

The Once and Future King

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Homepage:

System: [Call of Cthulhu](#)

Type: [Scenario](#)

Category: [Horror](#)

Requirements:

An extremely well written and researched Call of Cthulhu scenario written for Warpcon 1998. As usual with Warpcon tournament games, this scenario is written in two parts.

Round 1 - The Ill-made Knight

*"O, yet methought I saw the Holy Grail
All palled in crimson samite, and around
Great angels, awful shapes, and wings and eyes"
- Tennyson*

"All men must face death at some point in their lives. Most face it when their bodies rot, locking them in fleshy coffins of withered skin and brittle bone. I faced it on the battlefield, in 1915. I remember quite clearly the bullet striking my head, the sudden flash of red light. I died, my life snuffed out in an instant.

But I was sent back. He took my soul and returned it to my form. I saw Him in a vision, the Great Redeemer, rising up from the ocean to cleanse the world. He is asleep now, but His dreams are the reality of mortal men. Poised between life and death, I descended through His dreams to His realm. There I saw the holy Chalice carved by Him, the Holy Grail. The Grail holds Immortality with the Great Redeemer, Mighty Cthulhu! I died once, and was sent back. Now, by grace of Cthulhu and through the Grail, I shall never die again."

The Quest of the Grail is based around the premise that the medieval Christian legends of the Holy Grail were based on earlier Celtic legends of a cup or cauldron. This cup provided limitless feasts, could heal wounds, and even grant immortality. The cup came

from a mysterious otherworld, and was created by inhuman, immortal powers. The cup, like the Grail, is now said to be kept in a magical castle, and protected from outsiders. A drink from the cup grants immortality.

Like many legends, these Celtic myths have a grain of truth at the core. This truth is the Chalice of Cthulhu. This cup was crafted by Deep Ones from stone dragged up from sunken R'lyeh. Like the Grail, it can heal and provide sustenance. It also grants immortality to any human that drinks from it - immortality as an undying Deep One. The cup has other powers beyond this transformation, but only powerful servants of Great Cthulhu can make use of them. In the 5th Century, the warlord Artorius learned of the Cthulhu Cult, led by his son Mordred. The Quest of the Grail was not an attempt to find the Grail, but to destroy it. Artorius build a castle to hold the Grail and hide it away for all time.

*"That is not dead which can Eternal Lie
And with Strange Aeons even Death may die"*

The famous couplet does not apply only to the Great Old Ones. The mysterious Elder Things, who maintain an outpost beneath England, guided Artorius. They opposed the Rise of R'lyeh for their own reasons. They gave Arthur the weapons he needed to defeat the cult. They also imprinted the genetic code of the Knights into the human gene pool, to ensure the Cult would be defeated should it rise again. Now, the ancient warriors who are remembered as the Knights of the Round Table have been reborn. Most have fallen to the Cthulhu cult already. Only a few are left, and they are victims of the passions that destroyed the Round Table fifteen centuries ago.

The Characters: In keeping with the Arthurian theme, the PCs mirror characters from the Arthurian Myths. Their motivations are based on those of their literary antecedents.

Lord Thomas Ursanore: Age 45, a decorated military hero. Lord Tom commanded a division in WWI in France, and was knighted for his achievements there. Since returning to England, he has taken over the extensive family estates and married a young lady of good breeding. Lord Tom is a very British hero. However, he is dying of cancer, and this illness triggers the scenario (see below). Based on King Arthur

Lady Jennifer Anston Ursanore: Age 25, Lord Tom's beautiful young wife. She is the daughter of an Earl, and is well known in society. It was her father's wish that she marry Ursanore, and she obeyed willingly. Although she is a dutiful wife, she has become very attracted to young Lionel Etang. Based on Guenevere.

Captain Lionel Etang: Age 26. Lionel is a dashing young captain in the French army. He was Lord Thomas' assistant in WWI, and the two have maintained a correspondence since the war, and are firm friends. Lionel came immediately when he heard of Thomas' illness. Lionel is unmarried, but is powerfully attracted to Lady Jennifer. Based on Lancelot.

Dr. Simon Talisin: Age 74. Lord Thomas attended Oxford, gaining a degree in History. Talisin was his tutor there, and is a friend of the Ursanore family. He specialised in mythforms and the occult. Based on Merlin.

Kenneth Bailson: Age 35. Kenneth is a civil servant who was assigned to work with Lord Thomas, as Thomas has a title and a seat in the House of Lords. Kenneth also served under Thomas in France. He respects Thomas utterly, and is very loyal to him. Based on Sir Kay.

Martin Decatur: Age 20, Martin is Lord Thomas' illegitimate son by a mistress. He was brought to the gathering by Kenneth Bailson, as Martin is the heir to the Ursanore title if Thomas dies childless. Unknown to himself, Martin is not entirely human. He is a fosterling of Cthulhu, a human altered by the dreams of the Great Old One. As the adventure progresses, he becomes more and more inhuman, until he metamorphoses into a monster at the end of round 1. Based on Sir Mordred.

Lord Thomas' illness: Ursanore's sickness should be emphasised throughout the adventure. As well as having low statistics, he becomes winded easily, gets dizzy when he stands, has migraines etc. Remind the player of his mortality whenever possible. Make him realise that he is dying.

The inheritance of Martin Decatur: To the Cthulhu cult, Decatur is the prophesied Dark Son whose coming signals the Rightness of the Stars. The occult killings are part of the preparations for his arrival. Martin Decatur has been having strange dreams, and his POW is abnormally high. At the climax of the first round, he becomes a servant of Cthulhu.

Events in the Scenario:

The Characters become aware of the Grail from a letter sent to them.

Several people are ritually killed in London. All are Arthurian scholars, and mirror Knights of the Round Table. Through investigating these deaths, the characters discover

the Cthulhu cult.

The cult is conducting an archaeological dig in Glastonbury. This dig culminates in an arcane ritual, which transforms Martin Decatur into a Great Old One. This horror ends round 1.

The character meet the Son of the Lake, an immortal who drank from the Grail. The Son of the Lake reveals the location of the Grail - a castle in Scotland. The characters meet the Lady of the Lake, and are granted Excalibur.

The characters travel to Scotland, and prevent the cult from awakening the Sleeper - Great Cthulhu

The characters have the choice of drinking from the Grail or resisting Temptation.

The Cthulhu Cult: Evan Petersen was a relatively normal young man until he enlisted in the British Army during World War I. He served with Lord Thomas Ursanore, Lionel D'Etang and Kenneth Bailson. Then, in the winter of 1915 Petersen was shot in the head by a German sniper. Petersen was in a coma for six months, and was sent back to England. He awoke filled with occult knowledge. He had heard the Call of Cthulhu in his dreams. Petersen spent the next five years studying and preparing.

In 1920, he met Henry Mallory, an English businessman. Mallory had lived a life of crushing tedium livened only by an obsessive reading of Arthurian Myth. Petersen offered Mallory a chance to reclaim the lost glory of the days of heroism. Enchanted, Mallory agreed to help. The two founded a Gentleman's club called the Chivalrous Lodge. Using magics taught to him by Great Cthulhu, Petersen gained control of the minds of the bored gentry who joined the Lodge. They became Cultists of Cthulhu.

In 1924, Petersen travelled north to Scotland, searching for the Temple of the Grail where Arthur had buried the Holy Grail. He was unable to find it, but a tome he discovered gave him a method for doing so. One of the original Knights still lived. Petersen could use sympathetic magics to force the Knight to reveal the location of the Temple. This magic, the Glastonbury Ritual, required the essences of other Knights. Mallory embarked on a program to hunt down the reincarnated Knights and gather their souls.

It is now 1926. Only a handful of Knights survive. The characters and four others are all that still live. Soon the Glastonbury ritual will be performed and the resting place of the

Holy Grail will be revealed. Then it shall grant Life to the Dead who sleep in the cold eerie depths of the ocean...

THE ADVENTURE STARTS HERE:

A Mournful Gathering: Ursanore Estate is the ancestral home of Lord Thomas. It lies in Essex, about 20 miles from London. It consists of a few hundred acres of gardens, small farms and woodland. The House at the centre of the estate is a large century mansion. It has been well maintained by successive generations of Ursanores.

The characters are in the sitting room of Ursanore House. It is 10.30 AM, on the afternoon of January 31st, 1926. They are waiting for Dr. Brown, Lord Thomas' physician. Allow the players to roleplay for a few minutes, then introduce Dr. Brown. He will speak privately to Lord Thomas, revealing that the cancer is inoperable and will kill within 3 months. The Doctor will not tell any other PCs (except Jennifer Ursanore) this information unless told to by Lord Thomas.

