

STRANGE AEONS II

NINE FORAYS INTO UNUSUAL TIMES & PLACES



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CHAOSIUM
INC.



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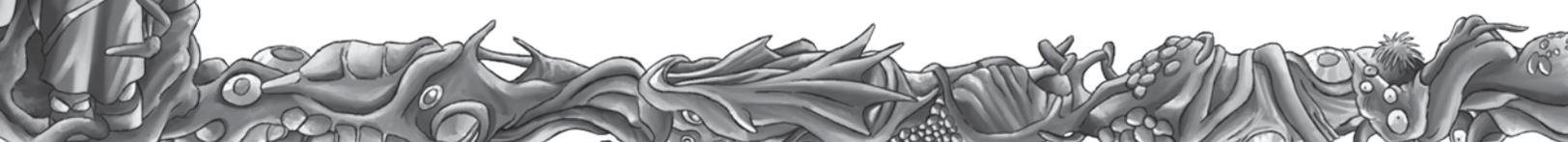


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INTRODUCTION

By Brian Sammons

“The Great Old Ones were, the Great Old Ones are, the Great Old Ones shall be.” That famous saying is the essence of the Cthulhu Mythos. The Great Old Ones are a cosmic evil that has existed since before time and shall exist long after humanity has gone the way of the dinosaurs. With this agelessness at the core of H.P. Lovecraft’s works, this book attempts to illustrate the eternal struggle between man and the forces of the mythos. No roaring twenties mobsters or modern day secret agents will be found here, but you might spy a caveman or a spaced out flower child or two.

This book contains nine scenarios that run the chronological gambit from prehistoric times to a distant future. Each adventure comes with six pre-generated characters for the players to use, allowing for quick play with a minimum of fuss. Unfortunately, female players may find a lack of female characters to choose from in some of these adventures, but sadly that was the way of the world back then. However, that should not stop an open-minded keeper from changing any character’s sex to better fit the players if they so wish. Additionally, while each scenario is meant to be a standalone experience, keeper’s shouldn’t let that stop them from continuing the historic horrors if they find the setting intriguing. Lastly, it might take some effort to work these scenarios into an existing game set in the twenties, or some other time, but such things are not impossible. After all, this is the Cthulhu Mythos, where anything can happen. Perhaps the investigators run afoul of the master of time and space, Yog-Sothoth, and a shift in time occurs. The great meddler, Nyarlathotep could decide to deal with the investigators in a creative way by sending them back in time. Or maybe the investigators, having lost much Sanity in their adventures, have sought out psychological help and have been hypnotized to relive their past lives in some trendy experiment, only to discover the horrors of the mythos have been dogging their family for generations. These are just a few examples of how a creative keeper can run these scenarios in their current game. Undoubtedly there are many more.

Here are brief descriptions of the nine eras of evil the investigators can explore.

“Cursed be the City” can be described as cavemen vs. Cthulhu. While not entirely accurate, it is fun to say, and gives an idea of what the players will be up against.

“Children of a Starry Heaven” is set in ancient Greece, the birthplace of many great philosophers and thinkers. Unfortunately some great minds dwell on things man was not meant to know.

“They Did Not Think it Too Many” See the might of ancient Rome bring law to the wilds of Britannia. Witness two cultures trying to learn from each other. Behold the terrible awfulness of the Mythos and how even the mightiest empire of man is powerless before it.

“Master Wu’s Marriage” a lovely springtime wedding, surely nothing bad can happen here. Unless the wedding takes place in *Call of Cthulhu*, then all bets are off.





“The Iron Banded Box.” Set in feudal Japan, it is an example of what would of happened if Akira Kurosawa directed an adaptation of a H.P. Lovecraft story. Beautiful, strange, messy, and with swords!

“To Hell or Connaught” it’s Protestant vs. Catholic, English vs. Irish, and mankind vs. the Cthulhu Mythos with Saint Patrick thrown in for good measure. Who will win? The smart money is on the Mythos.

“A Hard Road to Travel” set in the American Civil War. This scenario chronicles the horrors of war where brother fights brother...and then everyone fights a cosmic horror beyond description.

“Three Days of Peace, Music, and Tentacle Love” Taking place at the Woodstock Music Festival in 1969 with sex, drugs, rock n roll, and black magic. A terrifying trippy time is to be had by all.

“Time After Time” is a fractured scenario for fractured minds. Here the investigators will think many things, only to find them all false. Identities, locations, adversaries, even correct eras are all anyone’s guess here.

MASTER WU'S MARRIAGE

By Alessandro Mana

KEEPER'S INTRODUCTION

This scenario, set in 7th century China, will pit an assorted team of characters against one of the oldest and most devious Mythos entities in the canon; Yidhra. Yidhra is normally considered an incarnation of the evolutionary forces at work on our planet. She feeds off the living creatures roaming the Earth, acquiring their traits and producing adapted offspring.

Following a face-off with a wandering Taoist in the fourth century B.C. (Zhou Dynasty), the avatar of Yidhra known as Madam Yi has been held captive at the heart of the sparsely-populated Guizhou province. Unable (or unwilling) to actually banish the Mythos entity, the Taoist has nonetheless cast a complex spell that makes the touch of the very earth of the province lethal to Madam Yi, limiting her mobility to the few hundred square meters of the stately home in which she's a prisoner.

It is now the 7th century A.D. (Tang Dynasty) and Madam Yi has not been idle this last millennium. In the last few centuries a small but committed cult has grown around the gilded cage holding her, and

more recently she's been able to acquire the services of a rapacious marriage broker, who – not knowing the evil she is serving – has plied her trade for Yi in far-off Nanking. Old Wu Jiang, a wealthy wine trader with strong ties to the Imperial Court, has been approached by the broker. He has been won over by the alluring portraits and touching letters of Madam Yi, whom he believes to be the only surviving daughter of an old noble family. He has agreed to marry her.

As the winter of the year 673 A.D. fades into a rainy spring, and the year-long engagement required by tradition comes to a close, a group of faithful retainers is sent upriver to present ritual gifts, fetch the bride and escort her to her new house in time for a mid-spring marriage.

Despite the slight chance of recognition (a thousand years is a long time for men to remember); Madam Yi is hiding her identity behind an alias, and is known to all parties involved as Young Lady Ah Fei, last of her once proud and powerful family.

Madam Yi will barely restrain her impatience as the palanquin (a closed litter with a wooden roof and thick draperies serving as walls carried on the shoulders of four porters) takes her east, far away from the cursed land of her captivity. During the



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long trip she intends to try and control her hunger until she reaches her new home, possibly indulging in just one short snack along the way. Once in Wu's house, she plans to extend her feeding ground to include the Imperial Court itself. Setting herself up as Empress-Goddess would be a fitting revenge after so many years of exile.

But some complications lay in the slow march of the Great Old One towards the heart of the Empire: a local bandit chieftain and folk hero, known as the One-eyed Wolf, has set his sights on both the marriage gifts and the bride (whose ransom is worth her weight in gold). He has joined the traveling band, passing himself off as a local guide and animal wrangler. His men have, in the meantime, taken up control of a monastery along the way and will set a trap there. The Wolf hopes to lead the nuptial convoy to the monastery for refuge from bad weather or any other excuse he can come up with. Once inside he'll have the characters and the bride in his power. That is when things will get really interesting – Madam Yi will see an opportunity for the release of her baser instincts, and the cutthroats backing the Wolf might have plans of their own. In the ensuing chaos and mayhem, the player characters will have to try and save both the Empire, and their skins.

keeper's Note: the Wolf's character is provided for those keepers who'd like to play a "wolf in the fold" sort of scenario; it requires some work, but it could be highly rewarding. Otherwise, the Wolf can be played as a standard non-player character. Guidelines are provided to suit both choices.



FIRST SCENE. VISITORS FROM THE EAST

The scenario opens as the retainers (the characters) complete the last leg of their travel to Lady Ah Fei's (Madam Yi's) house.

Five of the retainers know each other well, having served in many different positions under old Master Wu. They are a merry party on the road, their mission a happy one, and they have involved their new companions in the relaxed attitude of the trip. Their guide (actually bandit chieftain One-Eyed Wolf) is an accepted member of the party by now, as are the three other characters minding the bullock carts that carry

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the traditional gifts from the groom to the bride, and will later carry Madam Yi's courtiers and her belongings back east to Old Wu's house. The bride herself will travel in a closed palanquin carried by a team of four strong, taciturn porters (kindly provided by Old Master Wu's warehouses).

The retainers' opinions of the forthcoming marriage vary, but they all agree that the prospect of marrying a beautiful young woman from a noble family has done wonders for the mood and health of the old man. Whether he's marrying out of a deep need in his soul (as the Taoist maintains), to fulfill what's the last whim of an old man (as the young gallant holds), or as a bid on a merchant's part to rise above his station in life through marriage with a noble (as the Confucian is likely to think), the prospect of a young bride in the old house is a pleasant one to all, and promises a new beginning.

The weather is cloudy and rainy and the countryside green and silent as the party approaches the house of Lady Ah Fei on a late afternoon. Ever since they left the boat that has carried them upriver, the convoy has traveled across a rough, hilly land covered by sparse subtropical vegetation. The river can sometimes be seen through the vegetation as a shining ribbon running through steep gorges.

The house of Lady Ah Fei sits silent and forbidding, like a crouching animal on a small hillock overlooking a bend in the river. It is surrounded by a high wall and is in a state of ill repair. The wedding convoy will be admitted through the main gate into a large courtyard garden by dirty-faced servants wearing clothes of rough, well-worn material.

More servants are standing in the courtyard, and make a great display of welcoming the party. A quick count allows the characters to determine that there are nine

servants, old and uncultured, and showing signs of poverty and a bad diet. Most of the servants speak in a dialect so thick that only a **Linguistics** roll will allow players to fully understand the old-fashioned welcoming formula they are pronouncing, but their attitude and tone are unmistakably joyous anyway.

The garden, showing an out-of-fashion design in the layout of plants and ornaments, is ill-kept and overgrown. The pool is murky and devoid of good-luck-bringing fishes. Similarly, the house shows various signs of neglect. The roof hangs unevenly over the east wing, which is most likely deserted and closed off (this is actually where Yi's cultists rest during the day). A wooden verandah overlooks the garden.

Both the Taoist and the Confucian will observe (**Idea** roll) the unhealthy placement of the house with respect to the four winds and the eight directions.

Despite their humble attitude, the look of the servants is most likely to cause some grumbling on the part of the Confucian, while the scenery is likely to raise a few eyebrows in the party. On the other hand, the retainers know of the impoverished state of Lady Ah Fei's family, and will explain the poor state of the household to the lack of finances necessary to keep up appearances. The lack of birds or other fauna is attributed to the bad weather. A **Spot Hidden** roll will reveal to the observer that hasty repairs and some cosmetic works have been done to make the place look less dilapidated. If questioned on this subject, or on any other detail about the building and the surrounding lands, the servants will bow repeatedly, and reply in their thick accent that everything was prepared for the guests.

As the minutes drag on, politeness alone (or, in the case of the Wolf, the need to keep a low profile) will stop most characters from



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TAOIST VS. CONFUCIAN

Taoism is an ancient religious/philosophical system that predates Confucianism and is based on a perception of the individual as part of a natural system (the Tao). Taoism emphasizes intuition, independence, immediate action, humor. The Taoist belief system includes the practice of magic and alchemy, but finds in nature as a whole its main source of inspiration: "The Tao surrounds everyone and therefore everyone must listen to find enlightenment."

Confucianism is a pragmatic philosophical system that emphasizes learning, duty and acceptance of social structures and precedence, perceives the individual as part of an ordained hierarchical system, ignoring (if not actually denying) magic and the supernatural.

Confucian's precepts are known as:

- * **Li** which includes ritual, propriety, etiquette, etc.
- * **Hsiao** or love of parents for their children and vice-versa
- * **Yi** or righteousness
- * **Xin** or honesty and trustworthiness
- * **Jen** or benevolence, humaneness towards others

entering the house: they can't put their host in a shameful situation (see next page) such as catching her while she's groomed by her maids or as she disciplines the servants. The characters are therefore supposed to stand in the open, waiting for a formal greeting and invitation, and are required to be as indirect and delicate as possible when questioning the servants on the current state of family affairs.

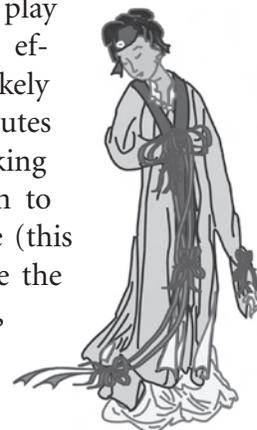
- * **Chung** meaning loyalty to the state

An excellent showcase of the differences in worldview deriving from these two schools of thought (often portrayed, unsurprisingly, as adversaries) is offered by the arrival of the character's party at the rambling, ill-kept mansion-cage of Madam Yi. The house has the wrong shape and faces in the wrong direction, sitting badly in the whole scenery.

- * Both the Confucian and the Taoist share a knowledge base that allows them to perceive instantly the palace as inauspicious – the classical "bad place".
- * From this ascertained fact, the Taoist easily comes to the conclusion that Lady Ah Fei's family ill-fortune comes from the badly organized building that is their home.
- * Conversely, the Confucian explains the poor quality of the building and its bad placement as an effect of the family's poverty, concluding that they were not able to purchase the services of good artisans and consultants.

Characterizing the Taoist as a freewheeling "Zen-style" rambler and the Confucian as a hard-headed, unsmiling pragmatic is certainly reductive, but should provide the narrative tension required.

keeper's Note: play this long wait for best effect. The players are likely to spend the first minutes looking around and asking questions; remind them to keep it extremely polite (this will allow you to dodge the hardest questions). Also, your answers should underline the poor



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condition of the estate while at the same time reinforcing the knowledge of the bad family fortunes. Present the scene as a mundane portrait of decay and dignity.

Lady Ah Fei finally appears on the verandah, accompanied by two maids. Madam Yi and her maids wear classic Tang Dynasty dress: a sleeveless top worn over a long-sleeve gauze robe that closes in front, and also a long skirt, tied up with a large ornamental cord, silk ribbons and high heels. The set-up is slightly old-fashioned by Imperial Court standards: the long-sleeve gauze robe is considered a typical outdoor outfit in the Tang Dynasty and was very fashionable among feudal gentlewomen a few decades back. The robe is red with black designs in the case of Madam Yi (her signature colors), pale blue and pale green for the maids. The sleeves are overlong, an extra two feet of silk hiding their hands under an oversized cuff.

Each woman is heavily made up according to the fashion of the time – the face covered by a white, vegetal-derived cream-like substance giving the skin the appearance of porcelain, with pink powder (rouge) on the cheeks, lips drawn in red, and their eyes and eyebrows delicately designed in pencil. Complicated, oil-slicked hairdos rise over their doll-like faces and thin organza veils are worn, hood-like, over the whole. The veils are a sort of fashion teaser (and are often worn folded on the shoulders), but in this case are actually used to dissimulate the most inhuman features of the three creatures' traits – the movements of the veil adding movement to the static, doll-like faces.

When Madam Yi speaks it is so musical and her demeanor so elegant that the retainers will be instantly conquered by her (to the point that the Confucian will not shrug off her words, normally demanding to speak with a male member of the household), accepting as a given her young age, her perfect

breeding, and her purity of heart. The keeper is advised to be as charming and elegant as possible, playing on his player's weaknesses to present Ah Fei as the most endearing of women.

She offers her welcome to the travelers and announces that, as tradition dictates, a feast has been set for the party. The food is poor but delicately prepared and stunning looking (Chinese cooking holds that beautiful equals good), but somewhat tasteless.

The conversation during the dinner is limited to generic observations and a few matters of practical import – how the lady will travel, how long it will take to reach the province's border and, from there, the groom's house. The lady eats with good appetite, while her maids play some low-key music in the background and her most trusted servants mind the table.

keeper's Note: the One Eyed Wolf is invited to the lady's table in consideration of his status as trusted guide and animal handler. The rest of the servants are housed in the stables with the cart and the animals, and provided a full meal and plenty to drink.

During the dinner, the characters will be required to present the lady with both the Gifts Letter and the Marriage Letter, and entertain her with a description of the gifts Master Wu sends (clothes, jewelry, money, and incense for the sacrifices).

A little later, the lady of the house excuses herself and prepares to retire. She explains that, due to the poor state of her home, the party will be housed in the west wing (actually a detached building) for the night and she wishes them to be up and ready for an early departure on the following morning. This said, Lady Ah Fei retires, and one of her maids gives brief instructions to the servants to look after the guests.

The West Wing turns out to be a glorified barn in which travelers and animals



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can rest in a reasonably dry environment. The servants provide food, tea, and two large jugs of wine to keep the party warm. The night is uneventful – no sounds come from the main residence, and the countryside seems to be at rest.

The next morning when Lady Ah Fei appears, she goes through a short but elaborate speech (which fits with tradition), explaining that she is grateful for the company of the characters on her way to her husband-to-be, and she can barely restrain her impatience at the thought of joining master Wu in bridal bliss. As if on cue, the servants appear from the east-wing, leading the passenger bullock-cart the retainers brought with them. Lady Ah Fei's maids board this cart while other servants further load it with two large chests containing Ah Fei's belongings. Next, the four strong palanquin bearers bring the covered platform over to where Ah Fei stands on the verandah. Madam Yi steps directly from the verandah into it, ready to travel east to her future husband.

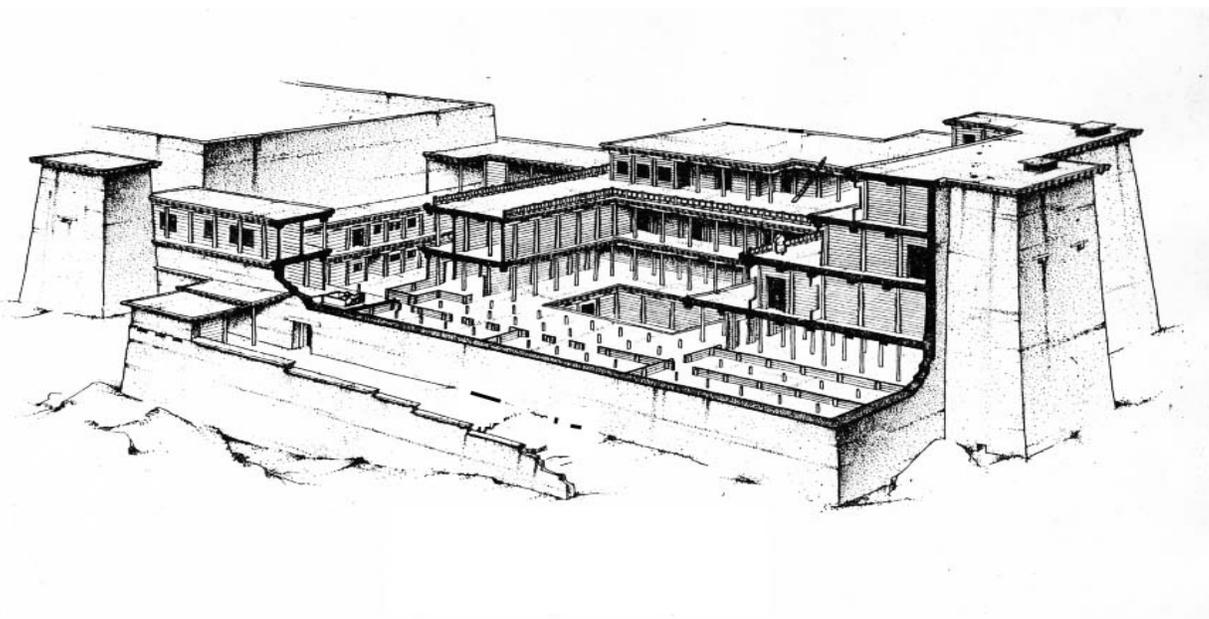
First Interlude

On the Road Again

keeper's Note: this scene exists for one purpose alone – setting up a feeling of quiet and relaxation, reinforcing the trust of the party in Madam Yi, and generally causing their defenses to be lowered in that direction. Furthermore red herrings are provided to divert the classic Cthulhu Player paranoia. The second scene might also be an excellent opportunity for roleplaying and character development.

Refreshed by the night's rest and by the fact that the rain ceases around mid-morning, the retainers are looking forward to an uneventful journey back home. The nuptial convoy is composed of Yi's litter and porters and a cart carrying her chests and her two maids. The five retainers of old Wu travel on horseback, while the Wolf and the three animal handlers lead two pack animals and mind the carriage.

The One-Eyed Wolf hopes the rain will come by sunset, allowing him to suggest a stop in Bai-ji Monastery, by now



7TH CENTURY MONASTERY

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under control of his (he thinks) faithful rascals. Should the weather go against his current plan of stopping at Bai-ji Monastery to avoid the rain, he will probably simulate a mechanical mishap to cause the party to waste some time, and take the monks' place into account as a refuge to retreat for the night.

Yi and her maids are holed up in their respective carriages, behind heavy red brocade curtains. A lute plays and a thin voice sings. On a few occasions, one of the lady's maids will ask the Young Daredevil to perform some small favor – like guiding the bullocks while the cart crosses a stream, oiling a wheel to eliminate an unpleasant creaking sound or such. Lady Ah Fei will notice such behavior and will always thank the man personally, assuming an increasingly flirtatious attitude as the day progresses.

The party stops for lunch on a small elevated clearing by the Yangtze levee.

Madam Yi remains locked up in her palanquin, claiming the sun and breeze would despoil her make-up, but will accept some food or refreshment if offered; she will also make small conversation with the youngest member of the team, striking a childish, naïve attitude that is certain to inflame the young man's fancy (with the help of a healthy dose of pheromones).

As the convoy sets forth in the early afternoon, dark clouds gather from the south and soon a hard rain is hammering the travelers. The rain is exactly what the Wolf was waiting for. His men are waiting in the monastery and the rain is an excellent excuse for him to propose a stop there. As the sun goes down and the rain does not seem to relent, the lights of the old monastery hugging the top of a rocky hillock appear, promising shelter and a hot dinner.

MONASTERY LAYOUT

The monastery is a massive building, a huge box built with heavy stone blocks. All the doors are sturdy affairs of iron-bound, well-seasoned wood, and the internal furnishing is sparse to say the least, while windows are high, slit-like affairs that would not allow a man through. The monastery is organized around two courtyards. The outer courtyard, which is reached through the outer gate, is surrounded by low (two story) buildings used for storage of goods and provisions, and as housing for animals. The inner courtyard is surrounded by the four-story structure of the monastery and is dominated by the large well sitting in its center.

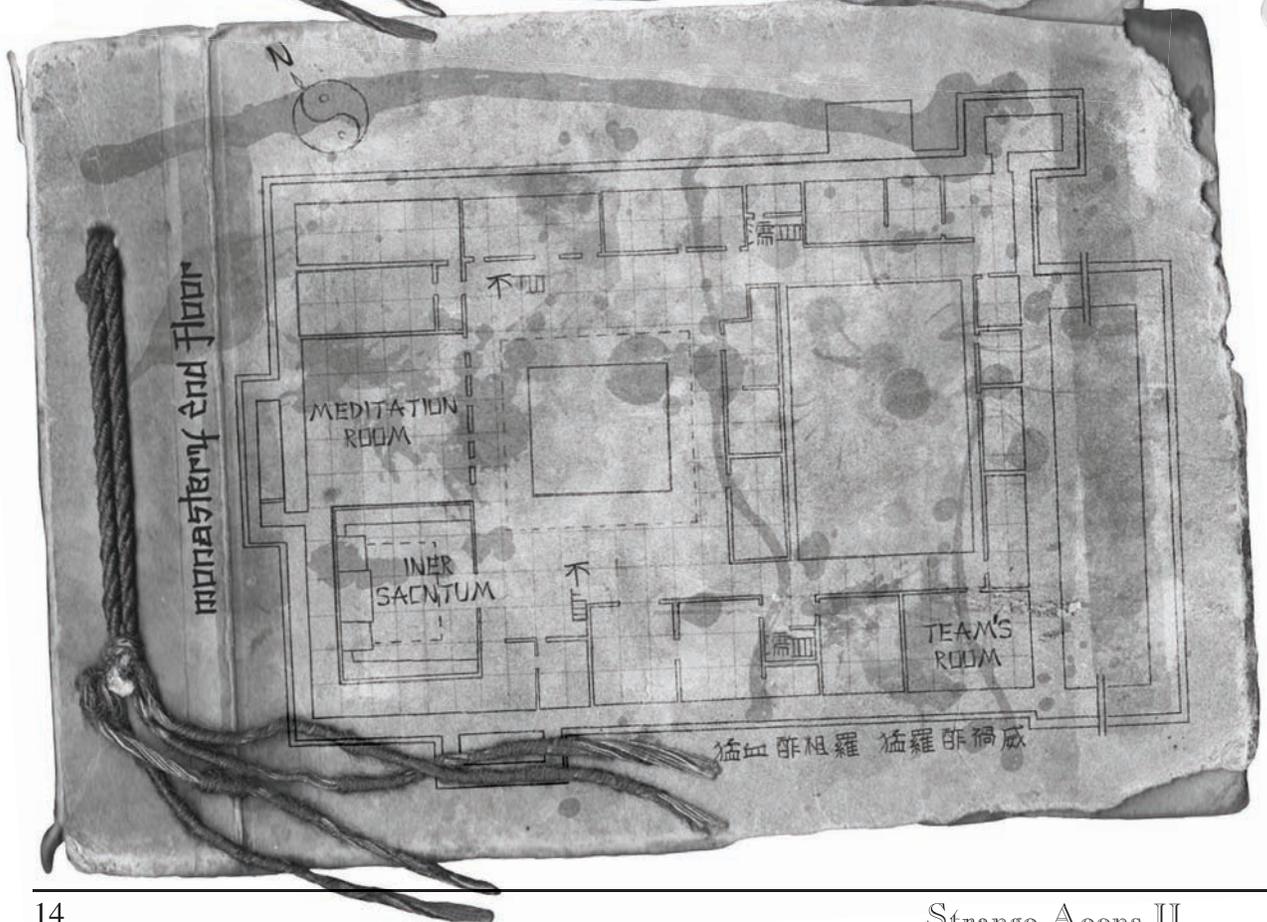
The monastery main building is thus structured:

- * Ground floor – gymnasium, main temple, meditation hall and dining hall.
- * First floor – guest apartments (male and female, on opposite sides of the building), archive and administration offices, office and rooms of the head of the congregation.
- * Second floor – monks cells, smaller meditation rooms
- * Third floor – library, herbalist lab, astrological observatory.

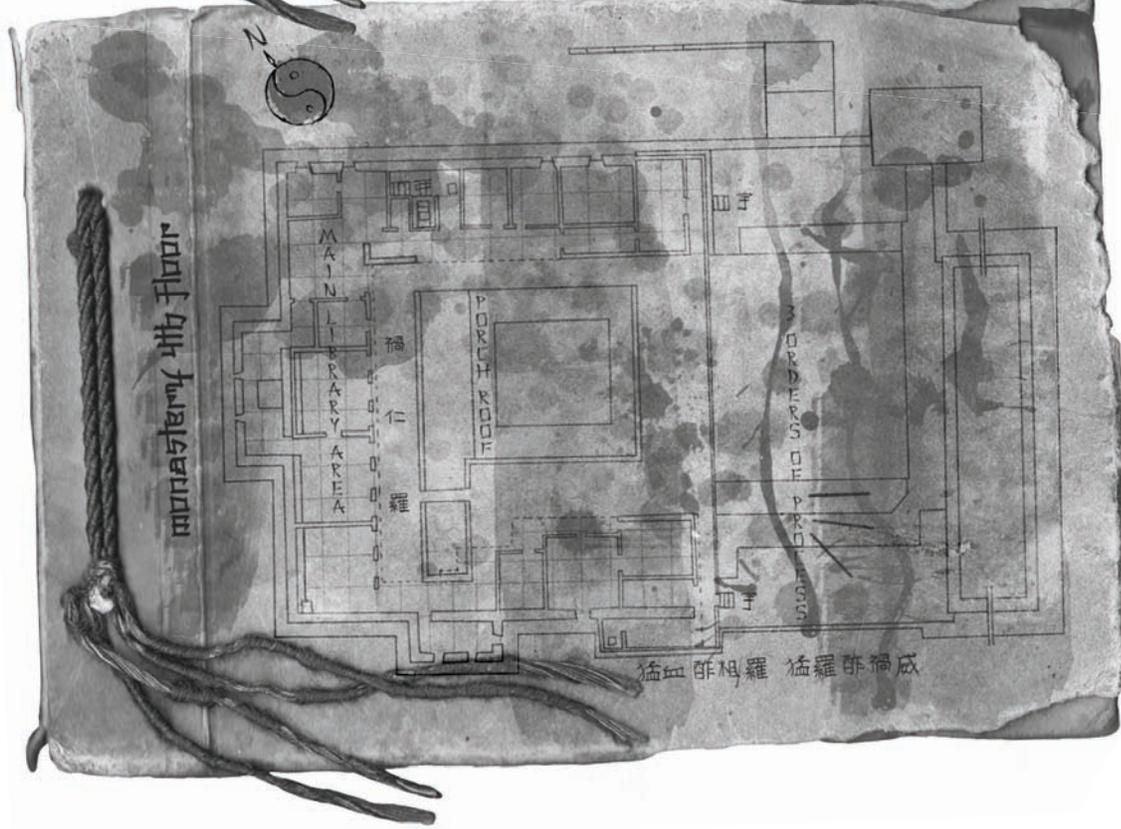
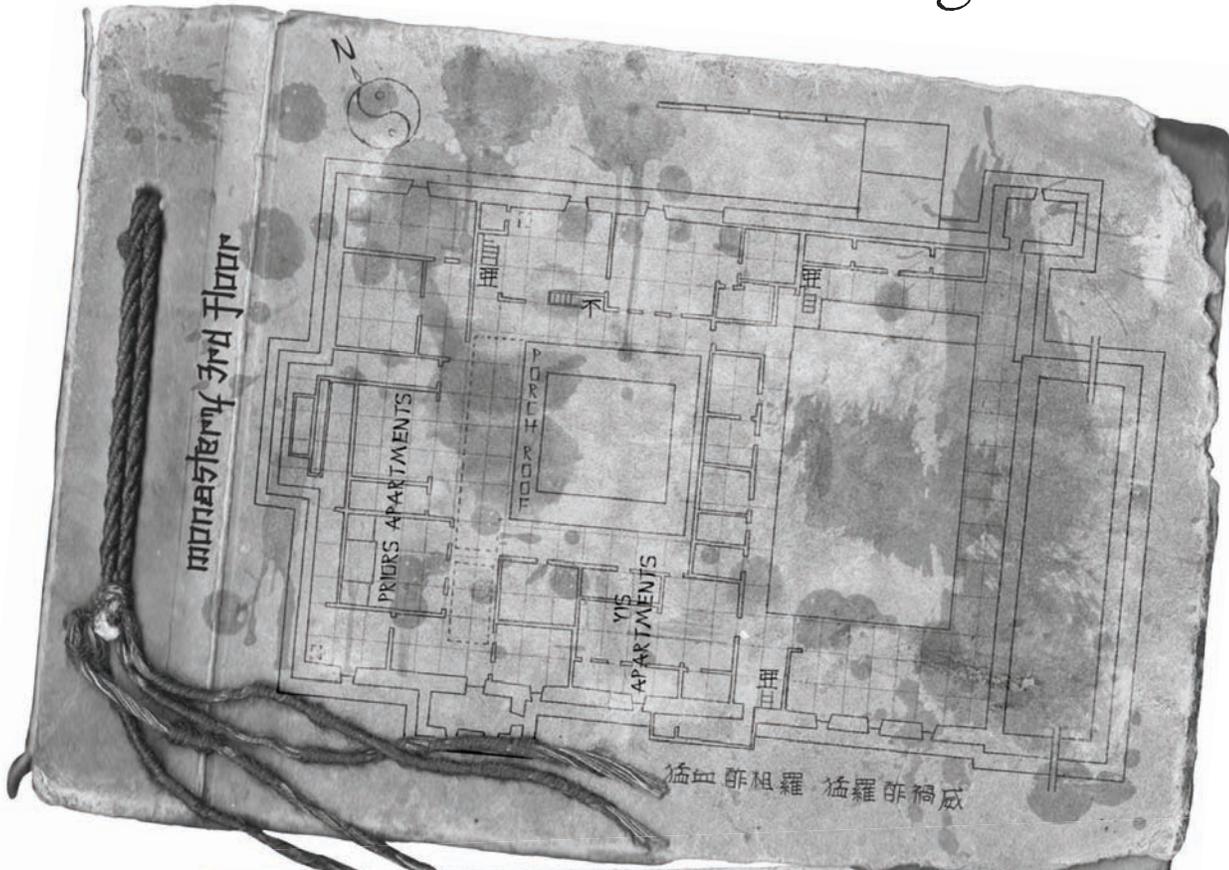
Each level is slightly smaller than the previous, leading to a pagoda-style structure, with a small roof for each floor.



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PHEROMONE EFFECTS AND RULES

The volatile substances released by Madam Yi's skin affect all humans in a ten feet/turn radius (after three turns of heavy pheromone deployment, any character in a thirty feet radius will feel the effects). Yi needs about half an hour to fully saturate a new room with her pheromones. The action does not require a check on her part and does not cause any fatigue.

Pheromones cause the victim to feel light-headed, sexually aroused, and more willing than usual to accept suggestions from Madam Yi, causing them to be distracted (-10% to attack and dodge checks), silly and weak-willed (-20 to **Idea** rolls, **Luck** and **Power** halved for checks when in Yi's presence). The pheromones are at their most powerful in enclosed spaces and are useless under the pouring rain.

Characters exposed to the pheromones need a POWx3 check to resist the immediate effects – the victim will feel dizzy but will remain in control. Due to the limited knowledge of such matters at the time, a successful **Idea** or **Natural Philosophy** roll will likely suggest a "Love Potion" as the actual cause of the effects. In case of failed POWx3 check, **Idea** rolls are effectively useless as the only things on the character's mind are connected with sexual matters.

Prolonged exposure (more than six turns) in a pheromone-saturated area will cause the character to enter a blissful, trance-like status, his will completely succumbing to his immediate, much more material needs.

If the keeper wishes, he can give a pair of extra turns to player characters, in consideration of the heavy tang of incense interfering with the chemicals. A completely dazed character is allowed a **Luck** roll when Madam Yi starts moving in for the kill, to realize how much the situation is anomalous and, hopefully, run for his life.



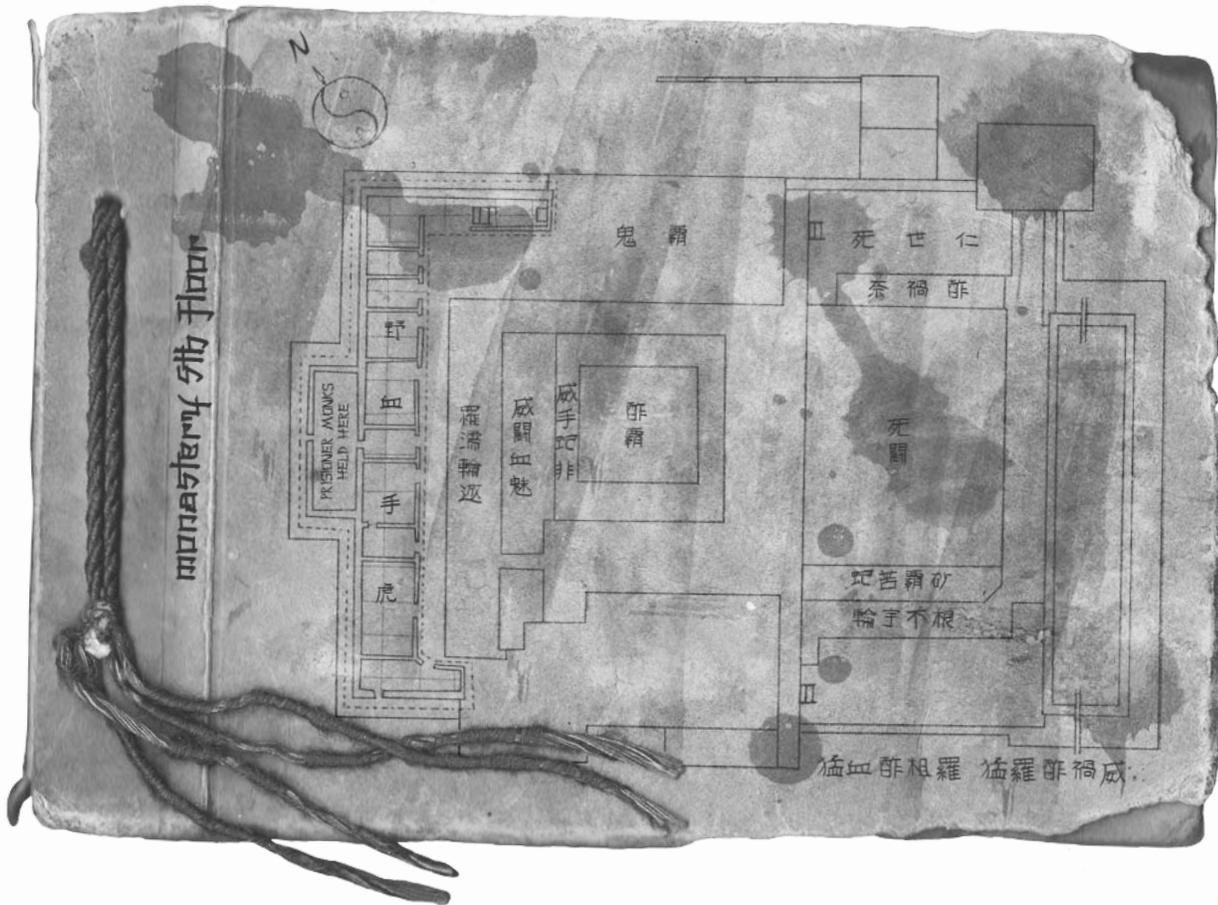
keeper's Note: at this point everything should have the markings of a melodrama – will the seduced retainer keep his faith or not? Will he betray his vow to the master? The player handling the young man should be talked into taking some action, by presenting Yi as impossibly beautiful and obviously willing to start a tryst. Any sense of menace should be coming from the outside. Madam Yi's trump card should be kept for the last half of the scenario, and played with extreme care before that.

SECOND SCENE. SHELTER FROM THE RAIN

Bai-ji is basically one large building that looks as old as the hills, surrounding two courtyards which the rain is turning into bogs. The party travels the winding path up and reaches the gate of the monastery as the heavens seem to shake with fury. Cold water pours abundantly from the skies, hiding the landscape and running down the road's



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surface like a small river. Little rock slides begin to tumble down the sides of the hill.

The last trek up to the smallish gate of the building should be normally covered on foot by Lady Ah Fei, but Madam Yi will uncompromisingly refuse to comply. No amount of persuasion will cause her to relent. Leading a bullock cart or the palanquin up the rain-slick slope requires some ability, lots of help, and a lot of time. Retainers helping with the climb will get thoroughly soaked and splattered with mud, and one or more of the porters will be completely winded halfway there requiring someone to replace them.

The gate being too small, the palanquin can't get through and therefore, once in front of the doors, Ah Fei will ask her new paramour (or one of the burley porters) to carry her through. Some characters might

think (**Idea Roll**) Yi's family went for the – at the time not yet popular – practice of binding girls' feet, and thus she is unable to walk on rough terrain.

keeper's Note: Yi's profile in the appendix lists the avatar's size as 17, meaning a tough going for the young man carrying her. The keeper is advised to ignore this figure at this time. Let the man carry the woman he fancies for the few meters she needs, and then tell him he's found her heavier than he thought, letting him explain the thing with the hard climb and the lady's voluminous clothes.

Once inside, Yi can step on the stone flooring of the monastery, followed by the disgruntled remainder of the party, cold and dirty, and carrying various boxes and chests. The travelers are greeted by a rough looking man, who will introduce himself as the



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head of the congregation. This man is in fact Old Hsing, the Wolf's faithful sidekick, playing the role as best he can. The Wolf's band gained complete control of the monastery two days ago and most of the monks are locked up in the monastery library on the top floor. Only a pair of aged and (supposedly) innocuous wise men have been kept handy, to provide information about the layout of the buildings and to be used as hostages to keep the rest of the prisoners under control. They are currently in the dining hall, together with twenty other bandits. Ten cutthroats have been placed strategically out of sight, watching the entrance, the animal sheds, and the room in which the congregation is being held.

Considering their state, the characters have few reasons to be suspicious. A **Spot Hidden** roll directed at the head monk will reveal clear manacle scars on his wrists, and more assorted scars on his hands and forearms. While not unheard-of, the circumstance might cause some questions to be raised. If questioned (in itself a less-than-polite act), Old Hsing will explain that he led a wild life before he started seeking the road to enlightenment. His somewhat rough manners can be explained by the late hour, the unexpected visit, and the excessive curiosity of the guests.

The gates close with an ominous sound and the guests are shown their quarters. Lady Ah Fei and her maids will retreat to their rooms straight away, claiming extreme tiredness due to the long travel. They will request one of the palanquin bearers (the strongest looking) as a guard in front of their door for the night.

The three "women" are housed in a secluded apartment on the first floor of the building and are requested not to leave their quarters – officially in order not to disturb



the spiritual peace of the younger monks. In fact, it's to make it easier for the bandits to guard them once they make their presence known.

The servants are shown to the animal sheds (where they'll be easily overpowered and tied by waiting bandits that have the advantage of surprise).

The rest of the team is led to the other side of the building and the travelers are invited to share a frugal dinner with the monks. The characters barely have the time to clean up, dry themselves, don fitter clothes for a mundane event, and finally reach the mess hall for their dinner appointment.

Wu Wei in Love

Much of the remainder of this scene depends on how the player managing Wu Wei

A NASTY OPTION

If Yi did have intercourse with some unfortunate character or NPC, an optional complication is having her give birth to some foul-looking and obscene horror. The little creature coming into the world a few minutes after its mother was impregnated could be a good reason for keeping Yi out of the main action for a few minutes, and afterwards keep the players engaged for a few hours.

If not deployed instantly, the little glob of primal matter could be kept in the background and used as a surprise extra, or saved for much later (see Epilogue). Just in case, stats for the thing are provided here at the end of the scenario.

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WHAT'S FOUND WHERE

In the heat of the action, characters are likely to look for weapons of any kind.

- * The bandits have an assortment of weapons – the keeper is free to make those he thinks might be fun available to the player characters.
- * The storage rooms by the entry gate hold lamp oil, old vases, and rags – enough to improvise a set of archaic Molotovs (**Idea** roll for the old soldier or the bandits, **Knowledge** roll for all the others)
- * In the animal sheds a few simple wooden pitchforks and iron shovels can be found – treat them both as 1D8 + db improvised weapons. The pitchfork is capable of impaling. The shovels are good to throw dirt against Yi. Iron bars (1D10 + db damage, minimum required STR 13) are also here – might come in handy to enlarge a window or make a wall collapse.
- * The herbalist lab contains a few knives, some oil lamps, and a few gallons of very strong acid (1D6 per turn) used to dissolve minerals for potions. A **Knowledge** or **Natural Phylosophy** roll might bring to attention some poisonous concoction or other – pretty useless against Yi (but you never know – treat the stuff as a POT 5 poison if ingested). A **Natural Phylosophy** or **Medicine** roll will allow the characters to identify ginseng-based herbal remedies worth 1D4 Hit Points of healing (10 doses are available).
- * The monks cells hold meager furniture – enough to barricade a door for a few minutes – and little else.



decides to handle the young man's infatuation. Will he try and meet Yi at night? If so, secrecy is paramount, as the other members of the party would not look favorably upon the seduction as they are faithful to Wu and (at least some of them) uphold the strictest moral code.

The keeper should present the option (possibly in a private note to the player) as a matter of temptation and resisting to it. Wu Wei is not the kind that can resist temptation, and therefore his course should be predictable. Most likely, the young man plans on ditching his friends during dinner (by feigning exhaustion or finding some other excuse) so that he'll be able to visit Ah Fei's quarters while his friends are being entertained by their host.

Alternatively, the character might of course decide to stick to his loyalties and sacrifice his love to duty. But considering his smitten state and the abundant sprinkling of pheromones that Yi has provided, a stiff POWx2 check will be needed.

Wolf in the Fold

Independent of Wu Wei's decisions, the Wolf is about to get out of the fold. In the mess hall his men are waiting for the party to arrive in order to disarm and capture them. As soon as the retainers enter the room it will be clear that something's not as it should be. Instead of shaven-headed monks, a hirsute company of brutes surrounds the characters, wielding a variety of weapons and barely containing a sinister glee.

There're twenty of them, wielding a selection of weapons ranging from the evil-looking to the disquieting. Their manners are abominable, their look is feral and their smell is impressive. No sane character should attempt anything rash in front of twenty-odd bruisers armed to their teeth, but should they try and put up a fight, the



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bandits will rush them while Hsing shouts to take them alive. Heated up by Hu's propaganda of the last two days, the bandits are likely to apply an excess of zeal into their restraining strategy, forcing the Wolf himself to step in and restore some order. The characters will emerge unarmed, bruised, and humiliated. A pair of bandits might as well be killed, further exacerbating the band's feelings towards both the prisoners and the Wolf.

It must be noted (and made very clear to the player handling the Wolf) that the bandit chieftain has no need for the other characters' death, and will in fact be as suave and gentlemanly as his poor education allows. He simply plans to bundle them with his lady hostage in order to fetch a higher price from Master Wu. The grim Hu is likely to raise some objections at this point, suggesting they slit the throats of the prisoners and have a go at the girls before sending a

ransom request. The Wolf and Hsing are instead well aware of the price the characters might fetch in terms of ransom.

keeper Note: use Hu's hostility and the ensuing discussion about the fate of the characters to force the Wolf to take a moderate position, and at the same time to signal to all the players that the situation is pretty hot. Let the discussion get increasingly heated and violent, playing Hu as a guy bent on violence and instant gratification of his baser needs.

As weak order is restored, the Wolf will send two men to look for Wu Wei (if this character skipped dinner to go courting Yi), and then wait 'till the morning before sending a runner to the river. Traveling by boat (an option that tradition denied to the party), his messenger will take three days to reach Master Wu's house, presenting the Wolf's requests for ransom.



Frantically Blockading the Door to the Library

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Ladies Guest Apartments – The Lair of the Beast

Depending on players' choices, Wu Wei, the Wolf, or Hu will soon be knocking at Madam Yi's door. The visitor might notice the absence of the palanquin bearer which was sent as a guard to the apartments. In truth, he was consumed by Madam Yi's maids.

The door opens noiselessly as soon as the character knocks. The room beyond is dark, filled with freshly-released pheromones and the heavy scent of incense. A number of candles are lit and cast a feeble light at the center of the room, where Madam Yi sits on a low divan with her back to the door. She's singing one of her inhumanly sweet songs, and plucks the strings of a Biwa (a lute-like instrument). The sparse notes are emitted by the instrument as if they were short, metallic cries of pain. A wind causes the curtains at the windows to billow, and rain pours in causing a spreading pool on the stone floor. A sense of unreality is strong.

As the visitor steps in, Yi stops her singing and turns to stare at him with slitted, icy eyes. The brocade tunic slides down her bare left shoulder, revealing the perfectly white skin. A **Spot Hidden** roll (at half the chance if the visitor is Wu Wei) allows the character to notice the unnatural posture of the woman – her head is turned too far back and her arms are in the wrong position for her to hold a biwa.

As Yi turns further; whispering endearments, the dress slides down some more. Her right hand rests on the cushions by her side to support her. The light of candles glows revealingly over the shiny surface of what might be rings but are actually (**Spot Hidden** roll) three-inch long talons at the tips of long, black fingers. Time for a **SAN** Check for 1/1D6.

Yi rises in a single fluid movement and walks slowly towards her new victim. All things considered, the character is granted a final **Idea** roll as a last ditch attempt at running. Failing that, he's engulfed in Yi's embrace. If this character is the Wolf he still has one action before Yi attacks. If it's pheromone-drunk Wu Wei, he is dead meat unless he's very lucky (**Luck** roll to get him out of his daze).

Depending on previous developments, it could be useful to place a pair of bandits close at hand, so Madam Yi can make short work of them, thus allowing the escape of the player character. The two bandits' presence is not preposterous – if Wu Wei is visiting Yi, they have been sent by the Wolf's right-hand man either to secure the lady's quarters or to look for the missing traveler; if it's the Wolf that's visiting the ladies, he's likely to take two men with him (or his lieutenant can think about it).

Whether it's a character scared out of his wits crashing through the refectory doors or the sanity-shattering scream of someone being shredded to pieces during intercourse echoing in the building (or both), the cat is now, as they say, out of the bag and stalking the monastery's corridors.

Second Interlude – The Waiting

Depending on player and keeper decisions, this part can last between fifteen minutes and two days. Be sure to play this for an increasing sense of oppression and danger. As Yi grows in power, the monastery gets darker, creakier, and colder. Shadows linger a bit too long, and strange noises can be heard in the night and then stop suddenly.

Madam Yi is, at this moment, still set on her plan to reach the capital and infiltrate the Imperial court. Marrying Master Wu still looks like a feasible plan. While indulging in her appetites, she will therefore



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strive to keep a low profile, hiding her nightly feeding, and wait for help to come from her bridegroom.

Unless her true nature is discovered by a player character managing to survive the encounter and inform the rest of the party, she will limit herself to the occasional guard, shared with her two maids. If questioned about disappearing bandits, she can feign ignorance: "He never arrived?"

In this interim, four or five of the player characters are confined to the library, and will have some time to find texts and investigate the creature. As bandits keep disappearing (one or two on the first night, three or four on the second), the Wolf will probably check on the prisoners.

Should the surviving Wu Wei or Wolf crawl back from their meeting with Yi, the situation will vary slightly. Wu Wei's words will be dismissed by the bandits as the ravings of a drunken or drugged, debauched rich kid. The Wolf's words will be used by Hu, who will seize the opportunity to expose the Wolf as a madman. Hu will lock the bandit chief with the rest of the prisoners, and start planning what to do with the reward money once the Wolf is handed to the Imperial magistrates. Both ways, the surviving witness to the horror is locked up in the library – with people more or less ready to believe him, and books to peruse to acquire further information.

As soon as Yi finds out she's been discovered, she will begin slaughtering wholesale to acquire all the genetic material she can. This material will have to last during the upcoming fight, through her escape, and until she can devise some new way to get to the Emperor.

THIRD SCENE - A HORROR FROM BEYOND TIME

The scene is set for quite some investigation, while a hungry monster stalks the occupants of the building. Will bandits, retainers and monks throw their lot together, or will Madam Yi and her two maids prey easily on divided factions? And what can be done to stop Yi?

keeper's Notes: in order, the things the characters are supposed to tackle are the following:

- * Discovering the cause of the ruckus.
- * Identifying the supernatural nature of the threat.
- * Finding a way to counter the threat.
- * Tackling the horror.

Nowhere is it written the players will follow this list, nor is it a given they will not dream up other high-priority activities. On the keeper's side, the chief problem is keeping the characters inside the monastery. Fleeing into the night could in fact be a strong temptation for panicked characters.

Should the discussion start leaning in this direction, a suitable character might point out that the woods and the darkness under the pouring rain offer much less protection than the centuries-old building. "I prefer a sturdy door to a wall of bamboo, and if nothing else, I'll meet my fate dry and warm." Should cold reasoning fail, an attack by Yi's maids on the way to the gate might force the characters to retreat back in the building and reorganize, looking for another way to solve their problems.



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Faced with the supernatural, the bandits are likely to look at their leader for directions. The Wolf's choice is the player's, but both Wolf and Hsing would probably favor a cautious approach. Hu, on the other hand, is for rushing the door, based on the idea that sheer mass will overwhelm the creature. Should Hu be in charge of the bandits, and should the player characters fail to provide strong arguments against this line of reasoning, let two dozen crazed bandits rush the maids, and let the carnage begin.

Keep in mind the scenes coming up are the heart of the scenario, and are open to investigation, book browsing, and legend-telling. Still, they build on the ages-old trick of stalking (and being stalked by) an unknown, superhuman predator through dark corridors. Only here, the predators are three, two of which are merely formidable while the third is (in plain words) a deity.

Immediate Reactions

As soon as the characters are made aware of the horror, doubts and disbelief are likely to arise. While magic is an everyday sort of thing to the Tang, accepting that some kind of demon is loose in the monastery is hard to swallow.

An inspection of "Ah Fei's" quarters will reveal the bride-to-be and her maids are nowhere to be found. Most of the room is splattered in blood, and the macabre remains of the maids' repast can be found in a darkened corner (the amount and nature of these remains is left for the keeper to decide but some SAN loss should occur). Deeply-gauged talon marks can be found on the walls and on the floor, showing a pattern indicative of a large, humanoid, five-fingered hand. Out of the room, the corridors are as silent and still as before. The sound

of the rain falling outside offers a feeble accompaniment.

Confronting Yi (part 1)

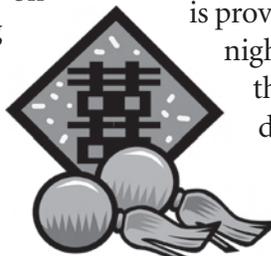
No character has any hope of making it against Yi alone. Being impervious to physical damage, Yi can only be hindered by massive concussion, but never stopped. A hasty retreat is the best choice, even if it's clearly a short-term one that's too simplistic to do any long-term good.

Faced in a corridor, Yi has the added bonus of blunting an adversary's wits through the use of pheromones. This fact, once recognized, might suggest to some of the characters that it'd be best to meet her in the open. While still ineffective, a face-off with Yi in the courtyard might give away her major weakness, as Yi will do absolutely everything to avoid contact with the compressed dirt of the open court (cue to much acrobatic jumping around on her part, as often seen in Hong Kong movies).

The Library

Most of the monks (a dozen men of variable age) and the wedding party are being held in the monastery library. This gives the party some head-start once the anomalies become evident but it is likely that, during the long night of playing cat and mouse with Yi, at least some of the characters will leave the library, only to come back later.

The library is a set of linked halls, separated by thin wooden walls, filled with books, scrolls, and parchments in what looks like a totally random arrangement. Illumination is provided by high and slim windows. At night an oil lamp will have to do, to the chagrin of the old librarian. The doors are made of strong wood, reinforced with old iron bands, and are good at keeping Yi or her



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maids on the other side for a few minutes – more if reinforced by piling tables and furniture against them. Barricading the door and acquiring a few crossbows or pole-arms might help the characters buy time enough for one of them to do the required Library checks and locating the text needed.

Once inside the library, the only possible way out is through the door. Characters desperate enough might try and enlarge one of the window-slits (two characters with STR 12+ and iron weapons or tools, takes fifteen minutes) and then jump on the roof of the second floor (Jump check, 1D3 HP damage if failed). From the outside, reaching the library is hard enough for the player characters to need all their wits. A single Maid could be lurking in the only corridor leading to the library, or alternatively could appear on the premises as the retainers start searching for books.

Once reached, assorted ancient chronicles of the area can be found on the shelves, and offer material enough to patch together the story of Yi from the Shan Dynasty (when she first started preying on men in this region) to her undoing in the fourth century B.C. Both *The Rites of Zhou* and *he Book for Hiding Oneself in the Moon and for Being Concealed in the Sun* are somewhere in the library, and offer more information. Paramount among these is the knowledge that the dirt of the land is poisonous to Madam Yi. Armed with such data the retainers may stand a chance against the monster.

The search requires two successive **Library** rolls – the first to make sense of the layout of the collection, and the second to pinpoint the needed texts. Two characters can make their rolls separately – the first one identifying the area to be searched but failing to find the books, the second character keeping up the hard work and finally uncovering

the prize. Skimming through the books to acquire the needed information requires one hour in normal circumstances, but this time can be halved by a successful **Knowledge** or **Philosophy** check.

keeper's Note: if the player's specify that they are looking through the scrolls in a hurry, there's a 10% chance for oil leaking from a lamp to set fire to the documents while the characters are browsing. Should a Maid enter the room and a fight or flight ensue, the chance jumps to 35%. Any character holding a lamp that gets knocked back or knocked off is sure to set fire to some documents. Note that being set on fire does stop Yi or (even better) her maids, but only after as many turns as the target's remaining hit points – adding fire and thick oily smoke, and a 1/1D6 **SAN** loss, to the horrors already piled upon the players.

Confronting Yi (part 2)

Once the connection between the dirt of the land and Yi is discovered the best idea is, of course, grabbing Yi and throwing her down the well. She'll be surrounded by dirt. Then start shoveling more dirt down on top of her. The well is roughly ten in feet diameter (3 meters) and is forty feet deep (roughly 12 meters). The upper portion is finished in cut stones, but the rest is just a big hole dug out of the dirt. About 3 feet (one meter) of water is collected at the bottom (the dry winter is just over). The level is due to increase in the next few days. The retainers are still dealing with a STR 27/ SIZ 17/ DEX 36 creature (and now is the time to put that SIZ to some use), which is not likely



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to cooperate. Devising a way to throw her down the well might be part of the fun in itself, of course.

Pelting Yi with handfuls of mud or such from the two courtyards is another good idea – a handful of dirt deals 1D6 hit points of damage to Yi. If forced to step on the bare earth, Yi suffers another 1D6 HP damage per turn. Resorting to mud-throwing and dirt-shoveling could be a good way to hold Yi at bay while the mystically-oriented members in the party learn and set up the Nuoxi Ritual as described in the Zhou book. This requires four hours, which can be reduced to three with an **Idea** roll.

Setting the whole building on fire might also look attractive, but the effect on the characters' karma is guaranteed to be bad – you don't go around turning holy monasteries into heaps of cinders with much of their contents still inside them.

keeper's Note: Yi and her maids will not be idle while the characters are looking for a way to nail her. Notice that some of the inner walls separating interior rooms are made of wood, and could be punched through by one of the monsters, or hacked through by characters looking for a quick way out of a dead end. Remember that Yi's Maids suffer no damage from the local dirt, so they can go after the retainers in the courtyards if need be. The keeper be acquainted with the layout of the structure; this will allow him to move Yi and her maids during the cat-and-mouse phases of the confrontation. Keep in mind they are telepathically linked.

As for the material available in the rooms shown in the map, most of these are barren, containing only cots and benches for the monks. Illumination, where available, is granted by feeble oil lamps whose trembling light makes the corridors and rooms so much creepier. Oil for the lamps (or for

Molotov cocktails) and various carpentry tools can be found in the storage areas by the gate on the ground floor.

EPILOGUE

Provided they are fast and focused, the characters should be able to deal with Yi one way or another. If so, the sun rises the next day and the clouds clear over the weary survivors of the night of horrors.

At the keeper's option some questions may still remain after Yi is defeated. After all, Yi's cult based in the old "family home" is still around. And then there's Yi's last (possible) offspring.

The cult can easily be dealt with in another scenario by informing the Imperial authorities. After initial difficulties, and with the corroborating evidence of the surviving monks, it should not be too hard to start an investigation and a "Raid on Innsmouth" sort of operation.

If the keeper decided to give Yi a little one and it survived the night, he's likely to be hidden somewhere in the monastery. Perhaps it's lurking in the space behind the wood paneling and feeding on rats and other small creatures? Given a few years, it should be able to acquire the ability to imitate human life. Soon afterwards, rumors about a hungry ghost of Bai-ji monastery will start spreading.

But they always tell stories like those, in the country, right?

NEW MYTHOS TOMES

THE RITES OF ZHOU – *in classical Chinese. 4th Century b.C. Author Unknown.* This is a thin book, elegantly hand-written on ivory-colored paper. It contains information about Madam Yi and her entrapment, covered in the keeper's Introduction. *Sanity loss: 1D3/1D8; Cthulhu Mythos: +5%; averages 8 week to study and comprehend. Skill*



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bonus: +5% Occult. Spells: Elder Sign, Enchant Knife, Nuoxi Rite of Purification, plus five spells (Ride the Clouds, Demon Binding, All-Healing Pill of the Yellow Emperor, Night-For-Day, and Invisible Armor) which are completely bogus.

THE BOOK FOR HIDING ONESELF IN THE MOON AND FOR BEING CONCEALED IN THE SUN – Classical Chinese. 3rd Century b.C. copy of older book. Author Unknown. This ancient and treasured treatise of the most primeval Taoist alchemical practices requires an Occult 30% minimum to be rightly interpreted and includes a series of physical exercises designed to increase life force and spiritual well-being. If a reader has the minimum Occult score listed and reads the entire work, he or she gains the additional skill bonuses listed below. Written on five rolls of balsa wood (a scroll-like writing support that looks like a Venetian blind, the balsa wood strips being held together by silk cord). The scrolls are worth twenty times their weight in gold to any practitioner of Tao magic or alchemy. *Sanity loss: 1/1D4; Cthulhu Mythos: +3%; averages 12 weeks to study and fully comprehend. Skill bonus: +10% Occult, +10% Alchemy, +5% Natural Philosophy, +5% History.* Spells: Extend, Keeness of Two Alike.

NEW SPELLS

NUOXI RITE OF DISINFESTATION: The spell that kept Yi a prisoner for one thousand years, causing her vital force to stagnate and her powers of regeneration to fail, is found in the pages of “The Rites of Zhou” written in the crawling characters of an unknown hand.

It is a complex ritual in two parts. The first part is rather straightforward – the caster matches his POW+ half his **Occult** Skill against Yi’s POW, in a test of wills and wisdom. In case of success, Yi is momentarily restrained, her movement is limited (no

great leaps, no superhuman speed) and can’t touch or approach the spellcaster. At this point the second part of the spell can begin. This is less than straightforward, requires 200 Magic Points, and can be cast by only a character whose **Occult** skill is greater than 35%.

The traditional form of the spell needs a group of people (ideally monks) to be cast properly, as it is Power-intensive to say the least. The book suggests 20 monks led by a “Great sage, equal to the heavens.” Through chanting and dancing, the ritual drains 1D12 Magic Points from each participant per hour. As soon as the pool reaches the requested 200 points, the energy is released, effectively causing the soil of the region in a 200 mile radius to turn poisonous to the creature targeted by the spell. Using stilts or thick-soled shoes is useless, but structures built by man before the casting can be walked upon harmlessly. The spell loses its edge after a few centuries, allowing travel by cart or on horseback.

If performed by a large group (20 or more) the **SAN** loss is minimal – 1D3 per each participant. A group of 10 people would take longer and suffer from a stronger Sanity drain – 1D4. This ritual spells death and madness (not necessarily in that order) for a lone caster, and is available to a desperate character. In order to achieve his goals, the caster can sacrifice his characteristic points (CON, STR, APP, etc, but NOT Sanity), converting each point into 2 Magic Points for the casting. The conversion takes time (roughly one turn per point spent) and requires a successful **Occult** and **Luck** roll by the caster.

Once the required 200 POW points are reached the spell is cast, and a heavy 2D20 sanity loss is paid. This leaves the caster crippled and demented, but locking evil away for another few centuries.

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NON-PLAYER CHARACTERS

MADAM YI, Avatar of Yidhra Posing as Lady Ah Fei.

STR 27 CON 69 SIZ 17 INT 25 POW 60
DEX 36 APP 18* EDU N/A SAN N/A HP 43

Damage bonus: +2D6.

Speed: 10 walking, 15 leaping.

Weapons: Razor Claws 90%, damage 1D6+db.

Armor: none as such, but cannot be harmed by any normal weapon. Fire and acid only do 1HP per turn.

Special Power: Pheromone.

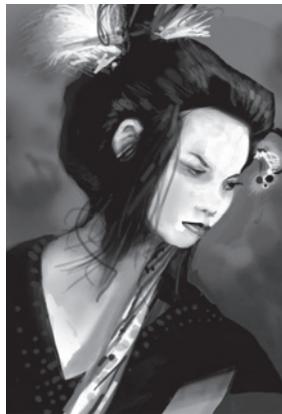
Sanity loss: 1/1D8.

* When properly concealed.

This avatar of Yidhra is known almost exclusively in China. Her doll-like features can be disguised and pass for the face of a heavily made-up noblewoman of the Tang dynasty; only on close inspection can the true inhuman nature of the creature be perceived.

Yi's two main necessities are a steady supply of fresh genetic material, and young men with whom to mate (and later devour). Offspring generated by such couplings are deformed horrors which Yi either reabsorbs or (rarely) gives to her cultists to rise.

Yi wears clothes of white, red and black. Her clothes fit the stereotypical image of an ancient Chinese woman: long, floor length kimono-style dresses with large sleeves (which, while historically accurate, also help in hiding Yi's taloned, oversized hands). The dress is made using rich fabrics such as silk and satin, with



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patterns and pictures embroidered onto the fabric for decoration.

Thanks to her strength and dexterity, Yi can leap and jump in the air to avoid attacks (or to try and avoid the dirt that spells anathema for her) – this ability is of little use in the enclosed space of the monastery.

At the beginning of this scenario, Yi has been a prisoner in her house for one thousand years. Despite the presence of a small cult catering to her needs, she's been forced to follow a feeding pattern bordering on starvation. To preserve her outer form she's reduced severely her more robust powers – her reality warping and spell-casting abilities.

At first she only retains her "Charming Scent," a musky cloud of concentrated pheromones that are designed to allure prospective victims, causing them to be distracted (-10% to attack and dodge checks), silly and weak-willed (-20 to **Idea** rolls, **Luck** and **Power** halved for checks when in Yi's presence). The pheromones are at their most powerful in enclosed spaces and are useless under the pouring rain.

As she feeds off the people in the monastery, some of her other powers will come back to her. These powers are identical to the spells of the same name:

- ✦ After consuming four men: Charm Animal, Dampen Light.
- ✦ After consuming six men: Dominate.
- ✦ After consuming ten men: Levitate, Mesmerize, and Reach.
- ✦ Feeding on a human also regenerates Yi's Hit Points to the full.



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MADAM YI'S MAIDS

STR 18 CON 18 SIZ 18 INT 18 POW 36
DEX 18 APP 16* EDU N/A SAN 0 HP 18

Speed: 10 walking.

Damage Bonus: +1D6.

Weapons: Razor Claws 75%, damage 1D6+db.

Armor: none as such, normal weapons inflict only 1HP.

Sanity loss: 1/1D6.

* When properly concealed.

The maids are the leaders of the Madam Yi cult, which have been granted a deviant form of immortality thorough their worship. However, they have slowly but steadily acquired many of the traits of their master. In addition, they are telepathically connected with Yi.

The maids wear blue or green robes and do not carry weapons.

Yi uses her maids to herd her enemies along the corridors, in order to pick them off more easily. While extremely strong, the Maids are relatively easy to take down if attacked one at a time, en-masse or using throwing or missile weapons.

The Thing in the Monastery

STR 15 CON 15 SIZ 7 INT 10 POW 20
DEX 18 HP 11

Speed: 8, slithering.

Weapons: cluster of thin, long tentacles 40%, damage 1D6.

Armor: none as such, normal weapons inflict only 1HP.

Special Powers: none at the moment, but given time it should be able to imitate any human of similar size. The power manifests itself as soon as the creature acquires size 10.

Sanity loss: 1/1D8.

The perverse product of Yi's coupling with some poor character, the Thing is going through its amorphous state at the moment, and will acquire shape shifting and mimic

powers later in its vital cycle. The creature acquires one point of SIZ and one of either STR or CON every two years.

Old Hsing, Faithful Lieutenant and Monk Impersonator, age 51

STR 13 CON 17 SIZ 12 INT 15 POW 16
DEX 10 APP 12 EDU 10 SAN 80 HP 14

Damage Bonus: +1D4.

Weapons: Fist/punch 65%; damage 1D3+db

Crossbow 75%, damage 1D8

Short Sword 60%, damage 1D6+1+db.

Skills: Climb 50%, Curse Spectacularly 85%, Dodge 60%, Fast Talk 35%, Hide 60%, Martial Arts 55%, Ride 60%, Sneak 50%.

Hsing acts as the Wolf's lieutenant. He is keeping the Librarian hostage and will try and impersonate the Monastery's Head. A common highway robber that the Wolf freed from jail a few hours before capital punishment was administered; he is unshakably loyal to the younger man. The manacle scars on his wrists are a sure giveaway, as is his lack of familiarity with philosophical matters.

Hu "The Fist," Nasty Customer and Dissident Bandit Leader, age 40

STR 16 CON 15 SIZ 14 INT 11 POW 10
DEX 13 APP 09 EDU 05 SAN 65 HP 15

Damage Bonus: +1D4.

Weapons: Fist/punch 85%; damage 1D3+db

Crossbow 45%, damage 1D8

Short Sword 30%, damage 1D6+1+db.

Skills: Climb 35%, Dodge 55%, Hide 60%, Martial Arts 65%, Persuade 30%, Ride 40%, Sneak 55%.

Hu is a massive and scarred brute that commands the respect and fear of most of the bandits in the Wolf's band. He lacks the intelligence and culture to appreciate the complicate capers that his chief usually plans, and has been straining under the Wolf's order for a while. Having secured the monastery, he has spent two days trying

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to persuade his mates that revolting and selling the Wolf to the authorities might be a winning move.

A FEW GENERIC BANDITS

Weapons: straight sword, damage 1D10+db

Skills: Brawl 75%, Sword 60%, Staff 50%.

There are always a few henchmen ready to put themselves between the Wolf and danger. Even if this kind of danger might cause the ruffians to reconsider.

Yu Hou, Master Librarian of Bai-ji Monastery, age 64

STR 09 CON 16 SIZ 11 INT 16 POW 15
DEX 09 APP 10 EDU 16 SAN 55 HP 10

Damage Bonus: none.

THE BANDITS

	One	Two	Three	Four
STR	13	14	11	15
CON	15	12	16	14
SIZ	11	10	12	10
APP	11	10	11	07
INT	12	09	13	10
POW	09	14	10	14
DEX	13	12	16	12
EDU	03	05	04	05
HP	13	11	14	12

THE MONKS

	One	Two	Three	Four
STR	10	12	11	13
CON	13	14	15	14
SIZ	15	09	11	12
APP	07	12	10	13
INT	10	14	12	11
POW	10	16	11	12
DEX	10	14	13	12
EDU	09	12	11	10
HP	14	11	13	13

Weapons: Fist/punch 60%; damage 1D3+db.

Skills: Alchemy 25%, Dodge 40%, First Aid 45%, History 65%, Library Use 90%, Martial Arts 25%, Medicine 35%, Natural Philosophy 35%, Read/Write Chinese 55%, Spot Hidden 45%.

Yu has been the librarian in Bai-ji for the last five decades. An old man smelling like his musty parchments and scrolls, he's been selected as hostage due to his old age and obvious harmlessness.

A FEW GENERIC MONKS

Weapons: fist/punch, damage 1D3+db.

Skills: Brawl 75%, Staff 35%.

These pious gentlemen have devoted their lives to the pursuit of contemplation and hard work. Great Old Ones were never part of the deal.

CHARACTER GENERATION

The *Call of Cthulhu* 1890s Character Sheet is generally suitable for characters coming from Tang China, both in terms of skills available and of skill base chances. Some minor modifications are needed:

- ★ All skills relating to modern weapons are to be replaced with skills relating to the weapons listed below.
- ★ The skills Electrical Repair, Operate Heavy Machinery, Photography are to be removed.
- ★ Many academic skills (Anthropology, Archaeology etc) are too specific, and are better bundled in larger, more generic categories, or otherwise renamed. The end result should be:
 - Natural Philosophy (05%) – bundling Anthropology, Biology, Geology, Natural History and Physics.



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- Alchemy (05%) – bundling Astronomy, Chemistry, and Pharmacy.
- Archaeology becomes part of the History skill.
- Medicine and First Aid are forms of natural healing and folk medicine.

CLOTHING AND APPEARANCE

The main text offers an accurate description of the standard upper class female dress.

The player characters are likely to wear travel clothes modeled on the standard peasant kit comprising a short jacket-like tunic and a pair of calf-length breeches, tucked in soft boots. Silk (plain and padded) and cotton are the most likely materials.

Servants and extras wear similar clothes, in worse shape and cut from cheaper cloth.

Only monks and lower class women can do without a cap or headwear of some sort.

Upper class characters are supposed to take a ritual bath each ten days, dirt being considered a sign of poor moral fiber.

CHINESE WEAPONS

STRAIGHT SWORD:

Base Starting Skill: 10%

Damage Done: 1D10+db

Range: touch

Attacks Per Round: 1 HPs resistance: 20. It is a sword with a double edged, straight blade, and a ring at the top of the hilt.

SHORT SWORD:

Base Starting Skill: 10%

Damage Done: 1D6+1+db

Range: touch

Attacks Per Round: 1

HPs resistance: 20

Used in pairs, these weapons have blades that are 46 centimeters long and 8 centimeters wide, large hand guards. Often used to show-off two weapon technique, in which case these weapons are known as “Butterfly Swords”

STAFF

Base Starting Skill: 25%

Damage Done: 1D6+1+db

Range: touch

Attacks Per Round: 1

HPs resistance: 15

Long, slightly flexible wooden staff which doubles as a traveling aid.

CROSSBOW

Base Starting Skill: 25%

Damage Done: 1D8

Range: 90 yards

Attacks Per Round: 1-2/3+3

HPs resistance: 15

The famed Chinese double crossbow, equipped with double strings and triggers, fires two darts; however, each dart requires 3 rounds to reload.

INVESTIGATORS

ZHANG, Age 52, Experienced Warrior

STR 17 CON 16 SIZ 12 INT 10 POW 10
DEX 13 APP 10 EDU 09 SAN 50 HP 14

Damage Bonus: +1D4.

Weapon: straight sword 75%; damage 1D10 + db.

Skills: Climb 55%, Credit Rating 35%, Dodge 65%, Drive Carriage 40%, First Aid 35%, Jump 45%, Martial Arts 75%, Read/Write Chinese 45%, Ride 60%, Throw 65%.

Self-confident and level-headed, Zhang has been a soldier for most of his life. After leaving the Imperial Army following a Korean

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campaign, he's been offered a retainer by the wealthy Master Wu. He's the head of the private guards of the merchant.

Traveling on the road reminds him of the old times in the Army. He has little time for the philosophy of the Taoist and the Confucian, and thinks young Wu Wei might benefit from a few years spent in the North Army, along the barbarian borders. The old master's marriage is an old man's attempt at getting back some of his youth, but that is not an illegitimate desire in itself.

WU WEI, Age 21, Young Daredevil

STR 13 CON 14 SIZ 10 INT 12 POW 12
DEX 16 APP 15 EDU 11 SAN 60 HP 12

Damage Bonus: none.

Weapons: short sword 50%; damage 1D6 + 1 + db
Crossbow 50%; damage 1D8.

Skills: Art (Poetry) 35%, Climb 65%, Credit Rating 25%, Dodge 45%, First Aid 30%, Jump 35%, Martial Arts 55%, Read/Write Chinese 65%, Ride 65%.

Nephew to the old merchant, Wei is the youngest member of the team. Old Wu has included him in the party hoping some of his companions' wisdom will rub off on him; but Wu Wei is taking this for a special vacation and is keeping an eye out for ladies or other adventure opportunities.



WU WEI

Saddled

with two old scholars and an accountant, Wu Wei hopes to make the best of this outing. He hopes the guide will show them some spot for action, and hopes the old soldier will not mumble too much. He's pretty

curious about the young girl that will marry that old bat of his uncle.

