

FOR  
MATURE GAMERS



# THE FOULNESS ISLAND VANISHINGS

A CORRUPTING INFILTRATION IN A TIME OF WAR



FOX  
COUNTRY

8

Glynn Owen Barrass & friends

for 7th Edition

CALL of CTHULHU  
THE SECOND WORLD WAR ERA





**STYGIAN FOX**

CHESTER & NORTH WALES, UK

THE  
FOULNESS ISLAND  
VANISHINGS  
A CORRUPTING INFILTRATION IN A TIME OF WAR



FOX  
COUNTRY

8

Glynn Owen Barrass & friends



**SUITABLE FOR EVERYONE**  
games with themes the whole family can be comfortable playing



**AIMED AT YOUNG GAMERS**  
games with themes of very mild threats and low complexity



**AIMED AT YOUNG ADULTS**  
games with themes of mild terror, romance, or risk and with fantasy or 'horror' violence



**AIMED AT ADULTS**  
games with themes of terror, traditional horror, drama, light sexual content, or violence



**CONTAINS MATURE THEMES**  
games with themes of personal terror, horror, drama, or sexual content and heavy violence, and may also contain subjects and themes some may find unsuitable for gaming



**CONTAINS EXPLICIT CONTENT**  
games with themes of deep personal terror, torture horror, disturbing drama, or graphic sexual content and heavy violence, and may also contain subjects and themes some may find deeply upsetting



Stygian Fox are

**Stephanie McAlea  
 Chitin Proctor  
 Badger McInnes  
 Simon Brake  
 Fallon Parker  
 Stephen Turner**

stygianfox.com

# CREDITS

Written By

**GLYNN OWEN BARRASS**

Layout, Art Curation, and Cartography

**STEPHANIE MCALEA**

Art By

**C3, KRANNEA, NOUPLORD, SUTULO,  
 ENRIQUE MESEGUER, PRETTYSLLEEPY.**

Supplementary Pre-generated Characters By

**CHRIS HALLIDAY**

With Thanks To

**ALL THE DARK MENTIONS OF PATREON**

Copyright ©2020 by Stygian Fox  
 All Rights Reserved.

Reproduction of material from within this book for purposes of personal or commercial profit, by any means, is prohibited. Any similarity between characters in this book and entities who are living, dead, celestial, infernal, organic, mecha, spectral, children of nature, infested by extra-dimensional spawn, made up for Hallowe'en, imaginary, virtual, dimensional shamblers, haunted dolls, or otherwise not quite right, is entirely coincidental. Call of Cthulhu, Chaosium Inc., and the Chaosium logo are registered trademarks of Chaosium Inc. Used with permission. *Call of Cthulhu* © copyright 1981–2020 Chaosium Inc. Used with permission. (chaosium.com)

Feel free to contact us through our Facebook page at:  
[facebook.com/StygianFoxPublishing/](https://facebook.com/StygianFoxPublishing/)  
 Published by Stygian Fox, Chester, CH1 3EE, UK.  
[stygianfox.com](http://stygianfox.com)

Printed on Earth and other, co-existent, planes of existence. Call of Cthulhu and the Chaosium Dragon logo are Registered Trademarks of Chaosium Inc. and are used with permission. For more information please visit Chaosium's website [chaosium.com](http://chaosium.com)

# CONTENTS

**7**

**Introduction**

**12**

**Recent Events**

**18**

**The Inhabitants**

**21**

**Specific Locations**

**24**

**Churchend**

**41**

**Showdown At Culvert House**

**55**

**Rewards And Dramatis Personae**

**58**

**Play Aids**





# INTRODUCTION



*Note: elements of this scenario: 'Enhanced Mi-Go Agent Bodies,' and 'Sir Thomas Culvert's Mi-Go Tech,' are adapted from the campaign A Time To Harvest, written by Brian M. Sammons and Glynn Owen Barrass, published by Chaosium Inc and used with permission.*

The Foulness Island Vanishings is set in the Spring of 1941 on a secluded island on the north east coast of England. At the time of the scenario, Great Britain is in the midst of World War II, but the horrors the Investigators encounter originate from a far more outré place than Germany. The scenario is suitable for two to four players and it is possible to play it to completion in two nights. There are various ways in which Investigators can get involved, and Keepers are encouraged to utilize the different routes for added enjoyment of the scenario. This scenario can be incorporated into an ongoing campaign, although the island's location may have to be moved. A change in the period setting

will be achievable with just a few tweaks here and there. The scenario includes investigation and action, so a party balanced with both fighting skills and research/exploration based skills will work best.

## SCENARIO BACKGROUND

It is Autumn, 1938, and Sir Thomas Culvert is searching Foulness Island's skies with his telescope. He's been doing this every night for a week now. The search began when the islanders started speaking of strange lights in the sky after midnight. Culvert witnessed some strange things himself during his military service: a monstrous tree that bellowed like a bull walking the wastelands of Flanders, and in darkest Africa, a Khoikhoi witchdoctor reviving a man from the dead... These lights intrigued him greatly, so he watched the skies from his mansion on a night where storms surrounded the island and lightning flashed.





S.E. England

The foulness Island Danishings

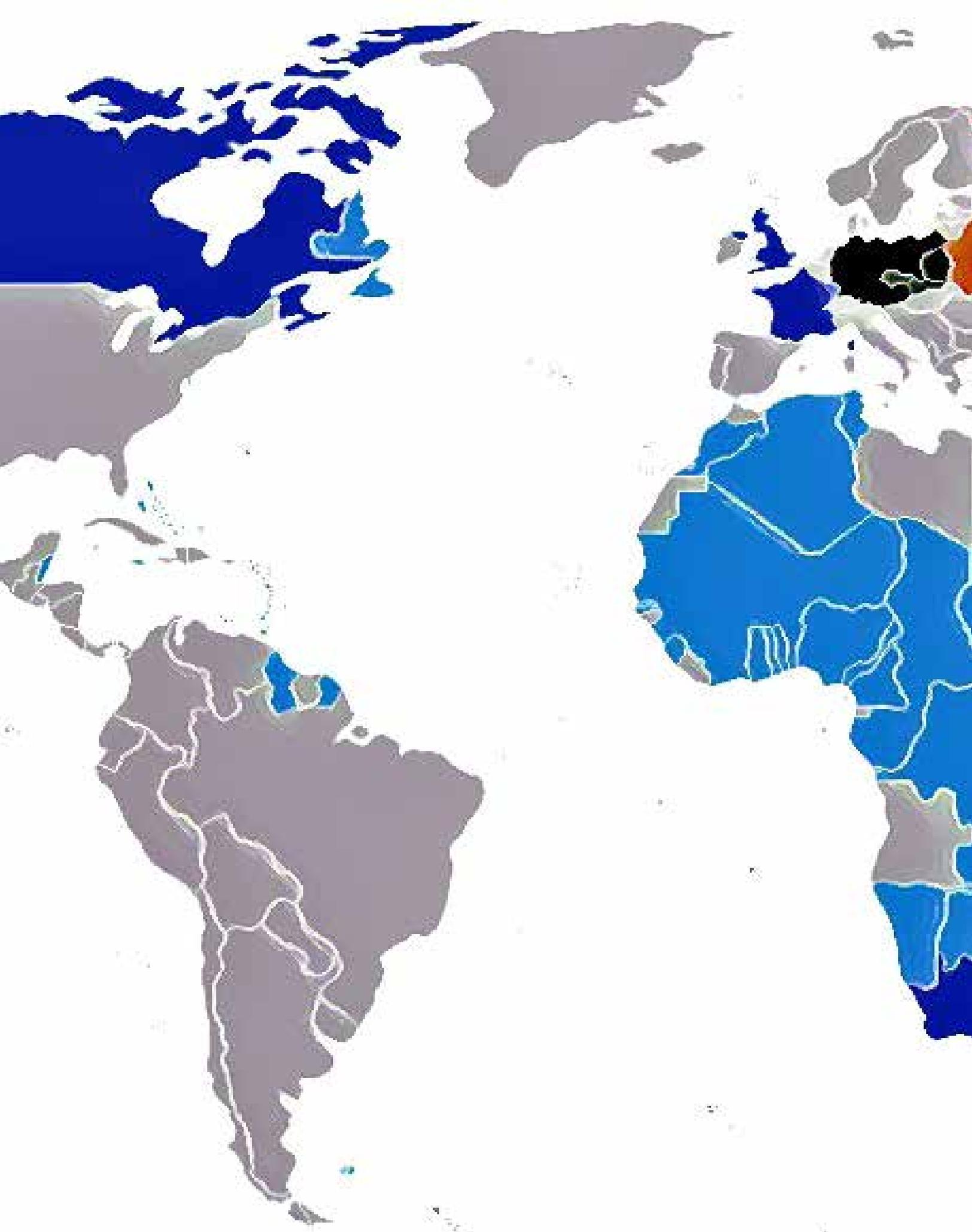
Just as he was about to call it a night, Culvert spied a swarm of glowing dots, flying erratically near the northern coast. He roused his driver Barry and had the man take the coach out into the pouring rain. The disturbed horses whinnied from the tumult; Culvert was too excited to care about the danger. He sat up front with Barry all the way, following the lights as they danced in the sky. As his coach near the island's ancient ruins, a stroke of lightning, a jagged spear of light, ran through the glowing dots. Some fell; others dispersed into the sky in seeming panic. Those scattering lights moved organically, like a cloud of frightened glow-worms.

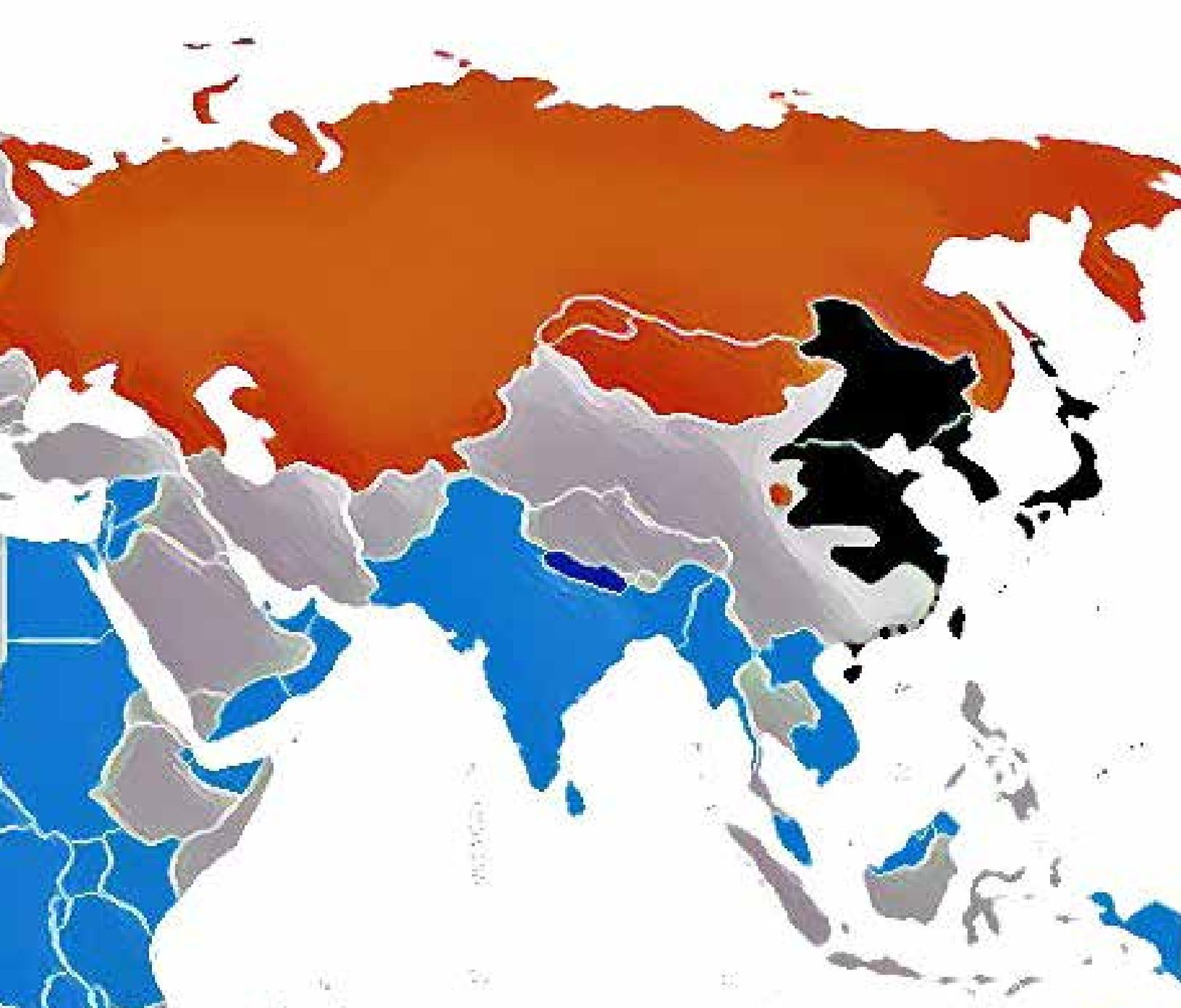
Culvert made Barry continue on despite the horses growing terror. He called his man to a halt when they reached the spot he thought a light had fallen. Jumping from the carriage, Culvert headed into the storm. Barry, having calmed the horses, followed behind, a shotgun gripped in shaking hands. They passed between the ancient ruins; strangely angular spokes of stone covered in indecipherable symbols. Though the wind and rain harried his every step, Culvert led the way forward without pause. It wasn't long before he heard a buzzing sound, an eerie drone wavering in pitch. Then he saw it, an impossible being sprawled out upon the grass. Bigger than a man, it looked pink in the lightning flashes. It also looked like nothing Culvert had ever encountered before. The body resembled

a lobster's, but there were huge, crushed wings behind it, membranous things that caught the falling rain. Its bulbous head glowed in the darkness, changing colour constantly. Barry screamed, discharged his shotgun into the night. Culvert turned to see the man darting off into the storm. Intrigued by whatever had fallen from the sky, he didn't particularly care about his man's fate. Angel? Demon? He found it difficult to reconcile the being to either. He approached with caution, kept his distance from the clawed limbs, as weak and broken as they appeared. Then, the throbbing head spoke. "Help me," it pled in an inhuman, buzzing tone.

He dragged the being along muddy ground, got it to the carriage with some difficulty. Getting it inside brought more trouble, for the horses, sensing his abnormal prize, were going wild. The noisome thing had stopped pleading for help; the glowing head had dulled somewhat. Culvert wondered if he would get it to his mansion alive. After stuffing it in the carriage and whipping the frenzied horses into obedience, he returned home. From then on, a strange tryst was formed between man and monster. Culvert, an avid scientist in his retirement, had studied chemistry, dissected animals. Soon he began to practice his scalpel-work on his prisoner, tortured it for information it was unwilling to give. A lesser man would have lost his mind from the knowledge it imparted. Sir Thomas Culvert was forged from stronger stuff. His insanity took longer.







## THE WORLD IN MARCH 1940

-  THE ALLIES
-  ALLIED COLONIAL POSSESSIONS
-  THE DE-FACTO AXIS
-  THE CONQUERED TERRITORIES OF THE AXIS
-  THE COMMUNIST STATES
-  NEUTRALS

# RECENT EVENTS



It is now two years later. Culvert's prisoner, actually a Mi-Go Fungi from Yuggoth, has fed him knowledge of technological and biological feats unknown in his time. These include the removal of brains (a Mi-Go specialty) and keeping them alive outside the human body. Just recently, the alien has been teaching him how to create an interstellar gate.

The Mi-Go have begun searching for their lost comrade, and have cloned agents (see Enhanced Mi-Go Agent Bodies), searching towns and villages along the eastern coast. One of the agents has been sent to Foulness Island. Sir Thomas Culvert has been busy over the past two years, taking unsuspecting victims and experimenting on them. He is currently looking to procure more victims. The man has a few tricks up his sleeve, including Mythos spells and Mi-Go technology to stop anyone interfering with his goals. Unbeknownst to him, the gate his alien prisoner has him

building doesn't lead to Mars, as promised, but to a Mi-Go city on the planet of Yuggoth. When this gate is complete, the Mi-Go hopes its comrades will arrive to rescue it.

## INVOLVING THE INVESTIGATORS

Aunt Lidia, a relative, has been corresponding with one of the Investigators. The woman is of failing health, suffers gout, and has removed herself from the hustle and bustle of London to stay at a quant, desolate island she visited in her childhood. She stayed at Foulness Island for two weeks, and after one final letter, nothing more was heard from her. All replies have gone unanswered, and the island possesses neither telephones nor telegraphs. After two further weeks of silence, the Investigator decides to travel there to search for their aunt.

National Service was introduced in 1939, to redress the shortage of soldiers thought to be needed to fight in a future major war. All single men aged between 20 and 22 were originally called into service, though a few months later this was extended to cover all men between the ages of 18 and 41. (In 1942 the age limit increased to men aged 51, and women between the ages of 20 and 30.) For the purposes of the scenario, it is suggested that Investigators be over the age of 41, female, or are excused from National Service due to the following exemptions:

- British subjects who hail from The Colonies and The Indian Empire, and have lived in the country for less than two years.
- Police, those in the medical profession, and prison workers.
- Someone from Northern Ireland.
- Students from colleges and universities.
- A government employee of the British Empire excepting the United Kingdom.
- Clergy of any denomination.

## HANDOUT 1: AUNT LIDIA'S LETTER

*My dearest –,*

*You may be a trifle bored of these letters from your dear old auntie, but I do relish the anticipation of reading your return mail! The weather has been quite dreadful here, and I have spent a good deal of time in my room in The George and Dragon. At night the downstairs area can become a wee bit loud and bothersome for this tired old dame.*

*There are a few interesting folk staying here, including an archaeologist and an ornithologist. I have shared meals with*

*both of them. A polite lady and chap. I decided to visit Saint Abigail's church yesterday, which is here in Church-end, but the vicar has apparently disappeared! Rumours say he was most likely lost at sea making an ill-thought journey across The Broomway, that terribly dangerous path which leads to the mainland. No one seems too upset. It would appear the vicar was fairly new to the parish: the previous one passed away after serving much of his life here.*

*I heard from the archaeologist that there are some old ruins on the island, venerable stones pre-dating the Roman invasion. I intend to visit these once the weather has cleared. That is if I can procure myself a sturdy young guide, or perhaps a carriage from one of the local farms. Oh, before I forget, I have met the Lord of the Manor. A dashing gentleman by the name of Sir Thomas Culvert. He has invited me to tea one afternoon at his manor house, and as soon as this blasted weather clears, I will consider taking him up on the offer.*

*Farewell my dear. I look forward with anticipation to your reply.*

*Yrs.,*

*Ms. Lidia Bacon-Colethwaite.*

What caring relative wouldn't want to investigate the welfare of their much loved, rich maiden aunt? The Investigator need not visit Foulness Island on their own however. Some friends or acquaintances could travel with them. There are other ways to place Investigators on the island, as detailed below.

## AGENCY DETECTIVE

You are a detective either in charge of your own agency or on hire from one. You've been asked by a client to head to Foulness Island, located on the southeast coast of England, to investigate the disappearance of one Harold Frazier-Snipe. He is a middle-aged, ex-military man who travelled there to study the island's flora and fauna. His relatives have not heard from him for some months. It is known he was staying at a public house on the island, and was considering buying a home there should one become available. You travel to the island with a photo of Harold Frazier-Snipe and not much else. There must be some clues there to his disappearance. The constabulary on the mainland have been less than satisfactory in their investigations. You've learned the island can be a death trap to

those unwary of its paths and coastline, and Frazier-Snipe wouldn't be the first tourist to disappear while using the Broomway path.

## HOLIDAYMAKER (ARCHAEOLOGIST OR OTHER)

Why would anyone in their right mind want to visit such a desolate island? Places like Foulness Island were often visited by people needing a rest from the stresses of the modern day world. Not only could an Investigator be visiting the island for the rest and to enjoy the fresh sea air, they may be on a research visit for a book or monograph they are writing. An Archaeologist may be researching the ancient ruins at the north of the island. An Ornithologist might be studying the migratory birds that make the island their home. A character of this latter type would have skills

## THE BROOMWAY



such as: **Listen, Natural World, Science (Ornithology), Spot Hidden, Stealth** and **Track**.

Other Investigator types include: a Clergyman sent to replace the missing vicar, or a Police Detective come to do a thorough search for a missing person. Other occupations are possible, as long as the Keeper has the Investigators encounter one-another in a plausible manner, and they keep the National Service in mind.

## FOULNESS ISLAND

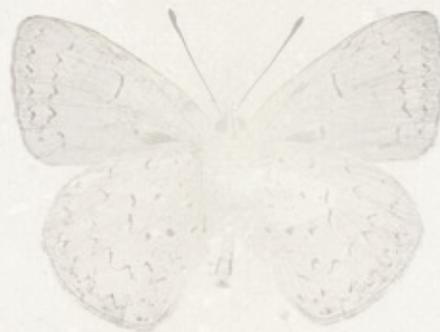
Foulness Island is located on the east coast of Essex and covers 9.195 square miles of land. It is predominantly farmland, and is protected from the ocean by sea walls along the north and eastern coasts. The island's name is nothing sinister, but comes from the Old English words *fugla næsse* ("bird headland"), a reference to the wildfowl which live on the island in abundance. The island is separated from the mainland by a series of marshes and streams which are dangerous if not deadly to cross. Mudflats, known as Maplin Sands, surround the island along the eastern coast. Foulness Sands surrounds the north-eastern point. The mudflats are beneath the ocean during high tides.

The resident population is currently 109. There are two small settlements located near the north of the island, Churchend and Courtsend. In Churchend, places of interest include a general store, a public house named The George and Dragon, and The Church of Saint Abigail. Courtsend boasts houses and a school and not much else. The island's largest farm, Great Burwood Farm is located in the southern area. Sir Thomas Culvert, a retired army major, owns much of the land and lives near Great Burwood. The islanders are fairly self-sufficient. Water is provided by wells and rainwater, fishermen scour the coast, and the farms provide vegetables, eggs, milk and fresh meat.

*NOTE: Foulness Island has not gone untouched by World War II. Many men from the island have been called up for*

*National Service, and Investigators will notice a distinct lack of men aged between 18 and 41. Talk of German spies and enemy submarines raids has reached the island, as the Investigators will discover when they encounter and interview the residents.*

Foulness Island can be visited by boat or from the tidal path. The latter is called **The Broomway**: an ancient path supposedly built by the Romans. The name is derived from the path's construction: the use of brooms planted in the mud for guideposts. The Broomway connects to Foulness Island from the mainland village Great Wakering. At six miles in length, the journey can take up to three hours and it may only be traversed at low tide. At other times of the day or night, the path is waterlogged. Travelling it can be a disorienting experience when visibility is poor, and quite deadly when the tide comes in. The path is flanked by marshes to the west and mudflats to the east. The mudflats forming Maplin Sands and Foulness Sands are especially treacherous if someone strays upon them, for quicksand can be encountered. Fog is also an issue, especially in the morning. Investigators shouldn't have much trouble if they time their journey right and don't get lost. A guide may be found at Great Wakering, the most advised method of traversing The Broomway. The safest option is to visit the island by boat, one of which can be hired on the coast near Great Wakering if weather allows.



LOW AND HIGH TIDE

If Investigators want to travel to the island using The Broomway, the Keeper can make it difficult or a breeze. High and low tides change daily; this is just an example for the Keeper and Players to follow.

High Tide 04:41 a.m.

to

Low Tide 10:51 a.m.

to

High Tide 17:17 p.m.

to

Low Tide 23:21 p.m.

## RESEARCHING THE ISLAND

A successful **Library Use** roll at any decent-sized Essex library will bring the following information to the Investigators attention.

See the back of this book for detailed Handouts.