The Doctor leaves after a few minutes. The butler then enters, bearing two letters, which demand Lord Thomas' attention. (handout 1)

I DO NOT KNOW WHY I AM WRITING THIS TO YOU I CAN NOT REMEMBER MY NAME I AM SORRY I HAVE HAD BAD DREAMS NIGHTMARES THEY ARE KILLING AGAIN MY LORD IT IS ALL HAPPENING AGAIN AS IT DID AT CAMLYN OH GOD NO GOD NOT AGAIN THEY ARE COMING FOR FR. JEFFREY ALLEN BUT NOT HIM HE IS I CAN NOT REMEMBER HIS NAME HIS REAL NAME YOU NAMED HIM LONG AGO NOT YOU BUT YOU AS YOU ARE ONCE FUTURE WHY? I DO NOT KNOW WHY I SEE THINGS I DID LONG AGO BUT NEVER DID I AM NOT WHO I WAS I AM WHO I HAVE ALWAYS BEEN. CONFESSION EASES THE SOUL YOU TAUGHT US THAT WHERE IS YOUR GOD? IN THE LAKE THE LAKE WHERE YOU ARE DEAD BUT NOT DEAD - YOU CAN ETERNAL LIE. FR. ALLEN YES I WILL WRITE TO HIM AND CONFESS THAT I AM NOT MAD I AM CLEAR SO VERY CLEAR HE IS OF MY ORDER BUT HE DOES NOT YET REMEMBER. SOON I WILL KNOW IT ALL AGAIN.

THEY WANT IT BACK AGAIN. WE BUILT AN ETERNAL PRISON BUT THEY WILL FIND IT AND BREAK IT. THE FIGHT IS THE SAME FIGHT SAME WAR HEAVEN AND HELL. THE GRAIL HAUNTS MY DREAMS IT WILL BANISH THE DREAMS HEAL ALL WOES AS WE DISCOVERED IT IS THE GATEWAY INTO AVALON. DO NOT GO TO AVALON MY LORD THE USURPER CAME

FROM THERE!

I HAVE ALWAYS BEEN YOUR FAITHFUL SERVANT FAITHFUL BEYOND DEATH THROUGH DEATH TO DEATH AGAIN I WOULD SIGN THIS BUT I DO NOT KNOW MY NAME I DO NOT KNOW WHY

Dr. Talisin recognises the name Fr. Allen as that of a clergyman and distinguished scholar of history. He lives in London. He is mentioned in the morning papers.

The second letter is much shorter. (handout 2)

In the name of the Grand Master, Evan Petersen, the CHIVALROUS LODGE does hereby invite LORD THOMAS URSANORE & COMPANY for a BANQUET in the grand MEDIEVAL STYLE. Sir, do our brethren the very GREAT HONOUR of attending our revel, which shall be held in Chedbury Hall, Headingley St., Southwark, London on the 2nd of February. RSVP

Thomas Mallory, Hon Sec

The characters recognise the name Evan Petersen as being that of a Captain who served under Sir Ursanore. He fought valiantly, but was wounded and shipped home. None of them have heard of him since.

London Timeline: The following descriptions assume that the PCs arrive on day 1 of the scenario. If they stay overnight in London or at the Ursanore estates, then they can get the morning papers, which have news about the cult killings of the PCs contacts. These run as follows:

Day of Killing:	Day of Reporting:	Synopsis:
1	1	Fr. Allen killed by crucifixion see Fr. Allen, below
1	3	David Bradley killed by burning - see Bradley
2	-	Banquet at Chedbury Hall
2	-	Glastonbury Ritual

Fr. Allen: Fr. Jeffrey Allen is a Catholic priest whose hobby is Arthurian literature. He is a parish priest, and maintains the Church of St. Joseph in London. In recent days, he managed to make connections between the Chivalrous Lodge and several occult

scholars. He never realised that the Lodge was part of the Cthulhu cult, but his investigations had already alerted the cult.

During the night of January 29th (the night before the adventure begins), cultists broke into the priest's house from the sewers, attacked him, ransacked the place looking for any information he had found about the cult, then brought the stunned priest to the church, where they murdered him. Mallory used instructions sent by Petersen to catch the essence of Jeffrey Allen/Bors, for use in the Glastonbury Ritual.

Fr. Allen was killed by crucifixion in his own church. He was nailed to a crude cross made out of planks torn from the pews. Pinned above his head was a sheet of paper bearing the name "BORS". (Sir Bors was an Arthurian knight who was renowned for his piety).

The body was discovered at 7.35 AM by cleaners preparing the church for matins. When the characters arrive, the police will have already taken the body to the morgue. The officer in charge of the investigation is Inspector Mulholland. Unless the investigators rush in or act strangely, the police will not suspect them of any wrongdoing. They will be about asked their connections to Fr. Allen, and any plausible story will be accepted.

Clues at the Church: If the characters gain access to the church and Fr. Allen's house, they may discover some of the following clues:

Several strange symbols were daubed on the altar. A successful occult or history roll suggests they are Celtic in nature. With research at any of London's great libraries, it can be found that the symbols are pagan runes associated with sacrifice and solstice rituals. The symbols were placed on sacrifices used to awaken the sun and warmth in the depths of winter.

Fr. Allen has a small library in his house, with several books on Arthurian myth. One was taken down by the cultists, entitled "The Sleeping King - Death and Rebirth in Pagan and Christian Folk Beliefs". The book outlines the ties between the tale of Avalon (the magical isle where King Arthur was brought after being mortally wounded) and myths of sleepers who will one day awaken and bring about a renewal of the old ways.

If the characters check the bathroom of the house, they may (spot hidden required) find several wet patches on the floor. One of the large tiles that make up the floor can be pushed up, and leads to the sewers. However, the tunnels below are flooded due to the high tide, and are impassable when first discovered. When the water recedes, all tracks

have been lost.

In the writing desk in the library there is one letter of particular interest. One is to David Bradley, the owner of a small occult bookstore in Soho

Grange Street, 30 January

Dear David,

Firstly, I would like to enquire as to the status of the copy of "The Knights of Orkney and The Templars" by Pickman you promised to acquire for me in June of last year. I sorely need the book, more for the information on the Templar's interest in Glastonbury in 1250 than for the author's rather foolish conjectures.

I recently received a letter from the Secretary of a society called the Chivalrous Lodge, a newly formed gentleman's club. They are apparently looking for Arthurian scholars. While it would not be in keeping with my duties to join such a club, you might be interested.

Your friend

Fr. Jeffery Allen

L.D.S.

David Bradley: David Bradley is an antiquarian and book-lover. For ten years he has run a small back-street occult bookshop called Buchen Verwirrung (literally, chaotic books). He was a soldier in the Great War, and was decorated for valour. Now, he buries himself into research into English Mythology. All his life, he has suffered from Scotophobia (fear of darkness). He is a nervous wreck at night, but is charismatic, charming and intelligent during the day. He is fairly good-looking, and has a faint Scottish accent.

Bradley is the reincarnation of Sir Gawain, a Knight whose strength was magically tied to the sun.

Buchen Verwirrung lies just inside a sidestreet. On the far side is a grubby little tailor's shop run by a weasely woman called Edith Chambers. The bookshop consists of a main room on the ground floor, and a second locked room containing several rare and valuable

tomes. The rest of the building contains Bradley's small apartment, as well as a private reading room. (Think of Aziraphael's bookshop in Good Omens).

If the investigators go to Bradley immediately, they get there as dusk is falling. Otherwise, use your best judgement as to the time. Bradley gets more and more nervous as it gets dark, and suspicious players may assume a connection to the Haunter of the Dark or some other darkness-based adversary.

Bradley knows nothing about the Chivalrous Lodge, any of the letters, or the investigators (although he has heard of Dr. Talesin.) He knows Fr. Jeffrey through correspondence - the two share an interest in myth. His bookstore contains many books on Arthurian myth. If the party check (Liberia use or history rolls), they can find out about any of the characters or events. Such research will take about an hour. Bradley is quite willing to entertain them and answer questions, and feels a strange connection to all of them except Lionel (Gawaine and Lancelot were often rivals). If Fr. Allen's death is mentioned, Bradley will be shocked and appalled. He will ask them to leave, and will go upstairs to his room and a large bottle of whisky if they do.

Half an hour before dawn, three cultists will creep from the sewers and break into the bookshop. They will overpower the drunken Bradley, and tie him up on the roof before smearing him with a alchemical oil prepared by Petersen. This oil combusts powerfully when the light of the sun touches it. The cultists will scrawl the same symbols of rebirth as they made at the church on the roof around Bradley before going back to the sewers.

When dawn breaks over the city, the sunlight touches the oil. Bradley, half-conscious and confused, is consumed in flame. The sun which grants Gawaine strength now destroys him. The essence of Gawaine is channelled by the symbols to the Chivalrous Lodge.

Clues at the Bookstore:

Edith Chambers witnessed the cultists going back into the sewers. If the investigators find her (she'll be cowering in her shop until 11am, when Mulholland and the police show up and take her away), she's almost catatonic, moaning "devils in the dark crawling up with bombs and fire, stealing they were, oh god keep them away from me...."

Bradley has a book entitled The Knights of Orkney and The Templars in his private reading room. The book describes connections between Arthur and the Knights Templar.