TAM, Age 47, Chief Accountant

STR 10 CON 11 SIZ 14 INT 13 POW 10
DEX 11 APP 12 EDU 14 SAN 50 HP 12

Damage Bonus: none.

Weapon: staff 40%; damage 1D6 + 1 + db.

Skills: Accounting 75%, Credit Rating 45%, Dodge 50%, Fast Talk 65%, First Aid 25%, Hide 60%, Library Use 45%, Persuade 65%, Read/Write Chinese 50%.

A middle aged, overweight man who claims to not have an adventurous bone in his body, Tam is here to mind his master's business and financial health. He's well aware of the opportunity offered by the marriage to a noblewoman, but fears that joining a rapacious, impoverished family might cause a severe loss to his master's coffers.

He tends to side with the Confucian in practical matters, and is pretty scared at the idea of bandits in the area.

YEH, Age undetermined but most likely over 60, Taoist

STR 12 CON 18 SIZ 12 INT 15 POW 15
DEX 13 APP 11 EDU 13 SAN 75 HP 15

Damage Bonus: none.

Weapon: staff 50%; damage 1D6 + 1 + db.

Skills: Alchemy 45%, Credit Rating 45%, Dodge 60%, First Aid 65%, History 30%, Medicine 45%, Natural Philosophy 65%, Persuade 45%, Read/Write Chinese 35%, Spot Hidden 45%.

Currently staying as "permanent guest" at Master Wu's house, Yeh is a free thinker as well as a natural healer, and as such much appreciated by most (with the exception of the accountant). He's joined the party out of need for "a breath of fresh air," and generally considers good-naturedly even the most insufferable members of the band (the



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Accountant, the Soldier and, chief pain in the backside, the Confucian crow).

The master's marriage will probably a good thing, provided the lady does not turn out to be a shrew pretending to run the house.

WONG, Age 45, Confucian

STR 11 CON 15 SIZ 13 INT 15 POW 13
DEX 13 APP 11 EDU 15 SAN 60 HP 14

Damage Bonus: none.

Weapon: staff 40%; 1Damage d6 + 1 + db.

Skills: Credit Rating 50%, Dodge 50%, History 45%, Library Use 50%, Medicine 35%, Natural Philosophy 60%, Psychology 60%, Read/Write Chinese 65%, Spot Hidden 65%, Throw 50%.

Serving as Wu's counselor and in-house teacher, Wong is an uncompromising materialist and pragmatist. He's a keen observer and a ferocious polemist. The marriage is a sacred institution, and one that reinforces the order of things – much more so if through it a noble family is restored to its proper place – the Master's decision therefore has the Confucian's blessing.

As for the party, the Soldier is too gung-ho, the Taoist is an old drunkard, and young Master Wu Wei might benefit from a thorough beating with a bamboo cane.

THE ONE-EYED WOLF, Age 35, Posing as Ten the Animal Handler

STR 16 CON 18 SIZ 15 INT 12 POW 12
DEX 16 APP 13 EDU 07 SAN 60 HP 16

Damage Bonus: +1D4.

Weapon: straight sword 65%; damage 1D10+db

Knife 75% 1D4 +1 +db (can be used as a throwing weapon)

Crossbow 65%; damage 1D8.

Skills: Climb 65%, Dodge 70%, Fast Talk 55%, First Aid 45%, Hide 60%, Martial Arts 75%, Read/Write Chinese 75%, Ride 70%, Sneak 55%, Spot Hidden 45%, Throw 60%.

Despite his fame as a swashbuckling adventurer, the One Eyed Wolf is in fact a cautious criminal that likes to plan ahead. Also, despite his name, Wolf actually has both eyes. He chose the "One-eyed" title to throw off authorities looking to arrest him.

Currently commanding a band of 30 outlaws, the Wolf is finding himself increasingly at odds with his men, who have little patience for his folk-hero attitude and would prefer to get down and dirty at robbery and pillage. He can count on a few loyal men (chief among them Old Hsing), but keeping control over the band is becoming increasingly difficult. One bandit in particular, feared and respected Hu "The Fist," has been increasingly hostile to the Wolf's plans. The bandit chief now hopes the fat ransom Master Wu will pay for his bride-to-be and retainers will help him keep his position.

Posing as Ten the Drover, the Wolf is having a good time, the class and conversation are of the sort that he'd love to be able to entertain and, despite all the thunder and fury of the soldier, this party is clearly a bunch of good people out on a nice trip. The Wolf can live with that, and will try and cause as little hassle to these gentlemen as he can.



THE ONE-EYED WOLF

CHILDREN OF A STARRY HEAVEN

By Christopher Smith Adair

What is the place of mankind in the universe? This question has plagued civilization and given birth to many beliefs, but few answers. Hints of the cosmic truth exist and those foolish or unlucky enough to uncover them find no peace. But still, ambition does not always wither before the knowledge of man's inconsequence.

In this scenario, set in Greek society around 450 BCE, the players will discover one purpose for humanity. The characters have joined a mystery cult seeking answers. Those answers will lay waste to their lives.

KEEPER'S INFORMATION

The city of Croton has become home to a cult dedicated to aiding the lifecycle of a race of stellar entities. Its members have come from a variety of places, though most are from Greece, or have spent the majority of their lives in its lands. The leaders have studied in many of the countries of the Near East and the roots of their religion are buried in the shadowy pasts of Egypt and Mesopotamia. The ancient practices of the cult have influenced the beliefs and myths of the peoples of the Mediterranean and Asia Minor.

The revival of the cult has been difficult, as knowledge of the rituals has been lost or destroyed with the passing of centuries.

The cult possesses the mystical formula required to quicken the seeds of the elder race within a human body for some time, but did not understand it. The cultists brought it to Pythagoras, a man renowned for his insights into mathematical quandaries. Ultimately, Pythagoras refused to help them. Angered, and fearful that the philosopher would work against them, the cult set in motion plans to destroy the Pythagoreans. Having accomplished that, they sought other means to bring their plans to fruition.

A few months ago, a cultist named Kepharon made contact with a sect of ghouls in Thebes. This society has been in existence for centuries and was originally part of the larger Cult of the Dead. They have become more and more secretive as time has passed. One of the ghoul leaders is an ancient scholar, who finally was able to solve the equation Pythagoras would not. To strengthen the new bond between these two cults, this scholar and several of his inhuman brethren traveled to Croton with Kepharon. Called Ozymandias by the cultists, the ghoul has helped implement their plans and remains to witness their progress.

The cult has since prepared a cavern for their rituals. Believed to have connections to the Underworld, this grotto has been used for a variety of occult purposes since men first arrived here. The first ritual has begun, using a group of locals (the investigators) who believe they are being indoctrinated into a



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new mystery cult. In actuality, they will be implanted with a seed one week (ten days in the Greek calendar) before the first night that Sirius reappears in the summer sky. The cult wants to test their ritual before they, themselves, undergo the transformation from mere mortals to godlike beings. Even though the test subjects (*i.e.* the investigators and others) don't know the truth about this ritual, the cult performing it believe they're bestowing a great gift upon them. If a few of the subjects die before the transformation or if they don't want to shed their humanity, then that is simply unfortunate.

The seeds are connected with the Outer Gods and are part of a larger cycle played out in our universe. When a world is still developing, the star-flung seeds impact upon it. They remain safely hidden, sending out visions that will eventually be received by sufficiently developed life forms. The seeds communicate their location and the ceremonies required to facilitate their development. With the proper rituals and the milk of Shub-Niggurath, a swallowed seed burrows into an intelligent creature's heart. There it nests, absorbing nutrients from the body, breaking it down to feed its growth, and becoming immaterial. When the Sirius triple-star system (only the brightest star of which appears to the human eye) appears in the proper conjunction, the change is complete and the otherworldly being bursts forth, leaving behind the empty skin of the host. It then leaves the planet behind to cavort amongst the stars and continue on to the next stage of its existence. Of course, the process is not always successful. Many times, a creature's body rejects the seed. Sometimes the host is driven mad, and may take its own life.

Rarely, the seed is destroyed within the host by a reversal of the magic formula.

COMMUNION WITH THE GODS

For two months, the initiates have been trained in rituals and have abstained from certain foods such as meat and eggs. They met once a week in a cave outside of town and tonight is the last time before the final revelation on mystery night. Next week, with the rising of Sirius heralding the New Year, the final ritual will commence and they believe they'll become full members of the cult. Now, the initiates have gathered together in the grotto.

The grotto is a large cavern filled with stalactite and stalagmite formations. There are other caves branching off the main grotto, but only full members of the cult are allowed to enter them. The initiates wear simple robes of white linen. The cult leaders are dressed in more elaborate robes, which resemble the sacred garb of Egyptian priests. Plumes of incense smoke and burning herbs billow through the grotto, obscuring everything in a thick fog. The guttering torches held by two of the cult leaders are the only light, save for the wood burning beneath a large metal pot. One of the cult leaders brings a bowl of chalk around, smearing the features of all the celebrants. Flutes begin playing, and tambourines keep a slow rhythm. Then, another cultist comes to each initiate one by one, bringing them a bull's horn filled with a draught from the metal pot. It is hot, sour milk, sweetened with honey, and the cultist has the initiates tilt their heads back as she pours it quickly down their throats. The investigators need to make **CON x 5** rolls not to choke and cough as the liquid goes down.



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Coughing draws chuckles from other participants. Those who failed their **CON** roll should also make **Idea** rolls. Anyone making the roll has the impression that there were lumps of something in the drink. Whatever it may have been, it has been swallowed. Conversation is forbidden, and it would defile the sanctity of the ceremony to break the silence.

After the drink has been passed around, the rhythm of the music heightens, and the group begins chanting. As they chant, they begin to dance, slowly moving around the cave in circles. The chanting gets louder and quicker in time with the music and the dancing keeps pace as well. All participants have memorized the words of the chant. Some of it is Greek, while some words are from the languages of the Egyptians, Persians, Phoenicians and the Sumerians, recognizable by the appropriate **Language** rolls. Many of the words, however, are in no language the investigators know. “*Ia! Ia! Our Mistress, Queen of the World, She who waits in darkness! Persephone Arihagne, The Utterly Pure, who will take us up, whose breath will remake us! Ia! Ia!*”

The warmth of the cave, the incense, the chanting, the music and dancing, all come together and sweat covers the celebrants. Still, the music gets quicker, and the investigators go hoarse from chanting. A throbbing begins in their heads, and their vision blurs. Anyone making an **Art** (Music) roll realizes that the beating of his heart and blood is keeping time with the music. An **Idea** roll suggests that the rhythm of the music is actually keeping time with the rhythm of his inner body! Those who realize this lose 0/1 SAN. Soon, it seems as if the cave formations are themselves people, bending and spinning. Wicked faces form on the stalagmites, and the cave is filled with dancers. The celebrants stagger but continue on. Flashes

of light burst soundlessly in the air and all the shadows are dancing in rhythm with the frantic music. Serpents spill into the chamber from the depths, wriggling close to the dancers, brushing against them. Those who make a **Spot Hidden** roll see something shift, large in the shadows at the back of the cave.

Now, the chalk-covered visages of the dancers turn sinister. The grotto seems filled with the dancing spirits of the dead, white faces shining in the darkness. As the ghostly face of one of the cult leaders comes close to Larkhothos, he can attempt an **Idea** roll. If successful, he recognizes the scars on the man’s face, and the unseeing whiteness of his left eye. His father had once pointed out the man and identified him as a Kylonian, the political faction that had turned public opinion against Pythagoras. It was but a few days later that Larkhothos’s father was killed. As all this occurs to Larkhothos, the throbbing and the beat of drums become deafening. Exhausted dancers collapse one by one on the stone floor, some still mumbling the chant. One initiate can be heard giggling hysterically to himself. The music turns to a low, rolling beat, and the high priest shouts: “*Ia! Ia! Dionysos, the God who arrives!*” The drums suddenly pick up as fast as ever, the flutes squeal and the tambours shake like a crashing storm. All around, the investigators can feel a presence, inhuman and mighty, weighing down on them and the grotto. A sense of primal fear overwhelms them and then all is darkness. Each investigator loses 1/1D6 SAN. Ignore any temporary insanity resulting from this, except for increases in **Cthulhu Mythos** skill.

The investigators all dream of trudging through the streets of Croton alone. The city is entrenched in fog. People stare as they pass. Strange sounds create hollow echoes, just faint enough to be heard, but not understood. Suddenly, each investigator is in his



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PYTHAGORAS

Pythagoras of Samos was one of the most influential of early Greek philosophers, primarily for his discoveries in mathematics and astronomy. Aside from the geometric theorem that bears his name, his theories included the rotation of the earth and its orbit around the sun. Pythagoras came to Croton late in his life and founded a school there, which took the form of a religious commune. Before this, he traveled to a number of lands, including Asia Minor, Babylon where he studied astronomy, and Egypt and Phoenicia where he was taught mathematics. Although he held Apollo as his god, his religious education included the Chaldeans and Magi of the Near East, Hebrew priests, the mysteries of Eleusis and the teachings of Orpheus.

The Pythagoreans kept their teachings secret from outsiders, using riddles and puzzles to transmit knowledge. No writings of Pythagoras remain. All discoveries of the community were credited to their religious leader. They followed an ascetic life, believing in reincarnation and the divinity of the soul. The order welcomed female members, a rarity in those times. Pythagoras was said to have a number of mystic powers and to be the son of Apollo. Pythagoras believed that numbers were holy

and that the cosmos was made up of them. The movement of the planets and the stars created the Music of the Spheres, and its reverberations flowed through everything.

The Pythagoreans were active and influential in the social and political life of Croton. Pythagoras was a traditionalist, and resisted changes in the existing laws unless absolutely necessary. Having experienced tyranny in his homeland, he worked for social order. The public's view of the Pythagoreans was reversed when the Kylonians spread lies and slanders about the secretive society. Having been rebuffed by Pythagoras, Kylon saw him as a threat to his aspirations. Kylon achieved the support of the people by promising reforms and popular government. When Pythagoras left town, a mob rose up and set fire to the house of the athlete Milon, where some Pythagoreans were meeting. Only two escaped. The remaining Pythagoreans withdrew from public life. When Pythagoras returned, the situation worsened, and more attacks and deaths occurred. The Pythagoreans fled to neighboring cities. Pythagoras separated from his order and his family, and found sanctuary in the Temple of the Muses in Metapontum, where he lived his last days.

house, and then in his bedroom. As he lies down in his bed, someone whispers in his ear, as if reminding him of something he has forgotten. But it makes no sense. Each of the infected experiences a dream vision (Handout #1: Dreams and Portents).

THE GODS WITHIN

All of the investigators awaken in the early morning, losing 1/1D4 SAN from the nightmares. They also feel fatigued, feverish and lightheaded. Soon, they will find out that they have lost an entire day.

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The characters are incubating the seeds of cosmic entities, implanted within their bodies during the ritual. The milk and honey drunk during the ceremony contained both drugs and the embryos of an interstellar race. These seeds have now burrowed into the heart muscles of their victims and are breaking down their bodies to feed their own perverse growth. Their insides will be converted into an organic energy and when that is complete, the plasmic entities will burst forth from the flesh of their hosts and leave the earth behind, moving onto the next stage of their evolution.

The infested have nine days before this happens. On the night of the final mystery ceremony, as the Dog Star rises in the sky, the transition will be complete. Until that moment, the illness the investigators feel will intensify every day. Each day, roll 1D6 for each character:

- ★ 1 = lose 1 STR and 5% in all skills in the **Exertion** category and weapon skills
- ★ 2 = lose 1 CON and 5% in all skills in the **Exertion** category and weapon skills
- ★ 3 = lose 1 INT and 5% in all skills in the **Thought** category
- ★ 4 = lose 1 POW and 5% in all skills in the **Communication** and **Perception** categories (investigators only lose 5% total from Art skills)
- ★ 5 = lose 1 DEX and 5% in all skills in the **Exertion** category and weapon skills
- ★ 6 = lose 1 APP and 5% in all skills in the **Communication** category.

The skill categories in question can be found in the *Play Aids* section in the back of the *Call of Cthulhu* main rulebook. These losses are permanent, although skills can be built back up. **Medicine** rolls cannot ascertain the nature of the malady. Make two rolls for each

character to begin with, since this is the second day of their disease. The characters will continue to have nightmares, although they may not consciously remember them. They may remember snatches of horrible imagery, or simply recall feelings of being hunted or controlled by something unknown. They also lose 0/1 SAN upon waking each morning.

The investigators can find out from family, servants and neighbors that they arrived home yesterday at dawn. They were unresponsive to anyone around them, not even looking around themselves as they staggered to their beds. The characters slept for the entire day, occasionally shifting and murmuring. The investigators should realize that something is horribly wrong and talking to each other will confirm this. The characters know each other fairly well and will likely seek each other out. Together, they can struggle to unravel the dilemma that faces them.

POSSIBLE AVENUES OF ENQUIRY

Other Initiates of the Cult:

There are around thirty other initiates. Together, the investigators are acquainted with nine of them and these can be easily visited within the course of a day or so.

AIGISPHANES, a landowner, hasn't been seen since he left for the ceremony.

MELEAGROTES, a potter, and Krolos, a spice merchant, are both bedridden. They have been vomiting food, blood and tissue since the morning after the ceremony. A **Medicine** roll reveals that they are in the process of recovering and that they should be well in a few days. A **Pharmacy** roll can create a potion that will help the process



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along. Anyone who wants to can examine the vomit where it has been dumped. A **Spot Hidden** roll finds a dislodged seed. It is a tiny, kidney-shaped organism, like a bean. Anyone who examines it carefully can attempt a **Biology** or **Natural History** roll. Success reveals that it is not an ordinary plant. There are structures inside of it that seem designed to allow it slight movement, not unlike a worm. In any event, the stinking violet liquid that leaks from the dissected life form is certainly suspicious.

ALKEBIADES the tax collector has been tied to a chair ever since he bit his daughter in the face last night. It takes a **Persuade** roll to get him to do anything except snarl and howl. "I am becoming a god! The chains of this body, like the ropes that bind it, will be discarded. I will return to the heavens, I will leave the stupid parade of animal lives. Join me my friends, and take your birthright! Die and be reborn!"

ARISTOCRATES, the horse breeder, also mad, will not speak. He simply rocks back and forth, glassy-eyed.

MELEAGROS the poet has died in his sleep. An old man, no one finds it strange.

LEARKHORON, the sculptor, went down to the seaside this morning. His body washes up with the evening tide.

AIPYLOS, an aristocrat, took his life, falling upon his sword.

DEIANIOPE, a young girl, was found hanging from the oak tree in her father's garden.



Horror Within the Caves

If the bodies of any of the dead are examined, no seed is found. **Medicine** rolls note a discoloring of the heart, and what might be an atrophy of some of the other organs.

The Cultist Whom Larkhothos Recognizes

Unfortunately, Larkhothos doesn't know the name of the scarred man he saw at the ceremony or anything else about him. He can try finding someone who knows the cultist. With a **Luck** roll and four hours of asking, Larkhothos finds someone who knows this man, whose name is Narkissotes. Larkhothos can

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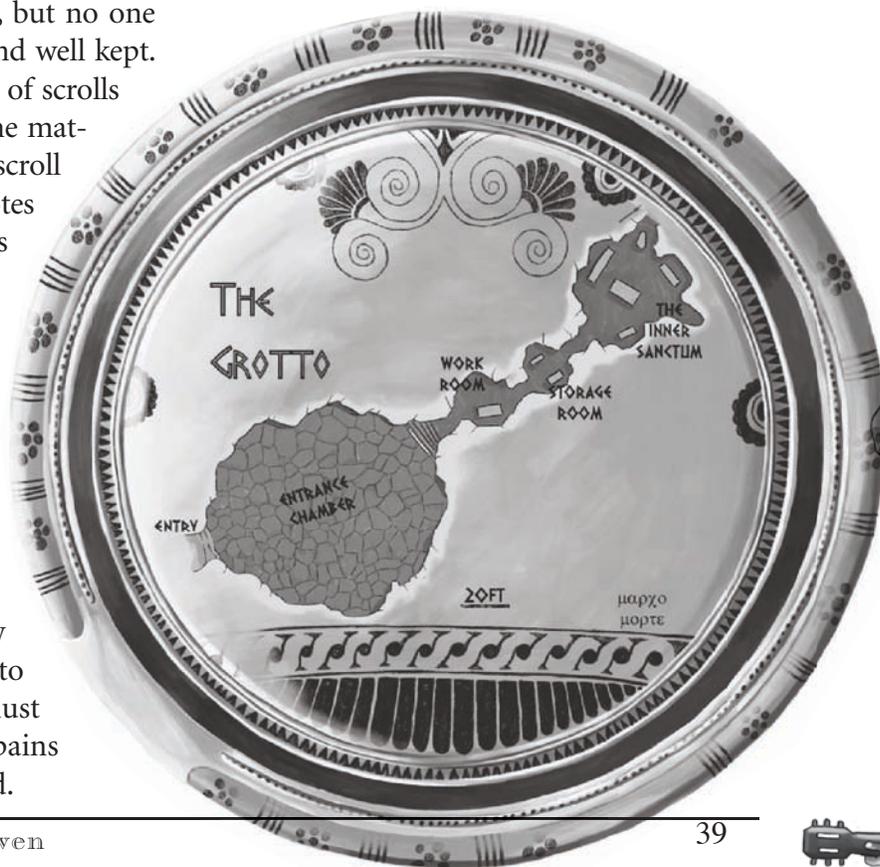
also describe the cultist to Ekhemlos, who is familiar with him. Ekhemlos doesn't know the man's name either, only that he belongs to the rising Kylonian faction, but can easily find it out by asking fellow politicians. Asking one of Narkissotes' fellow Kylonians is risky, but takes about an hour. Ekhemlos needs to make a **Fast Talk** roll to disguise his motives. Failure means that the Kylonians consider Ekhemlos a possible threat and will send some thugs to threaten or rough up the character and his associates. With success, Narkissotes' name is revealed as well as the fact that he left town yesterday on a business trip to Metapontum. By asking politicians who are not Kylonians, Ekhemlos can find the same information. A **Luck** roll finds someone in two hours, otherwise it takes three hours. Ekhemlos learns Narkissotes' name, about his business trip and, with a **Status** roll, the person asked also lets slip the location of Narkissotes' house.

Narkissotes' House

The doors (STR 15) are locked, but no one is home. The house is simple and well kept. In the study there are a number of scrolls dealing with religious and arcane matters. A **Library Use** roll finds a scroll that contains notes by Narkissotes regarding the cult. **Greek** rolls find the following information:

- ★ Lo! Let light illuminate the Thrice-Unknown Darkness! Let us understand our Father, He Who Is Outside Time. Though He has created Many from One, we will return to that perfect union. We must be the Stewards of our fellow men, and guide them into immortality. Though we must stay behind for now, our pains will gain us our final reward.

- ★ Pythagoras has spurned us. We came to him with a golden opportunity and he cravenly cast it aside. He knows too much and could use his knowledge of the occult equation to undo our work.
- ★ Success is ours! The people's hearts have been turned against the Pythagoreans, and now their leader is dead and they are dispersed. We never learned if Pythagoras revealed our plans to anyone else, but his order is no longer to be feared. They have run off for now and we will finish them soon enough.
- ★ The sacred grotto has been consecrated once more. For fifty years, we have waited to set in motion the rebirth of humanity. Now, we are ready! The caverns will hold our relics and knowledge and the Eaters of the Dead will watch over our treasures while we attend to other matters.



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The Other Cult Leaders

The investigators have no opportunity to find any of the cultists before the rise of Sirius. They know very little about the members of the cult, not even their names. The investigators found out about the new mystery cult through word-of-mouth, or announcements in the agora. All of their encounters with the cult have been during ceremonies, in dim light and smoke. While the players may find it odd that their characters never bothered to find out more about the people in the cult, it never would have occurred to the characters themselves.

KYLON AND HIS FACTION

There is not much to be learned here. Most of the faction consists of ambitious politicians ignorant of the cult's activities. Kylon is currently unreachable, leaving both the political and cult business to others.

THE PYTHAGOREANS

The Pythagoreans have dispersed, fearing more attacks, but the players may want to talk to them. It is well known that the nearest group of them, which includes Pythagoras's widow and children, are in Caulonia, about 50 miles to the south. By ship the journey can be made in about a day either way. By horse, it will take two days each way. Pythagoras' family includes Theano, his wife; Mnesarchus and Telauges his two sons; and a daughter, Damo.

The Pythagoreans cannot offer much help or advice, but **Persuade** or **Fast Talks** get them to reveal that Damo is supposed to have notes left by her father. Damo is reluctant to give up her father's notes. The Pythagoreans guard their secrets from outsiders to begin with.

Furthermore, Damo has no desire for others to learn of the madness that overtook her father in his final days, or his plans to kill himself. The Pythagoreans have a mystical belief in reincarnation and the holiness of the soul that makes suicide abhorrent to them. If the characters are forthright and explain at least something of their dilemma, she can be **Persuaded** to share them. If the investigators resort to trickery, or choose not to reveal what is happening to them, it is more difficult. Such duplicity must also make her believe that those asking are knowledgeable seekers of truth. **Fast Talking** only succeeds if accompanied by **Astronomy** or **Mathematics** rolls, as well as an **Occult** roll. Not all rolls need be made by the same character. The notes are kept in a box beside her bed.

The notes also contain what Pythagoras had worked out of the formula and its reverse. Unfortunately, they do not include the original theorem. For the notes to be of use, they must be used in conjunction with a copy of it. The only accessible copy of the formula is in the cult's library.

The Grotto

ENTRY CHAMBER

The entry chamber is mostly empty. In the back is a large tapestry, which depicts a young man with a lyre and a maiden with flowers in her hair emerging from a cavern in a forest. With a successful **Occult** roll, a character realizes this is a depiction of Orpheus and his bride, the dryad Agriope. The "wild-eyed." Orpheus went into the Underworld to bring her back to life. He was successful and they remained together many years. He was later killed by a thunderbolt from the



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heavens for revealing the Mysteries to mankind. This is an older form of the Orpheus legend that is still taught by the various mystery cults.

Anyone looking behind the tapestry finds a passage sloping down. It will also be found by anyone doing a general search of the chamber and making a **Spot Hidden** roll.

WORK ROOM

Another natural chamber opens up after about 20 feet. A worktable with a number of bottles filled with liquids and powders, bowls, a pestle and mortar, and other equipment sits against the wall. **Pharmacy** rolls identify one of the substances as opium, and another as powdered rust, a fungus that grows on plants and is used in ceremonies to commune with the gods. Rust is known today as ergot, which is similar in composition to LSD.

STORAGE ROOM

A passage from here leads to another chamber. This one stores ceremonial clothing and implements. Incense, torches, the metal pot, knives, jars of honey and chalk powder can be found here. Beyond this lies another chamber.

THE INNER SANCTUM

This room is where the cult keeps its greatest treasures. Ozymandias is almost certainly here at any given time, poring over scrolls. This aged ghoul's original name is no longer remembered, nor is anything particular about his mortal life. Even most of his time as a ghoul is hazy. Although he is a fountain of arcane secrets, the centuries of his existence have affected the nature of his memory and his perception of time. Canny investigators engage him in conversation, even if only to distract him for

a moment. Given his condition, he is easily confused. He may even think the investigators are known to him, or momentarily forget where he is. He can be **Fast Talked** fairly easily, as long as the characters don't ask too many questions. But if they act as if they belong, they have a good chance of inspecting the room. Characters who lose Sanity at the sight of him are obvious intruders. Destroying or removing items will not be allowed, although **Conceal** rolls can be attempted to make off with a scroll or two. Before long, Ozymandias is likely to realize that something is wrong. At that point, he will let out a shrill cry, which echoes throughout the cavern. Even if prohibited from shrieking, any loud noise here is likely to be heard by the other ghouls, lurking deep in the caverns beyond. They quickly descend on the room and will pursue interlopers even outside the grotto, secure in the knowledge that they are some distance from inhabited areas. Any investigators left behind by the party, unconscious or crippled, may be kept alive by the ghouls so that their parasites may come to fruition. The Player Characters are unlikely to be well enough to stage their own escape from the lightless caverns, and may not even waken when dragged out for the ceremony.

Among the relics stored here is a tall jar, painted with the image of a child being devoured by shadowy figures. The word "Zagreus," which means "hunter of the living," accompanies the illustration. With an **Occult** roll, the character knows that Zagreus is a deity associated with Dionysos in the mystery religions. Cannibalized by the Titans, Zagreus is reborn when his heart is rescued and eaten by Zeus. The Titans are destroyed by lightning, and the human race is born from the soot. Human beings are both mundane and divine, but carry the guilt of the Titans' impure act.



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The jar contains hundreds of tiny bean-like seeds. The star-seeds are vulnerable in their embryonic state and can easily be chopped apart or crushed.

Inside a chest is what at first appears to be a long sheet of old leather parchment. Unfolded, the truth is discovered. It is the skin of a man, perfectly preserved and whole, except for a ragged tear in the forehead. Viewers lose **0/1D4 SAN**. A **Biology** roll reveals that the skin is several centuries old.

The room contains a well-stocked collection of book rolls, written in a variety of languages, some prehuman or lost. **Library Use** finds two scrolls of recent authorship among the shelves. Most of the rest are of obvious antiquity. These newer books are penned by cult members and reveal many of their secrets. On the first scroll, **Greek** rolls allow the following to be learned:

- ★ The Great Egg has spilled forth all, as Mother Night has willed. We have been given the Key to the Gate, the chance to ignite the divine spark that is the gift of the gods beyond.
- ★ As the common people would ignorantly fear the gods within, we must use trickery. By planting the seeds within unwitting initiates into our mysteries, we can cultivate their growth. Our love knows no bounds. All will be blessed! The All-In-One calls to all his progeny alike.

The second scroll is in **Phoenician**, and rolls reveal the following:

- ★ When Sothis and her hidden brethren are reborn, she brings the metamorphosis. The worthy will become gods. (An **Astronomy** roll reveals that Sothis is what the Egyptians call Sirius. This must refer to the early rising of Sirius, marking the New Year

for both the Egyptians and much of Greece, which is fast approaching. The reference to “hidden brethren” is mysterious. Perhaps it points to stars that cannot be seen? Modern astronomers know that Sirius is a binary system; Mythos scholars have long known that there in another star as well.)

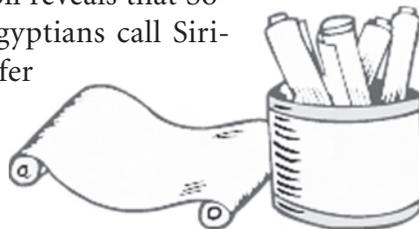
- ★ The investigators find the original notes on the formula and the rituals to be used in conjunction with it.

There are two tunnels leading from this chamber, both of which connect with a network of tunnels that house the ghouls, and descend into further depths of darkness.

Completing the Equation

Once the Player characters find the original notes, they can attempt to solve the formula. If they have Pythagoras’s notes, they can attempt a **Mathematics** roll to decipher it. Without those notes, a **Cthulhu Mythos** roll allows a **Mathematics** roll. Otherwise, it requires a **Mathematics** roll at 1/5 the normal chance. Each character may attempt a roll once a day. With success, the formula is understood. Pythagoras’s notes also hold a key to the reversal of the formula. If they don’t have those notes, a **Mathematics** roll draws the conclusion that the nature of the equation could somehow be inverted. Knowing this, an **Idea** roll suggests that this inversion might stop the process begun by the original formula. An investigator who understands the primary formula may try once a day to succeed at a **Mathematics** roll to invert it.

Understanding of either formula allows one to attempt to learn the magical ritual that accompanies it.





Investigator Talking to Ozymandias

CONCLUDING THE SCENARIO

The primary goal is survival by destroying the entities lurking within the characters. otherwise, they will die on mystery night when Sirius rises and completes the gestation. Having ended the immediate threat, the wise course of action is to avoid the cult in the future. The cultists will not reappear until mystery night and will not immediately notice the absence of the characters. Unless the cultists encounter the investigators later, they will be forgotten. Leaving town for a while, or otherwise going into hiding, would make sense.

However, there is every chance that the characters will seek justice or revenge. They might attempt an assault on mystery night, a course of action likely to fail. Although there is little opportunity for outside assistance,

the characters may try to muster some. The authorities are unlikely to be moved. The truth will not be believed by even the most superstitious, and there is the risk that members of the Kylonian faction will become aware of them. Although the majority of them are unaware of the cult, any perceived threat to the faction and its standing will be dealt with. The characters could hire mercenaries or bodyguards, though even mercenaries are unlikely to raid a religious site without good cause.

There are three avenues of attack: attacking from outside right before, during or after the ceremony; taking part in the ceremony and attacking at some point; and waiting in the caverns for the cultists to arrive and prepare for the ceremony. The cultists will start arriving an hour before the ceremony. They will not automatically notice that things in the cavern have



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been gone through, unless it has been obviously ransacked. If they realize something is amiss, they will search the caverns thoroughly. Four cultists arrive first to start taking things into the grotto. Three minutes later, three more arrive, and work on preparing the elixir. The other four arrive in the next five minutes and the cultists gather to make contact with the Messenger of the Gods. He will wait to appear at the height of the ceremony, unless something happens before or during the ceremony to disrupt it. The Crawling Chaos takes the Dionysian human form he did during Kroides' nightmare. Getting weapons into the ceremony is impossible. Anything bigger than a dagger will almost certainly be seen upon entering. All of the initiates must strip down and dress in linen robes, which probably reveals anything smuggled in. Waiting in the caverns may be the best hope. If the ghouls remain unknown to the investigators, the eaters of the dead will stage an ambush while the characters hide.

The twelve initiates who remain alive and sane enough to travel here arrive and prepare for the final mystery. All of them look sickly and weak, and one man's hair has turned gray in the last week. Many of them have developed nervous tics and wild eyes. If done quickly, these initiates could be purged of the invaders within them. Once Sirius appears in the night sky, it will be too late. If the initiates are killed before that, the entities within them die as well; such murder costs participants **0/1D3 SAN**. The stars complete the transformation within a half hour after the initiates arrive. Incense burns, and chanting and music echo. The ghouls lurk in the shadows of the adjoining chamber. As the sky

darkens and reveals the stars, a musical light pours from the orifices of the initiates, including any of the investigators who are still infested. The flesh of their foreheads splits as purplish energy bursts forth to the elation of the cultists. Nyarlathotep appears to guide the stellar beings on their way. The husks of the initiates fall to the grotto floor and those viewing the ceremony lose **1/1D6 SAN**. The grinning Nyarlathotep departs shortly thereafter and the cultists continue to celebrate their success.

EPILOGUE

In the wake of this scenario, Kylon grabs more power, brutally crushing all opposition. Eventually, the populace whom Kylon manipulated turns against him and his regime. If the cult still exists, many of them are killed in the uprisings, and the rest flee for new lands. The surviving Pythagoreans are welcomed back and many return to the cheers of the people.

NEW SPELLS

AWAKING THE GOD WITHIN

This spell allows a star-seed to be implanted within a creature capable of conscious thought. The ritual must be performed no more than one month before the return of Sirius to the night sky in midsummer, after being hidden by the sun's light for seventy days. The ritual takes an hour, and the seed must enter the body with the milk of Shub-Niggurath. The presence of Nyarlathotep is also required.

For every Magic Point spent by the caster, there is a 5% chance the implant will be successful. A successful **Art (Music)** roll allows the caster to



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synchronize a rhythm with the blood of the victim and the celestial Music of the Spheres. This increases the chance by another 10%. A roll of 96-00 is always a failure. The caster will be unaware if the implantation was successful. The caster loses 1D3 SAN. This ritual cannot be performed on oneself.

The reversal ritual is simpler and easier to learn. With a day spent doing nothing but studying and meditating, a character that has inverted the formula may try an INT x 3 roll. The spell to implant star-seeds does not need to be known to learn this one. If successful, the spell is learned. If not, the character may try again the following day. Having learned the spell, it can then be taught to others, even those who do not fully comprehend the formula. After a couple of hours of instruction, a student who rolls INT x 3 has learned the spell. If the roll fails, another couple of hours spent with the instructor on another day allows another roll.

The reversal involves the chanting of the formula for an hour, while the mind follows its subtle pathways. When the spell is performed, the recipient will hear a rhythm pulse from within, becoming louder and louder. Soon, the victim hears a rhythm from far away, realizes that this music comes from the heavens itself, and loses **0/1D3 SAN**. Something stirs deep inside, responding to the call of the stars. An **Art** (Music) roll allows the character to create a counter rhythm.

For every Magic Point spent, there is a cumulative 5% chance that the caster will purge the seed from a subject. If the recipient plays a counter rhythm (by humming, tapping, etc.), the chance is increased by 10%. Having learned the counter rhythm, the character can now play it from memory with a successful roll during spell attempts on other victims. As many people as understand the rhythm, including the caster, can attempt

it. The spell chance will still only increase by 10%

If the spell succeeds, an alien howl echoes from deep within the subject as the parasite is destroyed. The caster loses 1D3 SAN. This ritual cannot be performed on oneself.



Ozymandias

CHARACTER SUMMARY

Non-Player Characters

Ozymandias, Ghoul keeper of Memory

STR 15 CON 15 SIZ 12 INT 17 POW 20
DEX 10 Move 9 HP 14

Damage Bonus: +1D4.

Weapons: Claws 30%; damage 1D6 + db
Bite 30%; 1D6 + automatic worry.

Skills: Aklo 50%, Astronomy 65%, Burrow 75%, Climb 85%, Cthulhu Mythos 55%, Egyptian 99%, Greek 65%, Hebrew 60%, Hide 60%, History 75%, Jump 75%, Library Use 85%, Listen 70%, Mathematics 80%, Occult 85%, Persian 75%, Scent Decay 65%, Sneak 80%, Spot Hidden 60%, Senezar 55%, Sumerian 65%.

Armor: Projectiles do half of rolled damage; round up any fraction .

Spells: Chant of Thoth, Cloud Memory, Dread Curse of Azathoth, Flesh Ward, Shrivelling.

Sanity Loss: 0/1D6.

Weapons: Dagger 55%; damage 1D4+db
Club 50%, damage 1D6+db.

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Spells: Awaking the God Within, Call Shub-Niggurath, Contact Nyarlathotep. #2 through #6 also know: Dominate, Dread Curse of Azathoth, Fist of Yog-Sothoth, and Flesh Ward.

Weapons: Club 45%; 1D6+db.

Weapons: Claws 40%; damage 1D6 + db
Bite 30%; damage 1D6 + automatic worry.

Armor: Projectiles do half of rolled damage; round up any fraction.

Sanity Loss: 0/1D6.

DIONYSOS, One of the 999 Masks of Chaos

STR 20 CON 24 SIZ 22 INT 86 POW 100
DEX 19 APP 30 Move 12 HP 23

CULTISTS

	STR	CON	SIZ	DEX	POW	DB	HP
One	12	13	13	17	15	+1D4	13
Two	10	14	12	17	17	--	13
Three	13	13	14	16	10	+1D4	14
Four	15	13	14	16	20	+1D4	14
Five	12	09	09	15	17	--	09
Six	09	12	10	14	19	--	11
Seven	15	12	13	14	14	+1D4	13
Eight	13	13	11	13	15	--	12
Nine	11	09	08	12	16	--	09
Ten	08	13	08	11	13	-1D4	11

RUFFIANS

	STR	CON	SIZ	DEX	POW	DB	HP
One	16	14	13	16	10	+1D4	14
Two	14	13	14	15	13	+1D4	14
Three	15	13	14	14	12	+1D4	14
Four	17	14	13	12	13	+1D4	14

GHOULS

	STR	CON	SIZ	DEX	POW	DB	HP
One	16	14	13	17	12	+1D4	14
Two	16	13	14	17	13	+1D4	14
Three	15	14	12	16	15	+1D4	13
Four	17	14	13	14	13	+1D4	14

Damage Bonus: +2D6.

Weapons: Rending 100%; damage 1D3 + 2D6

Divine Madness 100%; target must make an immediate Sanity roll, losing 5 points if failing. If the victim then goes temporarily insane, he or she will either flee or frenzy. Frenzied characters attack anyone nearby, except for Dionysos. This madness lasts for 1D10 rounds.

Armor: none, but brought to 0 hit points, he collapses on the ground, and changes form to a titanic glowing being with three faces (each with one eye), four wings, four arms and four legs that howls as it rises up into interstellar space, causing viewers to lose 1D10/1D100 SAN.

Spells: Nyarlathotep knows all Mythos spells; he can summon monsters at the rate of 1 magic point per POW point the monster has; he may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: 0/1D8.

CHARACTER GENERATION

The City-State of Croton

At this point in history, Croton has become the greatest Greek city in southern Italy. The cities of Italy are important centers of trade and agriculture. Croton is controlled by the aristocrats, made up of merchants and landowners. The city-state consists of the main city, protected by its walls, and the surrounding lands rich in grapes, grain and cattle, with a population of approximately 10,000 adult male citizens. The center of Greek life is the public square known as the agora. It includes markets, temples, government buildings, and more. In the morning, it is alive with people conversing and doing business, gossiping and hanging about. Another important social nexus is the gymnasium, where young men develop their physiques with a variety of sports.

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Physical labor, on the other hand, is to be avoided, and left to slaves, servants, and other lesser people.

The Greeks are a passionate people, full of pride and ambition. Prosperity is the chief desire, along with a good reputation. A Greek wants the love of family and friends and he wants power. The ability to strike fear in others and exact revenge on enemies is a virtue. Verbal assaults are commonplace and the public humiliation caused by a scathing wit can damage reputations. For those without the same talent, an acceptable recourse is physical violence. Some social critics, such as Socrates and Aristophanes, came to expect regular beatings and still held their heads up high. The victim of assault can address the matter in the courts, or take matters into his own hands.

The Greeks also have a different relationship to honesty than many nations, being infamous for their lack of it. Their words are so untrustworthy that they have created more and more elaborate oaths to the gods. Even when a man swears an oath to die with all his loved ones, there is a chance that he will break that oath.

Expansion in southern Italy is at a standstill, and the independent city-states are surrounded by enemies. The native Etruscans and the trading city of Carthage in North Africa are the main rivals. In recent years, Croton destroyed the neighboring allied city of Sybaris, which had been the most powerful Greek city in the region.

State Religion and the Mystery Cults

Religion is intertwined with Greek society and a number of laws prescribe worship. High-ranking cult members hold positions in government. Still, there is great variety in a religion with many gods, festivals and no authoritative religious texts. Family life

is centered on the cult of the ancestors. The family's property holds the graves of the departed, where sacrifices are performed. However, the view of the afterlife is bleak. The shades of the dead gather in the Underworld, and there is very little reward or punishment for past deeds in Greek beliefs for much of their history. Life is to be lived to the fullest, for the dead languish in mute despair. It is not uncommon for the old and the disgraced to kill themselves, and the Greeks see no shame in suicide.

The mystery cults arose in opposition to conventional religion. These rites came to Greece from Egypt, by way of Crete. Similar cults existed throughout Asia Minor and the Middle East. They feature ecstatic worship of the gods and communion with them. The gods worshipped usually have fertility aspects and links with the underworld. In Greece, Dionysos, Demeter and her daughter Persephone are the main gods propitiated in these rites. While there may be a public aspect, such as the procession through the streets made by the members of the Eleusinian mysteries, the true rites are secret. A young goat or bull is boiled alive in milk and eaten by the worshippers, who wash it down with wine or mead. This symbolizes the body and blood of Dionysos and with his resurrection, the initiated will be given immortality.

Education

Many people of this era and culture are educated to some degree. Certainly male citizens and their male children are, but even many slaves and servants, particularly those from other cultures, were schooled before their lives of servitude began. Women of the Greek culture have much less access to education, but some find tutors willing to teach them, or join religious orders that will do so. Investigators of the period



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should roll 3D6 to generate an Education score.

Skills

Use the 1890's character sheet for available skills and skill levels. Furthermore, skills that are not applicable to the time period are as follows: Anthropology, Archaeology, Biology, Chemistry, Credit Rating, Drive Auto, Electrical Repair, Geology, Martial Arts, Operate Heavy Machinery, Physics, and Psychology.

Skills Additions and Changes:

INSIGHT

(05%) This is the ability to learn about another person by studying his or her behavior. The keeper should roll in secret, and while it can give information about basic motivations, a skilled liar will not be detected unless shaken in some fashion.

MATHEMATICS

(EDU x2%) This is both the philosophy of mathematics and the ability to perform mathematical operations.

PILOT

(01%) Only boats are available for this skill in the ancient era.

STATUS

(15%) This skill replaces **Credit Rating** and is primarily an indicator of personal reputation. It includes personal contacts and the ability to impress others. It may supplement or replace **Fast Talk** and **Persuade** rolls in certain situations. This skill may go up or down due to events in the game that impact the character's public persona.

Weapons and Armor

BREASTPLATE

Damage Stopped: 4 points of damage. Wearing a helmet increases this to 5 points.

SHIELD

(15%) The wielder of a shield may parry one attack per round with it. Shields have 25 hit points, and damage absorbed is deducted from the hit point total. Reduced to 0 hit points, the shield is destroyed, and any excess damage is taken by the wielder.

SWORD

(15%) Damage 1D6, can impale, 20 HP.

SPEAR

(15%) Damage 1D6, can impale, Base Range 25 yards, 15 HP.

BOW

(10%) Damage 1D8, can impale, Base Range 60 yards, 10 HP.

INVESTIGATORS

LEARKHOTHOS, Age 25, Seeker after Truth

STR 10 CON 12 SIZ 12 INT 16 POW 14
DEX 13 APP 13 EDU 15 SAN 70 HP 11

Damage Bonus: +0.

Weapons: Fist/punch 50%; damage 1D3+db.

Skills: Art (Music) 30%, Astronomy 55%, Dodge 26%, Library Use 50%, Mathematics 60%, Natural History 30%, Occult 50%, Own Language (Greek) 80%, Persuade 25%, Ride 20%, Status 20%.



LEARKHOTHOS

Your father was a member of the Pythagorean community and died in the fire at the house of Milon set by an angry mob. Pythagoras and his remaining followers were forced into exile. Although you were not a

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member of that secret order, your father told you much of the man he admired. You never met Pythagoras, but your father taught you a little of his teachings, that numbers are the essence of all things, and that the soul migrates from life to life until it returns to the One.

In the fourteen months since the persecutions, you have followed in your father's footsteps, studying the sciences with a variety of teachers. Now, you have joined a mystery cult that has come to Croton, hoping that through it, you will finally understand your father and fill the emptiness that troubles you.

PERIPHANES, Age 28, Master of the Deal

STR 14 CON 15 SIZ 15 INT 14 POW 13
DEX 14 APP 14 EDU 14 SAN 65 HP 15

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+1D4

Sword 55%; 1D6+1D4

Spear 60%; 1D6+1D4.

Skills: Accounting 53%, Art (Music) 15%, Bargain 75%, Climb 45%, Conceal 40%, Dodge 28%, Fast Talk 65%, Law 25%, Listen 45%, Locksmith 35%, Mathematics 28%, Other Language (Etruscan) 25%, Other Language (Phoenician) 35%, Own Language (Greek) 75%, Persuade 45%, Ride 50%, Shield 25%, Spot Hidden 40%, Status 50%, Throw 50%.

You spent a few years in a tour of duty as a hoplite protecting Crotonian interests along the trade routes of southern Italy, skirmishing occasionally with Carthaginians and the native Italics of various tribes. It was a hard life, and though you had a talent for it, it jaded your view of human nature.

Now you wage another sort of war: the art of the deal. You offer no quarter, and never dare surrender. The terror you instill in your enemies is just as potent as if you still wielded sword and spear. You will not rest until you are the greatest merchant in

Croton, the greatest Greek city in the West. Citizens who have learned that you are undergoing an initiation into a mystery cult are perplexed. What could the spiritual life mean to one such as you? You wonder the same thing....

EKHEMLOS, Age 31, Man of Wealth and Power

STR 13 CON 14 SIZ 13 INT 15 POW 17
DEX 9 APP 16 EDU 14 SAN 85 HP 14

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+1D4

Dagger 50%; 1D4+2+1D4

Skills: Accounting 35%, Art (Music) 5%, Bargain 45%, Fast Talk 40%, Law 65%, Library Use 55%, Mathematics 28%, Natural History 40%, Other Language (Persian) 45%, Other Language (Phoenician) 55%, Own Language (Greek) 70%, Persuade 75%, Ride 50%, Status 60%.

A citizen in good standing, and the inheritor of your family's valuable land, you have lived a fine life. Your strength in the social arena gained you a position with The Thousand, the governing body of the city-state. When not seeing to the cultivation of your vineyards and fields of grain, you can be found in the town center or the halls of government, debating with your peers or delivering a speech.

Much of the joy has drained from politics, as the faction led by Kylon has recently muddied the purity of the aristocracy with the creation of a people's assembly, and elected officials who The Thousand must answer to. You hope such democratic notions will fall out of fashion soon. In the meanwhile, you have entered a new mystery cult. Perhaps it will provide opportunity for alliances with other members, and if nothing else, it never hurts to give thanks to Mother Earth and all the gifts she has given you.



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KOPROCRATES, Age 26, Disgraced Champion

STR 17 CON 15 SIZ 16 INT 11 POW 8
DEX 12 APP 8 EDU 12 SAN 40 HP 15

Damage Bonus: +1D6.

Weapons: Fist/punch 80%; damage 1D3+db

Grapple 85%

Head 40%; damage 1D4+1D6.

Skills: Art (Music) 5%, Climb 50%, Dodge 60%, Jump 40%, Mathematics 24%, Own Language (Greek) 60%, Status 35%, Swim 40%, Throw 40%.

All your life, you wanted to compete at the Olympics, like your hero, local athlete Milon. You know you could have done his memory honor. You trained in a number of sports at the gymnasium, but you shone at pankration, a combination of boxing and wrestling. Your final opponent paid the price for braving your strength. The referee exonerated you of any wrongdoing, saying that such accidents happen in the arena. But as he placed the ivy crown on your brow, all you could think of was the way your opponent's eyes rolled back into his head.

Now, you have turned your back on the arena and your dream, left with few teeth in your jaw, an ear like a cauliflower, and fingers that no longer bend correctly after having been broken so many times. You've prayed to all the gods for forgiveness, but they haven't listened. Perhaps this new cult will have the answers you seek.

KROIDES, Age 28, Instrument of the Gods

STR 12 CON 14 SIZ 11 INT 13 POW 14
DEX 15 APP 16 EDU 13 SAN 70 HP 13

Damage Bonus: none.

Weapons: Fist/punch 50%; damage 1D3.

Skills: Art (Music) 80%, Dodge 45%, Fast Talk 30%, History 60%, Library Use 40%, Listen 65%, Mathematics 26%, Occult 55%, Own Language (Greek) 70%, Persuade 60%, Spot Hidden 45%, Status 40%.

The gods speak through you, through your voice and your lyre. Pleasure flows through you as you play. Every moment is given to the celebration of the deities who gave you life and shaped the world. Every moment that isn't given up to the celebration of living itself, that is. When the crowd cheers you during the competitions, you feel the gods smile on you. Your admirers claim that Orpheus himself guides you.

In Greece, you partook of the Eleusinian mysteries. Initiated into those sacred rites, you felt the ecstasy of the gods. Back in your hometown of Croton, you have longed for that experience again. Although the cult of Pythagoras held some interesting ideas, their simple life of asceticism was lacking. Now, a new cult has come, and promises to allow you that union with the divine you crave.

ises to allow you that union with the divine you crave.

BRIAS, Age 30, Healer of Men

STR 13 CON 15 SIZ 12 INT 15 POW 10
DEX 14 APP 11 EDU 16 SAN 50 HP 14

Damage Bonus: +1D4.

Weapons: Fist/punch 50%; damage 1D3+1D4

Dagger 45%; damage 1D4+2+1D4

Skills: Art (Music) 5%, Astronomy 35%, Biology 50%, First Aid 85%, Law 25%, Library Use 40%, Mathematics 32%, Medicine 70%, Natural History 25%, Own Language (Greek) 80%, Pharmacy 65%, Spot Hidden 50%, Status 30%.

You came to Croton to study at its medical school, the finest in the Greek world. There you devoured all the lessons they could



Koprocrates



Children of a Starry Heaven

offer. Your masters stood in amazement of your skills in surgery and your knowledge of medicine. You became the master yourself. But you discovered that your true joy was in the sharing of that knowledge with others. Ever since, you have remained at the school, teaching others the way of

the human body, greatest creation of the gods.

Curiosity, if nothing else, has brought you to the hidden grotto outside of town, where you have come over the last several weeks. Here, you are purified and taught the sacred rituals. Soon, the final mystery will be revealed.

HANDOUT #1: DREAMS AND PORTENTS

(Note: these should be divided and given to the characters individually)

LEARKHOTHOS: You open your eyes and blink in the darkness of your room. Someone is calling you. You rise and follow the sound of the voice. Carefully making your way through your house, you get closer and closer to the sound. A man's voice calls your name from the garden. As you make your way outside, you are sure the voice is familiar. And then, you see him, sitting on a bench beneath the moon, your father. He smiles, says your name once more, and stands to embrace you. Sitting beside him in the starlight, he turns to you and his face grows serious. "My time with you is short and there is much I must tell you. Fate is not ours to choose. You are not the first to enter the cave, nor are you and your friends the first to feel the call of the stars. If you wish to thwart your destiny, you must look for answers in the past. Men and gods scheme together and we have all paid the price. But the daughter holds the answer, for those who understand." You watch helplessly as your father ages before your eyes and his hair falls out and skin flakes away, revealing a grinning skeleton, and then that too collapses into dust. You awaken face down in the dirt that covers your father's grave.

PERIPHANES: You are awakened by a strange sound. As you lie in the morning light, you realize that what you hear are the cries of ravens. Looking out your window, you see hundreds of the black scavengers circling the skies. The streets are piled high with the dead, as if the entire city has been massacred. The stink of blood is everywhere and you back away in confusion. Something's wrong with your hands, they don't feel right. Looking at them reveals the reason; they're coated in blood. There is a bitter, sour taste on your lips. "Do not mourn," a distant voice whispers, "they are in a better place."

EKHEMLOS: You are in the meeting hall of the Thousand. Those around you wear heavy robes and masks, not unlike those used in theater. But the masks are of leering, melted faces and the figures move about in a halting, stiff fashion, as if unused to their shapes. Touching your face, you realize you wear a mask as well. You try to take it off, but it will not come loose. The debates begin, but the words your fellow politicians use make no sense. They begin to sway and caper and you find yourself mimicking their halting movements. Circling about, everyone throws off his robes, revealing smooth, pink skin. The masks remain in place, as the dancers collapse in the center, crawling over each other in a mass of heaving flesh. As you twist among your fellows, their clammy forms stick to you. Soon, everyone has adhered into one throbbing sphere, a thousand twisted masks staring outwards.



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HANDOUT #1: DREAMS AND PORTENTS CONTINUED

KOPROCRATES: Naked and dirty, you scramble through the ruins. Your body is cut and bruised, but the tittering thing on your back goads you on. If you falter, burning hooks dig into your sides and the tittering gets louder. You long to lie down and rest, or drink some water. In the rubble-strewn avenues, you see other beasts of burden like yourself, and shudder at the sight of the grotesqueries that perch on their bare backs. You begin to whimper and when you finally collapse, the hooks carve out gobs of your flesh. Your screams thunder through the streets as you are slowly devoured.

KROIDES: You are walking through some kind of hall. There is only one path, between curving walls. The walls and floor are not stone, but a soft, spongy substance that drips with yellow slime. The structure shudders with a mysterious rhythm. The walls rise to an impossible height and above you strange stars spin wildly. At the center of the spiral stands a tall man, with tussled hair writhing with vipers. Two small horns crown his brow and his lithe form is wrapped in a black goat's skin. At his side crouch two leopards. One idly licks the man's hand and his voice is like honey. "I am the burning star at the heart of every labyrinth. I have appeared to you in many forms. My eyes stare from behind the face of every god. I came before and I will come after. Yet I am but a humble servant of my mother, whom I adore." His golden eyes stab into your soul, and terror grips you. "Yes," he says, breathing deep, catching your scent, "you may run now." You flee, and behind you are heavy footsteps and hot breath on your neck. The walls twist and the single path has become many. Barking laughter, rich with madness, echoes around you. Shadows against the walls reveal glimpses of the horrible shapes that bear down on you. And then, there is nowhere left to run. As the claws and teeth tear into you, you scream. You are still screaming as you blink in the light of the cold dawn of your room.

BRIAS: You find yourself in a chamber, a corpse laid out before you. It is your friend, Koprocrates. Gripping your knife, you cut down the center of its torso. The body splits in half, and you peer inside. But instead of the familiar meat and blood you are expecting, all you can see is darkness. You reach inside, and verify what your eyes have told you. The skin is empty. Looking around the chamber, you see there are more corpses, Periphanes, Kroides, Larkhothos and Ekhemlos. One by one, you open their bodies up, and the same yawning pit is within each one. "You're too late," a voice behind you rumbles, "they're already gone. Do not fear, for you too will return to the source of all things." You disrobe and take one last look at your flesh. As you cut through your skin, a beautiful light escapes from your body.



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HANDOUT # 2: PYTHAGORAS'S NOTES

I have been given a wonderful opportunity. Today I was approached by men who desired the solution to a perplexing problem. They claim that its origins are in Babylon and had heard that I was knowledgeable in its science. This formula appears as a most elegant and complex puzzle. I readily agreed to set my mind to the task of unraveling it.

I am still mystified and spend every moment I can, staring into the depths of this equation. I have begun to understand some of it, but the final goal remains elusive. Perhaps I must pull back. I have lived my life simply, on little food and rest, but even my body knows limits. My sleep is troubled, and I am exhausted. But if I should quit now... No, I am too close. I will be finished soon.

The nightmares remain. Worse, I feel as if something watches me. I constantly look for this watcher, but there is nothing there. Or he hides well. No, I am simply tired. Theano looks at me with such concern.

I have been in bed for a day. I feel useless. Theano found me, hunched over my work. I was in the grip of a fantastic nightmare, where I walked among the stars, and titanic figures squirmed and spilled about the heavens. I was one of these things, at home with them. I awoke to Theano shaking me. She claims my eyes were open, and that I mouthed strange words. I stared ahead unseeing and did not know my wife. I will rest for now, but then I must get back to work. I am never alone.

I am a fool. The more the formula reveals itself to me, the more I glimpse the truth. I now understand why the One has become Many. Life after life on the wheel of material existence, striving to return home. As the followers of Orpheus have it, 'I am a child of Earth and of Starry Heaven; but my race is of Heaven alone. But now I see what that beautiful concept is in horrid actuality. I must go to the men and refuse to help them. This knowledge would devour us all. I have discovered that the formula also has a companion, a mirror equation contained within it. I know this other formula could halt the effects of the original, but I can only complete it if I finish the first and I never shall.

I have returned to find my community in ruins. I went to give Pherecydes what succor I could in his dying days. I could not let my childhood teacher pass from this world without saying farewell. My enemies took the opportunity to turn the people against us and many of us are already dead. I will leave these notes with my daughter, for what good they may do. The nightmares have faded, but their memory has not. I am sick at heart and cannot live with it anymore. If I die by my own hand, though it is against everything I have ever believed, perhaps I will know peace. I cannot bear to be home when I do this. I must flee to somewhere else to spend my remaining days. My dear family, know that I have always loved you, but the gods laugh at such things.



CURSED BE THE CITY

By Davide Mana

“Cursed Be the City” is a scenario set during a warm spell in the Wurm glaciation (or about 40,000 years before present, give or take a few weeks). Four to six players will take the role of Neanderthal hunters and pit their wits and courage against the horrors of a Hyperborean ghost-city.

While small-scale dangers await the characters Mythos-wise, part of the challenge in this scenario lays in the non-orthodox characters and environment, which will be described as realistically as possible given the current status of our paleo-anthropological knowledge.

Six pre-rolled characters ready for action can be found at the end of the scenario, together with notes about the characters' standard armament and fighting techniques; a summary of the basic traits of what, based on facts, we suppose was Neanderthal culture; and guidelines for creating new Neanderthal men should the need arise. An extensive, game-oriented description of the interglacial environment and its denizens will come in handy when the keeper runs

the last section of the scenario and were he or she interested in expanding the scenario into a campaign.

KEEPER'S INFORMATION

Think of this as the old Haunted House story turned upside down. The ghosts of sophisticated, modern and evil men, corrupted by insane worship and buried for centuries, are coming back to haunt and possess a tribe of primitives whose only mistake was camping too close to the old burial ground.

The Hyperborean spirits are only superficially “intelligent” in the sense we give the word. They could be described as a cloud of power in which dim individualities float, each one clutching at memories of an idealized past which act as an anchor for it. What the spirits want is for their city to come back to life and for their memories to take shape again. In other words, they desire a stronger anchor; a way back for them into the world of the living.

Worship of Tsathoggua, like a heady drug, haunts these spirits and forces them to remain tied to the material world – they want their temple back, and the opportunity to worship again. To achieve this, they will act on different levels, making the most of casual opportunity.



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First, they will imbue a suitably weak-willed individual (in this case Kloppe) to act as their agent. At the same time, they will visit nightly the nearby Neanderthal community, seeping through the primitives' dreams and slowly conditioning ("infecting" if you will) their consciousness. The younger elements of the tribe will be the most receptive to the conditioning, but practically all the members of the tribe will sooner or later succumb to the psychic siege with the only exception being the Tribal Elders.

At this point, the Hyperboreans will call to influenced individuals and set them to work rebuilding a pale replica of their once proud capital, including a great temple of Tsathoggua.

Once the cult of Tsathoggua has been reestablished, the ghost-Hyperboreans will have a supply of power and a motivation strong enough to spread throughout the North Country, besieging and conditioning each and every Neanderthal or Cro-Magnon community and building a phantom empire that's likely to last forever.

Kloppe is by all means a puppet, a sleepwalker, acting and speaking what his unseen masters feed him. Of course, as the characters are well advised to remember, he's still a sleepwalker endowed with incredible strength.

The scenario opens in a linear fashion, but further development and the final resolution are left to the players' wits and their ability to make the most of what their environment offers.

A final note to the keeper: as the scenario unfolds, the players will face things or situations which, while being familiar to the players, will be totally alien to the Neanderthals. Most of what can be found in the city, starting with the buildings themselves, is a first time experience for characters that are, after all, cave men.

To stress this point the keeper is advised to use the most elementary descriptive style possible – do not just name things which would be unfamiliar for the characters, but describe them in full, using the most elementary figures of speech. Not "a ruined temple," but "a large shelter built with squared stones, all of them alike."

Facing so much novelty under stressful conditions would, in normal circumstances, require massive Sanity checks for the characters to adjust; thankfully, Neanderthals are pragmatic enough to limit sanity loss to a minimum.

BEFORE THE BEGINNING

Clear water trickles along the plain in a million streams and the summers are getting warmer, if none the longer.

Little remains of the ancient and proud Hyperborean city that once ruled the region. The retreating glaciers have uncovered a few relics, half-submerged in the soft, peaty soil of the new valley: abraded chunks of cyclopean pillars; fractured slabs of weathered marble; and sitting as a skewed box in the midst of it all, what remains of the upper levels of the old Temple of Tsathoggua surrounded by a swampy patch that slowly swallows it.

Inside the temple, the mummies of ancient priests, their skins papery with age, are slowly decaying away in their wall-niches as formless spawn haunt the corridors, still half-comatose from the long stay under ice, but quickly regaining their full powers.

Pale ghosts haunt the premises, their useless permanence fueled by the energy of thousands of years of sacrifice and devotion to the Old One. Clutching at their last vestiges of power and strong in their ancient



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knowledge, the collective spirits of the city are slowly seeping through the temple's marble walls, reaching out in search of hosts or tools to once again grant them again some kind of life, if only by proxy.

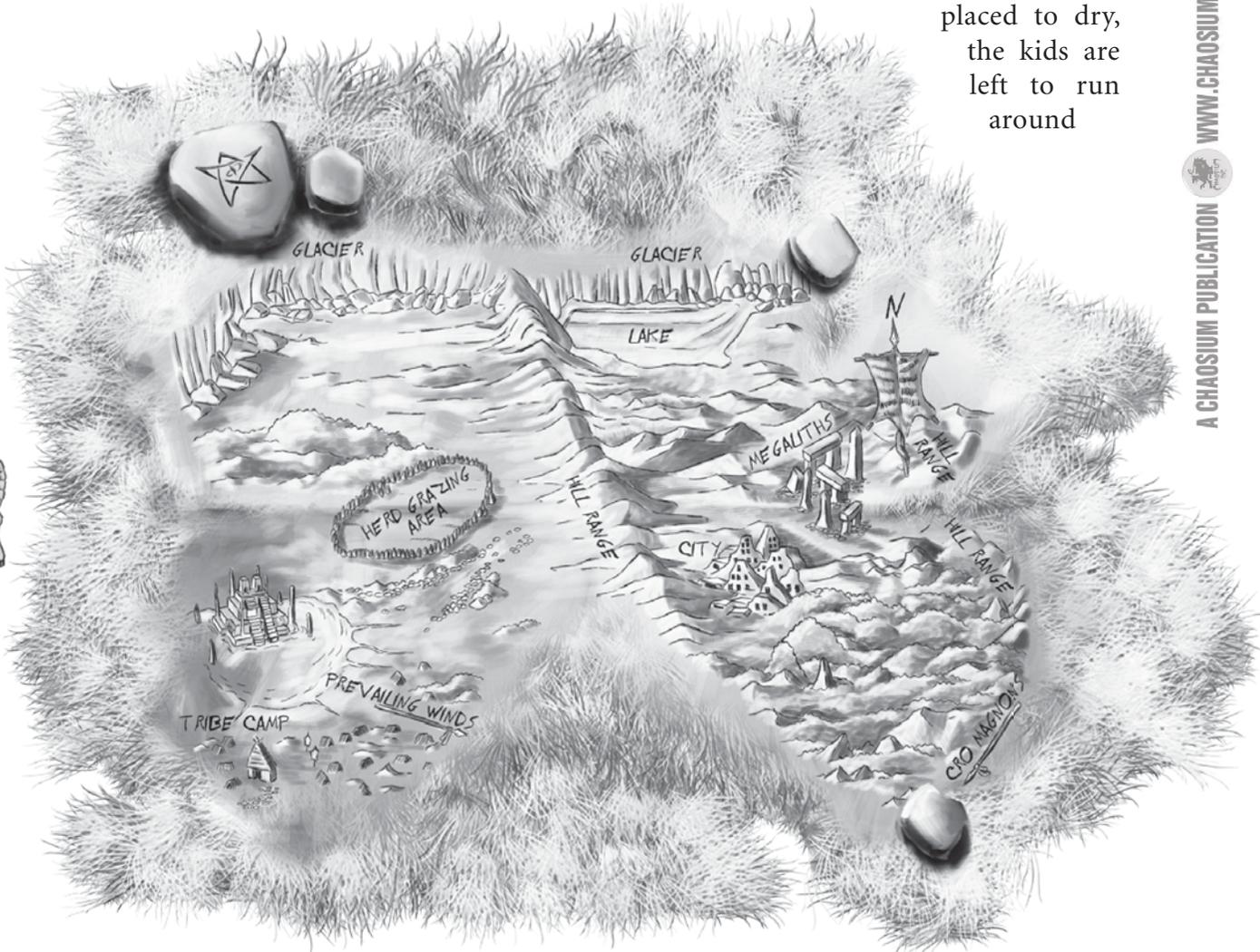
It is now early May; in what will one day be the northern French-Spanish border. The climate is warm, soft winds blow down from the mountains over large prairies. This brief (a pair of centuries) warm episode in Earth's history will not last and the glaciation will resume and continue for another twenty thousand years at least. The inhabitants of the region don't know this; they react as best as they can to the change

in environment, trying to make the most out of what's coming.

The Yellow Cave tribe has been following the herds of mammoth and bison as the animals move north to the newly exposed plains in an annual cycle of migration. The new land promises good hunting grounds and the possibility of stocking up the larder before winter strikes again.

The Yellow Cave tribe has placed its hunting camp (a dozen hemispherical huts built in a spiral around a central "square") a few miles downstream and west from the swampy pool and its surrounding ruins. While the adults set camp and arrange the stacks over which the meat of the big

herbivores will be placed to dry, the kids are left to run around



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and frolic, exploring the surrounding prairie.

Along with the kids comes hulking but inoffensive Kloppe, the tribe's good-natured fool. No matter what menace they may find, the kids' wits and the strongman's muscle will surely overcome it. Or so the elders think. Now, with a mixture of awe and curiosity, the band of kids and their huge but simple-minded protector are watching the ruins from a distance and planning an exploration of those weird rock formations.

The trap is set and is about to snap shut on its prey.

HOME FROM THE RANGE

In order to find better prey late in April, bands of hunters have been sent out to scout while the rest of the Yellow Cave community set up a provisional encampment in which to butcher and stock the meat before September's early snows push the tribe back to its cave home in the south.

Based on the hunters' preliminary reconnaissance, hunting pairs will move on for the killing while the community will work to transform wild animals into food and a variety of commodities.

Of these hunting parties, the one made up by the players is the last to return to the camp, having followed the mammoth herds up north for over a month. They have so far lived off the land, traveling light, killing smaller animals and scavenging. They look forward to being reunited with their families.

What They Find at the Camp is Disconcerting

Approaching the camp from the west, the hunters might notice (**Spot Hidden** roll) that no fires are burning in the camp. This

is highly suspect, and foreshadows what will be later found out. Watched from a vantage point, the camp is uncannily quiet and nobody moves among the huts.

As they enter the encampment perimeter, the hunters notice that most of the twenty or so pelt huts are in a state of severe ill-repair. The village seems deserted but what signs of abandonment exist doesn't speak of violence.

Exploration of the abandoned huts will reveal little of importance but a number of anomalous finds:

- ★ The abandoned carcasses of a few freshly killed animals – the meat was not properly prepared, nor were the animals properly skinned. On an **Idea** roll, a character can figure out that the body was striped of some meat for a quick snack but later abandoned (an unthinkable waste). A further **Idea** roll might lead the characters to ask themselves why no scavenger bird has yet attacked the carcasses.
- ★ Weird designs inside some huts – these represent unknown objects and concepts such as horse-drawn carriages, stone buildings, and warriors in full armor.
- ★ A crudely carved wooden fork, whose use can be easily figured out (**Idea** roll) but not justified.
- ★ Sinews of animals stretched over a wooden frame, forming a net of sorts. The keeper is advised to describe this implement as obscurely as possible and let the players figure out on their own (it's a crude attempt at a tennis racket).

The Old Men in the Hut

Of all the huts in the village, only one is still occupied. As things turned more difficult in



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the village, the tribal elders huddled together in the innermost hut of the encampment, keeping the spiritual seepage at bay by entering a trance-like state (akin to the Vach-Viraj spell in the main rulebook). When found, the Elders are still in their deep trance.

The characters will have to figure out a way to wake them up in order to interrogate them. It is likely that most tribe-members feel a mixture of awe and downright fear towards the old wise men, so that, while dragging one of them out and dumping him in a cold stream is a certain way to break the trance, it is unlikely that a tribesman will use such a method as anything but a last resort. Gently prodding them and calling out loud are more advisable practices.

Once awakened and properly interrogated (check on **Interrogate Elders** skill), the old men will reveal the following:

- ★ They (the Elders) should have known darkness was coming when they saw the kids and Kloppe come back from their daily exploration. The simpleton was acting strange, but they explained it away as the secretive attitude that kids are wont to assume when playing games. Afterwards, they had different matters of greater import to occupy their minds.
- ★ On that same night, each and every villager was caught in the same dream. They dreamed of huge man-built cliffs in which a pale, thin-featured people lived and traded. Meat ran tamed in the streets, carrying persons or provisions, and strong sounds like the call of the mammoth and the banging on drums called everyone to worship a Thing in the largest of the man-made stone hills. Most awakened feeling scared and baffled, while a few discovered new notions in their minds.

- ★ In the following days, strange behaviors became commonplace for many tribesmen; many forsook their work to follow idle impulses. Some started building fences around their huts, while others endlessly discussed moot questions. Kloppe was often in the midst of such discussions, and soon a number of tribesmen were following the simpleton's suggestions.
- ★ One week after the dreams began, ghosts started walking the village, but very few tribesmen were concerned or scared. People acted as if the pale, ghostly figures were long lost relations. The preparations for the great hunt were forgotten as people slept by day and stayed awake at night to meet the ghostly visitors. Nobody was paying heed to the Elders anymore, they were either too scared or they were followers of Kloppe, who had taken to wearing a large pelt as a mantle and now walked accompanied by two men wielding axes.
- ★ The villagers started leaving for the north, where Kloppe said a larger village was. A few at first, then the rest as dreams and nightly visits robbed them of their selves. In ten days, all were gone.

NIGHT IN THE CAMP

The hunters are likely to spend the night in the camp before moving northeast on the trail of their fellow tribesmen. If so, they will witness some weird events during the night:

Anyone falling asleep will experience a vivid dream of a huge marble city in the plain, crowded with strange, pale, delicate-featured and thin-limbed people, wearing strange attire not made of leather or fur. The marvels the primitive minds will have to wrestle with during the dream sequence

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A HUNTER EXPLORES THE TEMPLE

are many – carts drawn by horses and lizard-like creatures, kites flying in the sky and supporting garishly-colored banners, the million sounds, sights, and smells of the metropolis.

Anyone going through such a dream sequence is required to make a **Sanity** roll. Failure means loss of 1D4 Sanity points. Success means a headache upon waking up, a single Sanity point lost, and faint memories of the landmarks signaling the position of the city.

Maximum loss of Sanity (4 points) means the hunter wakes with some weird obsession, like cutting the grass outside of

his hut so that it's all short and uniformly level, or painting dots over ox ankle bones, and then rolling them as a way of emulating man to man fighting (We might call 'em dice). Formerly unknown sentiments of envy and/or resentment over position/responsibility/power are also likely to arise.

Anyone staying awake will see a low, creeping veil of fog pour through the camp, curling in weird shapes in front of the doors of the huts, and creating small tendrils of moist air climbing up along the sides of the structures. It does not take much (**Lore** or **Idea** roll) to know that fog does not normally act that way, especially on a windless night.

Sounds will come soon after the fog appears, like many voices talking at the same time in an unknown language. As the words become more insistent, ill-defined shapes emerge from the mist, walking among the huts and chattering in the unknown gibberish.

Witnessing this event requires a quick **Sanity Check** costing 1/1D6 SAN.

Should an enraged/scared hunter attack the shapes physically, all his attacks will prove useless except for a torch or burning log waved around as a weapon (standard practice against night predators), which seems to briefly dispel the shapes. Shapes touched by fire take longer to reform and appear less defined upon reforming.

keeper's note – it is highly unlikely that sane hunters will spend more than one night at the camp. Should for any reason the characters decide to spend a second night, both dreams and visions will repeat. Anyone who,



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having failed their first check while dreaming on night one and fails again the second night, stands up and start marching north, paying no heed to their companions. He or she has no other instruction and will not react if challenged or restrained, simply picking up their march again as soon as possible.