### HANDOUT 2: NEWSPAPER ARTICLE

*The Chelmsford Chronicle* – Friday 6th April 1934

*Readers Interest Section*

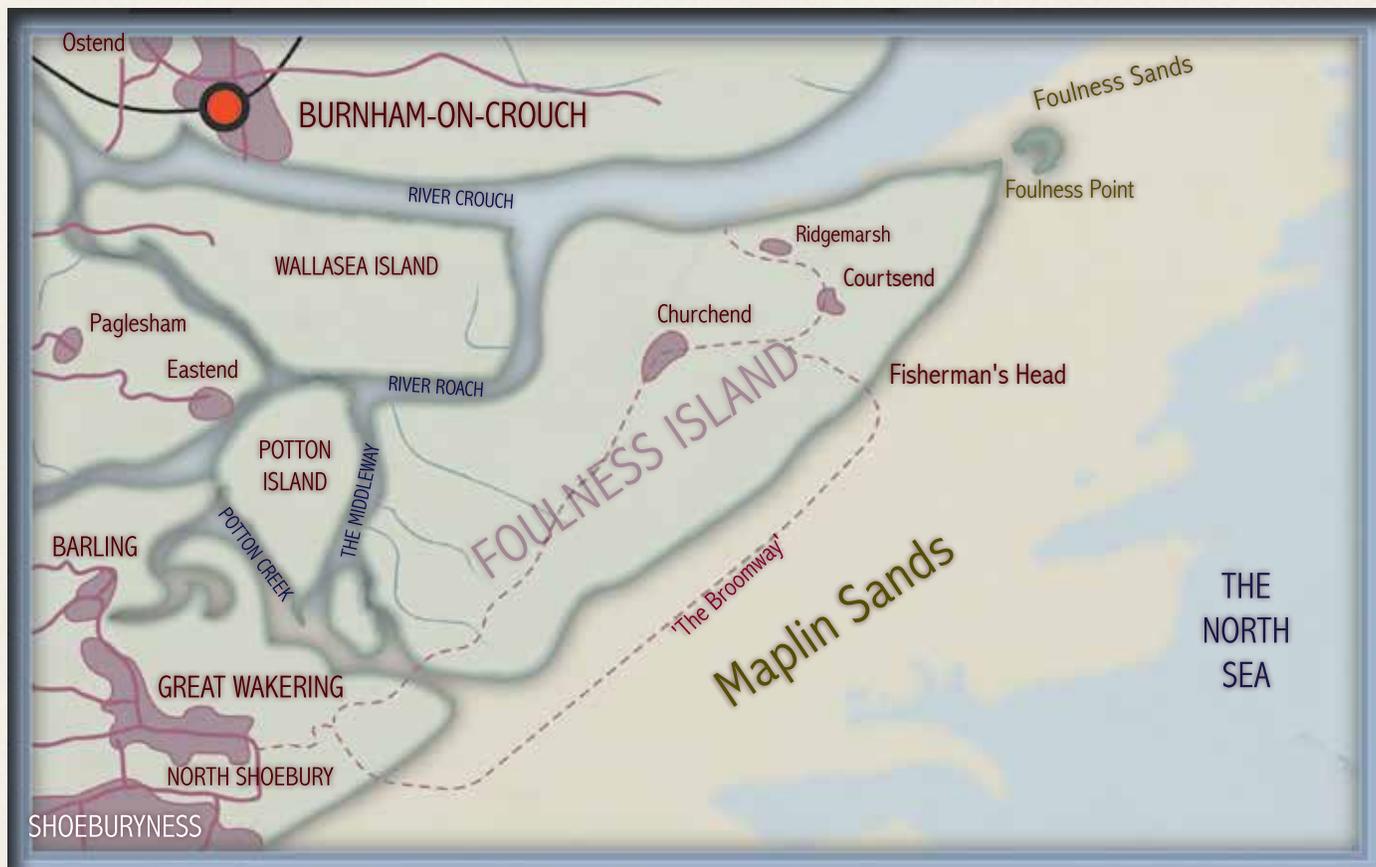
*The Broomway to Foulness* – by M.D. Whales

*If one consults a map of the Essex coastline, between the River Thames and the River Crouch, one will notice a curious footpath. The route is even more curious as it is marked with a line of crosses and dashes. These and the footpath begin at a place named Wakering Stairs, which is located in the village of Great Wakering, a quiet, sleepy town which this reporter had the pleasure of staying at for two nights. The path heads due east from Wakering Stairs, straight towards the ocean. One might in fact be of*

*the suspicion that it ends in the ocean, but after several hundred yards the path turns northeast, and runs offshore for some miles before it turns back towards the mainland, taking the intrepid traveller towards landfall at Fisherman's Head.*

*This I hazard to call a dock or port, for it is little more than low lying sand. It is however the stopping point to a secluded, little known island named Foulness. The path to the island is named The Broomway, known in infamy as the deadliest path in Britain. In this writer's experience, it would most certainly be dangerous for one who doesn't have his wits about him. It is thought The Broomway has taken more than one hundred lives, though it is likely many more have gone where no record exists. Over half of the known victims may be found in the churchyard of Saint Abigail's. This writer wonders how many dozens, or perhaps hundreds more poor folk, became unwilling offerings to the ocean. The Broomway takes its name, fantastical as it may seem, from four hundred brooms placed at intervals along the footpath which mark the safest passage to take. Despite these markers, if a thick fog is present, one could easily lose one's bearings and end up in the sand dunes and mud flats lining the footpath. At low tide, one feels quite safe, however. It is rather like a walk upon the beach! When high tide comes, as many unwary would attest had they survived, the ocean consumes the sand and The Broomway so quickly, even an experienced runner would likely be doomed. There is much danger there: muddy holes and quicksand which could swallow a traveller in seconds. Come Doomsday, this writer suspects many souls will climb up from those dunes and dust off their sand-ridden garments! I shall end this piece with a warning which I heeded, read from a recent Ordnance Survey Map. Printed in large pink letters across that stretch of coastline, one will find the following message:*

**WARNING** Public Rights of Way across The Broomway can be deadly. Seek local guidance.



HANDOUT 3: NEWSPAPER ARTICLE

*Southend Standard and Essex Advertiser – Monday 30th  
October 1939*

*Strange Lights on a Strange Island*

*A weird phenomenon has been reported at the secluded isle of Foulness. For some weeks now, locals have witnessed what they describe as “glowing lights” following the coast near Foulness Point. The island, which is a part of Essex and located along the east coast, is separated from the mainland by bogs and rivers, and as such, has little contact with the outside world. This strange tale reached the mainland by route of the postman, whom visits the island once a day. It was circulated amongst other postal workers until it reached the ear of this reporter.*

*Rather than make the trip to Foulness, which is downright treacherous, this reporter succeeded in speaking with the island’s Lord of the Manor, one Sir Thomas Culvert, during his visit to the mainland. An avid amateur scientist, he was on the mainland for supplies. The honourable sir told this reporter, that as an astronomer of no little experience, he has occasion to watch the sky nightly. He supposes any lights the villagers witnessed are most likely sourced from misidentified ships at sea, or perhaps boats traversing the River Crouch, which borders the island before reaching the sea at Foulness Point. Sir Culvert insinuated, in a more jovial tone, the lights would be less mysterious if the folk who witnessed them had not had a tippie at the George & Dragon public house beforehand. Strange indeed, are the things men witness when deep in their cups!*

# THE INHABITANTS

## and Nearby Locales



Holiwell Point Pillbox

### FISHERMAN'S HEAD

However the Investigators reach Foulness Island, they begin at Fisherman's Head, a harbour disembarkation point for boats that visit the island.

*NOTE: If Investigators are strangers to one-another or old acquaintances, the Keeper may want to choose this point to gather them together. The Investigators might have gotten on the boat together, or arrived by separate means only to reach Fisherman's Head at around the same time.*

There is a small pier at Fisherman's Head and a few huts on the sand beach. Three fishing boats are beached near the seawall. Stone steps between the seawall ascend to grassland and the island proper.

### JIM THE HARBOURMASTER

Jim is a stout, elderly man with a thick white beard. He wears waterproof clothes and a battered old fisherman's hat. Jim always has a pipe in his mouth and puffs a constant cloud of fragrant smelling tobacco smoke from it. If Investigators arrive by boat, Jim will appear from his hut and wade into the water to help secure the boat ashore. If Investigators come via The Broomway, they find him fishing on the pier. Upon noticing the Investigators, he stops what he's doing and head towards them, offering hearty greetings. However he meets them, Jim will invite the Investigators into his small, smoky hut for a cup of tea. Jim is very open about the island. The Keeper should give Investigators any details from the earlier Foulness Island section as they deem appropriate. With a successful **Charm** roll, Jim

Jim Hedger, the Harbourmaster

draws the Investigators a crude map, bearing the island's major locations. There's nothing Jim is reticent about, even the disappearances. Questions fielded to him are answered without the need for dice rolls.

*NOTE: throughout the scenario various replies are provided for questions the Investigators may ask the islanders. They will probably have other questions, but it would be difficult to cover every possible reply. If a reply is not found in the appropriate section or elsewhere in the scenario, the Keeper should either make the islander ignorant of the answer, or adlib it.*

#### AUNT LIDIA (AND HAROLD FRAZIER-SNIPE)

If asked about Aunt Lidia, Jim replies that she seemed a grand lady (he met her only the once, when she arrived by boat on the island). He fears she came to trouble on The Broomway, like many others before her. If asked about Frazier-Snipe, Jim doesn't recall seeing the man but thinks the same has happened to him.

#### MISS JOHANSSON.

Jim recalls the sweet young lady quite well. She has a queer accent. American, or perhaps Australian? She has been back and forth from the island the past few weeks, sensibly using a boat rather than The Broomway.

#### THE LIGHTS

If asked about the strange lights, he crosses himself and says he has seen them many times. Being an old seafaring man, he has witnessed much more besides. He doesn't know what they are. Some folk on the island believe German submarines, prowling the coast, are the source, but he doubts that. Why would the Germans invade Foulness Island just to be stuck here like everyone else?! And the lights have been witnessed up there long before the war. His grandfather once told him things from the ocean appear at Foulness Point and make strange offers to men, and it brings doom and damnation to accept them.

#### THE ANCIENT RUINS.

Jim doesn't know much about the ruins, but with their proximity to Foulness Point, he warns the Investigators to steer clear of them at night.

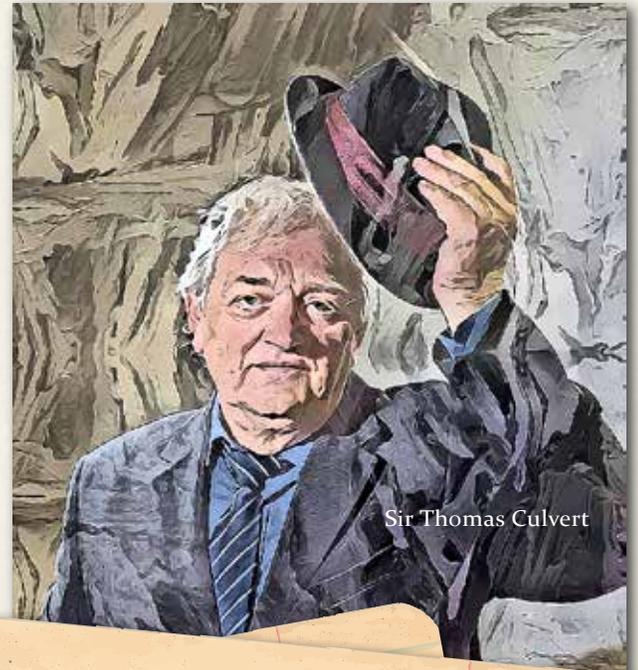


Aunt Lidia

SIR THOMAS CULVERT.

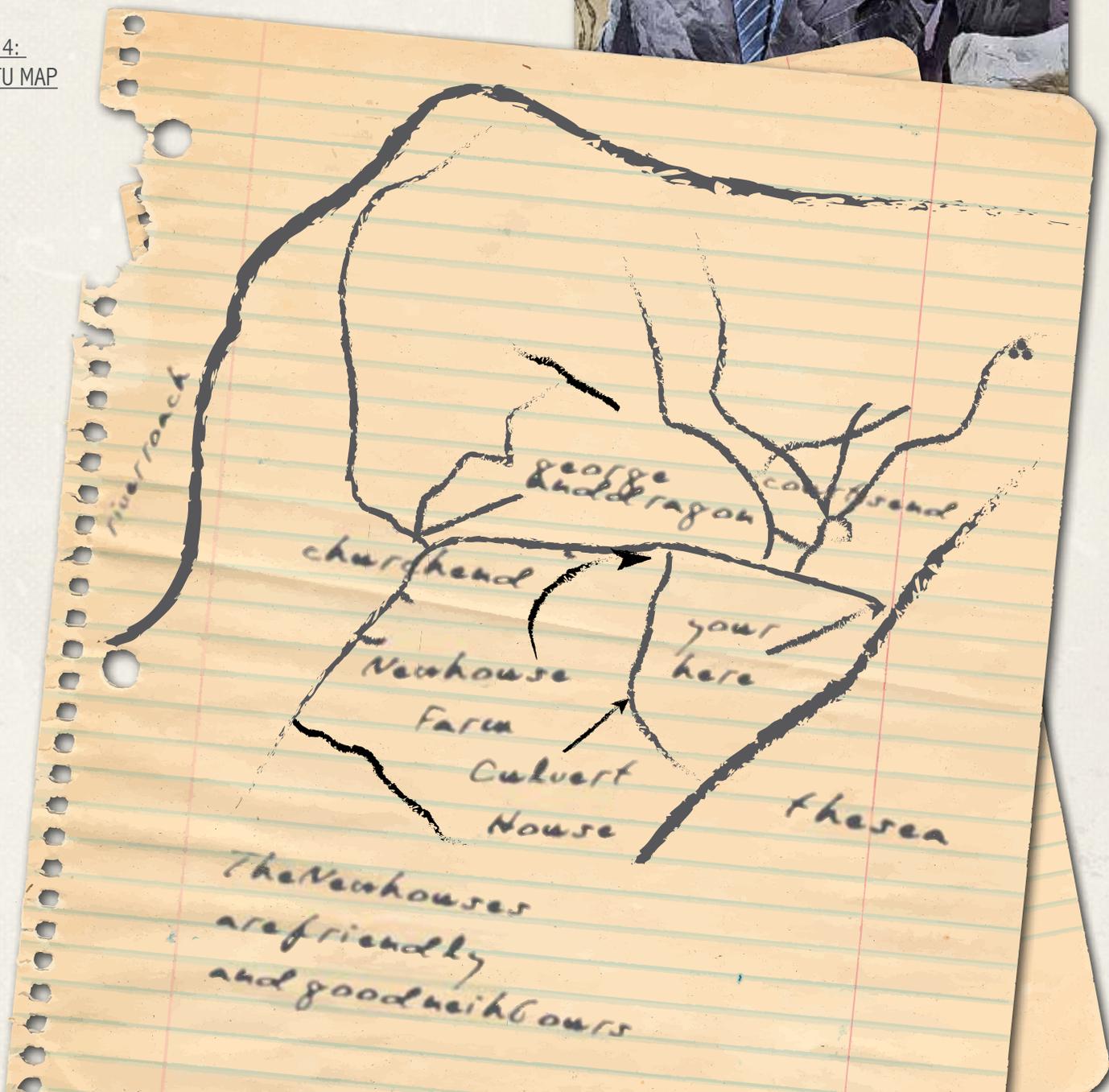
If questioned about Culvert, Jim says he is a very fine man who fought with distinction in the First World War. He is a scientist, and boxes of supplies arrive for him every two weeks or so. Sir Thomas must be making many weird and wonderful contraptions down there at Culvert House!

When Investigators decide to leave, Jim suggests they take the road west to Churchend first to secure themselves some lodgings. The George and Dragon pub has rooms he says, and at busier times a few folk let rooms in their houses out.



Sir Thomas Culvert

HANDOUT 4:  
IMPROMPTU MAP



## SPECIFIC LOCATIONS



Newhouse Farm, near Courtsend

*NOTE: At certain points in the scenario, opposing skill rolls will be required from islanders. For convenience, give the islanders either the base skill chance, or if the Keeper wishes, a **50** in their opposing roll.*

The road west, after a mile or so, reaches Newhouse Farm. The road continues west, and after two further miles reaches Churchend. The road splits north at Newhouse Farm, and after a mile reaches Courtsend. There is a school located in Courtsend, some houses, and not much else. If travelling northeast from Courtsend, The Ancient Ruins are reached after two miles. A further two mile journey northeast leads to Foulness Point. Churchend boasts houses, The George and Dragon pub, and the Local Shop. At its northern point stands The Church of Saint Abigail. If one continues west from the church, the Abandoned Cottage is found. A road south from Churchend, five miles in length, leads to Great Burwood Farm. The secluded Culvert House is located to the east, just before the farm.

### NEWHOUSE FARM

Newhouse Farm is a dairy farm, and also grows a little produce. It is located to the right of the road to Churchend, just before the junction to Courtsend. The farmhouse is a wide, two-story structure of dark wood panels and a thatched roof. It has two barns on the western side and a shed (for milking) to the east. A smaller barn for the horses and cart stands behind the farm, as do numerous chicken coops. The fields surrounding it hold wandering cows chewing cud.

The Newhouse family has owned the farm for generations, and consists of Derek Newhouse, a tall, wiry, amiable man, and his wife Charlotte, a short ruddy-faced woman. They have many children whom by day either play about the farm or help their parents with chores. A flower garden at the farmhouse's eastern side is Charlotte's pride and joy. She may be found here during the day tending to her show-winning roses.

At night everyone is inside the house, although Investigators might find Derek on the porch smoking his pipe. The Newhouses are friendly, and greet Investigators with a wave and a “hallo!” They field any questions the Investigators have without the need for rolls.

### AUNT LIDIA (AND HAROLD FRAZIER-SNIPE).

They recall Aunt Lidia and Harold Frazier-Snipe passing through. They say the pair went to stay at The George and Dragon in Churchend. Derek believes The Broomway caused the disappearances, Charlotte mentions Churchend’s vicar went the same way some months earlier.

### MISS JOHANSSON.

Charlotte speaks of Miss Johannsson with distaste. That ‘woman’ has been past the farm a couple of times and was too surly in her ways to even offer a polite “hallo.” Derek on the other hand, says he saw the charming young lady heading up towards Courtsend just the other day.

### THE LIGHTS.

The Newhouses have heard of the lights but not seen them. They say there is talk of German submarines hiding in the waters, but that is just a load of old hogwash.

### THE ANCIENT RUINS.

The Newhouses haven’t visited the ruins, but recall their parents and grandparents saying they have a dark history, reaching back to medieval times.

### SIR THOMAS CULVERT.

They see Culvert going back and forth to the mainland on occasion. He is a polite man. He gets deliveries of large items from the mainland.

If the time is between 7 a.m. and 9 a.m., Derek’s horse and cart are outside the farm filled with produce for Churchend and Courtsend. He will offer the Investigators a ride if they don’t mind sitting between the pails of milk and egg crates. If they accept they soon discover that with Derek’s horses’ lazy gaits, it would be quicker to walk.

### COURTSEND

Courtsend is so small it can be barely called a village. Surrounded by miles of fields, there are two rows of cottages lining the road, six to a side. These are small, one-storied buildings, constructed from stone with thatched roofs. At the termination of the cottages is a small schoolhouse. This one-story building is newer than the cottages, and has red brick walls and a grey tiled roof. During the day, children will be inside the schoolhouse or perhaps playing on the field behind. They run from strangers. The schoolmistress, a small, redheaded, imposing woman named Katharine Priest, wants nothing to do with the Investigators and scolds them if they enter the schoolhouse.

At daytime, the majority of Courtsend’s residents are out fishing or working the farms. A few women can be found gossiping to one-another. After 5 p.m. some older menfolk can be found lounging on their doorsteps. Investigators may want to ask questions. They find the locals here more reticent to speak to than those they have encountered so far.

The people of Courtsend may be questioned with successful **Charm**, **Fast Talk**, **Intimidate** or **Persuade** rolls. Answers to pertinent questions are included, as is an answer that may be heard with a successful higher difficulty skill roll.

### AUNT LIDIA (AND HAROLD FRAZIER-SNIPE).

The islander hasn’t seen either of the missing persons, and has no opinion on what happened to them. Further questions on these lines will be ignored.

### MISS JOHANSSON.

See 'The Ancient Ruins' below.

### THE LIGHTS.

If a female islander is asked, she's heard of them but not seen them. She thinks there is a possibility that they come from a German boat or submarine. If a male islander is questioned, he states his deceased father saw them near Foulness Point one night many years ago.

### THE ANCIENT RUINS.

The islander says the ruins are a sinister place, and connect-

ed somehow to the lights. No good can come of going near the ruins. A successful **Psychology** roll reveals the islander is reticent about something. With a successful **HARD Charm, Fast Talk, Intimidate** or **Persuade**, the islander says a female stranger has been seen heading to the ruins at night. They think she is a German spy, quite possibly signalling to some German boat or submarine off the coast. They cannot provide a description beyond the stranger's gender.

### SIR THOMAS CULVERT.

The islander doesn't think much of Culvert. Barry, who worked as Culvert's driver, disappeared a few years ago under suspicious circumstances. Culvert claims Barry went down The Broomway on some errand and was caught in the tides. This is quite unbelievable, as Barry had used The Broomway all his life.

# CHURCHEND



1. Culvert House
2. The Yew Tree
3. The George & Dragon
4. Miss Grubb's Shop
5. St. Abigail's Church
6. The Vicarage
7. Landor's Cottage

Churchend is a little larger and livelier than Courtsend. It has suffered more than Courtsend from the National Service and the lack of menfolk is apparent. If travelling from Fisherman's Head, Investigators first encounter ten cottages lining the road five to a side. These have thatched roofs and sandstone brick walls. Beyond the cottages stands The Church of Saint Abigail. Turning south at the church leads to more buildings, a dozen to a side. Some are cottages, built from sandstone with thatched roofs. Others are a little more modern with tiled roofs and two floors. The George and Dragon is located at the southern end of the houses, to the left when heading for Great Burwood Farm. Opposite it stands the Local Shop.

Men and womenfolk can be found in the streets during the day. They are friendlier than the Courtsend folk. Communication rolls are only required where noted in the text. A list of answers to pertinent questions is included.

*NOTE: Have an Investigator make a **Luck** roll each time they ask a question. If successful, the islander gives them the information about the yew tree.*

## AUNT LIDIA (AND HAROLD FRAZIER-SNIPE).

The islanders remember both of them. Aunt Lidia was a lovely old lady, quite adventurous in spirit as she talked about visiting both The Broomway and The Ancient Ruins. She was staying at The George and Dragon, so perhaps more information can be found there. The islander believes she most likely made an ill-advised trip to The Broomway and encountered her doom there.

Harold Frazier-Snipe was a quiet man often seen about the village with binoculars around his neck. He was interested in sketching the flora and fauna of the island. Frazier-Snipe said he was a retired soldier. Some folk conjectured he

might have been a German spy, but that hardly seems possible, he acted so... British. They have no real opinion regarding his fate. Perhaps he left for home without telling anyone?

## MISS JOHANSSON.

So odd that a young lady like that would come to Foulness Island all on her own! She appears to have a strange accent too. The Chapmans like her however, and that is enough for the islanders.

## THE LIGHTS.

When questioned about the lights the islanders are a little more taciturn. A successful **Charm, Fast Talk, Intimidate** or **Persuade** is required for an answer. otherwise they claim they know nothing. If the Investigator is successful, the islander looks around for anyone eavesdropping, and says the lights are ghosts of those lost on The Broomway. They circle the island before disappearing into the water near Foulness Point. They personally have not seen the lights, but have a friend of a friend who did.

They have heard rumours of German submarines up near Foulness Point, but these come from the Courtsend folk, and they're idiots.

## THE ANCIENT RUINS.

The islander thinks the ruins were built by the Romans. They are pretty and many 'academic types' have visited the island to study them. Some say they are haunted, but really, they are just old stones. One academic said they once held braziers, lit so Roman ships could be guided to the River Crouch.

## **1** SIR THOMAS CULVERT.

The people of Churchend have great respect for Culvert. He is a brilliant man and an inventor. He donated money to have the schoolhouse built and to reinforce the sea walls.

When new folk visit the island he sometimes travels up from Culvert House to greet them.

## **2** THE YEW TREE

Did the Investigators see the yew tree in the churchyard? There is a ghost attached to it, and some infamy involved in the tale of how the ghost came to be. The islander explains that it is not their place to tell strangers the tale. Martha Chapman at The George and Dragon may tell them if they are lucky.

## **3** THE GEORGE AND DRAGON

*NOTE: If Investigators stay at The George and Dragon, the next morning a card is left for them with an invite to visit Culvert House at their convenience.*

### HANDOUT 5: SIR CULVERT'S CALLING CARD

(Handwritten note on rear in small script)

*To whom this may concern,*

*It is becoming increasingly rare that folk visit our small simple island, and as Lord of the Manor I very much enjoy meeting anyone new here. I would like to make an open invitation for you to visit myself at Culvert House. It is located to the south of Churchend, and a villager can point the way or escort you here.*

*T. Culvert Esq*

The George and Dragon is the largest and most popular building in Churchend. It is owned by Gregory and Martha Chapman. It is open from 12 noon to 10 o'clock at night, but a knock on the door will be answered by one of the Chapmans at other times. It is a wide, two-storied building, its walls lined in whitewashed wooden slats. The roof is tiled in slate. Double doors at the front of the pub lead to a room constructed of varnished wood-panelling. Stools and benches spot the floor, and a long bar lines the north wall. There is a piano to the right of the bar. At the back of the



The George and Dragon, Churchend

bar to the left are the privies. Behind the bar is a door to the kitchen. A doorway in the west wall leads to a lounge and dining room. The corridor from the main lounge leads to the pantry and then to the Chapmans private rooms upstairs. The dining room holds four tables covered in white cloths and fresh flowers from Newhouse Farm in vases. A staircase in the room's north east leads to the guestrooms.

The upstairs holds six guestrooms, centered around a small landing. There is a small communal bathroom on the corridor's eastern side. These rooms are small, with papered walls decorated with blue flowers, dark blue carpets and white ceilings. They are neatly kept, each holding a single bed, a bedside cabinet, and a chest. Any rooms not occupied are locked. Rooms One to Three are empty, as is Room Five. Room Four is Miss Johansson's room; Room Six is where Aunt Lidia stayed.

The rear of the pub has a wide, cobbled yard surrounded by whitewashed walls. It is filled with barrels and discarded wooden crates. A rickety gate, unlocked, leads to fields beyond.

Gregory Chapman is a tall, chubby, red-headed man. He often taps his chin or scratches his thinning red head when asked questions. Martha is as big as her husband and has black hair tied into a tight bun. She has a painful limp which accounts for her constant groans of pain and irritability. She is friendly to strangers, however.

*NOTE: Should the Keeper wish, Investigators not with the main group can be encountered staying here. They could be downstairs in the pub or dining room when the Investigators arrive, or however the Keeper sees fit.*

If Investigators enter the bar by day there are few patrons: just some old men lounging about playing cards or dom-

inos. At night the bar is livelier; islanders may be having a singsong around the piano. Investigators can stay here for one shilling a night, including breakfast and an evening meal. The bare serves cheap ale, some spirits, and rustic meals. If there are no Investigators here already, all rooms but two are empty.

The Chapmans reply to the majority of questions without the need for Communication rolls. Their answers match those of the Churchend islanders except those concerning Aunt Lidia, Harold Frazier-Snipe and Miss Johansson. If Martha is amiable to the Investigators, she tells them the yew tree tale (see THE YEW TREE TALE).

### AUNT LIDIA.

Questions are met with sadness – the Chapmans were very fond of the old lady. She went for walks during the day, and stayed in her room at night. Her things are still in her room, untouched since she disappeared. Should Investigators want to search the room, Martha has the keys. It takes a successful **Charm, Fast Talk, Intimidate** or **Persuade** to make her to surrender them, even if the Investigator is related to Aunt Lidia. The roll can be attempted by one Investigator, twice a day. Martha will not entertain being bothered repeatedly. She lives under the hope that Aunt Lidia will return sooner rather than later. If asked about her fate, the Chapmans believe she got lost on The Broomway, perhaps even on the foggy coast to the northeast. Aunt Lidia did mention wanting to visit The Ancient Ruins the last time the Chapmans spoke to her.

*NOTE: The Investigators may wish to pick the lock on Aunt Lidia's door. If so, a successful **Locksmith** roll is required. Any attempts to use physical force on the door will alert the publicans, and sees the Investigators tossed out of their lodgings. If Miss Johansson is in her room, a successful **Stealth** roll is required against her **Listen** skill or she will come out and ask what's going on. A successful **Charm, Fast Talk, or Persuade** is required for an explanation. (**Intimidate** will not work in this case). If the Investigators*

*are successful and state why they're trying to enter the room, she will even offer to help. Miss Johansson is a dab hand at picking locks. A failure means she threatens to tell the Chapmans should they continue with their suspicious behaviour.*

### AUNT LIDIA'S ROOM

If Investigators haven't talked Martha into opening the room, they will have to try picking the lock. If they manage to get inside, they find that this room is larger than the others. There is a bed and a bedside table stood against the south wall, a wardrobe against the east wall, and a dresser beneath the west wall's window. A search reveals an empty suitcase under the bed, items of clothing in the wardrobe, and some toiletries on the dresser. The dresser is locked, and if Martha is asked she states Aunt Lidia must have taken the key. She won't entertain them breaking into the dresser or picking the lock while she is present. If an Investigator suggests this she will shoo them from the room and lock it, not allowing them back in. Should they wish to break open the dresser, assuming Martha isn't present, they may attempt a **Locksmith** roll or a **STR** roll (the dresser has a **STR 10** to break).

If Miss Johansson is in her room this noise will alert her, but rather than challenge the Investigators she will just spy on them.



Aunt Lidia making Jam Roly-Poly

The noise of the dresser lock being broken will not attract the attention of anyone downstairs. Inside the drawer the Investigators find writing implements, envelopes and paper, and an unfinished letter to one of Aunt Lidia's correspondents.