According to the book, Arthur built a castle for the Grail in Orkney and ordered the Knights Templar to guard it. Bradley marked one passage which deals with folk traditions in Scotland:

One legend tells of a bargain made with Water-monsters in a lake. The Knights would be made "a sleeping part of the people, to return when the darkness threatened again". Arthur agreed to this bargain, and in exchanged promised to find the Grail - but not for God.

The Sewers: The investigators may try to follow the cultists through the sewers of London. The cultists who Petersen sends on his murderous expeditions are all hybrid Deep Ones from Walbury (an Innsmouth-like village on the south coast). The cultists bring a summoned Shoggoth with them in case they are attacked by police. The Shoggoth leaves a fluorescent trail in the foul waters, and this makes it easy to track the cultists. However, the Shoggoth swims underwater, and is only visible as a vague mass unless it emerges. In the darkness, investigators may not notice the Shoggoth.

When the Shoggoth is not accompanying a group of cultists, it lurks in the circular pool beneath Chedbury Hall (see map).

The cultists may notice they are being followed. Ask for sneak rolls from the investigators. If the cultists do realise they're being followed, they try to set an ambush up using the Shoggoth. The cultists and Shoggoth will not kill the characters if they recognize who they are, though. The characters can only be killed in a place properly prepared to catch their essences.

The Chivalrous Lodge: The Chivalrous Lodge is a gentleman's' club in Southwark. It aims to bring back a sense of the heroism and pomp of the Age of Chivalry back into the modern day. It is popular with retired army officers, bored City bankers, historians and academics, and certain jaded dilettantes. The Lodge owns a large hall - a converted theatre - called Chedbury Hall. Most of the members in the Lodge know nothing of the truth - the Lodge is a front for Evan Petersen's Cthulhu cult. Petersen has selected fifteen members as being "suitable for enlightenment" and they have been indoctrinated with the beliefs and rituals of the Cult. Thomas Mallory is in charge of the day-to-day running of the club.

Chedbury Hall: The Chivalrous Lodge bought the building eighteen months ago, and have extensively converted it. From the outside, it vaguely resembles the theatre it once was, but the upper windows have been replaced by medieval-style arched windows. The awning that once sheltered queuing customers has been removed, and all but one of the

doors have been bricked up and painted over.

Inside, the areas of the Hall accessible to ordinary members of the Lodge have been carefully decorated to give a sense of history and myth. Swords (all fake and blunt) and heraldic shields hang on the walls next to tapestries of battle-scenes. The four staff (two barmen, one butler, one cook) who work here are ordered to maintain the illusion, and call members "Sir" or "Milord". Several members get into character while in the Lodge, and speak in horribly camp medieval grammar (what ho sir! Well met! I worst I shall quaff my fill of good ale this night). (San loss optional).

During the adventure, Mallory will be here all day every day. He has a small cot in his office, and he sleeps there. There will also be half a dozen Deep One Hybrids sleeping underground. During the day four of them work as the staff, while the other two assist Petersen (if present) or keep an eye on the Shoggoth. Petersen may be here if you want him to be - he spends a lot of time researching in his lab and preparing for the Glastonbury ritual. During the afternoon, there will be seven or eight members of the Lodge relaxing and reading in the Great Hall. Once the bar opens at four, more turn up. There are usually about twenty or thirty members here at night. All 169 members will be present for the banquet.

Events in the hall (or, who gets to kill PCs): Petersen needs the essences of as many Knights as possible to complete the Glastonbury ritual. Each Knight must be killed in a specific way for his essence to be captured. If the Knight is killed in any other way, his essence cannot be used. Petersen knows the correct way to slay Sir Kay (Kenneth Bailson) only. He cannot risk killing any of the other characters in case their essences interfere with the ritual. Therefore, if possible, he will capture them and put them in cells. Any prisoners will be sacrificed at the ritual.

Petersen and the other cultists might kill if the investigators put the ritual in danger, or attack Dunway, Mallory or Petersen, but they will only to this as a last resort.

Sir Kay can only be killed by the cult if he fails in his duties. If Lionel, Simon Talisin or Thomas Ursanore order Kenneth to perform a task, and he fails, the cult can kill him and capture his essence. Sir Kay was Arthur's castellan, and was trusted to guard Camelot and the treasures stored within.

Locations in Chedbury Hall:

1. The Sewer Entrance: Characters following the assassin cultists enter through this

route. The sewers in this district are old and quite large. There are two-foot wide ledges on either side of the channel. There is no light except the glowing slime excreted by the Shoggoth.

2. Side passage: This short side passage ends in a six-inch-wide lead pipe going up. The pipe goes up to Petersen's lab, and is used by him for disposal of alchemical waste from his lab. The wall beneath the pipe is discoloured and slightly burned. If Petersen is in his lab, he tends to mutter to himself or talk with the Deep One Hybrids. Characters listening at the pipe may hear a few words.

If the characters are following the assassins, the assassins may hide in this side passage and trap the characters between themselves and the Shoggoth.

3. Circular Pool: This pool is a part of the flood control system. The channel from location 1 is at a higher level than the liquid in the pool, and falls down about 5 feet. In times of flood, the water collects here in this pool. The other channel is wider and goes off in the direction of the Thames. The Shoggoth swam up that channel when summoned by Petersen.

As mentioned above, the Shoggoth waits here when not active elsewhere. It feeds off the waste dropped from Petersen's labs, whatever vermin it can catch, and the occasional sacrificed body. It is under Petersen's mental command at all times, and he can force it to stop or retreat even if the Shoggoth is angered.

A circular walkway runs around the edge of the pool, six feet above the level of the water. A few narrow steps go down to the lower level of the channel leading off to the Thames. A ladder on one side of the pool leads up to Chedbury Hall.

4. Channel to the Thames.

5. Entrance corridor: A fake wooden portcullis hangs just inside the door (it looks like a full portcullis, but can't come down to block the door). The walls are stone, and lit by flickering torches. Swords and shields hang on the walls.

6. Gallery: This room contains two suits of full plate armour (one at either end), (armour 12, if anyone is silly enough to try one on - it gives -50% to all rolls involving manual dexterity or sneaking) as well as a selection of paintings and tapestries.

7. Mallory's office: Thomas Mallory spends most of his time here. He will recognise the

characters as the reincarnation of the Knights the moment he sees them, but will not respond to this in any way. His office contains documents relating to the Lodge. If the characters check, they find that the Lodge has been active for two years and has 169 members. All members have to pay a rather high membership fee. Part of the monies raised from this have been used to buy, convert and maintain the Hall and employ the staff, the rest has been spent on an archaeological dig at Glastonbury, as well as buying "miscellaneous equipment and necessary materials".

If the characters come to the Hall at any time other than the evening of Day 2 (ie the night of the banquet they have been invited to), Mallory will stop them and question them. If they show their invitation, he will let them enter the club.

8. Dunway's office: Charles Dunway is the head barman in the club. He is a Deep One Hybrid and trained Petersen in the occult. He sees Petersen as the best chance for Cthulhu to be revived, and will sacrifice anything, including his own life, to see Petersen succeed. He dislikes Mallory, and will take an instant dislike to the player characters.

Dunway's office is rather bare and impersonal. If they search it, the investigators will find an unmarked glass vial in the back of a drawer. This vial contains a drug which will be used in the banquet. If the investigators take or destroy this, then Petersen can make more in his laboratory, but this will delay him. Perceptive investigators in the Lodge may find the secret passages by following Petersen as he returns to his lab.

9. The Bar (where most players will end up): Ye traditional medieval tavern. Only it's staffed by Deep One Hybrids and most of the clientele are rich English businessmen. The bar has a large hatch opening into the Great Hall, so drinks can be served in the hall. This hatch is closed at all times during the adventure.

10. The Great Hall: This room used to be the theatre, but has now been converted to look as much as possible like a hall in a castle. If it is day 1, then the hall is occupied by a few Lodge members relaxing, reading papers or books, smoking and chatting. They are all looking forward to the banquet. On day 2, the hall is closed while Dunway and the other servants set the Hall up. A dais will be set up at the end nearest the bar - this is the high table. Three other tables will be set up along the length of the hall. The investigators will be seated at the high table along with Petersen, Mallory and Dunway.

There is a large trapdoor (20 feet wide, used for moving scenery from underground storage) at the far end of the room. The trapdoor opens downwards, turning into a rather steep ramp reaching the floor of room 17. This trapdoor is opened by turning a heavy wheel in the library.

11. The Library: This room contains a selection of newspapers and magazines - the Lodge has subscriptions to all the major scientific journals. One shelf contains books about Chivalry and the Arthurian mythos. One of these books has a very odd passage, which will be noticed if a character receives a successful Occult or History Roll. The passage details Merlin's alleged bargain with water spirits. See Handout #3. Petersen made the hand-written note on the bottom of the handout. A display on one wall details the Lodge-funded archaeological dig at Glastonbury.

A wheel on one wall opens the trapdoor in the Great Hall. The wheel is stuck with a strength of 25 - use the resistance table (pg. 30, 5 ed rules).