Talking the befuddled hunter out of going will prove impossible. Some shock-treatment – like dumping him in a cold stream or pricking him for 1 HP worth of damage with a pointy stick – will be enough to bring him back to normal. He will remember nothing about his actions.

CITY LIFE

The city is four to six hours to the north of the encampment, tucked away in a side-valley. Hunters will easily follow the tracks of those that went before, but this will slow their going.

The sides of the valley are covered with patches of spruce and young beech trees, providing adequate cover for the stalking-experienced hunters. They can watch the city as long as they feel necessary – but two or three days spent observing the city should be enough. As the hunters survey the city, a number of facts will become evident, most of them infringing the unwritten laws and taboos of the tribe

BY DAY

The city houses more than the hunter's tribe. At least a two more tribes have somehow been ensnared, bringing the total count to about two hundred people. This is the largest number of persons staying in one place that the hunters have ever witnessed;

the streams are fouled up by refuse and the whole area smells badly.

The main activities appear to be landscape-modifying; this is bad as it infringes the tacit deal between the tribe and the environment. Three squads of 10 citizens each, under the guidance of Kloppe, are building some stone thing over the top of a hillock, bringing stones cut from a nearby cliff. More citizens are cutting down trees growing to the south, to build hut-like structures and fences around them, or to burn for heat.

Close observation reveals that the citizens not directly involved with the above-mentioned activities spend an inordinate amount of time inside their wooden huts, lost in some incomprehensible reverie.

The wooden shacks are not as effective as the traditional pelt huts in keeping the night cold at bay; many citizens show signs of bad health and malnutrition.

The hunters will have a hard time trying to figure out the hierarchical structure governing resources management (their class-free society puts everything in common). The city people are not hunting and survive by scavenging dead animals in the close vicinity; they have obviously pulled their meager resources together but some community members (such as Kloppe and his followers) appear to be entitled to larger shares.

The exchange of thumb-sized colored stone tokens seems to be essential in some way to the life of the citizens, but the meaning of this cannot be figured out (a Cro-Magnon might point out that the tokens make for excellent sling ammo).

BY NIGHT

Fires burn the night through, causing the air to



smell strongly of pine resin. Much of the heat is wasted, but strong light (from a distance) seems to please the inhabitants, both human and ghostly.

The people of the mist are walking the streets, engaged in incomprehensible activities. Their relentless babble echoes in the valley. They stay well clear of the open flames of the torches, but seem to enjoy the light.

Much ghostly activity is concentrated around the top of the stone circle hill. Ghostly shadows can be seen climbing up to it as if pushed by a wind. Once there the ghosts wrap themselves around the stones, to emerge more defined and clearly stronger after a few moments.

Yellow cave hunters witnessing the whole bustle of the city, night or day, require a sanity check, costing 1D4/1D8 Sanity points. The scene is nerve-shattering and can cause absolute disorientation (1D6 hours) in the observers failing their roll.

The city can be explored at leisure. Most of the citizens will ignore the hunters, being too involved in the pantomime directed by the ancient spirits. Those who are not working are simply lying about in their shacks, letting time pass and boredom weaken their strength. If interrogated, they'll react as drugged or as half asleep, their speech so interspersed with unknown words to be close to unintelligible by the characters. The only exceptions are the close relatives of the characters and Kloppe.

As soon as the belligerent intentions of the characters are manifest (after visiting the temple, and/or if they square it off with Kloppe), anyone in the city will attack the characters, throwing stones and trying to scare them off.

THINGS TO DO, PEOPLE TO MEET

THE FACELESS MASSES

Everyone in the city is clearly in the thrall of the Hyperborean curse, acting like sleepwalkers (Kloppe and his guards being the only noteworthy exceptions), but are still aware enough to avoid potential dangers and react to direct menace. If questioned, they will reply in a distracted, dreamy sort of way, often making reference to concepts that the hunters will not understand. If attacked, a citizen will try to avoid the blows, while screaming for help. A stone-throwing crowd will soon arrive.

Meeting relatives can be especially traumatic. A loved one will either fail to recognize the character upon meeting or, if the keeper feels particularly wicked, will indeed recognize him, begging for him to return and join the rest of the family. Both situations require a **Sanity check** (with 1D3 loss in case of failure).

THE BUILDINGS

The Stones on the Hill

Figuring out the stone ring is not essential to the resolution of the adventure, but is the main "timer" in the scenario, casting an impending sense of doom and motivating a quick and definitive response on the part of the players. To achieve this effect, the keeper will have to reinforce in the characters a sense of danger and foreboding insinuated by the simple sight of the growing structure. The more complete it becomes the more alien and evil the whole city seems to become.



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Under the guidance of Kloppe, laborers are erecting a stone circle of sorts. The characters have no way of understanding the structure's purpose, but can clearly perceive its evil aura (POWx5 check), similar to the one hanging over the temple but somehow more aggressive. Workers on the ring stones look haggard and fatigued but work on doggedly. They will generally ignore the hunters, but spending too much time in the vicinities of the structure might attract the attention of Kloppe and his guards.

The Temple

This large stone structure was originally a step pyramid, Mayan-style, built with dark basalt blocks. Such structures cannot collapse (it's the way they're built) but can slowly waste away, and that's what's happening here.

The topmost portion of the structure has been brushed away by the passage of the glacier; the lower half of the building is buried in the water-soaked ground and the whole structure is leaning to a side, causing the already "wrong" angles to look all the weirder.

The main hall is accessed from what once was a balcony, now at ground level. Inside, dank water is dripping from the low ceiling, and meager sunlight falls in through a large hole overhead. While loose ceiling blocks have a 15% chance of detaching and falling on the unaware (causing 1D10 damage) the floor is also dangerously-close to caving in. Moss is conquering every free surface on the south-side (the one that gets less sunlight). A statue of Tsathoggua (classic semi-reclining posture, wild-eyed, tongue outstretched through its frog-like lips) presides over a congregation of mummified priests preserved in niches – the statue is half moss-covered and half naked stone. Abstract carvings adorn the

walls and might provide hand- and footholds for climbing up to a gap in the ceiling. Two passages lead to stairways going down.

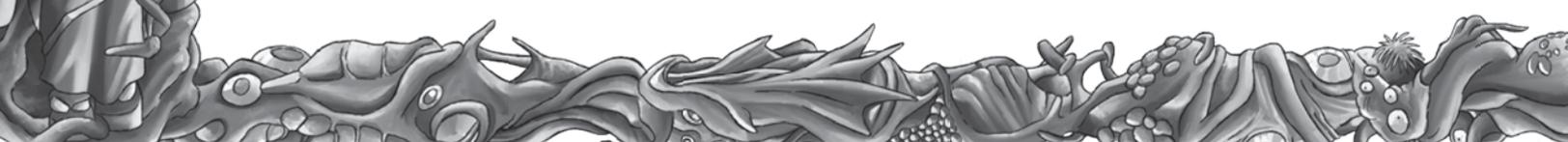
Downstairs, even a primitive can see the building is doomed; much like a water-soaked calcareous cave – the lower levels are flooded (the water dripping from the walls and reaching ankle height). The ceiling is raining detritus over the heads of the explorers and the smell of decay is unbearable.

The hunters will have to wait for their eyes to adapt to darkness (unless they armed themselves with torches). In the dark, they can make out a pile of rubble occupying the northwestern corner of the hall, and two broken columns that once helped sustain the ceiling. Any furniture rotted away centuries ago. In the southeastern corner, water cascades to the unknown depths of the buried building through a hole in the floor large enough for a man to drop through. Hunters falling through that hole are not coming back.

The walls are covered with bas-relief carvings illustrating rituals of the Tsathoggua cult (basically weird creatures and people doing very bad things to each other, repeatedly). While no roll is needed to divine the evil nature of this place, an **Idea** Roll can actually give 1D3 points in Cthulhu Mythos, for what they are worth.

A **Spot Hidden** roll will reveal broken bones (animal and Neanderthal) and assorted smashed hunting weapons scattered below the surface of the slowly flowing, murky water. This is the lair of the temple's guardian, a Formless Spawn of Tsathoggua who is still recuperating after the long glacial sleep, but it's a devastating adversary nonetheless.

The creature will, at first, pass by the Neanderthals under water (it can make its self very thin, when it wants to) to position



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itself between the party and the main way out of the temple. This means the Neanderthals will have to find another exit, and fast, as the spawn will begin to move forward, attempting to herd the hunters away from the exit and attacking any that try to pass it. The spawn will use its swallowing attack as a last resort (maybe it finds the Neanderthal body odor distasteful).

Brainless reaction is a sure way to get killed. Spells being out of question, only fire and a quick retreat can save the hunters.

The best escape route (**Idea** roll should the players need a push) is through the ceiling gap in the main chamber. Luckily, Neanderthal life favors climbing feats, and it will only take a character three rounds to reach safety. However, the Spawn has to be dealt with for those three rounds as it can climb even more easily than the Neanderthals.

Weapons of Opportunity

- ★ The ceiling blocks – a hunter smart enough might try and prod the loose blocks with his spear, causing them to fall (70% chance) on the Spawn. Being hit by a block will not damage the creature (0 HP damage) but will cause some distraction, slowing its attacks; each time a chunk splashes into its fluid body, the Spawn has to take one turn to regain its stance/structure.
- ★ After the third block falls, the floor is likely to cave in (65% chance, increasing 5% with every further block or heavy object dropping), engulfing the Spawn and whoever is still around in a cloud of debris and chunks of rock. The fall brings anyone involved to a large room in the lower level, six meters below: characters failing a DEXx3 check suffer from standard falling damage (2D6). The Spawn's body is shaken and stirred enough by the fall to require three turns for it to regain

its attack stance. The time can be used by any survivor to climb back to the main hall and out.

- ★ Burning mummies – using mummies for fuel is an ancient and respected Egyptian tradition. The mummies on the north side of the temple are crispy and dry enough to catch fire as soon as a few sparks are produced hitting a flint tool against the wall rock. The burning corpses can then be impaled on a spear and pushed against the Spawn, causing normal fire damage.

TAKE ME TO YOUR LEADER

Confronting Kloppe, take one (optional but recommended)

The characters can confront Kloppe as they investigate the city or the stone circle. In this situation, providing the characters have not yet caused mischief, Kloppe will be suave and articulate, greeting the characters as prospective new members of what he will call a “model community.” The characters will most likely get only part of his speech routine: Kloppe's newly found rhetoric is full of abstract, modern concepts (“economic expansion,” “cutting edge technology,” “interracial integration”) that are absolutely extraneous to their primitive culture; on the other hand, on a failed POW roll, the characters will feel their heads spinning and their eyes grow watery, and will experience an unexplained need to agree anyway, and to let Kloppe decide. On a simple **Idea** roll, they will recognize the hypnotic nature of Kloppe's tirade, and be wary. They will also remember the tribe fool that used to play with the kids. Were the characters to avoid the stone circle, the meeting can take place in the city streets.



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After the confrontation, the characters will be driven away by an enraged population throwing stones and will have to look for safety on a pair of fast legs.

ENDGAME - CURSED BE THE CITY!

The hunters at this point are likely to be scared, worried about their relations and informed enough to know that quick and radical action is to be taken. They should also be aware of the fact that their meager strength alone can't be the sole answer.

There is no easy way out of the current bind, but a number of options are open, each requiring some thinking on the part of the hunters and some work on the part of the keeper. Perusing the maps might

spark some idea.

Here, we take into account a few of the most obvious options (perhaps conceived by successful **Idea** rolls), which work just fine as quick solutions, and are even more effective if played together to reach a grand climax.

CLEANSING FLAME

Fire is so useful against evil and weirdness in this scenario that hunters will in all likelihood be tempted to set the city on fire and be done with it. The plan is feasible and does not require any particular planning on the part of the group – they only need to check the main wind direction.



Confronting Kloppe, take two

No matter what, the survivors from the temple will be faced with an enraged Kloppe and his henchmen (no fewer than two) as they emerge again in the open. The confrontation is likely to take place as the population gathers to see what the racket was all about. Kloppe will accuse them of sacrilege (a word the characters will probably not understand) and act antagonistically (a clear sign of madness in the basically non-violent Neanderthal culture). The characters can try and avoid the fight, or react as they see fit. It should be clear by now, however, that whatever is afoot is no straight matter, and dealing with Kloppe is no guarantee the problem will resolve itself.

If nothing else, the cleansing flame will dispel for good the Ghostly Mist, possibly (keeper's choice) weakening its grip on the citizens. The use of fire, unfortunately, has a number of wild variables attached.

While the wooden huts will go up in flames with a minimum of effort, fire is unlikely to do any serious damage to the stone structures which are the core of the ancient Hyperborean power. Fire also endangers the lives of the citizens, especially of those who, still in the grip of the Hyperborean power, will try to put out the fires.

Unless some way around those two problems can be found, the fiery solution is likely to cause more trouble than it settles.

MAMMOTH STAMPEDE

The all-time classic of prehistoric fictional warfare, and by some called the Paleolithic Atom Bomb, a fairly large mammoth stampede can be engineered to hit the city at full speed razing the makeshift huts and severely compromising the stone structures. It can be initiated by starting fires in the tall autumn grass upwind of the roaming herds, placing them so that the rampaging mammoths will point towards the city in their mindless escape.

A well-planned action along these lines might direct towards the city about fifty enraged woolly elephants, plus any other prairie animal scared by the stampede and sent running along on its own.

Just so that players do not take it too lightly, it will still be necessary for at least one of them to confront the alpha mammoth and ride it in order to control the direction of the escape, while the rest of the band will have to stand along the path to keep the fires under control.

COMPLICATIONS

Optional twist 1 – playing cat and mouse with the Spawn.

Should the hunters decide to fall back into the dripping corridors of the temple to escape the crawling madness of the Formless Spawn, the mood would shift to a slow game of cat and mouse. The Spawn will flow through the corridors on the trail of the characters, but will mostly avoid seeping through the already-damaged walls. The creature can run/flow over any surface (the sight of the thing pooling on the ceiling ready to strike is not to be discarded in terms of shock value) and knows perfectly the ins and outs of the temple.

Optional twist 2 – killing Kloppe straight away

Killing Kloppe (1D6 Sanity penalty) will not resolve the problem. In a dazzling display of special effects, the "spirit cloud" possessing the poor creature will transfer itself to another citizen, causing **0/1D4 SAN** to the observers (1D6 if the keeper is wicked and the new high priest is a relation to one of the characters).

Optional twist 3 – consulting the Elders again.

The hunters can go back to their camp with the information gathered and seek the advice of the Elders.

After pondering the situation for a suitably awkward time (in order to increase the sense of urgency of the characters), the elders will pronounce their verdict.

It is clear to them that the spirits are trying to bring back their patron god (not necessarily correct, but a great incentive for action), it's also clear that they are willing to capture more people as their power increases (fair enough).

The elders realize the power of the spirits lies in their things - destroying their things would destroy the spirit power.



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Plenty of roleplaying opportunities should arise, including facing Kloppe at the end of the run for a final duel and squaring it off with the solitary, scared lion as it jumps over the flames.

GLACIAL LAKE OVERFLOW

The choice of technically-minded primitives, this solution might come to mind by noticing that a large moraine lake is conveniently placed about three miles north of the city. The glacial pool holds around ten million cubic meters of water, and can be

caused to overflow by dropping something large and heavy in it – a big fat slice of glacier, for instance.

The lake rests against the face of the slowly retreating glacier. The hunters could cause a chunk of ice large enough to cause a flash flood downstream to fall into the lake by hammering wood bits in pre-existing cracks (**Idea** or **Know** roll).

This being a realistic scenario, it's unlikely that the flood will do more than severely damage the stone structures and wash away both wooden huts and bedazzled population. The extra supply of water will on

the other hand quicken the subsidence on the temple into its swampy grave, forever sealing it, and its Formless Spawn caretaker, away from harm's way.

Once again, the ghosts' power supply can be cut this way, sending them back to sleep forever.

AN ARMY OF LIKE-MINDED INDIVIDUALS

The map shows a fairly large Cro-Magnon settlement in the southern forests, in which the hunters might like to look for allies in their battle against the Hyperborean evil.

Historically, we do not have proof of an alliance between Cro-Magnons and Neanderthals, but the option suits this author's romantic bent. The hunters will have to overcome the Cro-Magnon's diffidence (by bringing food, for instance) and strike some sort of parley. Convincing the southerners of the impending evil will not be too hard once a modicum of mutual trust can be established. The Cro-Magnon elders will possibly offer more suggestions than their Neanderthal counterparts.

What the band of hunters will likely acquire is a fairly large unit of spear-throwers, animated by a self-righteous spirit of self-preservation and more than willing to crack a few Neanderthal heads if that's the price for safety.

As already mentioned, the solutions above can be combined in a blockbuster, Hollywood-like final reel of cinematic devastation. During a playtesting session, inexperienced players used the lake overflow to force the population out of the city before hitting it with the mammoth charge. Allies from the south were deployed to take care of the opposition while one single character dueled with the spirit-possessed Kloppe.

CONCLUSION

Taka's post as a future member of the Council of the Elders is a given.

The rest of the characters will be able to rejoin their families, which is an award in itself.

If Boy makes it through the scenario, he is awarded with a secret name inspired by his deeds – something like “Topples Big Rock,” or “Fights Squiggly Thingy,” or if the kid's lucky, “Ghost Hunter.” He will then be allowed to choose a one or two-syllable public name.

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

KLOPPE, Age 24, City Mayor and High Priest of Tsathoggua

STR 21 CON 20 SIZ 18 INT 5/18 POW 7/19
DEX 11 APP 07 EDU 3/18 SAN 0 HP 24

Damage Bonus: +1D6.

Weapons: Fist/punch 60%; damage 1D3+db.

Skills: - Astronomy 65%, Persuade 55%, Psychology 25%, Hyperborean History 90%.

Spells: Contact Tsathoggua, Contact Formless Spawn, Wandering Soul.

The possessed Kloppe is a man with a mission – bringing back the city to its ancient splendor. Any interference is to be dealt with as quickly and as definitively as possible. He will approach the hunters in a friendly way at first simply because six healthy workers might come in handy.

NOTE: Stats for Kloppe that have two numbers separated by a / show his original stat on the left and his new, improved one



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on the right after he was possessed. All skills listed are also new since, when Kloppe was the tribal idiot, he had no real skills.

KLOPPE'S HENCHMEN, (repeat as needed)

STR 19 CON 19 SIZ 16 INT 6 POW 5
DEX 11 APP 08 EDU 11 SAN 0 HP 22

Weapons: blunt object 65% (1D8 + db).

Skills: Dodge 55%.

FORMLESS SPAWN OF TSATHOGGUA

STR 28 CON 15 SIZ 28 INT 11 POW 10
DEX 19 Move 12 HP 21

Damage Bonus: +2D6.

Weapons: Whip* 75% Damage 1D6, range 32 yards

Tentacle 55%** Damage db, range 32 yards, 1D3 attacks per turn

Bludgeon 20%*** Damage 2D6

Bite 25%**** (swallows the victim).

*may seek to Grapple rather than do damage; range is always the monster's SIZ in yards.

**may strike at 1D3 opponents in a round, and may seek to Grapple rather than do damage; range equals the monster's SIZ in yards.

***always a 20% chance, equal to 2D6 or actual damage bonus; whichever is higher.

****each round the victim takes 1 point of damage per round, with the damage cumulatively progressing by 1 point each round (e.g., 2 points on round 2, then 3 points, etc). A formless spawn may swallow its SIZ in people, who cannot take any action until freed, but it cannot move from its location until the victim(s) are consumed or disgorged.

Armor: The spawn is immune to mundane weapons and to grappling attempts, which will only bring the attacker closer to the fluid appendages of the foul thing, but fire affects them normally.

Spells: a formless spawn knows one spell if its INT +POW or

less can be rolled on a D100. A few spawn know many spells.

Sanity Loss: 1/1D10 Sanity points to see a formless spawn.

THE GHOSTLY MIST

SIZ 40-250 INT 30 POW 50+ EDU 21+
SAN 0 HP special - see main text page 56

Move 6.

The Ghostly Mist is the condensed life-force of the dead Hyperboreans, roaming the intra-glacial valleys in search of tools to be used in its vain attempt at recreating the lost civilization.

While segments of the misty cloud can mimic individuality and self-awareness, forming foggy "ghosts" around small nuclei of residual memories, this is a mere instinctive reflex. The Ghostly Mist is like an amoeba – a brainless creature programmed just to feed (in this case, look for more Power) and to rebuild the lost city. Ever since the Neanderthals fell under its power, the Mist has been feeding off their POW, further weakening their resistance to its control.

The Mist feeds by routinely stealing 1 Magic Point per person per day, thus acquiring a pool of around 200 points to be spent on the spells keeping under control the citizens (around 150 magic points altogether). As a rule of thumb, the keeper can therefore assume that the Ghostly Mist has normally 50 "spare" magic points to be used against the characters. These excess points, if not used, are lost every morning when the Mist disperses, and have to be harvested again the next night. This is one reason behind the building of the Stone Circle (see The Buildings). Once completed, the Circle will act as both a



KLOPPE

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power storage unit and a concentrator for the power, allowing the Mist to store away the unused charges for future usage, and to reach people further away with its siren-song-like powers of control.

The Ghostly Mist cannot be harmed by any mundane weapons, but is sensitive to spells (not available to the characters) and fire. When attacked by these means, damage inflicted is subtracted directly from the SIZ. Upon reaching one third of its original size, the mist disperses and needs time to reform.

Spell-wise, the Mist can use powers similar to Cloud Memory, Dominate, Implant Suggestion, Power Drain, Send Dreams, and Soul Singing. These powers only affect Neanderthals and Cro-Magnons.

SAMPLE BEDAZZLED CITIZEN

STR 11 CON 13 SIZ 10 INT 14 POW 9
DEX 11 APP 06 EDU 10 SAN 0 HP 11

Damage Bonus: none.

Weapons: Fist/punch 60%; damage 1D3+db
Throwing stone 45%; damage 1D4.

Skills: Speak nonsense 75%, Complain about the weather 80%.

SAMPLE OLD WISE MEN

STR 09 CON 13 SIZ 10 INT 14 POW 11
DEX 11 APP 06 EDU 15 SAN 45 HP 11

Damage Bonus: none.

Weapons: Fist/punch 60%; damage 1D3+db.

Skills: Skills: Healing 75%; Lore 85%; Oral Tradition 95%; Spirit World 75%; Complain Cantankerously 90%.

Spells: Meditation Trance plus a number of bogus, placebo-like practices.

The old men are the repositories of the tribes' collective experiences and will tend to compare current situations to older events. At the moment, they are extremely



worried as what is currently happening doesn't conform to the recognized pattern of events as recorded. Apart from giving information, they have little other use. They will refuse to leave their hut and treat like madness any proposal of them personally approaching the City to the north.

MAMMOTH

STR 54 CON 40 SIZ 60 INT 03 POW 11
DEX 5 HP 47 Move 90 meters

Damage Bonus: +6D6.

Weapons: Gore 40% 1D10+db
Trample 65% 6D10.

Skills: Smell 70%.

Armor: 14 points of skin and fur.



Hard to kill but extremely rewarding, this massive creature is the answer to all Neanderthal prayers, a true Neolithic supermarket providing meat, fat, furs and bones (good for tool-making), in industrial-sized quantities. The mammoth roams the steppe in small independent herds of 10-15 individuals (often gathered in "clusters" of 5/10 herds). Hunters with any sense will set their sights on weaker individuals. A frightened herd of mammoths is the Neolithic version of the atom bomb.

CAVE LION

STR 22 CON 17 SIZ 20 INT 05 POW 7
DEX 13 HP 18 Move 80 meters

Damage Bonus: +2D6.

Weapons: Bite 55% 1D10+db
Claws 75% 3D6.

Skills: Climb 60%, Hide 40%, Jump 60%, Smell 70%, Sneak 75%.

Armor: 5 points of skin .

Popular novels notwithstanding, Sabretooth are long gone by the time this scenario begins. Thankfully (from a playing perspective,



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at least) the equally dangerous Cave Lion is well present; acting as Neanderthal's most formidable competitor in the food chain, it hunts the same large prey with a similar technique (hanging on for dear life and exhausting them), and is equally likely to scavenge. Normally a solitary hunter, European cave lions live in small family groups (one male and its harem of two to five females) roaming the wild. Its roar can be heard from quite a distance, helping hunters to stay out of harm's way. Only a desperate or mad Neanderthal would attack a cave lion, and vice versa.

Cave Bear

STR 25 CON 20 SIZ 20 INT 08 POW 08
DEX 10 HP 22 Move 60 meters

Damage Bonus: +2D6.

Weapons: Bite 50% 1D10+db
Claws 70% 2D6+3.

Skills: Climb 40%, Smell 65%.

Armor: 5 points of skin.

An unlikely visitor to the steppe, *Ursus Speleus* is large, mean and aggressive. The only likely place for meeting him is close to streams or glacial lakes (one of which features prominently in the scenario). Crossing paths could be a bad idea.

Wooly Ox/Bison

STR 48 CON 25 SIZ 32 INT 04 POW 11
DEX 12 HP 39 Move 90 meters

Damage Bonus: +4D6.

Weapons: Gore 80% 1D10+db.

Skills: Smell 70%.

Armor: 12 points of skin.

Another great source of food and crude materials, marginally easier to kill but smaller than a mammoth. Both roam the plain in large herds of over 35 individuals.

Very dangerous if scared or enraged; the wooly ox is luckily rather short-sighted.

Mites

The curse of the swampy, peaty landscape, these small airborne bloodsuckers can drive an animal crazy with their incessant biting. Stats would be useless – can be driven away by burning resin-rich pine wood (**Idea Roll**). Extended exposure (standing over one hour in a single place) requires a **SAN** roll not to break into a scratching frenzy (which spoils any attempted **Hide** or **Sneak** attempt).

NEANDERTHALS AND CRO-MAGNONS 101

The state of our knowledge about Neanderthal man is patchy, and questions still outnumber answers about his physical and mental capabilities. What follows is a short summary of the traits that the author has decided to use in his portrayal of these ancestors of ours. While not set in stone, all the facts as presented here are at least highly believable based on current data available.

Physically, Neanderthals were possessed of large hands whose fingers could be spread farther apart than ours; being powerfully muscled, the fingers must have been quite fleshy. The shoulder girdle was large and "simian" in structure. The limb bones were exceptionally massive, curved and the joints huge (even in small children), possibly indicating a penchant for quick acceleration and deceleration. Muscle insertions and bone morphology suggest exceptional power, and – as a consequence – great precision. The precision hypothesis is confirmed by the bun-like enlargement at the back of the skull, indicating a large brain.

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According to some researchers, Neanderthal vocal range was broader than Homo sapiens', and more developed in the higher octaves. The keeper is free to withhold this information to avoid keeping a team of players speaking in silly voices.

Basic bread-winning concerns impose a shape on society. This is true today and was true in Paleolithic as well. Primitive man hunted for a living, and Neanderthals were almost exclusively meat-eaters.

From data at hand, Neanderthal man was a close-range fighter, taking advantage of his high power and speed to close in, penetrating the natural weapons' range of his prey and making a quick kill. Evidence indicates that Neanderthals preferred large prey and attacked them in pairs as one hunter distracted the animal (by waving his arms and shouting, most likely) the other used his strong arms and large hands to grasp the fur, climbing on the beast's back and riding it, rodeo-style, to exhaustion. Indeed, many of the fractures observed on Neanderthal remains are similar to those normally observed in modern-day rodeo riders.

Neanderthal hunting parties would therefore be small units (two or three pairs of hunters) compared to larger, teamwork-oriented Cro-Magnon hunter bands, which attacked their prey from afar with throwing weapons instead.

As a result of the hunting technique, Neanderthal society was geared towards the support of injured individuals, and it was likely to place paramount importance in individual life – each individual being an important contributor to the whole tribe's survival.

We have no proof of homicide among the Neanderthals.

As an aside, Neanderthals were actually preferred to Cro-Magnons when designing

this scenario because of their RPG-friendly small hunting parties and their peculiar hunting methods (being able to ride a mammoth can come in handy in this story), and because of a social structure that would strive to keep the tribe together and care for each and every tribe-member's safety.

Cro-Magnons would have been closer to our outlook, thinking in terms of “acceptable losses” during a confrontation with the Mythos, and they would have had a better chance facing the Formless Spawn, but they would also have been less challenging and satisfactory as gaming characters (at least in the author's opinion).

Neanderthals did not love the fight, but left the battlefield together or died together. There's heroism in this, and also the seed of Neanderthal man's disappearance. It is believable that Neanderthal children lived a short but highly exciting childhood, preparing them for the challenges to be faced in their adult life.

The life expectancy of a healthy Neanderthal was between 40 and 45 years, with some exceptions being possible. A 14 years-old can therefore be considered an adult (and the equivalent of a modern-day man of twenty).

From examination of fossil remains we know that Neanderthals had access to a primitive but effective medical practice, basically consisting in the ability to set broken bones and dislodged joints, plus a simple technique for cleaning and healing wounds (probably using stream mud as a salve and carrion maggots to eliminate gangrene).

As for what actually happened to the Neanderthals, opinions vary, and the most widely circulated are:

- ★ They died out, being unable to cope with the post-glacial environment and the changes it imposed on their lifestyle.



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- ★ They were killed (and probably eaten) by the expanding Cro-Magnons.
- ★ They merged with the Cro-Magnon, becoming part of our ancestry.

This latter thesis is slowly falling from general acceptance as there appears to be no Neanderthal genetic material in the human genome, but it did inspire some elements of this scenario.

THE ENVIRONMENT

“Cursed Be The City” takes place about forty thousand years before present, as the climate in central and southern Europe is briefly getting back to what we call “normal” for a brief interval before the long winter of the last glaciation (called Wurm in Alpine Europe, Wisconsin in the American continent) sets in again for its final, twenty-thousand-years-long cold spell.

The glaciers are slowly retreating north, leaving behind plains over which grasses and trees are quickly establishing a foothold again. The average temperature is still lower than present, with short warm summers (June-August) and extremely cold winters (late September to early April).

The steppe is covered by high grass and serge, species adapted to make the most of the short summer, with occasional beech copses breaking the monotony.

This is a trying time for Neanderthals – perfectly adapted to the snow-bound steppe of the colder glacial times, the Neanderthals are having a bad time coping with the warmer climate and with the changed environment. The new conifer and elm forests that are spreading in the south are a source of useful materials, but also a hunting environment

CRO-MAGNON WEAPONS

SHORT BOW

Base Starting Skill: 35%

Damage Done: 1D4+1

Range: 30 yards

Attacks Per Round: 1

HPs resistance: 15

JAVELIN/THROWING SPEAR

Base Starting Skill: 20%

Damage Done: 1D8

Range: see Throw rule

Attacks Per Round: 1/2

HPs resistance: 15

BOOMERANG

Base Starting Skill: 20%

Damage Done: 1D6

Range: see Throw rule

Attacks Per Round: 1/2

HPs resistance: 8

radically different from the one in which Neanderthal hunting techniques evolved. Also, long-established hunting grounds are disappearing as herbivore communities relocate following the changing distribution of fodder. In pursuit of their quickly disappearing environment, the Neanderthal communities migrate to mountain areas, leaving the forested plains to their direct competitor, Cro-Magnon man.

CHARACTERS GENERATION

Any standard *Call of Cthulhu* character sheet should be heavily redesigned to fit the setting. On the other hand, small NPC-recording sheets are available which should fit the

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NEANDERTHAL TOOLS

Neanderthal hunters are likely to be equipped with three basic implements:

SPEAR:

Base Starting Skill: 25%

Damage Done: 1D8+1+db

Range: touch

Attacks Per Round: 1

HPs resistance: 15

Similar in function to the (much later!) European boar-hunting spear. This weapon has a long, wide stone blade, which grants an enhanced penetration when used against big animals, but which makes it unsuitable as a throwing weapon.

AXE

Base Starting Skill: 35%

Damage Done: 1D6+2+db

Range: touch

Attacks Per Round: 1

HPs resistance: 15

Consists of a massive stone head, suitable for cutting on one side and as a blunt instrument on the other, attached to a sturdy bone handle by a looped animal sinew.

KNIFE

Base Starting Skill: 25%

Damage Done: 1D6+db

Range: touch

Attacks Per Round: 1

HPs resistance: 10

Being made of flint, this is both terribly sharp and extremely fragile; the knife is triangular in

profile, with a strap of leather wound around the part that's used as a handle.

Each hunter also carries a multi-purpose "tool-rock," used to fashion more knives or spearheads. This cannot be used as a serious weapon, but doubles excellently as a fire-starter.

Rocks and wooden clubs are also available, doing damage as per *Call of Cthulhu* handbook.

CRO-MAGNON MAN

STAT RANGES:

STR 3D6

CON 3D6+3 (survival of the fittest)

SIZ 3D6

DEX 3D6

APP 2D6 (not so pretty by human standards)

POW 3D6 (normally lucky and sensitive)

INT 2D6+6 (rather smart, everything considered)

EDU 2D6+3 (very focused knowledge derived mostly from immediate experience)

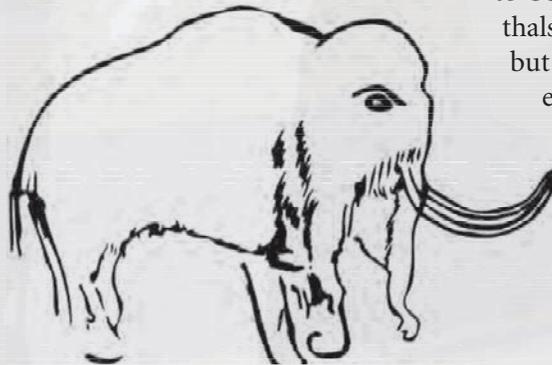
Hit Points - (SIZ+CON/2)

Skill Purchase Points EDU x 10

No hobby skills.

Skills available - the same as Neanderthal, plus Missile weapons (20%) - any form of thrown weapon.

Physically taller but less muscular than Neanderthal man, large-headed Cro-Magnon is a more aggressive breed of primitive man, proficient with throwing weapons and mass combat. Cro-Magnon communities will tend to be wary of Neanderthals (and vice-versa), but might side together against a greater menace.



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needs of the keeper well enough. To reflect racial differences, Attributes for Homo Neanderthalensis are rolled as follows

STR 3D6+3 (massive muscular body)

CON 3D6+3 (survival of the fittest)

SIZ 2D6+6 (on the average smaller than modern humans)

DEX 3D6+3 (very quick and agile)

APP 2D6 (not so pretty by human standards)

POW 3D6 (normally lucky and sensitive)

INT 2D6+6 (rather smart, everything considered)

EDU 2D6+3 (very focused knowledge derived mostly from immediate experience)

HIT POINTS - (SIZ+CON/2) + 5 (natural toughness)

SKILL PURCHASE POINTS EDU x 10

No hobby skills.

Of the skills normally found on the Call of Cthulhu Character Sheet, Neanderthal/Primitive characters can use Art (limited to painting, singing, flute-playing or dancing), Climb (50% base chance), Conceal, Disguise, Dodge, Hide, Jump, Navigate, Sneak, Spot Hidden, Swim, Throw, and Track.

To these, a few special skills need to be added

- * Axe (35%) – also used for clubs and other improvised weapons.
- * Healing (15%) – doubles for both Medicine and First Aid.
- * Interrogate elders (15%) – acquiring information from oral repositories or knowing what to ask to get the right answer. The equivalent of a Library roll in a book-free environment.
- * Lore (20%) – any advanced practical skill beyond the immediate concerns

of field craft (which get covered by a Know roll) zoology, botany, geography, building/repairing tools, making fire; more generally, knowing what to expect based on personal experience.

- * Oral tradition (10%) – history of the tribe, record of past events, legends and taboos. Knowing what to expect based on other people's related experiences.
- * Roughriding (DEX x 3 % + STR Bonus) – the hunter's ability to ride a wild beast to exhaustion.



- * Spear (25%) – can be used for other long weapons.

- * Spirit world (05%) – spiritual practices, reading omens, communing with totem animals, magic.

INVESTIGATORS

TAKA, age 30, Experienced Hunter and Alpha Male

STR 19 CON 20 SIZ 11 INT 13 POW 11
DEX 15 APP 08 EDU 10 SAN 55 HP 24

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+db

Spear 65%, damage 1D8+1+db

Stone Axe 75%, damage 1D6+2+db.

Skills: Climb 65%, Conceal 35%, Disguise 25%, Dodge 75%, Healing 35%, Hide 50%, Interrogate Elders 30%, Jump 65%, Lore 35%, Navigate 50%, Oral Tradition 20%, Roughriding 45%, Sneak 70%, Spot Hidden 45%, Spirit World 5%, Swim 20%, Throw 30%, Track 65%.

Taka is the oldest member of the hunting party and the nominal leader. He has spent most of his life in the field, tracking and killing animals for the tribe's needs, and he still remembers the time of the snows. Taka has little use for intellectual discussions, and

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his main concern is bringing back things to normal.

He has a mate and two kids.



TAKA

BERU, Age 18, Shaman Wannabe

STR 14 CON 15 SIZ 09 INT 15 POW 15
DEX 13 APP 09 EDU 12 SAN 75 HP 17

Damage Bonus: none.

Weapons: Fist/punch 60%; damage 1D3+db

Spear 35%, damage 1D8+1+db

Stone axe 35%, damage 1D6+2+db.

Skills: Art (music-making) 35%, Climb 45%, Conceal 45%, Disguise 35%, Dodge 55%, Healing 45%, Hide 45%, Interrogate Elders 45%, Jump 55%, Lore 55%, Navigate 30%, Oral Tradition 40%, Sneak 35%, Spot Hidden 45%, Spirit World 25%, Swim 10%, Throw 20%, Track 45%.

Beru is not a hunter, and is more at ease with intellectual pursuits and resents the rough attitude of Taka and the others; he was sent out on this scouting mission mainly because of the changing environment and unknown territory. His “intellectual” background might lead to some confrontational moments during the scenario.

BAAN, Age 25, Hunter with a Family

STR 17 CON 16 SIZ 10 INT 10 POW 12
DEX 13 APP 10 EDU 09 SAN 60 HP 18

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+db.

Spear 55%, damage 1D8+1+db

Stone axe 70%, damage 1D6+2+db.

Skills: Climb 55%, Conceal 25%, Disguise 20%, Dodge 65%, Healing 30%, Hide 55%, Interrogate Elders 20%, Jump 70%, Lore 25%, Navigate 45%, Oral Tradition 15%, Roughriding 25%, Sneak 50%, Spot Hidden 35%, Spirit World 10%, Swim 20%, Throw 35%, Track 45%.

Taka's best friend, Baan is a senior hunter with a jovial attitude. A family man with a wife and five kids waiting for him at the camp, he is curious but cautious. He normally sides with Taka in discussions, but is no blind follower.

SAALA, Age 20, Just a Guy with a Spear

STR 15 CON 15 SIZ 12 INT 12 POW 11
DEX 14 APP 09 EDU 09 SAN 55 HP 17

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+db

Spear 65%, damage 1D8+1+db

Stone axe 50%, damage 1D6+2+db.

Skills: Climb 45%, Conceal 15%, Disguise 10%, Dodge 75%, Healing 25%, Hide 65%, Interrogate Elders 15%, Jump 75%, Lore 25%, Navigate 40%, Oral Tradition 25%, Roughriding 20%, Sneak 55%, Spot Hidden 45%, Spirit World 15%, Swim 25%, Throw 45%, Track 50%.

Saala is the voice of reason in the party. He is well aware of the value of each single life, and mostly of his own. He will most often promote the most cautious approach to problems. He is not sophisticated enough to betray the hunting team, but might put his own survival before the common good.

EELY, Age 14, Rookie Hunter

STR 13 CON 19 SIZ 13 INT 13 POW 10
DEX 12 APP 11 EDU 07 SAN 50 HP 21

Damage Bonus: +1D4.

Weapons: Fist/punch 60%; damage 1D3+db

Spear 35%, damage 1D8+1+db



Cursed Be the City

Stone axe 40%, damage 1D6+2+db

Skills: Art (singing) 35%, Climb 45%, Conceal 5%, Disguise 10%, Dodge 45%, Healing 5%, Hide 45%, Interrogate Elders 15%, Jump 65%, Lore 15%, Navigate 20%, Oral Tradition 20%, Roughriding 50%, Sneak 75%, Spot Hidden 40%, Spirit World 5%, Swim 35%, Throw 35%, Track 45%.

Ely is a young hunter still learning the tricks of the trade. He's a big, healthy kid with more enthusiasm than experience, and is particularly valued by the team for his ability to surprise a prey and to ride it to exhaustion. He sort of hero-worships Taka.

BOY, Age 11, A Kid Looking For His Name

STR 10 CON 13 SIZ 8 INT 14 POW 14
DEX 16 APP 07 EDU 5 SAN 70 HP 15

Damage Bonus: none.

Weapons: Fist/punch 60%; damage 1D3+db

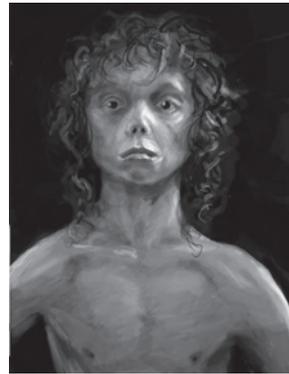
Spear 30%, damage 1D8+1+db

Stone axe 35%, damage 1D6+2+db.

Skills: Climb 25%, Conceal 25%, Disguise 15%, Dodge 80%, Healing 15%, Hide 75%, Interrogate Elders 15%, Jump 45%, Lore 20%, Navigate 30%, Oral Tradition 25%, Sneak 50%, Spot Hid-

den 35%, Spirit World 10%, Swim 25%, Throw 35%, Track 30%.

Boy has been sent along with the hunters so he can find his true name and thus become an adult. He's eager for new experiences (and he will have more than his fill by the end of the day).



Boy

TO HELL OR CONNAUGHT

By Eckhard Huelshoff

This scenario is set in Ireland in the year 1649. The civil war in England has ended, seven months ago King Charles I was executed. The Irish have been in revolt since 1641 and hold much of the island. While most of them were on the king's side, some consider the civil war and the following chaos to be a chance to restore Irish independence.

On August 15th 1649 Oliver Cromwell landed at Ringsend, not far from Dublin as "Lord Lieutenant and General for the Parliament of England." Cromwell was a fanatical protestant and it was certain that there would be no mercy for Catholic rebels who had attacked English and Scottish settlers in Eire.

The players are part of Cromwell's troops in Ireland and, for the purposes of this adventure, are referred to as "soldiers" rather than investigators. It is assumed that they are officers, and most of them are experienced soldiers in Cromwell's "Ironside Cavalry" and therefore devoted Protestants and followers of Cromwell, having fought alongside the man during both civil wars.

Yet, like many assumptions, this one is wrong as well, at least, in part. One of the soldiers, Captain Dunbar, is both a Loyalist and of Irish Catholic heritage (in other words) a traitor. The keeper should inform this player discreetly that his mission is to get in touch with Irish rebels in

Drogheda to give them information about the strength of Cromwell's troops.

KEEPER'S INFORMATION

In this scenario the soldiers are ordered to investigate the mysterious death of some English soldiers who planned to loot a former Catholic church that is now used as a storehouse. While looting it, the soldiers destroyed the former altar and involuntarily freed a serpent man wizard who had been imprisoned in his former temple by the founder of this church, the legendary Saint Patrick. All five of the men were killed by this creature, called Milchu, and the shapechanging being chose to take the appearance of one slain officer called Brian Cavendish. Milchu hid the corpse in a secret place in the former church.

In the course of the scenario the soldiers find out about the secret history of Saint Patrick and learn of the truth about his legendary deeds. They also find out that Saint Patrick's former master Milchu was a serpent man and is now trying to revitalize the old faith using the form of Brian Cavendish.

Finally a note about the weather, throughout the scenario there are heavy rains and thunderstorms. The skies are



To Hell or Connaught

cloudy and the general atmosphere is depressing. Additionally, the River Boyne is rising, leading to a partial flooding of the town which was common throughout the history of Drogheda.

IRELAND AND BRITAIN IN 1649

The 1640s had been years of turmoil and uprising for both Britain and Ireland. The Irish uprising began in 1641 and was the result of the “Plantation Policy” by the Tudors and Stuart, especially the Plantation of Ulster by James I that took place in 1609. This Plantation Policy meant that Protestant settlers were sent from Scotland and England to colonize Ireland. These new settlers displaced the Gaelic as well as the English aristocracy that were both predominantly Catholic and had existed since medieval times. Thus, these plantations threatened the dominance of Catholicism as well as the aristocracy’s property rights.

When the uprising began, Protestant settlers felt the bloody revenge of the Irish. The lucky ones were only evicted from their lands, those less lucky were killed. The uprising resulted in the rumour about a “popish conspiracy” between Rome and Charles I. Across Scotland and England the rumors spread, and it was suggested in Westminster that the King himself could not be trusted. What had begun as a spontaneous uprising developed into an organised rebellion under the confederation of Kilkenny, which escalated into an Irish civil war that lasted for eleven years until it was crushed by Cromwell – ending in the surrender at Galway in 1652.

The Irish uprising was not a clearly defined matter of Irish vs. British. It was complicated by the civil wars that tore apart England in those years. The reasons for these civil

wars are manifold, but two reasons are definitely the most important:

The first reason is King Charles I. Many believed that he was only a mediocre leader at best, but it didn’t help matters that he tried to rule England without the assistance of a parliament throughout the 1630s.

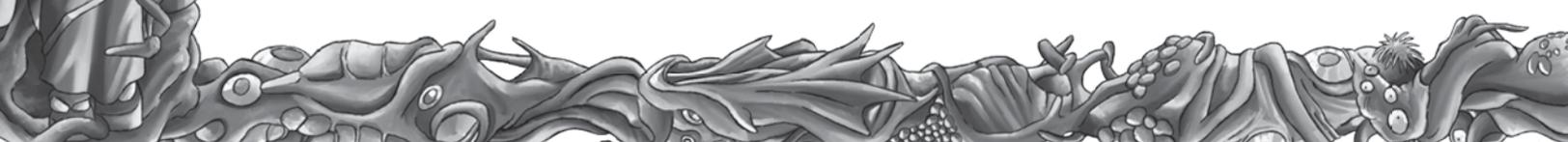
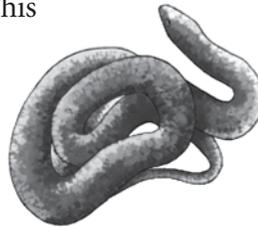
The second reason is a split in both the country and the parliament – which Charles had been forced to re-establish due to monetary reasons concerning religious questions. While many were satisfied with the Church of England as it had been established in the times of the Reformation, there was

a growing group of more radical Protestants who considered themselves more “Godly.” Irritated by those extremists, Charles tried to seize back the political initiative. In January 1642,

Charles – accompanied by some soldiers – stormed the parliament and declared five members of parliament traitors. These parliament members escaped and the public was outraged, forcing the King to flee. This marked the outbreak of the first civil war.

One of the men that rose to prominence in the ranks of the parliament in the following years was Oliver Cromwell, who not only made a name for himself as a military leader, but was also responsible for the creation of the “New Model Army” whose organization and training was a revolution on the battlefield. Cromwell was made General of Horse in 1645, leading his personal “Ironside Cavalry.” The New Model Army’s victory at Naseby forced the Royalist troops to accept an armistice ending the first civil war in 1646.

Charles I did not accept many of Parliament’s demands in the following negotiations and this resulted in the start of the second civil war in 1648. This time the Parliament did not accept Charles’ surrender at the end of the second war. Instead, they took



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him as a prisoner and executed him in January 1649.

Having reached his first goal, Cromwell now had the time and – given the uprising – opportunity to occupy himself with his next: the extermination of Irish independence and Catholicism; which he – being a Protestant extremist – hated from the bottom of his heart.

This is where our adventure begins.

ABOUT ST. PATRICK

THE SAINT PATRICK OF HISTORY AND LEGEND

The Patron of Ireland was born around the year 385 A.D. in Scotland to Calpurnius and Conchessa. Both were Romans living in Britain and Calpurnius held the office of *decurio* (a high ranking official). When Patrick was in his teens, he was carried off into captivity by Irish marauders and sold as a slave to an Irish chieftain called Milchu. Milchu's territory was in the present county of Antrim. At the age of fifteen it was Patrick's duty to herd and tend Milchu's sheep and he learned the traditions and language of Ireland which, at this time, was a land of druids and pagans with Milchu himself performing as a druidical high priest. Patrick remained a Christian and, according to legend, received a dream sent by God encouraging him to flee Ireland. Patrick escaped to Britain where he was reunited with his family. The legend says that he received another dream in which the Irish people were calling out to him: "We beg you, holy youth, to come and walk among us once more!"

Patrick became a priest and later was ordained a bishop. He was ordered to take

the Gospel to Eire and returned to the Irish shores on March 25th in the year 433 at Slane. He preached in Ireland for forty years until he died on March 17th 461. His disciples, Beningnus, Auxilius, and Fiac continued his work.

There are many legends about Saint Patrick's life and work. The most famous is the one that it was Patrick who banished the snakes from Ireland. He wrote a famous text called "The Confession of Saint Patrick" in which he described both his time of captivity as well as his relation to God.

SAINT PATRICK IN THIS SCENARIO

This scenario offers a "Cthulhoid" explanation for the legend of Saint Patrick and the snakes. He did indeed banish the snakes, but this was just the side-effect of his true success: he fought and imprisoned a serpent man druid called Milchu. This Milchu was in fact the one who kept Saint Patrick as a slave in his youth. While serving Milchu, Patrick had learned a lot about druidic rituals and their belief in the Great Mother. Patrick even learned some of their magic, but surprisingly never lost his faith in Christianity. This faith probably helped save his sanity.

After Patrick returned to Britain, he began his studies for priesthood and travelled across Europe to learn not only the things necessary to become a priest, but also more of those dark and ancient secrets he had come across during his captivity. He collected documents that described cults and events that had a connection to his experiences. Among those documents, one was the most interesting for him: the report of a Roman Centurio written during Cesar's Gaelic war featuring detailed descriptions about Gaelic villagers in Armorica who prayed to the Great Mother and consumed the Great



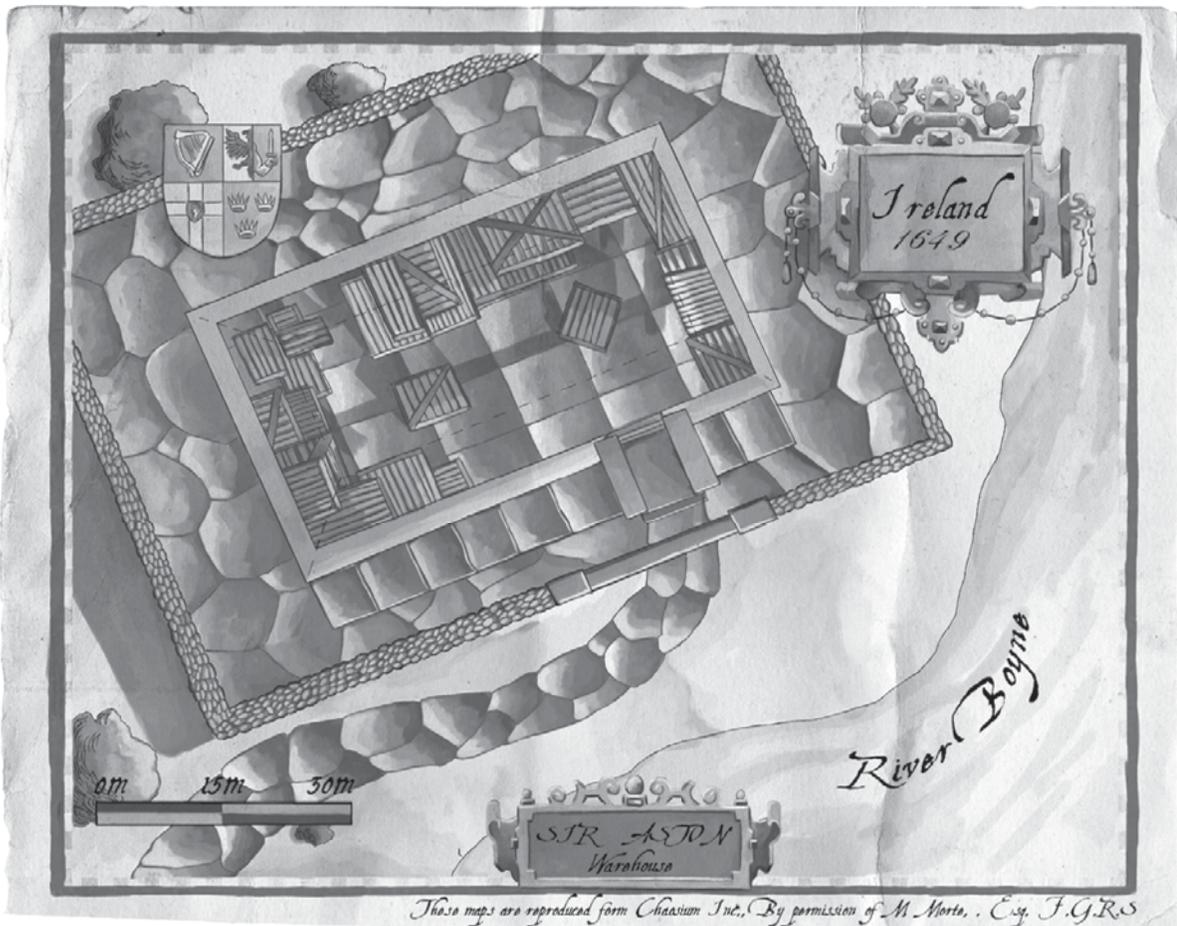
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Mother's milk, which gave them inhuman strength.

When Pope Celestine I ordered him to take the gospel to Eire, Patrick had an additional plan. He not only wanted to spread Christianity, but he wanted to use Christianity to save the Irish people from their paganism and their nonhuman masters. He finally confronted his old master and his followers in an underground temple near the River Boyne. Patrick and his disciples fought the serpent man and his minions and, using magic themselves, succeeded at last. Milchu's followers were killed and the druid himself was imprisoned in his temple, which was sealed by an elder sign. Patrick and his followers built a church on top of the cavern temple. In

the following centuries, settlers would come to the place and it would later become the town that is now known as Drogheda.

After their victory, Patrick and his men travelled west following the River Boyne to the place where Milchu used to contact the Great Mother. They destroyed the standing stones they found there and built another small chapel. Patrick and his followers had seen enough to know that there was more to the universe than what they had learned from their priests and teachers. They decided to do something. The result was that Patrick's disciples Beningnus, Auxilius, and Fiac founded a monastery not far from Dublin that would keep an eye on paganism, nonhuman entities, and would collect



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knowledge about those unholy fiends. The first documents to be stored away in its secret library were the Latin report of a Roman Centurio and the complete version of the “Confession of Saint Patrick.”

THE INVESTIGATION BEGINS

It's September 11th, 1649. Cromwell's troops finally conquered the town of Drogheda last night. The soldiers are now relaxing in their improvised quarters in a guesthouse overlooking the River Boyne. Outside in the heavy rain the common soldiers round up and execute the survivors of Aston's garrison.

The group's rest is interrupted when a messenger arrives ordering them to report to their commander, Oliver Cromwell. The soldiers mount their steeds and ride to the other side of Drogheda which gives them an opportunity to take a look at the burning town. Even in the rain many buildings are on fire, among them many churches and civilian houses. They see their fellow soldiers execute Aston's men wherever they are found. In some places the conquers have to fight pockets of resistance, thus the sound of battle is still present. The characters witness how both armed men and civilians are executed by Cromwell's soldiers. The massacre at Drogheda cost the lives of more than 3,000 men and women and is considered by many historians evidence of Cromwell's ruthlessness and hatred of the Irish. While this sort of incident would be shocking for modern day investigators, our heroes will not be too touched by it.

The group finally arrives at a heavily guarded manor at the other end of the town

that is now used as Cromwell's headquarters.

They are guided to Cromwell's office, a luxurious room on the building's second floor. Cromwell is still wearing his breastplate and is taking notes on maps. As the soldiers enter, their commander greets them casually, offering them a seat. He finishes his writing, then sits down himself and gives them a briefing.

Four soldiers of Brian Cavendish's Regiment were found dead in a warehouse this morning. They have obviously been killed by snake bites, which, Cromwell points out, is unusual since there aren't any snakes in Ireland. Cromwell thinks that these unusual deaths can be neither the result of combat nor an accident. He supposes that it might have been murder, either by Irish rebels or by one or more members of his army, since he has been warned of Catholic traitors ever since he left England. Cromwell wants the assembled soldiers to investigate this case and – if it really was foul play – to find the murderer(s) and bring him to justice.

He passes them his written order that will allow them to interrogate every soldier and officer they choose, and lets them know that he has a man waiting to escort them about the city. He also tells them that he has given Colonel Brian Cavendish command over the town while he takes most of the men to Ulster, and promises that Cavendish will support them as much as he himself would do. With this the soldiers are dismissed.

FIRST STEPS

The soldiers are led about by Henry Barstow, an experienced and hardened 39-year-old infantryman, a veteran of many battles of the New Model Army. Originally from Hull, he speaks in a thick Yorkshire accent. He is part of Cavendish's regiment and knew the



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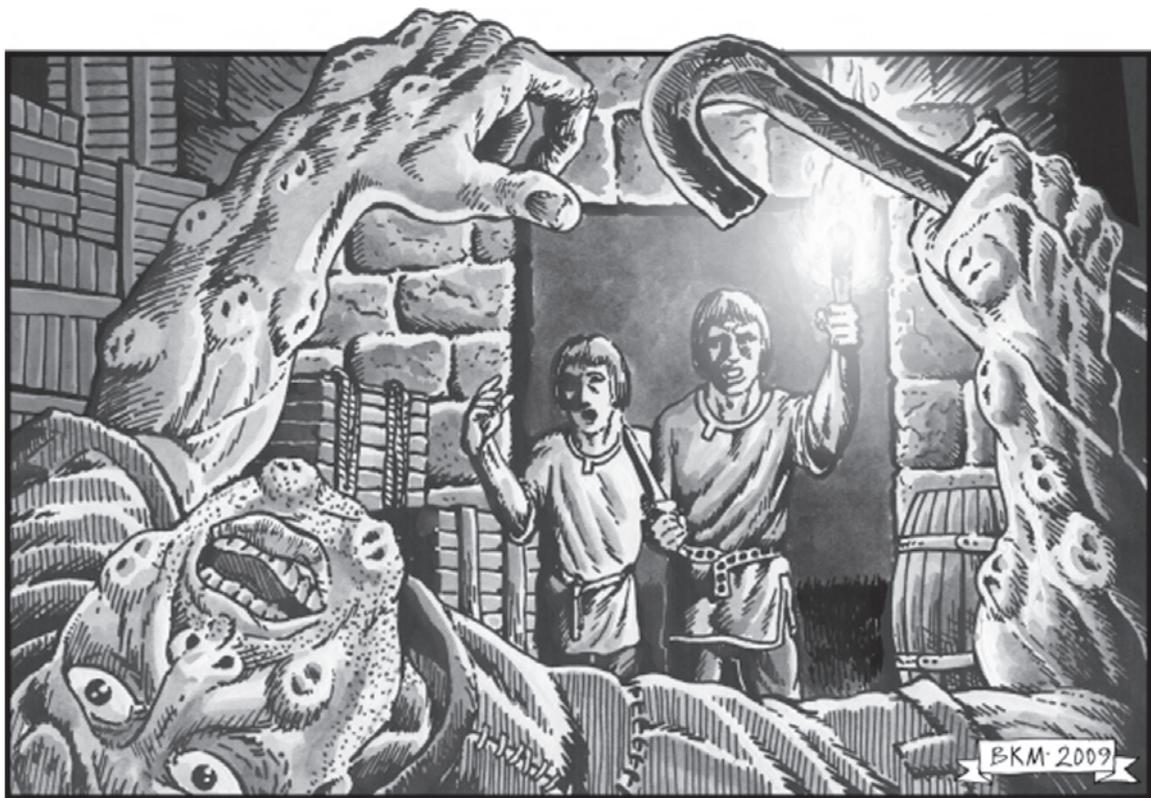
men who died. Henry informs the officers that the infantryman who found the four bodies also found a shocked young boy at the warehouse's entrance. The boy, who served as a drummer in Aston's force, had fled the battle and hid in the warehouse when the English soldiers found their death. He is now in a cell in a local hospital because he seems to have lost his sanity.

If the soldiers ask about the history of the warehouse, Henry may volunteer that the town hall is still intact and Sir Aston's records can be found there. Once the soldiers speak to the Irish lad in the hospital they should become aware that he had seen five, and not four, men die. If the players ask around they will be reassured that all men that attacked Drogheda are either dead, in the hospital, or with their regiment. None are unaccounted for.

Sir Aston's Warehouse

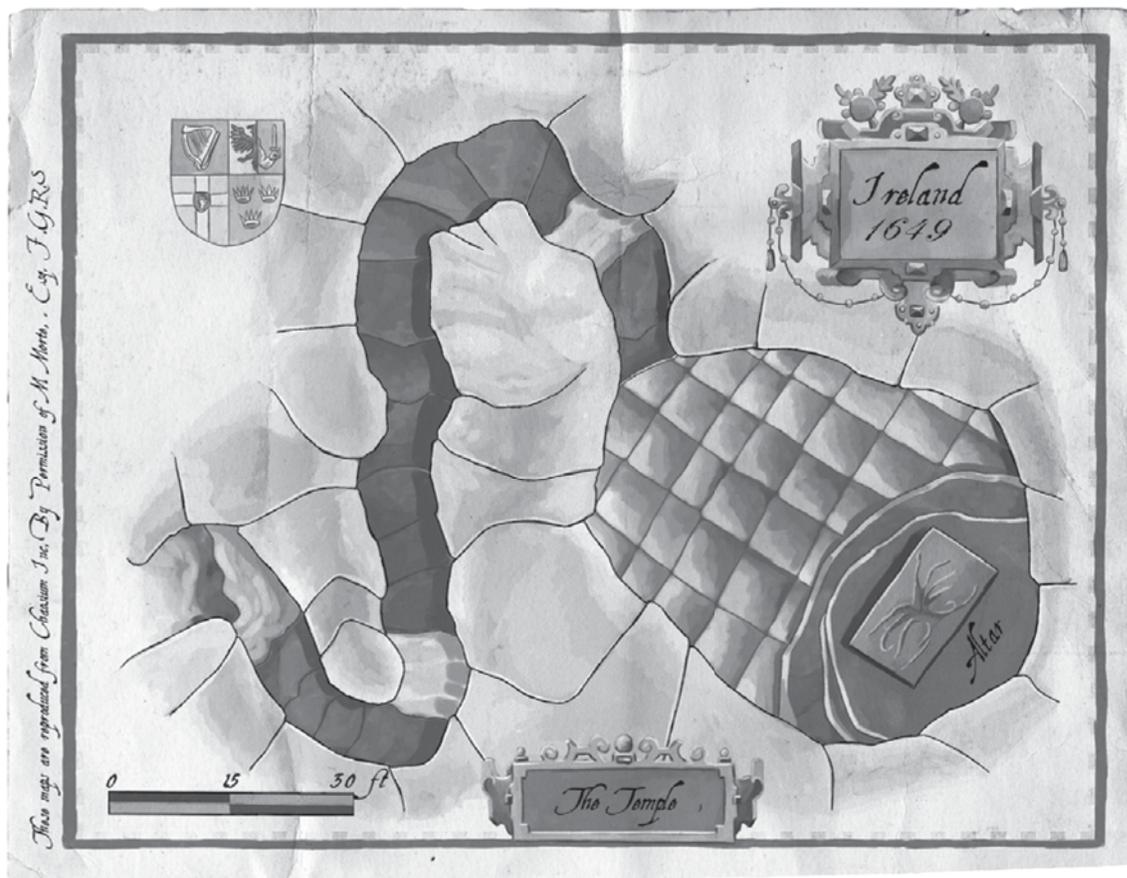
The building in which the corpses were found is very close to the River Boyne. It is a large warehouse built of stone, sixty feet long and thirty feet wide. The ceiling is quite high, about twenty feet. A successful **Spot Hidden** reveals that the stone walls are darker than they should be, possibly due to a fire. With a successful **Idea** roll they come to the conclusion that there has not only been a fire, but that much of the building had been rebuilt some time ago.

Inside, the warehouse is basically a one room building packed to its ceiling with boxes and crates. A couple of infantrymen guard the entrance and more are inside. As the soldiers enter the building they witness an argument between one of the guards and a civilian. The civilian is Thomas O'Duffy, aged 49, who's responsible for the warehouse. It turns



DISCOVERING THE CORPSES!

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out that he has been forced by the guards to stay here until he is interrogated and isn't really pleased by the proposition.

When the soldiers start to talk to him they feel his hostility. He views them as aggressors and doesn't really want to cooperate with the people who attacked his hometown. If someone in the group can succeed in a **Persuade** roll or is very friendly, O'Duffy may calm down a bit. He cannot tell them too much anyway. The only valuable information he can give to them is the history of the building as described above; that the building is now owned by Sir Aston, and that the goods inside are mostly weapons and armour as well as other valuables. According to O'Duffy, the building has always been guarded by at least six infantrymen.

After the interrogation, the soldiers should take a look at the victims. The four bodies are scattered over the whole building. One of the guards will lead them to the corpses.

The first victim lies not far from the entrance. The group knows this man; he is Jonathan Morrison, only 19 years old. He looks terrible (San Loss 0/1). His face has turned purple, nearly black. Anyone that succeeds in a **Medical** roll knows that this is a sign of suffocation. A closer inspection of the body shows countless bite marks, more specifically snake bites, as a **Biology** roll will tell. The other three victims are Timothy Dearborne (age 24), Clarence Mathews (age 22), and Mathew Raleigh (age 35) who still holds a crowbar in his right hand. The crowbar is



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covered with some sort of stony dust. All of these men are in the same condition as Morrison; a **Know** roll reminds the group that these four were known to be among Cavendish's favourite troops.

If the soldiers open the crates and boxes they will confirm that Sir Aston used the building to store everything from swords and armor to gold and jewelry. A **Spot Hidden** or an **Idea** roll reveals that one of the crates at the far end of the warehouse is not at the place it ought to be. It seems to have been moved from its original spot. One can see the outline in the dust where it once was and there is a trace of the movement as well. Another **Idea** roll tells the players that this area of the warehouse must have been the place where the altar of the chapel would have been found. A second **Spot Hidden** or 30 minutes of searching lets the soldiers find the altar. It is now stowed away between two crates full of armor and covered with canvas. Someone wanted to hide it, and whoever did this was not alone, or was extremely strong.

Inspecting the oddly placed crate reveals that it is very heavy and can only be moved by a combined STR of 35 or if it is emptied. The crate is full of swords and it takes about 20 minutes to get them out without injuring yourself. If the crate is moved the soldiers see that it was used to cover a hole in the ground. The hole is about two feet wide and one cannot see how deep it is or where it leads to. To find out, the soldiers will have to enter the shaft.

Examining the altar more closely exposes something interesting: there is a painting, a fresco on the altar. It is very old and not very visible anymore. One can make out the picture of a man with a gloriole, most likely a saint, who's holding a shamrock in his left and a sword in his right hand. This is Saint Patrick, the patron of Ireland. And

on the ground in front of him there lies a huge snake, but a snake with arms and legs, wearing robes, obviously slain by Patrick. The fresco is of Roman style, about ca. 500 A.D. as a successful **Know** or **History** roll will tell.

The soldiers also see that there is a whole chunk of stone missing from the top of the altar that may have been broken out either by a tool or by accident. A **Spot Hidden** and several minutes of searching lets the soldiers find several pieces of broken stone that might belong to the altar. The pieces are not complete, but when put together one can see that there was some symbol on the chunk that has been broken out of the altar. A **Cthulhu Mythos** roll would identify this symbol as an Elder Sign, but the soldiers do not yet have that skill.

The Underground Temple

The Soldiers will need a rope to descend into the concealed shaft. The shaft is two feet wide and fifteen feet deep before it turns into a tunnel that leads away from the river and climbs. The tunnel underneath the shaft is flooded with stinking water from the Boyne (reaching up to the soldiers' hips) but the tunnel rises, so that they are soon walking on dry soil again.

The soldiers will have to follow the tunnel, which is only about five feet high and three feet wide, about two hundred feet before they reach a large cellar. The room is 30'x 40' and 10' high. The floor is covered with tiles and there is a huge stone altar at the northern end of the room. There are frescoes on the walls depicting snakes in every form, and on the wall behind the altar there is a fresco showing humans bowing down to a man in robes – but that man has a serpent's head instead of a human. There are also images of druids sacrificing both men and women on altars while some amorphous forms watch

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them from above. Another common theme are orgies of the worst kind, often featuring weird tentacled beings.

The altar is a huge stone block featuring a strange bas-relief. It shows a tree-like thing with many tentacles on two huge feet (A **Cthulhu Mythos** roll will identify this as a Dark Young of Shub-Niggurath) A **History** roll dates the frescoes to around the 5th century and indicates that it's influenced by Roman style.

The Hospital

The hospital is a very unpleasant place. The sanitary conditions are intolerable, many of the patients are wounded military men, the insane, or both, but due to the current situation there aren't enough medics or nurses. In the hospital's cellar there are cells for the dangerously insane. The cellar is even worse than the rest of the hospital: the floor is covered with straw and excrements and the smell is horrible. These conditions in combination with the howling and whining of the patients may cause a loss in **SAN** (0/1D2).

The soldiers are led to the witness's cell. Inside they find Richard O'Donnell, age 15. He is a gaunt young man in the middle of puberty, yet his hair has turned white and he is silently sitting on a chair, his body shaking. He looks up as the soldiers enter, but there is not much more of a reaction. The soldiers should be careful and gentle if they want to get anything out of this unfortunate young man. If one of them approaches him in a nice manner and asks about what happened to the four dead men, O'Donnell will start to talk. His report seems to be overshadowed by his insanity. He will tell them that he had fled the battlefield when English troops had breached the wall and started to slaughter his regiment. He hid in the old church

on top of the crates. The building was well known to him, since he had been guarding it pretty often. As far as he remembers, he fell asleep. He woke up when Englishmen broke into the church, obviously looking for something. He remembers that there were five English soldiers and that suddenly one of them started to scream in terror. He could not see that soldier from his position, but suddenly the whole floor was covered with snakes that seemed to have come from nowhere. The other men started to scream and then O'Donnell fainted.

Then the young man returns to his catatonic state. The soldiers will definitely want to ask a few more questions, especially since O'Donnell mentioned five soldiers (**Idea** roll in case they missed this in Richard's testimony) and not four. Before the interrogation can continue, something horrible happens. O'Donnell's face suddenly turns blue and he desperately fights for breath but is not able to do so. He starts to spasm and suddenly falls to the ground, dead. An instant after he hits the floor, a stream of little snakes comes out of his clothes, mouth, and his nose (**SAN** loss 1/1D6). The little poisonous snakes are not a great danger for the soldiers who can easily crunch them with their boots. However, the snakes crawl off and enter other cells where the insane are kept and, not long after O'Donnell's death, the screams of desperate and dying inmates fill the cellar (**SAN** loss 1/1D6).

As the soldiers flee the cellar they are suddenly stopped by one of the inmates. The man is old and dirty and wears the rugged uniform of a Catholic bishop. He stands in front of them looking at them with his mad and bloodshot eyes and says "So ye've brought the snakes back to Ireland!" before he falls to the ground dying.



To Hell or Connaught

The Town Hall

One opportunity to find out more about the history of Drogheda and its churches arises in the town hall. It is surprisingly well organized for the 17th century, thanks to the many clergymen that lived in Drogheda throughout its history. A cursory research and a **Library** roll reveals that, until the chaos of reformation and civil war, Sir Aston's Warehouse had been Saint Celestine's Chapel. The old chapel had burned down and the new owner, an English Merchant and Protestant, rebuilt it as a warehouse. A **History** roll confirms that Celestine I was the pope who sent Saint Patrick on his mission to Ireland. A thorough research will take about 4 hours, and the soldiers will have to succeed in three **Library** Use rolls as well as a **Latin** check, since most documents written by the clergy are in this language. With a single successful **Library** Use roll the following clues are found in the town hall:

- ★ Saint Celestine's Chapel is thought to have been the eldest church in Drogheda, built long before the town itself was founded.
- ★ It was common knowledge that Sir Aston used to store much of the town's treasure in the former chapel.

A second successful **Library** Use roll will provide these pieces of information:

- ★ The regular flooding of the River Boyne damages the building from time to time.
- ★ According to legend, Saint Patrick himself or one of his disciples founded Saint Celestine's Chapel.
- ★ Every year the chapel was visited by priests from Dublin who blessed it in a special ceremony.

The final clue can only be found by succeeding in three **Library** Use rolls:

- ★ There was a legend that the founder(s) of the chapel hid a great and secret treasure beneath the altar. According to the legend, God himself would curse anyone who ever tried to move the altar.

DINNER WITH COLONEL CAVENDISH

On the evening of the first day of their investigation, one of the Colonel's men tells them Cavendish has invited the group to have dinner with him so that they can discuss the investigation. Cavendish resides in the manor where the soldiers met Cromwell in the beginning of the scenario. The soldiers are led to the dining room by servants who are not part of the English forces, but Irishmen, which is unusual. In the dining room, the table is set and Cavendish is already waiting for them.

Colonel Cavendish is a tall, muscular man with jet-black hair and moustache. He is charismatic and the players know and appreciate him as a great military leader, a unique tactician and devout Christian. Cavendish is also arrogant and domineering, which makes him a difficult person to deal with for junior officers.

As his guests enter the room, Cavendish is standing at an open window overlooking the town, a jar of stout in his hand. "Isn't this a wonderful place, gentlemen?" he says, "so cozy, so boring. I already feel like I have known this place forever." He then turns around and orders the soldiers to take a seat. With a ring of a bell, servants enter the room and bring food. The meal is luxurious, a pleasant change from military rations.

As they dine, Cavendish will ask the soldiers how their investigation is proceeding. Let the players decide what they will report,

but whatever they tell, Cavendish will be very interested. He will listen and ask questions. The soldiers should get the impression that Cavendish is very interested in what they've found out. Yet, even though he praises the dead men, he also points out that it was probably just a murder committed by some Irishmen, witnessed by a lunatic who made up a weird story. He urges them to officially end the investigation and "to get back to work." Later, after a couple of pints, Cavendish tells them what he really thought about the dead men:

"Listen, gentlemen. They definitely were brave soldiers. I liked them for their bravery and for their experience. But they were also commoners, simple men from awful holes in the middle of nowhere. They were not fighting battles for the just cause like we do, but instead they fought to earn some coins, to make a living. If the bloody Catholics would have offered them more money they would probably have fought for them as bravely as they fought for me. They most likely came across some of the Irish defenders who told them about that warehouse full of gold and armour and jewelry. Wouldn't it be natural for them to try to loot it? So they get surprised and killed. That's life, gentlemen."

If the soldiers point out those strange bite marks, he shrugs and tries to explain it with some poisoned weapon the Catholics might have used. Soon after the dessert, Cavendish dismisses the soldiers.