**HANDOUT 6: AUNT LIDIA'S UNFINISHED LETTER**

*My dearest Ermentrude,*

*I hope this letter finds you well. Did you get over that nasty rash? And what happened about the family crypt in Highgate? Dreadful business, all said and done. I am still at Foulness, though I fear I may have to cut my visit short. Someone here has proven most rudely attentive of my day to day activities. Although they appear of the well-to-do sort, I have found them following me outside, and I am fairly sure they have been in my room when I've been out. Oh, but some good news! Before I forget, I would like to tell you—*

**HAROLD FRAZIER-SNIPE.**

If Harold Frazier-Snipe is asked about, the Chapmans inform the Investigators that when he disappeared, all he left was a suitcase of clothes - the valise he was often seen with he took with him. They fear he suffered the same fate as Aunt Lidia. If questioned about his being a German spy, they scoff at this: he was as much a spy as Aunt Lidia. They will not surrender his suitcase under any circumstances, but let slip that it is currently under the bar on the off-chance he returns. An Investigator may wish to steal the suitcase to discover a clue about Harold Frazier-Snipe. They could do so, by sneaking down to the bar at night, but a successful **Stealth** roll is required against Martha's **Listen** skill of **60%** (the floors creak and Martha sleeps intermittently due to her gout). If failed, she will enter the bar. A successful **Communication** roll is required (A visit to the privy because someone else is using the bathroom upstairs perhaps?) Otherwise she will be suspicious of the Investigators now, and will not tell them the tale about the yew tree, if that hasn't happened already. The suitcase will prove to be mostly a dead end but will have a photograph

of Harold with an unknown woman, possibly his wife. The Investigators now know what he looks like.



Harold Frazier-Snipe and Ladyfriend

**MISS JOHANSSON.**

The Chapmans don't like to discuss current guests, hence a successful **Charm**, **Fast Talk**, **Intimidate** or **Persuade** roll is required for an answer. On a success, Investigators are told Miss Johansson is a curious young lady and very independent. She is recently divorced. Some of the villagers are suspicious of her due to talk of German spies. She had a week's stay on the island, returned to the mainland for a week, then returned some three days ago. She goes out on her own on an evening at around 7 p.m. and sometimes doesn't return till near closing time.

## THE YEW TREE TALE

If Martha is questioned about the yew tree and the Investigators are on good terms with her, she narrates the following tale.

“Have you seen the old yew tree in the churchyard?”

Martha asks confidentially. “It was a beautiful tree once, thick and green. There is a curse upon it now, and there is a hangman’s rope hanging from it, something sinister and not of this world! An old man and his daughter lived in the cottage just beyond the church. Jack Landor was his name, and he was a mean old so and so I’ll tell you now. He misused his daughter, and would sometimes tie her up in the cottage with that very rope you see on the tree.

‘Murder will out,’ some folks say, and that’s very true in this case. Landor and his daughter disappeared some five years ago, with no trace found. No one took over the cottage, and it fell into the ruin you now see if you visit it. None visit the cottage by day or night though, and all those that pass it cross themselves. Sometimes on an evening, the howl of a dog can be heard from the cottage, and some have seen a dark shape making its way from the cottage to the churchyard. It stops at the yew tree and digs there, to uncover the bones of Landor’s daughter, or perhaps to dig a grave for them both. It is a Devil Dog! Landor’s sin given form. I warn you: keep away from the path between the church and the cottage at night! I so wish the new priest would come take over the church, and put that spirit to rest!”

## MISS JOHANSSON REVEALED

Miss Johansson, far from being a German spy, spies for a race far more insidious. She is in fact a Mi-Go agent, a human brain in an enhanced vat-grown body. The brain is from a male human, someone who has worked for the Mi-Go for many years under many different guises. For the purpose of this mission, her masters chose to use a female

body. Her sole purpose is to find the missing Fungi From Yuggoth. She arrived on the island three weeks ago, and has done some investigating herself, especially around The Ancient Ruins. Johansson is at the point in her investigation where she believes Culvert has something to do with the Mi-Go’s disappearance. Miss Johansson is quite beautiful, and dressed in the most modern garb available. She will concoct a way of introducing herself to the Investigators, possibly when they are settling into their rooms, in the bar or dining room, or even outside in the street. They may encounter her prowling about The Ancient Ruins or at Culvert House. She will receive the same calling card Sir Thomas Culvert sends the Investigators.

Upon meeting the Investigators, she claims to be on Foulness Island on a respite from her recent divorce. She also says she has a little interest in archaeology. Miss Johansson will enquire as to the Investigators purposes on the island, using her **Psychology** roll to detect if they are lying. Successful or not, from the moment she meets them, Johansson will keep a close eye on the Investigators. If Investigators tell her about Aunt Lidia or Harold Frazier-Snipe, she’ll offer to help them in a search for clues. She will utilize her **Charm** skill in this instance, but if she succeeds

Martha Chapman



Gregory Chapman



Investigators may still refuse. If the latter occurs, she will follow them as surreptitiously as possible. If Investigators head to Culvert House, she will choose the same time to investigate it and they will encounter her there.

If an Investigator uses their **Psychology** skill to see if Miss Johanssen is lying about something, she'll counter with her **Acting** skill. If she fails the Investigator knows she is hiding something and probably untrustworthy. If events in the scenario don't appear to be going Miss Johanssen's way, if her life is in danger, or if her mission to find the Mi-Go is ended, she will attempt to leave the island. Nothing less than physical torture makes her admit her true goals. Johanssen has no qualms over killing anyone to achieve them.

*NOTE: The aim here is to subvert any suspicion that might arise not her innocence, but to her possibly being a spy for the Abwehr (German military intelligence). The truth is horrifying and a step up from the horror and depravity of the Nazis. The Mi-Go take brains, not prisoners.*



Investigators may wish to field Miss Johansson some questions, but this will mostly prove a dead end. She met Aunt Lidia briefly but doesn't know what became of her, and Harold Frazier-Snipe disappeared before she arrived on the island. She hasn't seen the lights at Foulness Point but has been visiting the ruins on occasion. Miss Johanssen hasn't yet encountered Sir Culvert.

### MISS JOHANSSON'S ROOM

Curious Investigators may wish to examine Miss Johanssen's room while she is out. For the purposes of the scenario she will be downstairs in the dining room for lunch (12 p.m. to 1 p.m.) and dinner (6 p.m. to 6:30 p.m.). The door is unlocked. The bed is located in the southeast corner, the bedside table stood near the south wall to its right. The wardrobe stands against the north wall, to the right of the door. Light is provided by an attic window. A search of the room reveals nothing suspicious (Miss Johanssen is an old hand at this sort of thing). The wardrobe and bedside table contain neatly arranged clothes and underwear, the majority new and unused. There are some books on archaeology on top of the bedside table.

### ENHANCED MI-GO AGENT BODIES

These are vat-grown hosts for the Mi-Go agents' brains. A cloned body is many times more powerful than an ordinary human. To create one, the Mi-Go take an unborn human and gene-tailor it to its optimum capacity, then the foetus has its brain removed and the body is fed all the hormones and nutrients needed to grow, plus a powerful steroid cocktail to enhance it even more. An enhanced body has superior senses, fast reactions, increased strength, vigorous health, slight regenerative qualities, reduced capacity to feel pain, and no build-up of fatigue poisons in its muscles. The Mi-Go hope this type of body will provide their agents with a powerful tool when they are sent on missions.

### 4 THE LOCAL SHOP

This shop provides for the islanders, though the stock is quite basic. The shop is heavily cluttered and smells musty, with shelves piled high with bric-a-brac. The owner, Miss Grubb, waits behind the counter and scowls at the Investigators suspiciously. A sour elderly woman with thick glasses and greying hair, Grubb refuses to



answer any questions about the village. Any items the Investigators wish to purchase must be located first with successful combined **Spot Hidden** and **Luck** rolls, or the item is out of stock. Even if an item is found, it requires a successful **Charm, Fast Talk, Intimidate** or **Persuade** roll to make Miss Grubb part with it.

**5** THE CHURCH OF SAINT ABIGAIL

A low stone wall surrounds the church, and ancient, weathered gravestones spot the churchyard within. In the north-eastern corner of the churchyard a yew tree stands that the Investigators may have heard of. The tree is old and gnarled, and its boughs sag almost to the ground. A successful **Spot Hidden** roll reveals the earth beneath the tree has been recently disturbed. The Investigator may also make a **Track** roll to find animal tracks leading from the tree and out of the churchyard. Should one follow these tracks, they lead to The Abandoned Cottage. An old rope dangles from the tree, tied to one of the upper branches. A successful **Climb** roll is required if an Investigator wants to retrieve the rope. A failure equals a bruised backside and the loss of a Hit Point. The rope is just that, an old, rotted piece of hemp.

The church is constructed from dark brown bricks. It has a tall, tiled gable roof with a cross that looks down upon the entrance. The entrance is located on the south side of the building. There is a small, two-story wing attached to the church's north side. There are two windows on the wing's first floor: one on the south wall and one on the north. The second floor has two windows on the south wall and two on

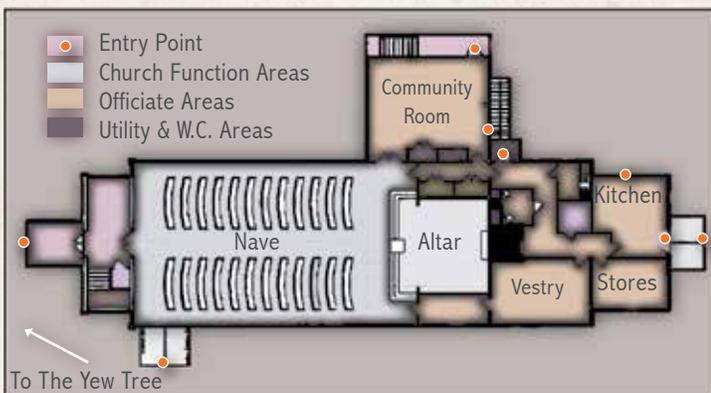
the north. The ground floor's south window is broken, and using a successful **Climb** roll, an Investigator can get inside. If it is daytime, have the Investigators make a **Luck** roll. If failed, an islander sees what they are doing and hollers at them, bringing more angry locals to the scene. A door is located on the eastern side of this wing. This is locked, and requires a successful **Locksmith** roll or a successful **STR** roll against the door's **STR 30** to enter. Again make a **Luck** roll at daytime to avoid spectators. The window at the rear of the wing can be forced open at **STR 10**. An Investigator can enter the wing from the northern or eastern window (which leads to the living room, see below), the east window, which leads to the kitchen, the door on the east side of the building, or from inside the church.

THE CHURCH ITSELF

The church's main doors are unlocked. Inside stands a small stone anti-chamber. Two porcelain fountains flank the entrance doors and there is a little holy water in each. Double doors on the north wall lead to the nave. The doors are locked and can be picked with a successful **Locksmith** roll, or broken down. They have a **STR** of **50** for the latter purpose. The floor and walls of the nave are constructed from stone blocks and it has a high wooden ceiling. Stained glass windows bring light to the nave in daytime. There are two rows of pews in the nave, facing the pulpit and an altar at the northern end. At night the nave is pitch black; Investigators will have to provide their own light source, or light the candles in the candlestick on the nave. Exploration of the nave reveals a few hymnbooks, an empty whisky bottle behind the pulpit, and a locked door on the eastern side of the pulpit. A **Locksmith** rolled is required to enter, or the door has **STR 50** to break down. As mentioned earlier in the scenario, the last vicar, Father Nathan Daws, disappeared some weeks earlier.

**6** THE VICAR'S HOUSE

Across the road that leads to the north of the island, behind a small curtain of trees, lies the vicarage. A non-descript edifice that appears unlivid in. Constructed in



a similar sandstone as the church it is easy to see that one is akin to the other.

*NOTE: The house feels incredibly cold, so much so the Investigators notice. This is nothing supernatural however, just a case of damp and lack of heating, but the Investigators need not know that. The Vicar's house uses oil lamps for lighting. These are wall mounted, with one in every room apart from the unused room upstairs.*

GROUND FLOOR

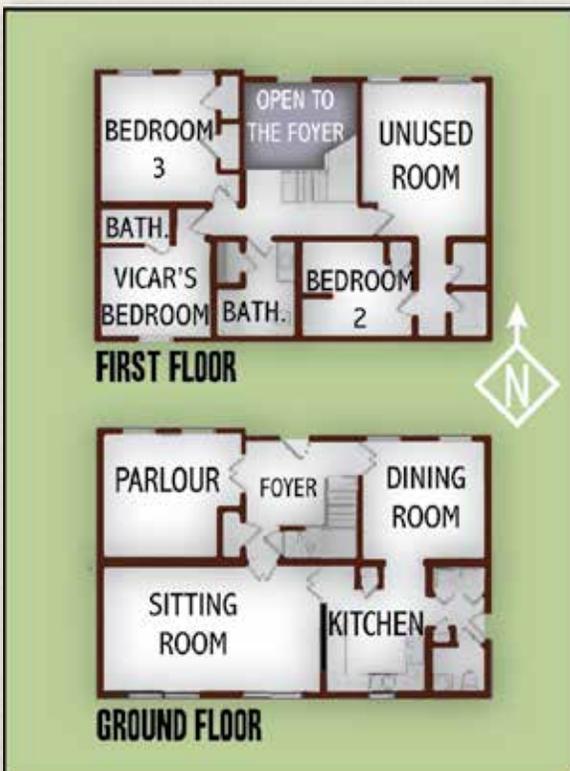
A small foyer is found beyond the front door. It has a thick red carpet, a red ceiling, and floral walls. A desk stands to the left of the front door. If the desk is searched, Investigators find stationary and religious texts. Beyond the southern door there is the sitting room that has a fireplace in the north wall, and a few chairs dotted around the room. A window on the south wall is broken, the carpet there damp and rotting from the elements. A door in the east wall is unlocked. Beyond the door is a short vestibule, leading to the tiled kitchen. The kitchen is whitewashed floor to ceiling, and has white tiles underfoot. It holds a table and

sideboards. The table is set with plates for dinner, but they are dusty now. The door in the east wall leads to the outside. There is a key in the lock. The Parlor and Dining Room hold no secrets and are as decrepit as the rest of the house.

FIRST FLOOR

The stairs to the second floor lead to a corridor stretching the centre of the house. The walls and ceiling are painted green with a red carpet underfoot. The northern side of the corridor has one door leading to a spare bedroom-room. The door to the east in the corridor is locked. It will take a successful **Locksmith** roll or an attempt to break it down at **STR 50**. Beyond the door is an unused room of bare plaster and floorboards. A pair of windows are located in the north wall. The room contains tea chests filled with old hymnbooks, the odd large spider, and nothing else.

The door to the west in the corridor is unlocked. Beyond is the vicar's bedroom with a small bathroom attached. The bedroom has a red carpet, red ceiling and floral walls. There is a fireplace in the west wall. A wooden box in the bedroom holds religious texts. A further search deeper into the box uncovers three unopened bottles of gin. The bed stands at the west side of the room. Upon a small bedside cabinet is a book called *The Book of Werewolves* by Sabine Baring Gould.



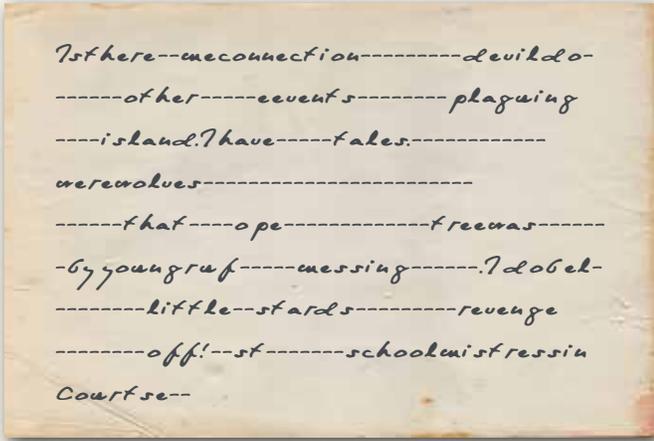
THE BOOK OF WEREWOLVES

In **English** by **Sabine Baring Gould**. Published **1865**. This tome is a study of Lycanthropic and cannibalistic myths and folklore in Europe and other parts of the world. It also contains mythological samples of the werewolf legend. If read: **No** Sanity loss; **Occult +3** percentiles. **No** spells.

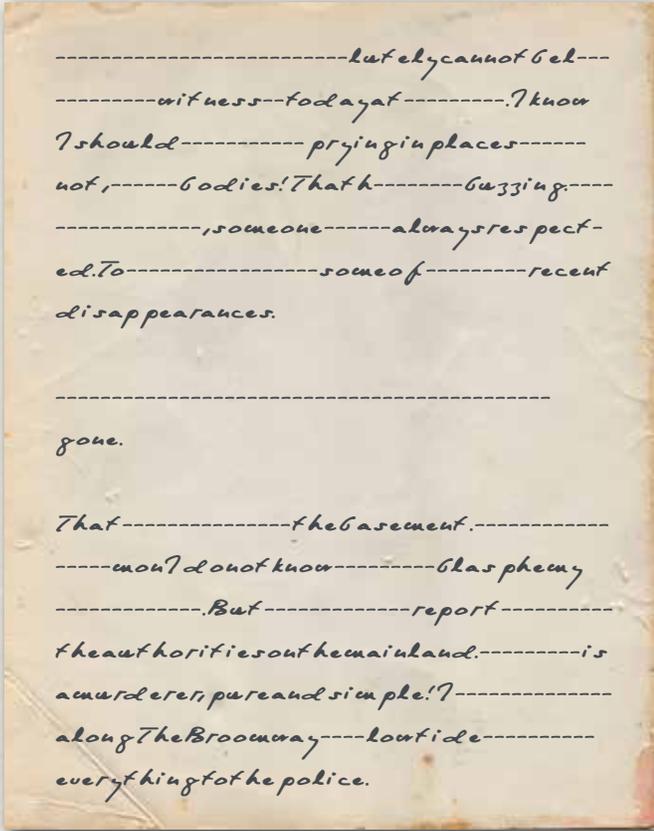
If a successful **Spot Hidden** roll is made, an Investigator notices some partially burned paper in the fireplace. These are the charred remnants of a journal. Two pages of the smudged and charred paper provide something of the narrative.

HANDOUT 7: THE CHARRED JOURNAL

Page 1:



Page 2:



THE CHARRED JOURNAL, A CLEAR TRANSCRIPT.

Page 1:

"Is there --me connection ----- devil do- ----- other

-----e events ----- plaguing ---- island. I have ----- tales.  
----- werewolves -----  
----- that ---ope ----- tree was ----- by young ruf-  
---- messing -----, I do bel---- ----- little --stards -----  
revenge ----- off! --st ----- schoolmistress in Courtse--

Page 2:

-----lutely cannot bel--- ----- witness--  
today at -----, I know I should ----- prying in places  
----- not, ----- bodies! That h----- buzzing, -----  
----, someone ----- always respected. To -----  
some of----- recent disappearances.  
  
----- gone.

That ----- the basement. -----mon I do  
not know ----- blasphemy -----, But -----  
report ----- the authorities on the mainland. ----- is  
a murderer, pure and simple! I ----- along The  
Broomway --- low tide ----- everything to the police."

The northern door to the bathroom is unlocked. The room  
beyond has plaster walls and ceiling and a frayed green  
carpet. It is especially cold in this room. There is a bathtub  
stood near the eastern wall, and a water closet stood  
against the west wall. A cabinet on the south wall holds an  
ivory handled, cutthroat razor.

7 LANDOR'S COTTAGE

A short distance from the church, stood apart from the  
rest of the village, stands Landor's cottage. This is a place  
shunned by the islanders. The cottage has a queer reputa-  
tion, quite matched by its decrepit state.

The cottage is constructed from sandstone bricks. It has  
two floors, and a pair of windows on the first and second  
floor. The rear of the house boasts the same. The windows  
are devoid of glass: only darkness can be seen within.  
The tiled roof is ruined and filled with gaps. Small stunted



trees and scraggly bushes surround the area around the cottage. The doors are long gone, so the cottage can be entered from the front or the back. Due to the surrounding foliage, it is dark within the cottage both day and night. Anyone entering the cottage will have to provide their own illumination or blunder around in the dark.

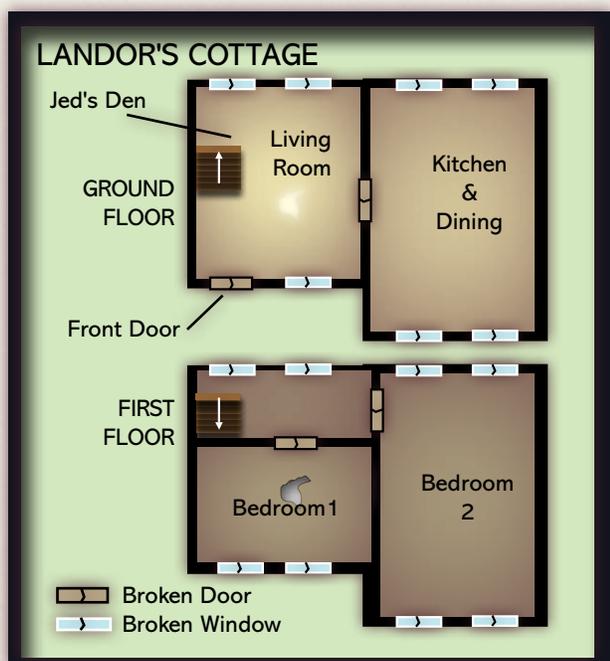
If the cottage is entered from the front, Investigators find themselves in a large room in a state of disrepair. The plaster walls are crumbling and the wooden ceiling sags. A staircase against the west wall leads to the second floor. There are windows in the north and south walls. A fireplace in the east wall has a doorway to its left. The bare wooden floor is littered with chunks of rotted furniture. To the right of the staircase is a large hole in the ceiling, matched by one in the roof. This creates a small circle of light on the floor in daytime.

Two successful **Spot Hidden** rolls (only with adequate illumination) reveal 1) animal tracks and 2) strange clawed

markings. A successful **Natural World** roll reveals the animal tracks are made by a large dog. These tracks, if a successful **Track** roll is made, meander round the cottage both inside and out before heading towards the church. The clawed markings are something else altogether. These resemble strange nippers in three prongs, attached to a bulbous foot. The markings cover the cottage's dusty floor, disappearing below the area where the ceiling is gone. A successful **Natural World** roll reveals these markings aren't from any recognizable animal, but rather something resembling a huge crustacean. A successful **Cthulhu Mythos** role informs the Investigator these tracks are made by the dreaded Fungi From Yuggoth.

*NOTE: The rumours and gossip about Landor are exaggerated. True, he was a bully towards his only daughter, but the murder is pure fabrication. Landor and his daughter are unfortunate victims of the Fungi From Yuggoth. The pair of them were whisked away some years earlier never to be seen again.*

The eastern doorway leads to a kitchen in the same crumbling condition as the main room. A table has collapsed in the centre of the room, and three dead pheasants, long turned to bone and feathers, dangle from the centre of the ceiling. There are windows located on the north and south walls. A doorway in the north wall leads outside. There are no tracks or anything else of interest to be found here.



## JED: THE WILD DOG

The staircase to the second floor is badly damaged. A **HARD Climb** roll is required to traverse it, and if failed, the Investigator suffers **1D6 damage**. This is not the only trial they encounter. Jed, Landor's pet dog, has lived in the cottage since his owner was taken away. He has lost his mind and grown feral over the years. Jed is behind the Devil Dog rumours, and for reasons known only to himself, he sometimes heads to the churchyard to dig around the yew tree. Jed has a den under the stairs which he reaches from outside. Any movements on the staircase will make him appear and attack, growling and barking with foam in his mouth.

If Investigators reach the second floor, they find crumbling walls, treacherous floorboards and more rotted furniture. A short corridor lining the north wall bears two broken windows. Two doors against the nearby wall lead to bedrooms. Both rooms are empty, and a hole in the first room's floor matches the one in the roof. The upstairs floorboards are so rotted an Investigator will have to make a **Luck** roll in the corridor and in each room. A failure means the floor collapses, the Investigator falling to the first floor for **1D6 damage**. There is nothing of interest to be found on the second floor.

## A SWINE OF A HAPPENING

This macabre incident occurs after the Investigators enter Churchend. If possible, the Keeper shouldn't make it too soon after their arrival, perhaps the next day after their stay in the public house. If Investigators are elsewhere on the island, the rumour of the event reaches them, facilitating their visit or return to Churchend.

Early in the morning, just after 6 a.m., a pig wanders into Churchend from the west. The few people about at this time note its strange condition and their commotion arouses the rest of the village. The pig has a tin helmet strapped to its head, with blood congealed between metal and flesh. The poor creature reaches Saint Abigail's Church then drops dead on the spot.

*NOTE: This is one of Sir Culvert's experiments. Having escaped his house, it made its confused way back home. The tin 'helmet' holds Father Nathan Daws's brain, for a pig's brain is smaller than a human's and extra space is required.*

The islanders cross themselves and are suitable horrified. If questioned about the pig, the islanders inform the Investigators the only pig farm is Great Burwood Farm, south of the island. Investigators may wish to examine the pig, or even conduct a makeshift autopsy, but the islanders would prefer to bury it. A successful **Charm, Fast Talk,**

**Intimidate** or **Persuade** is required, then an Investigator will have to find somewhere with a table to examine the pig (further **Communication** roll required, but this time at HARD because who wants a dead pig on their dining table?). If the corpse is examined and the helmet removed, the flesh and skull beneath are missing, with a brain grafted inside that is most certainly human. It costs **0/1 Sanity Points** to witness this.

### THE ANCIENT RUINS

The Investigators may wish to examine the ruins they have heard about. These are located on the north eastern end of the island, between Courtsend and Foulness Point. It is a two mile journey from Courtsend, across marshes and uncultivated fields, to reach the ruins.

The ruins stand upon a slightly raised hilly area, and are in a triangular formation. The bottom stone faces south and the other two stand northwest and northeast. The stones are around eight feet high, and form jagged points. Encrusted in lichen they are a blue-grey in colour beneath. The faint, weathered remains of carvings can be found on the stones if they are examined closely.

A successful **Archaeology** roll reveals that these are megalithic stones, probably built around the same time as Stonehenge. The carvings will prove a mystery: they do not resemble any ancient language. If an Investigator makes a successful **Geology** roll, it is revealed the stones are 'bluestone', 'a sedimentary type of rock formed by millions of years of compression. A successful **Spot Hidden** roll reveals recent marks on the stones where small chunks have been chipped away

*NOTE: These stones were originally placed here by the Mi-Go, just three of many they have built around England and the globe. The Fungi use them as beacons for travelling in terrestrial areas known for bad weather. The stones are*

*charged with **POW**, and the Fungi From Yuggoth can sense them from many miles away.*

With a successful HARD **Cthulhu Mythos** roll, the Keeper may give this information to an Investigator. The Keeper may also allow any Investigator that has learned one or more magic spells to make a **POW** roll. If successful, the Investigator can sense the stones are imbued with **POW**.