12. The Kitchen: This is a fairly modern, well-equipped kitchen. There is a stairs going down underground. One Deep One Hybrid is here at all times.

There are plenty of sharp knives. That's all any player will want to know...

13. Petersen's office: This room has a fireplace, a heavy wooden desk and three chairs. There is also a black carpet on the floor in front of the fireplace. If anyone examines it, they will find it is rather sooty. There are a few papers scattered on the desk, dealing with insurance. If anyone examines the fireplace, they will notice that it hasn't been lit in some time. There is no secret button or lever for getting in, a character must climb into the fireplace. About 5 feet up the chimney is a hole leading to a spiral staircase going down. Petersen wipes his feet on the carpet after using the secret staircase.

14. The people under the stairs: This room contains six military-surplus cots, similar to the one in Mallory's room, although these are in worse condition, and are beginning to sag. At night, the Deep One Hybrids sleep here. A box next to the staircase contains a selection of sharp pointy nasty things, as well as the keys to the cells in room 15..

15. Cell corridor: Every good cult has one. Two of the cells are empty, but the middle one contains a pitiful babbling madman. He too is the reincarnation of a Knight, but cannot even remember his name. He wrote the letter to Lord Ursanore. If the investigators talk to him, he screams at them to leave my Lords, flee! You are in grave danger here! He calls a muster of the dead! He shall demand horrible things of Percival! Then he will slay the lady! The dark is come again!

If the party free the madman, he will refuse to leave his cell.

The keys to the cells are in room 14.

16. Ladder to sewers: A rusting metal ladder goes down into a foul-smelling dark sewer (leading to room 3).

17. Temple: This large room was once a storage room beneath the theatre. There is a large trapdoor in the ceiling that turns into a ramp leading to room 10.

The room has been made into a temple to Great Cthulhu. The room is almost bare except for a large stone altar, utterly unadorned. A small statue of Cthulhu made from a greasy green soapstone-like substance sits atop the altar. There are a few spots of blood on the floor near the altar.

There is a lurking presence in this chamber. The characters become aware of it the moment they enter. It manifests as heaviness in the air, a clammy feeling on the skin, a smell of must and decay, a deepening of shadows. This presence is the growing attention of Cthulhu. It cannot affect any of the characters except Lord Ursanore physically. Lord Tom will feel sick and weak, and his limbs will throb with a dull ache. It makes Martin Decatur feel very odd indeed, and he will see the muscles moving in odd ways beneath his skin.

If anyone approaches the statue, the presence in the room will increase as they get closer. Actually touching the statue creates a momentary telepathic link between the character and Great Cthulhu. The afflicted character will get a flash of vast ocean deeps, monolithic stones, shapes moving, and a shining cup. This costs a mere 2d6 sanity. Martin Decatur is unaffected by this, and can handle the statue. He heals one hit point every round he touches it. The statue loses this property if removed from the temple.

There are symbols carved into the wall behind the altar. If examined, they seem to twist and writhe. These symbols form a Gate leading to Glastonbury (see The Banquet).

18. Petersen's lab: This large room looks like a chamber of horrors. A huge red eye is painted onto the wall opposite the door, and this eye seems to follow characters as they wander around the room. There are several cages hanging from the ceiling, containing what appear to be piles of organs and loose flesh. They are actually the result of Petersen's experimenting. There are several letters lying on the table, next to a smaller cage containing a similar thing. There is also a cabinet containing various alchemical tools and supplies.

Three smaller rooms branch off from this room. One is a closet containing a metal pipe going down into the floor. This pipe connects to room 2. Another heavier door leads to Petersen's library. This contains mostly historical texts. A large grimoire, "The Mordecai Tome" lies open on a lecturn. The book's clasp is locked and magically protected against interference. Anyone trying to open it without invoking the proper ritual feels as if the book grows larger and larger and heavier and heavier, until eventually the character collapses under the sheer force of gravity being exuded from the book. This eerie effect costs 1/1d6 sanity.

If the book is somehow opened (by shooting the clasp or somehow breaking it from a distance), the Glastonbury Ritual is described within. See Handout #4.

The third room contains various magical devices used in rituals. There is a half-empty bottle of a bluish liquid - this is the antidote to the drug that will be served at the banquet. The other items are all inexplicable and alien - seven-sided cubes, organic things that writhe when touched, perpetual motion devices, sacrificial daggers of inhuman design and other weirdness.

The Banquet: By means of a banquet gathering all the members of the Chivalrous Lodge together, Petersen will collect enough POW to complete the ritual. The food served will contain a powerful drug which saps the minds and wills of those who ingest it, leaving them open to his influence. The members of the Lodge who have been initiated into the Cult have already been given the antidote to the drug, and are immune to it. He will then open the trapdoor in the Great Hall and bring the 169 members down to the Temple. From there, he will bring them through the Gate to Glastonbury.

If the investigators attend the banquet, it is an added bonus for Petersen. He wants those he believes to be the reincarnations of his foes to be at the banquet so he can sacrifice them at the ritual. The added potency of their essences will make it easy for him to compel the Son of the Lake to answer.

At 6pm on the evening of DAY 2, members of the lodge start showing up. Mallory spends the evening preparing the hall, while Petersen studies the ritual and communes with Cthulhu. The banquet begins at 8pm. The characters are seated at the high table with Mallory, Petersen, Dunway and two other Lodge members - Lord Theodore Constantine, and Travis Cobb.

Lord Theodore Constantine: The main financial backer of the Chivalrous Lodge, Constantine is a hardheaded businessman who has greatly expanded his family fortune. He does find the mystical overtones of the Lodge a bit odd, but he is in Petersen's power

and will not contradict him.

Travis Cobb: An initiate in the Cthulhu Cult, Travis is eager to see the result of the Glastonbury ritual. He may let something slip in his excitement. He is still a dangerous foe, however, and should be played to unsettle the players. He mixes puppy-like bouncy excitement with dark occult knowledge.

By 9.30, the drug begins to take effect. The assembled members begin to fall into a stupor. Lord Constantine is the only NPC at the high table who is vulnerable to the drug. If any characters fall victim, match their CON+POW/2 against a poison potency of 20 on the resistance table. Those who are affected by the poison feel as if they are in a dream, and lack all motivation. They will obey any reasonable command given by anyone.

Once all the members are in a trance, Petersen opens the trapdoor and the cultists shepherd them down to the temple. The Gate shines with a dark light which deepens shadows before becoming a rippling black circle on the wall. Those who touch the circle are transported to Glastonbury - this costs 2 MP and 2 SAN.

Troubleshooting: If some or all of the characters escape the Lodge before the Gate is opened, they are going to be stuck 5 hours drive away from the site of the Ritual. Inspector Mulholland has pieced together some of the Lodge's activities, and can serve as a method of getting the characters to Glastonbury. If the players have totally screwed up, allow them to reactivate the Gate somehow.

Glastonbury: This region has always been associated with the legend of Arthur and the occult. There is a huge earth zodiac in the area, as well as Glastonbury Tor, a hill said to contain ancient secrets. A supposed tomb of Arthur was found under Glastonbury monastery.

If the characters arrive via the Gate, they find themselves in the ruins of the cottage.

The Inheritance of Martin Decatur: Martin Decatur is Mordred, the Dark Son. He is a Fosterling of Cthulhu, the living agent of the Great Old One. As the investigators approach Glastonbury, his heritage begins to assert itself. Martin begins to have vivid hallucinations as his mind reaches outwards beyond human perception. He hears the Call of Cthulhu, and begins to change. This change occurs whenever you decide, but should happen during the Ritual.

Martin's body transforms, all vestiges of humanity lost beneath glistening tentacles of

iridescent green flesh. His form warps into a hideous mockery of Great Cthulhu. Only a suggestion of Martin's face remains beneath the slime and unholy growths. The sanity loss for seeing this is 1d8+2/2d6+2

Martin is now a Non-player character. If the player is good enough, let him continue to play Martin as a tortured being caught between human and alien. His sanity is rapidly slipping away - any action costs him 1d6+2 points. When he goes completely insane, he is utterly changed, and is now Mordred. Regardless of the wishes of the player, Martin will run to the site of the ritual and aid Petersen. Martin cannot kill Petersen or Mallory under any circumstances.

The Glastonbury Ritual:

For the last two months, the Chivalrous Lodge has been funding a small Archaeological dig south of the Tor. The dig (see map) concentrates on the area around a small lake. Four workers (all cultists) have been preparing the site. They have uncovered an ancient portal going deep into the earth.

When the cultists arrive, they form into a great semi-circle around the portal. They begin to chant. The winds pick up, bending the boughs of the oaks and whipping the lake into a frenzy of tossing waves. Petersen stands in the center. His whole body glows from within, and dark lights coruscate around him. As the Ritual progresses, a cloud of ghostly forms swirls down. These forms vaguely resemble armoured Knights. Each of the Knights settles over one of the drugged Lodge cultists. The cultist's posture changes, becoming ineffably nobler, yet also possessed of a terrible sadness and remorse.