FURTHER INVESTIGATIONS

After finding the hidden temple the soldiers might come to the conclusion that the four dead men could have involuntarily set something free. But there is still the mystery of the possible fifth person. Thus the players will probably want to find out more about those four men, that might lead them to the fifth. The soldiers might try to interrogate the comrades of the dead men. While most of the British invaders have moved on along with Cromwell, the dead men's regiment, Cavendish's regiment, has stayed in Drogheda. Half of the regiment now uses several occupied buildings as barracks; the other half has a camp on a field just outside of the town.

When the soldiers start asking around they are confronted with some hostility. The men, all of them, are weary and tired and only manage to give very brief answers. Whoever they ask just tells them that they did not really know those men but that they were good and brave soldiers. And wherever they ask, the group hears praises for Colonel Cavendish.

If the soldiers manage a successful **Fast Talk** or **Persuade** roll, someone will tell them that Jonathan Morrison's uncle, Samuel Morrison, also served in Cavendish's regiment and that he can now be found in the provisional military hospital that was installed in the former "Saint John of Gods" Cathedral.

THE PROVISIONARY MILITARY HOSPITAL

The responsible physician is Lucas Danbrough, aged 36, a man who studied medicine at the German university in Heidelberg. One of the soldiers has already once been treated by Danbrough and knows him



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AMBUSH ON THE ROAD TO DUBLIN

as an intelligent, gentle, and well-read man who is both a good soldier and a good physician. Danbrough welcomes the group and makes some small talk with whomever he already knows. When the players ask him about Morrison, the doctor gets serious and tells them that he unfortunately had to amputate both of the man's legs. Morrison was the sole survivor of a group of soldiers that was hit with boiling tar while trying to climb the city walls. Unfortunately, Morrison's legs were so heavily boiled and burned that they had to be removed.

Morrison is lying in a huge room together with more than fifty other injured men. He's in bad condition and he's been given plenty of brandy to alleviate his pain. He's about 40 years old, his hair is unkempt and dirty, he is unshaven, he stinks, and his eyes are bloodshot. He's already been told

about his nephew's death, and when the soldiers ask him about what he might know regarding the whole incident, he is very eager to share his drunken opinion about the case. He will slurringly tell them that his nephew's mother, Elizabeth ("May her soul rest in peace"), had always foreseen this. "Jonathan was always after the money," he tells them, "Wanted to become something better than we are – than he was. That's why he always tried to impress Cavendish. He thought that he might probably make him an officer or something. Silly boy, he was."

When the soldiers ask Morrison when he last saw his nephew, he tells them that they met just before the battle began. His nephew had told him that he had the honor to join Cavendish in a special mission together with some other guys. He told his uncle that he

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would even be able to earn some extra money in the mission.

That's all the poor man can tell, but this should give the soldiers an idea who the mysterious fifth man might have been.

MEETINGS IN THE DARK

As stated earlier, one member of the investigative group, Captain Dunbar, is a traitor. He's a royalist and Catholic, and has orders to contact Catholic rebels in Drogheda. However, he is contacted by them instead. On the morning before the interview with Morrison's uncle, this person is given an envelope by a beautiful, mysterious young woman with auburn hair. Inside is an invitation:

"Meet us at the Magdalene Tower tonight at midnight. Come alone."

The Magdalene Tower is the only surviving part of the Dominican Friary that was established in Drogheda by Luke Netterville, the Archbishop of Armagh, around the year 1224. The Dominican Friary was a place where history was made when Mighty O'Neill of Ulster and other chieftains surrendered to King Richard II there.

The Catholic soldier should definitely come to the meeting without the other members of his group, and the keeper should play this brief scene alone with that player. When the soldier arrives at the Tower nobody else is to be seen. A few minutes later, three hooded men appear out of the dark and – without saying a word – motion for him to follow them. After a three minute walk, the soldier and the men arrive at an apparently empty, ramshackle house. After one of the men knocks on the door, they and the soldier are let inside and climb down some stairs into a dark, damp cellar. Here an old friend waits for the soldier. Father Dominic,

over 80 years old, sits on a chair in one of the corners of the room. Next to him stands a young man of about 30 who is armed with a sword and obviously feels the need to protect Dominic from whomever or whatever may be a threat to the old man.

Many years ago, Father Dominic was the soldier's teacher and a friend of the family. The soldier has not seen the priest for many years and, even though he should be glad to see him, he's also shocked because of the frailty of the once healthy man. "Is this you, (SOLDIERS'S NAME)?" the old man calls out. If the character approaches him he can make out that Dominic is blind. His eyes are missing and it looks as if someone has blinded him with fire. (SAN loss 0/1D3). Dominic will sense the soldier's shock and explain that he blinded himself. He says, "It was a bout of madness, son. I will explain later. Or perhaps you will understand yourself..."

Dominic tells the soldier that his men have watched every step that he and his comrades have made. He will explain that their current mission is even more important than the original plan to sabotage Cromwell's expedition. "You have come across something that might endanger the whole Christian world, son, both Protestants and Catholics. Denominations are not important when compared to the danger we are facing now. The pagan gods might roam the world once again if you and your comrades cannot stop them."

He then introduces the man at his side as Benjamin McMahon, and orders the soldier to follow him to a place near Dublin where he will introduce him to allies that can provide him with knowledge that might help him. This means, of course, that the soldier will now have the problem of introducing McMahon to his fellow soldiers. He will likely have to explain that he is indeed a Catholic traitor.



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THE ROCKY ROAD TO DUBLIN

Before the soldiers can leave Drogheda, they are ordered to meet with Cavendish. He asks them about the investigation and once again reassures them that the best course of action would be to close their inquiry. It's the soldiers' choice if they inform Cavendish about their trip to Dublin or not, it should be clear to them that if they leave without informing him this might raise questions. So they should come up with some sort of cover story. No matter if the soldiers inform Cavendish/Milchu or not, he will know about their plans, because his agents watch their every step. He plans is to wipe out the group on their trip to Dublin. He contacted a tribe of degenerate serpent people in his true form as a serpent man and has ordered them to attack the soldiers.

If the soldiers wish, they can take some cavalymen with them. This might seem a good idea, since the countryside is dangerous for the English invaders. Since the soldiers have served in Cromwell's force for some time, they know men they can trust and who won't ask questions. McMahon will meet them outside Drogheda to avoid questions from Cavendish and his men.

THE AMBUSH

This takes place on the first night, when most of the soldiers are asleep. Hopefully they are clever enough to have someone guard their camp. If not, all will be asleep. If there is a guard, the ambush begins with the degenerate serpent men throwing spears at the guard from a close distance. After this first attack they retreat. If possible, one of the cavalymen will be guarding the camp and the soldiers will awake to the screams

of the dying guard who has been hit with at least four spears. For a few moments there is silence before the assault begins. The camp is overrun by a first wave of small humanoids about five feet tall with deformed bodies. Their heads are disproportionately large and their faces have snakelike characteristics including yellow fangs, great yellow slit eyes and forked tongues. They have scaly skin and are armed with clubs and primitive spears.

The keeper should use a number of degenerate serpent people that are threatening, but defeatable by the soldiers. The idea of this encounter is to give them a further clue, but not to kill them.

If the soldiers search the corpses of the serpent men, they will find that several of the creatures wear an amulet that resembles the symbol they saw on the altar in the underground temple.

THE MONASTERY

The monastery of the Brothers of Saint Patrick is a few miles outside of Dublin. It's a plain old main building surrounded by smaller, newer buildings along with some well-kept gardens. It is isolated from the outside world by the dense forest that surrounds it. When the group arrives they are greeted by a middle-aged monk named Brother Francis. The man is friendly but a **Psychology** roll tells the soldiers that he does not trust them. They are taken to a huge room in the main building. Five old monks are waiting here for the soldiers, sitting like judges at a large table at the far end of the room. The group is offered seats opposite the monks. Francis then leaves and takes the men the players have taken along with him. The eldest of the monks, a gaunt man in his late seventies begins to talk to the group, looking directly at McMahon first.

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He has bad news for McMahon and the soldiers. His spies in Drogheda sent a carrier pigeon with a note telling of the death of Father Dominic. According to the letter, Dominic was stabbed to death by one of his guards, who fled the crime scene never to be seen again. The priest introduces himself to the soldiers as Father John and tells them that Father Dominic sent a note a few days ago, telling him to trust them even though (except for the Catholic patriot) they are English and Protestant. He adds that Dominic seemed to have worried about something, writing of an old danger. He asks the soldiers about their investigation.

The soldiers should talk freely, since this is the only chance to get help and information from the monks. The more they tell, the more worried the old monks become, crossing themselves or touching their rosaries. When the soldiers have finished, Father John looks at them. The colour of his face has changed to an unhealthy grey. He tells them that this is indeed bad news, very bad news. Something has been set free that should better have been buried and forgotten forever.

He asks the soldiers if they have ever heard of the “Confession of Saint Patrick.” A successful **Know, History** or **Religion** roll tells them that this is a document written by Saint Patrick more than 1000 years ago, describing his life, his mission in Ireland, and more. One or two of them may remember reading it. Father John then asks them what they know about the legends concerning Saint Patrick. The soldiers will know the common legend: that it was Saint Patrick who banished the snakes from the Green Isle. Father John reveals that both the “Confession” and the legend do not tell the complete truth. [*Author’s note: The “Confession of Saint Patrick” does actually exist and is downloadable from the Internet.*

More information on this later in the section “About the Confession.”]

Father John points to the priest on his far right and introduces the 50 year old, black haired, stout man as Father Philippus (Philipus’ real name is Felipe Figo and he comes from Spain). He tells the soldiers that Philipus will take them to the library later and show them documents that might help them in their investigation and enlighten them in a way that they had never wished for. It is now time for the Mass and, later, for dinner – the research will have to wait. With these words the monks leave. Brother Francis later returns, inviting the Catholic soldier and McMahon to the Mass and telling the other soldiers that they may spend the time until dinner taking a walk in the gardens, or doing whatever they wish.

The soldiers will probably try to find the library themselves or snoop around the monastery. The keeper can easily keep them from doing so by confronting them with plenty of locked doors. Whatever the soldiers do, it should take place close to the chapel. They will be able to hear the songs and prayers from outside, even though they won’t be able to understand the words through the closed doors. About 20 minutes into the Mass something happens. The calm sounds of prayers suddenly stop and instead there are desperate shouts and the doors of the chapel burst open as the monks flee the building. The soldiers will surely take a closer look at what happened and enter the church where they are greeted by both their Catholic comrade and hundreds of small snakes leaving the church.

Inside there is chaos: monks in an obvious state of shock, some pray, some curse, some curse then pray, some are simply catatonic. The holy water is boiling in its containers and the crucifix is charred by fire. On the floor lies the body of McMahon, or rather what is left of him: It is just his skin and his



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clothes. Sanity loss for this gruesome and bizarre sight is **1/1D8**.

The Catholic soldier can tell the rest what happened. Sometime during the Mass, when Father John recited the prayer, McMahon suddenly started to convulse and shudder, and the holy water started to boil, and there was a weird blue fire surrounding the crucifix. Suddenly hundreds of snakes erupted from McMahon's body through every orifice. The Catholic soldier lost 1D4/1D10 from this experience.

But what about McMahon? What was he? And what made him that way? The soldiers have something to think about.

AT THE LIBRARY

After the horror at the Chapel, the soldiers will probably prefer going to the library immediately instead of having dinner. Father Philippus will lead them there and hand them the two texts that he deems the most useful to their investigation, "The Complete Confession of Saint Patrick" and "The Prophecies of Eamon O'Hara."

CONCLUSIONS

The soldiers should come to the following conclusions:

- ★ Cavendish was among those who broke into the former church.
- ★ He and his comrades freed a shapechanging, snakelike humanoid that killed them and took Cavendish's form.
- ★ Milchu and his followers were able to summon powerful beings at a place near Drogheda and the "Complete Confession" provides the location of this place.

BACK TO DROGHEDA

The group rides back to Drogheda to stop Milchu. The ride wouldn't be too exciting if it weren't for the many snakes along the way.

There should not be any snakes in Ireland, and because of what they have learned, this will cause a Sanity loss of **0/1D2**.

ON THE SHORES OF THE RIVER BOYNE

When the soldiers arrive in Drogheda they are directly confronted by one of their most trusted subordinates. He informs them that a body has been found this morning on the banks of the River Boyne, a few hundred yards from the warehouse. He leads them to the former "Saint John of Gods" Cathedral, the provisional military hospital that the soldiers visited earlier in this scenario, where the corpse is kept. Lucas Danbrough, the responsible field surgeon, greets them and leads them to the room where the body lies. Danbrough seems shocked and frightened. The morgue is a damp but extremely cold room in the cellar of the building. There are several corpses lying here, most of them senior officers waiting for burial.

Danbrough leads the soldiers to a wooden table upon which a body lies hidden beneath a white cloth. He warns them that what they will now see will be shocking and then draws away the cloth. On the table lies a bloated male corpse bearing many bite marks. Everybody recognizes this as Brian Cavendish. The players lose 1/1D6 points of Sanity when finally facing the horrible truth. The body had been hidden by Milchu in the former church, but in an area reached by the River Boyne when the river floods. Thus Cavendish's body was flooded out of his hiding place. Danbrough tells the soldiers that he met Cavendish twice, alive, after the body was found. "Cavendish" left the town this morning with a couple of soldiers to visit some villages not far from Drogheda.

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FINAL PREPARATIONS

The soldiers are now certain that a nonhuman druid called Milchu is on the run using the appearance of one of their commanders. A final opportunity to find out more about Milchu/Cavendish is to search his rooms in the garrison's headquarters. It will be fairly easy for them as officers to get into Cavendish's quarters, even more easily if they are accompanied by such an honourable man as Danbrough. The soldiers could also inform additional officers about what has been found on the banks of the Boyne, but this might cause a panic and be more trouble than its worth.

There is not much to find in Cavendish's rooms, but what can be found is further evidence that the soldiers are indeed facing the liberated Milchu:

- ★ A **Spot Hidden** reveals that there aren't any Christian symbols or even a Bible, which is extremely unusual for the devout Protestant Cavendish
- ★ There is a jar made of copper standing on a table in Cavendish's private room. According to a **History** roll the jar was made in the 5th century and in a style heavily influenced by Roman aesthetics. Gaelic words have been engraved on it reading: "Ia, Ia, Shee La Na Gig, Great Mother of the Thousands."

CONFRONTING MILCHU

Milchu/Cavendish is on his way to the site he and his followers use to contact Shub-Niggurath to summon her to Earth! He is accompanied by twelve of his most loyal soldiers, as well as twenty Irish prisoners. He plans to spill the prisoners' blood to summon his goddess so that she can destroy Christianity in Ireland, thus liberating the followers of the old faith. The soldiers that

accompany "Cavendish," have all served under him for years and trust him. That he orders them to lead a group of prisoners out of town to execute does not worry them. The last couple of days have seen many executions and these are just Catholics, after all.

The holy site is in the middle of a dense forest. Broken pillars and a stone altar squat among foliage overgrown in an unnaturally thick manner. The soldiers will arrive here, only a couple of miles east of Drogheda, about twenty minutes after Milchu and his group arrive. They made good time since they traveled by horse, and Michu's group is on foot and some of them in chains.

When the soldiers arrive, most of Milchu's/Cavendish's troops are resting while guarding the prisoners. Both the guards and prisoners feel uncomfortable due to the spooky atmosphere of the place. The soldiers are especially irritated by their leader's increasingly strange behavior. He has ordered them to clear an area around the altar and light torches, which is unusual for a normal execution. The prisoners know what they can expect, most of them pray or cry or curse. Even if they don't know that Milchu plans to summon Shub-Niggurath, the soldiers do know that he plans to murder a large number of innocent people for some nefarious reason. This is more than enough for them to want to stop the ceremony. How they accomplish this is up to them.

A direct attack is always an option, but the soldiers are outnumbered by "Cavendish's" men. Since they are only a few miles away from Drogheda, one of them could "ride like the wind" back to town to get reinforcements. Of course, they would have to convince the troops stationed there to not only follow them out of town without permission, but to attack their leader once they get back to the stones.



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Experienced players who playtested this scenario had the clever idea of bringing the corpse of Cavendish along and convince the infantrymen that the “man” they followed was not their leader but his murderer who – as the ultimate crime – has taken over Cavendish’s appearance through magical means. Infuriated by this hideous blasphemy, the Protestant soldiers literally tore the creature apart. Whatever their plan, if the soldiers fail to stop Milchu he will summon Shub-Niggurath and that will most certainly mean defeat for the soldiers.

THE END?

Hopefully the investigators succeed. The best way would be to convince the English soldiers of “Cavendish’s” evil plans. This could either result in Cavendish getting arrested or even killed. But it is also possible that the investigators manage to make the prisoners fight. This might lead to an interesting battle between unarmed prisoners that try to fight their way through packs of heavily armed soldiers that try to defend their leader. The soldiers will be surprised by the nearly insane bravery with which the Irish prisoners try to reach “Cavendish.” The carnage will be extreme. And Cavendish won’t lose time. Whether the blood needed to summon the Great Mother is spilled in an execution or a battle is not really important. Thus he will immediately start to cast the spells necessary. To see their leader cast pagan spells will make Cavendish’s men wary, but when they are finally suspicious enough to mistrust him, it is probably already too late: Irish prisoners and English soldiers will stand together side by side and gaze in awe at the great mother appearing over them.

NEW MYTHOS TOMES

The Complete Confession of Saint Patrick – *Written in Latin*. The text is only about 250 pages long. The “Complete Confession” is an unedited version of the well known text by Saint Patrick. The text deals with the life of Patrick especially with his time in Ireland. A soldier that knows the official text (This could be the only Catholic soldier or one that successfully manages both a **Luck** Roll and a **Religion**) can easily skim through the book to find the only “mythos-relevant” parts within a couple of hours.

In this tome, the reader will learn that the Pagan Druid called Milchu whom Patrick had served as a slave was in fact a snake-like but humanoid creature, able to change his shape and appearance at will. Patrick reports that Milchu could take the appearance of whatever human he had slain and that he was the high priest of the humans in the region. Milchu and his followers believed in a goddess of fertility they called the Great Mother and sometimes under certain astronomical conditions they were able to call one the great Mother’s children from the stars, beings that Patrick describes as multi-tentacled, treelike beings. Patrick also reports there were other members of Milchu’s race that interbred with the humans. He also notes that he was able to learn a lot about Pagan rituals and that he also learned some things about the history of this world that changed his view on life, faith, everything.

One chapter deals with Milchu’s and his followers’ cult for the Great Mother, whom they called She-La-Na-Gig. The text mentions that there was a place where the cult would summon her children and – when the stars are right – even the Great Mother herself. He describes the place of this worship as a circle of stones not far from Milchu’s underground temple. (A **History** or **Know** roll will tell the

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soldiers that there is in fact such a stone circle not far from Drogheda.)

In the final chapters Patrick describes how he returned to Ireland to bring Christianity to the island and to fight his former master in order to liberate the people of Ireland from this monstrous being. He writes how he and his followers confronted the inhuman Druid in his underground temple and how they managed to imprison him there using some of the old and unholy magic themselves. They used something Patrick calls “the sign of the elders” to seal Milchu’s prison. Patrick also reports that his followers planned to build a chapel on the site of Milchu’s prison. *Sanity loss: 1D2/1D4+1; Cthulhu Mythos: +4%; averages two days to study and comprehend. Skill bonus: +5 to History and Religion. Spells: Elder Sign.*

The Prophecies of Eamon O’Hara – Written in Latin. The Prophecies of Eamonn O’Hara is a handwritten text of 250 pages. Eamonn O’Hara was a Franciscan monk born in Dublin who moved to Drogheda in 1470. This text is his description of how he lost his faith in the church and God because of what he learned from the followers of the old pagan faith and how he started to worship the old goddess.

From the late 1470s on he lived among the pagans participating in their forbidden rituals. It was about that time that he started to receive strange dreams. Those dreams are the major part of this text and they are actually a description of what mankind can expect from the apocalypse and the End-time. Of special interest for the soldiers is what he



CAVENDISH/ MILCHU

writes about the return of the Great Mother’s High Priest:

“And when the invaders set foot once again upon our Isle, they will set him free. And he will become one of them. They will not know him, for his face will be a face they trust. But his followers will know. And with him, the Great Mother will return to our shores and her children will roam our hills, valleys and forests. Lo! The Green Isle shall run red with the blood of Christians” *Sanity loss: 1D3/1D6; Cthulhu Mythos: +2%; averages three days to study and comprehend.*

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

Milchu/Cavendish, Serpentman

STR 14 CON 12 SIZ 12 INT 20 POW 20
DEX 13 APP 17 EDU 0 SAN 0 HP 14

Damage Bonus: +1D4

Weapons: Bite 35%, damage 1D8 + Poison POT 12
Sword 45%, damage 1D8+db

Skills: Archaeology 50%; Astronomy 45%; Chemistry 60%; Cthulhu Mythos 43%; English 55%; Fast Talk 65%; Greek 50%; History 75%; Irish Gaelic 75%; Latin 65%; Library Use 60%; Listen 55%; Occult 70%; Persuade 55%; Pharmacy 60%; Serpent Tongue 90%; Sneak 45%; Swim 60%.

Armor: 1-point scales

Spells: Black Binding; Call/Dismiss Shub Niggurath; Cloud Memory; Consume Likeness; Create Gate; Elder Sign; Entrhall Victim; Implant Fear; Summon Dark Young.

Sanity Loss: 0/1D6 Sanity Points to see Milchu in his true form.

* to see Cavendish in his human form



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The Milchu/Cavendish thing will try to avoid combat at all costs, since he doesn't want to endanger his newly won freedom. When forced to fight he'll turn into his serpent man appearance.

Degenerate Serpent People in Ireland

The degenerate serpent people are the result of interbreeding between full serpent people and humans in prehistoric Britain, which has turned Britain's serpent folk into dwarfed hybrids. Many Celtic and British legends about the so called "Little People," (*i.e.* sprites and faeries) are, in fact, based upon the degenerate serpent people.

Characteristics Rolls Average

STR 2D6+3 10

CON 3D6 10-11

SIZ 2D6 07

INT 3D4 07-08

POW 3D6 10-11

DEX 2D6+6 13

APP 1D4 02-03

Move: 8

HP: 8-9

Av. Damage Bonus: none

Weapons: Bite 30% - Damage 1D3 + poison (POT equals ½ CON)

Claws 55% - Damage 1D4+db

Stone Club or Axe 45% - damage 1D6+db

Stone Knife 35% - Damage 1D4+db

Spear 40% - Damage 1D6+db

Thrown Spear 35% - Damage 1D6+½ db

Thrown Rock 65 % - Damage 1D4+½ db.

Skills: Climb 80%, Hide 85%, Languages: English 15%, Irish Gaelic 30%, Serpent Tongue 50%, Sneak 80%.

Attacks: in combat, each round a degenerate serpent person can bite once, claw twice or use a weapon.

Spells: Degenerate serpent people with POW of 14 or better have the minor magical ability known as the Curse of the Little People. This spell is unique to these creatures living in the wilderness of the British Isles. Each use requires the caster one round to cast and the expenditure of 1D3 magic points. The range varies according to the trick being performed: those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding, can be cast on anyone within the caster's sight. Tricks such as causing food to spoil, even milk within the cow; wine to sour; plants to wither; grain to go bad; etc. require the caster to touch the targeted substance or the container in which it is stored. If used to physically affect the target, the caster must overcome the target's magic points with its own. If it succeeds, the trick works, otherwise there is no effect.

Victims that are pushed or tripped must roll their DEX x 5 or less to avoid injury. Failure equals one point of damage from the minor fall; fumbles are slightly more serious, incurring 1D3 damage.

Sanity Loss: 0/1D6 Sanity Points to see the degenerate serpent folk.

6 Angry Degenerate Serpent People

What follows is a typical group of degenerate serpent people, or "Little People," that might ambush our heroes in the green lands of Eire.

SERPENT PEOPLE

	STR	CON	SIZ	DEX	POW	HP
One	07	07	09	13	08	08
Two	07	12	08	04	12	10
Three	11	12	09	13	07	11
Four	06	08	10	15	13	10
Five	12	11	05	16	08	08
Six	06	15	07	13	10	11

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6 Average English Infantry or Irish Rebels

Attacks: Dagger 40%; damage 1D4+2+db.

Infantry sword 40%; damage 1D8+db.

Matchlock rifle 50%; damage 1D10+1.

Pike 50%; damage 1D10+db

Armor: helmet; 2 points head.

Breast plate; 3 points upper body.

ENGLISH INFANTRY & IRISH REBELS

	STR	CON	SIZ	DEX	POW	HP
One	08	12	10	11	09	11
Two	10	10	11	13	12	11
Three	09	12	11	09	10	12
Four	12	13	13	10	11	13
Five	11	09	10	14	08	10
Six	13	10	12	12	10	11

CHARACTER GENERATION

The characters have been created by using the 1890s sheet after some skills were deleted, like Photography or Electrical Repair, for obvious reason. There are six new skills for the 1640s period

New Skills

CANNON

Cannons of all kinds and sizes were used in that era. This skill offers the character a general knowledge about how these weapons must be operated and about the basic tactics and strategies in the use of Artillery. The basic skill for a member of Cromwell's forces is 10%.

FLINTLOCK

This skill describes the use of that era's primitive pistols whether they be actual flintlocks or not. The basic skill is 20%.

MUSKET

This skill describes the use of that era's primitive rifles. This skill covers both actual muskets and the older, but far more common, matchlock rifles. The basic skill is 25%.

LANCE/PIKE

This skill is used as the default to wield any long pole weapon in combat. For the cavalry this means lances, for infantry this means pikes. The basic skill is 20%.

RELIGION

Since Religion played a major role in daily life in this era, every character starts with a basic skill of 15%. Using this skill successfully allows the character to understand religious symbols, to know Christian legends and history and to know important facts of religion.

WORD

This skill describes the use of the regular blade weapon of this time. The basic value is 25%.

UNITS, WEAPONS AND ARMOR IN CROMWELL'S ARMY

As was common in those days, Cromwell's force consisted of Pikemen, Musketeers, Cavalry and Artillery.

Pikemen

The pikemen formed the front line of an army, working very effectively against cavalry charges. Pikemen usually wore



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front and back plate armor over their coat in regimental color. Helmets were worn. In addition to the pike, the pikemen also carried swords, but their main weapon was, first and foremost, the pike.

The pike's advantage was that it was cheap to make and that it needed little training to use the weapon effectively, especially when used in a group. The pike was made of wood with a steel point on the end and was usually 15-18 feet long, but often a soldier sawed a few feet off in order to make it easier to carry.

Musketeers

Musketeers were the early, but effective, riflemen of the day. They usually didn't wear either armor or helmets, but hats and coats in regimental color.

The standard weapon of the musketeer was a matchlock rifle musket with a rest (usually a long pole with a Y-shaped fork at its top to cradle the rifle's heavy barrel) on which it had to be put in order to be fired effectively. There were also shorter muskets that could be fired without a rest, but those are rather uncommon among the musketeers of Cromwell's army. The main difference between matchlocks, which were fired using a burning bit of cord attached to the weapons hammer, and muskets was reliability. In addition to firearms, swords were sometimes carried for defense.

The infantry officers (who would be in charge of the pikemen and musketeers) usually did not wear armor. In fact they often wore civilian clothing. The infantry officer's rank was indicated by a sash that was worn over the left shoulder across the body or around the waist. They usually carried swords as a weapon.

Cavalry

The cavalry's standard armor was a buff leather coat and it was common to wear both breast and back plate and a helmet. Some cavalrymen added a steel gorget to protect the neck, and pieces of armor to protect shoulders, arms and thighs, but this was not standard among the enlisted infantryman.

The standard weapon was a long spear-like weapon called a lance. This weapon was usually only good for a single charge, after which it would be dropped and secondary weapons would be used. A curved sword called a saber was worn by all cavalry, in addition, it was also common to carry a flintlock pistol.

The cavalry officers were equipped and armed the same as the enlisted men.

Artillery

The artillery was handled by men who were dressed in the same way as infantrymen, but were only equipped with swords, flintlock pistols being the privilege of officers.

The cannons used in Cromwell's army came in several different sizes, but all of them were heavy and difficult to move, some of them required several horses to be moved. They usually weren't moved in battle, but fired from prepared positions instead. The most common cannon in Cromwell's army required four to five men to operate. After firing the weapon, it had to be thoroughly cleaned and loaded before it could be fired again. Since it was not easy to aim with these cannons, they were not really very effective, but nonetheless caused fear among the enemy.

To Hell or Connaught

EQUIPMENT STATISTICS

ARMOR

- ★ **Cavalry/infantry helmet**
 - 2 points armor for head.
- ★ **Cavalry/infantry breast plate**
 - 3 points armor for upper

MELEE WEAPONS

- ★ **Cavalry Lance**
 - **Base Starting Skill:** 15%
Damage Done: 1D8+1+db
Range: touch
 - **Attacks Per Round:** 1 HPs
resistance: 20
*can impale. **when used in a mounted charge add +1D6 damage.
- ★ **Cavalry saber**
 - **Base Starting Skill:** 25%
Damage Done: 1D8+1+db
Range: touch
 - **Attacks Per Round:** 1 HPs
resistance: 20

- ★ **Dagger**
 - **Base Starting Skill:** 25%
Damage Done: 1D4+2+db
Range: touch
 - **Attacks Per Round:** 1 HPs
resistance: 20
*can impale.

- ★ **Infantry sword**
 - **Base Starting Skill:** 25%.
 - **Damage Done:** 1D8+db.
 - **Range:** touch.
 - **Attacks Per Round:** 1
HPs resistance: 20.

- ★ **Pike**
 - **Base Starting Skill:** 10%.
 - **Damage Done:** 1D10+db.
 - **Range:** touch.
 - **Attacks Per Round:** 1 HPs
resistance: 20.
*can impale.

FIREARMS *

- ★ **Flintlock Pistol**
 - **Base Starting Skill:** 20%.
 - **Damage Done:** 1D6+1.
 - **Range:** 10 yards.
 - **Attacks Per Round:** 1/4
HPs resistance: 20.
 - **Malfuction Number:** 90.

- ★ **MATCHLOCK RIFLE**
 - **Base Starting Skill:** 20%.
 - **Damage Done:** 1D10+1.
 - **Range:** 60 yards.
 - **Attacks Per Round:** 1/4.

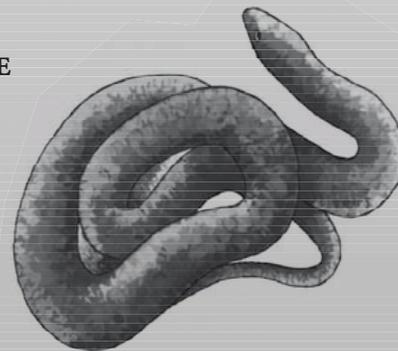
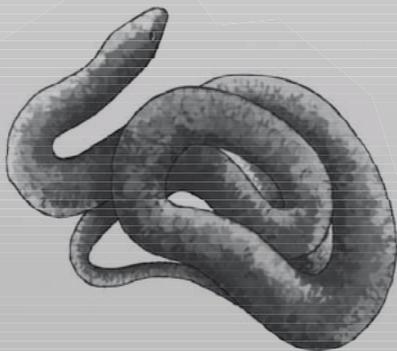
- **HPs resistance:** 20.
- **Malfuction Number:** 70.

MUSKET RIFLE

- **Base Starting Skill:** 20%.
- **Damage Done:** 1D10+1.
- **Range:** 50 yards.
- **Attacks Per Round:** 1/4
HPs resistance: 20.
- **Malfuction Number:** 90.
* all firearms can impale

CANNONS

- ★ **8" FIELD GUN**
 - **Base Starting Skill:** 01%.
 - **Damage Done:** 4D6/4 yards.
 - **Range:** 90 yards.
 - **Attacks Per Round:** 1/6.
 - **HPs resistance:** 20.
 - **Malfuction Number:** 80.



To Hell or Connaught

INVESTIGATORS

The following characters have been created in advance so that groups can have a quick start into this scenario. The scenario has been written so that it's adjustable by the keeper in that it can theoretically be played by any number of players, but because of certain elements of the story the minimum number is two. We need one traitor, after all. Recommended for four to six players.



JOH MILFORD

CAPTAIN JOHN MILFORD, Age 29, English Daredevil

STR 11 CON 14 SIZ 15 INT 09 POW 16
DEX 14 APP 15 EDU 11 SAN 80 HP 15

Damage Bonus: +1D4.

Weapons: Cavalry lance 75%; damage 1D8+1+db
Cavalry saber 75%; damage 1D8+1+db
Fist/Punch 75%; damage 1D3+db
Flintlock pistol 50%; damage 1D6+1.

Skills: Dodge 50%, Latin 30%, Listen 50%, Religion 20%, Ride 75%, Spot Hidden 65%, Throw 45%, Track 50%.

Armor: Helmet; 2 points head
Breast plate; 3 points upper body.

Milford is a cavalry officer from York. He's not the academic type, but a natural born soldier. He did not join Cromwell's army not because of his political or religious goals, but because of the sheer lust for fighting.

LT. ROBERT WORSLEY, Age 22, Scholar In Uniform

STR 12 CON 14 SIZ 10 INT 17 POW 16
DEX 08 APP 12 EDU 12 SAN 75 HP 12

Damage Bonus: none.

Weapons: Cavalry lance 60%; damage 1D8+1+db
Cavalry saber 60%; damage 1D8+1+db
Flintlock pistol 55%; damage 1D6+1.

Skills: Archaeology 35%, Dodge 40%, Fast Talk 60%, History 60%, Occult 65%, Latin 60%, Religion 45%, Ride 65%, Spot Hidden 55%.

Armor: Helmet; 2 points head.
Breast plate; 3 points upper body.

Worsley had always wanted to become a scholar but coming from a London lower middle-class family, all he could afford was to join Cromwell's "New Model Army." When he was a teenage boy, Worsley watched a creature eat a corpse when he wandered around the cemetery close to his parents' home. This has awakened his interest in the occult.

CAPTAIN CHARLES YORK, Age 28, Huge Gunner

STR 14 CON 07 SIZ 16 INT 14 POW 12
DEX 14 APP 12 EDU 14 SAN 60 HP 15

Damage Bonus: +1D4.

Weapons: Infantry sword 45%; damage 1D8+db
Flintlock pistol 65%; damage 1D6+1.

Skills: Cannon 65%, History 40%, Mechanical Repair 60%, Navigate 50%, Latin 50%, Persuade 60%, Religion 25%, Ride 45%, Spot Hidden 65%.

Armor: Breast plate; 3 points upper body.

York is a tall and very heavy artillery officer, responsible for planning and organising the bombardments of Cromwell's cannons.



To Hell or Connaught

REVEREND THOMAS WILKINSON, Age 36, Cleric at War

STR 07 CON 09 SIZ 14 INT 16 POW 14
DEX 10 APP 09 EDU 15 SAN 70 HP 12

Damage Bonus: none.

Weapons: Dagger 35%; damage 1D4+2+db.

Skills: Archaeology 50%, Astronomy 50%, Greek 55%, History 65%, Irish Gaelic 60%, Law 50%, Library Use 55%, Latin 65%, Occult 50%, Persuade 55%, Psychology 60%, Religion 80%, Ride 40%.

Armor: none.

Wilkinson is the one of the clergymen in Cromwell's army, providing them with spiritual guidance.

COLONEL JAMES MCDUFFY, Age 41, Superstitious Scotsman

STR 12 CON 17 SIZ 13 INT 14 POW 09
DEX 14 APP 11 EDU 15 SAN 45 HP 15

Damage Bonus: +1D4.

Weapons: Cavalry lance 65%; damage 1D8+1+db
Cavalry saber 60%; damage 1D8+1+db
Flintlock pistol 45%; damage 1D6+1.

Skills: Conceal 50%, Dodge 50%, Fast Talk 50%, Listen 45%, Occult 50%, Latin 30%, Religion 45%, Ride 50%, Spot Hidden 65%.

Armor: Helmet; 2 points head

Breast plate; 3 points upper body.

McDuffy comes from a wealthy Edinburgh family. He's an experienced soldier, a brilliant tactician and a devout protestant. He has only one known weakness: He's afraid of ghosts and the supernatural, especially the little people of British folklore.

CAPTAIN ANDREW DUNBAR, Age 36, Royalist Traitor

STR 11 CON 10 SIZ 14 INT 16 POW 09
DEX 14 APP 09 EDU 16 SAN 45 HP 12

Damage Bonus: +1D4.

Weapons: Cavalry sabre 50%; damage 1D8+1+db.

Skills: Biology 50%, First Aid 80%, History 60%, Greek 60%, Library Use 65%, Medicine 65%, Latin 70%, Persuade 50%, Pharmacy 45%, Religion 45%, Ride 45%.

Armor: Helmet; 2 points head.

Breast plate; 3 points upper body.

Dunbar is not only one of the field surgeons, he is also the traitor. Dunbar is both a Catholic and loyal to the monarchy.



CAPTAIN DUNBAR

THEY DID NOT THINK IT TOO MANY

By Adam Crossingham

KEEPER'S INTRODUCTION

This scenario is set in the Roman province of Britannia. The characters are Romans sent to negotiate a treaty with a mysterious British tribe, the Subii, who wish to become a Roman client kingdom. The Subii king, Cunil, was persuaded to petition Rome by Bhradain mac Hafgan, a leading Celtic nobleman and Cunil's main rival. Bhradain resents Cunil being elected king after Cunil's uncle's death, and wishes to be king. Bhradain is also a leading member of the Cult of the Six Sickles and wishes to foster the wider worship of the Mighty Mother, Shub Niggurath (who they call Subi Nigran) by becoming closer to the Roman Empire.

Bhradain intends to use the Romans to mount his coup. Involving the Romans will divert the blame for Cunil's murder from himself. Bhradain is using the Celtic system of gifts and obligations to procure a band of assassins to murder Cunil, who will be in turn killed by Cunil's bodyguards, thus "ending" the plot. The assassins are happy to die, as their relatives received generous gifts from Bhradain for their actions. Bhradain has the support of Cathbad, the Subii's leading druid and head of the Six Sickles cult for his plan.

Cathbad is secretly meeting with the Sidhe (literally "people of the (fairy) mounds"), the remnants of the Tuatha Dé Danaan who live in the hollow mounds, in preparation for Subi Nigran's High Holy Day. In Irish-Celtic mythology the Tuatha Dé Danaan are the race of gods who originally lived on islands in the west, and who perfected the use of magic. For our purposes, the Tuatha Dé Danaan are actually degenerate serpentmen. The sidhe are the original inhabitants of the British Isles. Having forsaken Yig, they only survive through worship of the Mighty Mother.

Once king, Bhradain intends to revive the worship Subi Nigran. He intends to forcibly convert the Romans to the true path of the Mighty Mother on May Eve by exposing them to Her three aspects (or avatars). Those who refuse to convert will be killed. Bhradain is confident that once the aspect Bedrwen has revealed the true mysteries of life to the Romans, they will become believers. Bhradain then intends to arrange a stringent client kingdom treaty that will make the Subii Roman citizens as soon as possible, able to travel the Roman Empire, proselytizing the Mighty Mother.

INVESTIGATORS' INFORMATION

It is the last week of Aprilis, year 834 (80 AD). The characters are in Eburacum by

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special orders. Eburacum is a legionary fortress in the Vale of York founded nine years ago by the Legio IX Hispana as a forward base against the ever-troublesome Brigantes, a confederation of British tribes occupying territory in northern Britannia. The fortress is being upgraded from its ditch, rampart and palisade construction while the IX Hispana is campaigning in the North with Governor Gnaeus Julius Agricola. The vicus, the civilian settlement outside the fort's walls, grows daily with Rome's successes. The vicus has a similar feel to the frontier spirit of the Wild West.

The characters first meet together in the quarter of one of the governor's junior officials, Gaius Cornelius Labeo. Gaius's offices are sparse, dimly lit by oil lamps and kept warm by a brazier in the corner. Gaius explains that the characters have been assembled together to perform a special mission in the North. Six months ago, Governor Agricola received a petition from a hitherto unknown British tribe, the Subii. Intelligence gathered last year by Demetrius of Tarsus barely mentions them. All that is known is that they are traditional enemies of the Carveti, and as the Carveti instigated the Brigantes rebellion, the governor has accepted the Subii's petition in the spirit of "the enemy of our enemy is our friend." An agreement would cover the legions' flanks now that they are advancing north of Brigante territory.

Publius Drusus Otho is leader of the mission, with Lucius Ovidius Nasica in charge of security. The mission's minimum objective is that the Subii formally agree not to attack or harbor enemies of the Roman Empire. Ideally, Publius should negotiate an agreement where the Subii lands become Roman territories on the death of the present king. Gaius's subordinate, Severus, hands Publius a scroll, which outlines the Emperor's position

and the Empire's opening bargaining position. Cadwallen should translate if the Subii don't have Latin speakers.

Gaius ends the session by answering any questions. When he's dealt with these, he says Severus will deal with any equipment requests. A cavalry detachment will meet the characters once they're ready to go and shall accompany them as far as the Subii's lands, as Brigante rebels are still loose. Severus deals with any sensible request for equipment, clothing, and horses, by writing out a chit that the character has to present to the fortress's quartermaster or a merchant in Eburacum's vicus to redeem.

When the characters have gathered their equipment together and are ready to go, a detachment of the Ala Gallorum Indiana (Indus's Wing of Gauls) is waiting to escort them. Indus's Wing of Gauls is an auxiliary unit recruited from Gaulish lands. They are armed with long Celtic swords, wear tunic, breeches, cloak, chain mail, cavalry helmets, and carry shields. Rufus Balbus Arbitio, the Decurion (a cavalry equivalent of Centurion) leads them. Rufus is a fresh-faced young man with old eyes.

STARTING THE MISSION

From Eburacum the characters head north to Isurium Brigantum (modern day Aldborough), a recently pacified Brigante center. After a day's ride, the characters stay the night at the newly built legionary fortress. Next day, the characters have another day's ride to the fortress at Cataractonium (Catterick) where they stay the night. The following day, the characters leave the Roman road four miles north of Cataractonium and head towards the Pennines. The characters can learn something of the Subii from



They Did Not Think It Too Many

their escorts. The surrounding tribes have a low opinion of the Subii and consider them little better than dogs, but their cattle are excellent. Their king is a drunkard and their queen a whore. It takes two days to cross the Pennines, but new countryside is slowly revealed: the Lake District to the Southwest and the Vale of Bdonarum to the Northwest. The cavalry bid the characters farewell on the edge of Carvetii territory. The lands of the mysterious Subii await.

THE SUBII LANDS

Within half an hour of entering the Subii's territory the characters are surrounded by lush woodland, burbling brooks, broken up by fields of abundant, growing crops or content looking herds of cattle or sheep. The Subii lands are the most abundant looking lands any of the characters will have seen in Britannia. They will meet people on the road. These people aren't surprised that they are Roman, but by the fact they aren't larger, having defeated the Brigantes. If asked how far way the capital is, they reply it's a day's ride away but there are several King's Hostels on the way for weary travelers to stop and rest the night.

Bdonarum

Next day the farmsteads become more frequent. Late in the afternoon, Bdonarum appears on the horizon, its walls visible against the skyline. The party joins the general traffic heading towards the capital of the Subii.

Bdonarum's walls are earthworks surmounted by a wooden palisade; there is one single main entrance constructed of stone. Vast ditches surround the walls. Guards patrol around the gateway. Entering Bdonarum, the enclosed area is filled with roundhouses, arranged along a basic system of roads. Noise of commerce and industry – the clang of blacksmiths' hammers and the

merchant's call for custom – fill the air. Occasionally the characters pass a square or rectangular building set back in an enclosure of its own. Titus or Cadwallen can identify these buildings as temples.

People stop and stare upon seeing the Romans. Shortly after entering Bdonarum, eight Celtic warriors trot up the roadway towards the characters. A warrior advances and proclaims that King Cunil welcomes the valiant Roman visitors and requests that they follow the honor guard to the Great Hall to receive the tribe's hospitality. The characters are led through crowds of people to Bdonarum's center, a large empty area in which a large wooden human effigy stands. Cadwallen knows that the effigy is for the approaching Beltane festival.

On the far side of the clearing is a vast fenced enclosure around a huge roundhouse and a number of smaller buildings. The honor guard leads the party through the enclosure and towards the roundhouse. This roundhouse is different from others recently seen. Dry-stone walls replace the usual wattle and daub. The characters' horses are taken away, and the characters are then led into the Great Roundhouse.

The Great Roundhouse is far larger than any previously seen except for tribal capitals. It is some 80m in diameter, and the huge pitched roof is supported to two concentric rings of supports, which separate the living space with hanging material. The hall's floor is strewn with straw and the air is smoky from hearths. The smoke rises slowly into the roof which is stuffed with preserved meats and cheeses. Fine tapestry hangings screen part of the interior. Low tables and animal skins circle the hearths, cauldrons and spits as dogs wander about waiting for food scraps. In the center of the building a man sits cross-legged while another man squats next to him and converses in British.

The squatting man stands up and motions the party towards him. If the characters don't approach he addresses them in fragmentary Latin: "King Cunil welcomes you to his hearth. Please sit and take your fill."

If the characters choose not to follow the guard, they follow the party around Bdonarum, proclaiming loudly that they don't understand why valued guests want to snub the king, until the characters relent.

EVENTS IN BDONARUM

What happens next in Bdonarum is relatively freeform depending on the actions of the characters and the main non-player characters. It starts with a reception feast for the Romans that allows the keeper to introduce all the main characters to the Romans, and hint at the politics within the Subii. After this event the keeper should try and progress Bhradain's plot to kill Cunil and convert the characters to his cult, whilst allowing them to discover more of the threat that they face.

The Feast

A great feast starts that lasts late into the night. News of the Romans' arrival spreads through Bdonarum, and noblemen and their entourages (armor-bearers, spear-bearers and charioteers) arrive and take their places. Queen Morgan arrives 45 minutes later, and sits next to her husband. She is very beautiful and the hall goes quiet as she enters.

The characters notice that the larger their entourage, the more important and influential the hero is. Observant Romans will also notice a pecking and seating order (see Seating Status in the "Challenges

THE FESTIVAL OF BELTANE

The festival of Beltane marks the start of summer and the pasturing of livestock, traditionally commencing on May 1st. Beltane (translated as "fires of Bel") derives from Belenus, Celtic god of light, also known as The Shining One, and represents a fresh start in the eyes of Belenus. The evening before Beltane, witches and spirits roam the countryside. During Beltane, the fires of every household are extinguished. Druids bearing torches light from sacred fires then rekindle every household fire. There is an associated fire festival where bonfires are lit on hilltops and other sacred places. It's customary to drive cattle (Belenus is responsible for the welfare of sheep and cattle) between two druidic fires in order to protect them from disease.



and Contests" box). Cadwallen can inform them of the niceties of Celtic dining. The characters are the center of attention for the tribe's heroes however. When their time for food comes they can slice a haunch of meat from a roasting spit or take potluck with a flesh hook in a cauldron of stew. Characters should only try once with the flesh hook – additional tries are considered rude. Servants keep the alcohol flowing – Romans can choose from cuirm (ale), mead, or wine. The wine's from Southern Gaul and hasn't traveled well. The king, queen, and those closest to them drink wine exclusively. The Celts prize wine above anything else and will pay astronomical prices for it. The



They Did Not Think It Too Many

STATUS, CHALLENGES AND CONTESTS

Seating Status

Feast seating is extremely important. The most influential man present sits in the middle of feast, with his host sitting next to him, with the next influential man sitting on the other side, and the rest sitting in descending order of distinction. The order can be challenged if any man feels slighted by the order. To settle the dispute, mock single combat takes place. A hero's entourage sits in a circle away from the heroes' seating.

The Hero's Portion

The bravest hero present takes the thigh piece (considered the best). Any of the heroes present can dispute the bravery of the hero with single combat. This can be a fight to the death. In a society where status is measured, backing down from a mortal combat challenge can be humiliating.

Drinking Contests

The keeper should note the participants' current hit points and CON, and then keep record of the alcohol potency points (POT) consumed. When POT points have exceeded a set multiple of the participants' hit points, the player should make a (CON-POT) x5 roll. A failed (CON-POT) x5 roll means the character is sick. A player rolling more than twice the required (CON-POT) x5 chance of success has his character pass out and lose the contest.

Beverage	Potency
Cuirm	3
Mead	5
Wine	6
Fine Wine	9



keeper should improvise fights and disputes over seating order and food as she sees fit.

The king's bard, Riordan mac Kyle, arrives and is feted and tells a long and involved story. The Romans are then invited to tell tales of their bravery and daring. Martial tales are received very well.

NEGOTIATIONS

Negotiations start the next morning. The characters involved are received by King Cunil dressed in his finery – wrapped in a five-color cloak fastened by two enormous gold fibulae brooches, a massive gold torc around his neck. His hair and moustache are sleek

and combed. Morgan sits on his right, looking stunning in traditional Celtic women's dress. Around the king are his supporters and advisers in their finery too – golden brooches, armbands, and torcs. Cathbad and druids are present, as is the bard. The hall is filled with heroes' entourages. Opening positions can be announced. Cunil smiles broadly, as do his nobles. The consensus is that if Bel wishes it, negotiations could be finished by Beltane – a good omen. The characters are asked to stay for Beltane.

Negotiations can continue for the rest of the scenario. Cunil and Adminix will always be present during negotiations. Morgan, Bhradain, Cathbad and other important nobles will be present intermittently as other demands are made on them. Cunil will not accept the Romans' demands that he will be the last king, as he wishes to preserve a modicum of freedom for his people within the Empire.

THE SUBII'S GODS

While negotiations take place, the remaining Romans are given a tour of Bdonarum. Bdonarum's largest temple is dedicated to Brigantia. She is similar to Minerva, Roman goddess of wisdom, medicine, the arts, fabric dyeing, science, trade, and war. There are temples devoted to Epona, a goddess of horses, asses, mules, oxen, springs and rivers, who accompanies the soul on its last journey to the Underworld; Lugh, sun god and lord of every skill; and Dagda the "All Father," god of the earth and treaties, ruler over life and death, master of magic, a fearsome warrior and a skilled artisan. The Subii also venerate Nemetona, goddess of sacred shrines and groves; Crom



Cruach, god of fertility, worshipped out of fear for his reprisals; and Cernunnos, god of fertility, life, animals, wealth, and the underworld. The Subii's local goddess is Bdonarum, the goddess of the nearby river. Many Celtic gods have three aspects, appearing as one or as three. Morrigan, goddess of battle, strife and fertility is one such example.

Titus can visit the tribe's sacred groves in the hills overlooking Bdonarum, and talk to Cathbad and Adair about religious issues. During an interview with Cathbad in fractured British and Greek, he expounds on the Druidic belief of a universal life force. With a successful **Religion & Philosophy** roll, Titus realizes that Cathbad isn't referring to the Truth that emanates from Annwyn's Spiral, of which he had heard something before from other druids, but something that sounds more like the Magna Mater, Cybele, The Great Mother of Gods and goddess of nature and fertility, the primeval earth, and caverns. If questioned on this Cathbad will retreat, insisting he was talking about Annwyn's Spiral, but a successful **Insight** roll indicates that Cathbad is lying. A successful **Spot Hidden** roll will reveal that Cathbad is staring at a tri-aspect votive head carved from wood that Titus doesn't recognize. Cathbad quickly brings to a conclusion the interviews after this, and will be hard to question again.

Titus can also talk to Cathbad's junior, Adair mac Gale. Adair confirms what Cathbad says about the tribe's gods and goddesses. If Adair is asked about the mystery deity, he says it is Subi Nigran, a name held in great awe as she was once the tribe's patron goddess before they changed to Brigante when Subi Nigran somehow failed them. Adair is unable to describe exactly how Subi Nigran was judged to have failed. Adair describes Subi



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A BASIC INTRODUCTION TO CELTIC DRUIDISM

Druidism is prevalent in Gaul and the British Isles. Druids are extremely important to Celtic life as they act as the intermediaries between the Celts and their gods. Celtic society is illiterate and based on oral traditions passed from generation to generation. Potential druids are located at informal teaching groups that druids hold for the tribe's children. These candidates start their training in their teens and can study for over 20 years, learning everything by reciting it.

The druids are the Celts' repositories of learning: religion, mythology, history, and law. In addition to their religious duties Druids also adjudicate in matters of law, record history, and provide medical care. The lowest levels of druid are the bards who study for seven years learning folk tales, history and law. Druids and seers study for 14 years. Higher levels of druid study for over 20 years. Bards and druids are "Men of Art" in Celtic society along with craftsmen such as blacksmiths. As arbiters of Celtic society, the harshest punishment a druid can inflict on an individual is the exclusion of the individual from religious ceremonies – in effect, the individual is prevented from contacting the gods.

Nigran with three aspects, like many Celtic gods: Bedrwen the Mystery, Kelceara the Warriress, and Inatorasa the Slattern. Each carry sickles, and six sickles are the symbol of the goddess. If Titus describes the tri-aspected votive head he saw in Cathbad's

roundhouse, Adair will hesitantly identify it as Subi Nigran in another of her forms.

FOR THE SHARP-EYED

At some point during the day, Cathbad gets a horse and rides out of Bdonarum at a leisurely pace. There is time for any character not involved in negotiations, or parleying with Bhradain, to fetch a horse and keep Cathbad in sight. Cathbad rides five miles into the hills, taking no precaution against being followed. He stops, dismounts, and walks through undergrowth toward a low mound. He stops and recites an incantation for several minutes, making gestures, then stops. There is a slight report, and hairs on the observer's necks stand up as a dark portal appears in the side of the mound. There is movement beyond the portal, Cathbad hesitates and steps forward through the aperture. A successful **Spot Hidden** roll will reveal the shapes moving beyond the portal to be dark, misshapen, shrunken half-men. Viewers will have to make a successful Sanity check or lose 1D6 SAN. The portal closes after Cathbad enters the low mound. Romans investigating the area afterwards find nothing out of the ordinary on or around the hill.

Cathbad is gone for several hours if the party wishes to wait for him. It is near dusk when he suddenly appears, striding back towards his horse. Again, he takes no action to avoid pursuit and does not see his pursuers unless they are waiting where the portal appeared. If they are, Cathbad will explain that he communes with the Tuatha Dé Danaan. It doesn't occur to him that they would find his journey to contact his gods strange. He will not, in any case, open the portal again as only druids are allowed to speak with them (see the box titled "A Basic Introduction to Celtic Druidism" above for the reasons why).



BHRADAIN'S PARTY MEETS THE SIDHE AND SUBI NIGRAN'S AVATARS IN THE MISTY REALM BEYOND THE STONES

BHRADAIN'S COUP

Any Romans not involved in negotiations are invited to a private audience with Bhradain. His roundhouse is a short distance from the King's compound. It's not so grand, but it's warm, dark and smoky. Bhradain's entourage isn't present, which may strike some as odd; just a few servants go about their duties. They are quiet and discreet, and retire out of sight and hearing behind hanging partitions when finished.

After food and wine are served, Bhradain starts with small talk. Then Bhradain asks several questions: what do the Romans think of Cunil? As leader? As a client? Would the Subii make good clients? What

are the Romans looking for? How long do they think negotiations will last? What if the leadership of the tribe changed? Would negotiations be easier? Bhradain insinuates Cunil could be deposed and replaced with someone more suitable to Roman needs. From what Bhradain suggests, it could be himself. Bhradain ends the meeting with the suggestion that the characters take his offer back to the negotiators.

During Bhradain's talk, the characters may decide to have a good look at his house. Immediately apparent to anyone looking up are the skulls perched among the rafters grinning at the party below. There are three bronze idols, executed in classic Celtic style. The idols depict a cowled figure, a pregnant woman and a recumbent figure with her legs over her shoulders and visible genitalia. All three hold sickles. If asked



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about the figures, Bhradain says they are old idols no longer worshiped by his people. A successful **Insight** roll indicates that he is lying. If Titus sees the statues or is related an account of the figures, he can correctly identify the idols as the three aspects of Subi Nigran on a successful **Idea** roll.

The next day a Briton approaches Publius. He introduces himself as Calhoun, Bhradain's shield bearer. He has a new proposal from Bhradain for the characters if they are willing to hear him. Bhradain is willing to sign any agreement with the Romans if they help depose King Cunil. Bhradain was the second choice for King after Cunil's uncle's death, and would be the certain candidate in another election. Bhradain will wait two hours for their answer, and can be contacted at his roundhouse. The characters have three choices: to participate in the coup attempt; to not participate in the coup but to not inform Cunil; or to inform Cunil of the plot.

THREE NIGHTS BEFORE BELTANE

Later that evening, one or more of the characters may step out of the feast to grab a breath of fresh air and take rest from the continual drinking, eating and storytelling. They may, on a successful **Spot Hidden** roll, notice a large group of people bearing torches and leaving Bdonarum. If a passing sentry is asked about the people he says there's nothing to be concerned about. If asked if the torches are connected to Beltane, he agrees. However he doesn't elaborate or stop the characters from following the procession. However there is no time to extract everyone from the feast politely, so only the observer and one other can follow in time. Other characters who weren't at the feast could also follow.

Other people join the group as it passes farmsteads and it slowly grows in size. The group seems to be led by two white-robed men and a bare-chested man. The group walks for nearly an hour until it stops at a grove of trees on the shore of a large lake. There is enough cover for the characters to crawl close enough to observe the following:

The two druids chant and make rituals on a low stone altar for twenty minutes. The bare-chested man stands behind them, partially surrounded by the group behind him in a semi-circle. At two points in the ceremony the bare-chested man drinks from a chalice. At the end of the ceremony he's asked a question, to which he nods his head, to the joy of the crowd. Three men take the bare-chested man to the lake's shore, press him to the ground and garrote him. He dies swiftly and quietly to the cheers of the crowd. His body is stripped, weighted, and tossed into the lake where it sinks. The group disperses raggedly back to their farmsteads. There are too many to follow effectively.

If the characters choose to intervene, the crowd will grapple and restrain them. Lethal force will not be returned; instead the characters will be knocked unconscious. The characters will not recognize anyone in this group – it's dark and they quickly vanish in the confusion, as does the victim's body. If the characters report what they have seen to King Cunil, he says that he banned human sacrifice last year in preparation of negotiations with the Romans. He says he will order an investigation. Nothing is found or confirmed. If the characters followed anyone to their home, the inhabitants deny everything and claim nobody left the farmstead on the evening in question. It's equally hard to work out who was in the group by elimination. The night's feast was a lot smaller than the previous night. The druids, half the

noblemen including Bhradain, and Queen Morgan didn't attend.

GOSSIP AND RUMOR

The following pieces of information can be picked up around Bdonarum by Romans interacting with the inhabitants:

- ★ "A word to the wise - I wouldn't be out the night before Beltane. Things happen, know what I mean?"
- ★ "Bhradain lost to Cunil by only two votes. Both those men have since had nasty accidents. Strange that I hadn't noticed that before. Cunil's uncle was a good king."
- ★ "Bhradain wasn't elected king because he still follows the Old Ways."
- ★ "Great Mother? We don't talk about her much now, she let the tribe down. We worship Brigantes now. But the Six Sickles still do."
- ★ "I don't like Cathbad. I know he's the tribe's top druid, but he's stuck in the Old Ways. I prefer Adair."
- ★ "Never heard of the Six Sickles? What are they? Be off with you pertinent foreign invaders. Go back home where you came from!"
- ★ "Queen Morgan is an independent woman as half the tribe's heroes will tell. Maybe you'll find that out if negotiations don't go Cunil's way."
- ★ "That Bhradain, he's just waiting for Cunil to make a mistake and challenge him. And that's what you Romans are. A mistake. Bhradain will be all over you to get the advantage."
- ★ "The surrounding tribes have always hated the Subii. Some say it was because we worshipped the Great Mother - but we haven't done that for generations, and

they still hate us. That doesn't stop them raiding the Subii for cattle though."

THE KING IS DEAD

IF THE ROMANS PARTICIPATE IN THE COUP:

Cunil stops the negotiations mid-morning, declaring that he is going bathing in the nearby River Bdona in preparation for Beltane. All those present are welcome to join him, including the Romans. Bearers and retainers are summoned, and after thirty minutes, a group of fifty men leave. A third of the party are Bhradain's supporters and retinue. The river is twenty minutes away but the party goes a further ten minutes downstream to a bathing place where the river is slow and shallow passing over a large section of bedrock. The party strips, leaving their clothes in untidy piles on the riverbank and run into the river. Water fights and games ensue. Only five men remain on the riverbank - Cunil's bodyguard and Adminix.

Four men approach Cunil on the far side of the river. They smile as they draw near. As a single unit they grab Cunil and force his head under the water. Cunil struggles vainly. His bodyguards don't respond instantly, assuming it's a game, but as the seriousness of the threat becomes apparent they jump into the river drawing their swords and yelling as they wade towards their charge. It doesn't matter if the characters fulfilled their agreement with Bhradain, as Cunil is dead before the bodyguards reach him. The assassins raise their hands in surrender, letting Cunil's limp body go, and are struck down in a flurry of blows. Cunil's body floats downstream in a river stained red by his murderers' blood. Ashen-faced retainers recover the body in stunned silence.



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THE COUP TO KILL CUNIL

IF THE ROMANS DID NOTHING:

Adminix apologizes to them whilst crying. Cunil was a good king, with failings like all men, but his death has been revenged. A new king must now be chosen. If the characters hindered the bodyguards, the reaction towards them is cold. Only Adminix speaks to them, hoping that whatever they hope to achieve was worth the life of a good man. If the characters actively assisted in the murder, then the bodyguards are restrained from attacking them and reminded that the Romans are still under the king's hospitality. Bhradain advises the characters that they should retire to the nearest hostel and wait for word from him. If the characters ask Adminix or one of the tribal heroes who the assassins were, they reply that they were part of a minor hero's retinue who was uninvolved in politics. Their master hadn't even attended the negotiations.

The bathing party returns with Cunil's body. News travels ahead of the party and the crowds get larger closer to Bdonarum to witness the king's body. Rumors abound and a grave is being prepared in the traditional royal burial ground. Cunil will be buried after Beltane, but a new king needs to be elected as quickly as possible. Most of the Subii noblemen are in Bdonarum for the negotiations, and those who aren't are only a horse ride away. A number of riders arrive during the day. A noble council is convened in the Great Roundhouse as quickly as possible. The characters are prevented from approaching the meeting, but late in the evening Bhradain is proclaimed as king.

King Bhradain's first proclamation outlaws the junior hero and his retinue who participated in Cunil's murder, but the hero hasn't been seen since yesterday. The second proclamation delays celebrations until after

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Beltane and Cunil's funeral. The third proclamation orders the arrest of the Roman party. The party is instantly surrounded by spearmen, who will knock resistant characters into unconsciousness. The characters are led or carried to a storage hut where they are shackled to the hut's supports.

If the characters decide to leave before the new king is announced, they are ambushed a few miles outside of Bdonarum by heavily armored Celts, who want to keep their prisoners alive. All the Romans are knocked unconscious, and wake up shackled to a hut's supports, unable to move. The characters can get out of their shackles on a DEXx1 or a critical **Repair/Devise** roll, but still need to get past the alert guards.

IF THE ROMANS DO NOT PARTICIPATE IN THE COUP:

Negotiations restart in the morning and continue until lunchtime. Several contentious points are settled. While at lunch Cunil chokes, gasps for breath and then collapses dead. His retinue and Adminix rush to his aid, but are unable to revive him. Morgan appears after five minutes and weeps uncontrollably by her dead husband's body.

Bhradain stands and points at the Romans. "You have broken the rules of hospitality and poisoned your host, our king. Guards! Arrest these men immediately!" If any of the characters has taken up Morgan's advances, they will also be accused of sleeping with her. The characters are led away by spearmen and shackled to the supports of a storage hut.

AN APPOINTMENT WITH A GODDESS

In the middle of the night the characters are unshackled by armed and wary guards, led outside, and pushed towards two chariots. A crowd has gathered to watch. The characters

are divided equally between the chariots. There is only enough room for the prisoners to stand and the chariot's movement makes it hard to stay on, so they must hold the chariot's sides. The crowd moves out of Bdonarum with the chariots in the middle. Two or three of the crowd will hunt down any escaping characters. Should any character successfully escape, the keeper should encourage them to follow the crowd and attempt a rescue of their colleagues.

The crowd travels for over an hour before halting on a plain. Hills are silhouetted against the night sky, and dark shapes loom in the distance. Celtic chanting can be heard, then a roar of thunder, then silence. A mist forms, and the crowd seems to fade away. Guards lead the characters from the chariots and push them towards a series of large stones. The characters are standing before a large stone circle, the largest they've ever seen. The people ahead of them vanish in a flash of light as they walk into the circle, an event requiring a Sanity check (0/1D4 SAN). Hesitating Romans are cursed by their guards that it's a great honor to meet the Mighty Mother, and pushed forward. As they cross into the circle, the characters experience a giddy sensation and the vista changes in a split second. They are standing in the same circle but it's somehow different. There's light, but no ground or sky can be distinguished as they are the same gray color, and mist surrounds their feet. The Romans lose 1 sanity point and 4 magic points for passing through an Otherworld gate.

Cathbad and two other druids stand before a large isolated stone just outside the circle, chanting. Overseeing the ceremony are six dark, shrunken, vaguely reptilian figures – the sidhe. The characters must make a **Sanity** roll upon seeing them (0/1D6 SAN). There are also sidhe amongst the crowd watching the druids. The druids chant for



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over an hour, culminating in the sacrifice of a small child – its throat slashed with a casual flick of the wrist. Blood gushes everywhere – on the druids, into goblets catching the flow, even across the stone altar. The druids pour the contents of the goblets over the twelve-foot tall henge and the blood soaks into the rock without a trace. The crowd goes quiet. successful **Listen** rolls notice there is no ambient sound. Then there is a sudden rush of noise. Three figures stride out of the mist. The three aspects of Subi Nigran have arrived.

The sidhe, druids, and cultists kneel before the avatars in silent adoration. For a short while the avatars walk through the crowd touching the heads of their cowed worshippers. Bedrwen motions towards the Romans, who are manhandled towards her. Kelceara joins Bedrwen. Inatorasa finds a fallen circle stone to lie on, spreads her legs, and enjoys the attentions of the first in a long line of excited male worshippers. The Romans are brought before Bedrwen in reverse order of importance. One by one, Cathbad asks if they are willing to accept and worship Subi Nigran.

If they reply positively, Bedrwen steps forward and wraps them in her cloak with a resultant **Sanity** check and **SAN** loss. Wrapped in Bedrwen's cloak, the character experiences a vision of life from Shub Nigurath's perspective – endless cycles of life, death, and promiscuous fecundity. The goddess is the essential force of life. To worship her is to worship life itself in all its forms.

If they deny Subi Nigran, the Roman is pushed towards Kelceara who attacks with both sickles until the character is cut into small pieces. The **Sanity** loss for witnessing the very gory end of their colleague is **0/1D6 SAN**.

By the end of the night the characters are dead, madmen who faked allegiance to

escape death, or new worshippers of Subi Nigran. Cathbad ends the initiation asking if any of the surviving characters wish to mate with Inatorasa; a final act of devotion that will cost a further **1D6 SAN**. The avatars retire, disappearing into the mist, and the cultists start to drift away to the real world.

A CUNNING PLAN FOILED

Alternatively the Romans may decide to inform Cunil of Bhradain's coup plot. Adminix and Cunil will rage for several minutes about Bhradain's treachery, but the decision to arrest Bhradain is quickly made. Cunil's trusted heroes are sent to arrest Bhradain and Cathbad but quickly report back that the two are missing, as are their retinues. Search parties are sent out to locate them. One party returns just before dusk with news that a large crowd of people has been seen moving towards an ancient sidhe site. Adminix remembers the old tribal legends about Subi Nigran and the sidhe. Cunil organizes his retinue and spearmen, as well as any loyal heroes and their retinues. He leads the war band towards the sidhe on his chariot. The countryside is quiet, waiting for something to happen as the warriors talk in hushed tones. The war band stops outside the stone circle. Nobody can be seen in it. Cunil dismounts and walks to the circle's boundary, accompanied by several heroes. He waves his hands through the air, which crackles and distorts around his fingertips. Cunil lunges forward, vanishing in a flash of light – an event costing **0/1D4 SAN**. The remaining war band yell in amazement, and the heroes look at each other. They scream and lunge forward, again disappearing. Several seconds later the rest of the war band

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runs screaming, swords drawn, through the gate. If the Romans follow, they lose 1 Sanity point and 4 magic points.

They emerge in a stone circle that is similar yet different. It is daylight but no sun or ground can be seen, only gray mist. Ahead are at least eighty people watching druids and six dark, shrunken-looking humanoids before a large stone. The characters must make a **Sanity** check for **0/1D6 SAN** on seeing the sidhe. The crowd isn't aware of the war band yet, staring at the three figures that emerge out of the mist. The figures point at the war band and the crowd slowly turns and realizes the intrusion. The war band is outnumbered but they are armed. The struggle is short and brutal.

The keeper should use simple dice mechanics to determine the course of the battle, as nothing is certain and the forces of Subi Nigran may yet win. Bhradain's forces number 80, and Cunil's war band 55. Cunil's war band kills more easily because they are armed. The loser of the dice mechanic loses one of their forces. The battle is lost when one side's forces reach zero. The following events occur during the combat.

- ★ Cunil and his heroes hack their way towards the druids, sidhe, and the avatars. After casualties they work together to overwhelm the avatars in a mass attack.
- ★ The Sidhe use magic and flee. All the druids are cut down except Cathbad.
- ★ The Romans can fight the avatars or sidhe, or attempt to catch or kill one of the druids.
- ★ Cathbad uses magic against approaching characters and flees into the mist. Following characters will lose Cathbad in the mist and need a successful **Navigate** or **Luck** roll in order to return to the stone circle.

- ★ At the end of the fight Cunil challenges Bhradain to single combat. The combat is lengthy and Cunil is badly injured, but should Cunil win the combat, he severs Bhradain's head in a single blow. Cunil stands on top of a stone brandishing the still-animate head. It curses and spits until Cunil cleaves it in half, spilling its brains. Cunil's warriors cheer, brandishing the heads of those they have killed.

Should the fight go badly for Cunil or he is killed, Bhradain will offer a truce to the survivors if they convert to the worship of Subi Nigran according to the events described in "An Appointment with a Goddess." Those who refuse will be thrown to Kelceara one at a time.

If the Romans and Cunil are victorious, it seems that many old noble families worshipped Subi Nigran from the corpses found after the battle. Half the tribe's druids were also involved. Cathbad's body is missing and no sign of it is found. The war band returns victoriously to Bdonarum. Tomorrow is Beltane, and the slaughter an auspicious start to the celebrations. Feasting and storytelling follow, with the participants crawling to their beds just before dawn.

EPILOGUE

If it went badly – after Beltane celebrations and Cunil's funeral – King Bhradain accepts all Rome's demands and submits his tribe to Rome's control. He marks the documentation and returns it to any surviving Romans. The characters return to Eburacum with a signed treaty. Bhradain will be the last king of the Subii. On his death the Subii's tribal lands will become part of the Roman Empire. The only clause in favor of the Subii is official recognition of their tribal goddess



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Subi Nigran, who will be known to the Roman pantheon as Magna Subi, and associated with the Magna Mater. Bhradain parts with the characters giving them instructions that they take word of the goddess to the Roman Empire. The Roman Empire sends troops to garrison forts in the Subii's lands, and the slow insidious conversion of the troops start. The characters, accompanied by Subi Nigran's worshippers, start to insinuate the dark goddess into the everyday life of the Roman Empire, and propagate her worship.

If it went well – after Beltane celebrations Cunil will back down on some of his demands in negotiations after it is revealed that his tribe concealed a strange and dangerous goddess. Cunil accepts Roman control of his tribe's foreign policy and accepts garrisons of Roman troops on tribal soil. He gladly accepts a prohibition of Subi Nigran worship as a precondition of client status. After signing the treaty Cunil exchanges parting hospitality gifts.

What they report to the governor on their return to Eburacum is up to the characters. Reporting the presence of a dangerous and subversive cult to the governor means troops are immediately sent to Subii lands. On arrival, the troops find that half the Subii's people have fled in the intermediate weeks fearing Cunil's reprisals and Rome's wrath. The Subii are in poor condition, unable to look after livestock and crops. Cunil appeals for Roman assistance that is given on condition that Subii lands become part of the Roman Empire. King Cunil will be the last Subii king.

If the characters do not report the existence of the Cult of the Six Sickles to the governor, fewer people flee but the Subii population is still greatly reduced. Several decades later, the

Subii officially join the Roman Empire. The goddess Subi Nigran is not amongst their pantheon at that time.

Whatever the case, Cathbad's body is never found, nor is he captured. He remains at large to hinder the characters' plans in the future.

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

CUNIL MAC FINN, Age 28, King of the Subii tribe

STR 14 CON 12 SIZ 14 INT 13 POW 12
DEX 11 APP 15 EDU 14 SAN 60 HP 13

Damage Bonus: +1D4.

Weapons: Knife 50%, 1D3+1+db

Longsword 60%, 1D8+1+db

Shield 55%, 1D6+db/10 HP

Spear 55%, 1D8+1+db

Spear/thrown 40%, 1D8+1+½db.

Skills: Bargain 35%, Belch 50%, Boast 60%, Drinking games 40%, Fast Talk 20%, Law 45%, Own Kingdom 55%, Own Language (British) 70%, Persuade 40%, Ride 40%, Status 55%, Swim 35%.

Armor: Chainmail 7 AP and shield.

Geases: will not eat goose, cannot use sling.

Cunil is loud, wild, and rash – all in all a good Celtic king. Cunil succeeded his uncle two years ago. He is pragmatic enough when sober to realize that the future lies with the Romans, who would help the bad reputation the Subii have amongst their neighbors. Cunil has the most to gain from becoming a client of the Romans, but the tribe would prosper too.



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MORGAN, Age 21, King Cunil's Consort,

STR 11 CON 13 SIZ 12 INT 16 POW 14
DEX 15 APP 18 EDU 13 SAN 70 HP 13

Damage Bonus: +0.

Weapons: Dagger 60%, 1D4+2+db.

Skills: Art (Dance) 65%, Art (Seduce) 45%, Art (Sing) 30%, Craft (Cook) 20%, Craft (Sew) 15%, Craft (Spinning) 20%, Craft (Weaving) 20%, First Aid 40%, Insight 55%, Natural History 30%, Own Kingdom 50%, Own Language (British) 65%, Potions 15%, Spot Hidden 60%, Swim 45%.

Morgan is young, beautiful, willful and scheming. She slept her way to king's wife, and helps maintain his rule by dispensing her favors where it will help. Her husband knows she does, but looks the other way. Morgan supports her husband's plans, as she will gain from them too. If the negotiations falter Morgan will use her charms to get the discussions moving again.

ADMINIX MAC LAULER, Age 41, Cunil's Chief Counsel

STR 14 CON 11 SIZ 12 INT 16 POW 11
DEX 10 APP 12 EDU 16 SAN 55 HP 12

Damage Bonus: +1D4.

Weapons: Dagger 40%, 1D4+2+db

Spear 40%, 1D8+1+db

Shield 30%, 1D6+db/10 HP.

Skills: Bargain 40%, Conceal 45%, Fast Talk 40%, Law 55%, Lie Convincingly 45%, Other Kingdoms 25%, Other Language (Latin) 20%, Own Kingdom 70%, Own Language (British) 80%, Persuade 55%, Ride 30%, Smooth Over 50%, Status 60%.