### FOULNESS POINT

Investigators may wish to visit Foulness Point, which is located at the far north-eastern point of the island. Unless they are visiting for the fresh sea air and the view however, it proves singularly unimpressive. The moorland leading up to Foulness Point becomes marshy, and beyond the marsh Foulness Sands stretches off to disappear into the ocean. A thorough exploration of the area brings nothing to light unless the Keeper wishes. A night-time visit proves equally unfruitful, with not a sign of lights or German submarines.

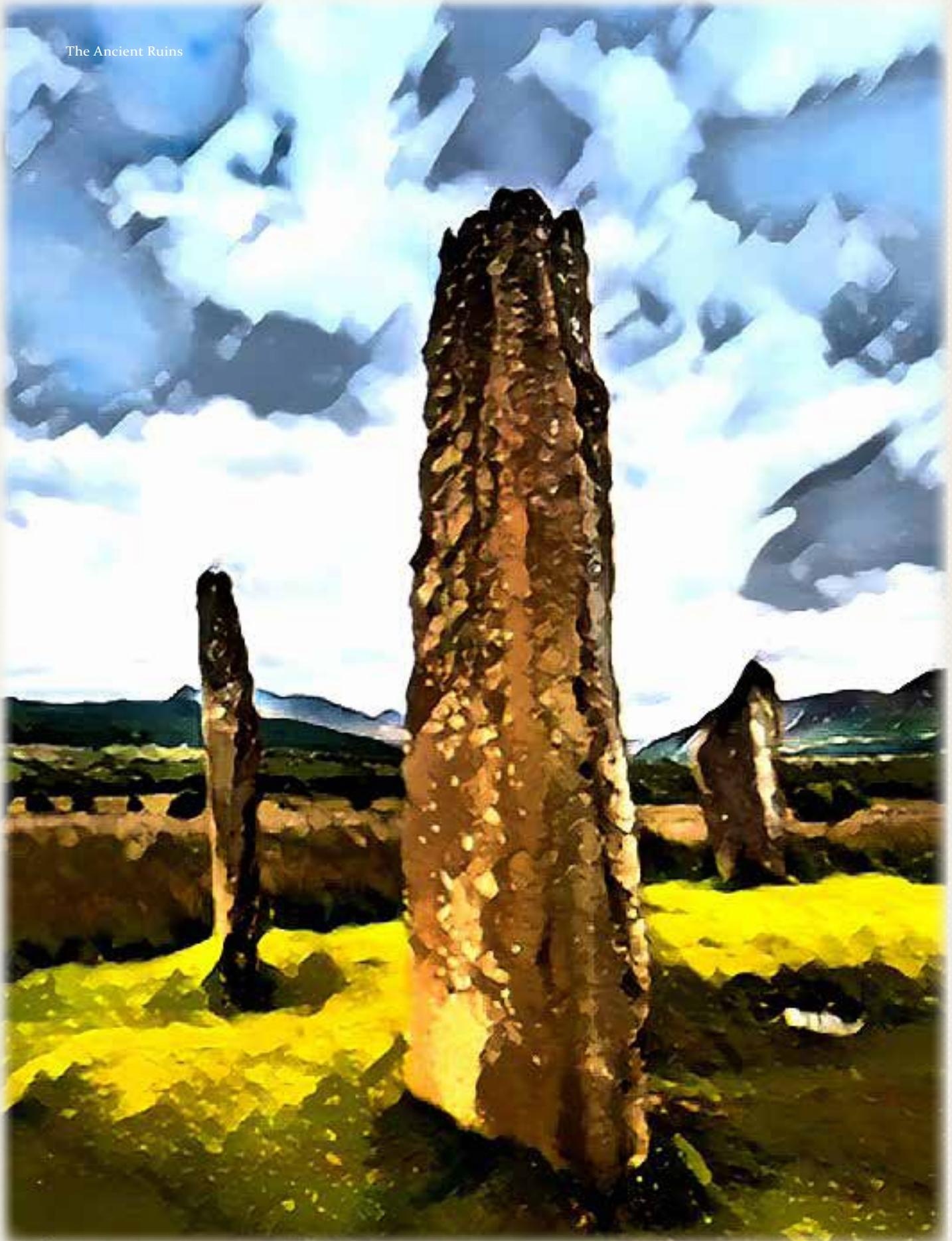
### GREAT BURWOOD FARM

Great Burwood is the largest farm on the island, and covers 47 acres of land. It is owned by the Westwood family. The farm provides much of the island's meat, vegetables and dairy, and also imports to the mainland. Some folk from Churchend and Courtsend work on the farm.

The road from Courtsend is little more than a dirt path filled with hoof prints and cart tracks. The scenery leading to the farm is quite beautiful: low hills covered in purple bracken as far as the eye can see. As Investigators near the farm a path diverges east from the road towards Culvert House.

The farmhouse is large, three-storied, and has white-washed walls and a red tiled roof. A one-storied wooden stable forms a west wing. Stood beside this is a large wooden shed (for cows) and attached to this is a smaller, green painted milking shed. Other sheds of various sizes and function spot the area behind the farmhouse.

The Ancient Ruins



The Westwood family consists of Douglas, a short stocky man with wide shoulders, his wife Ada, sallow faced and thin, and the children. There are three sons and two daughters: Meyer, Irl, Peter, Allene and Manda. They resemble their parents to varying degrees. The Westwoods are friendly to strangers, and Douglas will offer to sell the Investigators some produce at cut prices. They field questions without requiring rolls. They have not encountered Miss Johansson.

## AUNT LIDIA (AND HAROLD FRAZIER-SNIPE).

The Westwoods say they haven't seen either, but they don't get out to the village much. Douglas thinks he may have seen an old lady on the road to the farm one day.

## THE LIGHTS.

Douglas saw the lights one night two years ago, when there was a terrible storm brewing. He was making his way back from Courtsend when he saw them. He remembers this well as he encountered Sir Culvert and his carriage, driven by Barry, sending the horses pell-mell towards Foulness Point.

## THE ANCIENT RUINS.

The Westwoods have never visited the ruins, though they have seen them from a distance. They have warned the children never to stray near them, as their own parents warned them, but don't know why. There is just an evil reputation about the place.

## SIR THOMAS CULVERT.

Sir Thomas Culvert visits the farm once or twice a week, though recently he has been visiting less. He went through a short phase of purchasing animals for his experiments, though that has petered off too. He is a friendly man but appears sorely in need of new staff. Lately they have only seen him and his butler Talmage about the house, Talmage also performing the work of driver and messenger.

## ALL ROADS LEAD TO CULVERT HOUSE

Or they should, eventually. The Investigators have a lot of island to explore, many clues and red herrings to follow. They will be better prepared if they pursue other avenues before visiting Culvert House. If they decide to come here upon their arrival to the island, they will be refused an audience with Sir Culvert. Talmage the butler will claim his master is indisposed and they are better off coming another day. They still may want to snoop, however. Entering Culvert House may lead to the climax of the scenario, the big reveal, and horrors the Investigators (and Players for that matter), were not expecting. Miss Johansson is a bit of a wildcard in this section of the scenario, and she will put her own plans into motion at Culvert House.

## SIR THOMAS CULVERT

Lord of the Manor, Culvert owns much of the island. He is also a retired army major, and quite utterly insane. This has much to do with the Mi-Go he captured and the knowledge it imparted. The experiments he performed using that knowledge helped secure his descent into insanity. Culvert believes the Mi-Go is a Martian, this being one of many lies it told him is his pursuit of knowledge. Hence, Bill the Martian, as Culvert nicknamed him, is the one really in charge of Culvert House, despite it being restrained and limbless in the basement.

The Keeper could arrange a brief meeting and a hello from Culvert at Churchend if they wish. Otherwise the most direct way to meet him is to accept his invitation to Culvert House, detailed earlier.

## THE STATE OF THINGS TODAY (REDUX)

Since Sir Culvert captured Bill, the Mi-Go has bided its time, feeding him titbits of scientific knowledge and arcane lore. Bill has taught Culvert some spells, and more importantly, talked the unsuspecting man into building an interstellar gate in the basement. Bill has informed Culvert this is a

gate to Mars, a habitable planet with lush alien forests, continent spanning canals, and beautiful, breath-taking Martian cities. The gate is in fact connected directly to a Mi-Go outpost on Yuggoth, the planet Pluto just discovered in 1930. Once the gate is fully operational, Bill hopes its fellow Mi-Go will enter the gate to rescue it.

Of Culvert's other work, he has built weapons under Bill's tuition (See Box: SIR THOMAS CULVERT'S MI-GO TECH) and experimented with brain transplants. Since Bill's capture and imprisonment, nearly a dozen souls have met their fates at Culvert's scalpel. This includes eight servants, Father Nathan Daws, Aunt Lidia and Harold Frazier-Snipe (should he be a plot element in this scenario). Culvert has had limited success in keeping the brains alive outside their bodies. The first four brain operations led to instant death, and the four following led to the brains surviving independently from a few days to weeks. He has had more success with Daws, Aunt Lidia and Harold Frazier-Snipe (use another character such as a holidaymaker or mainlander if he isn't included), and the unfortunate trio survived by having their brains transplanted into pigs. The two surviving pigs have their run of Culvert House. Far from the animals (and people) they once were, Culvert, in his insanity, expects them to start speaking any day now.

## WSIR THOMAS CULVERT'S MI-GO TECHNOLOGY

### ELECTRIC GUN



This weapon is a warty, doorknob-sized lump of iron covered in tiny copper wires. It has a single button on its surface suitable to be pressed by a thumb. This is a jury-rigged version of the Mi-Go Electric Gun, and hence fires erratically. When it is used roll **1D6**: the weapon fires on a result of **1-2**. The gun is good for ten shots before it needs to be recharged. When activated, the weapon fires a bluish bolt of sparks doing **1D10** points of damage to the target. Upon impact, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to 1D10 plus the damage inflicted.

NOTE: An Investigator can learn how to use this weapon with a successful Idea roll. Base chance to use the Electric Gun is 25%. Recharging it will be a problem, as the machinery in Culvert's basement required for that purpose will be unavailable after the scenario ends.

MIST PROJECTOR

This weapon is built from a cluster of twisted metal tubes gathered in one central cylinder. Its trigger and grip mechanism are built for Mi-Go pincers and polyps but can be adapted (see below). It is three feet long and projects a cone of icy mist in a fat cloud about ten feet across. The mist forms a thick white fog, and is incredibly cold. Exposure causes 1D6 points of damage per round, less one point if dressed in warm clothing, or three points if wearing thick, arctic clothing. The projection can be sustained for as many rounds as the projector has charges. There are six charges in total, and it will run out of power quite quickly if used over a period of rounds. Because the mist travels slowly, Investigators can avoid the slow-moving streams with a successful Dodge or Jump skill roll. Along with the Hit Point damage, the projector has a numbing effect: when hit, an Investigator will be numb for a number of rounds equal to 1D6 plus the damage received. During this time, the victim must make a successful CON roll to move at all. Even if they are successful, all rolls are halved, as is movement speed.

*NOTE: With a successful Idea roll an Investigator can learn how to use this weapon. Base chance to use the Mist Projector is 25%. Recharging the Mist Projector will be a problem as the machinery in Culvert's basement needed for that purpose will be unavailable after the scenario ends.*

CULVERT HOUSE (OF HORRORS)

The path leading to Culvert House is filled with potholes. The building itself is surrounded by yew trees and overgrown box hedges. A dead peacock lies rotten in the courtyard. The courtyard's stone slabs are cracked and filled with weeds. Culvert House has seen better days, for its master, in his obsession, has allowed the building to deteriorate over time. Standing three stories high, it is constructed from brown sandstone brick. The east wing of the house has a conical tower on its corner, standing a little higher than the building's red tiled roof. There is a small, one-storied stablehouse near the east wing. This latter building is newer than Culvert House, and constructed from red brick with a flat wooden roof. Two bay windows are located at the front of the west and east wings, with matching windows on the second floor. A large, stained glass window stands above the front doors, with an attic window above that. Ivy clings to the walls, almost covering the east tower in its entirety.

If Investigators knock or ring the front doorbell, Talmage will answer the door. Talmage is a short, hunched man in his mid-fifties. He has a sweaty complexion and shambles more than walks. He wears full butler livery, though his suit is mucky and frayed. He will curtsy ask the Investigators their business. If they have arrived before receiving a calling card, he tells them to go away and no skill roll will gain them entry. Culvert doesn't like unexpected visits from strangers. If they received the calling card and show it to Talmage, he inspects it then allows them entry. If Sir Culvert's card was left behind, a successful **Charm, Fast Talk, Intimidate, Persuade** or **Credit Rating** roll is required to gain entry.

Beyond the entrance doors, Talmage leads the Investigators into a large foyer of oak-panelled walls and flooring. The floor is partially covered in a large, circular red carpet. It is dirty, and covered in hoof prints. A chandelier, thick with cobwebs, hangs from the centre of the pink ceiling.

## SHOWDOWN AT CULVERT HOUSE



A wide staircase stands at the rear of the lobby, its ornate banisters leading to the first floor. The first floor balcony stands at the rear of the foyer and overlooks the entryway (See THE REST OF THE MANOR for the second floor and other house locations).

A door in the left side of the gallery leads to the cellar. This door is locked, and only Sir Thomas and Talmage have the keys. It is heavy oak and has a stout lock, a successful **Locksmith** roll being required, or it has a **STR 50** to break down. A door in the lobby's left wall leads to Sir Culvert's study. There is a grandfather clock to the right of the door, which ticks erratically and shows the wrong time. A door in the south wall leads to the sitting room. Double doors, located to the right in the foyer, lead to the dining room and thence to the kitchen area. Talmage will ask for the Investigators hats and coats, pile them unceremoniously in his arms, and tells them to follow. He kicks the study door with his foot, from beyond which Sir Culvert will say "Enter." Talmage then tells the Investigators to enter the study.

### CULVERT'S STUDY

Sir Culvert is rotund, has grey hair and a welcoming smile. He looks tired around his eyes and his body appears sullen beneath his brown wool suit, as if recently he has lost far too much weight. He proudly wears a Victory Cross medal upon his breast, which he was awarded after World War One. The study has varnished oak floors and ceiling, green painted walls filled with inclined bookshelves and cabinets. A chandelier hangs from the centre of the ceiling. Double doors in the north wall lead to the library. Windows are located on the south and west walls, and before the latter stands Culvert's desk, which is dotted with knickknacks. There are four chairs around the desk, not including the one Culvert is seated in. Sir Culvert will stand and greet the Investigators as they arrive. He will step around his desk, shaking each Investigators hand in a firm grip before returning to his seat. He then thanks them for coming and asks them to sit, explaining that he likes to meet people from the outside world as intellectual and cultural inter-course is sadly lacking on the island. Culvert will then ask

the Investigators why they are visiting the island, using his **Psychology** skill to gauge whether they are being truthful or not. As Culvert speaks, Talmage bustles into the room with a silver tray bearing sherry and glasses. He places these on the desk, pouring sherry for everyone even if an Investigator protests.

*NOTE: The sherry is just that. No harm will come from drinking it.*

Talmage will leave the room with a bow. Some moments later a loud squeal is heard from the lobby accompanied by shouts from Talmage. Culvert will calmly explain he is training pigs, as he believes they are just as intelligent as dogs, and animal behaviour is one of his hobbies. He also says he is a keen Astronomer, and if an Investigator possesses that skill, he will want to talk shop with them. He urges his guests to drink their sherry and takes a small sip from his own glass. The Investigators may want to question Culvert. He gives answers without the need for skill rolls.

#### AUNT LIDIA (AND HAROLD FRAZIER-SNIPE).

Sir Culvert claims he hasn't met either of them, but explains that both received an invite to Culvert House. A successful **Psychology** roll reveals he is holding something back.

#### THE LIGHTS.

Culvert says that he has been studying the skies around the island for decades and has never seen one of these mysterious lights. He believes they are stars, or the lights from ships at sea misidentified by inebriated islanders. He scoffs at the idea of German submarines or spies.

#### THE ANCIENT RUINS.

He becomes interested if the ruins are mentioned, and if an Investigator learned anything of them, he presses to hear about it. He then says that he has a book that may be of interest to them, and will go to get it shortly.

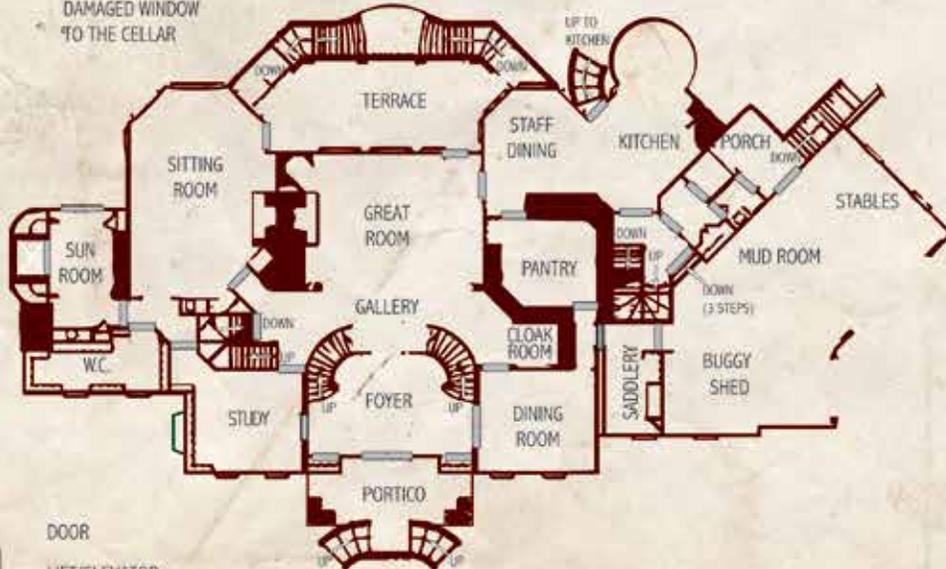
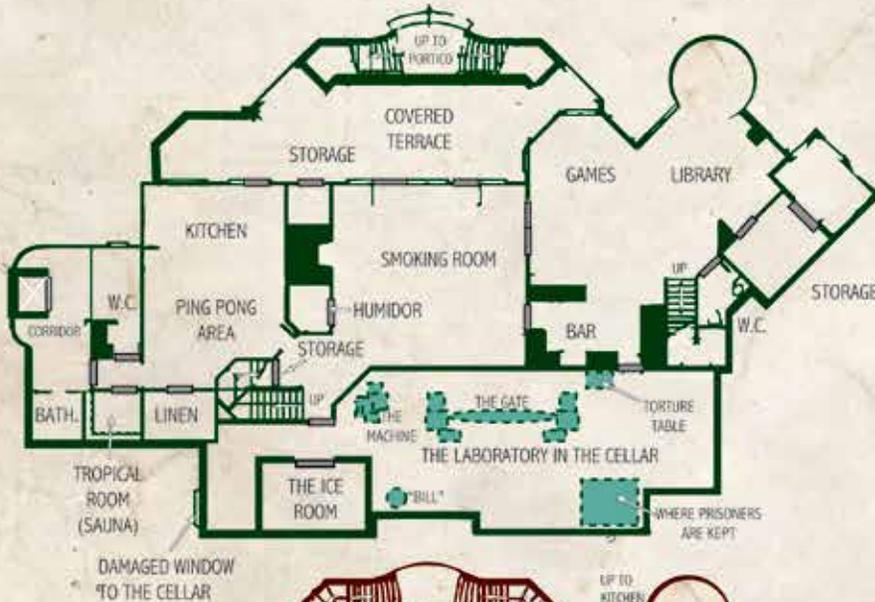
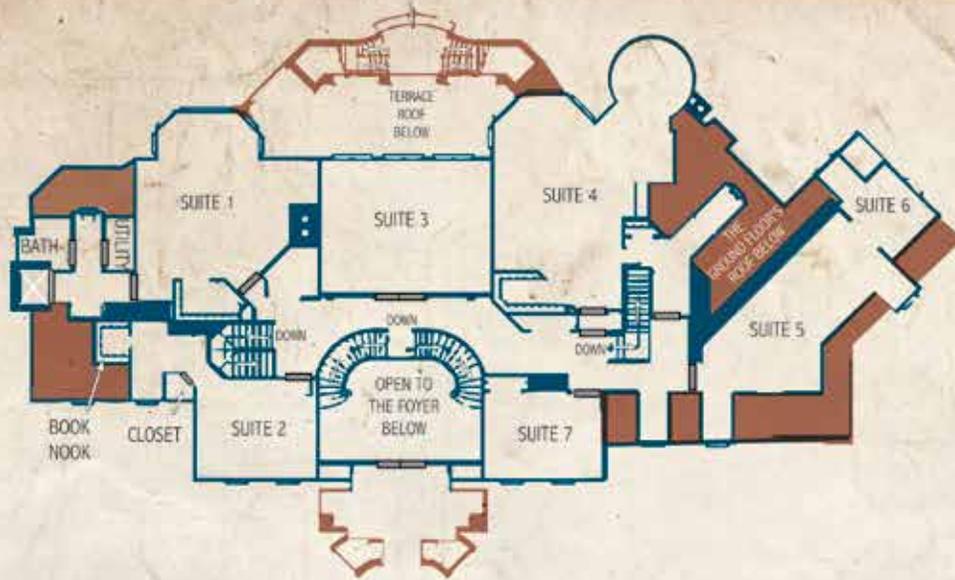
#### STRANGE PIGS.

Sir Culvert informs the Investigators that he has been experimenting with brain surgery, in an attempt to increase animal intelligence. If asked if the brains inside are human, he completely denies it, saying the brains are enlarged pigs' specimens. A successful **Psychology** roll reveals that he is lying, however.

Once all questions have been asked, Sir Culvert will excuse himself, stand and head towards the library. He pauses near the doors and looks at one of his bookcases. Culvert retrieves a book and pretends to be reading from it in a mumbling voice. He is actually casting the spell **Bend Quarry to Thy Power**. He will attempt to cast it on an Investigator at random. A successful **Psychology** roll reveals that by his demeanour, Culvert plans on doing something bad. He has his hand tucked in his jacket pocket, and at Investigator may think he has a gun there. Events now occur in quick succession. Once the spell is cast, successful or not, Talmage bursts into the study with the Mist Projector in his hands, Aunt Lidia (the pig) biting at his trouser leg. The butler aims the Mist Projector in a sweeping arc around the Investigators. Because of the pig worrying at his heels, Talmage suffers a **Penalty Die** for his attacks.

If Sir Culvert is successful with his spell, he orders the controlled Investigator to attack and subdue one of their friends. After this, or if he fails the spell casting, Culvert pulls his Electric Gun from his pocket, aiming and firing at the nearest Investigator. He will try and knock each Investigator out without killing them, as will Talmage.

*NOTE: If Miss Johansson is with the Investigators, she pulls a pistol from her purse and join the fight. She will aim provisionally at Talmage.*



-  DOOR
-  LIFT/ELEVATOR
-  FIRST FLOOR
-  RAISED GROUND FLOOR
-  CELLAR OR SUB-GROUND FLOOR

# SUNDAVEBRIEF ROOMS

# THE AFTERMATH



If Culvert and Talmage got the upper hand, the Investigators will wake up, bruised, disorientated and bound in the basement laboratory. See the full entry for THE BASEMENT LABORATORY for information on how things go from there. If they killed or incapacitated Culvert and Talmage, they have freedom of movement around Culvert House. (See THE REST OF THE MANOR). A living Culvert and Talmage could possibly be interviewed or interrogated, but in this situation, a successful HARD **Charm**, **Fast Talk**, **Intimidate** or **Persuade** is required.

If Sir Culvert is spoken to, his insanity takes over. Any questions the Investigators ask will receive muddled, intriguing replies such as: *"The Fungi... Their God. The blasphemous one in the centre of the Universe. Or is it the Crawling One? The Chaos that lives in the shadows.*

*Yuggoth is their home! Mars? Bwahahahaha. What a fool I am. Demons of the air, demons of the fourth dimension. Iä! Shub-Niggurath! Black Goat of the Woods with a Thousand Young!"*

At the Keeper's discretion, he may pull himself together a little and use one of his spells.

Talmage makes a little more sense. If questioned about events at Culvert House, he replies: *"Just doing the Masters bidding. Helping wit' 'is experiments. The Martian fellah. Never meant it ta go this far. Culvert 'e found it two years ago during a big storm."* If Investigators have not visited the basement yet he says: *"Go tek a looksee. Down in tha cellar! Crafty one that 'un. Get's in yer 'ead 'e does."* If Talmage is asked about Aunt Lidia or Harold

Frazier-Snipe, he loses his own tenuous grip on sanity and starts making squealing sounds.

### ALTERNATIVE ENTRY POINTS

Investigators need not head straight to the front doors. They can attempt to enter the house in other ways, as noted. If the Investigators are discovered snooping around before they received a calling card, Talmage will appear and try to chase them off the property, firing his shotgun into the air if pressed. If the Investigators have already received the calling card, (thus meaning Culvert is aware of their presence on the island and has decided he has a use for them), Talmage will attempt to get them into the house and the study. These events transpire similarly to when Culvert first greeted the Investigators.

*NOTE: If Investigators don't have Miss Johansson in the party already, now may be a good time for her to appear and join the snooping.*

The bay windows at the front of Culvert House have small upper windows that may be climbed up and opened. The window fronting the east wing leads to Culvert's study. A **Luck** roll is required, and if failed Culvert is in the study, and will send Talmage out with his shotgun. Then a successful **Climb** roll is required to get into the west wing window. Another **Climb** roll is required for the west wing window, but the dining room beyond is always empty (Culvert takes his meals in his study or the basement). The ivy on the east tower can be climbed to reach the bay window on the second floor with a successful **HARD Climb** roll. Falling rules apply.

Two windows line the west side of the house. The first window leads to the study, and again a **Luck** roll is required for Culvert's presence or Talmage appears. The second window leads to the library. This is locked, and requires a successful **Locksmith** roll to open, otherwise **STR 10** to break. Two windows line the east wing. The first window leads to the dining room. It is locked, and requires a

successful **Locksmith** roll or **STR 10** to break. The second window leads to the saddlery. It is unlocked, but a **Luck** roll is required as Aunt Lidia may be milling around in there. The pig's distressed squeals will alert both Culvert and Talmage. Even in her primal state she fears for the investigator's safety.