Petersen cries out in a loud voice "IN THE NAME OF GREAT CTHULHU, LORD OF RLYEH, I HAVE BROUGHT THY BRETHREN TO THE HALLOWS. I COMMAND THEE, SON OF THE LAKE! TELL ME THE PLACE! REVEAL TO ME THE SECRETS OF THE CHAPEL PERILOUS! WHERE LIES THE GRAIL? SPEAK, OR THE SOULS OF THY BRETHREN SHALL BE SNUFFED OUT!" Petersen gestures at Lord Constantine, who clutches his chest and collapses in a heap. All the cultists begin to speak with eerie voices not their own in Old Mercian (the tongue spoken in AD 500).

If the characters do not intervene, Petersen continues executing cultists who contain essences until a voice rings out from the portal. The voice is deep inhuman, vaguely fish-like, and ancient. "STOP, MAGUS. I CANNOT ABIDE THE SCREAMS ANY LONGER. MAY ARTORIUS FORGIVE ME - THE GRAIL LIES IN THE NORTH. THE DRUID'S STONE AT CAPE WRATH - IT IS THE DOOR OF THE CHAPEL PERILOUS! NOW LEAVE MY BRETHREN FREE, I BEG YOU!"

Petersen then raises his arms to the heavens. The air above him ripples and twists, as if something is trying to break through. The stars in the sky suddenly flare, as if every one of them had gone nova for an instant. Unless the characters act to stop him (see below), the cultists all collapse, dead, and their essences flow into an aura of writhing darkness which forms around Petersen's hands. This aura, the combined power of the Round Table, turns into a ball of darkness. He hurls this ball into the lake, which boils. After a few moments, the lake waters calm, becoming perfectly flat and tranquil. Three strange bodies (Elder Things) float to the surface, burnt to death. If Petersen kills the Elder Things, the players have failed round one, and deserve to be eaten.

Stopping the Glastonbury Ritual: Once the Ritual has started, there is no easy way of stopping it. Attacking Petersen will slow him down, as he must spend energy maintaining a psychic shield in addition to performing the ritual. A concerted and well-planned physically attack by all the investigators and Inspector Mulholland will drive Petersen off, but not before he has learned the location of the Temple.

Other options include convincing Mordred/Martin Decatur to attack Petersen. This will force Petersen to retreat as well. Mordred/Martin could also use its physical power to bring down the cliff upon the cultists.

Another way of foiling Petersen is a rather horrible one. If the cultists were all killed quickly and mercifully, he could not torture the essences possessing them. This approach costs sanity though - 2d10 per investigator unless they know exactly what they're doing.

If the characters have realised that they're Arthur, Merlin etc, they can command the essences to fight Petersen. This option will require good roleplaying, but if they pull it off, the essences turn on Petersen, using their cultist host bodies to attack him. Petersen, Mallory and Mordred will retreat.

The final option involves running through the Portal and pleading with the Son of the Lake. If commanded by Thomas, he will attack Petersen with a magical storm, driving him off. He will not do this unless ordered, though, as it uses evil magics Artorius commanded him not to invoke.

The Portal: The complex by the lake uncovered by the cultists is 1500 years old. The cult has not entered it, as they cannot pass the magical wards. The characters, however, can (except Martin). Inside is a passage sloping steeply downwards. At the end is an ancient chapel. There is a door in one wall, which looks like the entrance to a

confessional. An underground lake lies beyond the door, and the Son of the Lake dwells there.

The Son of the Lake is dressed in a monk's robe, and little of his face can be seen. He is Sir Perceval, the Knight who found the Grail but was unable to resist temptation. He is half a Deep One, and is immortal. He has been trying desperately to keep a grip on sanity as the centuries have gone by. Sir Perceval is detailed more completely in round 2.

On the floor of the chapel is a large slab - a tomb. It bears a carving and a simple inscription

HERE LIES
ARTORIUS
THE ONCE AND FUTURE KING

The carving is of Sir Thomas' own face.

Petersen: Evan Petersen comes from a family of teachers. In his youth, he was a personable and friendly man, and was popular. He joined the army and fought under Lord Ursanore. In 1917, shortly after being promoted to Captain, he was shot in the head at the Battle of the Somme. Miraculously, he survived, although doctors feared severe brain damage. Petersen was shipped back to England, and was sent to the south coast to recuperate. There, he went to the village of Walbury and made contact with the Deep Ones, who taught him sorcery.

Petersen's head wound brought him to the very edge of death. He heard the Call of Cthulhu, and saw Great Cthulhu in a vision. He was driven insane by this sight, and believes that Cthulhu is the messiah. He is utterly dedicated to resurrecting Cthulhu using the Grail. He hopes that he will be transformed into an immortal creature when Cthulhu rises. This aim consumes him, but he is still an intelligent and careful man. He has tried to conceal his efforts as much as possible, and has made connections to the police and government to protect the cult until the time is right.

Petersen cares only for the Grail - everything else is unimportant. He will sacrifice anything and anyone to bring him closer to his goal.

Appearance: A tall brown-haired man with flashing green eyes. He wears a long leather coat and heavy boots (except at the banquet, when he wears a tuxedo). He carries a heavy medieval sword beneath the coat. He also has the Weight of Tethys, a magical

stone which can cast Grasp of Cthulhu.

Roleplaying: Petersen is a fanatic. He is very intelligent, but has a one-track mind and is utterly obsessed. Everything is considered with regards to reviving Cthulhu.

Mallory: Thomas Mallory lived a life of crushing boredom. He'd always had secret artistic ambitions, but was too embarrassed to give them expression. He was a quiet, polite child, never excelling at anything except maths. He became an accountant in a large firm. He never drank, never smoked, never did anything....as his life crawled by, Thomas Mallory went slowly insane from boredom.

By chance, he discovered that he shared a name with Sir Thomas Mallory, a Medieval Knight who recorded many of the Arthurian Myths. This fascinated him, and he became obsessed with Arthurian Myth. He read nothing but stories about the glory that was Camelot. Three years ago, he met Evan Petersen. The evil sorcerer recognised Mallory as an ideal pawn to run the business aspect of the Chivalrous Lodge. Mallory was enchanted by Petersen's tale of the Grail, and agreed to help. Mallory wants to recreate the events of the myth that has dominated his life for years. In order to do this, he may help the characters in certain situations. For example, if the Deep Ones in the sewers capture them, he would free them, as such ignoble fate is not appropriate for the heroes of Myth. He is quietly mad - still meek, still rather dull, but utterly insane...

Appearance: A tubby little man with weak eyes and a wispy moustache, of which he is absurdly proud. He has a very meek demeanour, and apologises a lot.

Roleplaying: Be submissive and quiet. Mallory loves myths, and is enchanted and fascinated by Arthurian tales.

Inspector Mulholland: He is a detective from Scotland Yard assigned to investigate the death of Fr. Allen. As the other deaths appear to have occult connections, he visits the other murder scenes as well. By the evening of Day 4, he has made the connection between the Chivalrous Lodge and the murders. He makes it to Glastonbury to see the end of the Ritual.

Ernest Mulholland is an experienced and old-fashioned police officer. He is patriotic and loyal, and sees crime as a personal affront. However, a lifetime of dealing with the public has left him with little faith in the intelligence or virtue of the common man. These killings shock him to the core. They are the most brutal he has ever encountered, and the link to what appeared to be a bastion of British nobility disturbed him even more.

His reaction to the investigators depends on how helpful they are. If they try to push their way into the murder scenes, he will view them as fools or gawkers, or even suspects. If they co-operate, he will treat them well. If they give him information, he may even take them on as advisors (this occurs only if the players are very helpful, and role-play well).

On Day 3, Mulholland is told by his superiors (some of whom are in the Lodge) to hand over the investigation to another officer. Deeply shocked and insulted by this, Mulholland continues to investigate the murders on his own. If he has a good relationship with the PCs, he will seek them out and join forces with them.

Mulholland can be used to give the players some extra clues, or even drag them to Glastonbury for the climax if time is short. He can also be used as an obstacle and role-playing opportunity. Inspector Mulholland becomes a PC in round 2, so keep him alive, please.

Appearance: Big, beefy red-faced man with a thick red beard. He smokes a foul pipe at all times.

Roleplaying: Be brusque and impatient. He doesn't suffer fools gladly. He is very patriotic.