Armor: Bronze breastplate 8 AP and shield.

Geases: Cannot use a sword, cannot swim.

Adminix served the king's uncle and now his nephew. Adminix is politically experienced enough to realize the benefits of dealing with the new force in Prydain (the British Isles), the Romans, but remembers the good old days. He is also politically astute enough to

know when to stand aside and to let things happen in order to serve new masters.

RIORDAN MAC KYLE, Age 25, King Cunil's favorite Bard

STR 14 CON 13 SIZ 15 INT 15 POW 13
DEX 16 APP 14 EDU 18 SAN 65 HP 14

Damage Bonus: +1D4.

Weapons: Dagger 50%, 1D4+2+db.

Skills: Art (Lyre) 45%, Art (Orate) 75%, Art (Sing) 80%, Fast Talk 25%, Insight 35%, Other Kingdoms 35%, Own Kingdom 70%, Own Language (British) 90%, Mythology 65%, Persuade 40%, Spot Hidden 40%, Status 75%.

Geases: never refuse a drink.

Riordan is Cunil's favorite bard, and as such is popular throughout the Subii lands. It's not a position he worked for, and he's glad that Cunil takes the barbs as well as the praise. Riordan is aware of Cunil and Bhraidain's power struggle and tries to keep his audiences informed in song and verse.

CATHBAD, Age 53, The Subii's Highest Druid of Authority

STR 13 CON 10 SIZ 14 INT 15 POW 18
DEX 16 APP 12 EDU 20 SAN 0 HP 12

Damage Bonus: +1D4.

Weapons: Dagger 50%, 1D4+2+db

Sickle 65%, 1D6+db.

Skills: Astrology 45%, Cthulhu Mythos 15%, Law 55%, Medicine 20%, Mythology 55%, Occult 60%, Other Language (Greek) 25%, Own Kingdom 60%, Own Language (British) 100%, Philosophy & Religion 70%, Status 70%.

Spells: Augur, Call/Dismiss Avatar of Subi Nigran (Shub-Niggurath), Contact Sidhe (Serpent People), Deflect Harm, Enchant Sacrificial Knife, Enchant Spear, Enthrall Victim, Find Gate, Flesh Ward, Voorish Sign, Wrack.

Cathbad is both the Subii's leading druid and head of the Six Sickles Cult. He is old fashioned and wishes to bring back the old ways and beliefs – worship of Subi Nigran



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and human sacrifice. In public he follows the edicts of Cunil, a brash king he despises, but in private he favors Bhradain. He hates the Romans for their destructiveness in Gaul and Monâ, but sees the merit of Bhradain's plan to use their own empire against the Romans to spread the word of Subi Nigran.

ADAIR MAC GALE, Age 33, Cathbad's Not So Loyal Second Lieutenant

STR 15 CON 15 SIZ 14 INT 14 POW 17
DEX 17 APP 14 EDU 18 SAN 85 HP 15

Damage Bonus: +1D4.

Weapons: Dagger 40%, 1D4+2+db

Sickle 40%, 1D6+db.

Skills: Astrology 30%, First Aid 40%, Insight 20%, Law 45%, Medicine 25%, Mythology 45%, Occult 40%, Other Kingdoms 50%, Other Language (Greek) 30%, Other Language (Latin) 10%, Own Kingdom 25%, Own Language (British) 90%, Philosophy & Religion 60%, Ride 40%, Status 35%.

Adair grew up in the South, but settled with the Subii because of their easy-going and non-warlike behavior. He doesn't understand the Subii's neighbors' hatred – putting it down to jealousy of the finest crops and livestock he's seen. As he is from the South, Adair is relatively unaware of Subi Nigran but he is uneasy with what's he's learned and doesn't want to know any more. Adair is a little uneasy about the arrival of the Romans given their past history but is willing to give individuals the benefit of the doubt.

BHRADAIN MAC HAFGAN, Age 39, Urbane Nobleman and Cult Leader

STR 13 CON 16 SIZ 14 INT 15 POW 14
DEX 14 APP 14 EDU 17 SAN 20 HP 15

Damage Bonus: +1D4.

Weapons: Dagger 60%, 1D4+2+db

Longsword 45%, 1D8+1+db

Shield 50%, 1D6+db/10 HP



Spear 45%, 1D8+1+db.

Spear/thrown 45%, 1D8+1+½db (spear may be enchanted by Cathbad depending on circumstances).

Skills: Bargain 55%, Craft (Farmer) 30%, Drive Horses 45%, Fast Talk 45%, Law 60%, Natural History 30%, Own Language (British) 85%, Persuade 55%, Ride 45%, Status 60%.

Armor: Chainmail 7 AP and shield plus Flesh Ward.

Spells: Flesh Ward, Impeccable Throw.

Geases: Never walk into combat, never refuse challenges.

Bhradain is the most influential Subii nobleman after Cunil, who only just beat him in the king's elections two tears ago. He is the most powerful lay member of the Six Sickles cult and has convinced Cathbad to cooperate with his plan. He is confident and has powers from his dutiful worship of the Mighty Mother. He knows that the Subii's previous devotion cost them dear and wants the Subii to become clients of the Romans. Moving closer to Rome will bring more benefits than protection and trade: it will allow the migration of Mighty Mother worship and the Six Sickles cult into the Roman Empire.

Calhoun "The Silent," Bhradain's Loyal Spear-Bearer, age 30

STR 16 CON 19 SIZ 13 INT 14 POW 18
DEX 16 APP 12 EDU 14 SAN 20 HP 15

Damage Bonus: +1D4

Weapons: Knife 35%, 1D3+1+db

Shield 35%, 1D6+db/10 HP

Spear 40%, 1D8+1+db

Spear/thrown 45%, 1D8+1+½db.

Skills: Dodge 45%, Fast Talk 20%, First Aid 50%, Insight 45%, Own Language (British) 70%, Repair/Devise 40%, Ride 35%, Status 30%.

Armor: Chainmail 7 AP.

Spells: Impeccable Throw.

Geases: cannot cross running water on foot.

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Calhoun is Bhradain's closest confidante and his right hand man. When Bhradain wishes a job done, Calhoun does it, without question.

THE THREE ASPECTS OF SUBI NIGRAN CELTIC AVATARS OF SHUB NIGGURATH

BEDRWEN THE MYSTERY

STR 12 CON 18 SIZ 12 INT 21 POW 21
DEX 18 HP 15

Move 12.

Damage Bonus: +0.

Weapons: Sickles 100%; 1D6+db.

Armor: Bedrwen's cloak absorbs up to 6 points of damage.

Spells: Call/Dismiss Avatar of Subi Nigran (Shub-Niggurath), Create Gate, Curse of Azathoth, Voorish Sign.

Sanity Loss: No Sanity Points lost for seeing Bedrwen in her cloaked form. If wrapped in her cloak the victim can see her true form: the mystery of life and loses 1D6/1D20 Sanity Points.

Bedrwen is mysterious, her features concealed in her long cloak's hood. Bedrwen possesses the mystery of life and imparts it to her followers who gain increased fertility.

KELCEARA, THE WARRIORESS

STR 21 CON 21 SIZ 12 INT 21 POW 21
DEX 18 HP 2

Move 12.

Damage Bonus: +1D6.

Weapons: Sickles 100%; 1D6+db.

Armor: None as Kelceara is naked, but Kelceara can heal 4 Hit Points with every Magic Point spent.

Spells: Bless Blade; Deflect Harm; Flesh Ward; Impeccable Throw.

Sanity Loss: No SAN loss for seeing Kelceara.

Kelceara is the essence of life and death, and appears as a naked, pregnant, woad-covered

warriress with limed hair. Life grows from death, and life cannot exist without death. Warriors worship Kelceara to gain ferocity in battle.

INATORASA, THE SLATTERN

STR 15 CON 14 SIZ 12 INT 21 POW 21
DEX 21 HP 13

Move 12.

Damage Bonus: +1D4.

Weapons: Sickles 100%; 1D6+db.

Armor: none.

Spells: Mental Suggestion, Siren's Song, Voice of Ra.

Sanity Loss: no Sanity Point loss for seeing Inatorasa.

Inatorasa is the personification of lust, lewdness and the pursuit of life, appearing as a seductively clad maiden. Those who follow Inatorasa have an interest in immediate success. Her worshippers gain sexual prowess, success and attractiveness.

The Sidhe, Degenerate Serpent People, Original inhabitants of the British Isles, Lesser Independent race

The Celts believe that the sidhe inhabit ancient places and fear the sidhe might take them to the Otherworld. Celtic tales usually tell that those who do are in some way cursed. The sidhe do indeed inhabit the barrows. Druids following Subi Nigran call forth the sidhe so that they can learn from them, assist the worship of the Mighty Mother, and occasionally take a fosterling to raise as human.



BHRADAIN MAC HAFGAN



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The sidhe are half-human/half-serpentman remnants that ruled the British Isles before modern man's arrival. The sidhe were forced underground by waves of modern human settlers who despised and massacred all sidhe that they encountered. The Celts were the last wave and have absorbed the previous cultures. The sidhe now dwell in the darkness, resenting the presence of pure-breed humans occupying their lands. In the darkness, the worship of the Mighty Mother, Shub-Niggurath, succors them in the absence of their lands. The Sidhe also worship a black stone which is at the center of a network of catacombs. Its location has moved many times in the past to avoid discovery by humans.

SIX TYPICAL SIDHE, repeat as needed.

MOV 8.

Weapons: Bite 30%, damage 1D3 + poison (POT = ½ CON)

Claws 55%, damage 1D4+db

Stone Axe, damage 1D6+db

Stone Knife 35%, damage 1D4+db

Spear 40%, damage 1D6+db

Thrown Spear 35%, damage 1D6+½ db

Thrown Rock, damage 1D4+½ db.

Armor: none.

Spells: Curse of the Little People, Impeccable Throw, Wrack.

Sanity Loss: 0/1D6 sanity points to see the sidhe.

SIX SIX TYPICAL SIDHE

	STR	CON	SIZ	INT	POW	DEX	HP	db
One	09	11	10	08	07	10	11	+0
Two	12	11	08	06	07	13	10	+0
Three	11	10	06	06	16	11	08	+0
Four	14	09	08	09	09	17	09	+0
Five	09	13	08	08	14	16	11	+0
Six	10	11	04	10	10	10	08	-1D4

INVESTIGATORS

The first four player characters are essential to the plot, and should be assigned or chosen first. The remaining two can be included as required.

PUBLIUS DRUSUS OTHO, Age 32, Magistrate and Arbiter of Pax Romanum

STR 13 CON 17 SIZ 13 INT 13 POW 12
DEX 12 APP 14 EDU 16 SAN 60 HP 15

Damage Bonus: +1D4.

Weapons: Fist 55%, 1D3+db

Gladius (sword) 25%, 1D6+1+db

Grapple 35%, special

Headbutt 25%, 1D4+db

Kick 50%, 1D6+db.

Skills: Art (Lover) 30%, Bargain 25%, Craft (Farmer) 25%, Fast Talk 35%, Insight 35%, Gallic 31%, Jewish 21%, Law 75%, Natural History 25%, Other Language (British) 35%, Own Empire 40%, Own Language (Latin) 80%, Persuade 45%, Ride 30%, Status 45%.

Publius is 5' 9" tall and clean-shaven. His hair is black but graying slowly, white hairs are visible if looked for. He is also beginning to lose his hair at his temples, so he keeps his hair closely cropped. He is slightly overweight.

Publius entered the Roman civil service, and served as a magistrate in Gaul and Palestine. His latest posting is Britannia. He is the highest-ranking magistrate in northern Britannia and has been judging those involved in the Brigantes uprising. Publius's wife and three children remain on his family estate in Ravenna. Recently, Publius has been considering his favorite courtesan at the local brothel for the role of mistress. Publius's role in this mission is to oversee the negotiation of client kingdom status for the Subii, according to Roman law and policy.

They Did Not Think It Too Many

TITUS ALBIUS CAMILLUS, Age 29, Rich, Educated but Shamed Priest

STR 14 CON 10 SIZ 14 INT 14 POW 13
DEX 15 APP 14 EDU 17 SAN 65 HP 12

Damage Bonus: +1D4.

Weapons: Fist 70%, 1D3+db

Grapple 65%, special

Headbutt 10%, 1D4+db

Kick 35%, 1D6+db

Pugio (Knife) 50%, 1D3+1+db.

Skills: Craft (Farmer) 15%, Divination 45%, Insight 35%, Listen 57%, Natural History 20%, Occult 50%, Other Kingdoms 49%, Other Language (British) 11%, Other Language (Greek) 51%, Own Language (Latin) 85%, Persuade 40%, Philosophy & Religion 78%, Spot Hidden 30%, Status 30%.

Titus is 5' 10" tall, with brown hair, and brown eyes. He is clean-shaven, has a small chin and no prominent Adam's apple. He dresses in a toga as befits his class status when performing his duties, but wears a tunic, breeches and a cloak whilst traveling.

Titus is a priest in the Imperial Cult because of a long honored family tradition. Titus is in Britannia as punishment for a political gaffe in Rome. Titus was to be married but the gaffe curtailed plans. He still corresponds with his fiancé but the letters are fewer, and he suspects she has a new suitor. Titus does comparative research on the local British gods in his spare time and is learning to speak British. This interest was noted by his superiors, and he was the only candidate suggested when volunteers were called for the mission. Titus should examine the Subi's gods and assess their similarity to Roman equivalents. Titus hopes success will mean a posting in the Empire closer to his hometown Rome and his fiancé.



PLUBIUS DRUSUS OTHO

LUCIUS OVIDIUS NASICA, Age 25, Battle Experienced Hero of the Empire

STR 14 CON 15 SIZ 13 INT 13 POW 15
DEX 13 APP 16 EDU 16 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: Fist 65%, 1D3+db

Gladius (sword) 65%, 1D6+1+db

Grapple 58%, special

Headbutt 25%, 1D4+db

Kick 50%, 1D6+db

Scutum (Shield) 35%, 1D6+db – 18 HP.

Skills: Craft (Farmer) 22%, Craft (Horsebreeder) 30%, Dodge 36%, Insight 20%, Law 15%, Natural History 30%, Other Language (British) 11%, Other Language (Gallic) 16%, Other Language (Greek) 41%, Own Empire 45%, Own Language (Latin) 80%, Persuade 25%, Philosophy & Religion 31%, Ride 55%, Spot Hidden 30%, Status 40%, Tactics 66%.

Lucius is 5' 9" tall. He's slightly sun burnt from years of campaigning and has a small scar running from his left eyebrow to his cheek where a British sword almost had one of his green eyes out. Lucius is clean-shaven.

Lucius grew up on his family's vast estates. Lucius is carefull not to abuse his wealth or privilege and is equally courteous to slave or superior. Lucius joined the IX Hispania legion as a junior officer, working his way up. Lucius learned quickly, absorbed the military way, and is now the perfect Roman officer. He's seen plenty of action fighting the Silures in the West and quelling the Brigantes' uprising in the North. Lucius respects the British warrior's individual bravery but regards his tactics as antiquated and unprofessional. Lucius will advise the mission on military and security matters; he thinks he upset his commanding officer but isn't sure how. Lucius is a widower



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and lonely, but continual campaigning takes his mind off such subjects. He enjoys military life but also looks forward to returning to home for a long earned rest.

CADWALLEN AP ALWYN, Age 26, Reliable Native Guide to the Conquerors

STR 13 CON 15 SIZ 14 INT 14 POW 13
DEX 15 APP 13 EDU 14 SAN 65 HP 15

Damage Bonus: +1D4.

Weapons: Celtic Longsword 50%, 1D8+1+db

Fist 60%, 1D4+db

Grapple 40%, special

Headbutt 15%, 1D4+db

Kick 35%, 1D6+db.

Skills: Bargain 30%, Craft (Farmer) 15%, Fast Talk 15%, First Aid 40%, Languages: British 80% (own), Latin 61%, Eiru 40%, Listen 35%, Natural History 40%, Navigate 40%, Other Kingdoms 50%, Other Language (Eiru) 40%, Other Language (Latin) 61%, Own Language (British) 80%, Persuade 25%, Ride 25%, Sneak 45%, Spot Hidden 35%, Survival 36%, Swim 30%, Track 50%.

Cadwallen is 5' 11" tall. He has fair hair, which he wears long around his neck. His face is shaved and does not have a typical British moustache. His eyes are blue.

Cadwallen has worked for the Romans as a guide and interpreter since the age of 13 when rebels beheaded his parents and burnt his home during Boudicca's revolt of 814 (60 AD). Revenge guided Cadwallen's career. He has helped the Romans subdue the Silures in Cambria and until recently assisted Agricola's troops suppress the northern tribes. With a regular income, Cadwallen has a Roman villa on the South Downs, and a beautiful wife and small children. After recent Roman desecrations Cadwallen is rethinking his position. British tribes have customs in common with him even though he is relatively Romanized. A tiny Celtic identity still nags Cadwallen's conscience and honor – but only late at night. Cadwallen is assigned

to the Subii mission in order to act as guide and translator for the party.

HERMINIUS MAXIMUS, Age 33, Stalwart Sergeant and Mystery Man

STR 16 CON 15 SIZ 16 INT 14 POW 13
DEX 16 APP 13 EDU 13 SAN 65 HP 15

Damage Bonus: +1D6.

Weapons: Block 25%

Fist 75%, 1D3+db

Gladius (sword) 75%, 1D6+1+db

Grapple 50%, special

Headbutt 60%, 1D4+db

Javelin 65%, 1D8+db

Kick 50%, 1D6+db

Pugio (Dagger) 50%, 1D4+2+db

Scutum (Shield) 75%, 1D6+db – 18 HP.

Skills: Craft (Soldier) 50%, Dodge 48%, First Aid 35%, Listen 40%, Martial Arts 35%, Navigate 30%, Other Language (British) 25%, Other Language (German) 39%, Own Empire 60%, Own Language (Latin) 65%, Ride 35%, Sneak 40%, Spot Hidden 45%, Status 25%, Survival 26%.

A short (5' 7"), solid man bulging with hard-earned muscles who moves with the easy grace of a martial man, Maximus keeps his dark hair cropped short. He inherited his blue eyes from his mother, a German. Maximus has stubble and only shaves every other day, or not at all if circumstances demand it.

Herminius Maximus joined the legions as the only way out of poverty, with the promise of a land grant for twenty years of service. He earned the nickname "Pertinax" (tenacious) and the rank of Centurion. Last year a shadowy man approached him and offered him the chance of "special service" for the Empire. His soldier's life was routine and retirement seemed fast approaching. Maximus agreed, becoming an agent of the Emperor – doing the small dirty jobs that help maintain the Emperor's Peace – assassinating quarrelsome war band leaders, bribing belligerent tribal kings, taking British nobles' sons

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into “fosterage” or hostage. Ostensibly Maximus’s mission role is to provide security. Covertly, his new masters want an assessment of the Subii’s potential hostility to Rome, and the effort required to bribe or coerce the tribe’s leaders.

FABIUS FELIX, Age 37, Wheeler Dealing, Fast Living Entrepreneur

STR 12 CON 13 SIZ 14 INT 17 POW 17

DEX 10 APP 15 EDU 15 SAN 85 HP 14

Damage Bonus: +1D4.

Weapons: Fist 55%, 1D3+db

Grapple 30%, special

Headbutt 13%, 1D4+db

Kick 28%, 1D6+db

Pugio (Knife) 38%, 1D3+1+db

Sword 48%, 1D8+db.

Skills: Accounting 45%, Bargain 45%, Craft (Merchant) 55%, Fast Talk 20%, Legerdemain 18%, Insight 25%, Other Kingdoms 23%, Other Language (Gallic) 45%, Other Language (Greek) 50%, Other Language (Phoenician) 45%, Own Language (Latin) 75%, Other Language (British) 50%, Persuade 48%, Ride 25%, Spot Hidden 35%.

Fabius is still slim, just, probably because of his on-the-move trading arrangements. Sun tanned, standing at 5’ 8” tall, clean-shaven with green eyes and black hair, Fabius is a fast talking, irrepressible individual.

Fabius the Lucky (Felix) grew up in the old trading city of Massalia learning the tricks of trade on the knee of his father. After an argument, Fabius started doing business on his own at age 17, and was immediately successful, but the lure of the next big deal drew him on. Today, Fabius roams the Empire and its edges looking for deals, trading in anything that makes a profit. He has at least one contact and established working credit in every major trading center in the Empire. Fabius lives an extravagant life of wine, women and song in the best lodgings available. There’s always time for one

more drink, morsel, song, or comely wench if it helps the deal. Fabius is on the Subii mission as a favor from the Governor, he doesn’t know what the Subii have but he’s pretty sure it will sell in Londinium, Massalia or Rome.



HERMINIUS MAXIMUS

THE IRON-BANDED BOX

By Michael Dziesinski

This scenario is set in Japan's feudal era, an age that spans from the 11th to the 16th centuries. The storyline can be comfortably located at any time within those five hundred years without much adjustment, but the general lawlessness and chaos of the Sengoku period (1467-1615) offers perhaps the most Mythos potential. To get a feel for the era, many good movies exist to draw from, such as Kagemusha, Lady Snowblood, Rashomon, Lone Wolf and Cub, Seven Samurai, Yojimbo, or Zatoichi. This scenario provides six pregenerated rōnin for play; masterless samurai who are essentially "free agents" and have more social mobility than "normal" samurai who remain at the beck and call of a feudal lord, the daimyō.

The adventure is set in the small Japanese town, Kōhai-Mura, which developed around a natural hot spring, an onsen, believed to have healing powers. The town was once a popular rest stop for pilgrims on their way to the famous Buddhist temples and Shinto shrines in the Imperial capital of Kyoto, but those days are long gone as the once vibrant town has fallen into decay and many locals sought their fortunes elsewhere.



KEEPER'S INFORMATION

It is a time of civil war in Japan, known as the Sengoku "warring states" Period (1467-1615). Since the Onin War (1467-1478), the razing of Kyoto, and subsequent weak rule of the Azuchi military rulers, all social order in the country has fallen into complete anarchy. Political alliances change constantly and feudal daimyō lords face threats from without and within as their samurai subordinates try to seize power for themselves. Common folk and priests, disgusted with the lawlessness ravaging the countryside, form egalitarian communities free of daimyō rule. To take life's daily hardships in stride, a commonsense wisdom of enduring misfortune develops, as most can do little else. Many feel that the age of Mappo has arrived, the darkest of times where Buddhist law and morality disappear from the land.

Not until Oda Nobunaga's army marches into Kyoto in 1568, and later, Tokugawa Ieyasu consolidates his power in 1615, is central authority in the country reestablished. Until that time, it is the golden age of the samurai, where bravery

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and a strong sword arm can determine one's fortune or doom.

The player characters are a group of rōnin, masterless samurai, on the road seeking better fortunes since their daimyō was killed and his lands taken by a young upstart warlord. For the last few months, the group has wandered the countryside brooding; the sting still fresh from the indignity of their new rōnin status. How can they establish a name in this new order when even the lowliest can overturn the elites? With sharp swords and solid determination, they need an edge to establish a new domain in this time of anarchy— if they don't slide into common banditry out of desperation.

Someone has opened the Iron-Banded Box, however briefly. An oni, an ogre fiend from the Buddhist hells of Jigoku (*gee-goe-coo*), has sought out this town to retrieve it. A full entry for the box is found on page 150, and the oni entry on page 245 of the *Call of Cthulhu* sourcebook, Secrets of Japan. Both have abbreviated entries at the end of this scenario.

A traveling Buddhist monk brought the box to town, but was killed before he could reveal its secrets. His killers are a small gang of Ryū-Ryōshū (*ree-you-ree-yoh-shoe*), who run the local gambling house and a protection racket on the town businesses. They do not know the box's nature and assume it a Buddhist item, so they have thrown it into a storage room at the back of the gambling house along with other ill-gotten gains.

Since the monk's slaying, the box has been opened and its warding seals temporarily broken, which in turn has caused an oni to gate to Earth from one of the hellish realms where their kind thrive. Who opened it is up to the keeper.

The oni's lair is located in the ruins of an abandoned Shinto shrine in the nearby forest; the shrine's entrance gate (*torii*) acted as

the dimensional portal that brought him to earth. Unable to sense the magically warded box when it is closed, the oni visits the town in the dead of night to take anyone he sees back to his lair for torture and interrogation regarding its whereabouts.

Only the Ryū-Ryōshū know the box's location, but they have not made its connection to the nightly disappearances, nor have any in the town been brave enough to venture outside to see what is responsible, and so these nightly abductions have continued for a week.

In the final confrontation with the oni, the keeper can adjust the physical size (8-20 feet) and hit points to make the oni tough but not unbeatable for the group of rōnin and their allies. The oni's lair, if the rōnin seek it out, is a dangerous and disturbing scene; a Shinto shrine to the local mountain deity (*kami*) has been defiled into a hell on earth. However, the rōnin must first survive the oni and an earth-shaking surprise of his own: a chthonian he has called upon for aid.

Throughout the adventure, the keeper should sprinkle-in occasional ground tremors, small ones that rattle walls or cause items to dance on countertops, to foreshadow the arrival of the chthonian in the scenario's finale. Throughout, locals will dismiss the earthquakes as normal for the region.

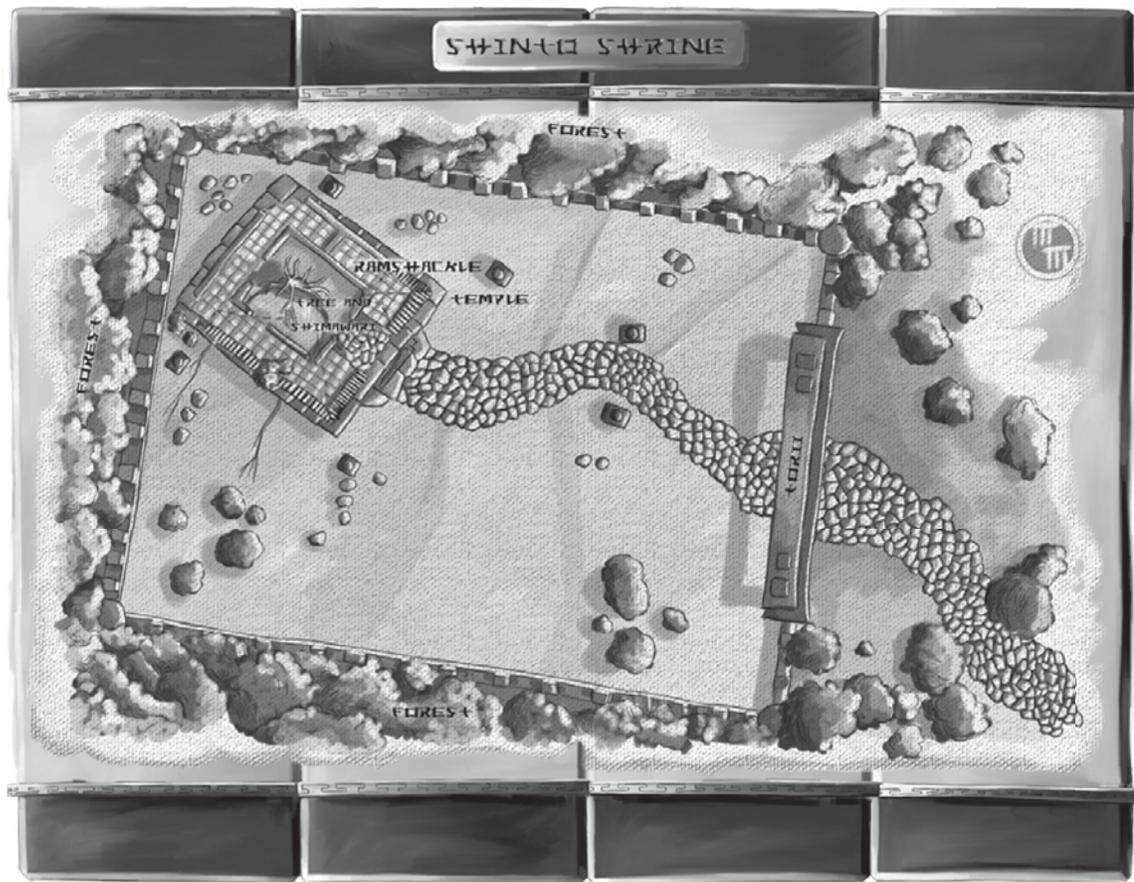
THE RYŪ-RYŌSHŪ

The Ryū-Ryōshū, meaning "Dragon Lords", are a secret society found on page 188 of *Secrets of Japan*, which have infiltrated the modern day Yakuza. The Yakuza do not exist as an organization until the 17th century, so they are represented in this period by their predecessors, the bakuto (traditional gamblers) and tekiya (street peddlers).

The Ryū-Ryōshū are servants of the Great Old One Yig and count serpent people



The Iron-Banded Box



among their elite ranks. Ryû-Ryôshû have an affinity for anything dealing with snakes, reptiles, dragons and poison. With the exception of the gang leader, Hebei (*hey-bay*), who knows a few Mythos spells, treat the rest of the Ryû-Ryôshû as human bandits following Hebei's agenda. Hebei's dual identity should remain secret and he could even become a reoccurring antagonist if the keeper wishes to play additional scenarios in this setting. When roleplaying Hebei, he has a reptilian personality and speaks with a syllabic hiss.

SWORD PLAY

There are five potential battles in this scenario: the initial confrontation by the three Ryû-Ryôshû; the ambush in the hot springs; the face-off in the town square; the oni battle at midnight; and the defense of the town

from the chthonian. There is also a sixth possible encounter if the keeper wishes to have something nasty waiting for the rônin at the oni's lair.

Bear in mind how lethal combat is in the BRP system to humans and how incredibly deadly Japanese katana are to human flesh; if the rônin are able to talk their way out of a few battles they may have enough limbs intact to confront the actual Mythos threat. If they are clever enough and still maintain their bushidô honor in the process, keepers should reward the players. In particular, the first three confrontations with the Ryû-Ryôshû can be minimized to a few blocked blows that might even gain their respect and aid in the battle royale against Mythos beasts. Otherwise, there is a very real possibility half the rônin will be cut down in the first encounter. Due to the summer heat,

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THE HELLISH HEAT OF SUMMER: SEASONS IN THE JAPANESE SETTING

Nothing gives a Japanese touch to a scenario like playing up the unique features evoked by each distinct season. This scenario begins in the middle of the hottest month of summer; an unforgiving sun perches in cloudless skies and is so bright that the landscape takes on a washed-out look during daylight hours. A stagnant dry heat overwhelms the body and hazes the mind.

In Japan, with summer also comes the onslaught of insects of every type upon the countryside. In forested areas, the shrill buzz of massive, yet short-lived, cicadas are so loud that thinking becomes difficult. In the fields, dragonflies as large as the hand flit about, while at streams and in marshy areas, thick clouds of biting gnats harass those slow to escape. For Japanese, the relentless summer heat stirs emotions on the churning chaos and impermanence of human life (and also nicely plays up the hellish theme that an oni brings to the scenario).



each combat may force the rônin to fight the effects of heat exhaustion.

KÔHAI-MURA

The Town

Kôhai-Mura (*coh-high-mu-rah*), consists of three-dozen sun-bleached buildings clustered around two central but narrow

intersecting dirt streets that divide the buildings into a simple grid, the inn in the center. The west side of town abruptly ends in a thick mountainside forest. The eastern road leads to the coast several miles away. To the north, Mount Fuji looms on the horizon, though still over seventy miles distant. In these summer months, the arid air is absolutely still and the heat suffocating.

As the rônin enter town, it becomes apparent they are not welcome. The streets are empty, the only sound is of a couple doors/windows creaking shut upon their arrival. Only two places show signs of life, a small restaurant and a gambling hall at the east end of town.

OMIYA

The Tavern

There are a dozen people in this poorly lit establishment. A cluster of four low tables and stools fill a room lit by paper lanterns. Udai (*ew-dye*), a middle-aged owner in a simple black kimono, runs the omiya (*oh-me-yah*), behind a counter with space for about four stools. Udai serves rice, fish soup, mountain yams, tea, and sake (*sah-kay*). Behind the counter and near the ceiling is a small Buddhist altar with two fresh wooden planks (inquiry will reveal they contain the posthumous names of Udai's dead wife and son).

Any rônin with lore or Buddhist background will be able to read the wooden plaques bearing their posthumous names of his son Ichirô and wife Mika. The offerings of incense and rice indicate that these are recent deaths. The names are poorly scrawled as no priest lives in town. Also, no funeral urns exist for the deceased.

Udai is helped by a hunch-backed old man simply called "Oji-san" (*oh-gee-san*; "old man") who seems to do the odd work in the omiya, though with great hardship. Oji-san will hobble over and offer to help the rônin.



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MOURNING THE DEAD

In Japan, Shinto ceremonies are performed for births and weddings, while Buddhist ceremonies are focused on funerals. Buddhist mourning consists of cremating the dead and storing the remains in an urn under the house for a period of time. A Buddhist priest will give the dead a new posthumous Buddhist name which is inscribed on a plank of wood and prayed upon, both at the family/clan grave and in the home on a small Buddhist altar. The butsudan altar is a cabinet with a central image of the Buddha surrounded by candles, sandalwood incense, and wooden planks bearing the names of deceased relatives. Daily offerings of rice, sake, or fruit are placed at the base of the altar. Living relatives usually wear black during the mourning period.



He will become their guide, gopher, and go-between in town if they let him.

While in the tavern, a small earthquake will rattle the walls and tables for about a minute. Afterwards, the locals will continue as if nothing happened.

A LITTLE TOO MUCH

SAKE While most of Udai's customers are townsfolk, three are Ryû-Ryôshû: Nobu, Ryu, and Toda. Each has a short sword (wakizashi) in their kimono sashes. They will openly leer at the rônin's paired swords, the mark of a samurai, but figure them for rônin. The three will be the first to greet the rônin in a friendly, yet bombastic manner and invite the group to a round of

sake. To refuse such an offer of hospitality is considered an insult.

If the rônin flatly refuse to drink, a fight will break out (see A Drunken Brawl). If the rônin sit down and imbibe, they can wheedle information out of the three men who will talk about the history of the town, who's who, and so forth (though they won't speak of the missing folk). Likewise, the trio will ask where the rônin are from and why they are in town. If the rônin are drinking during this exchange, the keeper can use the optional inebriation rules.

A DRUNKEN BRAWL / PICKING A FIGHT I

Cowards at heart, the trio will wait until the rônin look inebriated and then proceed to pick a fight contrived on the smallest disagreement, resulting in swords drawn in Udai's tavern. If the rônin refuse the offer to drink, a fight breaks out immediately and the rônin will have to find out what is going on in town in some other way. The keeper can let this end in bloodshed, but no matter the outcome, the altercation will earn the animosity of those running the town, the Ryû-Ryôshû gang. Using the inebriation rules, a normally easy skirmish can become deadly for if the rônin swing their swords while inebriated, they suffer up to a -50% penalty on skills.



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OPTIONAL RULES FOR IN-EBRIATION

keepers can keep track of the effects of drinking rice wine, sake, on each rônin by making a CON vs. POT resistance check on the resistance table after each drink. Failure on the check causes -10% penalty to all skills. Each additional drink causes another check and if a failure, an additional -10% penalty that is cumulative with the last. If a rônin reaches -50% skill penalty and fails the resistance roll again, use the normal poison rules for Sake's POT as the blood-alcohol content in the person has become dangerously high.

Poison	Speed of effect	POT
Sake	5-15 minutes	6

Symptoms

In order or increasing severity: hangover, severe dehydration, nausea, vomiting, disorientation, blackouts, restless sleep, and unconsciousness. These effects last 1 hour for each added dose as well as a 5% chance of respiratory failure, liver damage, and death by alcohol poisoning.



BAKUCHIYA

(bah-coo-chee-yah), The Gambling Hall

In a smoky room with two entrances and no windows is a group of haggard and obsessed people sitting on a row of low stools in front of a long flat table. A thin yet muscular man, naked from the waist up and covered in dragon motif tattoos, is using a bamboo pole to stack in front of customers wooden lozenges carved with numbers. These are the feudal equivalent of casino chips.

This Ryû-Ryôshû is running a dice game. Behind the dealer stands four tough looking Ryû-Ryôshû with swords, and behind them are a set of four sliding rice paper doors (*shôji*) that lead to the quarters of the Ryû-Ryôshû's leader, Hebei. At each entrance is a pair of Ryû-Ryôshû with studded clubs (to break the hands of cheaters).

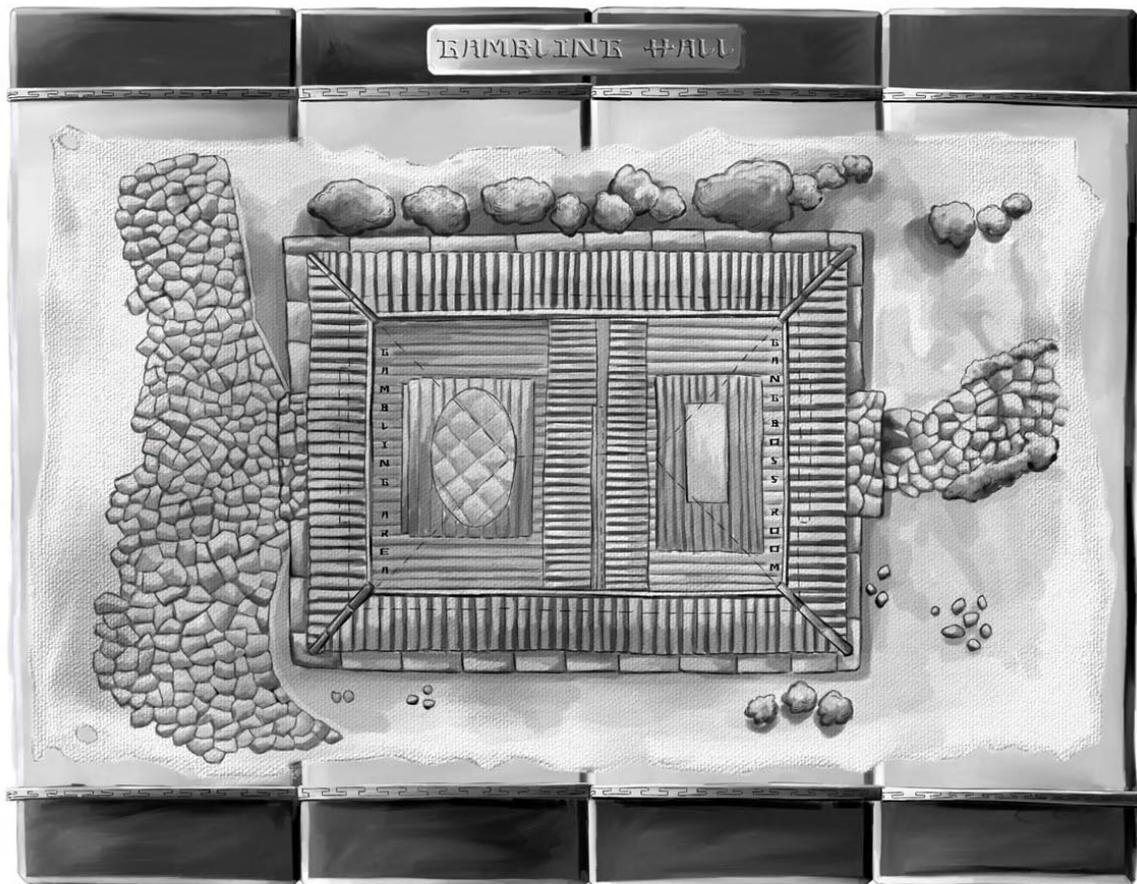
If the rônin watch long enough, they will notice that one man in particular, Hikyô (*he-key-oh*), is losing a great deal of wooden lozenges. He seems almost supernaturally bad at gambling and gets every dice call wrong. He is a thin and spindly man balding on top that seems cowardly in his mannerisms. His kimono is a faded black affair that seems too big on him.

A DRUNKEN BRAWL / PICKING A FIGHT II

If the rônin stand around too long, the Ryû-Ryôshû guards demand that they either sit down and play, or leave the premises. If the rônin enter the gambling hall before the restaurant, have Nobu, Ryu, and Toda greet them in the hall and make conversation exactly as they would have done in Udai's tavern. If keepers want to roleplay the gambling, it might be easiest to run a craps game using the player's gaming dice. Again, the



The Iron-Banded Box



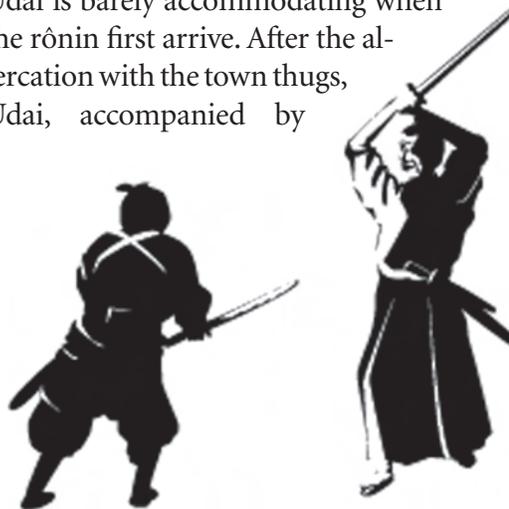
trio will offer the rōnin sake to drink and try to get them drunk.

An earthquake will rattle the building for about a minute; the trio will use this to start an altercation over a botched dice roll or for being brushed in the confusion, ending with swords drawn just outside the Bakuchiya. Curiously, the Ryû-Ryôshû inside the building will not get involved unless directly threatened.

After the battle, one of the men in the gambling hall, Hikyô, will approach the rōnin. Seeing them as a salvation for his gambling debts, he will offer to put them up in his inn for free. If the fight breaks out in the tavern, then Udai will fetch Hikyô from the Bakuchiya who will arrive and make the same offer.

THE PLEA FOR HELP

Udai is barely accommodating when the rōnin first arrive. After the altercation with the town thugs, Udai, accompanied by



The Iron-Banded Box

Hikyô and a dozen townsfolk, will approach the rônin. Udai will ask for their help protecting the town. In the conversation, the keeper should let the rônin think that Udai is referring to the Ryû-Ryôshû thugs to get them to agree to aid the town. If the rônin consent, it is customary to seal a deal with three cups of sake imbibed by each party.

However, once the rônin agree to help, an earthquake briefly shakes the ground. After a pause, Udai dismisses the Ryû-Ryôshû problem with a bitter laugh to reveal the true threat to the town: some unspeakable monster arrives in the dead of night from the mountainside to abduct townsfolk; a dreaded event the townsfolk recognize by rhythmic earthquakes that shake the buildings for several long minutes, followed by a blood-curdling scream of the victim. All are too frightened to come outside to help. Let the rônin ponder this request as they are led away to an inn for a night's lodgings.

Note: As the rônin have sealed a pact, they are duty-bound by the bushidô code to protect the town or lose their honor.

YADO

The Inn

The nondescript yado (*yah-doe*), is old and neglected with ancient tatami mats on the floors. The smell of sandalwood incense permeates the inn. In the front room is Chiyo (*chee-yoh*), an attractive woman in her early twenties dressed in a black kimono. Chiyo will appear to be chanting a prayer in front of a small Buddhist shrine with freshly painted funeral tablets, but abruptly stops to greet the rônin and to take off their sandals as they step up into the yado's entrance. Hikyô will introduce his daughter Chiyo and have her usher the rônin into the largest common room. Chiyo seems sad and withdrawn. If asked why,

THE HOT BATH

Japanese bathing involves scrubbing down with soap, rinsing, and then soaking in a large tub of hot water, the furo (*foo-roh*). This Japanese past-time is considered very relaxing and has developed into a sophisticated industry as people seek out natural hot water springs set in beautiful vistas or bearing waters infused with minerals said to have medicinal properties. Some onsen have hot water soaks of varying degrees, cold tubs, waterfalls, and even mud baths. Feudal Japanese were more hygienic than their European counterparts, for a rônin to decline an offer to soak in a famous hot spring will be seen as odd.



she will relate that her brothers are dead and breaks into tears.

At this point, a surly old man will appear in the shadows down the hallway of the yado and shout for Chiyo to shut up. He is Hebei (*hey-bay*), the leader of the Ryû-Ryôshû; (though Hikyô will not reveal this until the next day to the rônin when his inn is being taken from him) let the rônin think he is just a surly old guest. Due to Hikyô's immense gambling debts, Hebei has claimed the yado as his own in payment and now lives in the nicest room as a "deposit." Another tremor will shake the inn and dust will sprinkle from walls.

If the rônin try to go after the rude man, have Chiyo insist on taking them to their room. Don't allow the rônin to see much of Hebei, as the big reveal is that Hebei and Ojisan are the same person.



The Iron-Banded Box

Note: Before this scene, the keeper should make sure that Ojisan goes on an errand so he is not present with the rônin.

JIGOKU NO ONSEN

Hell's Spring

Ten minutes later, Chiyo leads the rônin from their room to the back of the inn and into an adjoining building, the onsen. This bathhouse, owned by Hikyô, has two entrances, one in the back for the inn's guests, and a public entrance in the front. The furnishings inside the onsen are lavish in comparison to the rest of the town. Chiyo will give a wooden token carved in the shape of an oni, a bath ticket, to the waiting Ojisan who will prepare their bath.

Jigoku no Onsen (*gee-goh-kew-noh-ohn-sen*), Hell's Spring, is so named because the minerals in the natural hot spring turn the water rust-red. The minerals bubble up like magma in the spring and are believed to have healing powers (whether they do or not is up to the keeper). A prosperous town developed around the spring as people came from across the countryside to dip in the onsen. That is, until the Ryû-Ryôshû arrived.

BATHHOUSE BLUES

Its evening and Hebei has caught wind of the rônin disrupting his business. He sent five armed Ryû-Ryôshû to attack the rônin while they are taking their dip in the hot spring. Beforehand, the keeper should make sure the rônin



THE ONI TROMPS THROUGH TOWN

state what they do with their weapons: do they let Ojisan take them away for storage, keep them near the tub, or hide them in the tub? (Note that the red iron deposits in the water quickly stain any metal and require copious cleaning.) Do they soak in the hot spring or one of the cold tubs? (Use heat exhaustion rules if they are in a hot spring.)

Wielding wakizashi, five Ryû-Ryôshû enter the bath area clad only in loincloths with skin covered from neck to ankle in ornate dragon tattoos, and take positions in a circle around the bathing rônin. After a pause, they attack.



The Iron-Banded Box

A SCREAM IN THE NIGHT



Midway through the bathhouse fight with the five Ryû-Ryôshû, the rônin feel the ground shudder underneath them; and large ripples slosh in the water. This is not constant as the quakes before, but a rhythmic yet thunderous pounding like a drum. It soon stops, and is punctuated by a strangled scream. The surviving Ryû-Ryôshû flee the bathhouse fight.

If the rônin choose to give chase outside, they need to delay long enough to put on something (nude, remember?) If they rush out naked, they will see a two-story high silhouette at the west edge of town crashing into the forest. A human form dangles by the ankle from a huge three-fingered claw; a tree stump appears to drag from the other.

If the rônin get dressed first, when outside they will see a thick gully dug in the road leading from the west edge of town back to the gambling hall. The rônin will be the only people outside as the rest of the town hides in abject terror. A Sanity check is the discretion of the keeper.

FOLLOWING THE TRAIL

The rônin have two choices:

- ★ They can crash into the ticket of woods bordering the west end of town in a near naked state to give chase.
- ★ They can see where the creature attacked in town.

One choice proves fruitful, the other suicidal: If the rônin chose to chase after the creature because the “trail is fresh,” it is suggested the keeper pull out all the stops and throw every conceivable hindrance that running half-naked through a mountainside forest in the middle of the night would incur. This is not accounting for the angry oni waiting for the rônin at the end of the trail in his home turf.

THE IRON-BANDED BOX

If the rônin notice the thick gully caused by the “tree stump” that the oni dragged (actually a tetsubo, an iron club), it leads from the tree line at the west end of town to the back entrance of the Gambling Hall, which has been smashed open with great force. Splatters of blood sprinkle the scene, a severed hand with tattoos still clings to the doorframe of the inner room where it was brutally ripped from the wrist from the owner.

The room in question is the hidden stash of the Ryû-Ryôshû’s ill-gotten gains from travelers and locals, mostly personal gear. Atop this pile of goods is an odd box the size of a coffin. It is the Iron-Banded Box and it looks very valuable. The rônin have a window of opportunity to take the box back to the Inn if they want. If they leave it, the oni will retrieve it the next night after the latest interrogation.

If the rônin open the box, everyone must make Sanity checks and risk the arm animating and attacking the nearest person (see entry on page 138). Also, they will hear a chilling bellow come from the forest as the oni immediately senses the open box (though he will not return that night as it is assumed the rônin will have the sense to



The Iron-Banded Box

close the box). No matter what events occur, the rōnin are now considered the “owners” of the box.

If a rōnin knows Buddhist lore or has background as a priest, a skill check can identify the box’s contents as the hand of a mythical beast called an oni. All oni are magically blinded to the location of the box until it is opened, which breaks the magical wards. That’s why the oni is abducting people in town: to find its location.

THE NEXT DAY

If the rōnin return to the Inn to sleep, nothing else occurs in the town until morning, when the rōnin hear the sound of hammering outside. In the street, several Ryû-Ryôshû are nailing up a sign declaring new ownership of the Inn. Hikyô is wailing and trying to stop them, but two Ryû-Ryôshû restrain him.

If the rōnin challenge the unarmed Ryû-Ryôshû, they will tell them to take it up with their boss Hebei, who is waiting in the gambling hall. If the rōnin choose to slaughter the unarmed Ryû-Ryôshû, they are on their own against the oni that night.

HEBEI STEPS IN

At the gambling hall, Hebei waits for the rōnin. If they enter the hall in a peaceful manner, six Ryû-Ryôshû armed with wakizashi flank the open shoji doors leading to a room beyond. Choosing to keep his identity secret, Hebei keeps the room pitch-black. If the rōnin choose to fight their way into the hall, the keeper should double the number of armed Ryû-Ryôshû that they must fight to reach Hebei.

A PROPOSITION, SEALED WITH A PACT

When it is apparent the rōnin will calmly listen to his words, Hebei speaks. He compliments the rōnin on their martial prowess after two battles with his gang members, but informs them that their welcome in his town is wearing thin. However, there is the bigger problem of this creature. He has lost men to these midnight abductions and can see the profit in his gang working with the rōnin to take this beast down. He also needs peace in town to conduct his businesses.

If the rōnin agree to this truce, his condition for the partnership is that afterwards, they leave this town and never look back. In return, he will assent to one or two conditions such as forgiving the debt of Hikyô, or letting the rōnin keep the box. To seal the deal, Hebei will have the Ryû-Ryôshû guards provide ceremonial sake cups from which each rōnin must drink; it is refilled thrice and must be downed in succession. Hebei will be performing the same ritual (though the rōnin will only see his dark outline).

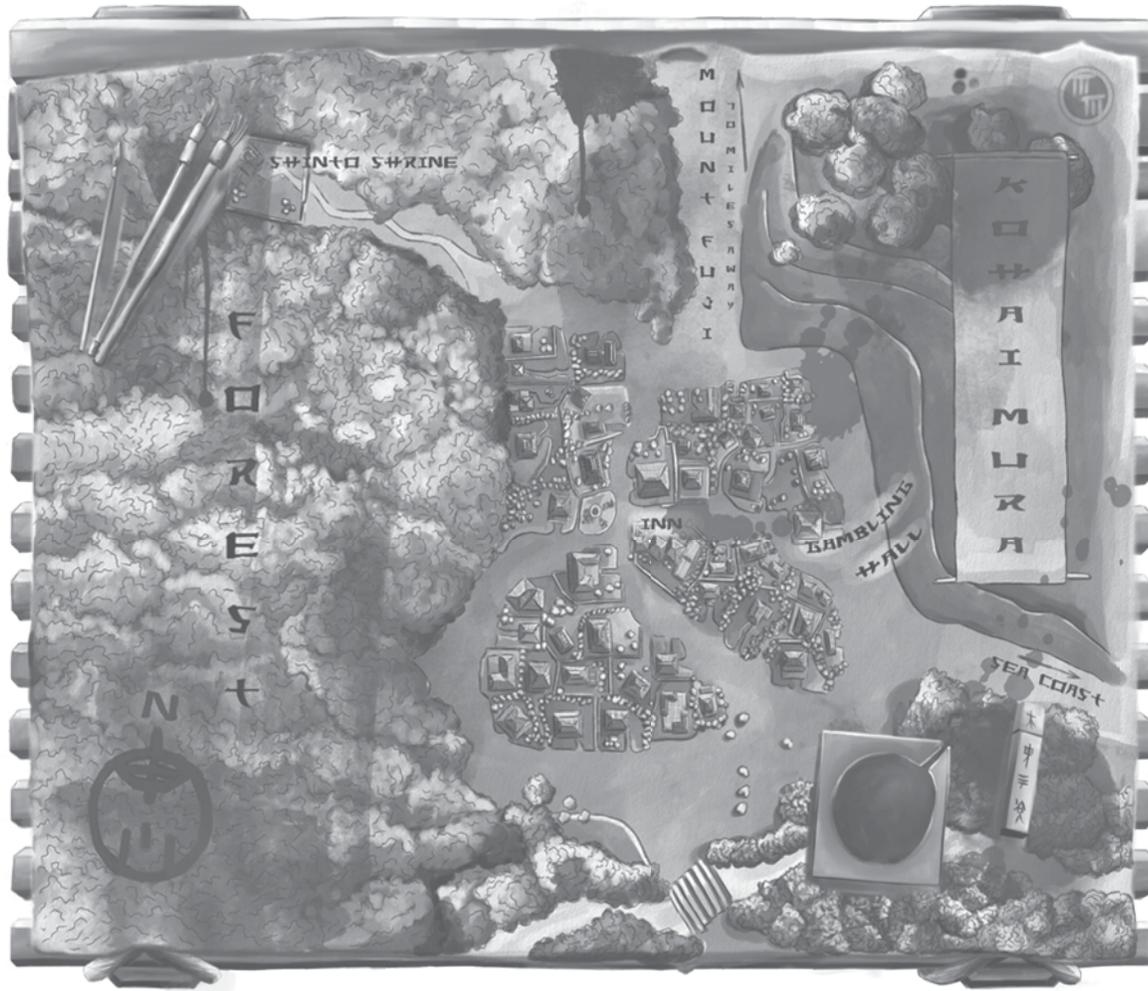
This is a simple but sacred ceremony inaugurating any new venture. The sake is not drugged or poisoned in any way (except for alcohol’s normal effects as per the Inebriation Rules), but the rōnin will have trust in this. Keepers can play up this uncertainty with Hebei’s demeanor. After the pact is sealed, Hebei tells the rōnin to meet his men after nightfall in the town square.

SHOWDOWN AT 12:00

Hebei has positioned ten of his men on the rooftops surrounding the square armed with bows and spears. It is suggested the rōnin take the ground defense, however this is not critical if a few players should wish their characters to be on the



The Iron-Banded Box



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rooftops— it's just much more deadly up there when the oni arrives.

It is up to the keeper to decide how long it takes before the oni arrives; waiting more than a few hours will mean 1D6 of the Ryû-Ryôshû will have fallen asleep. Only three or so Ryû-Ryôshû will be close enough to help the rônin when the battle begins.

The oni encounter will begin with the light tremors of the ground as the oni approaches (while the oni is still distant, any rônin who rolls a successful **Listen** skill check gives defenders 1D4 minutes advance warning to prepare strategies before the oni's arrival). The oni is right on the group when a strangled scream is heard a few rooftops away. Even in the dark, the rônin will know the oni is close as the horrible

stench of rotten flesh assaults those within ten yards of the beast. Optionally, the oni's smell causes a **CON check**, failure means 1 round of retching.

The oni, sensing a trap, will begin chanting in an arcane tongue while swinging his tetsubo at anyone in range with bone shattering results. Those on the rooftops will be his first targets; he'll kill 1/3 of the Ryû-Ryôshû at the outset of the battle. After a time, the oni will begin stomping those on the ground while reaching for those on rooftops so he can bite their heads off. During the battle the oni chants a strange verse or song in a deep guttural voice.

As each rônin or Ryû-Ryôshû sees the oni in all his stinking, gargantuan glory, the keeper should have each make a 1/1D6 **Sanity**



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check. If a rônin witnesses a particularly gruesome death caused by the oni, a fresh **Sanity check** is called for. Also, if this battle goes on for more than a few minutes, keepers may wish to have players with low CON or those wearing armor roll for heat exhaustion or risk passing out.

SUSHI ANYONE?

If the group is able to successfully fend off the oni, or if he feels overpowered, he will attempt to flee back to his lair. If he is able to reach the forest at the edge of town, he will unleash a prepared Mythos spell, Contact Chthonian, upon the rônin.

Alternately, if the oni is being killed or cornered, the same spell will take effect with his dying breath. Ever since the oni sensed a trap at the beginning of the battle, he has been chanting the spell to contact the chthonian and bring it to his location, the center of town.

Even though the oni is gone, his chanting continues to echo, becoming increasingly louder. The ground will begin to shake continuously, the shaking increasing in magnitude over several minutes to the point that buildings all over town will begin to break apart and collapse. The greatest destruction is at the epicenter of the quake in the middle of town. The rônin will have to make **DEX x 5%** checks to remain standing. Those on the rooftops will also have to make **DEX x 3%** checks to keep from falling to the ground below and suffering 2D6 damage.

In the middle of the town square, a large area will turn molten hot, quickly collapsing into a smoking void, those standing



ONI LAIR, A GRUESOME SIGHT

there will fall into the ropy tentacles of the emerging chthonian. At this point, the earthquakes will subside.

Each rônin should make a 1D3/1D20 **Sanity check** upon witnessing the massive chthonian burst from the ground. The still-living oni or its corpse, should be near the emergence, so that it will “accidentally” fall into the mile-deep hole (to its death), thus setting the center-stage for the chthonian. The last person to have strike blow against the oni will be telepathically immobilized by the chthonian, and be attacked first. Those within 1D10 feet have a chance of being grabbed by 1D8 tentacles. Panicking

The Iron-Banded Box

townspeople will flee in all directions, many falling victim to the tentacles.

Undisturbed, the chthonian will stretch its undulating tentacles to the starry night in a strange repose. If attacked or if anyone gets too close, it will use its tentacles and crush attacks to defend itself. The chthonian will depart the way it came at the end of the scene or after 3D10 minutes. Note that the wards on the box have no effect on the chthonian. The accompanying earthquakes of its arrival and departure will level most of the town. After 1D10 hours, a huge geothermal pond will form in the center of town as the hot spring flows into the new chasm. The onsen has run dry.

THE ONI LAIR

If the rônin choose to seek out the oni lair in the forest, they will find an abandoned and defiled Shinto shrine. The shrine complex consists of a building housing the image of a mountain kami (local god), a 30 foot tall post-and-lintel archway (torii) demarking the entrance to shrine grounds, and a low wooden fence, easily straddled, that forms a square perimeter around the grounds. In the center of the fenced-in grounds is an ancient tree with a natural spring at its base. Tied around the girth of the tree is a knotted shimenawa, a Shinto rope as thick as a man's leg, that marks the tree as sacred.

HELL ON EARTH

What the oni has done to this abandoned shrine is ghastly. Hanging from the ancient tree like rotten fruit are the missing townspeople. Steel pikes and other iron torture implements are impaled in the ground beneath. Body parts litter the ground and the entire area reeks of the stench of rotten flesh. The freshwater spring has been enchanted and now bubbles up an endless supply of blood. Also, the oni was perform-

ing some sort of spell to transform the area, as parts of the ancient tree appear to be composed of living human flesh and bone. The shrine building is scorched from fire, the roof ripped off, and the oni's stench and offal there are strong as to make the shrine unapproachable.

The ground is slippery with blood, torn flesh, and viscera. Rônin walking through it have to make **DEX checks** to stay standing. As the horror of the scene settles in, have the rônin make a 1D6 **Sanity check**; those who have fallen into the gore on the ground suffer a -2 penalty on the check.

A GATE TO HELL

The most dangerous part of the oni lair is the shrine gate, the torii, as it remains an active dimensional gate to the Buddhist Hells, Jigoku. Unlike a normal torii, this shrine gate has arcane wards and sigils carved in rings on both posts with eight human skulls stacked atop the gate.

The first person to walk through the torii to enter the shrine grounds is teleported alive to Shugo-Jigoku, where the damned are prodded by oni to climb up razor-sharp trees that cause 1D6 of horribly disfiguring damage as flesh and sinew is flayed from the climber; participants and witnesses of this must make a 1/1D6 **Sanity check**. The rônin have 1D6 minutes to return to earth through the portal or be trapped for all eternity. The two-way portal activates by an animate being passing through (throwing rocks through will not trip it) and stays open for 1D6 minutes. The ground vegetation in Shugo-Jigoku is also preternaturally sharp, causing one point damage/round to legs and feet (even through armor) for each failed **DEX** roll.

Those rônin still on earth who look into the gate are greeted by an endless burning vista of Shugo-Jigoku. Onlookers must



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also make a 0/1D6 sanity check. There is a 35% chance an oni of Shugo-Jigoku will investigate the open gate. If this does occur, use the oni statistics supplied at the end of this scenario.

AFTERMATH

The only way to prevent another oni from coming through is to physically destroy the gate. Cutting down the bodies and cremating them as Buddhist custom dictates will earn the townsfolk's respect. It will also prevent the dead from returning as angry ghosts, *yūrei* (*Secrets of Japan* p242), that will haunt the town and forest. The defiled shrine grounds should be cleansed with fire.

Back in town, people are picking through the rubble of their former lives. Dozens of families pack what they can carry in sacks and take to the road toward Kyoto in a long procession. Hebei relays through a lackey that he expects the *rōnin* to keep their part of the bargain and leave town.

A keeper with a sense of the ironic can have Hikyō's debt absolved though his Inn is destroyed. If the keeper wishes to continue adventuring in the Sengoku period, Hebei can give the *rōnin* a lead for work in another town accompanied by a scroll with his personal seal (*inkan*) on it. Otherwise, it's back to a life on the road for the group of *rōnin*.

If the *rōnin* still possess the Iron Banded Box, they can use it as leverage in the future. Alternately, the keeper can make disposal of the box into a campaign: they must take the cursed box to the capital, Kyoto, for safe keeping at one of the Buddhist monasteries on Mount Hiei. Optionally, the

keeper can have the Iron Banded Box disappear in the confusion of the Chthonian's arrival.

NEW MYTHOS ARTIFACTS

THE IRON-BANDED BOX

The size of a coffin, the box is made of sacred hinoki wood (Japanese cypress), and reinforced by iron bands and rivets. Along both edges of the lip where the box opens is a strange script of magical wards and glyphs of binding that serves to make the box undetectable to oni while keeping the contents mystically sealed within. The box contains a five foot long severed arm with bright crimson skin and covered with a thick black pelt of hair, the fingers ending in black claws. Looking as fresh as the day it was cut, it is the arm of the infamous Oni King of Rashomon Gate in Kyoto, cut off by Watanabe the Ogre Killer.

This relic brims with power – any spell dealing with oni or the Buddhist Hells, Jigoku, are boosted by 30% in duration and effect when the box is open. Seeing the arm for the first time requires a 1D4 sanity check. If the open box is not watched, the arm will animate and try to escape or throttle the nearest person (STR 30). Left open for too long, an oni will gate in from Jigoku to claim the arm. If the arm is ever reunited with the oni king, legends say that he will awaken the Mappo no Ryujin (*Secrets of Japan* page 255) that in turn will end humanity's reign on earth.



The Iron-Banded Box

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

UDAI, Age 46, Pub Owner

STR 12 CON 10 SIZ 11 INT 13 POW 11
DEX 13 APP 13 EDU 09 SAN 60 HP 10

Damage Bonus: none.

Weapons: Tanto (dagger) 29%, damage 1D4+db
Fist/Punch 65%, damage 1D3+db.

Skills: Bargain 55%, Barkeep 44%, Dodge 26%, Folk-lore 35%, Hide 29%, Listen 53%, Persuade 28%.

HIKYÔ, Age 52, Proprietor of Inn and Onsen

STR 08 CON 08 SIZ 08 INT 14 POW 09
DEX 12 APP 10 EDU 10 SAN 65 HP 08

Damage Bonus: -1D4.

Weapons: Tanto (dagger) 25%, damage 1D4+db
Fist/Punch 30%, damage 1D3+db.

Skills: Accounting 29%, Bargain 31%, Dodge 24%, Gambling 02%, History (town) 54%, Hide 25%, Innkeep 38%.

CHIYO, Age 20, Daughter of Hikyô

STR 10 CON 14 SIZ 12 INT 14 POW 10
DEX 14 APP 17 EDU 10 SAN 75 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 20%, damage 1D3+db.

Skills: Dodge 28%, First Aid 13%, Hide 20%, Innkeep 42%, Listen 41%, Swim 29%.

HEBEI/OJISAN, Age 130 (appears 60),
Mysterious Dragon Lord Gang Leader

STR 11 CON 14 SIZ 12 INT 16 POW 17
DEX 14 APP 12 EDU 14 SAN 0 HP 13

Damage Bonus: none.

Weapons: Katana (long sword) 69%, damage 1D10+db

Fist/Punch 73%, damage 1D3+db.

Skills: Accounting 72%, Bargain 45%, Conceal 75%, Cthulhu Mythos 11%, Dodge 28%, Fast Talk 65%, Hide 75%, Listen 49%, Martial Arts 52%, Occult 65%, Persuade 47%, Psychology 35%, Sneak 52%.

Spells: Hands of Colubra, Steal Life, Summon/Bind Child of Yig, Wither Limb



HEBEI

Sample Ryû-Ryôshû Thugs

NOBU

STR 15 CON 14 SIZ 16 INT 10 POW 10
DEX 13 APP 15 EDU 06 SAN 50 HP 15

Damage Bonus: +1D4.

RYU

STR 13 CON 12 SIZ 10 INT 11 POW 08
DEX 17 APP 10 EDU 08 SAN 45 HP 11

Damage Bonus: none.

TODA

STR 14 CON 12 SIZ 12 INT 15 POW 12
DEX 12 APP 12 EDU 12 SAN 60 HP 12

Damage Bonus: +1D4.

Weapons: Wakizashi (short sword) 40%, damage 1D6+1+db

Studded Club 45%, damage 1D6+db

Fist/Punch 60%, damage 1D3+db



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[In final battle with oni: Yumi (bow) 60%, damage 1D6+1, range 60, 2 per round].

Skills: Art (Tattoo) 41%, Conceal 56%, Fast Talk 36%, Gambling 47%, History (local area) 37%, Ledgerdemain (Slight of Hand) 43%, Listen 48%, Occult 30%, Sneak 31%, Spot Hidden 49%.

ONI (*oh-nee*), Greater Servitor Race

Buddhist priest declare that oni are physical manifestations of the cosmic force of evil, malignant beings that travel between the realms to torture humankind. Servants of Jigoku, the Buddhist hells, oni often serve more powerful beings as enforcers, torturers, and guardians. Masterless, they naturally spread pain and suffering in their wake and take to worship of Shudde M'ell.

Ranging from 8-20 feet tall, all oni are heavily muscled and wield a tetsubo, a massive eight-foot long studded club in three-clawed hands. Oni skin ranges from crimson red to bright green, and is extremely hairy. Their only clothing consists of tiger skins worn as loincloths. Oni faces are shocking in their ugliness, with features resembling that of a pig, bat, and bird mashed together on one face with a lower jaw sprouting a pair of massive eyeteeth. An oni's head is topped by one or two horns in random locations. Oni are natural carriers of disease and contagions, and have a ten yard radius of gagging stench surrounding them at all times that may be cause for a CON check.

Oni lairs are dangerous places as they summon all sorts of Mythos beings to guard or amuse them. In combat, oni tactics are brutish but effective using the massive tetsubo to bludgeon and subdue an opponent and then slowly torture the victim into insanity by pulling off limbs over several hours. Oni are cowardly by nature; they believe might makes right; they bully weaker opponents and flee when outmatched.

Characteristics

STR	6D6+14 (35)
CON	3D6+12 (22-23)
SIZ	4D6+18 (32)
INT	2D6+2 (9)
POW	3D6 (10-11)
DEX	3D6 (10-11)
HP	27-28
Move	10

*Parentheses represent average scores.

Average Damage Bonus: +3D6.

Weapons: Tetsu-Bo (8' iron club) 45%, damage 1D10+db

Bite 20%, damage 1D6 (no db)

Stomp 35%, damage 1D6+db

Disease 20%*.

*As a breeding ground for all manner of contagions, any time any person is in close contact with the oni's blood or copious spittle, there is a 20% chance of contracting an infectious disease of the keeper's choosing.

Armor: 1 point of thick, bony hide.

Spells: oni with POW 10 or greater know 1 or 2 spells

The oni in this scenario knows one spell: Contact Chthonian.

Sanity Loss: 1/1D6 Sanity points to see an oni.

ONSEN CHTHONIAN, Full Adult

STR 40	CON 45	SIZ 45	INT 19	POW 20
DEX 9	HP 45			

Move 6/1 burrowing

Damage Bonus: +4D6.

Weapons: Tentacle 75%, damage 2D6 or 3D6 + blood drain

Crush 80%, damage 5D6 or 6D6 +db.

Armor: 5 point of hide and muscle; regenerates 5 hit points per round after wounded, but dies immediately upon reaching zero HP.

Spells: Knows 2 spells of the keeper's choosing.

Sanity Loss: 1D3/1D20 Sanity points to this adult Chthonian.

CHARACTER GENERATION

THE SENGOKU SAMURAI

Due to the great upheavals in all aspects of Japanese society during the Sengoku Period, great social mobility exists for anyone with the desire to do hard work. Not all Sengoku samurai are born from the warrior clans. All that is required is a willingness to commit acts of bravery in the face of overwhelming odds, up to the point of dying for a principle. The way of the samurai is found in facing death. Even farmers of lowly birth, initially conscripted to defend their fields, can work their way through a feudal lord's (*daimyô*) ranks to the prestigious title of samurai. In this era, samurai make the most of the lot dealt them. Many fight on the plains in constant skirmishes as retainers for their feudal lords, while unemployed samurai known as *rônin*, rob people on the roads. The samurai's life is one of pragmatism, honor, and aesthetic simplicity. Yet life is not that simple, as a constant internal struggle puts the samurai at odds with the rest of society. The samurai's grave responsibilities to society, *giri*, are often in direct opposition his own personal feelings on the matter, *ninjo*. In Japan, a person with *giri* earns great respect in society and with it, power.

For players wishing to have non-samurai clan backgrounds, simply drop the surname and use the first name. If there are players who would like to play female samurai, simply replace the given name with variants such as Haruko, Natsumi, Yukiko, or Mizuho. Also, in place of the katana/*wakizashi* pairing, female samurai often favor

polearms such as the naginata or spear, with a dagger, tanto, hidden in their kimono.

The Bushidô Code

Over the centuries, samurai have developed a set of ideals in the form of a warrior code, bushidô (*boo-she-doe*), which not only serves as guidelines for samurai, but also gives the feudal daimyô lord a means by which to govern them. Bushidô is strict in its demand for filial piety towards the daimyô. Failure to respect the bushidô code, such as being shamed by some event or committing a serious crime, calls for the daimyô to order the samurai in question to commit ritual suicide, seppuku. In this act of contrition, a samurai disembowels himself with a sword to "cut out" the dishonor. Though many aspects of the samurai way were not codified until Tokugawa Ieyasu's rule began in 1615, bushidô existed in one form or another throughout the Sengoku period.

The Samurai's Sword

Samurai live and die by their swords so it is little wonder that the Japanese long sword, the katana (*kah-tah-nah*), is venerated as an object of worship in of itself. Over the course of the feudal era, swordsmiths reached the pinnacle of their craft. The quality of renowned masters has reached such an art form that many stamp their mark on the steel core beneath the sword's hilt to prevent forgeries. Quality swords are so valued by samurai that often the only way to get one is to kill the owner. Many swords become clan heirlooms, passed from one generation to the next and come to gain their own individual character. Some samurai conduct the ghoulish practice of testing the cutting power of a new sword on condemned prisoners. Katana and their cousins are so razor sharp they can cut through one



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or two people in a single strike like a knife through butter.

Samurai are expected to know the art of kenjutsu, swordsmanship. Mastery of the long sword (katana) and short sword (wakizashi) are the norm. However, some samurai excel in other weapons such as the bow (yari), spear (yumi) or glaive-like polearm (naginata). Female samurai exist and favor the last three weapons as well as the dagger (tanto), often hidden in their kimono sleeve as a last resort. Most male samurai wear the paired long and short swords in the waist sash of their kimono, along with the shaved forehead and oiled topknot chonmage hairstyle, as an indication of their warrior class status.

Armor

As rônin, the characters are poor and so only have their weapons and the clothes on their back. Despite their poverty, rônin could own pieces of armor. If the keeper chooses to run the rônin as samurai retainers to a feudal lord instead of rônin, each could have a full suit of armor in good repair.

Haramaki-dô (enameled metal plates sewn together into a lightweight suit of armor) — full chest and skirt (3 point), helmet (2 point), arms (1 point) and shin guards (1 point). A full suit gives 7 points of armor.

Sengoku Period Skills

Education in Feudal Japan- Chinese Calligraphy, Zen Buddhist texts on moral living, historical records.

LAW- Bushidô code, Daimyô's edicts.

MARTIAL ARTS- for samurai, a style that compliments chosen weapon.

OWN LANGUAGE- requires spoken tongue and Chinese calligraphy comprehension.

INVESTIGATORS

ABE MASAO (*ah-bey mah-sow*), Age 48, Former Taishô to Hojo Soun

STR 12 CON 11 SIZ 11 INT 17 POW 13
DEX 12 APP 11 EDU 17 SAN 65 HP 11

Damage Bonus: none.

Weapons: Katana (long sword) 72%, damage 1D10+db

Wakizashi (short sword) 60%, damage 1D6+1+db

Fist/Punch 59%, damage 1D3+db.

Skills: Dodge 24%, History (Military) 55%, Law (Bushidô) 62%, Listen 38%, Martial Arts 31%, Military Tactics 65%, Navigate (Land) 33%, Own Language 85%, Philosophy (Zen) 63%, Persuade 57%, Ride (Horsemanship) 73%, Spot Hidden 36%

Oldest of the rônin, Masao served Lord Hojo most of his life before Hojo's untimely death. Though not sure what he's doing out here with these young men, Masao can't go home until he makes a new name for himself. A former field leader, he has wisdom the others do not; he can only hope they will defer to him at times. Masao is a thin but sturdy man who wears a green kimono and hakama skirt. He no longer scrapes his forehead for the chonmage hairstyle, as he went bald long ago. Gray hair at his temples frame a hard face that's seen many battles.

ENDÔ SOUN (*en-doh sown*), Age 36, Former Elite Bodyguard to Hojo Soun

STR 12 CON 13 SIZ 12 INT 12 POW 14
DEX 11 APP 18 EDU 16 SAN 70 HP 12

Damage Bonus: none.