The rear of Culvert House boasts five windows and three doors. The group of three windows lead to the great room via the terrace (also a door which is unlocked). See above. A drainpipe beside this window reaches up the wall. If climbed, it leads to the smoking Room on the first floor. The drainpipe is loose and treacherous looking, however. A **HARD Climb** roll is required, with fall damage if failed. The second window is locked, and requires a successful **Locksmith** roll or **STR 10** to break. This window leads to the kitchen. Beside it is the door to the kitchen. This door is locked and requires a successful **Locksmith** roll or **STR 30** to break. A **Luck** roll is required upon entry as Aunt Lidia may be milling around in there. Her distressed squeals will alert both Culvert and Talmage. A small window to the lower right of the door is concealed by tall weeds and requires a successful **Spot Hidden** to see. This window leads to the cellar. It is locked and has **STR 10** for purposes of breaking. The next window leads to the kitchen again, and is unlocked. The final window leads to the library. The lock is broken so it has to be forced open. It has **STR 20** for this purpose.

### STRANGE PIGS: THE RETURN

At certain points Investigators may encounter Sir Culvert's experiments wandering around the house. These pigs have been operated on and have had their brains replaced with human ones. They are quite timid and harmless, though they will bother Talmage as he has been abusing them. The pig bearing Aunt Lidia's brain will not recognise its relatives but will feel an urge to panic. If Investigators want to conduct an autopsy on a dead pig, and the tin hat is removed, the flesh and skull beneath is found missing. A brain is grafted inside that is most certainly human. For witnessing this, a **Sanity Roll** is required with **0/1** points lost for failure.

THE REST OF THE MANOR

*NOTE: Culvert House uses oil lamps for lighting. These are wall mounted with one in every room. During the day, none are illuminated. By night the lobby, the library, the study and the upstairs balconies are lit, other rooms are not. The basement is only illuminated when occupied by Culvert or Talmage. The lamps in unused rooms are empty of oil unless a successful Luck roll is made. The rooms with windows will be shadowy at night, those without, too dark to explore. In both instances the Investigators will have to find illumination to conduct a search.*

THE BASEMENT

This can be reached from the lobby, or outside from the concealed window. See the entry for THE BASEMENT LABORATORY

THE LIBRARY

The library may be reached from the study, the windows on the north and west walls, or the east door leading to the kitchen. The room has a wood-panelled floor and ceiling and the walls are lined with books. A desk, stacked with more books, stands before the north window. An unrolled sheet of paper stands on the desk which bears a map of the solar system. There are some notations made by hand on the map, made by Sir Culvert himself. A successful Astronomy roll reveals Culvert has been attempting to mark out the rotation of two planets beyond Saturn. The word 'Yuggoth' is written on the map with a question mark beside it. A successful **Cthulhu Mythos** roll informs an Investigator that Yuggoth is the fabled home of the dreaded Mi-Go race. Investigators may search the library, should they have the time and inclination. It takes one Investigator two hours to search the stacks. When the time is completed, a successful **Occult** roll reveals the following two treasures.

LA MAGIE CHEZ LES CHALDEENSIS

In **French**, by Francois Lenormant, dated **1877**. This tome concerns the Chaldean school of magic from ancient Assyria. It details Chaldean demonology; Chaldean and Babylonian culture as influenced by the Sumerians; various Chaldean spells to be used to combat illness, curses, sorcery, and spirits, and more. No Sanity loss; **Occult +4** percentiles. No spells.

MALLEUS MALEFICARUM (Hammer of Witches)

In **Latin**, by Jakob Sprenger and Heinrich Kramer, **1486** edition. This hefty tome is a handbook for religious inquisitors used to identify and torture witches and other heretics. It contains the Papal Bull decreed by Pope Innocent VIII in 1484 which made the opposition of witch-hunting a heretical offence. The book contains information covering pacts with devils, shape-shifting, human sacrifice and more. It also contains lengthy trial transcripts and stomach-turning methods on how to extract confessions from suspected witches. Written in Latin, in scratchy script at the rear of the book, is the spell **Bend Quarry to Thy Power (Mental Suggestion)**, no doubt transcribed by an enthusiastic inquisitor. No Sanity loss for reading the book; **1D3 Sanity Loss** for learning the spell. **Occult +3 percentiles**. Spell: **Bend Quarry to Thy Power (Mental Suggestion)**

THE GROUND FLOOR

THE DINING ROOM

The room has a wood-panelled floor and ceiling and green papered walls. The north wall has double doors leading to the scullery. A door in the west wall leads to the lobby. Windows on the south and east walls lead outside. A large rectangular table centres the room, its surface thick with dust. There are two silver candelabras on the table holding partially burned candles. If Talmage took the Investigators hats and coats they will be found on the table. It appears this room hasn't been used for dining in quite some time. The circular nook for the tower, in the southeast corner,

# fox Country Book Eight

A Fragment Of Observational Sketches Found In 'La Magie Chez Les Chaldeens' In Gold Recovered From A 'Brazen Bull' In Acre.



has a narrow window too small for human egress. It is covered in ivy from outside.

## THE PANTRY

This small room has whitewashed walls and ceiling, and a bare stone floor. A door in the north wall leads to the dining room, a door in the south wall leads to the kitchen. The west door stands ajar. A double sink, is filled with grimy water and unwashed dishes. The north wall holds a high shelf filled with pots and pans. Smashed plates and filth litter the floor.

*NOTE: Aunt Lidia may be encountered wandering around here.*

## THE KITCHEN AND STAFF DINING

The kitchen has whitewashed walls and ceiling and a bare stone floor. A door in the south wall leads to the west wing

staircase; a door in the east wall leads to the Great Room, and a final door in the south wall opens to the rear of the house. Two windows are located at each corner of the south wall. This room is in quite a state of disrepair. The worktable at its centre is covered in spilled flour, rotted vegetables and dirty plates, the floor in much the same condition. Along the north wall, between the doors, stands a large oven that is in need of cleaning. A huge iron pot simmers on the stove with a meaty smell issuing from inside. If Investigators examine the pot they find vegetables and what appears to be brain matter! Thankfully, the chunks of brain are too cooked to tell what animal they came from. In the room's southern corner is a pile of wadded straw where Aunt Lidia may be found resting if she hasn't been awoken by anyone trying to break in.

## THE FIRST FLOOR

The balcony looks down on the lobby from the top of the twin staircases and there is a stuffed tiger in a menacing

pose at the top of the stairs. The floor is carpeted in red, and the walls are decorated in red damask paper. The white ceilings bears small chandeliers.

## THE CENTRAL CORRIDOR

The central corridor has four doors in the east wing, leading to Suites One and Two.

## SUITE ONE

This room has a green carpeted floor and yellow walls and ceiling. Two windows are located against the south wall, concealed behind thick green velvet curtains. The room feels very close and dusty. There is a bed with a bare mattress near the west wall. For reasons known only to Talmage, most of the mirrors from the house, both wall-mounted and free standing, have been placed in this

room. They line the walls and spot the floor. There is also a walk-in closet against the north wall and a corridor to the east that lead to a utility room, a disgustingly filthy bathroom, and a defunct lift/elevator.

## SUITE TWO

This room has a green carpeted floor and yellow walls and ceiling. Two windows are located against the north and west walls, the thick green velvet curtains open. Before the north window stands a brass and wooden tripod – a telescope stand. There is a bed with unmade white sheets near and a washstand stood against the north wall.

At the back of the room there is a 'book nook' (a small library alcove with a cushioned seat filling the alcove itself), and a small washing area. The closet holds no secrets.



### SUITE THREE

This room has a red carpeted floor, yellow walls and a white ceiling. There are two windows on the north wall, the red velvet curtains pulled to the floor. There is a queer smell to this room, something metallic. A bed with a bare mattress stands near the west wall. The mattress is stained with what appears to be blood. A large wardrobe stands beside the door, filled with clothes. A search of the wardrobe takes around ten minutes. Some clothes belonging to an old matron (Aunt Lidia) are found inside. A successful **Spot Hidden** roll reveals a tag with her name written on it. More clothes are found beneath the matronly ones, clothing belonging to maids and serving staff. Some are spotted with dried blood.

### SUITE FOUR

This is Sir Culvert's bedroom. It requires a **Locksmith** roll, or has **STR 50** to be forced open. This room has a green carpeted floor, yellow walls and a white ceiling. Two windows stand against the south and east walls, concealed behind thick red velvet curtains. A corridor in the north wall leads to a window overlooking the grounds. A canopied bed stands against the east wall. The white sheets are unmade and soiled with sweat stains. A washbasin on the floor near the south wall holds blood-tinged water and a cutthroat razor. A wardrobe, stood against the west wall, holds Culvert's clothes, many of which are wadded on the floor.

A green canvas kit bag stands at the foot of the bed. If searched, it contains: forty feet of coiled rope, a compass, a water canteen, books of blank paper and pencils, a sleeping bag, biscuits wrapped in grease paper, matches, a small bag of precious stones, a box of Sir Culvert's war medals, and a .455 Webley Mk.1 revolver, including a box of ammunition.

The circular tower nook is located in the south west corner. Its narrow window is covered in ivy from outside. A writing

desk stands here. The desk contains quills and inks, paper, a stack of Sir Culvert's visiting cards, and a small, thick diary. Also here are a selection of photographs, presumably belonging to Harold Frazier-Snipe, which shows him and (possibly) his wife and friends. They are blood stained. (see back pages for photographs)

### SIR CULVERT'S DIARY

In English. This long, rambling work details Sir Culvert's interviews and interrogations of Bill the Martian. It is filled with mistruths, such as Bill's claim the Mi-Go originate from Mars. It does however hold information concerning other extra-terrestrial races, and some dark hints about a mindless chaos that lurks at the centre of the universe. It also contains instructions on how to build working Mi-Go Electrical Guns and Mist Projectors. No information is included on how they are charged for use. A quite graphic section details Culvert's experiments with vivisection on both humans and animals, including his attempts to keep an extracted human brain alive. Written inside are two spells Culvert learned from Bill: **Breath of the Dark Sea (Create Mist of R'Lyeh)**, and **Utterance of the Last Syllable (Dread Curse of Azathoth)**.

Study Time: **3 weeks; 1D6 sanity loss; +1 Cthulhu Mythos Initial; +3 Full; 12 Mythos Rating.** Spells: **Breath of the Dark Sea (Create Mist of R'Lyeh), Utterance of the Last Syllable (Dread Curse of Azathoth).**

### SUITE FIVE

This room is the former maidservants' quarters and has a boobytrapped door. Talmage has set a trap so that when the door is opened, a taxidermized brown bear falls forward from the left side of the door. It will fall directly on top of an Investigator unless they make a successful **DEX** or **Jump** roll to get out of the way. Crush damage from the bear causes **1D3 +2 Hit Points** loss. The stuffed bear has a **Build 3**, and **STR** rolls will be required to lift it from the trapped Investigator. If the Investigator under the bear is conscious, they may attempt to wriggle out from under the

bear with a successful **DEX** roll each time their companions attempt to lift it. The room has bare floorboards, bare plaster walls and ceiling. Beds are piled up in the northeast corner, and there is a washtub in the southwest corner. The west wall holds a fireplace stuffed with burned clothes. A successful **Spot Hidden** roll reveals a peephole drilled into the door.

### SUITE SIX

This room was formerly the male servants' quarters. It has a frayed green carpet and whitewashed walls and ceiling. The room contains four beds, two against the north wall and two against the south wall. There is a dresser and a wardrobe on the east wall. The latter is filled with discarded men's clothes.

### SUITE SEVEN

This is Talmage's bedroom. It has a dirty Turkish rug partially covering the floorboards and whitewashed plaster walls and ceiling. Small and dark, it reeks of faeces and unwashed flesh. There is a Welsh dresser stood against the south wall. A **Spot Hidden** roll reveals scratch marks where the dresser has been dragged across the floorboards. Moving the dresser reveals hack marks in the plaster where Talmage has been making a peephole in the wall. The southeast corner bears Talmage's bed. There is a used chamber pot near it beside an upturned washbowl. A grease-stained mirror hangs on the west wall.

### THE STABLEHOUSE (UNMAPPED)

The stablehouse may be entered from the double doors at the front or rear of the structure. Light is provided by glass partitions in the doors. Dirty straw litters the floor and there are upturned buckets spotting the place. The stablehouse holds three stable enclosures on the west side, two of which hold horses well in need of exercise and attention. Sir Culvert's carriage stands on the eastern side of the stablehouse. There is nothing of interest here.

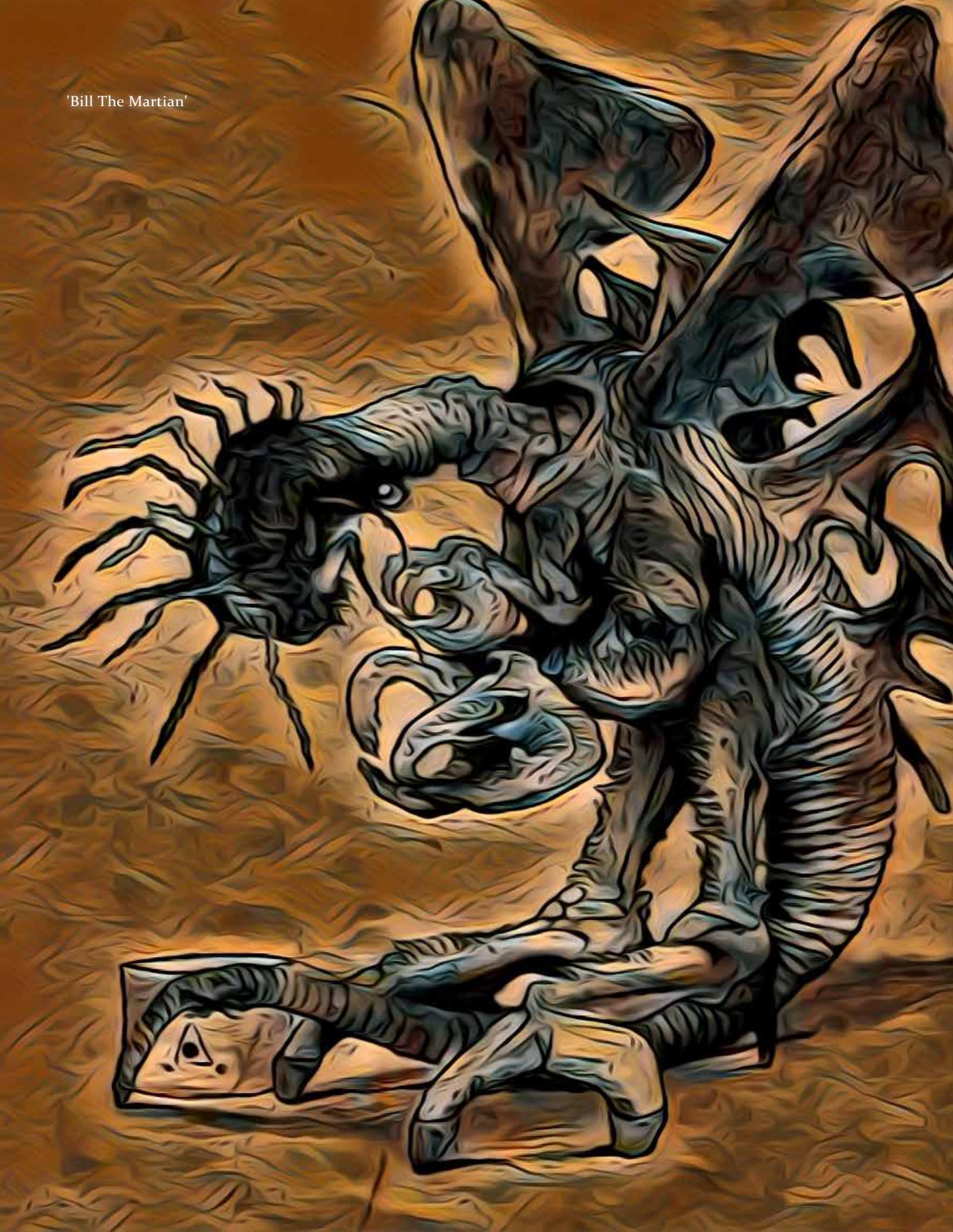
### THE BASEMENT LABORATORY

The basement is a large semi-rectangular room with a stone floor, wooden ceiling and bare brick walls. The walls are lined with shelves that hold jars of chemicals and floating organic objects. A doorway in the lower east wall leads to an adjoining corridor and then stairs that ascend to the lobby. A door to the west (again on the south wall) leads to an empty bar, the library, and then up to the connection between the kitchen and biggy shed. A large worktable beside this doorway is covered in instruments of torture. To the right of the table stands the interstellar gate (see **BILL GATES**). Behind the gate is a tall, strange-looking contraction (see **THE MACHINE**). A short corridor in the east wall leads to an exterior window. Culvert's prisoner, Bill the Martian, is held in restraints in the northeast corner. Just behind Bill is the door to The Ice Room.

If Investigators enter through the window, a successful **Climb** or **Jump** roll is required or they lose a **Hit Point** from falling into the basement from a twisted ankle. If Culvert and Talmage aren't disposed of already, the pair will soon appear with their weapons, attacking the Investigators like they did in the **CULVERT'S STUDY** scene (No Aunt Lidia this time). Bill will alert the Investigators the pair are coming, and quickly explain how to use the Electric Gun on the worktable (no skill roll required). Culvert and Talmage arrive in the basement five rounds later. Should the Investigators be knocked out or otherwise incapacitated, use the following section.

If captured previously, the Investigators will find themselves in the basement's southeast corner, their hands bound by rope. A splash of cold water will awaken them, a leering Talmage the culprit. He puts his bucket down and unstraps a shotgun from his shoulder. Culvert stands beside him. The Investigators attention should then be drawn to the abomination in the basement's northeast corner.

'Bill The Martian'



Sir Culvert has Bill chained vertically to a wheel cart. The Mi-Go has had most of its limbs removed, and its wings. There are iron spikes nailed into Bill for good measure. Bill is around the size of a man, its trunk spotted with a chitinous pinkish-purple shell. Many chunks of shell have been torn away during Culvert's interrogations. Bulbous yellow fungous covers the spots where the shell is gone, with larger fungoid humps visible on Bill's back. At the top of Bill's strange body an object resembling a sea sponge pulses constantly. It is sickly green in colour, but crimson splotches appear as it pulses. The broken remnants of chitinous limbs are visible on the torso. One segmented limb remains whole and terminates in a twitching claw.

When Bill senses the Investigators are awake or have entered the basement, it pleads for their help in an alien, buzzing approximation of human speech. A successful **Cthulhu Mythos** role reveals this creature is a member of the Mi-Go, the Fungi from Yuggoth, though in a dreadfully abused state. It costs **0/1D6 Sanity Points** to see Bill.

Culvert will gloat at his prisoners, informing them that Aunt Lidia and other poor unfortunates have had their brains transplanted into pigs. He says the same fate will befall the Investigators, if he doesn't decide to do something worse. He strides about the basement, and points out the gate. This, he says, is his gate to Mars, almost ready. Once it is operational he will say goodbye to this sad, unappealing world. Culvert points to Bill, telling the Investigators he caught the Martian two years previously and has drained its hellish form of secrets.

If Investigators want to free themselves from their bonds, they must make a successful **Stealth** roll against Sir Culvert and Talmage's **Spot Hidden** skills. Failure means they have been noticed, and Talmage will strike the Investigator with the butt of his shotgun. He has a bonus die as the Investigator is bound. If successful, he causes **1D6 damage**. Culvert will order the Investigators to stop moving or Talmage will shoot. It is not a bluff. If an Investigator got this far without being noticed, they may attempt to squeeze themselves free of their bonds with a **HARD DEX** roll. What happens next is up to them.

Culvert will choose an Investigator at random and cast his spell: **Utterance of the Last Syllable**. He requires **12 points of POW** to finish charging the gate. Culvert will not use his own **POW** for this purpose. He will continue casting the spell until he gains enough **POW**. Once Culvert has infused himself with **POW**, he orders Talmage to keep a close eye on his prisoners. He then leaves the basement for the stairs. He is heading to his bedroom to grab his supplies, and will return in ten rounds.

Now his master is gone, Talmage will pace around the room nervously, only keeping an occasional eye on his prisoners. The Investigators may want to try escape their bonds again. Have an Investigator attempting escape try a **Luck** roll, success means Talmage's attention is elsewhere. A failure means he comes and strikes them with the butt of his shotgun. If successful they may attempt to squeeze themselves free of the bonds with a **HARD DEX** roll. This can be attempted once per round. Talmage, in his deranged state, didn't do a good job in tying the bonds. A freed Investigator may want to charge him and perform a **Combat Manoeuvre**.

If Investigators overpower Talmage, they might want to ambush Culvert, escape, or explore the basement. If Culvert catches the Investigators loose in the cellar, he will attempt to cast **Bend Quarry to Thy Power (Mental Suggestion)** first, then attack with his Electric Gun.

Culvert returns to the basement attired in hiking gear, with binoculars around his neck and a kitbag on his shoulder. All his war medals are now worn attached to his breast pockets. He is a man ready to travel. If Investigators haven't freed themselves by the time Culvert returns, he will place his hands on the gate and attempt to activate it.

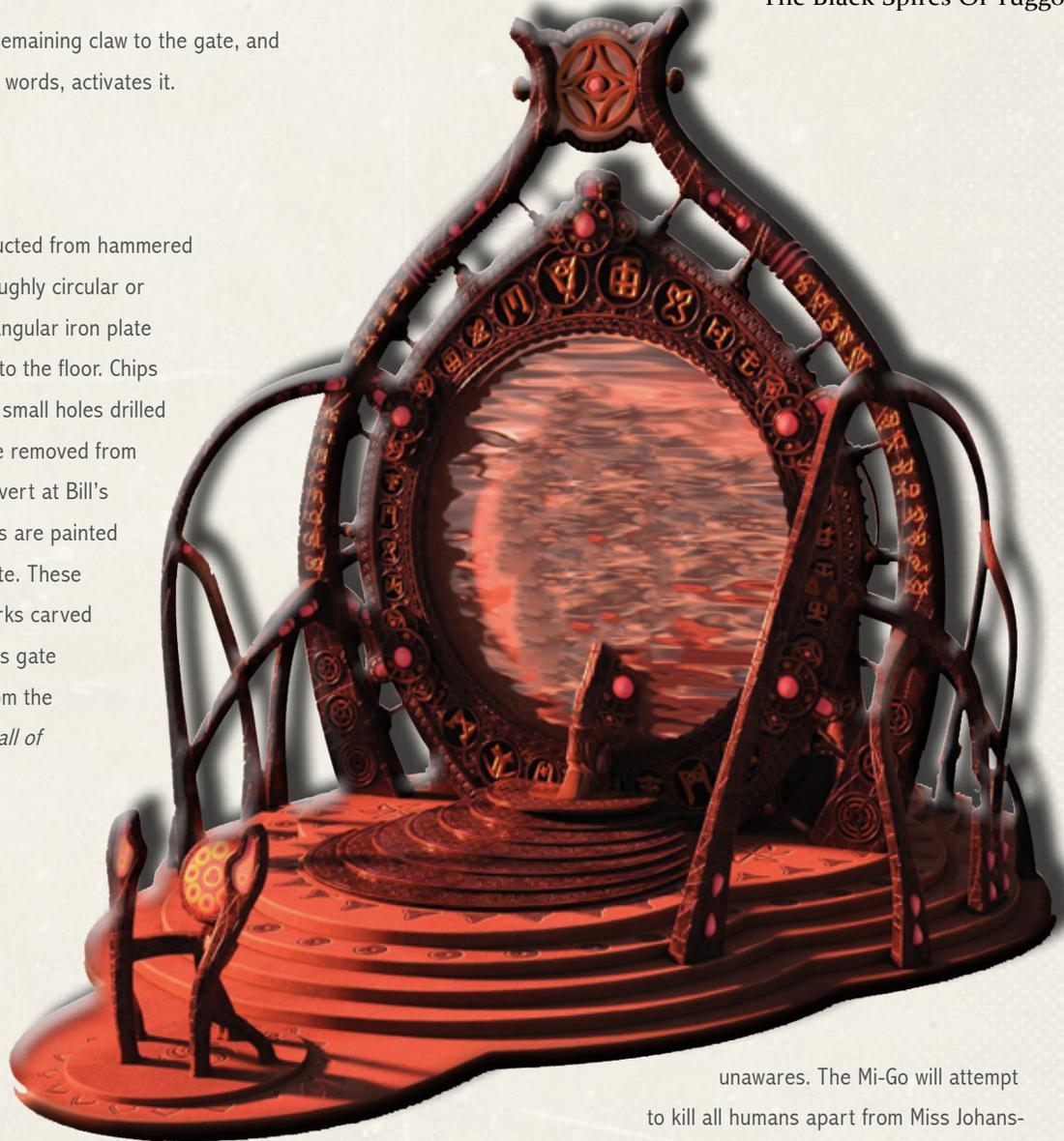
The Investigators may still try to free themselves, and with their captors distracted only the **HARD DEX** roll is required. After Culvert has touched the gate he steps back in confusion, then turns to Bill, asking the Mi-Go why nothing has occurred. Bill, in its sinister buzzing tone, explains that to fully activate the gate, it must be allowed to touch the gate itself. If nothing is done to thwart this, Culvert or Talmage will wheel Bill towards the gate.

The Mi-Go will press its remaining claw to the gate, and saying incomprehensible words, activates it.

### BILL GATES

The gate itself is constructed from hammered lengths of iron and is roughly circular or vaginal in shape. A rectangular iron plate keeps it bolted securely to the floor. Chips of stone are tucked into small holes drilled into the iron. These were removed from The Ancient Ruins by Culvert at Bill's instruction. Strange sigils are painted on the surface of the gate. These closely resemble the marks carved in **The Ancient Ruins**. This gate has some differences from the gates described in the *Call of Cthulhu Keeper's Handbook*. Due to its injuries, Bill the Martian is permanently low on **POW** and Magic Points, and Culvert has been sacrificing **POW** taken from others to activate the gate. Due to its unusual construction, more **POW** than usual has been used to charge the gate. Still, only Bill can activate it, something Culvert has no control over.

At the point the Investigators enter the basement, the gate is on the cusp of full activation. It only needs the infusion of **12** more points of **POW**, then a touch from Bill. If these actions are accomplished, the space between the gate's circular frame fills with a shimmer of grey static. Then a strong smell of ozone permeates the basement. **Four Mi-Go** will appear from the other side of the gate in **1D6 + 2 rounds**. The Keeper should make careful note of what happens during this time. Lives depend on it! Sir Culvert, rather than entering the gate right away, will check the supplies in his kitbag, and the arrival of the Mi-Go will catch him completely



unawares. The Mi-Go will attempt to kill all humans apart from Miss Johanson, whom they recognize as a Mi-Go agent. Should Investigators have the opportunity to enter the gate, they find themselves in a dark place surrounded by horrific buzzing noises. It is Game Over for them unless the Keeper has other plans.

### EXPLORING THE CELLAR LAB

Should the Investigators have the time, and assuming they survive, they may wish to explore the cellar. Fascinating, as well as horrifying discoveries await them.