David Bradley, Antiquarian:

STR 17 CON 17 SIZ 16 INT 14 POW 12

DEX 15 APP 15 EDU 16 SAN 40 HP 17

Damage Bonus: +1d6

Weapons: Fist/Punch 60%, damage 1d3+1d6

Skills: Occult 40%, History 50%, English 80%, Library Use 65%, Rifle 60%, Fear Darkness 90%

Deep One Cultist/Lodge Servant

STR 16 CON 13 SIZ 16 INT 13 POW 11

DEX 10 APP 5 EDU 12 SAN 0 HP 15

Damage Bonus: +1d4

Weapons: Fist 60%, Damage 1d3+1d4, Knife 50%, Damage 2d4, Handgun 40%, Damage 1d10

Skills: Cthulhu Mythos 15%, Toady 40%, Cook 30%, Track 40%, Sneak 60%, Swim 90%

San loss: 1/1d6

Shoggoth, Big Slimy Monster

STR 50 CON 50 SIZ 30 INT 7 POW 9

DEX 5 HP 40

Damage Bonus: +5d6

Weapons: Crush, engulf, maim, suck - see rulebook, but Shoggoths are almost unstoppable

Skills: Horrify players 50%, kill the weak pink flesh things 75%, London gossip 5%

San loss: 1d6/2d10

Charles Dunway, Sadistic thug

STR 18 CON 19 SIZ 15 INT 16 POW 15

DEX 12 APP 7 EDU 15 SAN 0 HP 17

Damage Bonus: +1d6

Weapons: Fist/Punch 60%, damage 1d3+1d6, Handgun 70%, Damage 1d10

Skills: Run club 50%, Serve master 70%, Beat crap out of PC 50%, Cthulhu Mythos 20%, Sneak 30%, Track 30%, Spot Hidden 50%

The Madman, deranged plot device

STR 9 CON 5 SIZ 13 INT 15 POW 9

DEX 15 APP 5 EDU 15 SAN 0 HP 9

Damage Bonus: +0

Weapons: None

Skills: Scream frantically 50%, Cthulhu Mythos 5%

Lord Constantine, rich dupe

STR 11 CON 10 SIZ 12 INT 14 POW 12

DEX 15 APP 15 EDU 19 SAN 45 HP 11

Damage Bonus: +0

Weapons: Antique sabre 60%, damage 1d8+1

Skills: Credit rating 90%, History 50%, Debate 50%

Travis Cobb, sick puppy and Crowley-wannabe

STR 8 CON 7 SIZ 9 INT 17 POW 18

DEX 16 APP 15 EDU 19 SAN 0 HP 8

Damage Bonus: +0

Weapons: None

Skills: Occult 60%, Psychology 45%, History 50%, Fast Talk 40%

Cobb knows several spells. Primarily, he can summon a small host of elementals which manifest themselves as a chill fog filled with screaming faces. These elementals have

STR 12, and can grapple.

Mallory, Melancholic Accountant

STR 9 CON 9 SIZ 9 INT 9 POW 9

DEX 9 APP 9 EDU 12 SAN 0 HP 9

Damage Bonus: +0

Weapons: None

Skills: Accounting 70%, Credit Rating 60%, History (Arthurian Myth) 80%

Petersen, Servant of the Old Ones

STR 12 CON 16 SIZ 12 INT 18 POW 25

DEX 12 APP 17 EDU 20 SAN 0 HP 25 (magically increased)

Damage Bonus: +0

Weapons: Handgun 70%, Damage 1d10, ancient sword 50%, Damage 1d8+2

Skills: Cthulhu Mythos 30%, Occult 70%, Persuade 70%, Psychology 70%, History 75%

Petersen knows dozens of spells. He prefers not to employ them unless absolutely necessary, as he must conserve energy for the Glastonbury Ritual. If pressed, he can do the following

Psychic Shield: An glowing red barrier that prevents physical attacks. It costs Petersen 1 MP to lower the attack roll made against him by 25%. If the adjusted roll now fails, the attack missed. He can spend several MPs each round in this fashion.

Fomorian Light: This spell destroys 2d6 magic points when hurled at a target. It is a projectile, so dodge rolls apply. Those who lose all their magic points fall unconscious. This spell costs Petersen 1 MP.

Call Tethys: This spell allows Petersen to open a Gate to Rlyeh. A gushing jet of pitch-black seawater rushes from this gate at high pressure. Petersen can open the Gate anywhere within line of sight. This costs him between 2 and 7 MPs.

Petersen also carries a magical amulet that can cast Grasp of Cthulhu. This spell costs 2d6 MP per minute per target. The targets must match POW against the Amulet's POW of 13. If they fail, they are paralysed while the spell is maintained. They also lose 1d10 strength per minute. When the spell ends, characters regain one Strength point per five minutes.

The Amulet contains 30 MP.

Inspector Mulholland, dogged Investigator

STR 17 CON 16 SIZ 15 INT 15 POW 12

DEX 13 APP 12 EDU 16 SAN 50 HP 16

Damage Bonus: +1d4

Weapons: Fist/Punch 60%, Damage 1d3+1d4, Grapple 60%, Handgun 50%, Damage 2d6

Skills: Bargain 60%, Fast Talk 55%, Law 50%, Persuade 60%, Psychology 60%, Spot Hidden 70%, Listen 60%

Please keep Mulholland alive, he's a PC in round 2...

Sir Mordred, the Dark Son

STR 40 CON 45 SIZ 40 INT 21 POW 21

DEX 10 APP 0 SAN 0 HP 50

Damage Bonus: +4d6

Weapons: Smash 50%, damage Damage Bonus

Grab 75%, damage 1d6+grapple

Devour automatic (needs grab first), damage -1d6 con and str per round.

Mordred has 4 points of armour, and regenerates 3 hit points every round.

San Loss: 1d8/2d10

The Son of the Lake, The Immortal Sir Perceval

STR 25 CON 25 SIZ 15 INT 25 POW 25

DEX 15 APP 3 EDU 12 SAN 0 HP 25

Damage Bonus: +2d6

Weapons: Broadsword 80%, Damage 4d6

Skills: Latin 50%, Occult 70%, History (he lived through it) 50%, Cthulhu Mythos 20%

The Son of the Lake has an array of occult powers. The ones he uses are described in the scenario.

Handout One:

I DO NOT KNOW WHY I AM WRITING THIS TO YOU I CAN NOT REMEMBER MY NAME I AM SORRY I HAVE HAD BAD DREAMS NIGHTMARES THEY ARE KILLING AGAIN MY LORD IT IS ALL HAPPENING AGAIN AS IT DID AT CAMLYN OH GOD NO GOD NOT AGAIN THEY ARE COMING FOR FR. JEFFREY ALLEN BUT NOT HIM HE IS I CAN NOT REMEMBER HIS NAME HIS REAL NAME YOU NAMED HIM LONG AGO NOT YOU BUT YOU AS YOU ARE ONCE FUTURE WHY? I DO NOT KNOW WHY I SEE THINGS I DID LONG AGO

BUT NEVER DID I AM NOT WHO I WAS I AM WHO I HAVE ALWAYS BEEN.
CONFESSION EASES THE SOUL YOU TAUGHT US THAT WHERE IS YOUR
GOD? IN THE LAKE THE LAKE WHERE YOU ARE DEAD BUT NOT DEAD -
YOU CAN ETERNAL LIE. FR. ALLEN YES I WILL WRITE TO HIM AND
CONFESS THAT I AM NOT MAD I AM CLEAR SO VERY CLEAR HE IS OF MY
ORDER BUT HE DOES NOT YET REMEMBER. SOON I WILL KNOW IT ALL
AGAIN.

THEY WANT IT BACK AGAIN. WE BUILT AN ETERNAL PRISON BUT THEY
WILL FIND IT AND BREAK IT. THE FIGHT IS THE SAME FIGHT SAME WAR
HEAVEN AND HELL. THE GRAIL HAUNTS MY DREAMS IT WILL BANISH
THE DREAMS HEAL ALL WOES AS WE DISCOVERED IT IS THE GATEWAY
INTO AVALON. DO NOT GO TO AVALON MY LORD THE USURPER CAME
FROM THERE!

I HAVE ALWAYS BEEN YOUR FAITHFUL SERVANT FAITHFUL BEYOND
DEATH THROUGH DEATH TO DEATH AGAIN I WOULD SIGN THIS BUT I DO
NOT KNOW MY NAME I DO NOT KNOW WHY

Handout Two:

Chedbury Hall
Headingly St.
Southwark
London
31st January

In the name of the Grand Master, Evan Petersen, the CHIVALROUS LODGE does
hereby invite LORD THOMAS URSANORE for a BANQUET in the great MEDIEVAL
STYLE. Sir, do our brethren the very GREAT HONOUR of attending our revel, which
shall be held in Chedbury Hall on the 2nd of February.

RSVP
Thomas Mallory
Thomas Mallory
Hon Sec

Handout Three:

The connection between the Merlin and the various elemental spirits believed to inhabit locations in Britain was further detailed in one tale. According to a manuscript written by Dr. John Dee (astrologer and occultist in the court of Queen Elizabeth), Merlin made an eerie covenant between Camelot and a trio of Water-spirits. These spirits were referred to as Old Ones, and may tentatively be identified with the Weird Sister mythform present in "Macbeth". The setting of the tale is, according to Dr. Dee, towards the end of Arthur's reign.