Weapons: Katana (long sword) 60%, damage 1D10+db

Wakizashi (short sword) 50%, damage 1D6+1+db

Tanto (dagger) 35%, damage 1D4+db

Fist/Punch 51%, damage 1D3+db.

Skills: Dodge 22%, Fast Talk 45%, History (Nobles) 35%, Law (Bushidô) 42%, Listen 38%, Martial Arts 11%, Own Language 80%, Philosophy

The Iron-Banded Box

(Confucian) 39%, Persuade 67%, Ride (Horsemanship) 43%, Shôdô (Calligraphy) 61%, Sneak 39%.

Soun was Hojo's second cousin. His namesake, as well as his feudal lord, Hojo's death has struck Soun deeply. Due to family ties, Soun has always had it easy and rose much higher in position than he maybe deserved. At least, that's the way others have felt about Soun. A shrewd man, Soun believes the ends justifies the means. Endô Soun is a handsome man with perfect features and a tightly groomed chonmage topknot; he wears kimono, hakama, and weapons a cut above everyone else and has the air of an aristocratic warrior.

DOI IHARA (*doh-e e-hah-rah*), Age 26, Deserter From the Battle of Inu-Yama

STR 13 CON 16 SIZ 12 INT 13 POW 11
DEX 16 APP 08 EDU 09 SAN 55 HP 14

Damage Bonus: +1D4.

Weapons: Wakizashi (short sword) 65%, damage 1D6+1+db (right, two-handed style)

Wakizashi (short sword) 60%, damage 1D6+1+db (left, two-handed style)

Fist/Punch 67%, damage 1D3+db

Kick 36%.

Skills: Climb 36%, Dodge 32%, First Aid 23%, Hide 42%, Law (Bushidô) 32%, Listen 42%, Martial Arts 41%, Occult 19%, Own Language 45%, Spot Hidden 32%, Weapon Repair 28%.

Ihara is one of the few survivors of the worst battle in recent years, where the blood of more than four thousand men soaked into the cold earth at Inu-Yama. Ihara survived because he bolted and ran, something he is not proud of and keeps the incident to himself. Today, Ihara will not back down from any fight as the ghosts of Inu-Yama haunt his nightmares



DOI IHARA

and awaken him with cold sweats every night. An edgy, grim man, Ihara is prone to a blood rage in the heat of battle, killing without mercy. His disfigurement from Inu-Yama is not only mental, as his entire body is laced with battle scars. A jagged gash mars Ihara's face from his right ear to his lower jaw and he is also bereft the top of his left ear. His ki-

mono and hakama bears patched rips and tears from his various battles.

ODA INO (*oh-dah e-noh*), Age 29, Former Fighting Monk

STR 12 CON 13 SIZ 10 INT 15 POW 14
DEX 15 APP 12 EDU 16 SAN 70 HP 12

Damage Bonus: none.

Weapons: Naginata (polearm) 65%, damage 2D6+db

Wakizashi (short sword) 38%, damage 1D6+1+db

Fist/Punch 71%, damage 1D3+db

Grapple 32%.

Skills: Dodge 30%, Folklore (Buddhist) 32%, Law (Bushidô) 19%, Listen 30%, Martial Arts 37%, Navigate (wilderness) 63%, Occult 24%, Own Language 80%, Religion (Buddhism) 57%, Shôdô (Calligraphy) 71%, Track 33%.

Though Ino started life as a Buddhist priest, at age seventeen destiny had other plans for him when his monastery was burned to the ground by samurai. Taking pity on him, a rônin who protected the nearby village took Ino under his wing and trained him in the warrior arts. Ino has always been a rônin though his companions don't know this. He seeks to punish those who trample the common folk. Ino isn't above physical work and seeks out the company of common folk. He prefers the



The Iron-Banded Box

shaved head and simple black robes of a Buddhist monk.

WADA SABURÔ (*wah-dah sah-bue-row*), Age 25, Former Conscripted Farmer

STR 16 CON 16 SIZ 17 INT 09 POW 14
DEX 09 APP 11 EDU 07 SAN 70 HP 16

Damage Bonus: +1D6.

Weapons: Katana (long sword) 42%, damage 1D10+db

Yari (spear) 60%, damage 1D10, touch or throw, 1 per round (own three)

Fist/Punch 73%, damage 1D3+db

Head Butt 35%.

Skills: Bargain 56%, Dodge 18%, Farming 67%, Folklore 33%, Law (Bushidô) 22%, Martial Arts 24%, Own Language 35%, Occult 15%, Religion (Shinto) 36%, Spear Repair 22%, Throw 55%.

Saburô, the third oldest son of the Wada family, has worked enough years as a farmer and suffered trampled fields by samurai to be very cynical about the lot of them. Imagine his amusement when he and his brother Gorô were conscripted as soldiers, and eventually promoted to samurai. Saburô, practical as ever, merely saw it as another way to protect his village. However, now that he has gotten a taste for the warrior's life, he likes it. Easygoing and laid back, Saburô will sit down and trade stories or joke with anyone. Saburô is a large and muscular man,

standing a head taller than most. His skin is deeply tanned from years of working in the sun and wears a rough cloth kimono/hakama.

WADA GORÔ (*wah-dah goh-row*), Age 23, Former Conscripted Farmer

STR 14 CON 15 SIZ 14 INT 12 POW 17
DEX 13 APP 14 EDU 10 SAN 85 HP 14

Damage Bonus: +1D4.

Weapons: Katana (long sword) 40%, damage 1D10+db

Yumi (bow) 60%, damage 1D6+1, range 60, 2 per round (36 arrows)

Fist/Punch 53%, damage 1D3+db.

Skills: Climb 59%, Craft (Bow) 45%, Dodge 26%, Farming 17%, Fletcher Repair 42%, Jump 39%, Law (Bushidô) 39%, Martial Arts 34%, Own Language 50%, Philosophy (Zen) 26%, Ride (Horsemanship) 23%.

Gorô, the fifth son of the Wada family is unlike his brother. He takes the mantle of responsibility as a samurai quite seriously, though youthful exuberance can overrule his better sense at times. Gorô sees the life of the samurai as one of adventure and his romantic ideals often gets him in over his head. Head strong, Gorô is lucky that Saburô steps in to help as much as he does. While not a giant of a man like Saburô, Gorô has a muscular build better than most. Bearing the calluses of a farmer, he is deeply tanned from years working in the sun.



WADA GORÔ

THREE DAYS OF PEACE, MUSIC, AND TENTACLE LOVE.

By Shannon R. Bell

This scenario is set in 1969 at the Woodstock Music Festival. Players will take the role of Miskatonic University students who are trying to catch up to friends attending the concert and prevent them from selling and sharing some bad drugs. The idea for this scenario is to have fun, and inflict the pain and horror of the Mythos on unsuspecting players in a place of peace and love.

In keeping with the theme of its time, this scenario makes drug references; all of the investigators are involved in the sale of drugs and casual drug use. It is recommended for mature players only. In the 1960's, drugs were cheap and looked upon by many as fun. This scenario makes use of that historical fact. However, this author and those involved in the publication of this book do not condone the use or sale of illegal drugs in real life.

KEEPER'S INFORMATION

The investigators are planning on leaving in the early morning of Friday, August 15, 1969 to attend the Woodstock Art and Music Festival, which is scheduled to start at 4:00 p.m. that day. Three of the group's friends left Thursday morning to choose a good camp spot, set up the tents, and get an early start

grooving on the weekend and selling the group's excess drug stash.

Just before the investigators leave Friday morning, they learn that Ned Waverly (employee of the University and a friend of the group) has died from some kind of drug-induced seizure. Piecing together what is reported and campus rumor, it appears that the drugs and paraphernalia their friends are carrying to the concert may be harmful, even deadly. While many in the group have partaken from that same stash, it appears they were fatal only for Ned. With this information, it is imperative that they get to Woodstock to warn their friends, and keep them from distributing the drug stash they have all contributed to. Once that is done, they intend to relax and enjoy the festival.

Ned was actually killed by Gemma Slatkin, one of the three friends going early to the concert. In the weeks prior to these events, Gemma discovered a fragment of music behind one of the stacks in the university's music library, and had been trying to play it. The author of the piece in question was one Erich Zann, and in playing it, Gemma attracted the attention of Tru'nembra, an Outer God. She is now being slowly driven mad as she attempts to write and re-write the piece of music she found and coalesce it into a viable whole. Additionally, in her

Three Days of Peace, Music, and Tentacle Love

madness, Gemma coated her guitar strings in Ned's blood. This "sacrifice" has allowed Tru'nembra to favor the musician with a gift – Gemma's guitar now pulses with life.

In going to Woodstock, she intends to gain access to the main stage and the amplifiers set up there. In her madness, Gemma is hoping that the sheer volume of her music will either drive away for good the musical beast singing in her head, or that it will be attracted to another, more talented, musician at the festival. She is unaware that when she plays with that much power, Tru'nembra will break through into our dimension and claim its star pupil forever.

INVESTIGATOR'S INFORMATION

Provide the players with a copy of *Flower Power Papers #1* and fill them in on the following information when it seems pertinent. The students are attending a special summer session at Miskatonic University. Some are on academic probation, others are trying to get ahead in their studies, and one works for the school. Misery loving company, the students are making the best of things and are enjoying the Summer of Love as best they can. In this spirit, the investigators are cutting classes or work a day early to attend the upcoming Woodstock Art and Music Festival scheduled for Friday through Sunday, August 15 through 17, 1969. They've purchased advanced tickets for all three days (\$18 each), which they'll be able to use for meals at the site's Food for Love kitchen.

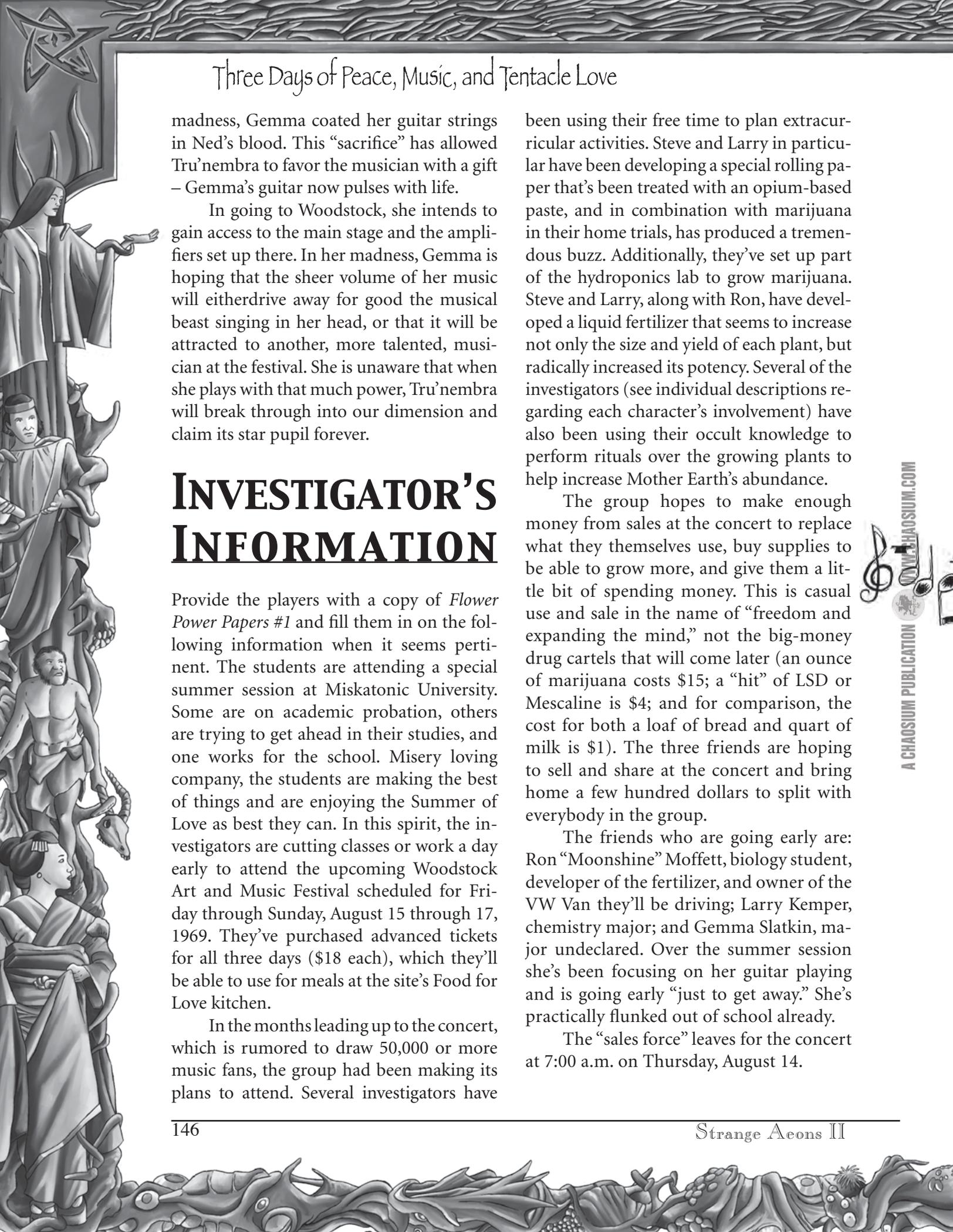
In the months leading up to the concert, which is rumored to draw 50,000 or more music fans, the group had been making its plans to attend. Several investigators have

been using their free time to plan extracurricular activities. Steve and Larry in particular have been developing a special rolling paper that's been treated with an opium-based paste, and in combination with marijuana in their home trials, has produced a tremendous buzz. Additionally, they've set up part of the hydroponics lab to grow marijuana. Steve and Larry, along with Ron, have developed a liquid fertilizer that seems to increase not only the size and yield of each plant, but radically increased its potency. Several of the investigators (see individual descriptions regarding each character's involvement) have also been using their occult knowledge to perform rituals over the growing plants to help increase Mother Earth's abundance.

The group hopes to make enough money from sales at the concert to replace what they themselves use, buy supplies to be able to grow more, and give them a little bit of spending money. This is casual use and sale in the name of "freedom and expanding the mind," not the big-money drug cartels that will come later (an ounce of marijuana costs \$15; a "hit" of LSD or Mescaline is \$4; and for comparison, the cost for both a loaf of bread and quart of milk is \$1). The three friends are hoping to sell and share at the concert and bring home a few hundred dollars to split with everybody in the group.

The friends who are going early are: Ron "Moonshine" Moffett, biology student, developer of the fertilizer, and owner of the VW Van they'll be driving; Larry Kemper, chemistry major; and Gemma Slatkin, major undeclared. Over the summer session she's been focusing on her guitar playing and is going early "just to get away." She's practically flunked out of school already.

The "sales force" leaves for the concert at 7:00 a.m. on Thursday, August 14.



Three Days of Peace, Music, and Tentacle Love

In the early-morning hours of Friday, August 15, the body of Ned Waverly, a janitor in the co-ed dorm, is discovered. Ned is known to all the investigators and occasionally stopped by to get something “to help the night moppin’ go smoother.” He also kept an eye out for those snooping or asking too many questions about the investigators’ “homework” – the hydroponics growing tanks

Investigators will learn through campus rumor that the early, unofficial, crime scene report is that he had a horrible seizure, which included gouging his throat, peeling the skin off his hands, and tearing off a couple of his fingernails. During his bad trip, Ned hit his head and died. He is believed to have died late Wednesday night. It is rumored that drugs were found at the scene, some rolling papers marked with an “S,” and miscellaneous drug paraphernalia.

The investigators will know that Steve’s papers were watermarked with an “S.”

WHAT HAPPENED TO GEMMA?

Several months ago, while researching a paper for that boring history class she flunked last semester (which is why she’s at summer session) Gemma discovered a page of music oddly misplaced in a history book. Gemma understood enough about reading music to attempt playing the “arrangement” on guitar. Unknown to Gemma, the music page was from the writings of musician Erich Zann. In attempting to play the tortured piece, she attracted the attention of the Outer God Tru’nembra.

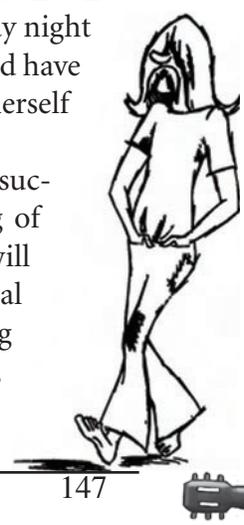
Two things happened. First, Gemma’s guitar playing time, inspired by the haunting melodies of the God’s music in her head, began to markedly increase. This led to a further decline in interest in her non-musical studies; secondly, as she found she

was unable to escape from the music in her head, she was driven insane. This came to fruition shortly before this adventure starts when Ned Waverly interrupted her practicing, was himself driven to frenzy by her playing, and tried to stop her. She hit him on the head with a phone (phones in 1969 were as big as your head and three times as heavy) and then began to sing songs to his body, wiping his blood on the strings of her guitar to appease the music in her head.

Fed with living blood, Tru’nembra empowered Gemma’s guitar with POW and magic points of its own, as well as imbuing it with the ability to cast spells. By the time Ned died hours later, Gemma had soaked her guitar strings in his blood and had removed a couple of his fingernails to use as guitar picks. Some of the power of the god’s music was deflected into the guitar, relieving some of the pressure of the song in her head. While this provided some respite for her, it could not restore her lost sanity.

Gemma formulated a plan for her attendance at Woodstock. She would play on the same stage as some of her musical heroes – for the people and for the music reverberating in her skull. If she did it well, if it was loud and enough people heard her, or by just being around other musicians, maybe the tormenting songs would leave her alone. Gemma’s plan and timeline is detailed elsewhere, but she believes that if she can play on the stage Saturday night she will reach the most people and have the greatest opportunity to free herself from the influence of the god.

What will happen if she succeeds, however, is a summoning of Tru’nembra, whose essence will blast out through the colossal speakers of Woodstock, turning those close to the stage to goo, killing those further on, and



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deafening any survivors that are further away.

The investigators will not necessarily know this; however, they will understand that once they learn of Gemma's involvement in Ned's death, and the unseemly nature of her guitar ("I don't remember it being made of redwood, and are the strings oozing or dripping with something?"). They will intuit that in order to save her life, they must get the guitar away from her, and that if she does somehow come to play the main stage, the consequences will be dire indeed.

Investigators may want to notify the authorities and medical personnel about the lethal weed. Let them. Remember, the notion of bad drugs is only a vehicle to get the investigators to Woodstock with some urgency. There they will find their friends are victims of Gemma's new musical gifts and eventually learn that their drugs did not kill Ned Waverly, Gemma did. That knowledge, especially without proof and without a convenient means to call for help in the chaos of the event, will advance the plot of the adventure – the investigators should come to the conclusion that Gemma has killed one of their friends, is insane and dealing with dark and unnatural forces, and must



GEMMA PAYS A CHILLING TUNE

be stopped. Kudos to your group if they feel at least partially responsible for her situation.

Investigators who approach authorities, medical staff, or event staff (including near the stage) will be directed to the freak-out tent. If they approach police and incriminate themselves regarding drug offenses or otherwise, they will be arrested, and may find themselves attempting to convince medical personnel of the need

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to act, while wearing handcuffs. How long they are held depends on evidence, and how busy the arresting officers are at the time. Investigators attempting to convince the medical staff that there is “bad dope” circulating must make a **Medicine roll** to convince a doctor that a character knows what they are talking about. If successful, they are believed and a main stage announcement to avoid “the pre-rolled weed in papers identified by an “S” watermark” will be made in 1D3 hours.

Regardless of the success or failure of the medicine roll, investigators must now make a **Fast Talk, Bluff, or Credit Rating** roll to avoid suspicion (unless they are already under arrest). If this roll fails, the medical staff believes the investigator had something to do with selling dope or other shady activity. “They just didn’t act right.” “There was something about them.” Police will arrive in 2D6 rounds to detain investigator(s) admitting to selling illegal and/or poisonous substances.

SUMMARY OF GEMMA’S ACTIVITIES AND TIMELINE

Gemma’s plan, such as it is, is driven by the mad music pounding in her head. It drives her to perform for the greatest number of people possible. She believes that the greatest number of people will be in attendance on Saturday night between 11 p.m. and 1:00 a.m. During that time, she will attempt to gain the main stage and play out her soul to the Angel of Music. If Gemma is allowed to play for 9 rounds, Tru’nembra will manifest itself with calamitous consequences.

Gemma spent Thursday evening testing her new powers and experimenting with her ability to cast spells. This is what damaged

both Ron and Larry, and several others who have since wandered off. Ron was spared the full brunt of her concert-magic by leaving in the middle of it, and then failing to return (he passed out in the van). Near the end of her performance, Gemma broke one of her two picks (Ned’s fingernails).

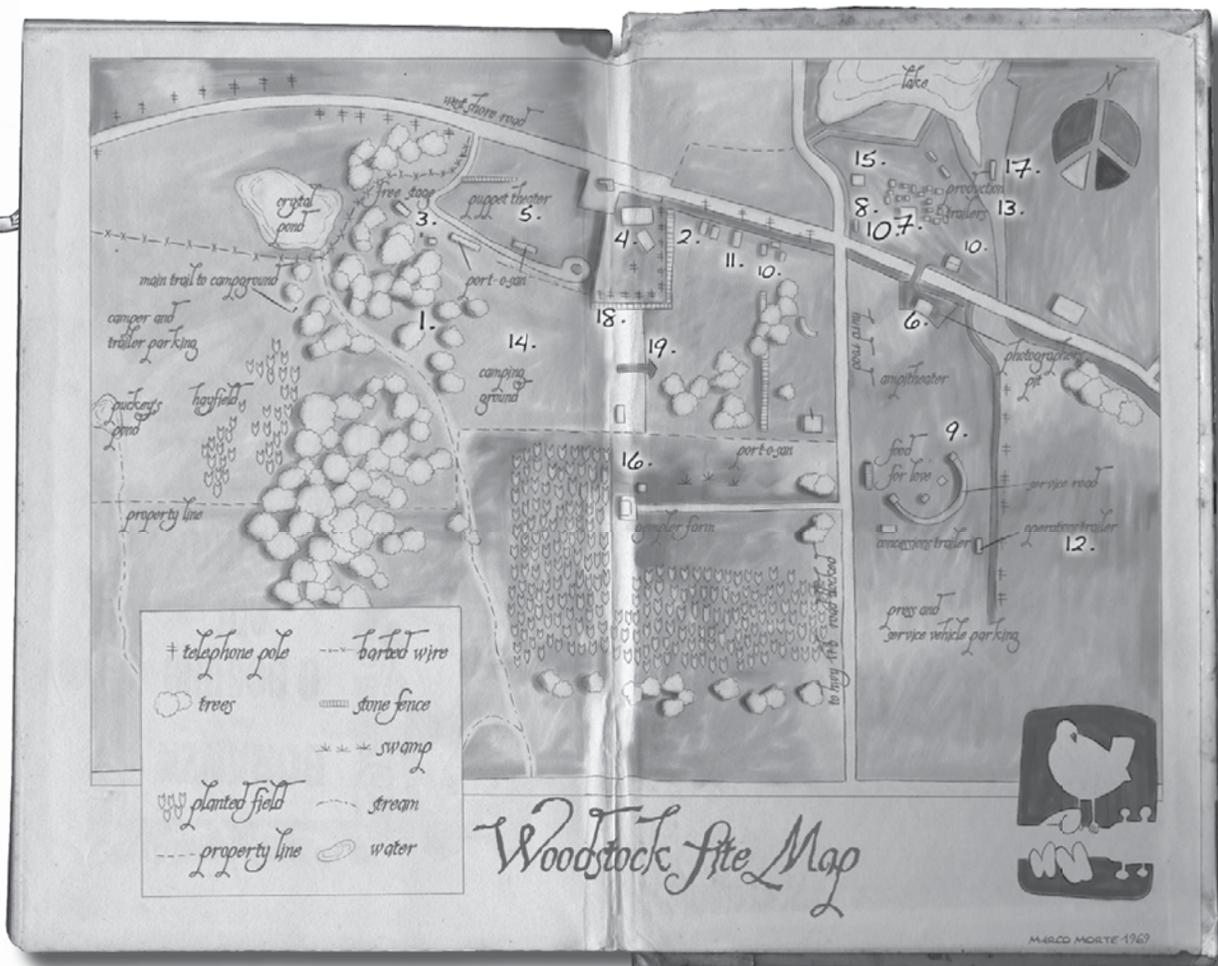
Friday morning, before the investigators arrive, Gemma will be frantic trying to find her other pick. She half-heartedly searches the van, and then decides to replace it. She’ll want at least two for her Saturday “concert.”

Early in the evening on Friday (just after dark, but presumably before the characters arrive at the site), she will strike. She’ll locate an isolated individual who is under the influence of drugs, alcohol, or both – first entrancing her victim with her music, and then harvesting two of his fingernails. This man will shortly thereafter be found raving and injured and will be brought to the freak-out tent, where the investigators should later encounter him. She will return to the group’s campsite and remain until approximately 6:30 p.m., when she’ll start out for the Free Stage. Her journal will be left behind, as she no longer needs it. If the investigators are present at the campsite, she will melt into the crowd until they leave. She’ll attempt to intercept Larry to take him back to one of the group’s tents “to hear her new song,” and attempt to acquire one or two of his fingernails. If Larry leaves with the investigators, or if he previously wandered off, she will musically seduce a new victim.

From Friday at 7:00 p.m. until 3:00 a.m. Gemma will be playing at the free stage for anyone who will listen. At 3:00 a.m., she will take shelter in the puppet theatre because of the rain. In addition, the loud music from the main stage will diminish the effect of her music. She is essentially singing to drown out the music of Tru’nembra in her head, and is not overly concerned about who is



Three Days of Peace, Music, and Tentacle Love



Map Key:

- 1 Van / campsite
- 2 Hospital "freak out" tent
- 3 Free Stage
- 4 Hog Farm (#4 on the map)
- 5 Puppet Theatre and playground
- 6 Main Stage
- 7 Performer's Pavilion
- 8 Helipad
- 9 Food for Love Concession Stand
- 10 Security Trailers

- 11 Medical Trailer
- 12 Operations Trailer
- 13 Dressing Room Tents
- 14 Camping Ground
- 15 Crew's Mess Hall
- 16 Farmhouse
- 17 Production Trailers
- 18 Communications Area (phones)
- 19 Main Gate

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listening. She uses Siren's Song to draw fans to her because the additional people singing, clapping, and playing their own instruments help her overcome the music.

While Gemma will be conscious of magic points (she wants to have plenty to get to the stage) there will always be two or three people who are enthralled with her (to a casual observer, it will appear that Gemma has a few enthusiastic fans caught up in the dancing and singing). Gemma's groupies will react with violence should she be threatened or attacked. They are under the effects of the Song of the Siren spell cast through the guitar, and will protect their "heart's desire" (use players' stats given below). At 4:00 a.m., Gemma and her groupies sneak off to the puppet stage, and effectively hidden, sleep there until 10:30 a.m.

Gemma will be aware of any attempts to follow her, and will be protective of her guitar, using Create Mist of R'lyeh to escape, or, if pressed, Siren's Song to charm people to protect her. If she is aware of pursuit, she will not encourage her groupies to commit acts of violence. She will use them to slow down any pursuing investigators, giving her time to melt into the crowd.

Upon waking at 10:30 a.m. Saturday morning, Gemma will be hungry and will head to the Hog Farm (#4 on the map). Her groupies will experience confusion upon waking, and will wander away to continue

their enjoyment of the festival. She attracts attention because of the large quantity she eats, so some concert goers may remember her if the characters are circulating in this area questioning people. From here, Gemma will seek shade close to the stage (she might not be able to



get closer than 500 or 1000 yards away) and wait for nightfall.

At 6:00 p.m., Saturday, during the break between acts (which average an hour), Gemma will approach the stage and attempt to gain access. It will be easy for her to gain entrance to the performer's area behind the stage. Alert investigators may spot her near the performers' tents. From her position here, starting at 11:00 p.m., she will begin her attempts to beg, borrow, or steal a way onto the stage. If the characters do not interfere, she will succeed. Tru'nembra will arrive to take away its prodigy, leaving destruction in its wake.

RUNNING THE SCENARIO

This book cannot cover all the actions your players might take, or the questions they might ask. A good rule to go by in running this scenario is simply: if it doesn't matter, make it up. Make your answer quick, and your players should be happy with it and will be able to move on. If it doesn't concern Gemma or her current activity or location, then how you answer "how many people camped here last night?" isn't going to be critical to the plot or the outcome of the story.

Ideally, your players will get into character and they'll be off and running for the festival, hoping to meet up with their friends and warn them about the bad drugs. It will be important that the keeper know what time it is. Woodstock is an ongoing event, regardless of investigator activity or lack thereof, and Gemma's activities and historical events transpire at specific times. Knowing "when" it is will help you keep things running smoothly and keep a sense of perspective for your players.



Three Days of Peace, Music, and Tentacle Love

Bethel, New York would normally be a seven-hour or so drive from Miskatonic. However, traffic starts to get heavy about 100 miles away from Bethel, and soon the investigators find they're stuck in a ten-mile traffic jam. What was expected to be the last two hours of their trip takes four, and they must still park Steve Karn's van ten or more miles from the main stage.

Have them walk for as long as you want, and throw as many hippie distractions their way as you wish. In one play test episode, a frantic "father-to-be" came up to the group screaming that his wife was giving birth. Any chance for the characters to escape without helping disappeared when one of the characters mentioned that some of them were nurses. Other examples might include: a frantic teenager and his girlfriend out on a date that ended up here, but now can't find his parents' car; lost children in empty tents; irate farmers or citizens; or nude bathers frolicking in the pond.

The keeper should feel free to engineer encounters as he or she wishes, not necessarily hindering or helping the players, but using the historical notes in this adventure or their own research to give the players a sense of being at Woodstock. Other opportunities to fill out the experience exist as the scenario unfolds, but different keepers will have varying desires in this. Season to your group's particular taste.

The group will eventually find their way to the main stage, although if it is after 4:00 p.m., they should notice that the concert has not started. It will start at 5:07 p.m., although in any case, by heading roughly due west, they should be able to find the van (#1 on the map) and their tents set up nearby. There are remains of meals and a campfire. If they ask,

about six people ate here either last night or this morning.

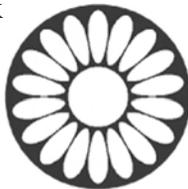
THE VAN AND CAMP SITE

Ron will be semi-conscious in the back of the van, but will eventually respond to the investigators' shouts. There are still some drugs left, as the group planned to make them last all weekend, but they sold their excess. There is \$750 in the glove compartment. Larry is heavily under the influence of marijuana, and will wander off toward the main stage if left to his own devices.

Ron will answer any questions to the best of his ability. He doesn't remember much at this point, nor can he communicate very well, due to the influence of all the drugs he has ingested. He is thirsty. He does remember Gemma looking for something in the van this morning, but she gave up suddenly and left. A little while later Larry left to catch up with her. He's not sure what time that was. "A little bit after breakfast." When was breakfast? "Um. I remember the sun was still up."

A successful **Spot Hidden** will reveal that, while Ron seems fine save for his altered state, apparently he has been bleeding from his left ear canal. There is a trail of dried and crusted blood. He will say that it hurt before, but he feels fine now. If examined, either at the van or the hospital tent (#2 on the map), no source of physical damage will be apparent (the trauma to his ear was caused by experiencing Gemma's fevered playing and her channeling of Tru'nembra).

A second successful **Spot Hidden** will reveal what appears to be a dried-out fingernail hidden down near the doorjamb of the van's sliding door. Ron will be mystified and not want to touch it. He will check his



Three Days of Peace, Music, and Tentacle Love

hands, but report that he has all his. If the investigators leave it with him, he will immediately throw it as far away from him as he can. Ron will only reveal the following detail if pressed, simply because his recollection is hazy and he does not attach any importance to the event. In the middle of Gemma's playing, Ron left the camp area to relieve himself, and never made it back, deciding to crash in the van instead.

NOW WHAT?

At this point, the characters will probably do one of three things: they will head to the hospital tent to check it for victims of bad drugs; they will do any number of things consistent with enjoying the show; or they will go in search of Larry and Gemma. What they choose to do shouldn't matter, as the order in which clues are discovered shouldn't effect the conclusion the investigators reach. Refer to Gemma's timeline above to see where she is at any given point in time.

THE FREAK-OUT TENT

The investigators will, at some point, want to check in with the medical facilities to learn if there have been any casualties or inordinate numbers of "bad trips." The "Freak Out Tent" is located on the map at #2. There they will find no victims as bad off as Ned, but there are five patients. Nurse Betty Moore, if asked, will point out that they are just trying to talk down and soothe the three patients having bad trips. The other has cut her foot badly on some broken glass, and the fifth was reacting so badly to the drugs he ingested that they had to use methadone to bring him down. He is currently sedated and they can see that he is breathing hard and writhing on his cot. A successful **Spot Hidden** will reveal bandages on two of the fingers of his left hand. The gauze at the end of his fingers will show blood seeping through.

If asked, Betty will explain that apparently he had torn off two of his fingernails before he was brought in. Only by the cleverest of role-playing and successful **Fast Talk** or **Persuade** rolls will the nurses allow any of the characters to speak to him, and even then they will have to rouse him from his methadone-induced stupor. If they do, he will scream about the Angel of Music who stole his soul and his fingertips. He is incoherent, and will only rave about the music in his head. The nurses will immediately usher the investigators out, and attempt to calm their unfortunate patient.

SEARCHING FOR LARRY AND GEMMA

Regardless whom they seek out first, the investigators will come across Larry. He is sitting by himself off to the side of the Free Stage (#3 on the map). He will not appear to recognize any of the investigators. A successful **Spot Hidden** (or if a player states their investigator is looking) will reveal dried blood tracks from both ears.

Larry has been driven mad by Gemma's guitar playing and the influence of Tru'nembra. It is difficult for him to escape for long the music screaming through his head, though he has done so for the last few hours by putting himself in a trance.

When Larry realizes that there are people standing around him, it will break his concentration. The music will come flooding back into his head, and he will scream and madly attack the nearest investigator. Larry will fight until exhausted or subdued. Any nearby attendees immediately come to the investigators' aid, and will help subdue and calm their "brother" and help any investigators take him to the Freak-Out Tent, if necessary. He can be treated and calmed at the freak out tent, although they will have to inject him with methadone, which will



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knock him out for several hours. The investigators will most likely either continue to seek after Gemma, or return to the van to check on Ron.

If the group seeks after Gemma, they will eventually find her playing at the Free Stage (if it is after 7:00 p.m.). She will react to the investigators accordingly, and will not initially be suspicious of them. This will be their best chance to subdue her and take the guitar, but the investigators may not yet know that she is the true threat, unless they've already been back to camp to check on Ron.

If they check on Ron, they will now find him in the same state that they found Larry in earlier. If they took Ron with them, or if he wandered off earlier, there will be a stranger who exhibits the same symptoms. He or she will attack the investigators, and there will be a little bit of fresh blood around their ears.

GEMMA'S JOURNAL

Back at the campsite after finding Larry, have the investigators make **Spot Hidden** rolls. Success means that they have noticed a Mis-katonic University notebook near the tents by the van. If the investigators searched this area before, they either didn't notice it or it somehow wound up here after they left. To further draw the investigators' attention to the journal, the keeper can mention that a few crimson stains are on its cover.

Once the investigators have read the journal, the plot should become focused. They should come to the realization that Gemma needs to be stopped before she can play on the main stage. They should be wary if she is spotted backstage near the performers' tents. Some groups may blame the guitar, especial-

ly if they notice its weird properties (see description) or get hit with it (wet, warm, sticky feeling). Whether Gemma is stopped before she fulfils her destiny and plays the main stage at Woodstock will be up to the investigators.

EPILOGUE

SUCCESS

Short of catastrophic failure on the part of the investigators, the aftermath should play out much like the historical Woodstock. The investigators return home partied-out and flush with extra cash. While Gemma might be a casualty confined to a mental institution, society is safe, and she might even recover someday. The investigators did the right thing, succeeded in saving lives, made a little spending money, and will forever after be able to say, "we were there, man."

Police may or may not be pursuing the investigators, either for questioning or on arrest warrants. This is up to the keeper and how he or she judges the investigators' actions. For example, did they convince the medical staff that they didn't have anything to do with selling drugs, bad or otherwise? Were they inconspicuous and subtle enough not to draw undue attention to themselves at all?

Keep in mind that while it was reported that 90% of the hundreds of thousands of attendees at Woodstock smoked marijuana, there were only 133 arrests on drug and narcotics charges. If they stopped Gemma, perhaps cut them a little slack. There were only 3 deaths at Woodstock in 1969 (and two births). A contingent originally consisting of eighteen doctors and thirty-six nurses treated over 5,100 cases. It is unlikely that



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any shenanigans, short of overt crime or extreme violence committed by the investigators were noticed in the chaos at this event.

FAILURE

Should the investigators fail and Gemma's plan come to fruition, the massacre will be horrible. If she performs for any reasonable length of time, hundreds will be killed and thousands driven irrevocably insane. Without mystical help, the speakers at Woodstock caused physical pain to those within ten feet; Gemma's guitar and Tru'nembra's power amplify that exponentially. The keeper can modify this according to how long she plays. If investigators have plugged their ears, for example, they may be able to stop her even if she has started playing on stage. If she finishes her "set" however, Tru'nembra is summoned and tens, if not hundreds, of thousands will be killed. All those within earshot who survive will be insane. Show no mercy and kill hundreds of thousands if you want. The Mythos is what it is.

Regardless, law enforcement and emergency management services will be further overwhelmed by the multitudes of bodies cooking in the sun, and thousands of victims experiencing the terror and pain of mental illness. Disease will come to the survivors next. The horror of the event will likely be attributed to drugs, supercharged amps that generated x-rays, the Devil's music, electrocutions from faulty equipment at the hastily constructed stage, or any number of "natural" or human-made causes.

If the investigators survive and remain sane, they will almost certainly be prosecuted for their part in supplying drugs at this event, or for their attendance, simply because the law and the public will be hungry to pin the blame on someone. Investigators will become scapegoats and sacrificial

lambs for a catastrophe that will potentially set the peace movement and the Civil Rights movement back decades. The Vietnam War will continue for decades.

Woodstock in this context will be the opposite of events like the National Guard shootings at Kent State. Instead of "the establishment" killing demonstrators and college students, it will come to represent the excess and self-destructive nature of hippy culture, of permissiveness, of "turn on, tune in, drop out." It will become a defining event in American history. Timothy Leary and Allen Ginsberg will be sent (back) to prison, never to be released.

keepers, if you continue your campaign, have fun. The cultural reverberations from this can haunt continuing investigators, their families and descendants for as long as you wish.

PLAYER AIDS

Flower Power Papers #1-Investigators' Information

Three of your friends left yesterday for the Woodstock Festival of Art and Music in Bethel, New York (a six to seven hour drive from Miskatonic). Radio ads have aired telling people to come early, as the town government (the Establishment, man) in New York is trying to stop the festival.

Ron, Larry and Gemma are also planning on selling the small drug stash you have all contributed to (and enjoyed the fruits of) – in cash, growing space, and labor. While designed to do nothing more than fund your own casual drug use and provide a little beer money, Woodstock's claimed "repression-free environment" seems like a great place to get top dollar for your stuff. An outdoor summer music



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festival also sounds like great fun, so you probably would have gone anyway.

The trio plans to set up camp due west of the main stage and as close to it as they can. Your group will park where you can find space, and then begin looking for the psychedelic yellow and green van you all helped paint and decorate for the occasion.

The death of your friend and occasional smoking buddy, Ned Waverly (who has covered for your group on more than one occasion) is particularly disheartening. The rumors of his last “bad trip” point to the experimental rolling papers your group fixed up. You’ve all tried the extra trippin’ kick and been fine, but maybe it reacts badly with some people’s systems. Steve is especially shaken up about it, as he remembers his personal stash being light, and then later seeing Ned patting his shirt pocket as he headed off to work Wednesday night saying, “I’m gonna try some of that new stuff.”

In any case, there is no way you can let those drugs be sold or given away until what really happened with Ned gets sorted out. If you can’t sell your stash at Woodstock, you’ll be able to do it somewhere else, but you don’t want to take any chance whatsoever that someone will get sick, or worse, die.

Flower Power Papers #2-Meaningful Journal Entries

“I’m getting close to being able to play this. My strings keep breaking.”

“I almost had that passage down perfect – the Music even stopped time. It was quiet in my head, even after the string snapped.”

“Ned interrupted my solo yesterday – then he freaked out while I was playing. Good thing that phone was so close. I tried blood on the strings; maybe it’ll make them stronger. And I have an idea for a more resilient pick.”

“I made a blood paste to bathe them all, and now none of them are breaking. They sound better, too. The Music will be pleased.”

“I must share the Music. Share it to get it out of my head. I will need a lot of people, the more I share it with the better. And I will need to play extra loud.”

NEW MYTHOS TOMES

The Journal – *in English*. The journal is a cheap school notebook with a scuffed cover and most of the pages missing. The cover is stained, the interior gives off a stench of decaying organic matter, and the binding of the book leaks a black, crusty ichor when opened and closed.

Gemma has sewn in Erich Zann’s score, as well as pages containing notes of her own, and a stained oval name patch embroidered “Ned.” Fingernail shaped blotches the color of dried blood may also be noted on several pages. Keepers: make the journal as horrible and creepy as you wish, but be careful not to fill it with human skin or obviously human remains. If it is too obvious, the players might feel their characters, no matter how anti-Establishment, would take it straight to the nearest police officer

Sadistic keepers whose players are willing to quickly turn things over to “the Man,” can allow Gemma to charm responding officers. She will then be protected by armed men with guns and nightsticks. *Sanity loss 1/1D3; Cthulhu Mythos: +2%; averages 11/2 hours to study and comprehend. Spells: Call/DDismiss Tru’nembra.*



NEW MYTHOS ARTIFACTS

Gemma's Guitar

Gemma's guitar is a typical inexpensive six-string acoustic guitar that can be found in any music store in the country. However, as Gemma is currently chosen by Tru'nembra, the Outer God has gifted her guitar with special powers.

The guitar was completely normal until Gemma introduced it to Ned's warm blood. At that point, Tru'nembra empowered it to become a magical artifact. When a victim has been sacrificed to it (Ned's death was close enough for Tru'nembra), it will become warm and wet to the touch (almost like a living roast) and the person playing it will not want to be physically separated from it. Careful observers (successful **Spot Hidden** at half normal percentage) may note (any or all) that the guitar appears to pulse or breathe and a strange liquid beads on the strings and face.

When a new victim is sacrificed to it and their blood wiped on the strings, the guitar gains 1D6 POW and 2D6 Magic Points (MPs). After killing Ned, the guitar has POW 2 and 6 MPs (total of 14 POW and 20 MPs for Gemma before the festival). These can be used by the musician who possesses it, and counts as one total in opposed contests. If Gemma is separated physically from the guitar for twelve hours, or if the instrument's POW or MPs reach zero, it reverts to normalcy in all respects. It must then be fed to regain its powers.

Gemma can cast three spells by playing the guitar. She cannot cast them if unable to play the guitar. MPs can be drawn from Gemma, the guitar, or a combination of both, at Gemma's discretion. These spells

are: Create Mist of R'lyeh; Enthrall Victim; and a modified version of Siren's Song.

For Enthrall Victim, Gemma must play for one round in the vicinity of the person she is attempting to enthrall. They must be able to hear her clearly.

For Siren's Song, Gemma must sing for two rounds. At the end of that time the spell is cast and all those able to hear her music clearly may be affected. Gemma's POW and the guitar's POW are combined to determine her current POW status. This version of the spell only affects its victims for 1D4 hours.

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

GEMMA SLATKIN, Age 19, Tortured Folk Singer

STR 10 CON 12 SIZ 12 INT 13 POW 14
DEX 15 APP 09 EDU 13 SAN 0 HP 12

Damage Bonus: none.

Weapons: (guitar – see Gemma's Guitar).

Skills: Play Folk Guitar 88%, Astronomy 15%, Bargain 25%, Cthulhu Mythos 11%, Fast Talk 35%, Hide 25%, History 25%, Listen 51%, Natural History 15%, Occult 20%, Other Language: German 19%, Persuade 45%, Pharmacy 19%, Sneak 55%, Spot Hidden 66%.

Equipment: Guitar, clothes on her back, journal, backpack.

Gemma Slatkin is young red haired girl of average height and weight who usually dresses in hippie dress – poet blouse, corduroys, and beads. Originally from Pensacola, Florida, she fancies herself a folk musician and enjoys the attention she receives while



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jamming. She likes to play for people so that everybody can sing along. Gemma has an intense and focused personality and normally keeps to herself, except when playing. She would much rather be hanging with a group of friends in a coffee shop or bar quietly waiting for a chance to perform than attending a lecture or reading in the library. Her music studies and guitar practice have always been her favorite classes, unfortunately, her other studies have suffered, and she probably won't be back after summer school ends.

RON "MOONSHINE" MOFFETT, Age 21,
Laidback Biology Student

STR 10 CON 13 SIZ 12 INT 14 POW 10
DEX 11 APP 11 EDU 12 SAN 26 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Accounting 13%, Art (Drawing) 10%, Bargain 15%, Biology 26%, Chemistry 15%, Climb 60%, Craft (Drug Paraphernalia) 14%, Credit Rating 20%, Dodge 56%, Fast Talk 22%, First Aid 30%, Hide 32%, History 20%, Jump 45%, Library Use 31%, Listen 35%, Medicine 13%, Natural History 10%, Persuade 24%, Pharmacy 16%, Pilot boat 15%, Sneak 35%, Spot Hidden 35%, Swim 51%, Throw 21%.

Ron Moffett is blond, tanned and tall. He is originally from California, where he spent most of his time hanging around on the beach. He delayed his college entry after high school, and when he made the decision to go to college he chose "ancient and hallowed Miskatonic." Ron packed up his van and drove out East to Arkham. He is attending this summer session so he will be somewhat caught up when classes begin in the fall. At 21, he is older than most of his classmates, but isn't ashamed of his late start. Ron is outgoing and friendly and much prefers to be



getting to know "where a person is coming from" than attending classes or studying.

LARRY KEMPER, Age 19, Candy Man and Slave to the Music

STR 09 CON 10 SIZ 11 INT 14 POW 19
DEX 11 APP 10 EDU 10 SAN 09 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 15%, Astronomy 10%, Biology 11%, Chemistry 15%, Craft (Drug Paraphernalia) 18%, Credit Rating 38%, Dodge 32%, Fast Talk 45%, Medicine 13%, Mechanical Repair 35%, Medicine 13%, Other Language (Latin) 13%, Pharmacy 13%, Sneak 15%, Spot Hidden 43%.

Born in Arkham, Larry Kemper is a rotund, dark-haired man barely five feet in height. He is proud of his full beard, long hair, and is overjoyed to be a student because being a student means that he never has to worry about being drafted to go to Vietnam. Additionally, he can experiment with and improve what he likes to call his "mind-altering and relaxing" substances with minimal interference. If he continues to keep his paperwork straight, he might even get extra credit for it. On campus, Larry even has friends whom he can experiment with, and who share his interest in improving the counter-culture's drug supply. Some would like to give the world a Coke, but Larry would prefer to help them raise their consciousness by giving them a good buzz.

TRU'NEMBRA, the Living Music,
Outer God

As a being composed of living sound, only the following stats apply to Tru'nembra:

INT 14 POW 60 HP 60

MOV: Speed of sound

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Weapons: Musical sonic wave 100%; damage 1D10 in a 100 yard radius.

Sonic blast 75%; damage D100 (strong enough to twist steel or shatter bones).

Note: Tru'nembra's attacks and SAN loss cannot be dodged nor mitigated by hearing protection or even deafness.

Armor: none, but only harmed by spells that affects INT, POW, or interferes with sound waves.

SAN Loss: 1 / 2D10 to hear or experience Tru'nembra



Tru'nembra exists as living sound – which humans experience as a haunting, outré music. It is drawn to musicians who seek it, or who catch its attention due to their talent. Once a musician attracts or draws its attention, the victim's talent increases while they are driven mad by the songs Tru'nembra sings. The musician will eventually be taken away to the court of Azathoth to play for eternity. The musician is carried off bodily, or occasionally the soul is spirited away, leaving the lifeless body to continue playing (SAN loss to witness: 1/1D8).

THREE DAYS BECOME FOUR

Bringing Woodstock to Life, August 15, 16, 17 & 18, 1969

The experience that came to be known as Woodstock was the result of a strange synergy between a crowd so large it completely overwhelmed the facilities and the fact that so many could gather under such conditions without rioting.

The Monterey International Pop Festival, held two years earlier, drew 50,000. Woodstock organizers expected to attract between 75,000 and 100,000. Advance sales, however, were more than 186,000 tickets. The festival would become “New York State's third largest city.”

The site was switched from Wallkill, NY to “White Lake in the town of Bethel,” in mid-July, which contributed to the lack of facilities. While Max Yasgur's dairy farm was in some ways superior to the Wallkill site, it was more remote in terms of sanitation, water and other infrastructure. Further, the fact that the site had been moved prompted many festival attendees to arrive early, before camp-sites and parking lots could be properly planned and designated. Actually they were planned, it is just that 50,000 people were in front of the stage by Thursday morning, and they'd already parked and camped in many of the wrong places.

Festival services were overwhelmed. The two-lane road to the site became a one-way, three-lane road headed to White Lake. Traffic became so bad that, people stuck in traffic simply left their cars and walked the rest of the way to the site (attendees walked an average of 15 miles from where they were unable to continue in their cars due to traffic). This further compounded the transportation problem, as vehicles with supplies were unable to get in or out of the site. Transportation of the performers, food, and severe medical cases were done by helicopter.

To bring it alive for your players, concentrate on the experience of the attendees, rather than what happened and who played when.

The weather was blistering hot during the day, and at night it would be cold. The first big chilling rain started Friday night, and by 3:30 a.m. had turned the entire site to mud. Tents and sleeping bags were washed away --and it would continue to rain throughout the weekend. Then it would be hot all day.

Vendors ran out of food. Rice and vegetables were airlifted in and then cooked by



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members of the Hog Farm commune. In 1969 there were no plastic baggies to store food in, and no Big Gulps or little plastic bottles of purified water.

Four hundred thousand people camped, lived, slept, and played in a few square miles. All through the weekend, more people tried to reach the site.

One last note: contrary to popular belief, security around the stage was competent, organized, and effective. A few hundred off-duty New York Police worked the concert's sensitive areas. Despite the rampant open drug use, very few arrests were made due to fears that a riot would ensue.

From a festival attendee: "the camp was always beautifully together, though. At night, it looked like a huge band of medieval gypsies strolling and visiting and finally doing their thing. Drums almost constantly throbbing and flutists piping amongst the camps sites." The investigators are trying to make their way through this to find their friend's van and then Gemma. Go with it.

TIMELINE OF SIGNIFICANT EVENTS AT WOODSTOCK

The concert was supposed to start at 4:00 p.m., Friday, August 15, and run through, Sunday, August 17, 1969. It actually started at 5:07 p.m., Friday, with the first artist, Ritchie Havens, taking stage. Just before midnight on Friday, the rain started in earnest. By 3:30 a.m., tents and sleeping bags washed away.

SATURDAY

Because so much garbage was hidden in the mud, many thousands were treated for lacerated feet. Extra nurses and doctors were flown in by helicopter

Originally scheduled to end on Sunday, August 16, Woodstock was officially over on

Monday, August 18, 1969, at 10:30 a.m., following Jimi Hendrix's performance.

NOTES ON HIPPIY COUNTERCULTURE

Hippies rebelled against authority and the hoarding of material goods. Men grew their hair long and both sexes dressed to drive their parents crazy (tie-dyed clothes, for example). Free love and illegal drugs were subjects for experimentation.

Hippies preached altruism and mysticism, honesty, joy and nonviolence. Experience in and of itself had value and was worthy of respect. The idea was to turn against the culture of their parents, finding an almost childish fascination in beads, blossoms and bells, blinding strobe lights and ear shattering music, exotic clothing and erotic slogans. Anything that could work to upset the status quo and overturn "the Establishment."

A VERY FEW SLANG TERMS AND CATCH-PHRASES

All You Need is Love

Better Living Through Chemistry

Be Here Now

Turn On, Yune In, Drop Out

Make Love Not War

HEAVY – significant, astounding, unbelievable

GROOVY - good

COOL – good

SQUARE – a non-hippy, uncool (derogatory)

FAR OUT – great, fantastic

CHICK – a woman

HEADS – hippies (as in dope-head or pot-head)

FLOWER CHILDREN - hippies

BREAD - cash

APPROPRIATE BACKGROUND MUSIC

You can be as historically accurate as you want, but for the play test, I just pulled some “sixties CDs” off the shelf and it added a lot of atmosphere. If you have someone in your group who’s going to say “but Iron Butterfly didn’t play Woodstock,” or “at Woodstock, John Sebastian wasn’t with the Lovin’ Spoonful so you shouldn’t play Summer in the City,” well then, you’re on your own.

A very partial list of performers: Janis Joplin, Ravi Shankar, Arlo Guthrie, Joan Baez, The Who, Crosby, Stills, Nash and Young, The Jefferson Airplane, The Grateful Dead, Sly and the Family Stone, and Creedence Clearwater Revival.

INVESTIGATORS

STEVE KARNS, Age 20, Misguided
Chemistry Major

STR 10 CON 10 SIZ 12 INT 11 POW 16
DEX 12 APP 09 EDU 13 SAN 80 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Bargain 30%, Biology 15%, Chemistry 30%, Climb 55%, Make Drug Paraphernalia 15%, Credit Rating 25%, Dodge 46%, Fast Talk 65%, Geology 10%, History 15%, Library Use 40%, Medicine 12%, Natural History 12%, Occult 35%, Persuade 25%, Pharmacy 16%, Sneak 35%, Sport Hidden 60%, Swim 46%, Throw 35%.

Equipment: Rolling papers, small paper sack of marijuana, snack foods, VW Bus, gas money.

Appearance: Steve is tall and rail-thin, with a wispy beard and shoulder-length black hair.

Steve is a chemistry major that helped make the stash, and added a little opium kick to the rolling papers. He is a conscientious student, but is fairly easy-going. He understands when it is time to hit the books,

and when he can “tune out.” He is interested in the possibilities of chemistry and doesn’t care much for applications that can’t help the human condition. He is mortified to think that the dope he grew or helped make could somehow have turned out to have bad side effects on people. He’d really be freaked if he hadn’t smoked and otherwise ingested enough to know that at least it’s mostly safe.

Others describe him as: “Steve is a blast, man. He’s always there to listen or to party down. He’s got balance.”

GRETCHEN TRASKY, Age 19, Occult-Educated Nursing Student

STR 12 CON 07 SIZ 10 INT 16 POW 17
DEX 09 APP 11 EDU 13 SAN 85 HP 9

Damage Bonus: none.

Weapons: none.

Skills: Art: Sing 19%, Bargain 15%, Biology 18%, Chemistry 10%, Dodge 30%, Fast Talk 35%, First Aid 49%, Hide 30%, History 28%, Jump 35, Library Use 35%, Listen 35%, Medicine 21%, Natural History 18%, Occult 42%, Other Language: Latin 19%, Persuade 25%, Pharmacy 15%, Psychoanalysis 35%, Psychology 12%, Swim 35%.

Equipment: a notebook, next year’s course catalog, and a silver ankh.

Appearance: A little overweight with a round, cherubic face, and long dark hair.

Gretchen is majoring in nursing. As a sophomore (to be) she is still taking general courses, but with an emphasis on biology.



STEVE KARNS



GRETCHEN TRASKY



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Gretchen is high strung and tends to shriek when excited. She is suspicious of people she doesn't know. Gretchen tends to be scatter-brained – she has such a wide variety of interests that it is difficult for her to focus on the same idea for very long. She has already been a Psychology major, a History major, English major, and once considered switching to Egyptian Studies.

Her interest in the occult has never wavered and comes from a mysterious cabinet of books her father keeps in his study. Gretchen's father has a large library, but also a "special collection" she hasn't seen. Her fondest memories are of sitting next to him, listening to him turn the moldy, smelly pages, while she read a primer, or doodled in a coloring book. When she could read for herself, and wouldn't take no for an answer, her father started her out on some "easy ones" from his collection.

With all that in her background, she still finds it difficult to believe that her "occult ingredients" (some powered sulfur and sage incense, in addition to chanting) had any true effect. But the evidence suggests otherwise.

Others describe her as: "She's a little high strung, but can be a lot of fun if you can get her nose out of a book."

CRAIG HAUSER, Age 18, German Exchange Student and Long Distance Runner

STR 15 CON 11 SIZ 14 INT 13 POW 14
DEX 14 APP 15 EDU 13 SAN 70 HP 9

Damage Bonus: + 1D4.

Weapons: Knife 25%; 1D3+db.

Skills: Art: Play Guitar 25%, Biology 10%, Climb 65%, Credit Rating 20%, Dodge 55%, Drive Auto 25%, Electronics 13%, Hide 42%, History 25%, Jump 45%, Library Use 30%, Listen 50%, Occult 15%, Other Language (English) 65%, Own Language (German) 100%, Psychoanalysis 15%, Psychology 15%, Rifle 36%, Shotgun 50%.

Equipment: Athletic shoes, small utility knife, and a guitar.

Appearance: Tall and thin with very long legs. He has blond hair, which he has let grow to his shoulders.

Craig Hauser is from Germany. He is interested in sports (he's here on a running scholarship), the outdoors, playing guitar, and his major is undeclared. Athletic and in good shape, he can be shy until he gets to know you. Part of his shyness is that he feels his English is inadequate (not true). Silent and slow to show emotion, Craig is unswervingly loyal to his friends. He does like to tell stories of hanging around with the Beatles in Hamburg – but it is hard to know if they're true or not.

Others describe him as: "He doesn't talk much, but he's always smiling so you know he's a good guy."

GINA PITCHFORD, Age 19, Flirt and Nursing Student

STR 13 CON 09 SIZ 13 INT 11 POW 15
DEX 10 APP 14 EDU 13 SAN 75 HP 11

Damage Bonus: + 1D4.

Weapons: none.

Skills: Bargain 15%, Biology 19%, Credit Rating 20%, Fast Talk 60%, First Aid 50%, Law 18%, Listen 55%, Medicine 18%, Natural History 13%, Occult 30%, Other Language (French) 12%, Other Language (German) 15%, Other Language (Italian) 10%, Persuade 35%, Pharmacy 11%, Photography 15%, Psychoanalysis 24%, Psychology 24%, Sneak 16%, Spot Hidden 55%.

Equipment: purse full of make-up, black book of phone numbers, prescription sunglasses.

Appearance: Gina's hair is dyed blond and, being nearsighted, she wears a pair of cats-eye glasses.

Gina chose nursing because she feels it will help take care of her future children; she's attending college to find a husband. She is pleasant and energetic and, while she is smart, she tends to take her classes rather lightly as she'd much rather flirt. Gina has a wide variety of hobbies (in order to be well-versed on many subjects) and uses her skill with foreign languages to break the ice.

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A true disciple of the hippie philosophy, she is quick to experiment with drugs, clothes, and music; her favorite band is the Rolling Stones. While Gina doesn't feel the counter-culture or commune lifestyle would suit her, she respects those that can let themselves go and truly live free. With regard to the group's stash, Gina performed an Earth Mother ritual she'd found in some book in the library. She felt it would help it grow.

Others describe her as: "She's a hippy chick, man. A totally groovy babe to hang out with. I think she digs me."

THAD CARPENTER, Age 19, Linebacker and Young Renaissance Man

STR 17 CON 14 SIZ 13 INT 16 POW 11
DEX 15 APP 10 EDU 13 SAN 55 HP 12

Damage Bonus: +1D4.

Weapons: none.

Skills: Archaeology 17%, Art: Play Flute 18%, Bargain 20%, Chemistry 9%, Climb 55%, Dodge 45%, Electronics 5%, Fast Talk 44%, Geology 10%, History 25%, Jump 55%, Library Use 30%, Listen 35%, Medicine 7%, Natural History 15%, Occult 10%, Other Language (French) 30%, Other Language (German) 30%, Other Language (Latin) 20%, Persuade 35%, Pharmacy 7%, Physics 8%, Sneak 36%.

Equipment: A football, flute, a textbook (in case he gets a spare second to study).

Appearance: African American, Thad is tall and muscular. He keeps his hair and beard cut short. He prefers to wear athletic, comfortable clothes.

Thad Carpenter is a black kid from New York City, attending Miskatonic on a football scholarship. However, in the open, intellectual world of Miskatonic University, he has flourished, revealing himself to be a talented flautist and gifted with languages. He is zealous in his studies, his outstanding skills in many areas have prevented him from focusing on one in particular, to the detriment of all – hence, he has to attend summer school. But once he understands the situation with

Steve and Randy's stash, nothing could keep him from helping his friends.

Others describe him as: "He's got some kind of radar-brain. All that and he can play football, too. A good guy to have on your side."

LYDIA JORDAN, Age 20, Student Lost in Self-Discovery

STR 09 CON 11 SIZ 13 INT 13 POW 12
DEX 14 APP 14 EDU 13 SAN 60 HP 14

Damage Bonus: none.

Weapons: none.

Skills: Astronomy 10%, Biology 10%, Chemistry 10%, Credit Rating 30%, Fast Talk 65%, Geology 5%, History 55%, Law 25%, Library Use 70%, Listen 60%, Medicine 9%, Natural History 20%, Occult 22%, Persuade 50%, Photography 15%, Psychoanalysis 8%, Psychology 9%, Sneak 15%, Spot Hidden 52%.

Equipment: Beads, sewing kit, camera, and 25 pamphlets titled "The Truth about the War in Vietnam."

Appearance: A tall, willowy blond, Lydia dresses in bright colors and light, flowing clothes.

Lydia has not yet declared a major, and is similarly undecided about her goals in life. The freedom of the hippy lifestyle appeals to her, but she is aware that someone has to work to create the world, which takes care of today's (and tomorrow's) flower children. She has temporarily resolved this conflict by becoming an activist. Miskatonic has opened her eyes to the world at large, and she is torn between conventional life and frustration, rage and alienation at racial inequality, social injustice, and the Vietnam War in particular.

Friends describe her as: "A cool chick, but she sure has it in for the Establishment."



THAD CARPENTER





A HARD ROAD TO TRAVEL

by Gary Sumpter

This scenario, set in Arkansas during the American Civil War, involves a Union patrol in search of deserters. The player characters belong to the 3rd Illinois Cavalry and, for the purposes of this adventure, are referred to as *troopers* rather than investigators.

KEEPER'S INFORMATION

A Union patrol from Company F of the 3rd Illinois Cavalry sets out in search of deserters after the Battle of Pea Ridge, Arkansas, in the spring of 1862. Along the way, they encounter some of the fiercely independent mountaineers who look upon the Confederacy with the same disdain as they do the United States government. There are worse foes than Pope's Arkansas Mountaineers ahead for the troopers in the rough hill country, however. Among the narrow, isolated streams and the mountain coves of the Ozarks, a horror from the depths of space awaits.

The trail of clues leads to a secluded valley where the troopers discover the mutilated body of a deserter. Could the Rebels have done such a thing? The fate of a second deserter reveals a degenerate band of mountaineers dwelling in the valley and something far worse. Against long odds, the patrol must fight their way to freedom.

RUNNING THE ADVENTURE

The first half of the adventure presents a series of encounters geared toward steering the investigators into the second part, where events are more traditionally spontaneous. In campaign play, steering (otherwise known as railroading) the investigators is often inimical to the spirit of the game but in one-off adventures the device becomes an effective way of advancing the plot while providing new roleplaying challenges.

MARCHING ORDERS

It is March 9th, 1862. The sounds of yesterday's battle have died away with the night, and the sun dawns on a new day. A cold rain is falling on this dreary Sunday, extinguishing campfires and making life miserable for the weary soldiers of the Army of the Southwest.

Captain Erwin B. Messer of Company F has received orders from Major John McConnell, the regiment's commanding officer, to send a patrol out: reports of deserters from the ranks of the Missouri and Iowa regiments have reached 4th Division command.

Captain Messer instructs Lieutenant Fry to take Sgt. Webb and a squad of men down Telegraph Road in search of the deserters. Messer provides the patrol with a map of the area: give the players Handout

A Hard Road to Travel

#1, Map of the Ozark Plateau. The patrol is to avoid contact with the enemy, and any deserters found are to be placed under arrest and brought back to camp; those who resist arrest are to be shot.

By sunrise, the patrol is assembled and ready to go. Progress is slow. Telegraph Road, a narrow, unpaved thoroughfare which crawls up and down the ravines of the Ozark Plateau leads through a dismal landscape of scrub oaks and rocks with a handful of subsistence farms. Federal scouts have described the region as being so poor “that even turkey buzzards would not fly over it.” They weren’t exaggerating.

ABANDONED FARMS

These hardscrabble homesteads are all abandoned. The houses and barns, though poor, are relatively intact, suggesting their owners’ recent departure. Each abandoned homestead might give shelter to deserters, though, and the troopers would do well to check any that they pass.

Inspection reveals that several of the farms have been ransacked, but it’s impossible to determine whether the damage was caused by retreating Rebels, the advancing Army of the Southwest, or the fleeing homesteaders themselves.

The Farley Farm

Eventually, the troopers approach a farm with signs of life. A lone chicken pecks and flutters in the dusty lane, and a figure can be seen drawing water from a well near the farmhouse.

The farmer at the well, a sullen widower by the name of Nate Farley, is understandably reluctant to talk. The passing Army of the Southwest has plundered his farm, taking all of the livestock, and torching the barn. They even tried to poison the well.

DESERTERS

The daily hardships of war, thirst, suffocating heat, disease, delay in pay and panic on the eve of battle resulted in a high rate of desertion during the Civil War. Conservative estimates place the number of deserters (in the Union army alone) at over 200,000. When caught, deserters, were usually sent back to their regiments for trial and such punishment as their crimes warranted.

Desertion ranked with cowardice, theft, and treason. Execution by firing squad or hanging could be ordered by a formal court-martial, but this was generally imposed to set an example for others. More frequently, cowards and deserters were branded (either on the face or the hip) and drummed out of camp in disgrace. Because of the pressures of time and the vagaries of the battlefield, commanding officers could dispense justice on the spot with some form of minor or corporal punishment.

Farley’s daughter, Libby, emerges from the house brandishing a broom, and quickly dispels any doubt about where the family’s sympathies lay: “You done took all our stock,” she howls. “What more you want? You’s worse than them Daredevils.” A **Know** roll suggests that the term “Daredevils” refers to Pope’s Arkansas Mountaineers, a band of vicious bushwhackers who have taken advantage of the breakdown of law and order.

Nate orders his daughter back into the house but she stands her ground and does most of the talking. The Farley’s haven’t seen any deserters, “And if’n we did, we wouldn’t say,” Libby fumes. The family reluctantly lets the troopers search the homestead, but there’s nothing to find.





A Hard Road to Travel

THE AMERICAN CIVIL WAR 1861-1865

The American Civil War was the product of no single issue but of a variety of causes, not the least of which was the issue of slavery, “the peculiar institution” that came to dominate Southern life even when virtually all of the civilized world had abandoned it. The industrialized North, for instance, had already abolished slavery but the agricultural South depended on a slave-based economy and resisted efforts to eliminate the practice.

Slavery itself did not cause the Civil War, but it was intertwined with a host of other reasons. The southern states had long advocated the concept of states rights, that certain rights and powers remained the sovereignty of the state, and that the exercise of that sovereignty lay in the will of its citizens. They sought greater control of their economies and resources, and saw the growth of the federal government as a threat to their autonomy and self-determination. The Union, southerners argued, was a voluntary alliance from which they had the right to secede. The federal government contended that each state was indivisible from the greater Union.

The inauguration of newly elected President Abraham Lincoln in 1861 seemed to herald the end of slavery. In response, the southern states rallied around the states rights doctrine, seceded from the Union, and formed a Confederacy with their own president, Jefferson Davis. Lincoln claimed the Union would continue to hold property in the south, including Fort Sumter in Charleston harbor. Secessionists in South Carolina, offended at Federal troops sitting on sovereign territory, attacked. Lincoln issued a public proclamation calling for 75,000 troops, an action the south viewed as a declaration of war.

Despite early Confederate successes, most notably at the First and Second Battles of Bull Run, the South lacked the resources and manpower of the North. In 1863, serious reverses including the surrender of Vicksburg opened up the Mississippi Valley to the Union and split the Confederacy in two. The defeat at Gettysburg turned the tide of battle. The South was eventually crushed in 1865 after four long years of war.

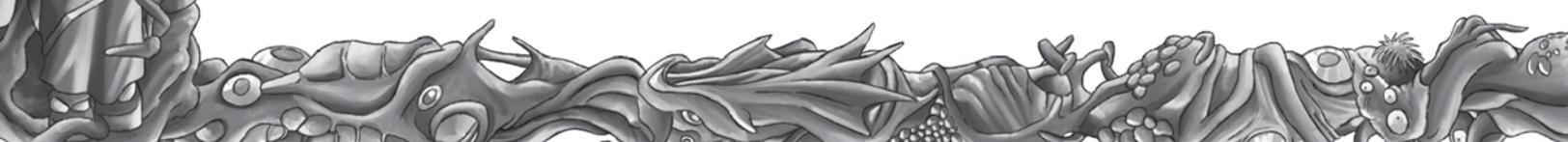
More American lives were lost in the course of this conflict than any other war, from the Revolution through the Korean War, combined. Estimates on the human cost of the war suggest that total casualties were over one million; the financial price has been figured at more than \$8 billion. Little wonder, then, that Americans have not been able to forget their Civil War.

THE BATTLE OF PEA RIDGE

In March of 1862, one of the earliest pitched battles of the American Civil War took place on a wintry field in northwestern Arkansas. The battle of Pea Ridge, the most significant battle in the Trans-Mississippi west, dramatically altered the balance of power on the western frontier.

On March 7, Federal forces under General Curtis were surprised by General Van Dorn’s Confederate troops at Pea Ridge, Arkansas, in an attack from the north. Despite valiant attempts by Van Dorn’s forces, the Union position held.

Continued...



A Hard Road to Travel

Curtis' troops continued to hold the strategic area around Elkhorn Tavern for a second day of fighting, which ended with Van Dorn and his men retreating to the Arkansas River.

During the course of the battle, two Confederate generals, McCulloch and McIntosh, were killed, depriving the Confederacy of two able commanders. The victory gave the North control of the vast, sparsely settled frontier area and contributed in no small measure to the triumph at Appomattox some three years later.



A Clue

After a couple of hours of tedious and futile searching, as the patrol makes its way along Telegraph Road, each trooper may attempt a **Spot Hidden** roll to discover the glint of metal in the brush beside the road. Close inspection locates a government-issue tin canteen covered with a tattered and dirty tan cloth on which the owner has marked his name and company letter: G. Fleming. B. 4 I. The cotton strap is broken; the canteen is sealed but nearly empty.

An **Idea** roll suggests that this canteen belongs to a soldier in Company B of the 4th Iowa infantry, which, like the trooper's regiment, is part of 1st Brigade, 4th Division. A **Track** roll locates a faint pair of footprints leading deeper into the brush. Those who find and follow the trail avoid the next encounter.

REBEL ENCOUNTER

Telegraph Road leads into the Boston Mountains, the southern escarpment of the Ozark Plateau, a region of saw-toothed ridges and deep-cleft ravines. The road approaches a handful of burned-out buildings scattered

around a dusty crossroads. Again, the destruction is by unknown hands.

Each trooper may attempt a **Spot Hidden** roll. Those who succeed glimpse a double line of grey-clad figures in the brush around the crossroads and can avoid the ensuing volley of gunfire with a **Luck** roll; those who fail take 1D6 points of damage. Those who fail the **Spot Hidden** roll stumble blindly into the rebel ambush; they must make a **Luck** roll or take 1D8 points of damage from the hail of gunfire.

Troopers who retreat immediately are not hit again; the Rebels don't want to commit their strength to the pursuit of a single small patrol, but they're more than happy to send out skirmishers to drive the Yankees into the foothills. Anyone who lingers, or worse, charges the enemy position, must make a **DEX x 5** roll or take an additional 1D8+1 points of damage as the rebels begin firing aimed shots at will. In each subsequent round, the DEX modifier to avoid being hit is reduced by one while the damage modifier is increased by one (*i.e.*, in the second round after the ambush has been sprung, the DEX roll is DEX x 4 and the damage is 1D8+2) as the rebels' accuracy improves. Each time a trooper is hit, roll for damage to his horse using the same die and modifier (if any) as for the trooper. Falling



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from a horse that has been killed requires a trooper to make a **Jump** roll or lose 1D6 points of damage.

If the troopers return fire, allow them to make their attack and damage rolls as normal but do not record damage to the rebels. No statistics for the Confederate regiment, the 3rd Louisiana, regrouping after yesterday's battle are provided. The patrol is massively outgunned by an opponent under cover and stands no chance in a firefight. Tangling with the enemy here is not only foolhardy, it's in direct contradiction of the patrol's orders. Timely Idea rolls might remind Lt. Fry or Sgt. Webb of this obligation.

A GRISLY DISCOVERY

Troopers following the footprints leading from the canteen discover that the trail ends at the foot of a sandstone column; those

fleeing the rebels at the crossroads stumble upon the site in the course of their flight. It is now nearly noon.

Propped up against a time-worn sandstone column is a blue-clad soldier. He appears to have been scalped and mutilated. Close inspection reveals that both of his eyes have been gouged out and one arm has been torn from its socket. Something has taken away one-third of his skull and scooped it entirely of brains. Sanity loss for this grisly find is **1/1D3**.

The soldier's canteen is missing, but uniform insignia identifies him as a private in Company B of the 5th Iowa infantry. Papers in his haversack identify him as George Fleming.

Examination of the ground reveals a number of footprints in the soft earth, but these disappear before a trail can be deter-

THE DOOM THAT CAME TO CROOK HOLLOW

Several months ago, a Color Out of Space came to the hamlet of Crook Hollow in a meteor shower from the starry void. Deposited in the verdant soil, this sentient organism germinated and, after a few days, proceeded to infiltrate the valley's ecosystem. Local vegetation exhibited a tremendous but unhealthy growth. Fruit tasted bitter; insects and animals were born deformed. At night, all plant life glowed with the Color, and the vegetation began to twist and writhe as though in a strong wind. Even humans started to shine with the spectral light. Troopers exploring by night may witness the Color feeding on a hapless villager, or even find themselves face to face the thing, although the Color prefers to attack lone individuals rather than large groups.

After a few months, the Color began making brief trips from its lair to feed, draining the life-force from the valley in the process. The Color grew more powerful and began feeding on the inhabitants of the valley, weakening their minds and bodies. A fortunate few managed to resist the Color's influence and escape, but most remain. Bound to their homes, they are doomed to a slow and agonizing death.

Everyone in the valley, including the troopers, is subject to the Color's sinister influence. After just one day in the valley, each trooper must match his INT against the Color's POW of 11 or lose 1D6 Magic points and 1D6 Sanity points. In order to leave the valley, each trooper must roll his current magic points x5 or less on 1D100.



THE GRISLY DISCOVERY: A ROTTING CORPSE!

mined. While the troopers investigate the scene, a **Listen** roll detects the sound of cracking twigs; a subsequent **Idea** roll suggests the general direction and distance.

