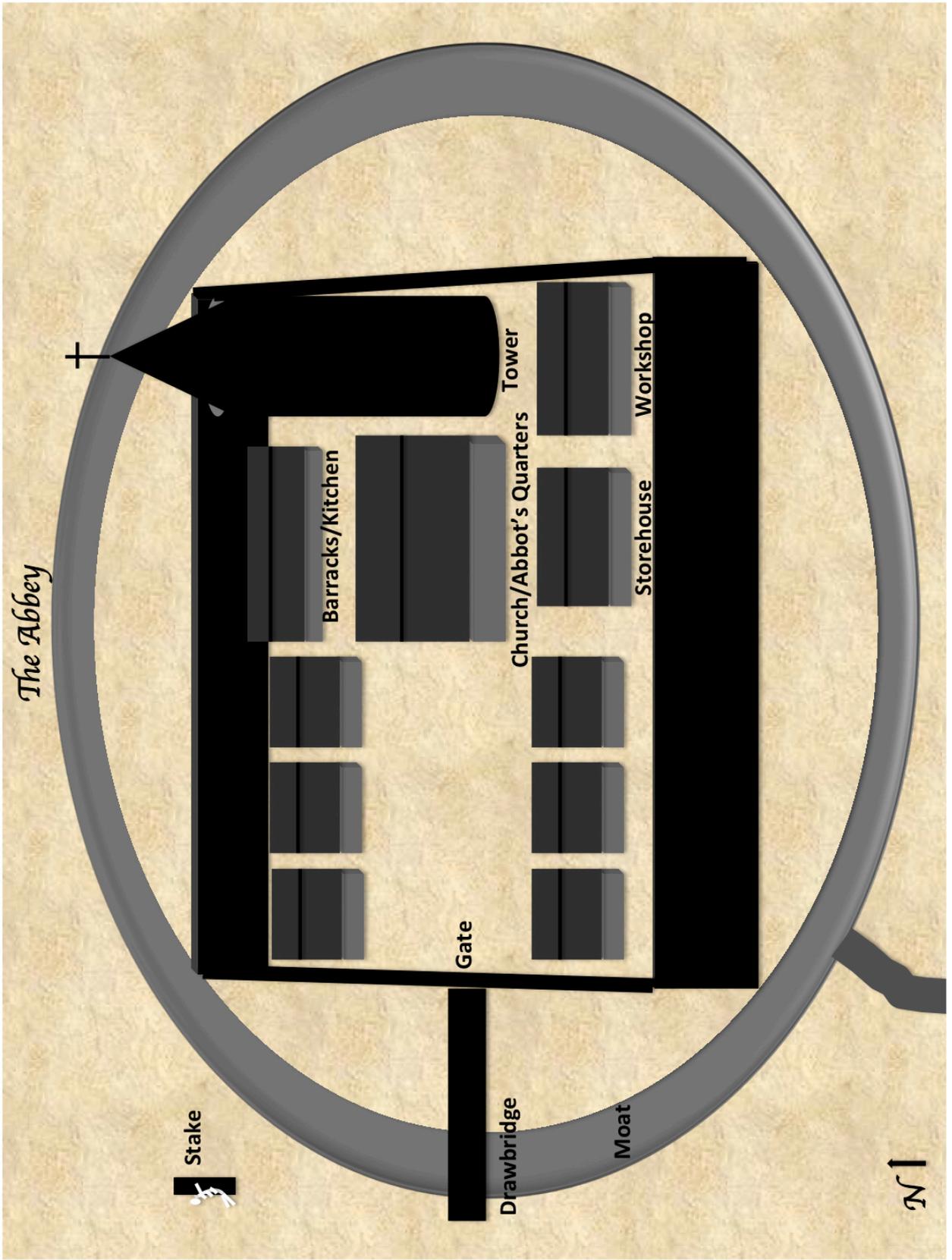


# Great Hall



# Basement Dungeon





*Ribald's Workshop*



# Through the Marsh (unguided)