"Merlin came to the shores of the lake beneath the hill and spoke in a loud voice to the waters, saying 'In time of great need and peril I call upon ye, Old Ones. Since before the first Rising of the Moon ye have watched over us. Now a great darkness has arisen, the Adversary of old calls forth from his millennial tomb amid the weeds. His Dark Son yields to no blow, no incantation. Without thy succor, we are lost. In the name of the ancient compact sealed 'tween another facet of mine, I call upon ye.'

The waters parted, and the folk of stars arose. With tongues of music they spoke 'IT shall not be allowed to awaken. To you we shall grant devices made four ages ago in the uttermost south for the first war. It is in these that your hope lies'.

Merlin thanked the Old Ones, and made to depart. But they stopped him, and spoke again.'This darkness cannot be unmade within these stars. It shall rise again, and threaten us. Therefore, we call weave the very form and essence of your forces into the animals of this land. When the darkness rises again, so shall ye, and be reborn into this world. Hunter and hunted, over and over again, you will dance.'

The Old Ones did weave the essence of the Knights into the land. Thus, Arthur and his court sleep, awaiting the time when they shall be needed again.

Handout Four:

Let the essences of those who walk from death to death be gathered, and let those who wouldst offer up their mortal shells as chains of flesh be gathered also. Invoke the Great Messenger, bringer of strange joy to the wanderer on the frosted rim, father of the Million Favoured Ones, as thy jailer, in the manner of Alhazrad of old Araby. The essences shall be made take on form once more by the Will and Unutterable Words of the Great Messenger. Once they are so chained, call out to the Son of the Lake. He shall hear thy most potent commands and step forth into the snare prepared. Set ye ready all manners of flails, whips, brands and similar devices of suffering, and let the essences

scream their pain. Trapped by pity and dread command, the Son of the Lake shat render up to you that secret knowledge lost with just cause in the passage of unyielding time. All things must in the end be swallowed up by DEATH, except for those who do step from time to time or world to world, and even these may pass from mortal sight for eons, returning again when the Stars are right for their inevitable return.

Round 2 - On the Threshold of Chapel Perilous

The Quest Of The Grail is based around the premise that the medieval Christian legends of the Holy Grail were based on earlier Celtic legends of a cup or cauldron. This cup provided limitless feasts, could heal wounds, and even grant immortality. The cup came from a mysterious otherworld, and was created by inhuman, immortal powers. The cup, like the Grail, is now said to be kept in a magical castle, and protected from outsiders. A drink from the cup grants immortality.

Like many legends, these Celtic myths have a grain of truth at the core. This truth is the Chalice of Cthulhu. This cup was crafted by Deep Ones from stone dragged up from sunken R'lyeh. Like the Grail, it can heal and provide sustenance. It also grants immortality to any human that drinks from it - immortality as an undying Deep One. The cup has other powers beyond this transformation, but only powerful servants of Great Cthulhu can make use of them. In the 5th Century, the warlord Artorius learned of the Cthulhu Cult, led by his son Mordred. The Quest of the Grail was not an attempt to find the Grail, but to destroy it. Artorius build a castle to hold the Grail and hide it away for all time.

*"That is not Dead which can Eternal Lie
And with Strange Aeons even Death may Die"*

The famous couplet does not apply only to the Great Old Ones. The mysterious Elder Things, who maintain an outpost beneath England, guided Artorius. They opposed the Rise of R'lyeh for their own reasons. They gave Arthur the weapons he needed to defeat the cult. They also imprinted the genetic code of the Knights into the human gene pool, to ensure the Cult would be defeated should it rise again. Now, the ancient warriors who are remembered as the Knights of the Round Table have been reborn. Most have fallen to the Cthulhu cult already. Only a few are left, and they are victims of the passions that destroyed the Round Table fifteen centuries ago.

In the second round, the characters discover the truth behind the myths and their own identities, and must embark on a perilous race against the Cthulhu Cult to locate the Grail. They are aided by the Elder Things, but are also hindered by Lord Thomas' growing weakness and the party's own divisions. At the end, the characters enter the Chapel Perilous and are confronted with inhuman foes and all too human temptations...

Events in the Scenario:

The characters speak with the Son of the Lake, and learn the truth of the legend of Arthur.

The Elder Things (old ones) arise from the lake bearing Excalibur

The characters locate the Cthulhu cult's base in Scotland, as well as the site of Chapel Perilous.

They travel to Scotland and locate the Chapel.

The characters defeat the traps in the Chapel, and try to prevent Petersen from awakening Great Cthulhu

Lord Ursanore is given a choice between death and twisted immortality

Lord Ursanore's Illness: The stresses and shocks of round 1 have weakened Lord Ursanore severely. He is dying, and will pass away within a week. In game terms, he loses 2 strength, 2 dexterity and 2 constitution every hour of real time, so by the end of round 2 he should have lost 6 from each stat. Feel free to assail him with dizzy spells, nausea etc as well.

Timing: Once the initial events at the Lake have been completed, the characters are essentially free to roam around England. They have one major clue - the Druid's stone at Cape Wrath (the northern tip of Scotland), and will likely return to London to research this. They may also head straight for Scotland. Try to steer them to the Chapel Perilous, but if they insist on wasting time in London, Petersen will break the magical wards and get the Grail. If this happens, Cthulhu is woken, Rlyeh rises and the world ends. Tough.

The adventure begins immediately after the first round ended. Read the following to the players:

"You are a group of friends of Lord Thomas Ursanore, who has fallen very ill. You received a pair of strange letters, which lead you to a gentleman's club called the Chivalrous Lodge. You discovered that the leader of the lodge was a mad sorcerer called Evan Petersen. He was responsible for several ritual killings in London. He went to Glastonbury to perform a mysterious ceremony. During the ceremony, a voice called out the location of the Holy Grail. Lord Ursanore's illegitimate son, Martin, transformed into a nightmarish monster. Petersen, his assistant Mallory, and Martin all disappeared in a cloud of fire.

You are standing on the shores of the lake near Glastonbury. A circle of corpses surrounds you - the poor deluded followers of Petersen, killed during the ceremony. A gaping hole leads down into the earth...."

THE ADVENTURE STARTS HERE

The Son of the Lake: Sir Perceval has dwelled next to Arthur's tomb for 1500 years. The Grail has sustained his inhuman body, and the last vestiges of his loyalty to Camelot have sustained his mind. He has been waiting for the time when the darkness would come again and his fellow knights would be reborn. He expected to ride with the Knights of the Round Table again, for Arthur to return and rebuild the glory that was Camelot. Petersen's destruction of the nascent Knights shocked Perceval to the core, and has destroyed the little that remains of his sanity. He now desperately yearns for oblivion in the dark waters as a Deep One. He will talk with the characters for a few minutes, to tell them some of the truth about what happened centuries ago, but will then leave the tomb and go to the Lake.

Perceval is the ruined shell of a once-proud, once-perfect Knight. He is turning into a Deep One, and speaks in a vaguely fishlike manner. He recognizes the PCs as the reincarnation of Arthur and his fellows (Inspector Mulholland is the reincarnation of Sir Bedivere), but Perceval had hoped that they would return in their former glory. He will not tell the PCs who they are.

He will tell them the location of the Chapel Perilous, the temple that holds the Grail. He knows something of the properties of the Grail. He can give advice on defeating Mordred, but Perceval knows nothing of Petersen.

The Tale of Sir Perceval: In the last days of the reign of Artorius, we discovered that Sir Mordred was consorting with the servants of the dark enemy. Unwilling to slay his son, Artorius banished Mordred from Camelot. Mordred vanished from the sight of men for a time. Then, one bitter winter, word came from the north that the Grail had been

seen in Scotland. The Merlin warned us that the Grail was not the holy relic spoken of by the priests, but was instead a device of the enemy, of Mordred's dark lord.

Artorius dispatched the Knights to seek the Grail. We quested over the whole land until we found the dark temple in the north. We attacked the foul servants of evil, but they were mighty and possessed of magical strength. We could not defeat them. In desperation, the Merlin called upon the Old Ones, and made with them a bargain. They gave us a weapon against which the evil could not stand, but in return for this boon, they laid an enchantment on the Knights. When a Knight fell in battle, his essence would continue onwards, taking on flesh again when the darkness returned and his strength was needed.

Armed with the weapon of the Old Ones, we returned to the dark temple in the north. We fought the minions of darkness, and sent them howling back into the depths from which they crawled. Then, in the black and foul heart of that place of unutterable evil, we found the Grail.

All the beauty and glory of the world and heavens was gathered up within a dark chalice. Even as Artorius and Mordred clashed and dealt each other mortal wounds, I stared at the Grail, my whole mind consumed by its dark radiance. I leapt up the steps to the altar and gleefully drank a draught from the Grail. For one brief moment, I gave into temptation. The awful power of the Grail consumed me, and I was made Immortal.

The other knights, all of them, fell battle. I alone was left. I turned their dark temple into the Chapel Perilous, to guard the Grail for all eternity. Then, in secrecy and loneliness, I returned here to Glastonbury Tor, to bury my lord and keep vigil over his grave until the time of darkness should come again...