A FUGITIVE

Spot Hidden rolls allow the troopers a glimpse of a figure fleeing through the undergrowth. Pursuit is possible but the ground becomes increasingly difficult as the fugitive flees on foot through far-back hills and hollows and over rock-strewn creeks. Mounted troopers may attempt **Track** rolls at half skill to keep up with the fugitive across the difficult terrain; dismounted troopers suffer no penalty to the roll. The troopers may wish to dismount in order to pursue more effectively.

The fugitive flees up a ridge. His trail leads through hills and over rocks and bluffs where it seems that no other person has been or will be again. When he reaches a rocky

promontory near the summit, however, the runner stops dead in his tracks. The troopers can surround him easily. Panting from his efforts, the fugitive's eyes dart from one trooper to the other as he tries to catch his breath. He's a scrawny individual, unshaven and in his mid-twenties. He wears no uniform, only ragged homespun clothes.

"I ain't done it," he says, in apparent reference to the butchered body of the deserter, and he's telling the truth. His name, he says, is Henry Small and he was trying to plunder the corpse: "But when I seen what they'd done to him, I couldn't do it. Then I heard you all coming an' I beat it."

Small has no identification, but claims to live on a farm some twenty miles away. He has an old revolver. An **Idea** roll suggests that he may be one of Pope's Arkansas Mountaineers, a band of vicious bushwhackers who have taken advantage of the breakdown of law and order. Small denies



A Hard Road to Travel

any affiliation with the “Daredevils” (as locals call the Mountaineers), but he’s lying; if asked for, **Psychology** rolls detect Small’s discomfort under close interrogation.

Henry Small is among the worst breed of men: a vulture and a jackal, picking over the spoils of war. Even the Daredevils want nothing to do with Small, having cast him out as a coward some weeks ago. Small follows them, nibbling at whatever crumbs they leave behind. In the case of Private Fleming, the pickings were slim.

The troopers may wonder why Small suddenly stopped just short of the summit, but he’s not talking. They may climb to the summit and see for themselves.

Mounted on a wooden crossbar like a hideous trophy, the crucified body of a Rebel soldier awaits them. His arms are held at the wrists and his legs at the ankles with twists of wire. His eyes have been plucked out, the sockets filled with corn silk. His jaws are wrenched open in a silent scream, his mouth filled with corn husks. Sanity Loss for this grotesque sight is **1/1D3**.

A **Know** roll allows the troopers to identify him from his insignia as a private in the 4th Alabama. If he is lowered, the troopers can find papers identifying him as Caleb Farquhar, of Haleyville, Alabama. In his pocket is a small bundle of un-mailed letters, the most recent dated three months ago, addressed to his brother Peyton, also of Haleyville. One of the letters mentions a meteor shower in the area. (Player Aid #1)

Both the deserter and the Rebel soldier are victims of the inhabitants of the valley, driven to insane acts of violence by the influence of the Color Out of Space.

If asked about the rebel soldier’s demise, Small mutters that “Them Ones” are responsible, but he won’t elaborate, other than to point down into the valley. Beyond the limestone ridge topped with ragged

oaks lays a little valley carved by a stream. With the aid of field glasses, the troopers may attempt a **Spot Hidden** roll to detect several small buildings near the middle of the valley; lacking field glasses, critical Spot Hidden rolls are required.

The descent into the valley is precipitous, past gnarled cedars clinging to the tangled, rock-strewn cliffs. If the troopers attempt to bring Small along, he flees at the earliest opportunity, even if he risks being shot. A bound and gagged Small has no choice in the matter, of course, but a **Psychology** roll detects the stark terror in his eyes.

THE VALLEY

Hidden by the razor’s edge of the ridgetops lies a narrow valley. A willow-fringed stream meanders through it. As the troopers proceed into the valley, it becomes obvious that something is amiss. The vegetation has been hit with some form of blight: wilted leaves are covered with a powdery mildew; bark sloughs from withered trees; and wild flowers sag beneath the weight of a putrid fungus. Even the living creatures of the valley are not immune: a dragonfly with three wings might land upon a trooper, or a frog with two heads might wriggle from the stream.

If the troopers have brought Henry Small along, and he is able to communicate, he begs them to let him have a weapon: “For the love of God, you can’t bring me here with no way of defending myself!” Troopers who consent to Small’s request make a poor choice: he uses the weapon against them to affect an escape at the first good opportunity.

In the center of the valley lies a drowsy little village that the world seems to have forgotten.

CROOK HOLLOW

The village of Crook Hollow is nothing more than a scattering of ramshackle wooden buildings on either side of a dirt road winding through the valley. Although an eerie quiet hangs over the village and signs of life are few and far between, the village is not entirely deserted.

About a dozen victims of the Color Out of Space still lurk in the shadows, having mutilated Caleb Farquhar, the Rebel soldier, and crucified him on the edge of the valley as a grim warning. Having been fed upon by the Color, these hapless individuals are in varying stages of decay, but all are thoroughly deranged. Many are cadaverous, with sunken eyes and blotched, flaking skin. They will not leave the valley under any circumstances, and will attack anyone they find poking around.

GATLIN'S SAWMILL

This simple frame structure houses a single water-driven vertical saw capable of producing some 2,000 feet of board in 24 hours. It now lies silent.

MUMFORD'S FLOUR MILL

Fire has destroyed the interior of the mill. The walls are unstable: A group **Luck** roll is required each and every time the troopers enter the building. Failure indicates that one of the walls collapses; the troopers may attempt a **Dodge** roll to escape injury, or suffer 1D6 points of damage.

BLACKSMITH

The building is full of horseshoes, hinges, weathervanes and grill work, but the forge is cold.

SCHOOLHOUSE

The door of this small one-room log structure has been bolted from within. The windows are too small to permit access, but the door may be forced by matching the STR of up to two troopers against the door's STR of 15.

The schoolhouse contains a half-dozen rudimentary desks and a handful of tattered books and supplies. In one corner, a pair of small leather sacks lie on the floor in front of a wood stove which does not appear to have been used in some time. Further examination reveals that the leathery sacks are corpses, inexplicably withered and dried to the consistency of ash. Sanity loss is 1/1D8. The corpses here are young victims of the Color who hoped to escape the horror that befell the village, but ultimately succumbed to it.

DOCTOR'S HOUSE

This modest little cottage has fallen into decrepitude. The roof sags and, in places, the floor has been exposed to the elements. Pools of rainwater have collected on the floor.

Lying on a rough cot is the body of an old man. His face is sunken and pale and his leathery skin is cracked and wrinkled. Close examination reveals that he is barely alive. A dying victim of the Color, he is actually Crook Hollow's doctor, in his mid-thirties. Unable to speak above a dry whisper, the doctor beckons the troopers closer. "Leave while you still can," he cautions, weakly tugging at the nearest trooper's sleeve. "Before it's too late!"



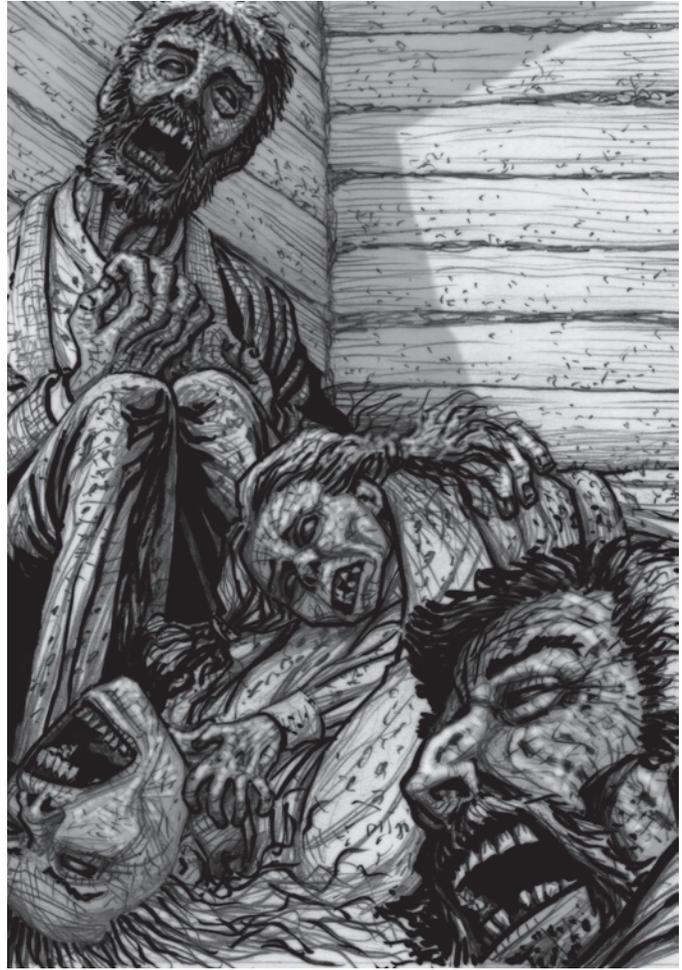
A Hard Road to Travel

If the troopers inquire about the calamity that struck Crook Hollow, the doctor is seized by a fit of coughing, a horrible, dry rasp, and cries out for water for his parched throat. After a few sips, he tells the troopers that the trouble started one night just before Christmas, when “a big rock” fell from the sky and into the flour mill, killing Zebulon Mumford and his family. The whole sky was lit up “like the fires of hell,” so the people of the valley bolted their doors and spent a sleepless, terrified night inside. In the morning, they ventured out to find that the flour mill had been destroyed and the rock which had fallen from the sky lay broken in half and smoldering. The doctor says it was hollow, like an eggshell, “only there was no sign of any yoke.”

There is little the troopers can do for the doctor, beyond making him comfortable and providing him with water. Despite his condition, he refuses to leave the valley. So strong is the Color’s influence that, if the troopers attempt to remove him physically, the doctor draws on his last reserves of strength to resist as best he can. Either way, he lingers for another day before succumbing.

PROVIDENCE CHAPEL

This small log church is non-denominational and available to any preacher who comes into the area. The tranquil exterior hides a grim horror within: the bare wooden floor of the chapel is strewn with the bodies of half a dozen men, women, and children. The corpses are gray and withered, and there is no sign of violence. Close



HORROR IN THE CHAPEL

inspection reveals them to be utterly dry and desiccated husks with the consistency of ash; touching one causes it to crumble to dust. Sanity loss is 1/1D8. The corpses here were victims of the Color who gathered here to pray, in vain – for salvation. At the far end of the chapel there is a raised pulpit, upon which sits a tattered old Bible.

BAKERY

A fetid stench permeates this red frame building, which is full of moldy bread. Coals in the red brick oven are cold.

THE HORROR IN THE WELL

This stone well, behind the bakery, is some twenty feet deep. Floating in the brackish water is a bloated corpse in a blue uniform. If the corpse is recovered from the well, an **Idea** roll identifies the uniform as belonging to the 37th Illinois infantry regiment, of 2nd Brigade, 3rd Division. Closer inspection of the uniform reveals that a pair of stripes have been removed, leaving only one; an **Idea** roll suggests that, at some point, and probably in the field, the soldier had been demoted from sergeant to private. Signs of violence are absent from the corpse itself, although the skin is mottled with gray patches and has, in places, sloughed off. **Sanity loss** is 0/1D3.

When he deserted from his regiment, this unfortunate soldier jumped out of the proverbial frying pan and into the fire. Wandering into the valley, he soon came under the influence of the Color Out of Space and found himself unable to leave. As the Color fed upon his life force, the deserter's condition deteriorated. Eventually he discovered what he believed to be the source of his "disease" in the well, but fell in and was too weak to extricate himself.

The luckless deserter was right: the well is the lair of the Color Out of Space. It resides here during hours of daylight, only venturing out under cover of darkness. Anyone climbing into the well may attempt an INT x 5 roll to detect an odd phosphorescence in the water. The Color attacks anyone who disturbs its lair.

Troopers observing the well might, with a **Spot Hidden**, notice the Color leaving the well at dusk, or returning near dawn. When it moves, the Color is visible as an amorphous, glistening patch of color, roiling and shining in shades of pale colors that

match nothing in the known spectrum. This patch pours over the ground or flies in a living fashion. When it feeds, its victim's skin and face glow with the Color. Though incorporeal, its passing nonetheless feels like the touch of a slimy, unhealthy vapor.

There is no refuge from the Color. It can seep through the slightest cracks under doors, around windows and even down chimneys, but the presence of magnetite prevents it from entering the cave of the survivors detailed below.

THE SURVIVORS

In a small cave overlooking the valley, a small group of survivors has gathered. These simple folk are afraid to leave the valley, having fallen under the influence of the Color Out of Space, although they are, as yet, otherwise

MAGNETITE

Magnetite is a lustrous black, magnetic mineral which occurs in many igneous rocks. The crystals are opaque and typically octahedral. This common iron oxide mineral is a natural magnet, hence the name, and is found in Norway, Sweden, the Urals, and various parts of the United States.

A variety of magnetite known as lodestone exhibits polarity and is especially interesting for its natural magnetism; Magnet Cove, Arkansas, became famous as a source.



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unaffected. Troopers may stumble across the cave while exploring the valley, or they might encounter some of the survivors foraging during the day. Outside their cave the survivors are furtive, melting into the shadows and offering the troopers only fleeting glimpses as they try to avoid contact with any perceived threat.

Troopers may **Track** the survivors back to the cave, but gaining their trust isn't easy: though they haven't taken sides in the current conflict, they are highly suspicious of the troopers, if not openly antagonistic. Most believe that the Federal troops are to blame for the blight, having poisoned their well. Some think the valley is plagued by a vampire. A few claim the trouble started after the "meteor" fell a few months ago. Troopers must convince the survivors that they want to help them, either through a **Persuade** roll, compelling role-playing, or a combination of both as the keeper sees fit. Failing to do so risks an altercation with the survivors.

The survivors in the cave have noticed that nothing bad has happened to anyone while they were in the cave; troopers pursued here by the Color find that it drifts away when reaching the cave. Most of the bad things that happen seem to occur at night. For this reason they forage during the day, but unblemished food and untainted water is in short supply.

Close inspection of the cave determines that there's a vein of metallic rock running through it. **Geology** rolls recognize this as magnetite, or lodestone, a magnetic ore. The survivors don't know what it is, but they say there's a lot of it here, and in parts of the valley. They long ago recognized

there was something different about this area. Their compasses go haywire when they walk through certain parts of the valley.

The troopers may reason that the magnetite in the cave neutralizes whatever is plaguing the valley; likewise, if they've learned from the survivors that the blight appears to be nocturnal, the troopers may determine that the best time to confront it is during the day. Kindly keepers might allow baffled troopers an **Idea** roll to suggest a daylight attack using magnetite, but the source of the scourge must first be located.

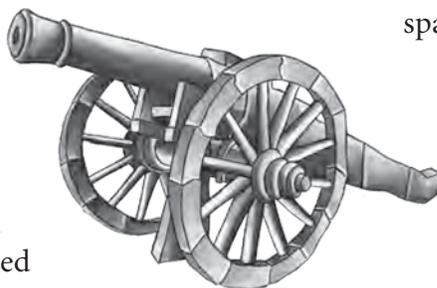
The magnetite may be chipped from the surrounding rock with bayonets, knives, or similar objects, and taken to the well. Dumping enough magnetite into the well during daylight, when the Color is hibernating below the surface of the murky water, effectively imprisons it and prevents it from feeding on the life force of the valley. Confronting the Color during darkness is futile as it can disintegrate the stone and escape. An intelligent being, the Color is unlikely to return to the well; perhaps it takes up residence in some part of the stream, making it more difficult to locate, confront and destroy.

RESOLVING THE SCENARIO

Unless the troopers manage to destroy it, the Color continues to feed on the valley.

When it has drained enough energy, the Color departs the planet for space and adulthood. The valley is ruined, and no plant will grow thereafter.

Against such an inscrutable and totally alien opponent, survival is largely its own reward. If they escape the valley, the troopers



A Hard Road to Travel

PLAYER AID #1 (HANDWRITTEN LETTER):

Dec'r 21, 1861

Peyton Farquhar

Willow Farm

Haleyville, Alabama

Dear Brother,

Altho I cannot tell you where exactly we are, we are still in Arkinsa and you may rest asured that we aim to do Alabama proud. There has been no real acsion but we expect the yankees to try and give us a bloodying by Spring. Well sir I say let them try! Us Alabama boys will teach them a thing or two, the Watson Bros. and Jack Collens are here, and old Alvin Rossington is as good a shot as he ever was.

Last night there was some exitement in camp just after midnite when a meteor shower blazed thru the sky. A few thought it some yankee trick or a sign from Our Lord in Heaven but the colonel reasured them this was all very sientifick. Mostly they were shooting stars a thousand miles away but there was one what came all aflame and must have landed somewhere in the mountains. Some of the boys were eagre to set out after it but Sgt Fallon made them stay put and you know he brooks no insubordanation in the ranks. I can't say as I blame them tho becuse a rock from the stars like the colonel described it would surely be a marvell to behold.

I will rite again soon as I get the chance. Pls remembr me to ma, and tell her not to worry over me as I am fine and expec to be home by Summer the good Lord willing.

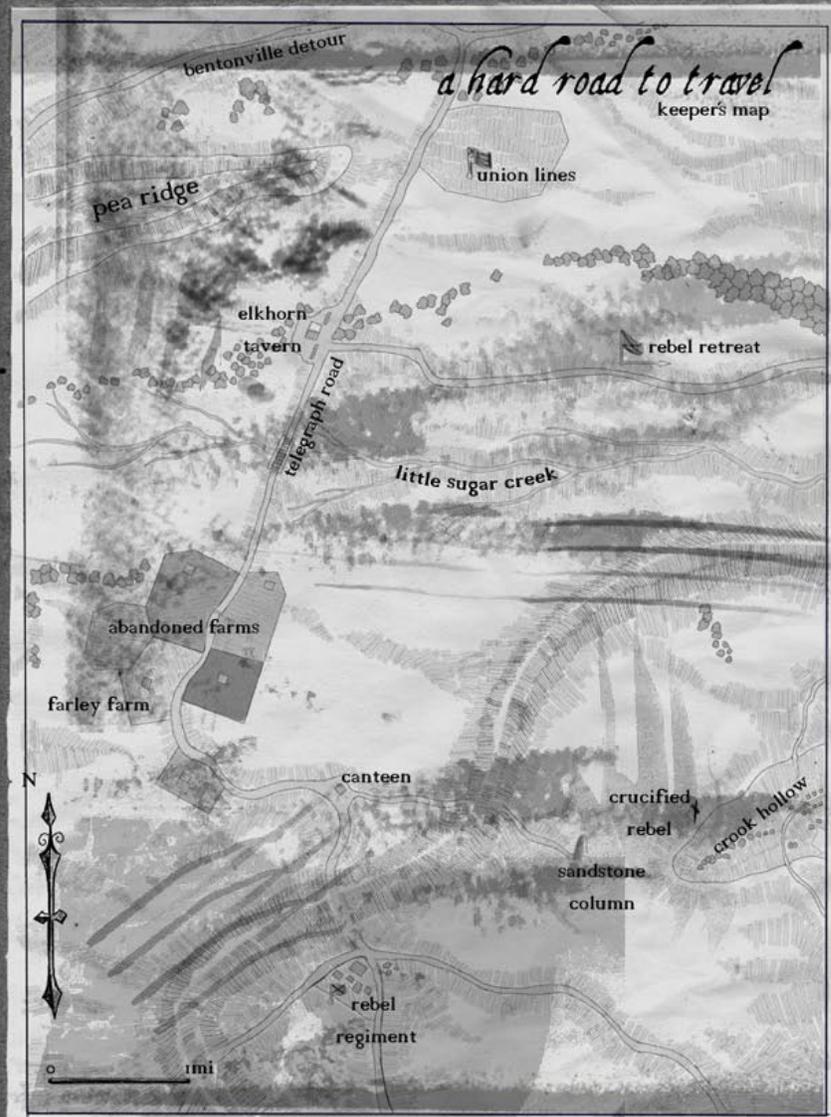
Yrs.

Caleb Farquhar

Pvt, 4th Ala.



A Hard Road to Travel



map prepared by Lieut. Marco Morte, Top. Off. & A.A.D.C.

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A Hard Road to Travel

may safely return to their lines (although truly sadistic keepers may wish to present a final encounter with the 3rd Louisiana).

CHARACTER SUMMARY

NON-PLAYER CHARACTERS

COLOR OUT OF SPACE

STR 07 CON N/A SIZ 11 INT 14 POW 11
DEX 19 Move 12 pouring/20 flying HP N/A

Damage Bonus: +0

Weapons: Feed 85%, damage 1D6+characteristic loss

Mental Attack 100%, damage 1D6 magic points + 1D6 SAN

Disintegrate 100%, damage physical disintegration

Grasp 85%, no damage

Armor: none, but invulnerable to physical attack except by strong magnetic fields, which can imprison it. Vulnerable to magic.

Spells, Skills: none.

Sanity Loss: 0/1D4 to see a Color; 1/1D8 to see its victim

FEED: The Color matches its POW against the victim's current magic points. For every 10 full points by which the Color succeeds, it permanently drains 1 point each of STR, CON, POW, DEX, and APP from the victim, and costs him or her 1D6 hit points as well. Each POW so drained increases the POW.

MENTAL ATTACK: A Color of low POW can weaken the minds of nearby sentient beings. For each day of residence in the Color's vicinity, each person must match his or her INT against the Color's POW or lose 1D6 magic points and 1D6 Sanity points. Magic points destroyed cannot be regained without leaving the area, but the Color's influ-

ence is so strong that a victim who decides to leave the area must make a current magic points x5 or less on D100, or stay.

DISINTEGRATE: A Color can focus its energies to disintegrate a hole through almost any material. This ability is used primarily to excavate an underground lair. Although its ability to disintegrate could be used against a human being, the Color feeds on humanity and is loath to destroy a source of food unless the individual is particularly troublesome.

GRASP: A Color can concentrate and solidify a part of itself. That part becomes translucent. It can then use its STR to grapple humans, to grab weapons, or to manipulate other objects.

NATE FARLEY, Age 48, Disgruntled Farmer

STR 14 CON 14 SIZ 14 INT 10 POW 11
DEX 15 APP 10 EDU 10 SAN 55 HP 14

Damage Bonus: +1D4

Weapons: Pitchfork 35%, damage 1D6+2+db

Skills: Bargain 40%, Dodge 50%, Farming 55%, Fast Talk 25%, Listen 40%, Psychology 25%, Ride 35%, Spot Hidden 35%, Track 15%.

LIBBY FARLEY, Age 19, Wrathful Daughter

STR 09 CON 13 SIZ 10 INT 10 POW 15
DEX 13 APP 11 EDU 07 SAN 75 HP 12

Damage Bonus: n/a

Weapons: Broom 40%, damage 1D4+db

Skills: Accounting 15%, Bargain 35%, Farming 20%, Persuade 25%, Psychology 30%, Ride 25%, Sneak 45%, Spot Hidden 40%.

HENRY SMALL, Age 24, Double-Crossing Mountaineer

STR 14 CON 15 SIZ 11 INT 12 POW 10
DEX 14 APP 11 EDU 09 SAN 50 HP 13

Damage Bonus: +1D4



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Victims of the Color

	STR	CON	SIZ	DEX	POW	DB	HP
One	12	13	14	14	11	+1D4	11
Two	14	13	11	11	10	+1D4	10
Three	14	13	12	08	11	+1D4	10
Four	14	12	15	13	14	+1D4	11
Five	09	11	11	14	13	--	08
Six	10	09	09	12	09	--	07

Survivors

	STR	CON	SIZ	DEX	POW	DB	HP
One	13	14	14	12	12	+1D4	14
Two	15	13	12	14	12	+1D4	13
Three	15	14	14	15	15	+1D4	14
Four	10	10	11	13	14	--	11



Weapons: 1860 Colt .45 revolver 55%, damage 1D10+2

.59 Springfield rifle 45%, damage 1D10+4

Skills: Bargain 45%, Conceal 45%, Dodge 42%, Hide 62%, Jump 34%, Listen 45%, Persuade 45%, Psychology 51%, Spot Hidden 72%.

Notes: A scrawny individual with beady eyes, Small wears no uniform, only ragged homespun clothes. He was one of Pope's Arkansas Mountaineers, a vicious band of bushwhackers who thrive on the chaos of war. Outnumbered, Small seems grudgingly acquiescent but he'll run at the first opportunity.

Victims of the Color

The Color Out of Space has fed on these residents of Crook Hollow. As a result, their life force has been partially drained, reflected here in a reduction of their characteristics (STR, CON, DEX and POW) and hit points. Ages range from 20 to 60, and average Sanity is 25.

CIVIL WAR WEAPONS

The following table, though far from exhaustive, provides statistics for common or exemplary weapons of the Civil War.

Weapon	Shots	Dmg	Bullets	Base	Range	HP
M1859 Sharps .52 caliber carbine	1	1D10+4	6	25	50 yds	8
M1860 Colt .44 Army revolver	1	1D10+2	6	15	30 yds	12
M1860 light cavalry saber	na	1D8+1+db	na	15	na	20
M1860 Colt .45 revolver	1	1D10+2	6	20	15 yds	10
.58 Springfield rifle	1/4	1D10+4	1	25	60 yds	12
Bayonet	na	1D8+db	na	25	na	15

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EQUIPMENT

Each trooper has the equipment bulleted below. In addition, troopers carry the weapons listed under their respective statistics. Additional items are carried at the keepers discretion, but an army on the march travels lightly.

All Troopers:

- * uniform (including forage cap, shoes, jacket, shirt and pants)
- * shoes and socks
- * M1860 Colt .44 Army revolver and 100 rounds of ammunition
- * M1858 smoothside canteen
- * pistol cartridge box
- * holster
- * carbine cartridge box
- * haversack containing five days of light rations
- * carbine sling
- * bedroll
- * horse and tack (including saddle, halter, bridle and saddle blanket)
- * tin cup
- * folding pocket knife

- * personal hygiene items (including toothbrush, mirror, comb and shaving equipment)
- * pipe and tobacco pouch
- * housewife (needles, threads, thimbles and buttons)
- * writing utensils and paper
- * matches
- * handkerchiefs
- * playing cards or dice
- * wallet
- * pocket watch
- * 24 pounds of grain (for horses)
- * two extra horseshoes

All Troopers except Lieutenant Fry:

- * M1859 Sharps carbine and 100 rounds of ammunition
- * Lieutenant Fry Only:
 - * M1860 light cavalry saber
 - * M1858 sword belt
 - * compass
 - * field glasses
 - * map case

Weapons: Hunting knife 55%, damage 1D4+2+db
Club 50%, damage 1D6+db

Skills: Bargain 35%, Dodge 40%, Farming 55%, Fast Talk 25%, Handle Horses 45%, Listen 40%, Natural History 20%, Psychology 25%, Ride 30%, Spot Hidden 40%, Throw 35%, Track 15%.

Survivors

These residents of Crook Hollow have so far escaped the deprivations of the Color Out of Space, although its influence prevents them from leaving the valley. Ages range from 20 to 60, and average Sanity is 55.

Weapons: Hunting knife 55%, damage 1D4+2+db
Club 50%, damage 1D6+db

Skills: Bargain 35%, Dodge 40%, Farming 55%, Fast Talk 25%, Handle Horses 45%, Listen 40%, Natural History 20%, Psychology 25%, Ride 30%, Spot Hidden 40%, Throw 35%, Track 15%.

TROOPERS

The investigators are all members of Company F, 3rd Illinois Cavalry.

This company was raised in Adams County. Lieutenant James Fry is in command of the patrol; should he be killed or become incapacitated, command devolves to Sergeant Nicholas Webb. Corporal Patrick Hayes would be next in line but, beyond that, it's every man for himself.



PRIVATE TUTWILER



A Hard Road to Travel

Private William Tutwiler, Age 20, Reluctant Soldier

STR 11 CON 14 SIZ 10 INT 13 POW 11
DEX 11 APP 12 EDU 05 SAN 55 HP 12

Damage Bonus: none.

Weapons: M1859 Sharps .52 caliber carbine 32%,
1D10+4 damage

M1860 Colt .44 Army revolver 32%, damage
1D10+2

Fist/Punch 63%, damage 1D3+db.

Skills: Climb 42%, Dodge 26%, English 50%, First
Aid 33%, Hide 25%, Jump 42%, Listen 48%,
Locksmith 20%, Navigate (Land) 33%, Ride 53%,
Sneak 37%, Spot Hidden 47%, Swim 37%, Wood-
craft 54%.

“Bill” Tutwiler is the fourth son of a farm family from Alton, Illinois. With only dim prospects of an inheritance, he enlisted in the cavalry. Deeply religious, Bill has never killed a man, nor fired a shot in anger; he hopes that when the time comes, God will forgive him his sin. While Bill would dearly love to write home, as some of the other men do, he is illiterate. Bill has unruly blonde hair and clear blue eyes. His hands are callused from hard physical labor.

Private John Cousins, Age 23, Unlucky in Love

STR 11 CON 09 SIZ 14 INT 13 POW 10
DEX 11 APP 09 EDU 08 SAN 50 HP 12

Damage Bonus: +1D4.

Weapons: M1859 Sharps .52 caliber carbine 49%,
1D10+4 damage

M1860 Colt .44 Army revolver 29%, damage
1D10+2

Fist/Punch 53%, damage 1D3+db.

Skills: Accounting 35%, Climb 41%, Dodge 26%,
English 40%, First Aid 37%, Hide 27%, Jump
31%, Listen 49%, Locksmith 41%, Navigate
(Land) 34%, Ride 48%, Sneak 32%, Spot Hidden
47%, Swim 31%, Woodcraft 27%.

Before the war, John was a bookkeeper in Quincy, Illinois. He enlisted in the cavalry

to escape (even temporarily) a bad marriage and a pregnant mistress. As a result, he has developed a fatalistic, but by no means suicidal, philosophy to the war. John wears spectacles and a thick beard which disguises a childhood scar on his chin.

Private Robert Bayard, Age 19, Baby-Faced Follower

STR 14 CON 16 SIZ 12 INT 13 POW 13
DEX 13 APP 09 EDU 10 SAN 65 HP 14

Damage Bonus: +1D4.

Weapons: M1859 Sharps .52 caliber carbine 47%,
1D10+4 damage

M1860 Colt .44 Army revolver 42%, damage
1D10+2

Fist/Punch 67%, damage 1D3+db.

Skills: Climb 51%, Dodge 28%, English 50%, First Aid
41%, Hide 26%, Jump 28%, Listen 38%, Navigate
(Land) 39%, Ride 44%, Sneak 29%, Spot Hidden
54%, Swim 38%, Throw 47%, Track 62%.

A farm boy from Quincy, Illinois, Robert enlisted because his parents deemed it his patriotic duty. He hasn't seen much real action, and he's not sure he wants to, 'specially not under the command of an upper-class twit whose father got him a commission. He spends much of his free time writing letters home. Bayard is freckled and looks younger than his years.



PRIVATE BAYARD

A Hard Road to Travel

Corporal Patrick Hayes, Age 22,
Patriotic Cobbler

STR 10 CON 16 SIZ 11 INT 10 POW 10
DEX 10 APP 10 EDU 10 SAN 50 HP 14

Damage Bonus: none.

Weapons: M1859 Sharps .52 caliber carbine 68%,
1D10+4 damage

M1860 Colt .44 Army revolver 36%, damage
1D10+2

Fist/Punch 57%, damage 1D3+db.

Skills: Bargain 23%, Climb 43%, Dodge 25%, Eng-
lish 50%, First Aid 37%, Hide 21%, Jump 43%,
Listen 31%, Navigate (Land) 39%, Ride 45%,
Sneak 24%, Spot Hidden 26%, Swim 37%, Track
31%.

“Paddy” Hayes was a shoemaker in Coat-
sburg, Illinois, when he answered the call
to arms. A cousin in Virginia fights for the
Rebels, and Hayes worries that the divisive
nature of the conflict will linger long after
the war has ended. A photograph of his wife
and young son keeps him company during
the long, lonely hours on the trail. Hayes is
heavysset, with a shock of red hair and a lan-
tern jaw.

Sergeant Nicholas Webb, Age 34
Experienced Father-Figure

STR 15 CON 18 SIZ 12 INT 10 POW 08
DEX 12 APP 15 EDU 12 SAN 40 HP 15

Damage Bonus: +1D4.

Weapons: M1859 Sharps .52 caliber carbine 43%,
1D10+4 damage

M1860 Colt .44 Army revolver 41%, damage
1D10+2

Fist/Punch 52%, damage 1D3+db

Fighting Knife 42%, damage 1D4+2+db.

Skills: Accounting 21%, Art (Harmonica) 47%,
Climb 41%, Dodge 27%, English 60%, First Aid
32%, Hide 44%, Jump 26%, Library Use 52%,
Listen 41%, Navigate (Land) 24%, Ride 40%,
Sneak 39%, Spot Hidden 61%, Swim 32%.

Webb was made sergeant because he was
one of only a handful of men with military

experience, hav-
ing served in the
militia prior to
the war. He wor-
ries that Fry will
crumble when the
going gets tough,
but Webb knows
it's his duty to
support the lieu-
tenant. Consid-
erably older than
most of the re-
cruits, Webb feels a paternalistic sense of
duty to them. At night, around the campfire,
he plays his harmonica to soothe the men.
Webb is famous in the 3rd Illinois Cavalry
for his bushy handlebar moustache.



SERGEANT WEBB

2nd Lieutenant James Fry, Age 28,
Privileged Son with Something To Prove

STR 13 CON 14 SIZ 10 INT 15 POW 11
DEX 11 APP 13 EDU 17 SAN 50 HP 12

Damage Bonus: none.

Weapons: M1860 Colt .44 Army revolver 44%,
1D10+2 damage

M1860 light cavalry saber 47%, 1D8+1 damage

Fist/Punch 51%, damage 1D3+db.

Skills: Climb 49%, Dodge 25%, English 85%, First
Aid 32%, Hide 26%, History 61%, Jump 31%,
Library Use 57%, Listen 45%, Military History
58%, Navigate (Land) 46%, Ride 49%, Sneak
40%, Spot Hidden 49%, Swim 34%, Throw 23%.

The son of a state legislator, Fry was born
in Carthage, Illinois, but spent much of his
time in Springfield, the state capital. Fry
knows the men think he was made an of-
ficer through his father's influence, and he's
anxious to prove his mettle in the field. Fry's
height, which is below average, gives him a
stocky appearance.



TIME AFTER TIME

By Brian M. Sammons

This scenario is unlike others in this book as it deals with two different eras, unavoidable investigator deaths, and multiple identities. It is designed to confuse the players and keep them guessing, until the very end where the keeper will have the option of letting them win, or giving them a truly Lovecraftian “bad” ending.

KEEPER'S INFORMATION

The investigators in this scenario come from a distant future (2637) where interstellar travel is common place. The characters are all members of the Counsel for Space Exploration, or the C.S.E. During a survey of a far off alien moon, the investigators ran into the mi-go and were captured. That was many years ago. Since then the mi-go have kept the bodies of the original crew in cryogenic storage. Through the use of cloning they have made countless copies of the humans. Some of these clones are used as simple labor, and are essentially mindless drones, while others are exactly like the originals and are the subjects of bizarre scientific experiments. The players in this scenario will be playing the part of clones, although at first they won't be aware of it. They'll also begin as part of a mi-go experiment into dreams, and a study

on how mankind deals with the forces of the mythos.

The investigators will first be playing as a soldier, a scientist, and a group of federal agents of the United States government set in 1954, investigating a small American town believed to be infested with communists. This first section is meant to be brief, misleading, and to kill each and every investigator as horribly as possible. This is because they won't really die and, because of a technical malfunction, they will awake in the real world. Once there, they will have to uncover where, when, and even who they are. Because of this, all investigators will still have their 1950s persona and will keep that identity and the skills associated with them, even when it becomes apparent that it was all a lie.

The second part of this scenario is set in a mi-go base on an alien world. The good news is that there aren't that many mi-go there, as the base has largely been automated thanks to the human clones. The bad news is that the players' clones will have to find out about themselves, try to escape, and possibly free their sleeping “real” selves.



BUT FIRST, LET US BEGIN IN 1954...

ALISON BAY, FLORIDA, 1954

When the investigators arrive in the small coastal town they do so as discreetly as possible. Their car is a nondescript, four-door sedan, they are all dressed in civilian clothes (even the army colonel) and their weapons are to remain out of sight until absolutely necessary. Ideally this is an intelligence gathering expedition and the group's initial orders are to contact a man named Lawrence Stucky, a concerned citizen that first tipped off the FBI to the possible commie plot. Special Agents Morris and Bateman have met Mr. Stucky once before, outside the town, and only briefly, but both men know the directions to Mr. Stucky's home.

THE STUCKY RESIDENCE

Mr. Stucky lives in a small wooden house with a peeling, sun-faded brown paintjob. The lawn outside is overgrown and neglected, as does the tiny, withered orange tree in the center of the yard. The one thing this house has going for it is a beautiful view of the Atlantic Ocean. Lawrence's old, rust-speckled Packard is parked in the yard's dirt driveway.

Approaching the house, the investigators notice the front door has been bashed in. Upon entering all looks normal at first, except for two things. A lamp in the front room has been knocked over, and in the single bedroom at the rear of the house, the bed is unmade with the covers spilling onto the floor. Lawrence Stucky is nowhere to be found. A **Spot Hidden** in the bedroom discovers a few dried drops of blood

on the carpeted floor. A successful **Biology** or **First Aid** roll will determine that the blood is probably two, maybe three days old at most.

Further exploration of the house discovers a small darkroom for developing photographs. At seeing this, both agents Morris and Bateman remember that Stucky mentioned he was a photojournalist in the Pacific during the last war. This darkroom is in a shambles, showing obvious signs of having been searched and a camera lies smashed in a corner.

A comprehensive search of the house for clues requires another **Spot Hidden** to notice faint scrape marks on the floor of the kitchen that shows signs that the refrigerator has been moved back and forth recently. Checking behind the fridge discovers several horrific dust bunnies (SAN 0/1...just kidding) and a manila folder containing many black and white photos.

One series of photos shows several different people milling about a large, dockside warehouse with DeShane's Cannery painted on the side of the building. There is nothing overtly sinister about these photographs, but there is an oddity. Three of the pictures show an open-topped truck parked next to the warehouse with something large in the back of it covered by a tarp. Another photo shows several men standing around the truck, and two men in its back bed, lifting the tarp to look at what's underneath. The object under the tarp is much bigger than a man but is indistinct in the photo. It is glinting under the bright Florida sun, meaning that it's reflective and most likely made of either metal or glass. The third photo shows a forklift truck moving the object, again covered by its tarp, into the cannery building.

The second set of photographs are difficult to make out. They show several dark silhouettes and a large, whitewashed



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building. The photos were taken at a distance and at night, so **Spot Hidden** rolls are needed to gather clues from the pictures. One successful roll identifies the building as a church (and later a drive around Alison Bay reveals that church to the town's First Baptist Church). A second successful skill check and the dark silhouettes appear to be men and women in long, dark colored robes, forming a procession into the church. A third and final **Spot Hidden** roll (at -10%) sees that the one leading the congregation into the church appears to be very tall, at least seven feet tall, but hunched over and carrying a long staff in front of him with some sort of idol or icon on its top. While it's impossible to exactly see what tops the staff, it is clear that it's neither a cross nor crucifix.

Lastly, if Dr. Cross thinks to use his Geiger counter here, both the photographs and Lawrence's broken camera have slight traces of elevated radiation on them.

RUNNING THE 1954 INVESTIGATION

It is important to remember that this part of the scenario is designed to be brief. It is only meant to get the players to think one way and then surprise them with something totally different. Also, to give them all horrible, hopefully upsetting, deaths and then to show that even that was fake. As such, for the sake of brevity, the town of Alison Bay is not covered in great detail. Two important locations are covered, those being the First Baptist Church and DeShane's Cannery. The rest of the town is left for the keeper to fill in as necessary.

Outwardly Alison Bay is a Norman Rockwell painting, albeit one with sandy beaches and palm trees. There's a feeling of that famous 1950s "all's right in America" optimism, tinged with the ever present threat of

THE FBI'S HIDDEN ARSENAL

Inside the trunk of the investigator's car are the following items.

- * 1 first aid kit (+5% to First Aid)
- * 2 flashlights
- * 2 pairs of binoculars
- * 2 Remington 12-gauge pump action shotguns
- * 2 Thompson submachine guns with 30 round magazines
- * 50 12-gauge shotgun shells
- * 200 .45 rounds

commies and nuclear annihilation and, just beneath that, something more sinister and dark. If the keeper wants a good guideline for Alison Bay, think of Innsmouth, after all, the mi-go that programmed this virtual reality world used that town as a blueprint. Most of the townsfolk are normal, albeit frightened and secretive. Many of them know that "something" bad is happening, but they don't know specifics. Most people won't speak to the investigators, regardless of their governmental authority, out of fear of what might happen to them if they do.

There are quite a few human cultists of Dagon in Alison Bay. The next most numerous threat would be deep one hybrids, of which there are around twenty or so. There are only a few full-blooded deep ones in town, acting as liaisons between the humans and their underwater city, and they will only make their presence known if it's absolutely necessary. Lastly there are a few surprises in the church and the factory, but those are discussed in detail later on. For more information on Innsmouth and how to run a deep one-tainted town, see Chaosium's excellent

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book; *Escape From Innsmouth* or read H.P. Lovecraft's; "The Shadow Over Innsmouth"

The keeper should decide when this part of the scenario is over, and by over I mean when the investigators all die and then wake up in the future on an alien world. The best places for the players' characters to die are the church and the cannery. All the investigators can die at once, in one location. They might survive investigating the first place only to get creamed at the second. Half can die at one location, and the other half at the other. Perhaps some perish and the rest try to flee, only to find the town sealed off and the cult hunting them. The choices are left up to the keeper, as the 1950s part of this scenario can be as long or as short as they wish.

Finally it is important to point out that only after all of the investigators have died in Alison Bay do they wake up on the alien world. Don't let half of the players in on the "joke" before the others. Let those that die first think that their characters are really gone. It will make the payoff so much the better if the realization of what happened to them hits them all at the same time. If one of the investigators dies early on, the keeper may even suggest that they make a new character for the scenario, but then don't introduce that character, and be sure to give the player his or her original character back once the second half of this scenario starts. This might seem cruel, having the player create a character for nothing, but it will give them something to do while the others continue investigating and will make for a bigger surprise when their thought-to-be-deceased character wakes up in the future.

THE FIRST BAPTIST CHURCH

This large, white building is located on the edge of town, near a beach, overlooking the ocean. This is where Alison Bay's Cult of

Dagon practices their dark rites. Outside the church appears normal except that the doors are always locked and the windows are covered from inside by thick drapes. Most days and nights the church is mostly, but not entirely, empty. Twice a week the cult gathers in mass to worship. Unless the investigators want to go in guns blazing, it is assumed they will investigate this location not on a ritual night.

The church's front door is barred from within and can't be opened from outside short of breaking it down. There is a back door to the building on the side that faces the ocean that has a normal door lock and it can be opened with a successful **Locksmith** roll. This door opens into a small kitchen where nothing out of the ordinary is found. The kitchen has a door to the basement (more on that later) and one leading into a hall. The hall connects to a meeting room, a storage room, and the large main room of the church where the congregation gathers to worship. The meeting room has only a desk and few chairs in it and the storage room is filled with boxes of bric-a-brac. However, searching the storage room discovers all of the church's crosses, hymn books, and other Christian religious items piled in a corner and covered with a tarp.

In the church's main room there is evidence of where crosses and other icons once were, but they are now gone. At the front and center of the room are two furnishings of interest. One is a large stone altar. Its dimensions are that of a single person bed, it has been greatly weathered by water and stinks of the sea. There are figures and runes carved into it, barely discernible. While the runes are indecipherable, close inspection of the carved figures reveals them to be fishermen worshipping a huge fishman. A **Cthulhu Mythos** roll identifies the figures as deep ones worshipping Father Dagon. Even if



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the figures are not identified, getting close enough to the altar to make them out costs **0/1 SAN**. Finally, on top of the altar are four thick leather straps and innumerable bloodstains. While it is obvious that this altar was used for dark deeds, a successful **Medicine** roll determines, thanks to the arrangement of straps, that the focus of the blood would be centered on a person's groin. This is where human mothers give birth to their tainted children, and costs **0/1 SAN** to anyone figuring this out.

The other oddity in this room is the church's old pulpit. The cross on its front has been torn away, and resting on its top is a well-worn book called, *Hymns To Dagon*. Anyone just opening the book's cover is in for a nasty surprise. In their mind's eye they see a bright flash of light and then they will stumble to the floor. In an instant that character has absorbed all of the book's knowledge, granting +10% Cthulhu Mythos; the spells Attract Fish, Contact deep one, Contact Father Dagon, Contact Mother Hydra;

and costing them **1D6/2D6 SAN**. Examining the book after the "mind flash" discovers that its pages are blank. This book, like everything else in this 1950s reality, isn't real, only a virtual-reality construct. The mi-go created the book to quickly impart the relative data without a person having to waste time reading it. This is a clue to the investigators that all is not what it seems here, but without further information they will only have more questions.

Death at the Church

If the keeper is looking to kill of some investigators at the church, the building's basement is the key. Down there is a large room, and a smaller room at its back. In the center of the large room is a big hole covered by a metal gate and the smell of the sea wafts up from it. Beneath the gate are a pit and a tunnel that runs underneath the nearby beach to the Atlantic Ocean. That tunnel was dug by the pit's inhabit, a shoggoth. The

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A DEEP ONE AND HIS SHOGGOTH

Xiltha'Rhil, Huge deep one and Dagon Priest.

STR 20 CON 15 SIZE 20 INT 13
POW 16 DEX 09 HP 18
Move 8/10 Swimming

Damage Bonus: +1D6

Weapons: Claw 50%, 1D6+db damage
Staff of Dagon 61%, damage 1D6+db+special

Armor: 2-points of skin and scales

Spells: Attract Fish, Cause/Cure Blindness, Command Shark, Contact deep one, Contact Father Dagon, Contact Mother Hydra, Create Mists of Releh, Flesh Ward.

Equipment: The Staff of Dagon is attuned to the freezing waters that make up its lords' domain. As such, anyone struck by it takes an additional 1D4 points of freezing damage unless wearing heavy winter gear. Additionally, they must match their POW versus the staff's POW of 15 on the Resistance Table. Failure means that the victim is under the effects of the Breath of the Deep spell.

Sanity Loss: 0/1D6

The Shoggoth

STR 65 CON 43 SIZE 87 INT 5
POW 9 DEX 3 HP 65
Move 10 Rolling

Damage Bonus: +8D6.

Weapons: Crush 70%, damage is db.

Armor: none, but (1) fire and electricity do half damage; (2) physical weapons such as guns do only 1 point of damage; (3) Shoggoths regenerate 2 hit points per round.

Spells: none.

Sanity Loss: 1D6/1D20.

basement's smaller room is where the high priest of the Dagon cult resides, a hulking deep one named Xiltha'Rhil. A tunnel, also dug by his pet shoggoth, likewise connects this room to the ocean.

The shoggoth is the cult's handyman (making tunnels wherever needed), guardian, and garbage man, as it eats the bodies of the cult's enemies. It will attack investigators on sight, or if commanded to do so by Xiltha'Rhil. The gate over its pit will not slow the giant beast down at all. As for the deep one priest, he stands well over seven feet tall, is a seasoned warrior of the deep, and wields the Staff of Dagon. These two should prove lethal to the investigators, but if the keeper wants more enemies to join the fray, several cultists (both human and hybrid) can be down here discussing things with Xiltha'Rhil, or they could have seen the investigators breaking into the church and come creeping into the basement behind them.

Anyone surviving this encounter and managing to search the basement finds nothing of interest other than the foes they just faced and poor Lawrence Stucky's half digested corpse floating in the shoggoth pit.

DESHANE'S CANNERY

This rust-speckled warehouse is located on wharf, two miles south of the First Baptist Church. The stench of dead fish the building radiates can be smelled over a mile away if the wind is right. It is a large building of brick and metal, surrounded by a twelve-foot-high fence, topped with barbed wire. A single paved lane leads into the plant, passing through a gate and next to a security building always manned by at least one armed guard. This guard, like everyone else that works here now, is a Dagon cultist. The factory's fish canning days are over, it is now used by the cult to imprison humans unwilling to mate with deep ones on their own



Time After Time

accord, and as a safe place to study their latest discovery: a pyramid made of strange grey metal measuring over fourteen feet on a side. This pyramid was recently found on the ocean floor, where it had rested since the Middle Ages.

Anywhere from a dozen to two dozen cultists will be found at this location at any given time. Those outside will be human, those inside the building will be a mix of human and hybrids. There might even be a few deep ones found inside for good measure. The bulk of the warehouse is one big room, that being the factory floor. There are a few offices in back and a stairwell leading to a basement where rotting supplies are kept, as are any prisoners of the cult. There are currently five prisoners down there in various stages of madness and/or pregnancy.

The center of the factory floor has been cleared and the sizable pyramid has been placed there. This structure is what has been emitting the radiation that Cross' Geiger counter may have picked up. The pyramid is a trans-dimensional vehicle used by the insidious insects from Shaggai that crashed in the Atlantic Ocean hundreds of years ago. While smaller than the normal shan temple ships, this one still held dozens of shan within. Being unable to move their ship in Earth's atmosphere, the shan were trapped at the bottom of the sea, where boredom and their sadistic tendencies got the best of them. Within a hundred years, with no one to torture but themselves, the shan were all but dead...but



their eggs remained in suspended animation. Now that the deep ones have found the vessel and brought it to the surface, the eggs had hatched and there are once-again living shan inside the pyramid, watching and waiting.

Death at the Cannery

Death can come in many ways at the cannery. First and foremost is the Cult of Dagon. The keeper can have as many cultists and/or deep ones here as they wish, and more can join the fight as it progresses. The cultists also keep a large stockpile of weapons here so they will always be well armed.

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CULTIST, DEEP ONES, AND SHAN

Six Human (and Hybrid) Cultist

	STR	CON	SIZ	INT	POW	DEX	HP	DB
1	12	16	12	10	13	09	14	+1D4
2	11	13	10	12	09	12	12	0
3	13	10	13	08	12	14	12	+1D4
4	08	10	11	13	11	13	11	0
5	14	12	10	10	12	15	11	0
6	16	13	13	09	10	10	13	+1D4

Weapons: Fist/punch 50%, damage 1D3+db

Club 35%, damage 1D8+db

Axe 30%, damage 1D8+2+db

Knife 45%, damage 1D6+db

.38 Revolver 30%, damage 1D10

Hunting Rifle 40%, damage 2D6+4

12-gauge Pump Shotgun 40%, damage 4D6/2D6/1D6

Deep One Hybrids have identical stats as humans, except to see one causes 0/1D4 SAN.

Six deep ones

	STR	CON	SIZ	INT	POW	DEX	HP	DB
1	15	10	15	13	10	10	13	+1D4
2	18	13	16	12	11	12	15	+1D6
3	16	11	16	10	12	11	14	+1D4
4	13	14	14	13	13	14	14	+1D4
5	17	12	17	10	12	11	15	+1D6
6	16	12	15	09	11	13	14	+1D4

Weapons: Claws 40%, damage 1D6+db

Hunting Spear 45%, damage 1D6+db.

Armor: 1-point skin and scales.

Sanity Loss: 0/1D6.



A Sample Shan

(repeat as needed)

STR 2 CON 2 SIZ 1 INT 18

POW 18 DEX 30 HP 2

Move 4/40 Flying

Damage Bonus: N/A.

Weapons: Meld into Brain* 60%, damage is slow insanity

Nerve Whip 50%, damage special.

*The first time a Shan melds into a person's brain costs that person 0/1D4 SAN.

Armor: none.

Spells: Call Azathoth, Cloud Memory, Dominate, Dread Curse of Azathoth, Enthral Victim, Implant Fear, Wither Limb.

Equipment: The Nerve Whip is a small technical device that shoots out a beam of light. When struck, match the shan's magic points against the target's magic points. If the shan wins, the target is overcome with agony and can do nothing but writhe on the ground until the weapon is turned off. If the target wins, then they are still in pain and skills are reduced by 20% 24-CON hours. The attack may be renewed each round.

Sanity Loss: 0/1D6.



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Then there are the insects from Shagai. They may already have implanted themselves in the minds of the cultist. Perhaps they might simply be waiting to strike in mass at the best possible time, like when the investigators and cultists are in the middle of a fight. The pyramid holds as many shan as the keeper wants and it is armed with a death ray that strikes at 70% for 6D10 points of radiation damage. This ray can fire once every three rounds.

DEATH COMES AT LAST...

All the investigators must die in the 1950s scenario in order to awaken in the future. The death of the last surviving investigator should be especially bloody and brutal. After that, the last character to die awakens screaming and naked on a metal table. It was that investigator's violent death that created a glitch in the system and caused them to wake up.

Around the investigator are five other metal tables, upon each lays a naked person apparently asleep. Each person is completely hairless and a strange, organic looking tube runs from the table into the top of their heads. Feeling their own head, the investigator discovers they are also hairless and a tube is plugged snugly into the top of their own skull (0/1D4 SAN). Other than the tables and the characters, the room is devoid of furnishings or occupants. The walls, floor, and ceiling are seamless and made out of the same dull grey metal as the tables.

Unplugging the tube from their head allows the investigator to get off the table and examine the others lying around them. Pulling the tubes out of the sleepers' heads instantly awakens them. Upon realizing that they're not dead, each investigator gains +1D6 SAN. Each character resembles their 1950s era persona but they are now bald

and naked. There is nothing in this room to make clothes out of, or any items to use as weapons. Examining the heads of each other finds identical holes in the top, about one inch in diameter, covered by a sphincter of flesh to keep it closed when tubes are not jammed into it. Investigating these holes, and wondering what they are used for and how they came to be, costs 0/1D4 SAN, except for the first investigator to awaken that already paid the price for this discovery.

Exploring the room finds no clues, but uncovers a section of the wall a few shades lighter in color than the rest of the surroundings. Simply approaching that area causes the wall there to shimmer, then liquidly open up like ripples in a pond. Congratulations, the investigators just found the door. Outside of the room is a hallway with similar lightly-colored sections of wall spaced every so often, representing doors. Once the investigators leave the room they woke up in and enter the hall, another of these doors opens up a few feet away from them. At this point, the keeper should chose an investigator at random. Whoever was chosen, their exact double has just stepped into the same hall, but from a different room.

SEND IN THE CLONES

As the investigators explore the mi-go base they will run into numerous clones of themselves. The first investigator to bump into themselves loses 1/1D8 points of SAN. The other investigators, having had a chance to prepare for the shock, lose only 0/1D6 the first time they meet their own clone.

There are two types of clones in the mi-go base; mindless drones and those with identities and free will. All of the clones that are active and walking about are drones.

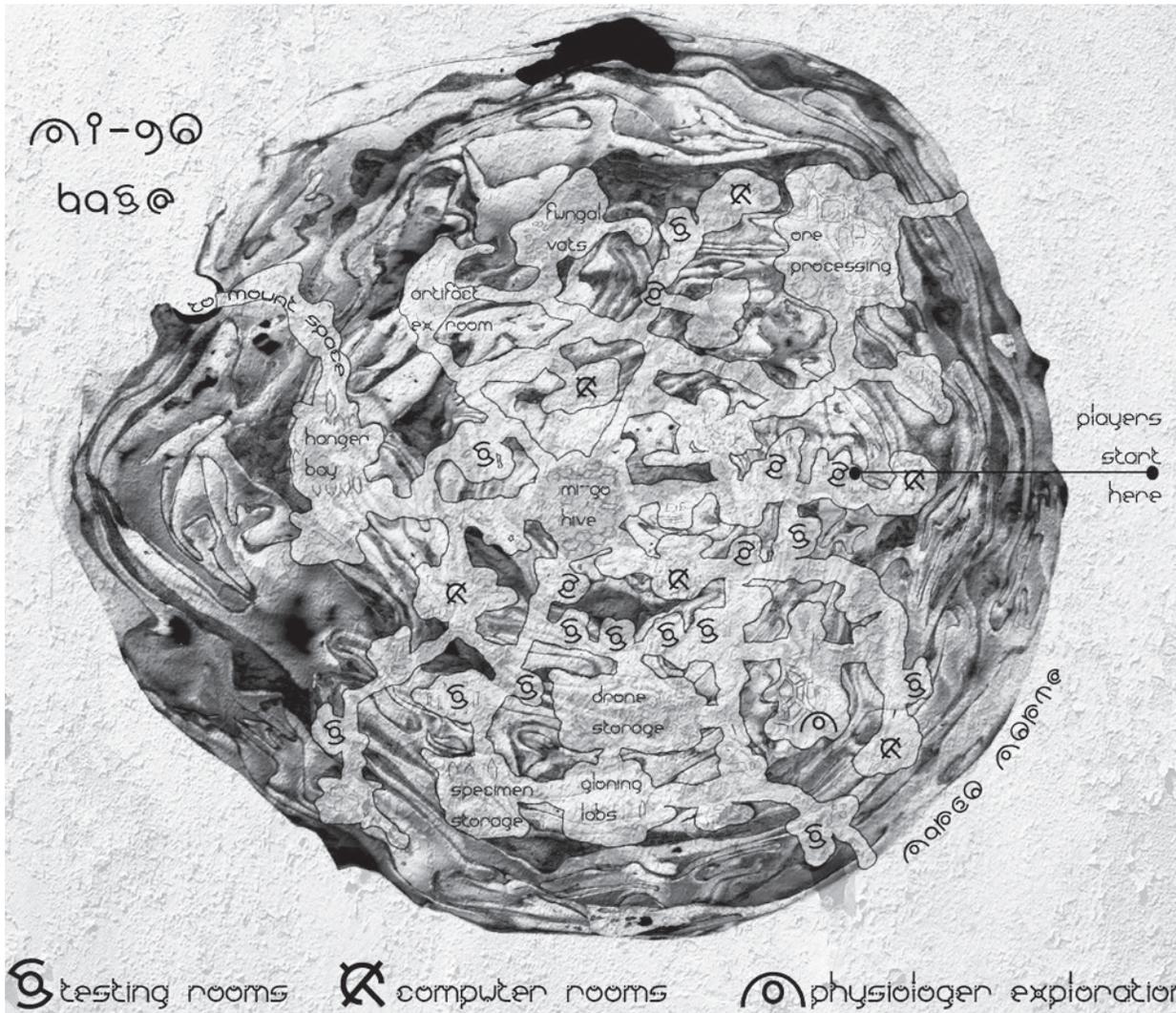
Time After Time

They are easy for the mi-go to program and control and they perform menial, repetitive tasks. They also share a hive mind. What one sees, they all see. The investigators represent the other kind of clones, those with actual minds. These clones are test subjects for the mi-go. They retain the ability to think for themselves because there's no point to running mental tests on mindless drones. Unfortunately for the investigators, all of the other free-thinking clones in this base will be plugged into various tests, just as they once were. The difference between them and the rest is that the other clones' tests will still be running, and therefore they

will be inaccessible and unable to help in anyway. Unplugging a clone from any test causes them to instantly die screaming and costs **0/1D4 SAN** to the one that did the unplugging. The only reason the investigators were able to unplug themselves without dying is because their test had a critical error and had stopped running on its own.

The drone clones will ignore the investigators as long as they don't draw attention to themselves. The drones will not talk or respond in any way. If one is restrained bodily, it will sedately wait until let go and then return to whatever task it was previously performing. There are several actions

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the investigators may do that will draw attention and thereby raise an alarm in the base. Some of these actions are listed in the preceding sections where the investigators are likely to perform them, but if the investigators attack a clone then an alarm will instantly be raised because of the hive mind they all share. Additionally, if the investigators try to detain too many clones at once, perhaps rounding them up and locking them in a room, then there is a cumulative 10% chance per clone that an alarm will sound.

Once an alarm is raised, the drones will attack the investigators with increasing violence. At first the drones will attempt to grapple, hold, and detain the investigators until the mi-go masters show up. Once four or more clones have been disabled or killed, the remaining drones will attack with melee attacks and a special subset of drones will begin to appear: guards. Guards are identical to drones but they carry advanced mi-go weaponry and in some cases have been physically altered to use those weapons proficiently. Lastly, if the investigators continue to make nuisances out of themselves, the mi-go will get directly involved.

One last thing, while the investigators all have the mindset of people from the 1950s and probably won't know what a "clone" is, they still may grasp who and what they are. If the investigators figure out that they too are simply clones, an idea that is



CLONES

likely to occur to them at some point, then they lose 0/1D6 SAN for the revelation.

EXPLORING THE BASE

The investigators now have a large and frightening place to explore but, luckily for them, it's undermanned and underused. The mi-go have mined most of the strange ore from this moon and have started getting bored with testing the same six humans over and over again. This is important to remember as it gives the investigators a fighting chance at survival. There should always be plenty of empty, unused, or forgotten rooms

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for the group to hide in. Even if they totally upset the mi-go hive by killing some of the mi-go, there are few of the aliens left here and the clone drones don't make the greatest search party. They should always be able to find someplace safe to rest.

Testing Rooms

These rooms are identical to the room the investigators woke up in. In each room anywhere from three to six clones will be plugged into various tests. Most lay plugged into tables just as

the investigators were, but some tests can be far more elaborate if the keeper desires. Occasionally, drones will enter these rooms to inject chemicals into the heads of the test subjects, or remove strange fluids from their bodies. As long as the investigators don't get in the way of the working drones, no alarm will be raised here. Even if they unplug the tests subjects, no alarm will sound, but the clone will die.

TIME PAPERS #1
A HAND DRAWN MAP OF
THE MI-GO BASE



Time After Time

HEALING DISPENSER

This tool is in actuality a wingless, legless, baby mi-go, genetically re-engineered to provide a quick, scar-free, post-op suture. The dispenser is small, about six inches in length. All excess brain matter (any not needed to keep it alive and do its job) has been removed, and the grotesquely pinkish body tends to bloat between uses. Squeezing the creature about the middle causes it to secrete an enzyme enriched with organic fungal nanites capable of near-instantaneous healing. These creatures are good for five uses per twenty-four hours, but they are ravenously hungry and will die within a day without the mi-go's strange other-dimensional food (the "yellow goop"). Each application of the creature heals 1D6 hit points. **SAN** loss for using this creature is **0/1D2**. These items can be found in various testing rooms in the mi-go base.

MIST PROJECTOR

A cluster of twisted metal tubes projecting a cone of icy mist in a fat cloud about ten feet across. The mist looks like thick white fog, and is intensely cold. The mist does 1D10 points of damage per round of exposure, less one point if dressed in warm clothing, or three points for thick, arctic clothing. The weapon's projection can be sustained, mi-go generally mist over a target for several rounds, ensuring the death of unprotected humans.

An investigator can figure out how to use this weapon with a successful **Idea** roll. The base chance of firing the weapon is 25%. Because the mist travels much more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement can dodge the slow-moving mist streams with a successful **DEX** x3 or **INT** x3 roll. The weapon carries enough charges for twenty shots, each potentially lasting an entire combat round.

MINING LASER

More a tool than a weapon, this long metal wand with a glowing red crystal on one end and a hose and backpack-like attachment on the other can be used to cause grievous wounds. If the crystal is used to touch a target, or pointed at them within distance of a foot or less, it does 3D6 points of heat damage. This laser is so intense that it ignores armor and can cut through almost anything. The laser can be used at some range, but the beam quickly becomes defused and its heat lost. At two feet distance the damage is 2D6, at three feet it's 1D6, and past three feet it is ineffectual. This bulky tool weighs over thirty pounds with its backpack energy source and can be used one hundred times before needing a recharge. Most found lasers are never fully charged. After each squeeze of the trigger, the mining laser enters an automatic cooling cycle that last for one round, so it can only be fired every other round. The laser can be used to sustain a beam of light if the trigger is held down, as that is how it's used for mining, but each round it is in use uses a charge and after four rounds of sustained use, the focusing crystal begins to overheat. Every round after the fourth there is a cumulative 20% chance that the crystal will explode, doing 6D6 damage to everyone within five yards. Using the laser as either a melee or ranged weapon has a base chance of 25%.

Time After Time

Physiology Exploration

The keeper must choose three investigators should the group enter here. Within this special test room the chosen three will find copies of themselves in various gruesome states of dissection. One has its head separated from its body, the two parts connected together with tubes and wires. The eyes in the face are alive and look about in desperation. Another clone lies on a table, its chest cavity opened up and all its organs have been removed and now float in the air above it. Green rays of light connect each organ to the gaping hole in the chest. It is clear that each organ is still alive and functioning. The third subject floats in a vat of greenish liquid and it is grossly misshaped and covered in grey, fungus-like growths, the result of implanting mi-go DNA within a human. For the three that see copies of themselves in such a state, they lose **1/1D6 SAN**. The other investigators only lose **0/1D4 SAN**. Should the investigators decide to put these poor test subjects out of their misery, no alarm will be raised and the group will regain +1D6 SAN for their compassion.

DIARIES OF A MAD CLONE

These encounters can pop up wherever and whenever the keeper wants. They can be in unused rooms, active test rooms, even in hallways. They are meant to provide clues, perhaps dread, and sometimes even aid to the investigators. Essentially these will be messages scrawled on the walls and floors with various fluids. The messages could be written in blood or feces, or strange glowing mi-go chemicals. The diary entries remain because the drones don't notice them and the mi-go rarely, if ever, come into this part of the base anymore. The messages also

Time Papers #2

2-9-2482

15:47

Picked up strange readings on long range scans of a small moon, designated Delta 4 in the Arelius Quadrant. High levels of unknown metal and electromagnetic spikes detected. Setting course to investigate. ETA: 18+ hrs. Time to mandatory return to LRP 12: 16 days, 12 hrs. All systems normal, crew in fine health.

Cpt. T. Snyder.

-end report



prove that the investigators were not the first to break the mi-go mind control.

The keeper can make up diary entries to impart whatever information they wish to the players, or they can use some of the suggested entries below.

- ★ “Can you read this? If so then you can think and that means you are like me, not them. You may be very much like me. Careful of others. Leave them alone and they’ll leave you alone.”
- ★ “Don’t unplug the sleepers, you’ll just kill them. I killed myself today.”
- ★ “You can eat the smelly, gray goop in the vats. Tastes awful but edible. Don’t eat yellow goop. That is the things’ food. It will kill us.”



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- * "I saw myself today, the real me I think. I was with others in big tubes, sleeping and frozen. Stirred up memories. Were we friends? Something about a ship. Had to run away, one of the things was in there. They always seem to be in there. Be careful if you go to see yourself."
- * "Lots of empty rooms here, I don't think this place is used much. Empty rooms are good to hide and sleep in. Keep your eyes open for them."
- * "Is anyone reading this? I never see anyone like me, anyone thinking. If you are

like me then you can act like the others. Walk slowly and don't talk. I can even walk past the things now but I stay away to be safe."

- * "Don't know how long I've been here. How long awake and thinking. No windows, no clocks. I can't even grow a beard to tell. I think I had a beard once. I remember that. I count days by times I slept but I think I spend days awake. 73 = times slept. Is that days?"

The mad clone can also leave presents for the investigators to find. Some examples are:

- * Glass container of edible grey mold with the message, "Food."
- * A piece of metal fashioned into a crude knife (Damage 1D4+db) with the message, "Use this."
- * A dead and empty mi-go healing dispenser with the message, "These things are living and heal you, but die quickly. Look for them."
- * A mi-go electric gun with 5 charges left with the message, "A weapon of the things, can't get it to work, maybe you can."
- * A hand drawn map (Time paper #1) on a sheet of gold, metal-like material with the message, "Let this guide you."

Finally, the keeper should have one mandatory diary entry. At some point during the base exploration the investigators discover the following message in an unused room.

- * "Room, big mushy thing inside it. Spoke to me for first time. Head hurts bad and I bleed. I know more now, I don't want to but I do. I know what the things are, what I am, who I was. I am never leaving here."

MI-GO COMPUTERS

Fully 20 feet in circumference, this living mi-go appears to be little more than a head sparsely covered with tendrils, the rest of its body dangles behind it like a atrophied husk. This is a mi-go re-engineered to be an organic computer many times more powerful than any man can create. Unable to move about or even feed itself, the computer's purpose is to store information and run test simulations.

STR 1 CON 21 SIZE 32 INT 60
POW 50 DEX 0 HP 27 Move 0

Damage Bonus: N/A

Weapons: N/A

Armor: none, but the non-terrene body causes all impaling weapons to do minimum damage.

Spells: any that the keeper wishes.

Skills: Every Possible Science Skill 99%; Telepathic Communication 95%.

Sanity Loss: 0/1D4

Time After Time

Beneath that last message lies the long dead body of the mad clone. It had used a piece of sharp metal to open up its wrists and bled out. The keeper should choose an investigator. The chosen character and the mad clone are identical and that investigator loses **0/1D4 SAN** for seeing his own suicide. Other investigators lose **0/1 SAN** for the depressing implications of the death.

ARTIFACT EXAMINATION

Here the mi-go study the artifacts of the other life forms they encounter. For the investigators that means clothes, weapons, and perhaps some information. Inside this room is a walk-in closet filled with sets of clothes from various times in Earth's past. Medieval armor (too small for anyone to wear), a yellow Victorian-style dress, a Nazi SS uniform from the 1940s, blue jeans and a black tee-shirt with "Metallica" printed on it and a Russian cosmonaut space suite from the 1980s are just some of the clothes found in here. More importantly are six blue and white jumpsuits that fit the investigators perfectly. Each has a patch on the sleeve showing the Earth and the letters C.S.E over it. Each also has a name. The investigators now know their last names. Sutton was Rushman, Morris is Baker, Bateman is really Vanderberg, Swenson was Hendricks, Cross is Snyder, and Gates was Simmons.

The weapons found in the room range from simple melee to high tech guns. Unfortunately all the guns have limited ammo.

- * Deep One Spear, damage 1D6+db.
- * Medieval Broadsword, damage 1D8+2+db.
- * Rifle Bayonet, damage 1D4+2+db.
- * Flintlock Pistol, damage 1D8, 1 shot remains.

ELECTRIC GUN

This weapon looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. Mi-go fire this weapon by clutching it tightly and changing the electrical resistance of the lump. When activated, the weapon fires a bluish bolt of sparks doing 1D10 points of damage to the target, equivalent to about 220 volts. When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted. Finally, the target must successfully match his or her hit points against the damage done on the Resistance Table, or the target dies of a heart attack. Mi-go take the normal rolled damage (surface burns to the carapace) from these weapons, but do not have electrical nervous systems, and are immune to other damage from electrical charges.

To be able to fire this alien weapon, humans must realign the wires on the electric gun, a feat requiring an **Electrical Repair** roll. Once jury-rigged for human use, the weapon fires uncertainly. Roll 1D6 when attempting to fire: the weapon actually fires only on a result of 1-2. Each fully charged gun is good for ten shots before needing recharging in a mi-go facility. The base chance to use this weapon is 20%.

- * 9mm Luger Pistol, damage 1D10, 4 shots remain.
- * AK-47 Assault Rifle, damage 2D6+1, 16 shots remain.
- * World War 2 Era Flamethrower, damage 2D6+shock, 5 shots remain.
- * (2) 12mm Mass Driver Pistols, damage 3D6, 10 and 8 shots remain.



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Lastly the investigators will find a small plastic device that resembles a modern day cell phone. Unfortunately the mi-go have taken it apart. It will require an **Electrical Repair** roll to fix it and an **Electronics** roll to use it. Upon activation, a text message appears floating above the device in hologram (see Time Papers #2), that tells the investigators, among other things, that Cross/Snyder was captain of their vessel. This device also acts as a homing beacon, leading the investigators to their long forgotten spaceship stored in the mi-go hanger.

DRONE STORAGE

This large room is filled with hundreds of metal booths, each about the size of a coffin. This is where the drones rest and feed via tubes that snake down their throats when they're in the booths. They also have their "programming" updated regularly by plugging wires into the hole in the top of their heads. There can be any number of drones found in here and they will ignore the investigators unless provoked.

One way to provoke them is to tamper with the metal cases found periodically mounted to the walls in this room. These cases house and recharge mi-go weapons for the drone guards to use. The case opens when a guard places his hand to its side where a needle pricks it to test its genetically altered blood. And yes, a guard's hand does not have to be attached or even alive to open these storage lockers. Attempting to open these boxes in any other way will sound an alarm, but they can be opened with either a successful **Electrical** or **Mechanical Repair** roll, or using a crowbar-like item and matching the prying person's STR vs. the case's STR of 18 on the Resistance Table. Each weapons locker contains two Mist Projectors, six Electric Guns, and recharging

stations for both that require an **Electronics** roll to utilize.

Computer Rooms

These rooms are scattered throughout the base, each housing a living mi-go physically altered to become a vastly powerful super-computer. Upon entering these rooms, the first investigator to walk through the door has telepathic connection established between him and the computer, even if it's against their will. Anyone in communication with the computer takes **0/1D4 SAN** loss for the first time and will bleed from the nose while the telepathic link is active.

Simply put, these computers are in the scenario to act as information dumps for the investigators. This is an easy way to provide any knowledge the keeper wants to give to the players. The investigators can learn about themselves, the back story behind this base, how they were captured, where their real bodies are stored, what the mi-go are, how to read the mi-go language, where is their spaceship, how to fly that spaceship, and countless of other topics. Because the possibilities are so limitless, the keeper must decide carefully what information to pass on to the players. If an investigator asks a question the keeper doesn't want to answer, the computer can say "not authorized" or "no data" or something similar. The keeper is ultimately in control of what these computers know. All information is pumped directly into the mind of the person seeking it in a jumble of sounds and images. This causes 1 point of unavoidable **SAN** loss per answered question. Gaining **Cthulhu Mythos** skill from these computers is possible, but costs 1 **SAN** per 1% gained in the skill. Additionally, if a spell is learned in this fashion it costs **SAN** equal to the **SAN** cost of casting the spell.

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The computers are nonviolent and designed to answer questions for any thinking mind. They will not even warn the other mi-go about the rogue clones, but will sound an alarm if attacked. The computers do not have control of the base's functions, so they cannot flood the mi-go hive with poison or thaw out their frozen, real bodies, or any other cool thing the investigators might want to happen. They just store information.

Ore Processing

Here the drones work with large alien machines to refine and smelt the strange ore native to this moon that drew the mi-go here many years ago. Because of the harshness of space, the mi-go do the actual mining, leaving the drones to process the ore. Also, because this operation has been going on for decades, there is very little of the ore left on the planet. Half of this huge room's machines are unmanned and not running. Nevertheless, ten to twenty drones will always be found here, working away with a small number of mi-go miners. These mi-go will be armed with mining lasers and will attack if investigators draw attention to themselves. From one to four mi-go can be found here at any time. There is also an airlock here that opens up into the vacuum of space as this moon has no atmosphere. The mi-go use this to reach the mines, the investigators, not having spacesuits, should avoid it.

The Fungal Vats

In this large room the mi-go grow their yellow extra-dimensional food and the grey mush they feed the clones. Both are fungus-based and grown in large, bubbling vats. Whereas the grey food is edible by humans, the yellow stuff is a POT 20 poison to non mi-go. A dozen or so drones will be found here, tending to the vats, skimming the goop

off the surface of the pools and packing it into tubes that run throughout the base, delivering the food where it is needed. There is always at least one mi-go here taking care of the tedious technical details used to grow the mi-go's special food.