**THE SHELVES:** The majority of the jars hold chemicals in powder and liquid form. An Investigator making a successful **Chemistry** roll will realize there is a fully stocked collection of chemicals

here, enough to concoct all kinds of mixtures. There are biological specimens lined up with the chemicals, mainly pickled human, pig and calf brains. These can be identified with successful **Biology** and **Zoology** rolls. Some strange objects stand apart from the other jars. The contents of these jars consist of thick, hairy chitinous limbs and leprous chunks of fungus-like matter. These are body parts Culvert removed from Bill during his interrogations. Usually Mi-Go dissolve completely after some time, but Culvert found a way to keep these parts preserved. A successful **Cthulhu Mythos** roll reveals the parts belong to a Mi-Go Fungi from Yuggoth. The Investigator may have a **bonus die** if they have already identified Bill.

THE GATE: (See BILL GATES)

THE TABLE: A large scarred worktable, it holds various tools including knives, pokers, a hammer and a hacksaw. The surface of the table is thick with congealed human blood. There is an Electric Gun here with 6 charges remaining.

THE MACHINE: This curious device was built by Culvert at Bill's instruction. It powers The Ice Room and can be utilized to charge the Mist Projector and Electric Guns. A large brass cylinder, it is spotted with dials and hisses on occasion. A pulley moves continuously on its right side. At the top of the cylinder, smaller glass cylinders are attached by wires to the top of the pulley system. Two pipes reach up from behind the machine and travel across the ceiling to disappear into The Ice Room. The machine's base is a box-shaped collection of iron and brass tubes. A successful **Spot Hidden** roll reveals the remnants of a brass telescope incorporated into the base. With a successful **Mechanical Repair** roll an Investigator may learn how to charge the two Mi-Go weapons. After two days of being left unattended, the machine will explode and destroy half of Culvert House in the process.

THE ICE ROOM: This room is filled with cold mist that issues from pipes in the ceiling. A cold storage room, it utilizes the same alien technology as the Mist Projector. Spending more than four rounds here requires a **CON** roll or the Investigator suffers a **Hit Point** damage. This damage can be negated completely by wearing heavy clothes. The room is built from bare brick, with

large shelves lining the north and west walls. A dozen naked human corpses are stuffed into the shelves, the tops of their heads sliced clean off. The sight of these horrors require a **Sanity** roll with **1/1D4 +1 loss**. A thorough search of the room (eight rounds) or a successful **HARD Spot Hidden** roll, reveals Aunt Lidia's mutilated corpse amongst the other dead with a further **1/1D4 +1 loss**. Harold Frazier-Snipe's corpse is buried near the bottom of a corpse pile and hence he must be searched for.

## CONCLUSION

A successful conclusion sees Aunt Lidia's and any other missing persons fates discovered, and Sir Culvert thwarted from committing more atrocities. If Culvert and/or Talmage remain alive, the mainland constabulary will need to be contacted. The horrors in The Ice Room will lead to them being hanged for their crimes.

As noted previously, Mi-Go will enter the activated gate and attempt to kill everyone excepting Miss Johansson (if present) and Bill. Miss Johansson will turn on the Investigators when her masters arrive, showing her true colours. Once the basement is clear of lifeforms, the Mi-Go and Johansson will sanitize the basement, then the house, of all evidence connected to their existence. Then, after wheeling Bill through the gate, the Mi-Go set the machine to explode. Any Investigators fleeing from the basement will be pursued through Culvert House but not beyond.

The Investigators may leave the house as they left it. They learn later that there was an explosion. They could also destroy the house themselves with fire or chemicals from the basement. The Investigators also have a choice to make concerning Aunt Lidia and Harold Frazier-Snipe in pig form, but euthanasia would be the kindest result.

## NOTE FROM THE PUBLISHER

*In the end, the Nazi suspicions will have come to naught. Hopefully, the players will have built on their paranoia and start seeing the Abwehr under every bed. It is my view that it is a little gauche to tie the Nazis with the mythos and more than a little cliché. They have enough horror of their own. - Stephanie*

# REWARDS AND DRAMATIS PERSONAE



## REWARDS

If the Investigators discover Aunt Lidia's fate and put her out of her misery: **+1D4 Sanity Points**. The same goes for Harold Frazier-Snipe. If Aunt Lidia's fate is discovered but Investigators leave her alive: **-1D4 Sanity Points**. Again the same for Frazier-Snipe.

If the Investigators remain clueless as to Aunt Lidia's fate: **-1D4 Sanity Points**. Frazier-Snipe was just a case for the detective, so no point loss here.

If Sir Culvert is killed or otherwise thwarted, Investigators gain **+1D6 Sanity Points**. For completing the scenario without putting an end to Culvert's machinations: **-1D6 Sanity Points**.

## DRAMATIS PERSONAE

### SIR THOMAS CULVERT

Sir Culvert is in his early fifties and six feet tall. He has thick grey hair and rosey cheeks. He is usually dressed immaculately but

appears a little dishevelled of late. Calling him 'portly' would be a kindness. He has a friendly smile and manner, but this is an act, for Culvert sees everyone and everything as potential prey. His sanity, damaged by what he witnessed during wartime, has completely departed now. He trusts everything Bill the Martian tells him, and is intent on making a new and fabulous life for himself on Mars.

STR	55	CON	55	SIZ	75
INT	75	POW	50(60)*	DEX	40
APP	55	EDU	75	HP	13
SAN	0				

BUILD +1

MOV 5

Damage Bonus: +1D4

Magic Points: 50\*\*

\*The POW in parentheses is Culvert's original statistic. He started imbuing the gate with his own POW, but suffering adverse effects, began to steal it from others. This includes the people he kidnapped, and Talmage.

\*\*Culvert has been stockpiling Magic Points from stolen POW.

ATTACKS

Electric Gun 30% (15/6) Damage 1D10 + Special\*

\*See SIR THOMAS CULVERT'S MI-GO TECH

Skills: Archaeology 55%, Credit Rating 50%, Cthulhu Mythos 37%, Intimidate 61%, Language (French) 41%, Language (Latin) 36%, Mechanical Repair 48%, Psychology 46%, Science (Astronomy) 62%, Science (Biology) 51%, Science (Chemistry) 47%, Spot Hidden 33%

Spells: Bend Quarry to Thy Power (Mental Suggestion), Breath of the Dark Sea (Create Mist of R'Lyeh), Utterance of the Last Syllable (Dread Curse of Azathoth).

**TALMAGE THE BUTLER**

Talmage is an odious looking fellow, short, hunched and in his mid-fifties. He is Culvert's butler and dresses as such, though his suit is stained and in a state of disrepair. His black greasy hair is combed over a pronounced bald patch and he has bulging watery eyes. He shambles slowly when he moves and mutters to himself. He has the early stages of the disease Kuru, (which will not be diagnosed or treatable till the next century), which he contracted from eating human brains. Talmage's sanity is gone but he is faithful to Sir Culvert. He will do as Culvert orders, even to the point of murder.

STR	70	CON	60	SIZ	40
INT	50	POW	3(70)*	DEX	65
APP	15	EDU	60	HP	10
SAN	0				

BUILD 0

MOV 7

Damage Bonus: None

Magic Points: 14

\*The POW in parentheses is Talmage's original statistic. Culvert has been draining his POW to charge the gate.

ATTACKS

Mist Projector 25% (12/5) Damage 1D10 + Special\*

16 gauge Shotgun 45% (22/7) Damage 2D6 +2

\*See SIR THOMAS CULVERT'S MI-GO TECH

Skills: Art/Craft (Butlering) 60%, Art/Craft Cook 27%, Credit Rating 20%, First Aid 52%, Listen 42%, Persuade 52%, Psychology 62%, Ride 47%, Spot Hidden 44%

**BILL THE MARTIAN**

Bill is a Mi-Go that has undergone so much torture much of its body is missing. It is of a pinkish-purple colour, just over five feet tall, and has a crustacean-like form. The shell covering its body has been partly removed. The membranous wings on its back and the majority of its chitinous limbs are likewise gone. Ugly, fungoid growths spot the areas where the shell is missing. Bill's head, a sort of consulted ellipsoid, throbs and changes colour when it speaks. Mi-Go usually have powers of Hypnosis and the ability to create a Void Light (see the *7th Edition Keeper's Handbook*), but due to damage to its brain, Bill cannot currently use those powers. Bill has been biding its time and gaining Sir Culvert's trust, and has almost completely tricked the man into building a gate to Yuggoth, after which Bill hopes to be reunited with its fellow Yuggothians.

STR	32	CON	30	SIZ	40
INT	75	POW	5	DEX	0
HP	7				

BUILD -1

MOV 0

Damage Bonus: -1

Magic Points: 1

ATTACKS

None.

ARMOUR: None, but due to Bill's extra-terrene body, all piercing weapons do minimum damage.

Spells: Breath of the Dark Sea (Create Mist of R'Lyeh), Gateway

to Yuggoth (Create Gate), Utterance of the Last Syllable (Dread Curse of Azathoth).

Sanity Loss: 0/1D6 Sanity points to see Bill.

## MISS JOHANSSON

Miss Johansson is a beautiful young woman in her mid-twenties. She has long blonde hair and has the eye condition heterochromia – one eye is blue and the other is green. Her voice sounds slightly queer, as it is a mixture of accents she has used in various personas. Johansson is also a vat grown agent of the Mi-Go. Her skull houses the brain of a faithful Mi-Go agent, a man named Noyes. She is dedicated to her alien masters and will ruthlessly follow her mission to the end. Johansson will use her feminine wiles to gain the upper hand when she encounters trouble.

STR	115	CON	105	SIZ	75
INT	80	POW	40	DEX	105
APP	90	EDU	60	HP	18
SAN	0				

BUILD 0\*

MOV 8

Damage Bonus: +1D6

Magic Points: 8

SPECIAL: Miss Johansson can regenerate 1 HP per hour.

\*Miss Johansson appears to have the build of a petite young woman, but her alien-constructed body is far stronger than it appears

## ATTACKS

.380 Webley No.2 47% (23/9) Damage 1D8 + 1

Skills: Art/Craft (Acting) 84%, Charm 75%, Credit Rating 40%, Intimidate 75%, Listen 55%, Locksmith 60%, Psychology 65%, Spot Hidden 66%, Stealth 75%, Track 65%

Spells: Breath of the Deep

## JED THE DOG: NO LONGER MAN'S BEST FRIEND

Jed is a German Shepherd dog. Once faithful to his master, he lost his canine mind after his encounters with the Mi-Go. He will attack to kill anyone and anything he encounters apart from a Mi-Go, or agent of Mi-Go, for their strange scent still terrifies him.

STR	30	CON	60	SIZ	35	DEX	70	POW	30
HP:	9								

Damage Bonus: -1

Build: -1

Move: 12

## ATTACKS

Attacks per round: 1

Fighting 50% (25/10), damage 1D6 -1

Dodge 42% (21/8)

Armor: N/A

Skills: Listen 75%, Scent Something Interesting 90%.

## FOUR FRIGHTENING MI-GO

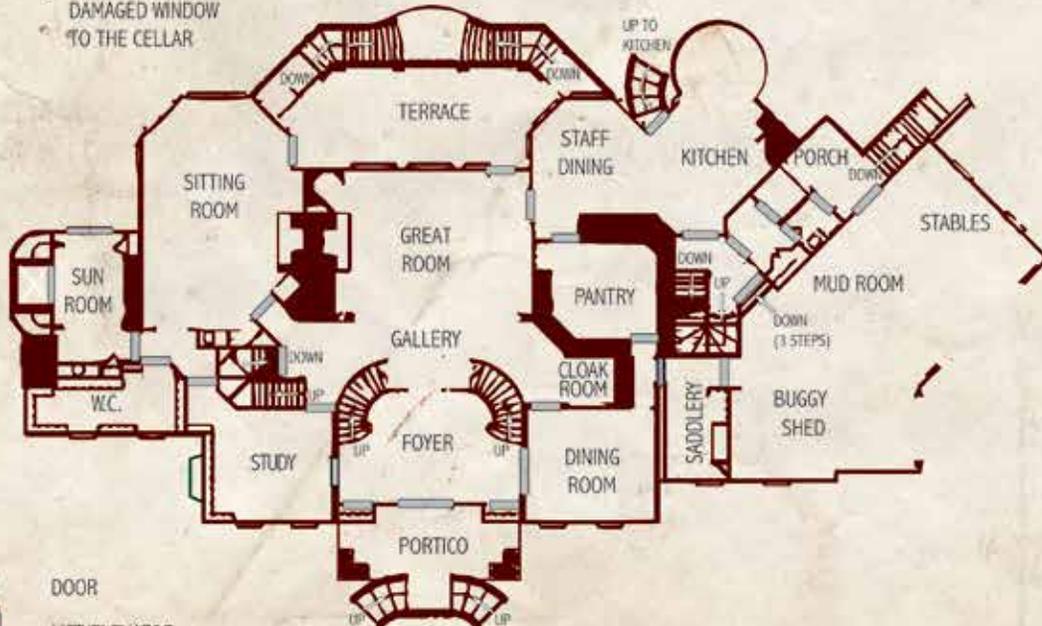
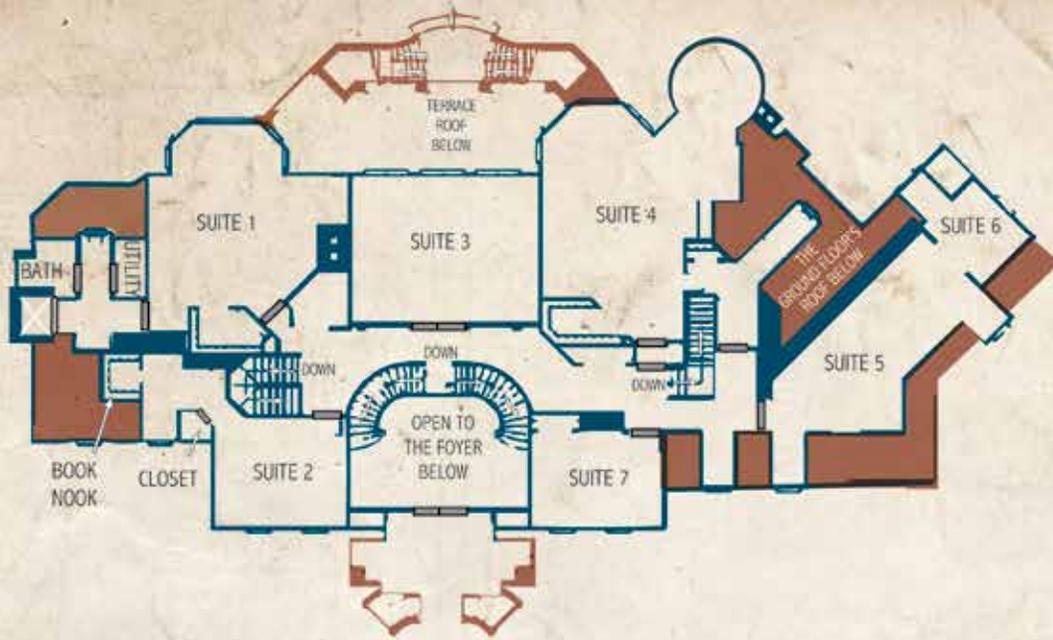
Below are four pre-generated Mi-Go for use if the basement gate is activated. The Mi-Go are alien beings with chitinous bodies and membranous wings. These creatures have large bulbous heads which change colour, and buzzing voices that can imitate human speech. They are ruthless yet curious scientists. Full descriptions can be found in the Call of Cthulhu 7th Edition Keeper's Handbook.

#	STR	CON	SIZ	DEX	POW	HP	MP
#1	60	50	50	75	35	10	7
#2	45	60	50	80	60	11	12
#3	55	40	45	90	10	8	2
#4	50	55	60	70	70	11	14

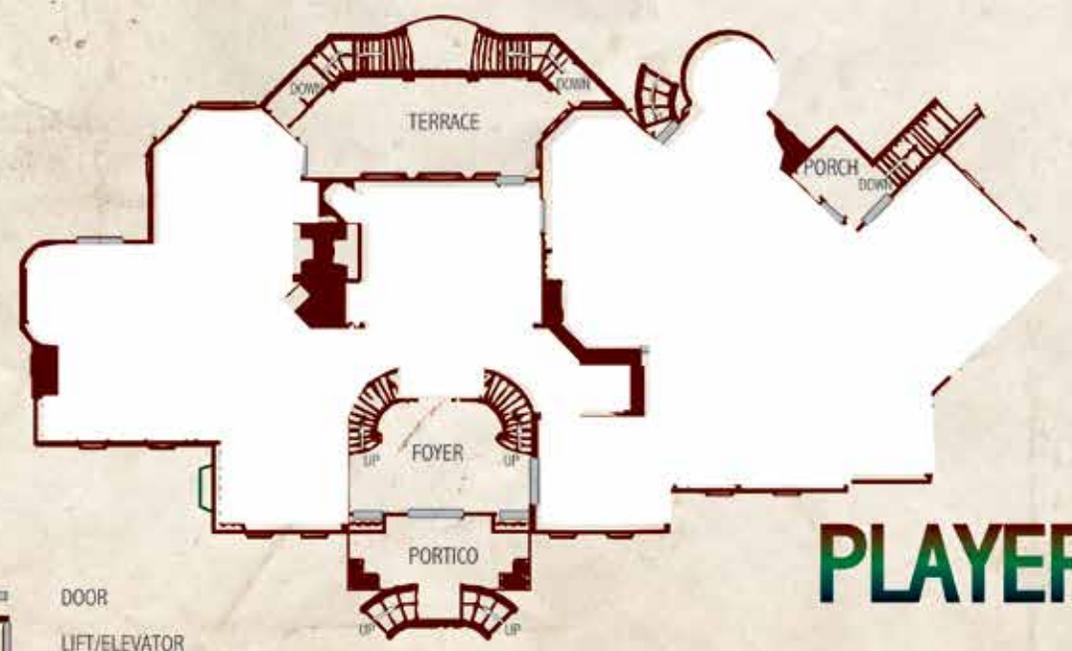
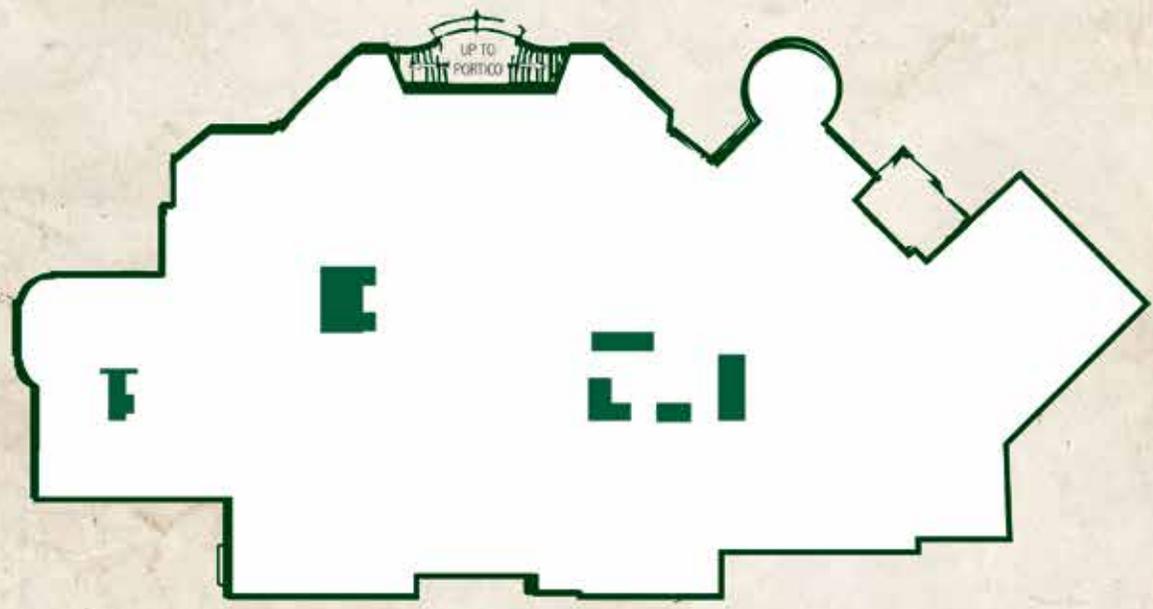
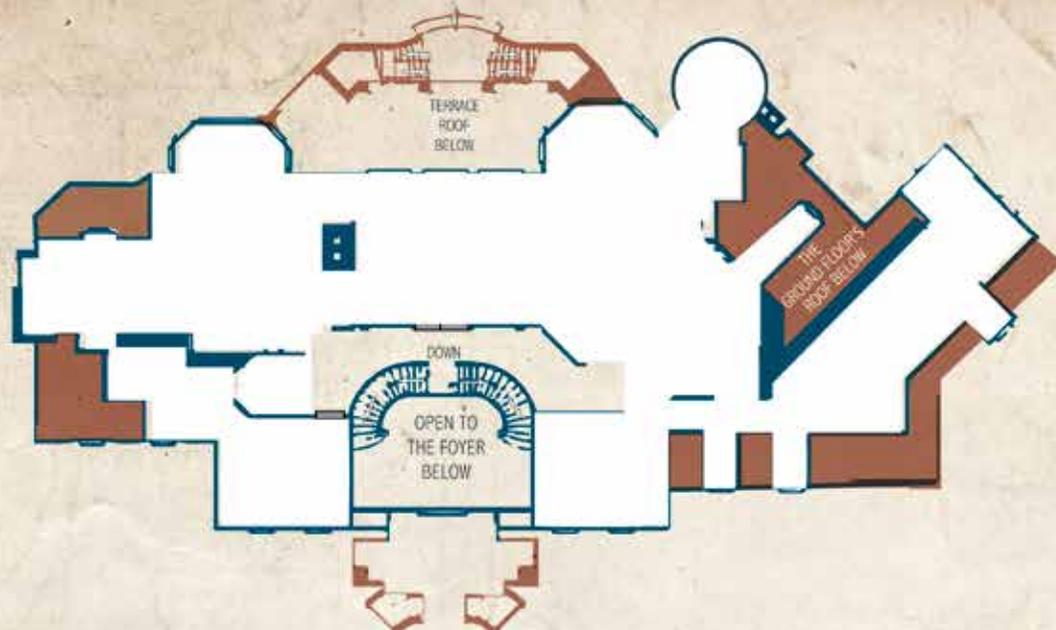


This page and the one following are filled with the family photographs that Harold Frazier-Snipe (pictured as the tall man with the high forehead in four of the photos) was carrying when he was 'killed' by Culvert. They don't lead to any clues within the adventure (save those the Keeper wishes to make themselves) but seek to give Harold more of an emotional bond for the players that they haven't had so far, unlike Aunt Lidia. They are stained with blood, more than just Harold's, having been splattered many times and then wiped. The stain drives deep into the images. Maybe some mystical message or supernatural contact to future adventures can be created by the enterprising Keeper.





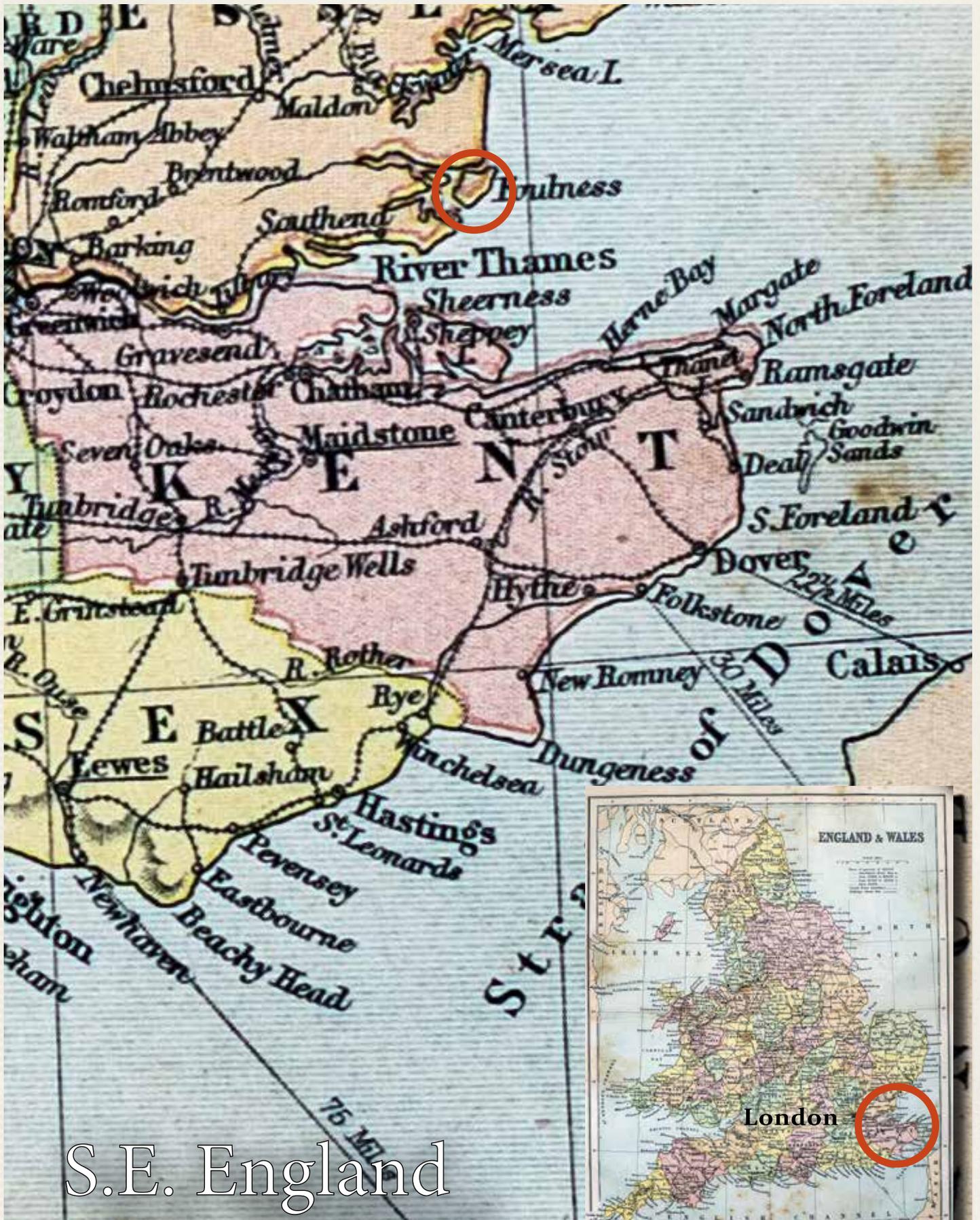
# SCULPTURE HOUSE



-  DOOR
-  LIFT/ELEVATOR
-  FIRST FLOOR
-  RAISED GROUND FLOOR
-  CELLAR OR SUB-GROUND FLOOR

# SILVERBROOK HOUSE

## PLAYER'S MAP



S.E. England

HANDOUT 1:  
AUNT LIDIA'S LETTER

*My dearest,*

*You may be a trifle bored of these letters from your dear old auntie, but I do relish the anticipation of reading your return mail! The weather has been quite dreadful here, and I have spent a good deal of time in my room in The George and Dragon. At night the downstairs area can become a wee bit loud and bothersome for this tired old dame.*

*There are a few interesting folk staying here, including an archaeologist and an ornithologist. I have shared meals with both of them. A polite lady and chap. I decided to visit Saint Abigail's church yesterday, which is here in Churchend, but the vicar has apparently disappeared! Rumours say he was most likely lost at sea making an ill-thought journey across The Broomway, that terribly dangerous path which leads to the mainland. No one seems too upset. It would appear the vicar was fairly new to the parish: the previous one passed away after serving much of his life here.*

*I heard from the archaeologist that there are some old ruins on the island, venerable stones pre-dating the Roman invasion. I intend to visit these once the weather has cleared. That is if I can procure myself a sturdy young guide, or perhaps a carriage from one of the local farms. Oh, before I forget, I have met the Lord of the Manor. A dashing gentleman by the name of Sir Thomas Culvert. He has invited me to tea one afternoon at his manor house, and as soon as this blasted weather clears, I will consider taking him up on the offer.*

*Farewell my dear. I look forward with anticipation to your reply.*

*Yrs.,*

*Ms. Lidia Bacon-Colethwaite.*

# The Chelmsford Chronicle

FRIDAY 6TH APRIL 1934



The Broomway

## The Broomway to Foulness

By M.D. WHALES

If one consults a map of the Essex coastline, between the River Thames and the River Crouch, one will notice a curious footpath. The route is even more curious as it is marked with a line of crosses and dashes. These and the footpath begin at a place named Wakering Stairs, which is located in the village of Great Wakering, a quiet, sleepy town which this reporter had the pleasure of staying at for two nights. The path heads due east from Wakering Stairs, straight towards the ocean. One might in fact be of the suspicion that it ends in the ocean, but after several hundred yards the path turns northeast, and runs offshore for some miles before it turns back towards the mainland, taking the intrepid traveller towards landfall at Fisherman's Head.