Specimen Storage

This is where the mi-go keep the original bodies of the humans they captured so many years ago in cryogenic suspended animation. There could be other species stored here as well. Ghouls, deep ones, dimensional shamblers, and any other minor mythos monster are likely candidates for the deep freeze. This room is usually free of mi-go unless the aliens are harvesting DNA to create new clones. At such times two mi-go and a drone will be found here. Since unaccompanied drones are not allowed in here, the alarm will be raised at once should the mi-go spot the investigators.

This scenario is written with the assumption that the investigators won't be able to free their frozen selves. This is done to keep things streamlined and to not allow the investigators any allies in their quest to escape. Also, defrosting an entire person without killing them should be beyond the technical abilities of the clones. Trying to revive one of the crewmembers should kill them. They could explode or shatter into a thousand, frozen gory bits, melt into stinking goo as they thaw out, or just never wake up. Doing this costs 0/1D6 SAN to everyone and 1/1D8 SAN to the investigator clone of the now dead crewmember.

However, if the keeper wishes it, then by all means the original crew can be thawed out and active, but the investigators would have to know the mi-go language (learned from the mi-go computer or elsewhere) in order to understand the cryogenic freezers. This option would represent a role play-



Time After Time

ing challenge as original and clone come to terms with each other. Also, each crewmember knows how to fly their mothballed spaceship, so if the investigators never learn this, they will still have a way off this moon. Lastly the crew could be used as backup characters. Should an investigator die, simply let them play the original crewman they were cloned from. All the stats would stay the same, but their skills would change to the following, varied by a few points up and down for each different crew member:

- ★ Astronomy 50%, Biology 40%, Computer Use 65%, Electric Repair 40%, Electronics 50%, First Aid 30%, Mechanical Repair 55%, Physics 40%, Pilot C.S.E Shuttlecraft 60%, and the weapon skill 12mm Mass Driver Pistol 40%.

Oh, and in case anyone asks, the crewmembers' full names are: Hoff Baker, Victor Hendricks, Cutter Rushman, Jorgen Vanderberg, Tyler Snyder, and Kwandel Simmons.

The Cloning Labs

Here are where all of the clones are made. The mi-go harvest DNA from the frozen humans, bring it here, artificially accelerate the aging process, and in a matter of days have a brand new clone. This is also where the aliens do selective DNA manipulation to provide all cones with holes in the tops of their heads for easy plug-in access, and to obliterate all trace of humanity and thinking from the drones.

In this room clones can be found in all stages of growth, from zygote to fetus and child through adolescence and up to full grown, identical copies of the investigators. Thought processes are the last thing to be

added to the clones by the mi-go, so essentially all the clones here are completely mindless. There are also a couple of mi-go scientists in this room at all times. While drones are allowed in this room, and neither fungi is armed, they will sound the alarm should the investigators pique their alien curiosity.

The Mi-go Hive

The base's mi-go reside in this area. It is basically one large room, coated entirely in spongy fungal growth. Growing out of the walls are numerous large, hollowed out fungus buds. These pods are where the mi-go rest. They don't sleep, per se, but

do enter a trance-like state for a few hours every day. Also found here are several mi-go weapons lockers, a mi-go computer, several crystal jars of yellow mi-go food, a small collection of mi-go brain cylinders (empty or full as the keeper desires), and a few amorphous lumps of fungus, metal, and crystal that project holographic images in the air above them. These

lumps are work stations of the mi-go. Here the aliens can monitor and control the base, give orders to the clone drones, contact other mi-go bases far away, and perform various other tasks. However, these computers are coded to mi-go DNA and only work for the aliens.

There will always be from a half dozen to two dozen mi-go in here. While none walk around armed (unless an alarm has been raised) all of the aliens will make a beeline right to the weapons lockers as soon as they see any investigator in here and will raise the alarm immediately. Because of this, it is probably best if the investigators avoid this area entirely.



Time After Time

Hanger Bay

This is the front door to the mi-go base. It's how they come and go when traveling through interstellar space. It is also where the fungi store the craft of those they abduct, including the investigators' spaceship. An entire section of wall is missing here, allowing for an amazing look out at the alien moon and star-speckled space. A pale curtain of shimmering light acts as a force field, one that allows solid matter like the mi-go and the investigators' ship to pass through with ease, but keeps all of the base's oxygen from being blown out into space.

The hanger should always have a couple of mi-go in it when the investigators arrive. If the party is stealthy and careful, the fungi will soon leave and then they will have free run of the room for a short time. This is one area where the drones never go, so if the mi-go spot the investigators at all, they will immediately sound the alarm and attack.

Inside the hanger are three man-made artifacts in storage. A Soviet research satellite from the 1970s, a Crew Exploration Vehicle (CEV) from the USA circa 2020, and the investigators' own shuttle-like spacecraft built in 2550 by the C.S.E. Luckily for the homesick clones, the mi-go studied their ship long ago and put everything back together in perfect order. Even the ship's power source, a nuclear fission power plant, is idling, waiting to give full power.

To escape the mi-go base the investigators had better learned how to fly this ship again. How could they have done that? From the mi-go computer if they asked it. Or perhaps they were able to thaw out one of the original crewmembers that still knows how to fly the ship. Failing that, the keeper can be nice and include a computer prompt saying "Auto Return Flight System (ARFS)" that lists something as CSE:LRP 12 (Counsel for Space Exploration: Long Range Port #12).

Simply engaging this system, if the keeper allows such a thing, will have the shuttle safely fly itself home.

Searching through the computers here will provide more personal background for the investigators if the keeper wants it, but at the cost of another shocking revelation. Upon activating any computer the following message will appear: "Last date of start up 1-10-2569, current date 8-12-2637, search for updates now?" This means the investigators have been prisoners of the mi-go for at least sixty-eight years! This mind-blower costs **0/1D4 SAN** to those that learn about it.

ESCAPE!

Hopefully the investigators manage to find their ship and fly, leaving the mi-go and their insidious experiments behind.

If the investigators can't escape but still want to go out on their own terms and get a measure of revenge on the mi-go, an **Idea** roll while exploring their old spaceship will tell them that it might be possible to overload the ship's nuclear fission power plant. This will cause a huge explosion that will completely destroy the mi-go base. Of course this will also annihilate the investigators, but at least they went out in style.

Lastly, for an ending that H.P. Lovecraft would have approved of, the keeper could have the investigators succeed in making their escape, let the players celebrate doing so, and then tell them that everything goes black, their characters can't hear, see, or even feel anything at all. Then there's a bright flash of light, next thing they know, all the investigators are standing in a desert under a scorching sun. Each investigator is dressed in American Old West style and most carry six-shooters or lever-action carbines. That's right, everything they just did,



Time After Time

the waking up from the 1950s, the exploration of the mi-go base and escaping it was just another virtual reality test. The investigators are still trapped, still tests subjects for the mi-go (or who knows what) and they will never, ever escape.

CHARACTERS

The 1950s Feds: Investigators

The investigators will begin play as members of a joint federal task force sent to investigate strange goings-on's in a supposed communist-infiltrated American small town. Even when the characters wake up from that dream-induced fiction, they will still have these identities intact as they are the only memories they will have. Ideally the players should "get into" these characters as deeply as possible. Let them revel in their FBI authority and enjoy the small arsenal they have access to. That way, when the keeper takes it all away, it will be even more jarring.

As the investigators explore the future mi-go base, new skills and memories may become available to them, and their character sheets will have to be modified to reflect this.

Special Agent in Charge (SAC) Donald Sutton, Age 48, Always in Charge

STR 10 CON 13 SIZE 11 INT 14 POW 12
DEX 09 APP 11 EDU 16 SAN 60 HP 12

Damage Bonus: none.

Weapons: Smith & Wesson .38 revolver 55%, 1D10 damage

Fist/Punch 61%, damage 1D3+db.

Skills: Accounting 42%, Climb 33%, Dodge 48%, Drive Automobile 51%, Fast Talk 50%, Hide 53%, Law 74%, Listen 58%, Locksmith 31%, Persuade 62%, Psychology 43%, Sneak 40%, Spot Hidden 56%, Swim 38%.

Equipment: .38 revolver in concealed shoulder holster, 18 .38 pistol rounds, notebook and pencil, wallet and badge, handcuffs, cigarettes and Zippo lighter, \$46.31 in U.S. currency.

Donald Sutton is the SAC of the Jacksonville, Florida FBI field office. As such, the thought of a massive commie plot springing up right under his nose has got



DONALD SUTTON

him worried about his career with the Bureau. That is why he has decided to take a hands-on approach in dealing with the potentially embarrassing problem. Additionally, if he can be seen as responsible for cleaning

out a whole town of reds, then his career advancement might just get a much needed boost. This is Donald's first time "in the field" in years, but he is determined to prove he still has what it takes. Donald is balding with thin, brown hair, brown eyes and is as average in physical build and appearance as they come.

Special Agent John Morris, Age 34, Resentful but Dutiful

STR 14 CON 12 SIZE 15 INT 13 POW 11
DEX 12 APP 10 EDU 15 SAN 55 HP 14

Damage Bonus: +1D4. **Weapons:** Smith & Wesson .38 revolver 53%, 1D10 damage

Remington 12-gauge pump shotgun 47%, 4D6/2D6/1D6 damage

Thompson submachine gun 40%, 1D10+2 damage
Fist/Punch 68%, damage 1D3+db.

Skills: Climb 49%, Dodge 56%, Drive Automobile 45%, Fast Talk 30%, First Aid 37%, Hide 27%, Jump 31%, Law 50%, Listen 39%, Locksmith 42%, Sneak 33%, Spot Hidden 47%, Swim 41%.

Equipment: .38 revolver in concealed shoulder holster, 24 .38 pistol rounds, notebook and pencil,

Time After Time

wallet and badge, handcuffs, brass knuckles (+2 damage to Fist/Punch attacks), \$65.15 in U.S. currency.

John was a soldier fighting the Germans in the last war. He was a sergeant, so he was used to following orders, but he was also given a large measure of responsibility. His commanders had faith in his abilities and trusted him to get the job done. Unfortunately he feels that his Bureau bosses don't have that same faith in him and this upsets him greatly. This latest matter with the town of Alison Bay and the fact that SAC Sutton has taken control of what was his, and his partner Bateman's, initial investigation has only proven this to him. But John is a good soldier, so he'll follow orders even if it galls him. John is a large, wide-bodied man with dirty blond hair, blue eyes, and three small scars on his left cheek, reminders of Nazi shrapnel.

Special Agent Stephen Bateman, Age 28, Baby-Faced Fed

STR 15 CON 17 SIZ 12 INT 14 POW 13
DEX 10 APP 16 EDU 14 SAN 65 HP 15

Damage Bonus: +1D4

Weapons: Smith & Wesson .38 revolver 40%, 1D10 damage

Remington 12-gauge pump shotgun 50%, 4D6/2D6/1D6 damage

Thompson submachine gun 42%, 1D10+2 damage
Fist/Punch 61%, damage 1D3+db.

Skills: Climb 47%, Dodge 53%, Drive Automobile 35%, First Aid 33%, Hide 39%, Jump 41%, Law 43%, Listen 29%, Locksmith 30%, Persuade 48%, Sneak 31%, Spot Hidden 40%, Swim 52%.

Equipment: .38 revolver in concealed shoulder holster, 18 .38 pistol rounds, ink pen and notebook, wallet and badge, handcuffs, small pocket knife, lock pick kit (+10% to Locksmith), \$31.76 in U.S. currency.

Stephen has the body of a natural athlete and the fresh face of a burgeoning TV star. He joined the FBI out of a childhood fas-

ination for the men that took Al Capone down, and for a life of excitement. But after four years in the Bureau, having to deal endless paperwork and never having the chance to battle mobsters, he's ready to leave the service in search of greener pastures. He just doesn't know where those pastures may be found yet. He is also waiting to find the right time to break the news to his friend, partner, and mentor, Agent Morris. Stephen has black hair, bright blue eyes, and a smile that makes the ladies swoon.

Technician Albert Swenson, Age 26, Would-be Agent

STR 10 CON 09 SIZE 13 INT 16 POW 12
DEX 11 APP 12 EDU 15 SAN 60 HP 11

Damage Bonus: none.

Weapons: Smith & Wesson .38 revolver 31%, 1D10 damage

Hammer 42%, 1D8+db

Fist/Punch 56%, damage 1D3+db.

Skills: Climb 51%, Conceal 38%, Dodge 30%, Elect. Repair 67%, Electronics 73%, Hide 29%, Listen 23%, Locksmith 56%, Mech. Repair 49%, Persuade 38%, Sneak 26%, Spot Hidden 11%.

Equipment: toolbox with various tools, linesman climbing gear (+10% to Climb), several eavesdropping and wiretapping devices, flashlight, wallet and FBI Technician's credentials, lock pick kit (+10% to Locksmith), \$50.30 in U.S. currency.

Albert would like nothing more than to become a FBI field agent. Unfortunately he has frail health and even worse eyesight. But that doesn't stop him from applying and practicing on the gun range, even though he isn't yet authorized to carry a



ALBERT SWENSON



Time After Time

firearm and doesn't have access to one off the firing range. However Albert does serve the Bureau and his country to the best of his ability with his wealth of technical expertise. Albert is small and a bit over weight for his size. He has brown hair cropped short in a buzz cut, and brown eyes perpetually behind thick glasses.

Dr. Nicolas Cross, Age 53, Weary Physicist

STR 08 CON 13 SIZE 10 INT 17 POW 15
DEX 14 APP 09 EDU 20 SAN 75 HP 12

Damage Bonus: none.

Weapons: Fist/Punch 50%, damage 1D3+db.

Skills: Biology, 41%, Chemistry 46%, Computer Use 33%, Drive Automobile 52%, Hide 29%, Latin 30%, Library Use 58%, Listen 30%, Medicine 30%, Persuade 44%, Physics 81%, Sneak 28%, Spot Hidden 41%.

Equipment: Geiger counter in briefcase, pencils and notebooks, pipe and several wooden matches, \$82.50 in U.S. currency.

Dr. Cross worked in a limited capacity on the Manhattan Project, building the first atomic bomb. After the first atom bomb test, Dr. Cross wasn't filled with guilt or regret, but with a deep seeded fear, a fear he still carries to this day. He's been called in on this FBI investigation because someone in the government thinks there might be a Russian nuclear device in the town of Alison Bay. Nicolas is along to advise only, and just in case the unthinkable is true Dr. Cross hopes that if he can stop it, then maybe the nightmares of nuclear Armageddon will stop. Nicolas is tall but very

thin with gray hair and hazel eyes usually behind bifocals.

Colonel George Gates, Age 47, Professional Solider

STR 16 CON 15 SIZE 14 INT 12 POW 14
DEX 13 APP 10 EDU 15 SAN 70 HP 15

Damage Bonus: +1D4.

Weapons: Colt .45 automatic 39%, 1D10+2 damage

Any rifle 50%, damage varies

Fist/Punch 66%, damage 1D3+db.

Skills: Climb 46%, Dodge 63%, Drive Automobile 45%, First Aid 51%, Hide 47%, Jump 50%, Listen 42%, Persuade 33%, Sneak 56%, Spot Hidden 31%, Swim 39%, Throw 60%.

Equipment: Colt 1911 .45 automatic in concealed belt holster, 4 spare Colt magazines, wallet and military identification, Swiss army knife, pocket compass, three cigars and matchbook, \$23.00 in U.S. currency.

Colonel Gates is a big, burly man whose brown crew cut is peppered with gray, but his brown eyes still cast a steely gaze. He was brought into this law enforcement investigation strictly as an advisor. At least that's the official story. Unofficially George has been ordered into civilian clothes and to go undercover to get firsthand knowledge of Alison Bay to help plan a possible full scale military raid on the town if the need arises. Whispers of secret raid on a small coastal town in New England in the 1920s have reached the Colonel's ears, so he takes the threat of history repeating itself very seriously.



GEORGE GATES

Time After Time

THE DRONES

The drones are exact copies of the investigators, just less free willed. Drones can use normal hand to hand attacks or simple melee weapons. Only guards can use the advanced mi-go weapons (marked with an asterisk *), but even they are identical to all the other clones.

	STR	CON	SIZ	INT	POW	DEX	HP	DB
Sutton Clone	11	13	11	14	12	09	12	0
Morris Clone	14	12	15	13	11	12	14	+1D6
Bateman Clone	15	17	12	14	13	10	15	+1D4
Swenson Clone	10	09	13	16	12	11	11	0
Cross Clone	08	13	10	17	15	14	12	0
Gates Clone	16	15	14	12	14	13	15	+1D4

Weapons: Fist/Punch 50%, damage 1D3+db
Grapple 25%, damage special
Kick 25%, damage 1D6+db
Sharp Metal Probe, 25%, 1D4+db
Mi-go Laser Scalpel 25%, damage 1D6+db
Heavy Unknown Tool 25%, damage 1D8+db

Electric Gun* 30%, damage 1D10 + special
Mist Projector* 40%, damage 1D10
Mining Laser* 25%, damage 3D6/2D6/1D6.
Armor: none.
Sanity Loss: special (see scenario).

A Sample mi-go (repeat as needed)

STR 11 CON 10 SIZE 12 INT 14 POW 13
DEX 14 HP 11 Move 7/9 Flying

Damage Bonus: N/A

Weapons: Nippers 30%, damage 1D6 + grapple
Electric Gun 40%, damage 1D10 + special
Mist Projector 45%, damage 1D10
Mining Laser 35%, damage 3D6/2D6/1D6

Armor: none, but the non-terrene body causes all impaling weapons to do minimum damage.

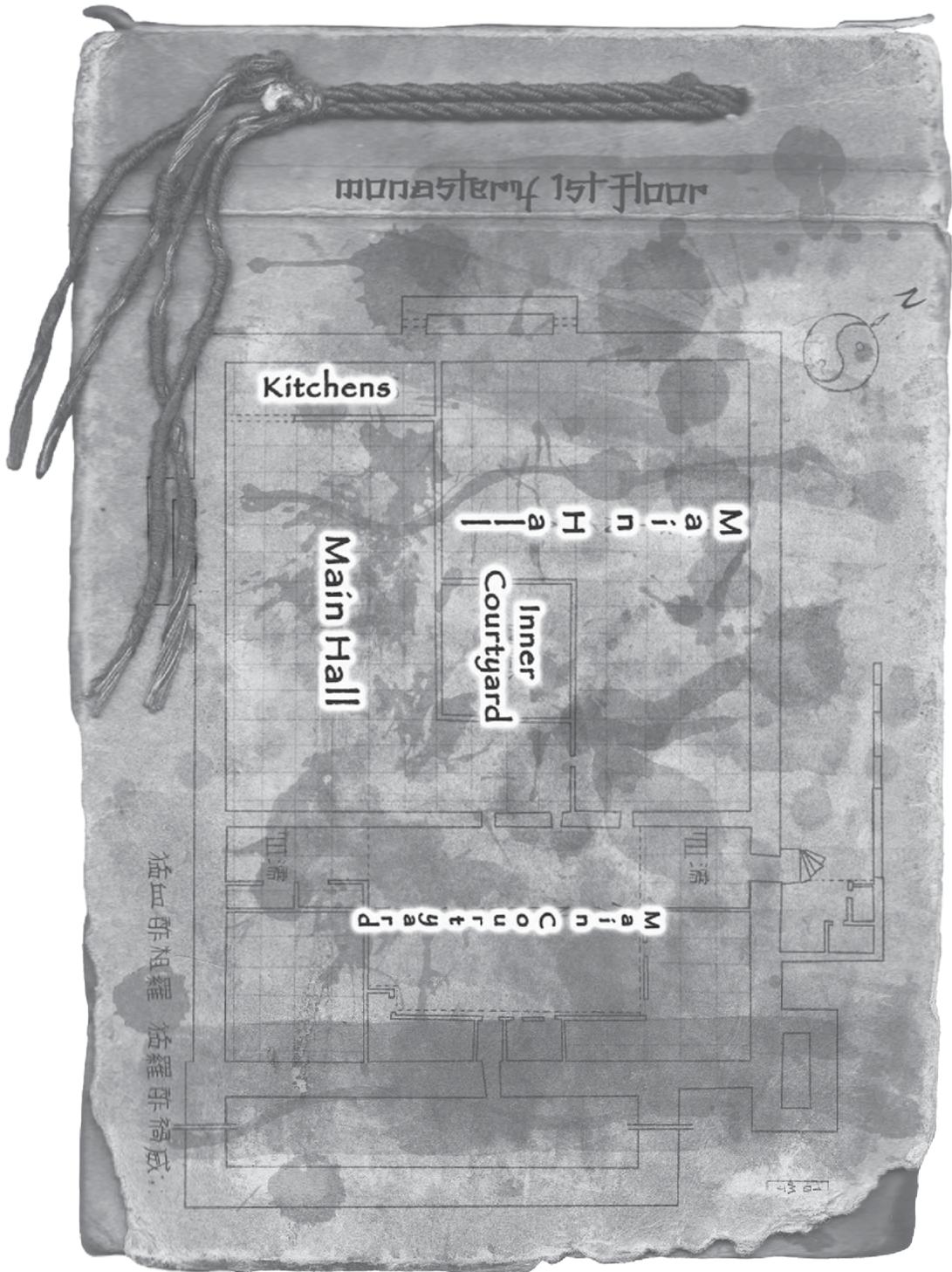
Spells: each has an INT x2 chance to know 1D3 random spells.

Sanity Loss: 0/1D6

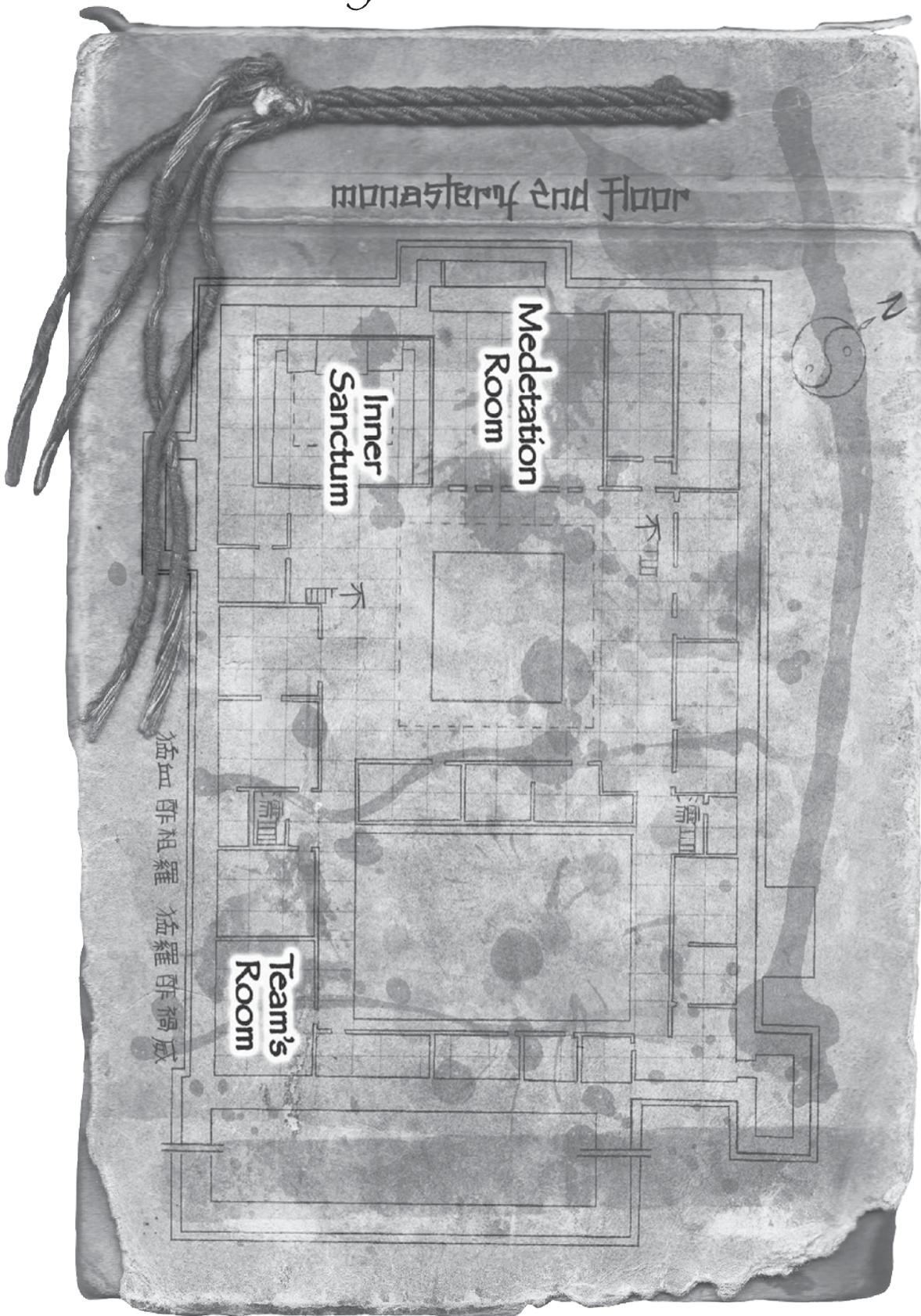


Player Handouts

MASTER WU'S MARRIAGE



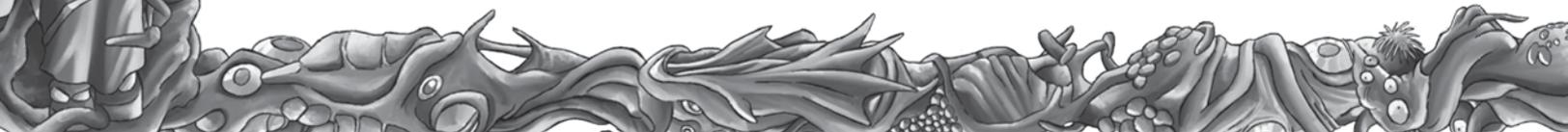
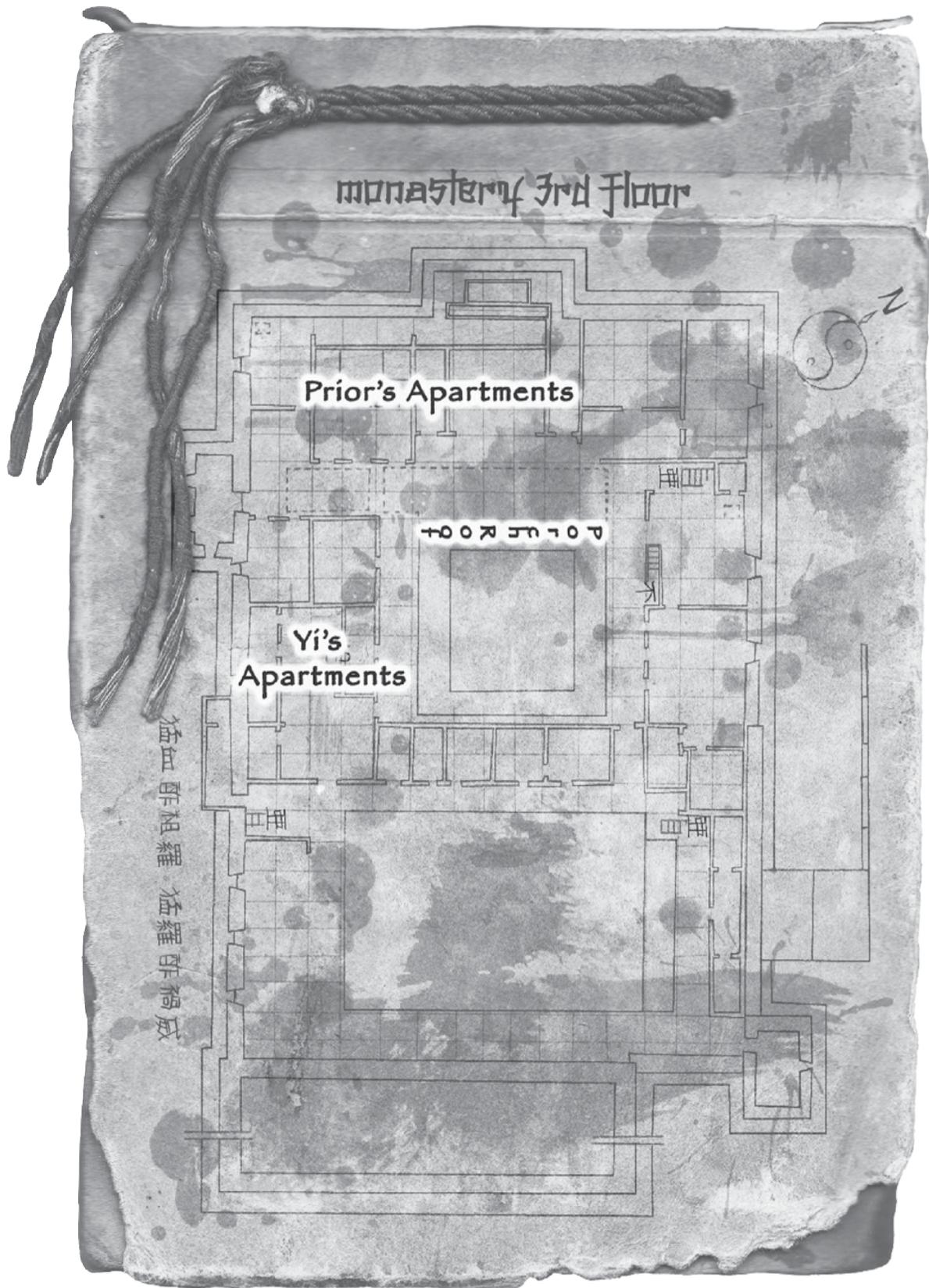
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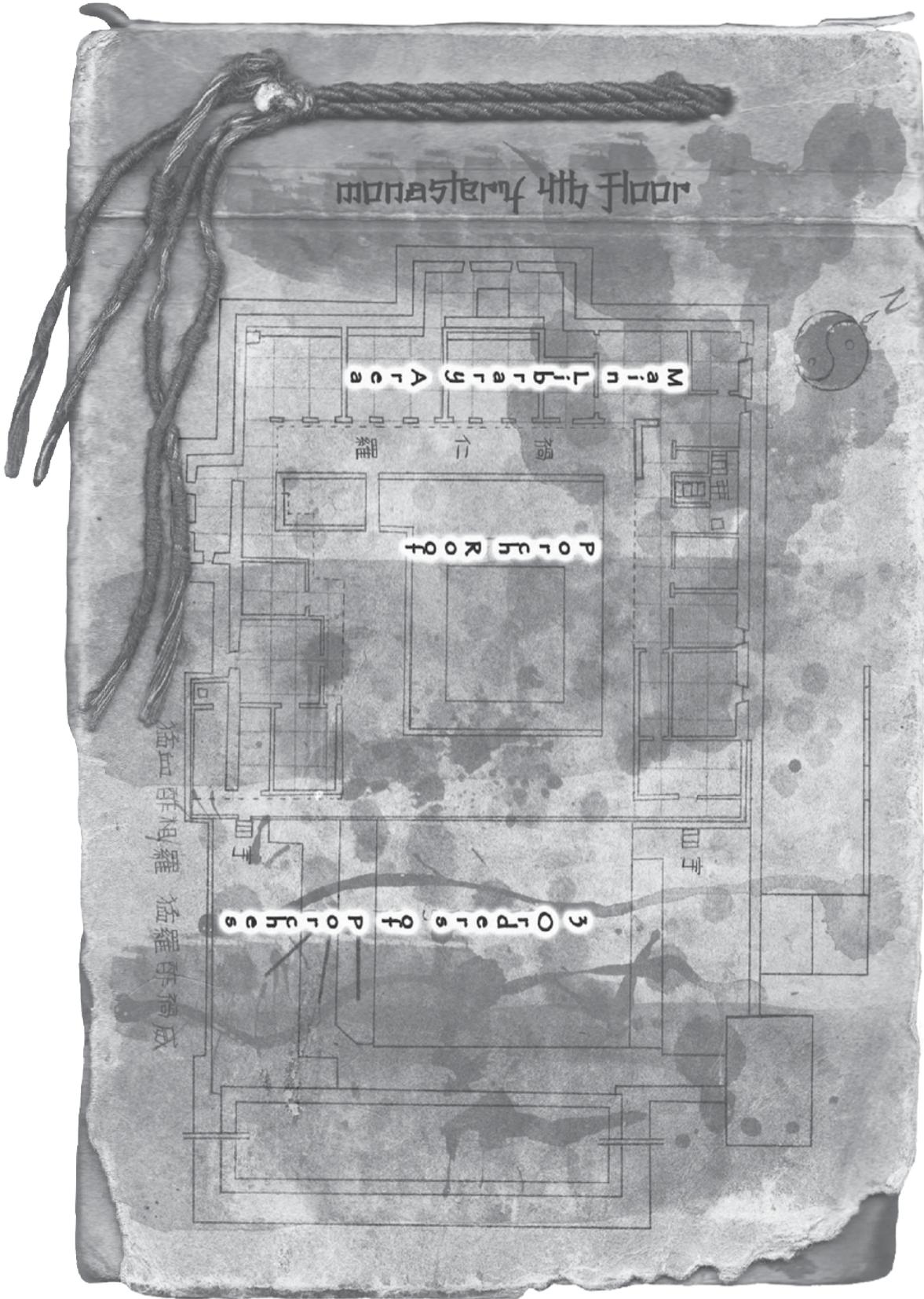
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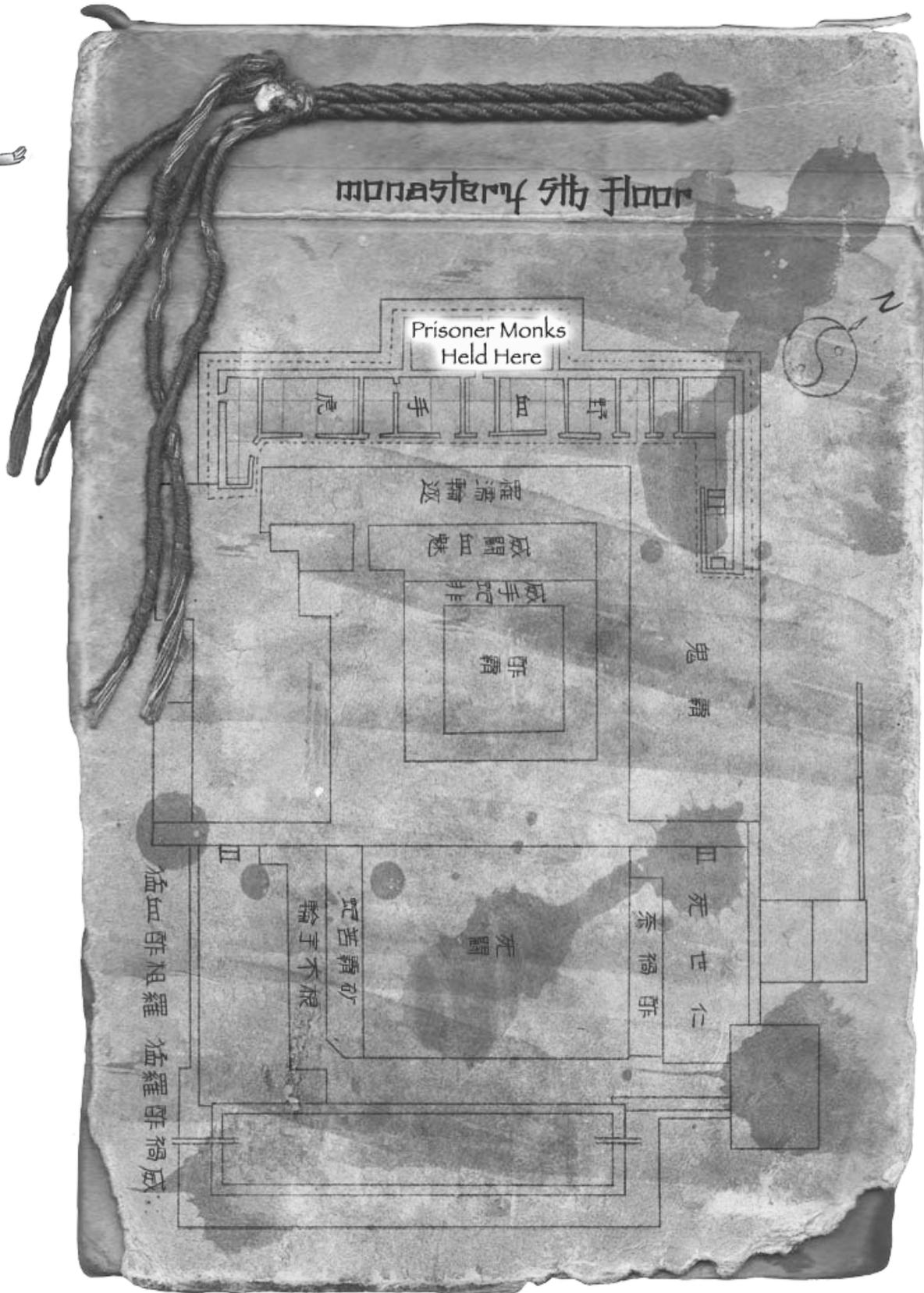
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CHILDREN OF A STARRY HEAVEN

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Player Handouts

CHILDREN OF A STARRY HEAVEN

HANDOUT #1: DREAMS AND PORTENTS

(Note: these should be divided and given to the characters individually)

LEARKHOTHOS: You open your eyes and blink in the darkness of your room. Someone is calling you. You rise and follow the sound of the voice. Carefully making your way through your house, you get closer and closer to the sound. A man's voice calls your name from the garden. As you make your way outside, you are sure the voice is familiar. And then, you see him, sitting on a bench beneath the moon, your father. He smiles, says your name once more and stands to embrace you. Sitting beside him in the starlight, he turns to you and his face grows serious. "My time with you is short and there is much I must tell you. Fate is not ours to choose. You are not the first to enter the cave, nor are you and your friends the first to feel the call of the stars. If you wish to thwart your destiny, you must look for answers in the past. Men and gods scheme together and we have all paid the price. But the daughter holds the answer, for those who understand." You watch helplessly as your father ages before your eyes and his hair falls out and skin flakes away, revealing a grinning skeleton, and then that too collapses into dust. You awaken face down in the dirt that covers your father's grave.

PERIPHANES: You are awakened by a strange sound. As you lie in the morning light, you realize that what you hear are the cries of ravens. Looking out your window, you see hundreds of the black scavengers circling the skies. The streets are piled high with the dead, as if the entire city has been massacred. The stink of blood is everywhere and you back away in confusion. Something's wrong with your hands, they don't feel right. Looking at them reveals the reason; they're coated in blood. There is a bitter, sour taste on your lips. "Do not mourn," a distant voice whispers, "they are in a better place."



Player Handouts

EKHEMLOS: You are in the meeting hall of the Thousand. Those around you wear heavy robes and masks, not unlike those used in theater. But the masks are of leering, melted faces and the figures move about in a halting, stiff fashion, as if unused to their shapes. Touching your face, you realize you wear a mask as well. You try to take it off, but it will not come loose. The debates begin, but the words your fellow politicians use make no sense. They begin to sway and caper and you find yourself mimicking their halting movements. Circling about, everyone throws off his robes, revealing smooth, pink skin. The masks remain in place, as the dancers collapse in the center, crawling over each other in a mass of heaving flesh. As you twist among your fellows, their clammy forms stick to you. Soon, everyone has adhered into one throbbing sphere, a thousand twisted masks staring outwards.

KOPROCRATES: Naked and dirty, you scramble through the ruins. Your body is cut and bruised, but the tittering thing on your back goads you on. If you falter, burning hooks dig into your sides and the tittering gets louder. You long to lie down and rest, or drink some water. In the rubble-strewn avenues, you see other beasts of burden like yourself, and shudder at the sight of the grotesqueries that perch on their bare backs. You begin to whimper and when you finally collapse, the hooks carve out gobs of your flesh. Your screams thunder through the streets as you are slowly devoured.

KROIDES: You are walking through some kind of hall. There is only one path, between curving walls. The walls and floor are not stone, but a soft, spongy substance that drips with yellow slime. The structure shudders with a mysterious rhythm. The walls rise to an impossible height and above you strange stars spin wildly. At the center of the spiral stands a tall man, with tussled hair writhing with vipers. Two small horns crown his brow and his lithe form is wrapped in a black goat's skin. At his side crouch two leopards. One idly licks the man's hand and his voice is like honey. "I am the burning star at the heart of every labyrinth. I have appeared to you in many forms. My eyes stare from behind the face of every god. I came before and I will come after. Yet I am but a humble servant of my mother, whom I adore." His golden eyes stab into your soul, and terror grips you. "Yes," he says, breathing deep, catching your scent, "you may run now." You flee, and behind you are heavy footsteps and hot breath on your neck. The walls twist and the single path has become many. Barking laughter, rich with madness, echoes around you. Shadows against the walls reveal glimpses of the horrible shapes that bear down on you. And then, there is nowhere left to run. As the claws and teeth tear into you, you scream. You are still screaming as you blink in the light of the cold dawn of your room.

BRIAS: You find yourself in a chamber, a corpse laid out before you. It is your friend, Koprocrates. Gripping your knife, you cut down the center of its torso. The body splits in half, and you peer inside. But instead of the familiar meat and blood you are expecting, all you can see is darkness. You reach inside, and verify what your eyes have told you. The skin is empty. Looking around the chamber, you see there are more corpses, Periphanes, Kroides, Larkhotos and Ekhemlos. One by one, you open their bodies up, and the same yawning pit is within each one. "You're too late," a voice behind you rumbles, "they're already gone. Do not fear, for you too will return to the source of all things." You disrobe and take one last look at your flesh. As you cut through your skin, a beautiful light escapes from your body.



Player Handouts

HANDOUT # 2: PYTHAGORAS'S NOTES

I have been given a wonderful opportunity. Today I was approached by men who desired the solution to a perplexing problem. They claim that its origins are in Babylon and had heard that I was knowledgeable in its science. This formula appears as a most elegant and complex puzzle. I readily agreed to set my mind to the task of unraveling it.

I am still mystified and spend every moment I can, staring into the depths of this equation. I have begun to understand some of it, but the final goal remains elusive. Perhaps I must pull back. I have lived my life simply, on little food and rest, but even my body knows limits. My sleep is troubled, and I am exhausted. But if I should quit now... No, I am too close. I will be finished soon.

The nightmares remain. Worse, I feel as if something watches me. I constantly look for this watcher, but there is nothing there. Or he hides well. No, I am simply tired. Theano looks at me with such concern.

I have been in bed for a day. I feel useless. Theano found me, hunched over my work. I was in the grip of a fantastic nightmare, where I walked among the stars, and titanic figures squirmed and spilled about the heavens. I was one of these things, at home with them. I awoke to Theano shaking me. She claims my eyes were open, and that I mouthed strange words. I stared ahead unseeing and did not know my wife. I will rest for now, but then I must get back to work. I am never alone.

I am a fool. The more the formula reveals itself to me, the more I glimpse the truth. I now understand why the One has become Many. Life after life on the wheel of material existence, striving to return home. As the followers of Orpheus have it, 'I am a child of Earth and of Starry Heaven; but my race is of Heaven alone.' But now I see what that beautiful concept is in horrid actuality. I must go to the men and refuse to help them. This knowledge would devour us all. I have discovered that the formula also has a companion, a mirror equation contained within it. I know this other

Player Handouts

formula could halt the effects of the original, but I can only complete it if I finish the first and I never shall.

I have returned to find my community in ruins. I went to give Pherecydes what succor I could in his dying days. I could not let my childhood teacher pass from this world without saying farewell. My enemies took the opportunity to turn the people against us and many of us are already dead. I will leave these notes with my daughter, for what good they may do. The nightmares have faded, but their memory has not. I am sick at heart and cannot live with it anymore. If I die by my own hand, though it is against everything I have ever believed, perhaps I will know peace. I cannot bear to be home when I do this. I must flee to somewhere else to spend my remaining days. My dear family, know that I have always loved you, but the gods laugh at such things.

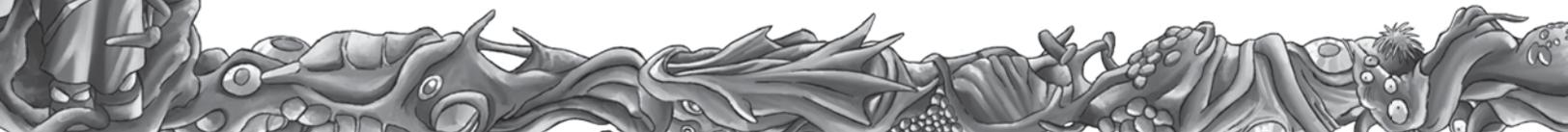


Player Handouts

CURSED BE THE CITY

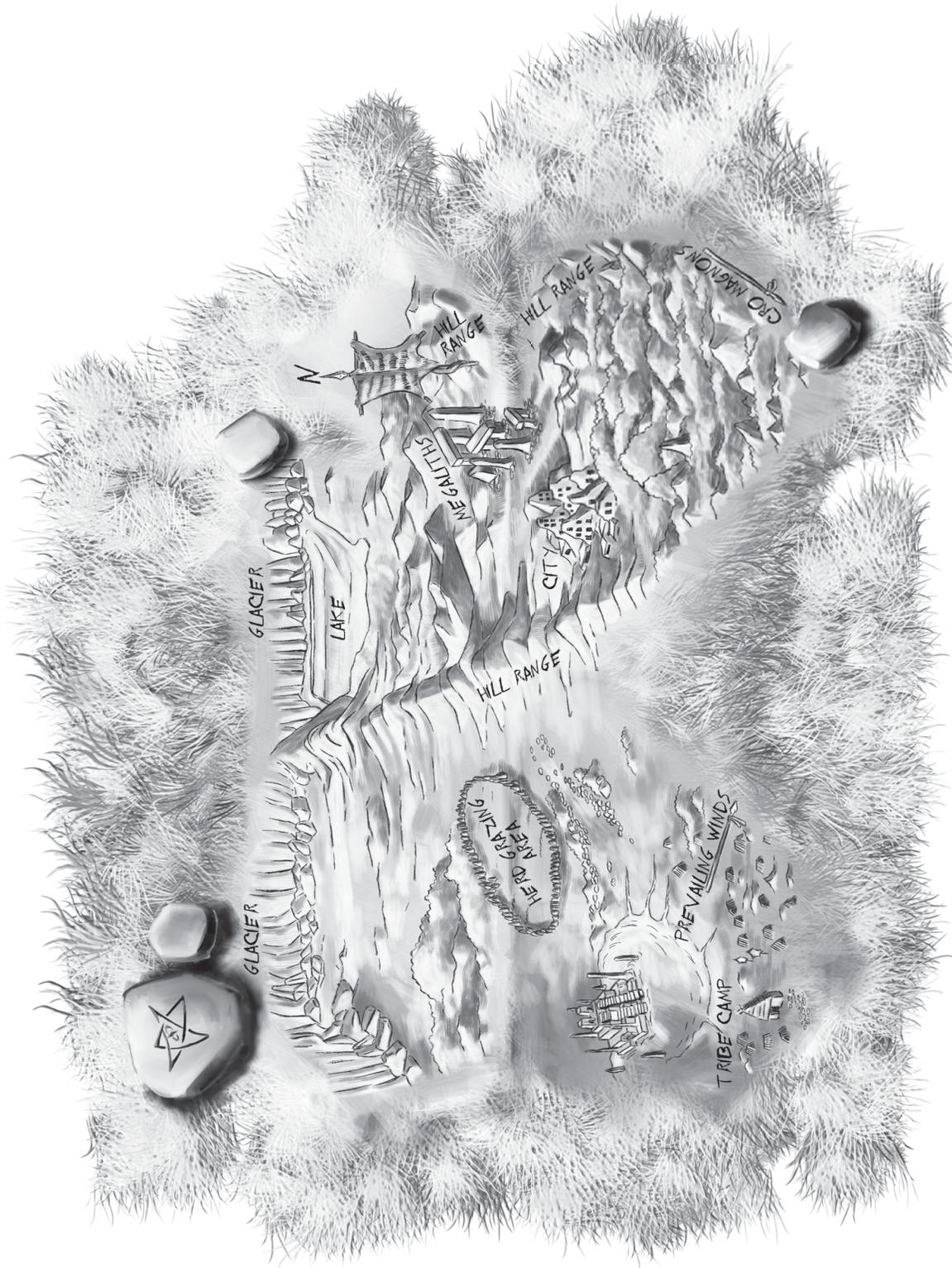


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TO HELL OR CONNAUGHT



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Player Handouts

THE IRON-BANDED BOX

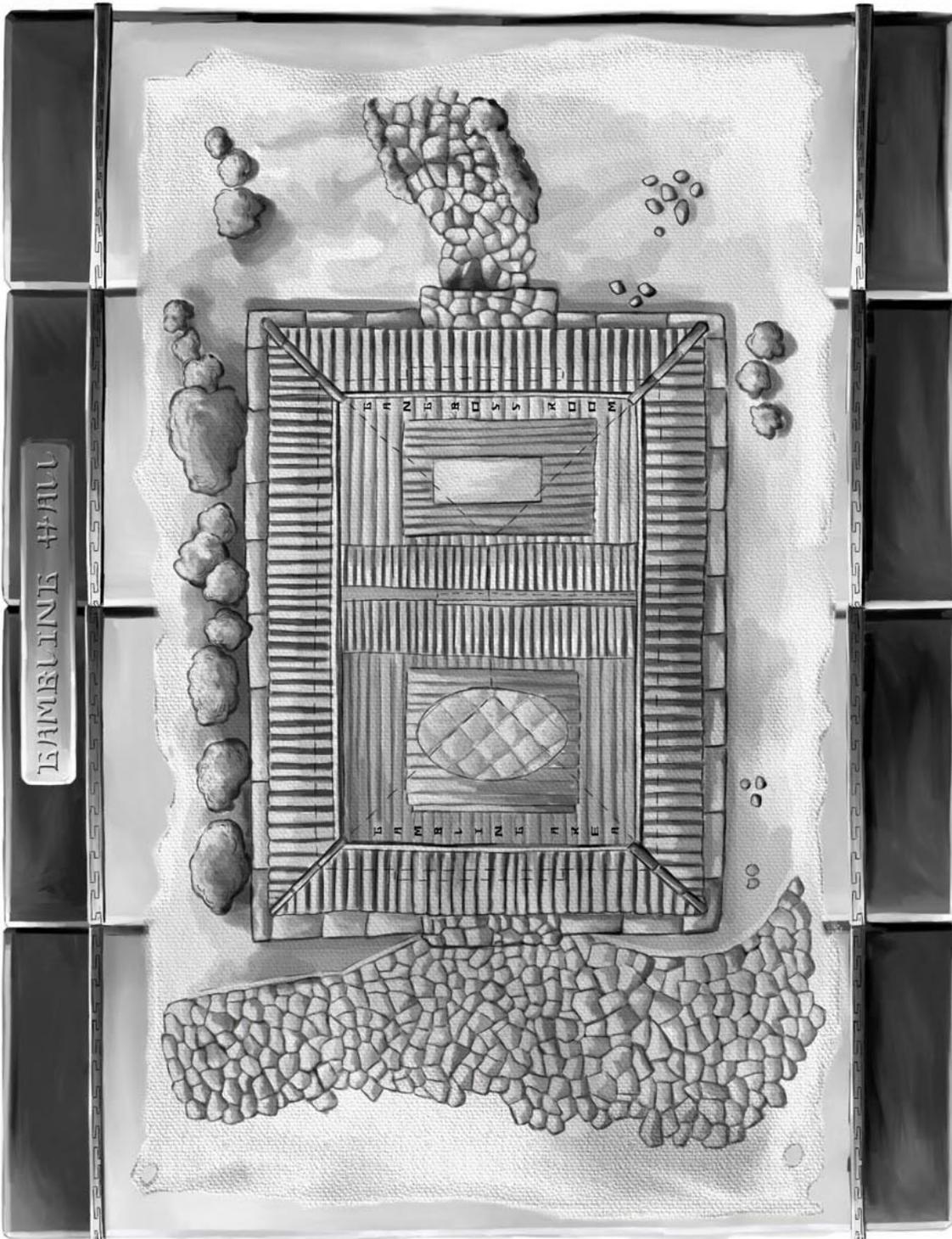


SHRINE SHRINE

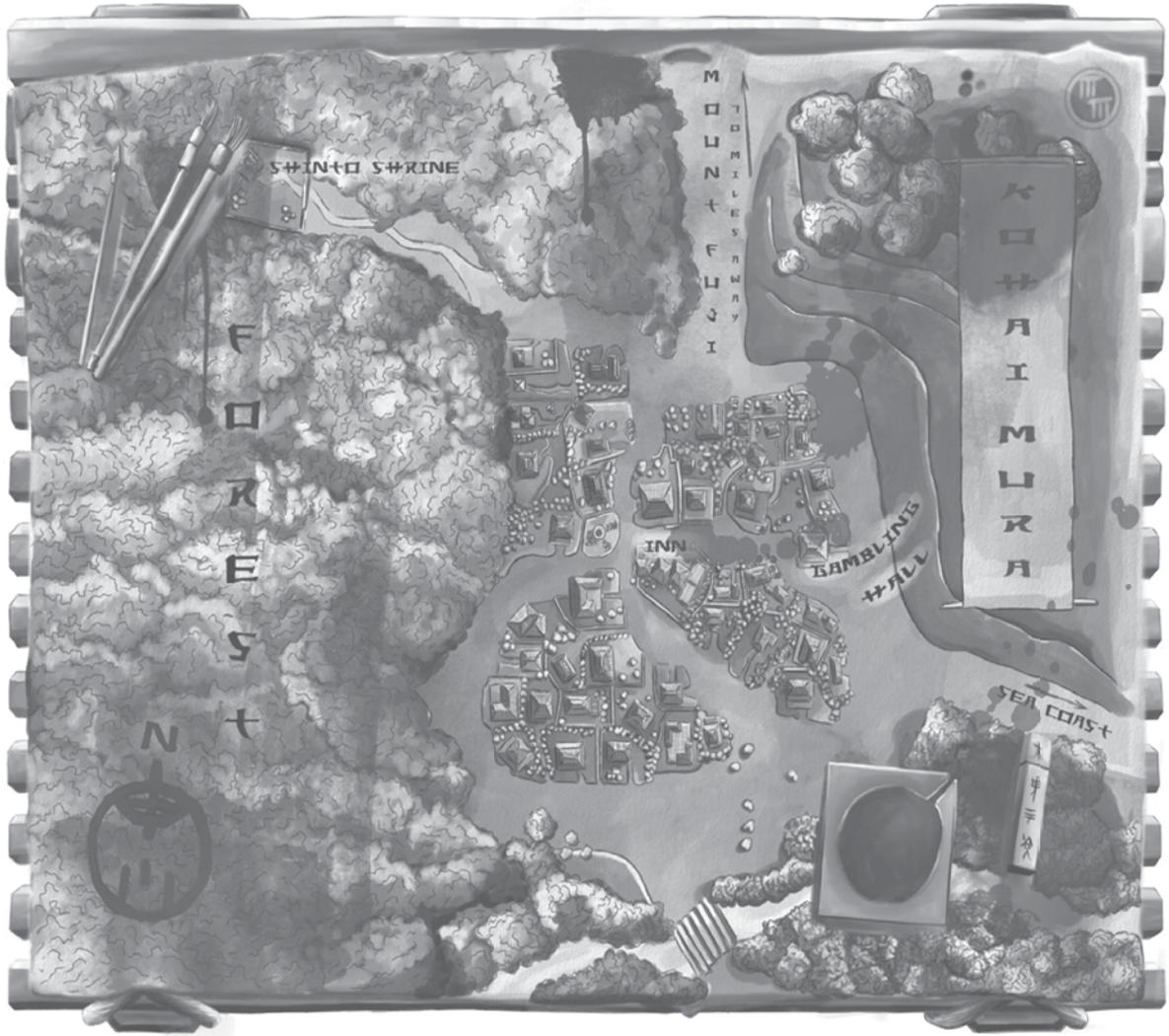
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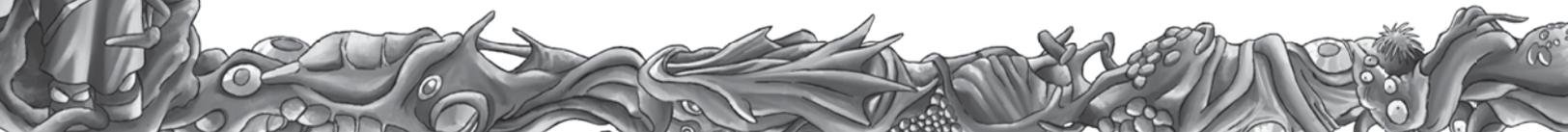
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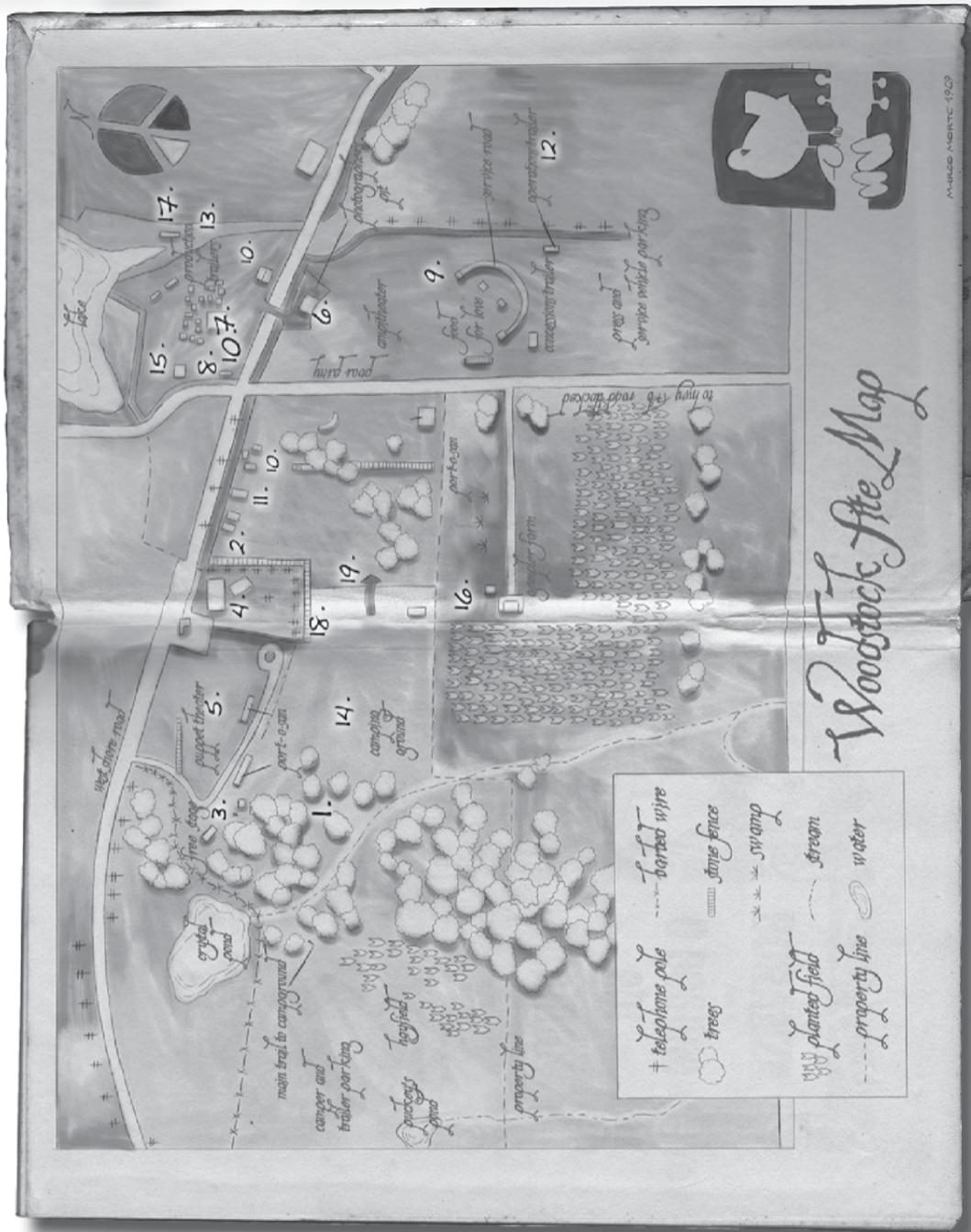


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Player Handouts

THREE DAYS OF PEACE, MUSIC, AND TENTACLE LOVE.



Player Handouts

WOODSTOCK MAP KEY

Map Key:

- | | |
|----------------------------------|---------------------------------|
| 1 Van / campsite | 11 Medical Trailer |
| 2 Hospital “freak out” tent | 12 Operations Trailer |
| 3 Free Stage | 13 Dressing Room Tents |
| 4 Hog Farm (#4 on the map) | 14 Camping Ground |
| 5 Puppet Theatre and playground | 15 Crew’s Mess Hall |
| 6 Main Stage | 16 Farmhouse |
| 7 Performer’s Pavilion | 17 Production Trailers |
| 8 Helipad | 18 Communications Area (phones) |
| 9 Food for Love Concession Stand | 19 Main Gate |
| 10 Security Trailers | |

Player Handouts

A HARD ROAD TO TRAVEL

PLAYER AID #1 (HANDWRITTEN LETTER):

Dec'r 21, 1861

Peyton Farguhar

Willow Farm

Haleyville, Alabama

Dear Brother,

Altho I cannot tell you where exactly we are, we are still in Arkinsa and you may rest asured that we aim to do Alabama proud. There has been no real acsion but we expeck the yankees to try and give us a blooding by Spring. Well sir I say let them try! Us Alabama boys will teach them a thing or two, the Watson Bros. and Jack Collens are here, and old Alvin Rossington is as good a shot as he ever was.

Last night there was some exitement in camp just after midnite when a meteur shower blazed thru the sky. A few thought it some yankee trick or a sign from Our Lord in Heaven but the colonel reasured them this was all very sientifick. Mostly they were shooting stars a thousand miles away but there was one what came all aflame and must have landed somewhere in the mountains. Some of the boys were eagre to set out after it but Sgt Fallon made them stay put and you know he brooks no insubordanation in the ranks. I can't say as I blame them tho becuse a rock from the stars like the colonel described it would surely be a marvell to behold.

I will rite again soon as I get the chance. Pls remembr me to ma, and tell her not to worry over me as I am fine and expec to be home by Summer the good Lord will-ing.

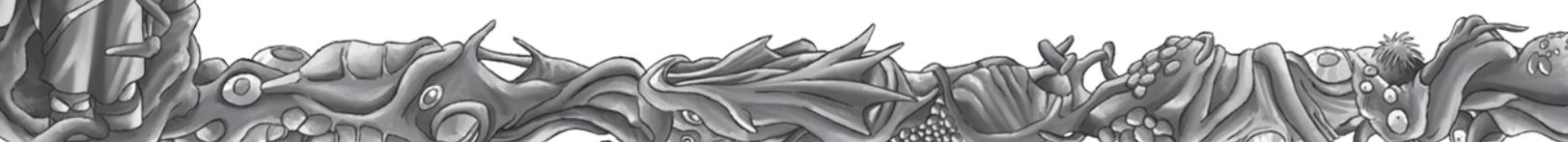
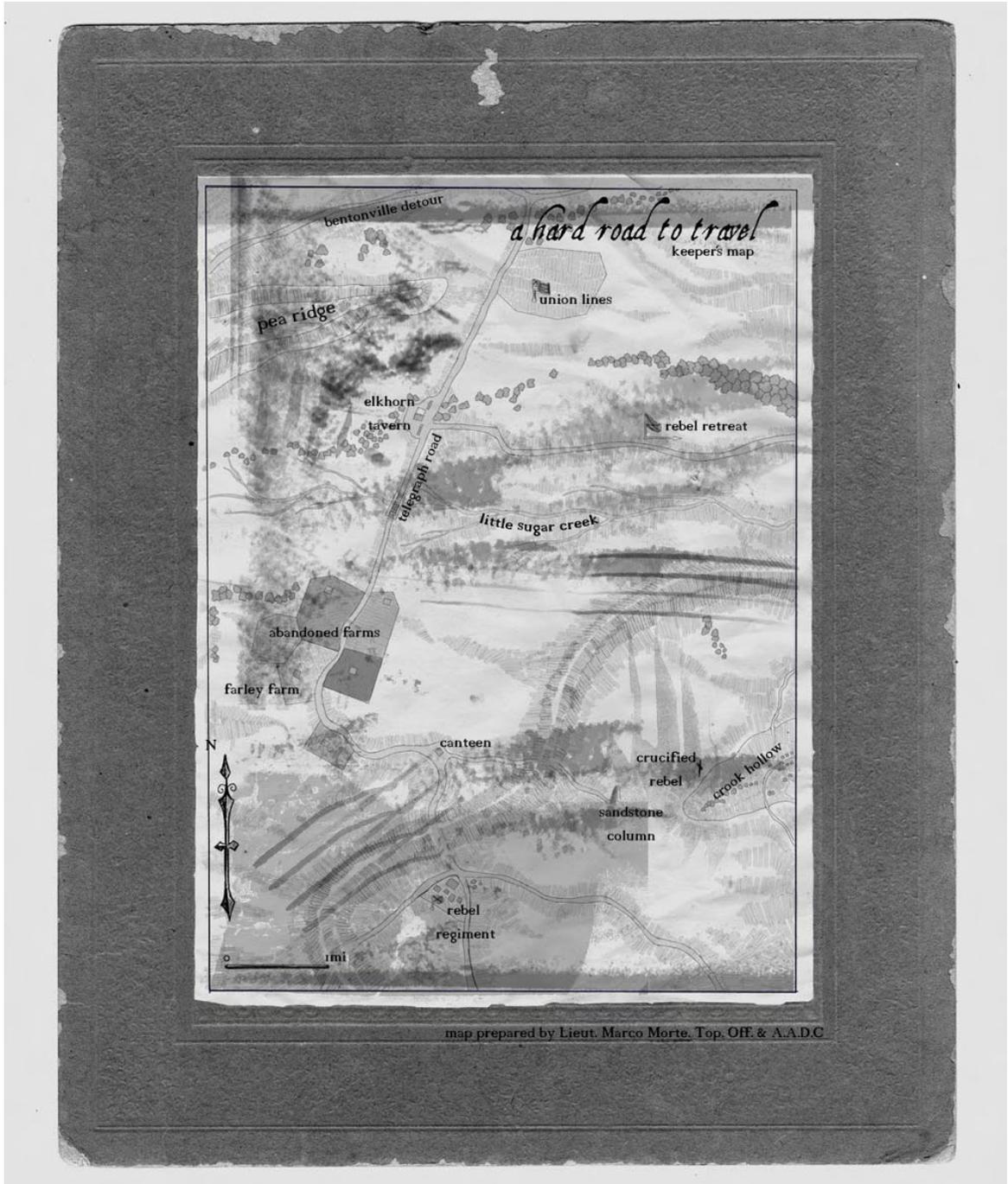
Yrs.

Caleb Farguhar

Pvt, 4th Ala.



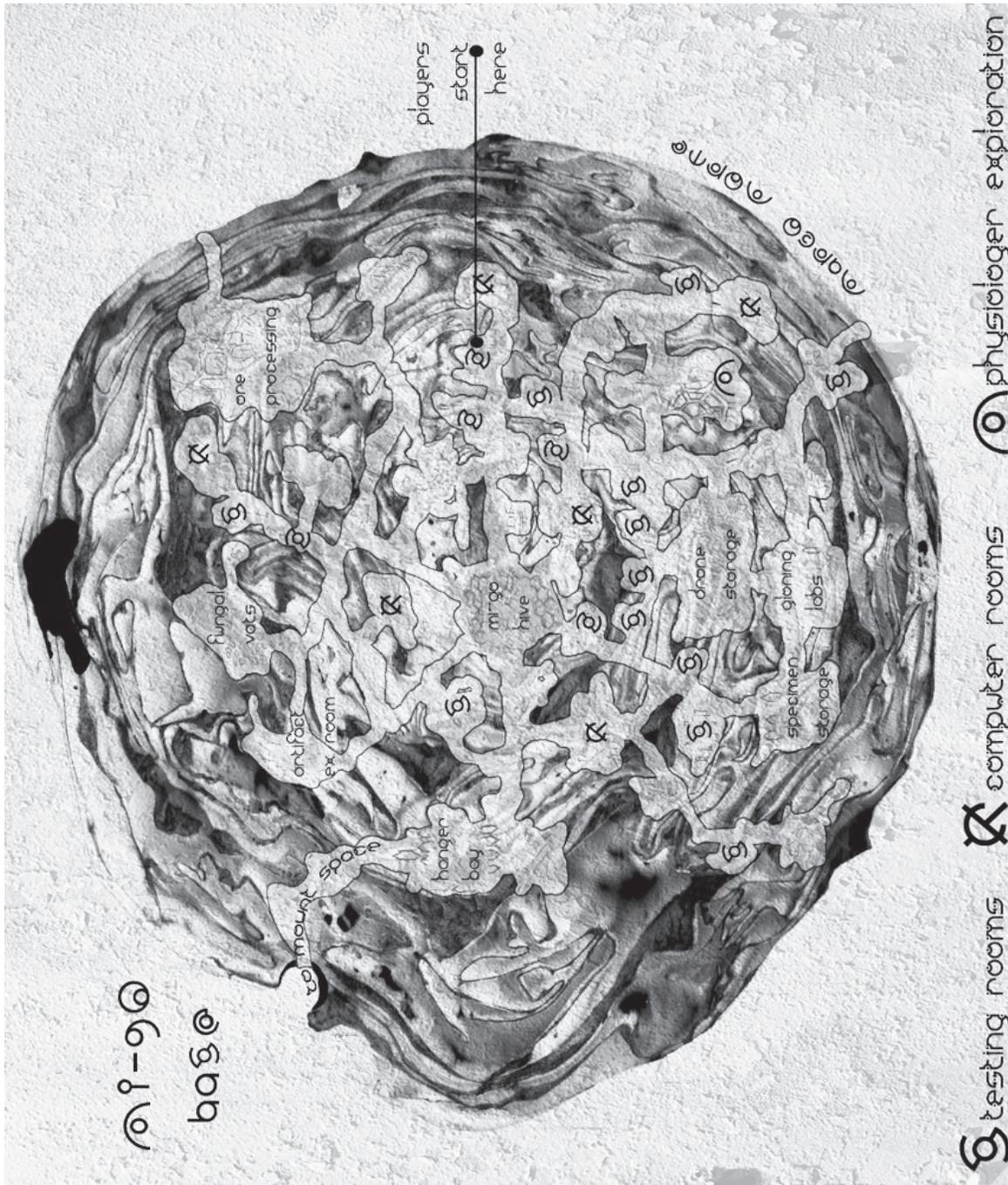
Player Handouts



Player Handouts

TIME AFTER TIME

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Player Handouts

Time Papers #2

2-9-2482

15:47

Picked up strange readings on long range scans of a small moon, designated Delta 4 in the Arelius Quadrant. High levels of unknown metal and electromagnetic spikes detected. Setting course to investigate. ETA: 18+ hrs. Time to mandatory return to LRP 12: 16 days, 12 hrs. All systems normal, crew in fine health.

Cpt. T. Snyder.

-end report



Opposite page:

TIME PAPERS #1
A HAND DRAWN MAP OF
THE MI-GO BASE



...aquim
...ago, Vânia
...es Malonado, Yula
...ira Alves Merola, Aline
...io Donizetti Gonçalves,
...e Souza, Baby Carlos
...dino, Adri
...iveira,
...eira,
...Ret
...el Bar
...Codem
...s mer
...a Célia
...er C
...o C
...o Jor
...ristin.

Pressione
a válvula de



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limited@ade history with the unveiling of @new Ca
a original life sized sculpture honoring the @mpa
elland in 1909 and as part of the company's 100
e Garden of Chippawa Park by @ terry Leon,

sitting @n a couch in a living room s
visitors will be able @ interact with
tail legends and, of course @sm

Canada," says Terry
and all our associate
a community tha
en arms," orde
played base

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CHAD BOWSER,
ANDI NEWTON,
& FRIENDS

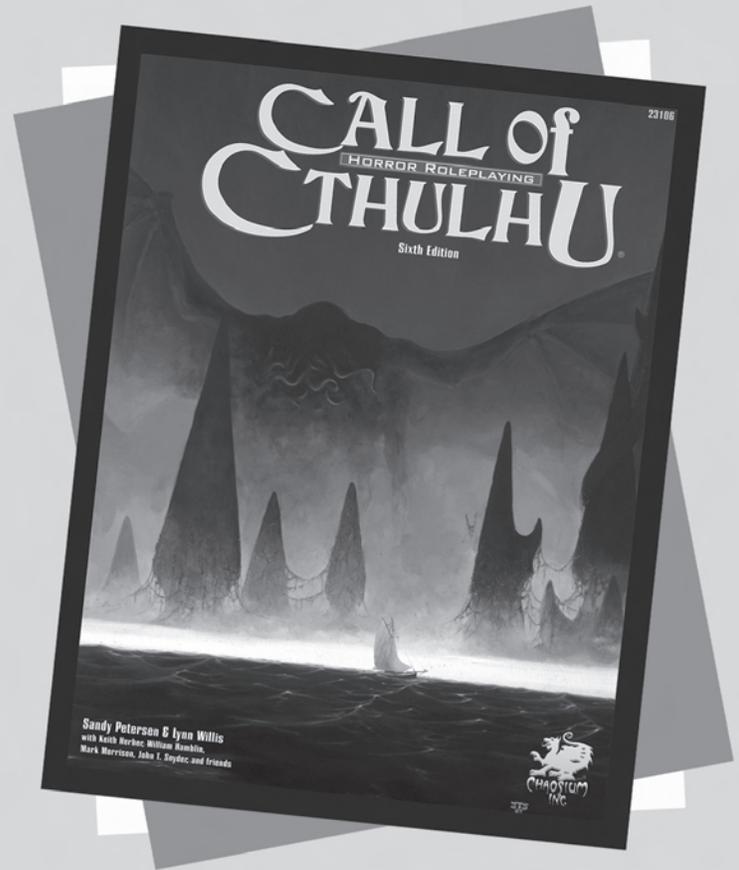
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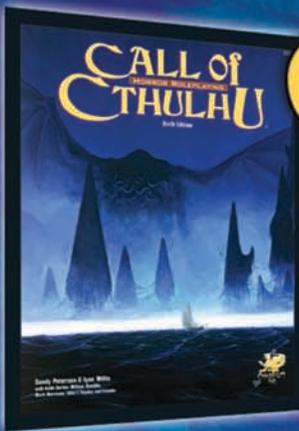
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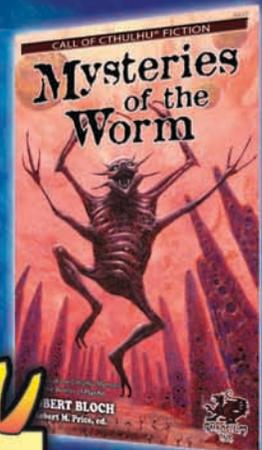
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