This I hazard to call a dock or port, for it is little more than low lying sand. It is however the stopping point to a secluded, little known island named Foulness. The path to the island is named The Broomway, known in infamy as the deadliest path in Britain. In this writer's experience, it would most certainly be dangerous for one who doesn't have his wits about him. It is thought The Broomway has taken more than one hundred lives, though it is likely many more have gone where no record exists. Over half of the known victims may be found in the church-

yard of Saint Abigail's. This writer wonders how many dozens, or perhaps hundreds more poor folk, became unwilling offerings to the ocean. The Broomway takes its name, fantastical as it may seem, from four hundred brooms placed at intervals along the footpath which mark the safest passage to take.

Despite these markers, if a thick fog is present, one could easily lose one's bearings and end up in the sand dunes and mud flats lining the footpath. At low tide, one feels quite safe, however. It is rather like a walk upon the beach! When high tide comes, as many unwary would attest had they survived, the ocean consumes the sand and The Broomway so quickly, even an experienced runner would likely be doomed. There is much danger there: muddy holes and quicksand which could swallow a traveller in seconds. Come Doomsday, this writer suspects many souls will climb up from those dunes and dust off their sand-ridden garments! I shall end this piece with a warning which I heeded, read from a recent Ordnance Survey Map. Printed in large pink letters across that stretch of coastline, one will find the following message:

WARNING Public Rights of Way across The Broomway can be deadly. Seek local guidance.

## Fears Mount Over Ice-bound Ship

By ANATOLY WILHEMSBURG

The SS Chelyuskin, a Soviet steamship reinforced to navigate through polar ice has become ice-bound in Arctic waters during navigation along the Northern Maritime Route from Murmansk to Vladivostok. The expedition's task was to determine the possibility to travel by non-icebreaker through the Northern Maritime Route in a single navigation season.

Built in Denmark in 1933 by Burmeister and Wain (B&W, Copenhagen) and named after the 18th century Russian polar explorer Semion Ivanovich Chelyuskin, the head of the expedition is Otto Yuliyevich Shmidt and the ship's captain is V. I. Voronin. There are 111 people on board the steamship and fears for their safety are mounting. Captain Shmidt has assured the public via radio that plans are underway to free the vessel and fears are unwarranted.



The SS Chelyuskin

## Riots In Paris!

By HENRIETTE EQALNA

An anti-parliamentarist street demonstration in Paris yesterday, organized by multiple far-right leagues culminated in a riot on the Place de la

Concorde, near the seat of the French National Assembly. The police shot and killed 15 demonstrators and is one of the major political crises of this Republic. Frenchmen on the left feared it was an attempt to organize a fascist coup d'état. According to political commentator Jacque Coton, "The consensus among the people is that there was a concerted effort to seize power and that the leagues famous infighting might lead Paris, and France, into devastation and ruin.

As a result of the actions of that day, several anti-fascist organisations were created, such as the Comité de vigilance des intellectuels antifascistes, in an attempt to thwart the rise of fascism in France. After World

War II, several historians, among them Serge Berstein, argued that while some leagues had been indisputably pushing for a coup, François de La Rocque had, in fact, turned in a liberal direction, toward a respect for constitutional order. However, if the lack of coordination among the fascist leagues undermined the idea of a fascist conspiracy, the fascist actions on 6 February were an uncoordinated but violent attempt to overthrow the Cartel des gauches government elected in 1932.3

Édouard Daladier, who was president of the Council of Ministers, replaced Camille Chautemps on 27 January 1934 because of accusations of corruption (including the Stavisky

Affair). Daladier, who had been a popular figure, was nonetheless forced to resign on 7 February. He was replaced by the conservative Gaston Doumergue as head of the government; this was the first time during the tenure of the Third Republic a government fell because of pressures from the street.



Protest crowds gather

HANDOUT 2: NEWSPAPER ARTICLE



# Southend Standard and Essex Weekly Advertiser

MONDAY 30TH OCTOBER 1939



The Broomway

## Strange Lights on a Strange Island

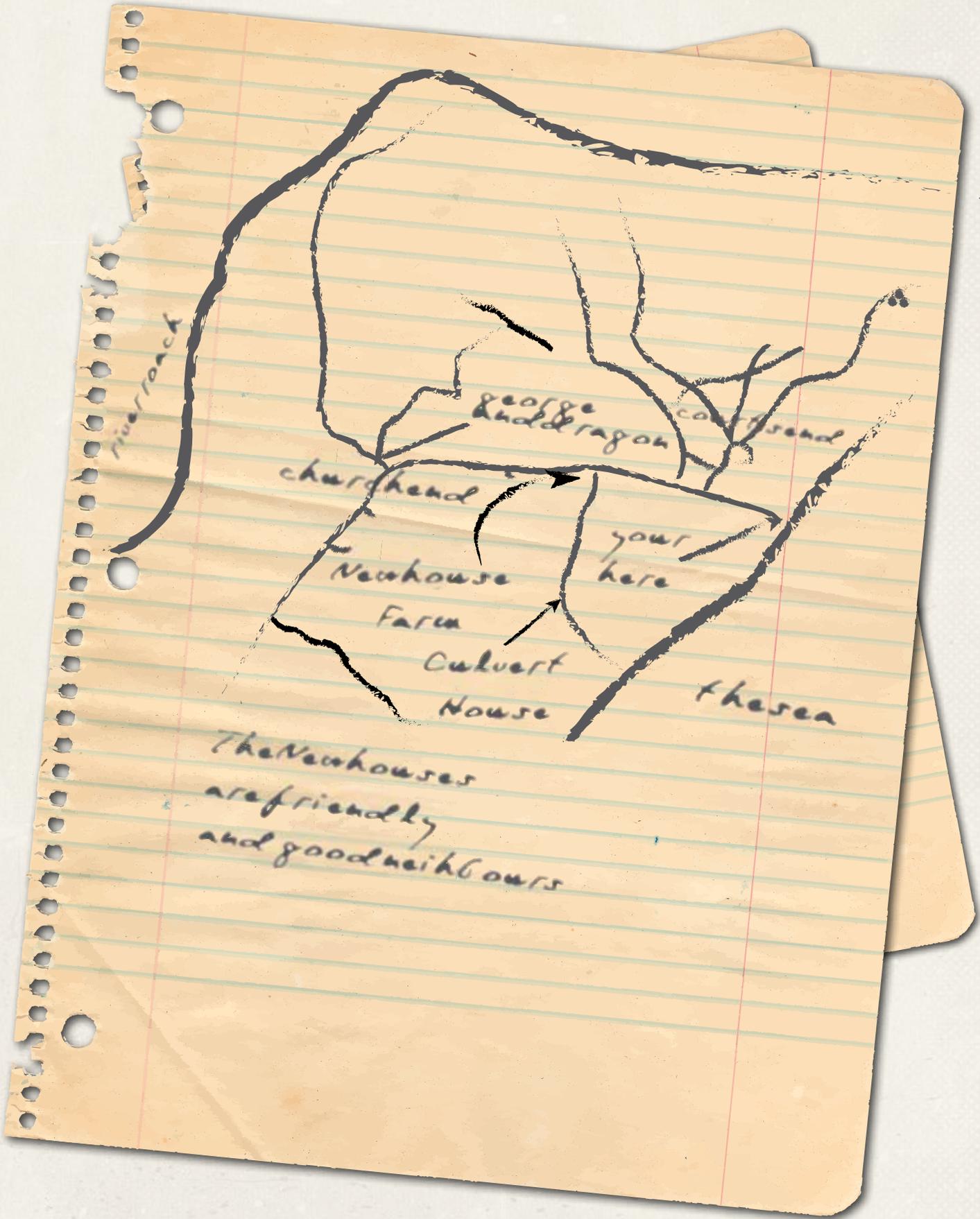
By JOHNATHAN WELLMAN

A weird phenomenon has been reported at the secluded isle of Foulness. For some weeks now, locals have witnessed what they describe as "glowing lights" following the coast near Foulness Point. The island, which is a part of Essex and located along the east coast, is separated from the mainland by bogs and rivers, and as such, has little contact with the outside world. This strange tale reached the mainland by route of the postman, whom visits the island once a day. It was circulated amongst other postal workers until it reached the ear of this reporter. Rather than make the trip to Foulness, which is downright treacherous, this reporter succeeded in speaking with the island's Lord of the Manor, one Sir Thomas Culvert, during his visit to the mainland. An avid amateur scientist, he was on the mainland for supplies. The honourable sir told this reporter, that as an astronomer of no little experience, he has occasion to watch the sky nightly. He supposes any lights the villagers witnessed are most likely sourced from misidentified ships at sea, or perhaps boats travers-

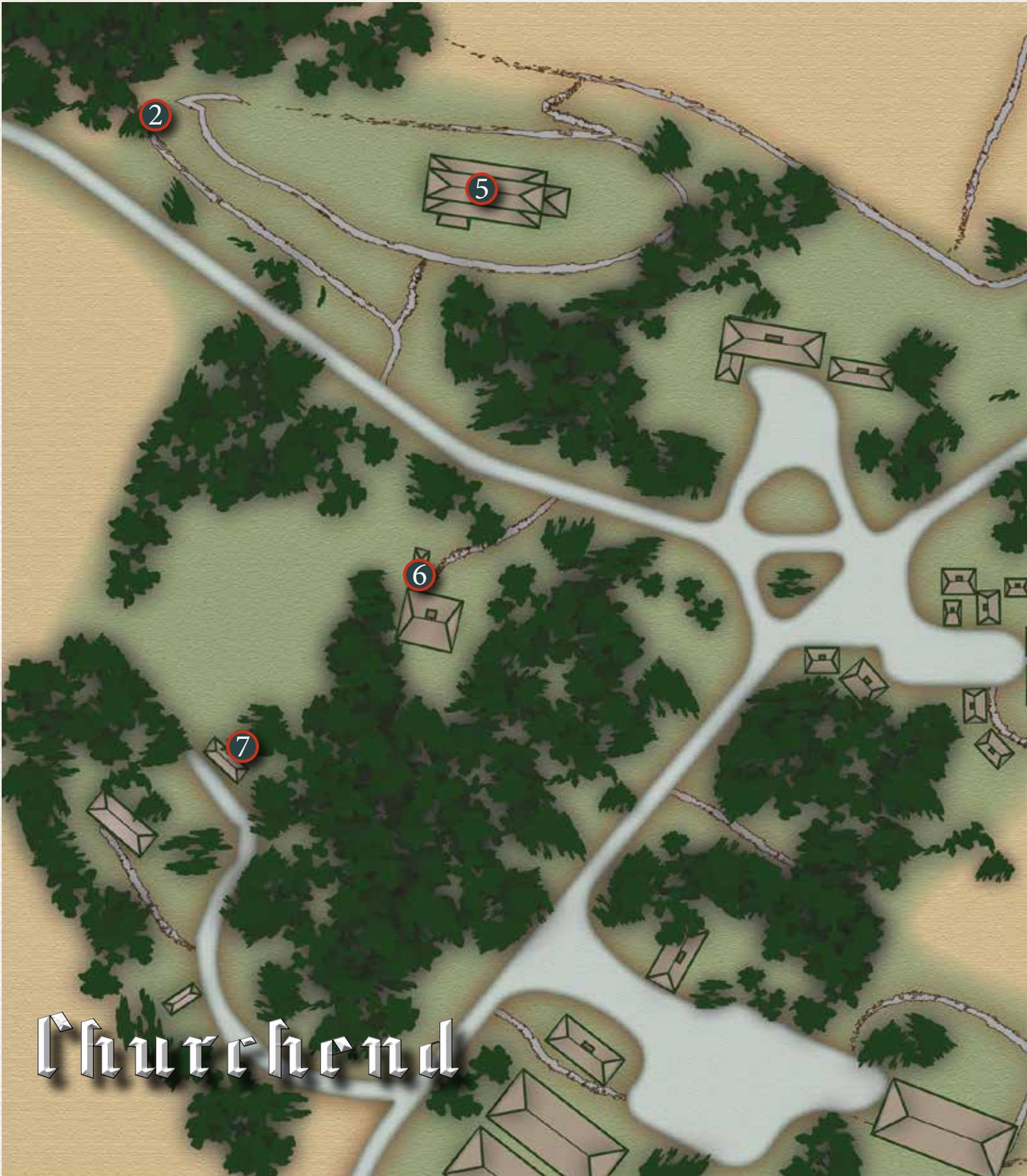
ing the River Crouch, which borders the island before reaching the sea at Foulness Point. Sir Culvert insinuated, in a more jovial tone, the lights would be less mysterious if the folk who witnessed them had not had a tippie at the George & Dragon public house beforehand. Strange indeed, are the things men witness when deep in their cups!

HANDOUT 3: NEWSPAPER ARTICLE

HANDOUT 4:  
IMPROMPTU MAP



The Newhouses  
are friendly  
and good neighbours

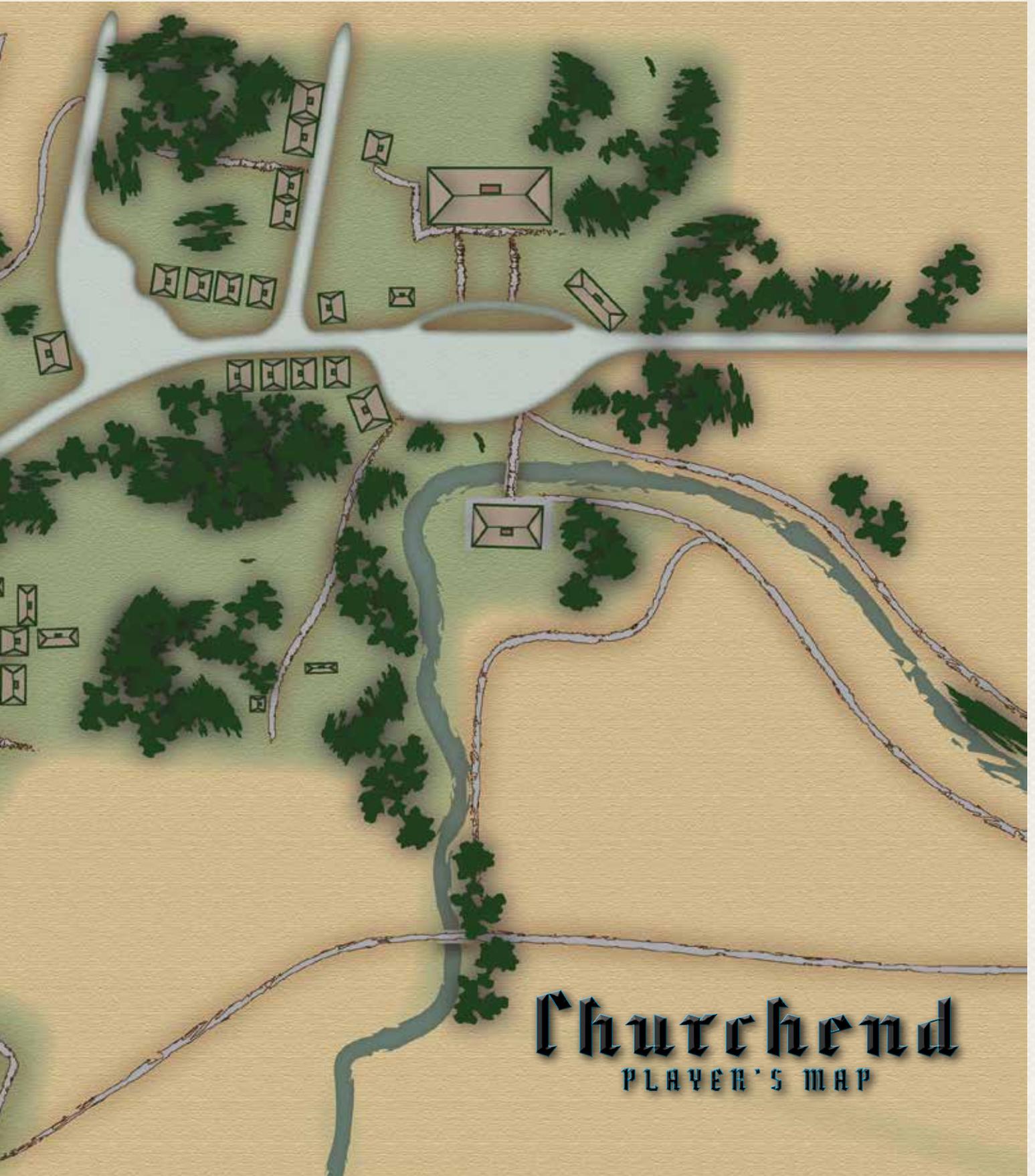


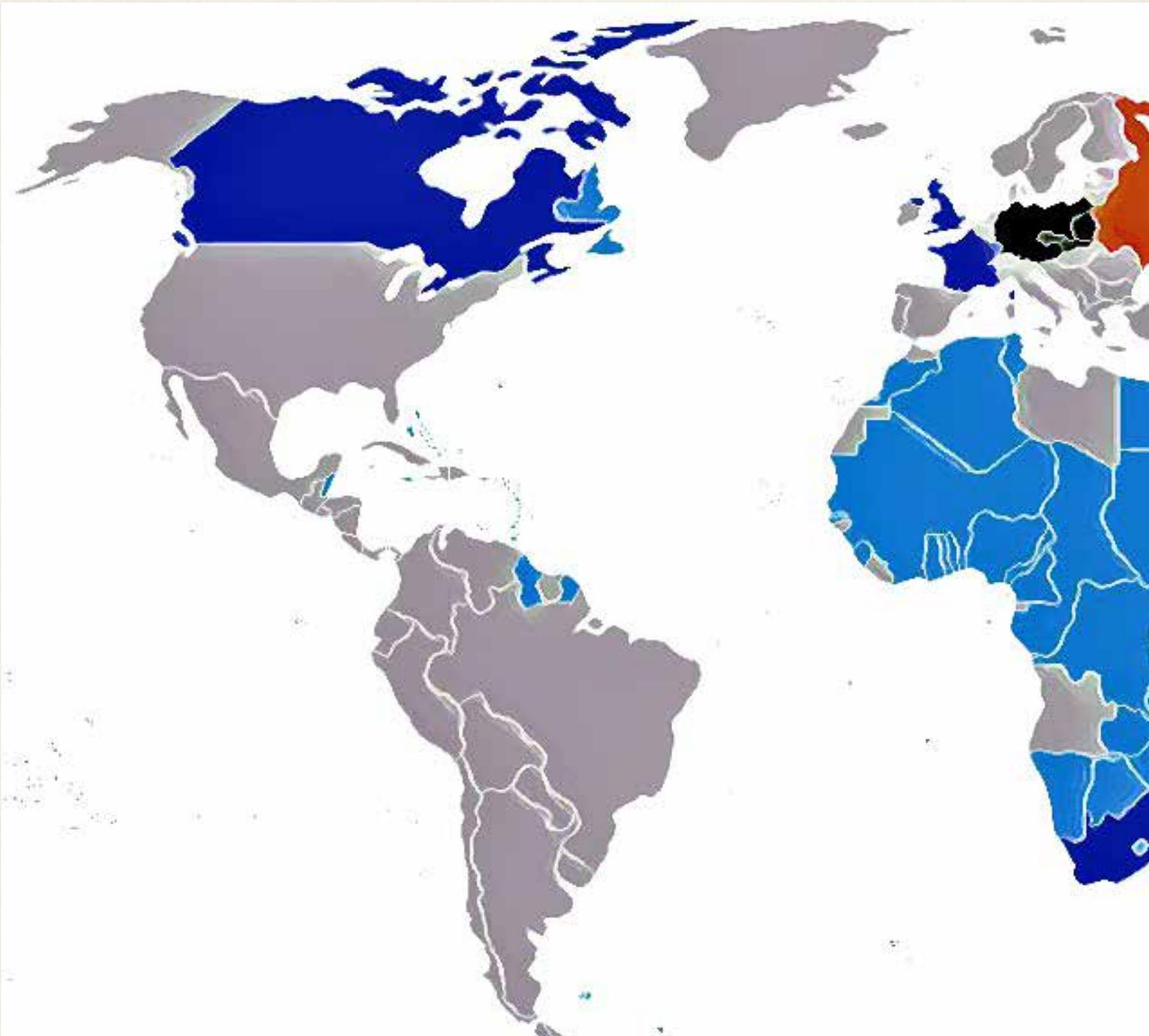
# Churchend



1. Culvert House
2. The Yew Tree
3. The George & Dragon
4. Miss Grubb's Shop
5. St. Abigail's Church
6. The Vicarage
7. Landor's Cottage





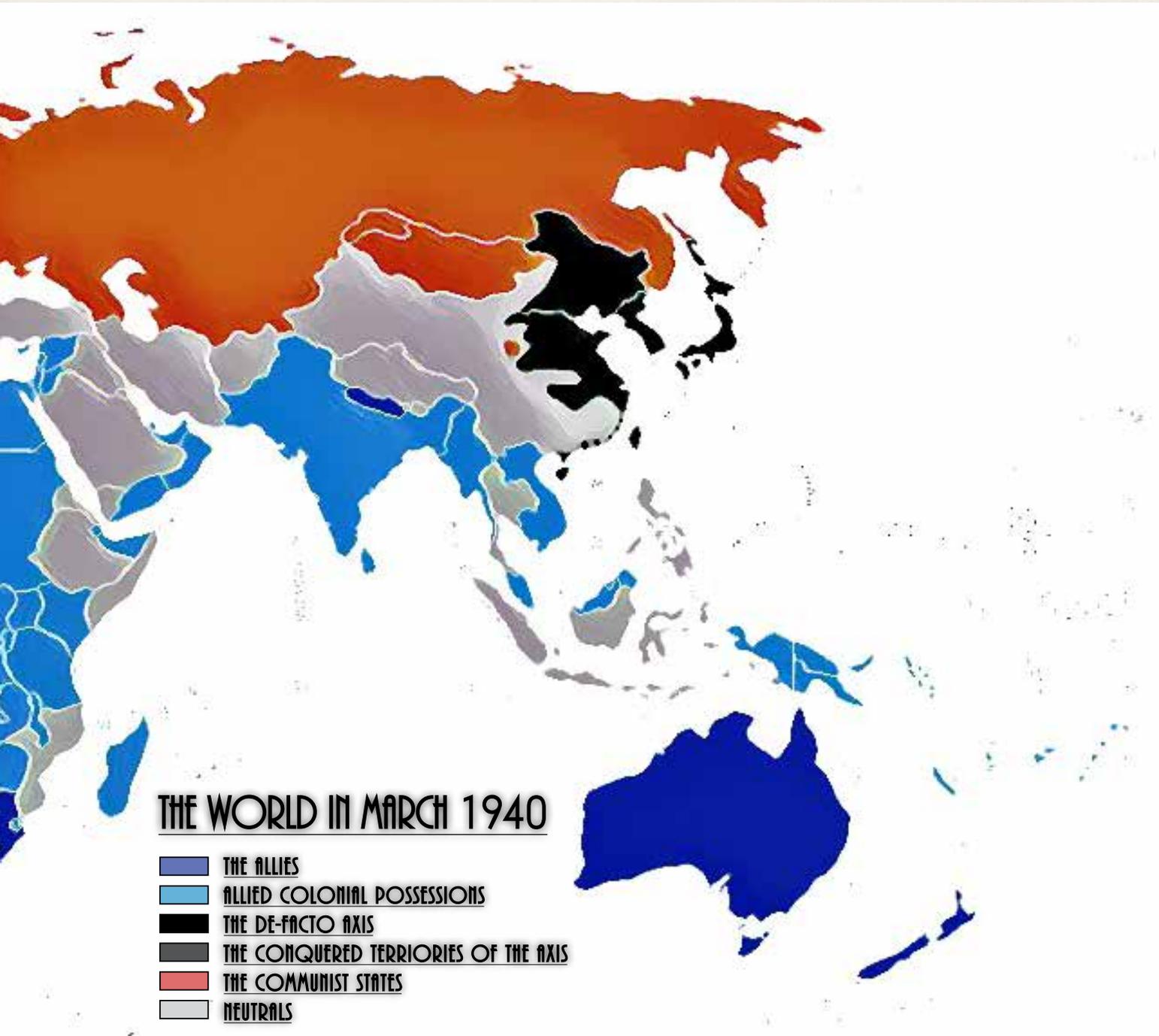


## WARNING!

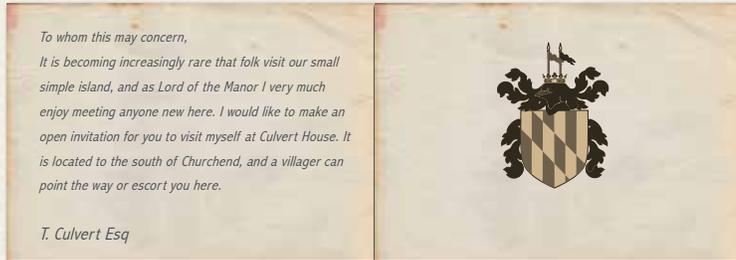
### LOW AND HIGH TIDE

High and low tides change daily: this is one of Great Britain's most treacherous and dangerous paths. Seek local advice!

High Tide	04:41 a.m.
	to
Low Tide	10:51 a.m.
	to
High Tide	17:17 p.m.
	to
Low Tide	23:21 p.m.



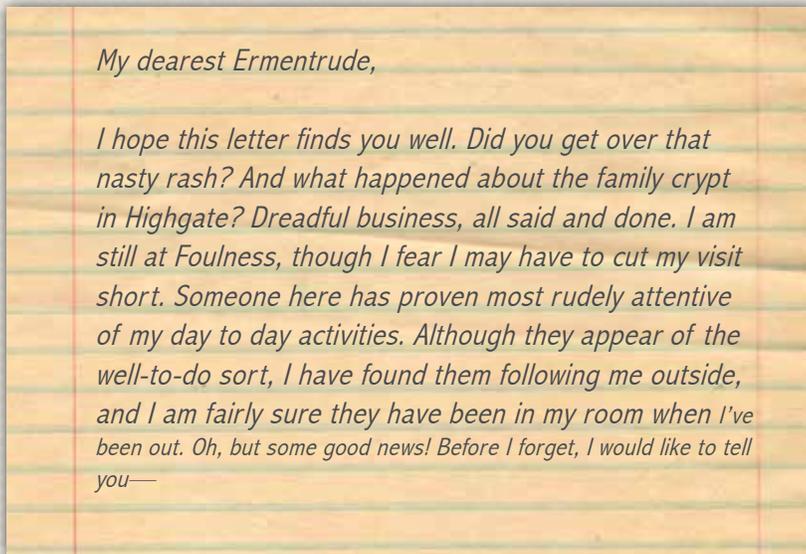
**HANDOUT 5: SIR CULVERT'S CALLING CARD**  
(Handwritten note on rear in small script)



(Rear)

(Front)

**HANDOUT 6: AUNT LIDIA'S UNFINISHED LETTER**



*My dearest Ermentrude,*

*I hope this letter finds you well. Did you get over that nasty rash? And what happened about the family crypt in Highgate? Dreadful business, all said and done. I am still at Foulness, though I fear I may have to cut my visit short. Someone here has proven most rudely attentive of my day to day activities. Although they appear of the well-to-do sort, I have found them following me outside, and I am fairly sure they have been in my room when I've been out. Oh, but some good news! Before I forget, I would like to tell you—*

**THE YEW TREE TALE**

“Have you seen the old yew tree in the churchyard? It was a beautiful tree once, thick and green. There is a curse upon it now, and there is a hangman's rope hanging from it, something sinister and not of this world! An old man and his daughter lived in the cottage just beyond the church. Jack Landor was his name, and he was a mean old so and so I'll tell you now. He misused his daughter, and would sometimes tie her up in the cottage with that very rope you see on the tree.

‘Murder will out,’ some folks say, and that's very true in this case. Landor and his daughter disappeared some five years ago, with no trace found. No one took over the cottage, and it fell into the ruin you now see if you visit it. None visit the cottage by day or night though, and all those that pass it cross themselves. Sometimes on an evening, the howl of a dog can be heard from the cottage, and some have seen a dark shape making its way from the cottage to the churchyard. It stops at the yew tree and digs there, to uncover the bones of Landor's daughter, or perhaps to dig a grave for them both. It is a Devil Dog! Landor's sin given form. I warn you: keep away from the path between the church and the cottage at night! I so wish the new priest would come take over the church, and put that spirit to rest!

**THE ABANDONED VICARAGE**



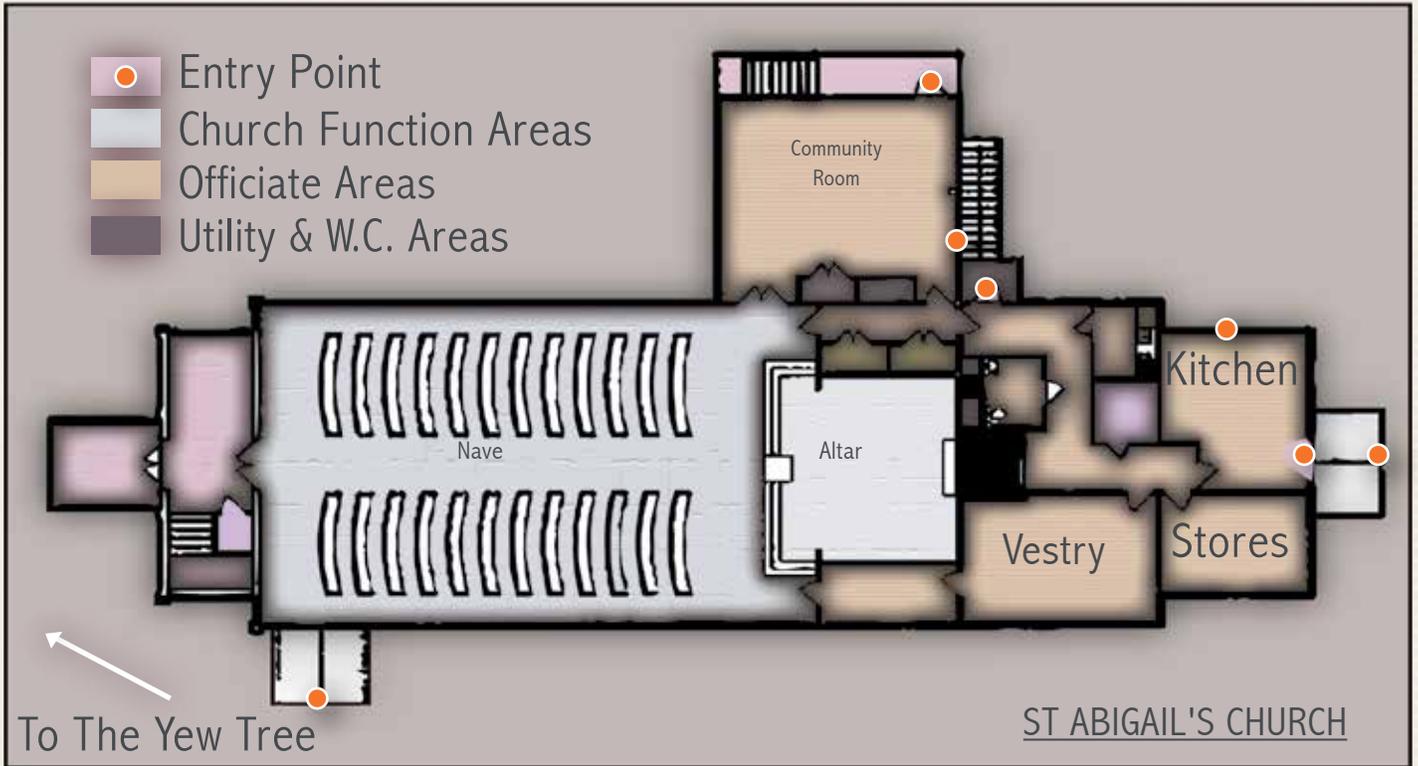
**FIRST FLOOR**



**GROUND FLOOR**

**THE BOOK OF WEREWOLVES**

In **English** by **Sabine Baring Gould**. Published **1865**. This tome is a study of Lycanthropic and cannibalistic myths and folklore in Europe and other parts of the world. It also contains mythological samples of the werewolf legend. If read: **No** Sanity loss; **Occult +3** percentiles. **No** spells.



HANDOUT 7: THE CHARRED JOURNAL

Page 1:

Is there--no connection-----devil do-----other-----events-----  
 plaguing-----island. I have-----fakes-----no revolves-----  
 -----  
 -----that-----ope-----tree was-----by young raf-----messing-----?  
 do bel-----little-----stards-----revenge-----off!-----school-----  
 mistress in Court se--

Page 2:

-----lately cannot bel-----witness-----today at-----  
 I know I should-----prying in places-----not,-----bodies! That h-----  
 -----buzzing-----, someone-----always respected. To-----  
 some of-----recent disappearances.  
 -----gone.

That-----the basement-----won't do not know-----blas-  
 phemy-----But-----report-----the authorities out the main-  
 land-----is a murderer, pure and simple!-----along The Broom-  
 way-----how to-----everything to the police.

THE CHARRED JOURNAL, A CLEAR TRANSCRIPT.

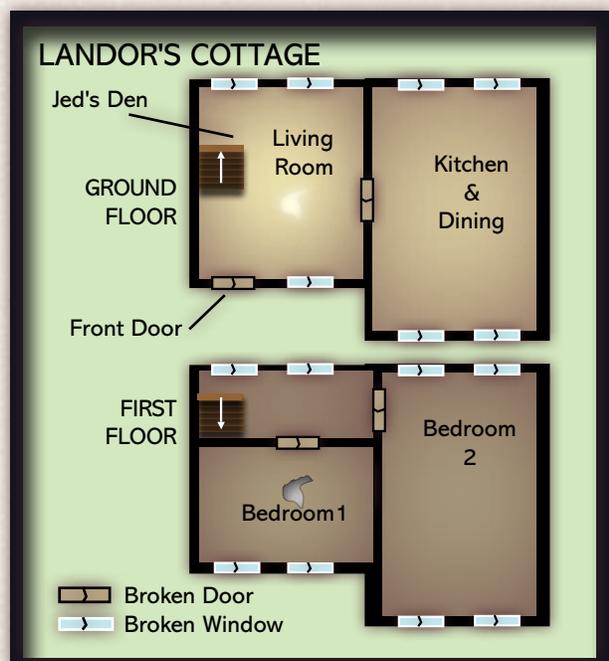
Page 1:

"Is there --me connection ----- devil do----- other -----e events ----- plaguing ---- island. I have ----- tales. ----- werewolves -----  
 ----- that ---ope ----- tree was ----- by young ruf---- messing ----- . I do bel---- ----- little --stards ----- revenge ----- off!  
 --st ----- schoolmistress in Courtse--

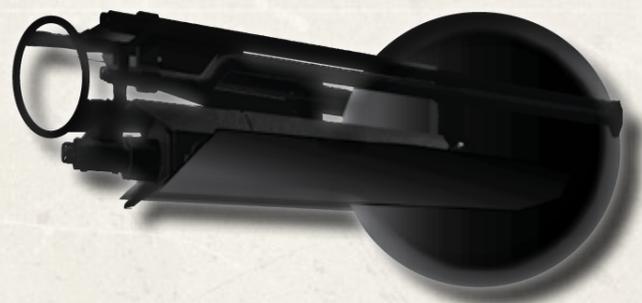
Page 2:

-----lutely cannot bel----- witness-- today at ----- . I know I should ----- prying in places ----- not, -----  
 bodies! That h----- buzzing. -----, someone ----- always respected. To ----- some of----- recent disappearances.  
 ----- gone.

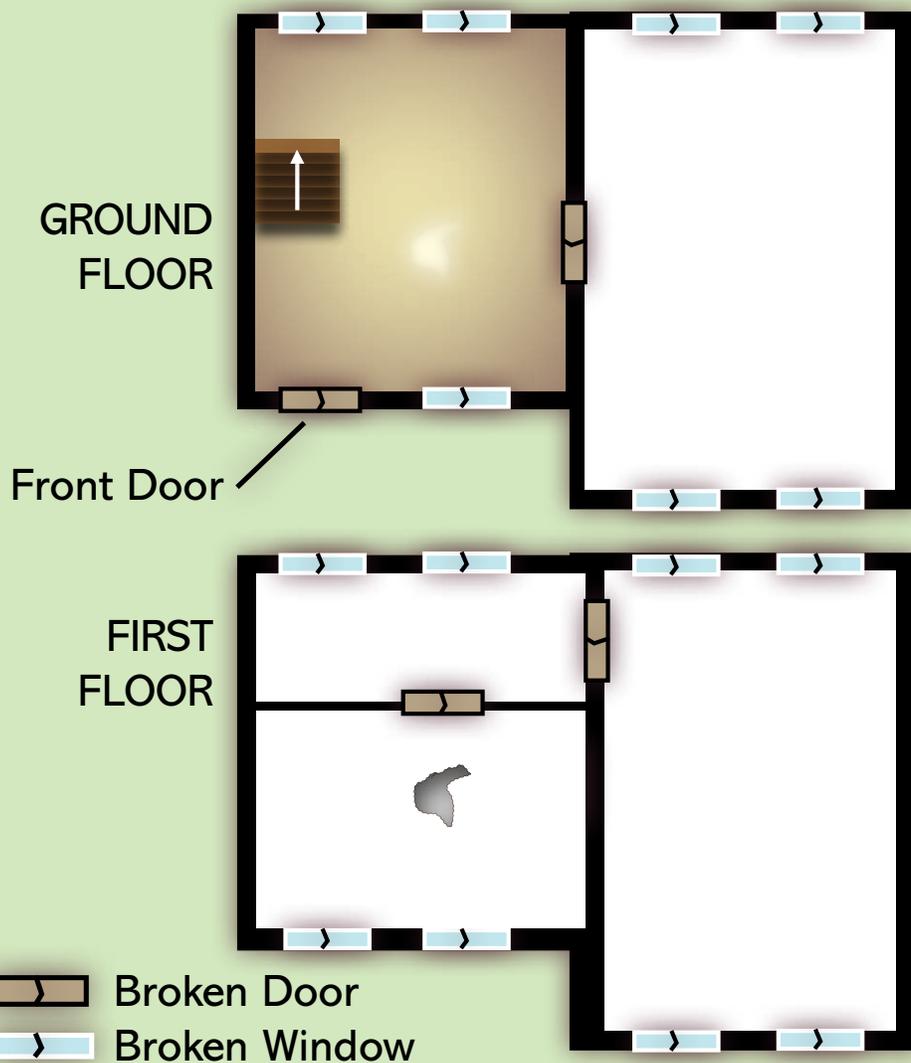
That ----- the basement. -----mon I do not know ----- blasphemy ----- . But ----- report ----- the  
 authorities on the mainland. ----- is a murderer, pure and simple! I ----- along The Broomway ---- low tide ----- everything to  
 the police."



THE MI-GO ELECTRIC GUN



# LANDOR'S COTTAGE PLAYER'S MAP



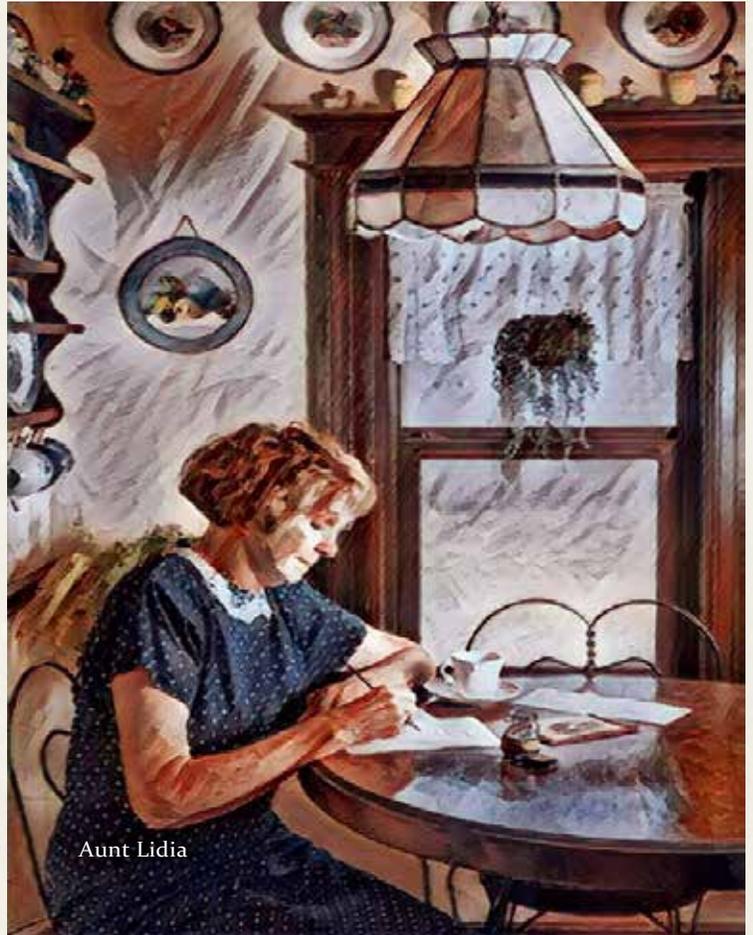
THE MI-GO MIST PROJECTOR



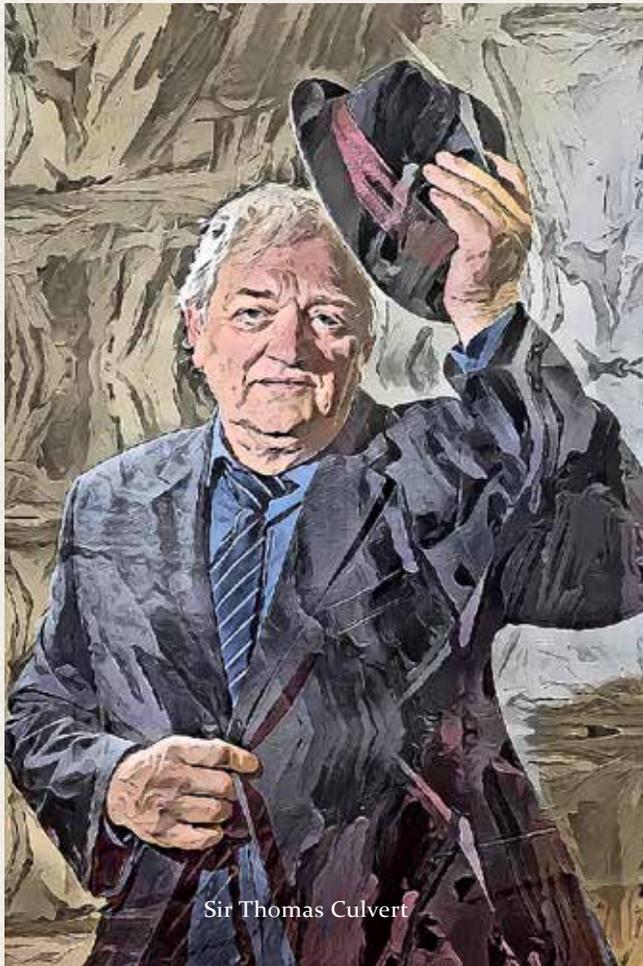
Jim Hedger, the Harbourmaster



Aunt Lidia



Sir Thomas Culvert



Miss Johansson

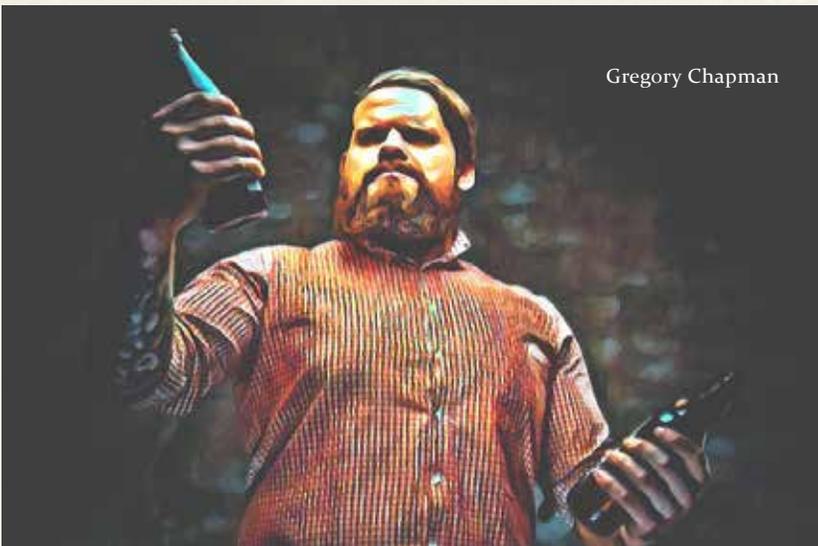




Talmage



Miss Grubb



Gregory Chapman



Martha Chapman



The Ancient Ruins

The Gateway To A Living Nightmare, 'Bill's Portal To  
The Black Spires Of Yuggoth



The foulness Island Danishings



The George and Dragon, Churchend

A Fragment Of Observational Sketches Found In 'La Magie Chez Les Chaldeens' In Gold Recovered From A 'Brazen Bull' In Acre.



A Corrupting Infiltration In A Time Of War

LA MAGIE CHEZ LES CHALDEENSIS

In **French**, by Francois Lenormant, dated **1877**. This tome concerns the Chaldean school of magic from ancient Assyria. It details Chaldean demonology; Chaldean and Babylonian culture as influenced by the Sumerians; various Chaldean spells to be used to combat illness, curses, sorcery, and spirits, and more. No Sanity loss; **Occult +4** percentiles. No spells.

MALLEUS MALEFICARUM (Hammer of Witches)

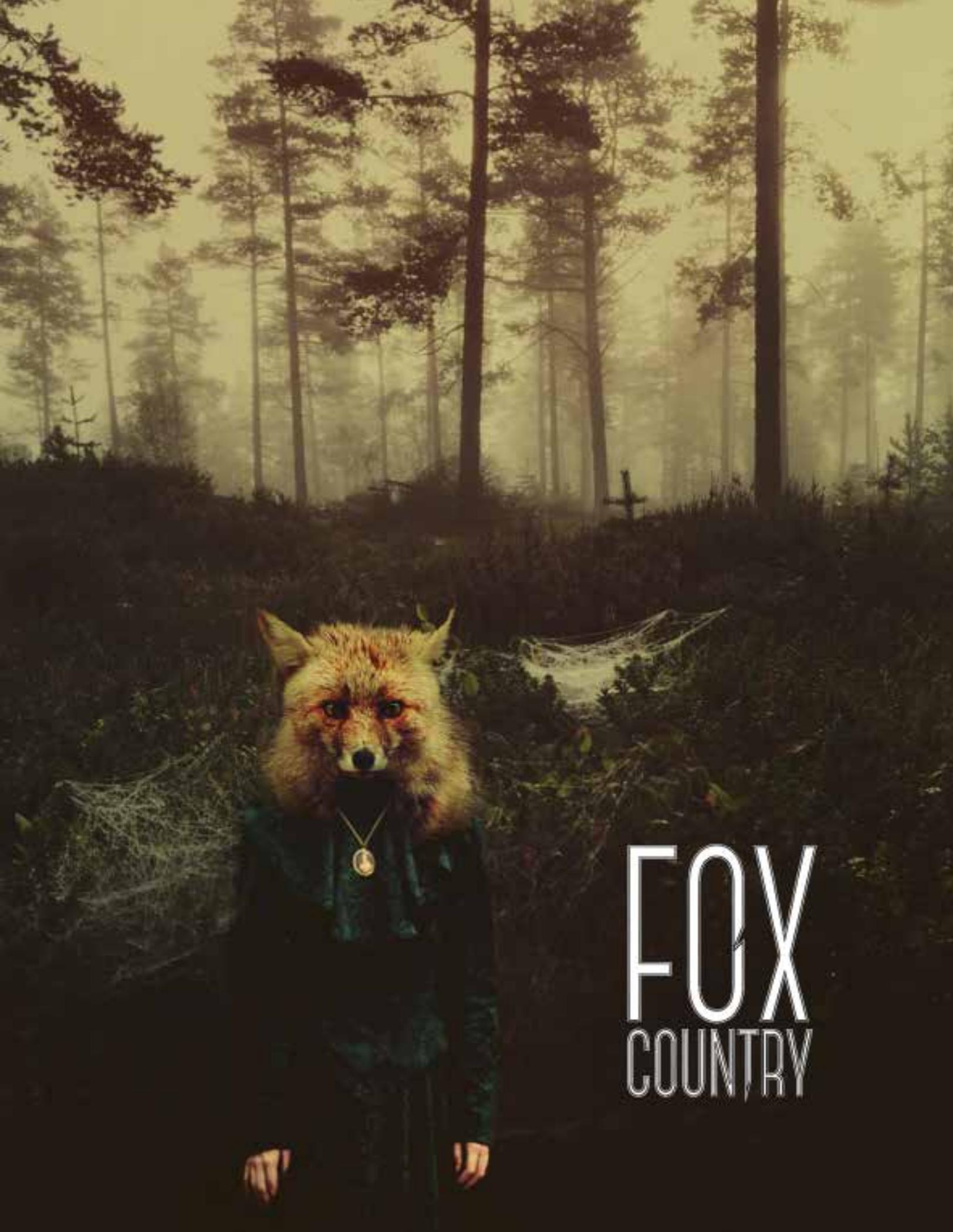
In **Latin**, by Jakob Sprenger and Heinrich Kramer, **1486** edition. This hefty tome is a handbook for religious inquisitors used to identify and torture witches and other heretics. It contains the Papal Bull decreed by Pope Innocent VIII in 1484 which made the opposition of witch-hunting a heretical offence. The book contains information covering pacts with devils, shape-shifting, human sacrifice and more. It also contains lengthy trial transcripts and stomach-turning methods on how to extract confessions from suspected witches. Written in Latin, in scratchy script at the rear of the book, is the spell **Bend Quarry to Thy Power (Mental Suggestion)**, no doubt transcribed by an enthusiastic inquisitor. No Sanity loss for reading the book; **1D3 Sanity Loss** for learning the spell. **Occult +3 percentiles**. Spell: **Bend Quarry to Thy Power (Mental Suggestion)**

SIR CULVERT'S DIARY

In English. This long, rambling work details Sir Culvert's interviews and interrogations of Bill the Martian. It is filled with mistruths, such as Bill's claim the Mi-Go originate from Mars. It does however hold information concerning other extra-terrestrial races, and some dark hints about a mindless chaos that lurks at the centre of the universe. It also contains instructions on how to build working Mi-Go Electrical Guns and Mist Projectors. No information is included on how they are charged for use. A quite graphic section details Culvert's experiments with vivisection on both humans and animals, including his attempts to keep an extracted human brain alive. Written inside are two spells Culvert learned from Bill: **Breath of the Dark Sea (Create Mist of R'Lyeh)**, and **Utterance of the Last Syllable (Dread Curse of Azathoth)**.

Study Time: **3 weeks; 1D6 sanity loss; +1 Cthulhu Mythos Initial; +3 Full; 12 Mythos Rating**. Spells: **Breath of the Dark Sea (Create Mist of R'Lyeh)**, **Utterance of the Last Syllable (Dread Curse of Azathoth)**.





FOX  
COUNTRY

FOR  
MATURE GAMERS



Aunt Lidia, a relative, has been corresponding with one of the Investigators. The woman is of failing health, suffers gout, and has removed herself from the hustle and bustle of London to stay at a quaint, desolate island she visited in her childhood. She stayed at Foulness Island for two weeks, and after one final letter, nothing more was heard from her.

All replies have gone unanswered, and the island possesses neither telephones nor telegraphs. After two further weeks of silence, the Investigator decides to travel there to search for their aunt.

Where is Aunt Lidia? And what about the other missing traveller? Why do the local folk talk of strange lights by the ancient ruins? Is it a German sub relaying to a spy? Or something darker?

FOX  
COUNTRY

8