If the characters ask about the Grail, Sir Perceval will speak of its beauty and extreme evil. The Grail grants immortality as a Deep One, but he will be reluctant to speak of this power. He will warn the characters that 'the Grail may bring life to the dead, but there are some who do not deserve to live again'.

The Lore of Chapel Perilous: Far in the north lies Cape Wrath. Beneath this towering outcrop of wave-lashed rock lies the Chapel. It can be entered by means of a secret entrance at the Druid's Stone atop Cape Wrath. Inside, those who would reach the Grail must defeat many traps and guardians. Sir Perceval will only offer this rhyme of lore to those who seek the secret of entering the Chapel:

Walkers in Time
Claim your inheritance
The Chapel is evil's bane
Bring not evil with you

After a few minutes of conversation, an eerie sound will echo down the corridor. It resembles a church bell, but is higher and has alien notes in it. If the characters listen, they will also hear the awful words "Tekeli-li! Tekeli-li!". On hearing this, the Knight of the Lake will immediately dive into the murky waters of the lake behind him, never to be seen again by mortal eyes.

When the characters return to the surface lake, they will see a strange, pale green mist rising from the boiling waters of the lake. As they watch, several alien shapes swim up out of the depths. They are greenish-yellow things with star-shaped heads and many tentacles. They are the Old Ones, the Elder Things. One carries - bizarrely - what appears to be a crude iron sword. The horrible things crawl out of the eerie lake to stand towering over the characters. The one holding the sword reaches out a dripping, foul-smelling tentacle and brushes it over the faces of the characters. It will then present the sword to Sir Thomas.

Assuming none of the characters do anything stunningly stupid like firing at the Elder Things (the bullets will not injure them, and the Elder Things will fire a sticky organic web at the offending character. This web will dissolve once they return to the lake) the Elder Things now walk back into the lake and sink into its lightless depths. The mist disperses quickly. The characters are left standing on the edge of the lake in the darkness.

The Sword: It looks like a relatively plain iron sword of the style used in the fifth century in England. It is the product of inhuman and incredibly advanced technology, and is the root of the legends of Arthur's sword. The blade feels unusually heavy, but is easy to wield. When drawn, a deep red light pulses from the very metal of the sword. A five-pointed star caps the hilt.

In the hands of one of the Knights, the sword is a potent weapon against creatures of the Mythos. Its powers draw on the soul of the wielder, and he must believe himself to be a True Knight Reborn, an eternal foe of Great Cthulhu. If the wielder spends a magic point and then strikes an enemy, the sword inflicts damage equal to the wielder's current magic points+1d8. Against more powerful creatures of the Mythos, such as Mordred, the sword inflicts correspondingly more damage. The characters have found Excalibur.

Petersen: His spell has carried himself, Mordred and Mallory to an isolated house in Scotland owned by the Lodge, about an hour's drive from Cape Wrath. There is a Gate in this house which leads to Petersen's house in London. Petersen immediately returns to London via this Gate to recover the Mordecai Tome. When he originally planned the Glastonbury ritual, he never expected that Mordred would be present. Petersen had expected to spend several months searching for the Dark Son before attempting to breach the defenses of Chapel Perilous.

As Mordred has appeared, Petersen can now make a direct assault on the Chapel. After collecting the Mordecai Tome (see London, below), he uses the Gate in his house to get to Scotland. He sends Mallory down to the seashore with an enchanted stone tablet to summon up the Deep Ones of the North Atlantic. Mordred hides in the unused barn at the stone house while Petersen studies the tome.

That night, a huge storm blows in from the sea. The Deep Ones begin to rise. At around one in the morning, the unearthly trio leaves the house and makes their way across country to Cape Wrath. They climb the narrow path up to the Druid's Stone. Petersen and Mordred use their magics to force the Stone open.

London: The characters can return to London in two ways - firstly, by taking a mundane mode of transport, or secondly, by using the still-active Gate back to the Chivalrous Lodge. Using the gate costs another 2 MP and 2 San.

Evan Petersen will reach London soon after the scenario starts. He arrives in his house (see below) and spends twenty minutes in his study collecting various items from his desk. He then drives to Chedbury Hall and enters by the front door. He goes directly to his hidden laboratory and collects the Mordecai Tome. He then returns to the main hall and sets it afire. Petersen then drives back to his house and uses the Gate to get to Scotland.

If the characters spend some time talking to the Son of the Lake, and then take the Gate, they'll arrive in Chedbury Hall as it starts to burn. The main hall catches fire first, and then the fire takes the upholstery and woodwork in the bar, as well as destroying the ceiling of the temple, which begins to collapse. Have fun running the characters through a gauntlet of collapsing floors and burning corridors.

If any of them check Dunway's office, they can find a desk journal. One unsettling page has a list of 144 names and dates, all crossed off. The last two are Fr. Allen and David Bradley. It also contains a list of addresses, including those of Thomas Mallory and Evan Petersen.

Mallory's House: If the characters bother to visit the accountant's home, they find a good-sized, ordinary house in a good, quiet suburb in a nice (if dull) part of the city. Inside is a nice if dull home with tasteful (if restrained) grey décor, a neat and tidy house. They will also find the neatly murdered and methodically stacked corpses of Mallory's wife and children. Written on a crisp sheet of writing paper carefully pinned to the wall in neat handwriting is the message "After winter, summer, after summer winter. The wheel turns again. Destiny must be seen through. Please accept my sincere apologies. Yours, Thomas Mallory." (Handout 5.)

The characters can also find an accounts ledger for the Chivalrous Lodge. Notably, one purchase was a large farmhouse in Scotland called the Stone House. This purchase was made six months ago. An accounting roll is needed to find this information.

Petersen's House: Petersen lives in an expensive apartment in Soho. The door is extremely sturdy and has several locks. Mere strength will not break it down, the characters will have to destroy the locks with firearms or pick them. More laterally minded characters can get in through the windows, or use Excalibur to utterly destroy the door.

Inside is a den of insanity. Petersen's insane scribbblings are etched into every wall. They are the product of his telepathic contacts with Cthulhu and cover dozens of topics. Abstruse maths and physics are mixed in with occult symbols and meaningless words. Several sections in the floor and walls of the kitchen have been hacked out and erased with a knife.

On the floor of the study is an inlaid circle. The air above the circle ripples like a heat mirage whenever anyone approaches. If anyone steps into the circle, they are burned (1d6 damage). The burns look like those caused by radiation. If the circle is broken, the window in the study explodes outwards and a great wind rushes out. Anyone looking out the window sees a shimmering red shape leaping out towards the star Aldebaran. San loss for being burned by it is 1/1d6.

Lying in the center of the circle are a few loose pages. These are notes made by Petersen about the Grail. They are reproduced as handout 6. The odd symbol on the parchment is also engraved on a wardrobe in the study. This wardrobe is a Gate to the Stone House in Scotland. Using this gate also costs 2 MP and 2 San. Those stepping into the wardrobe feel a sickening sucking sensation as the matter of their bodies is pulled through incomprehensible dimensions and spat out again in the Stone House.

Library: There are several topics the characters may research in the library:

Cape Wrath: A rocky headland at the extreme northern end of the Scottish mainland. The nearest train station is at Durness.

The Druid's Stone: A minor pagan site atop Cape Wrath, dating from the fifth century. It consists of a single large standing stone surrounded by many small pillars (approximately 140). There is a deep slit in the side of the stone, possibly a receptacle for sacrifices.

Excalibur: King Arthur received Excalibur from the Lady of the Lake to replace the sword he drew from the stone after it was broken. Excalibur was said to be able to pierce any armor, and its wielder was undefeatable in battle.

The Chivalrous Lodge: The library has no information on this organization.

Police: London's finest are a tiny bit worried about the disappearance of 140-odd notable businessmen, politicians and nobles, including a chief constable. If the characters contact the police and reveal what they know about the Lodge's true activities, they certainly won't be ignored. Depending on how well the players role-play, the police will either accept what they saw or lock them up as cultists.

If the characters use political connections/fast talk etc, they can get to look at various police records. The Lodge never appears by name in any police document. If asked, the police say that they had orders from their superiors not to mention the Lodge. Petersen has a record for assault. He beat up a priest sent to counsel him when he was recuperating in 1918. The case was dismissed due to the defendant's mental state at the time of the attack. Petersen was also declared a bankrupt in 1922, but was bailed out by Thomas Mallory.

Getting to Scotland: Trains go to Durness, the closest town to Cape Wrath. The characters can take a train to Glasgow, then change. Durness is the end of the line. The total journey takes about 20 hours. Durness is an hour's drive away from Cape Wrath.

By the way, I can't write Scottish accents. Feel free to make the NPCs talk in the impenetrable dialect of your choice.

The Town: Durness is a small, rather dull town on the north coast of Scotland. The only industry is fishing, although players expecting an English version of Innsmouth will be

disappointed. The train station is at the south end of the town.

About 5,000 people live in Durness. The only notable building in the town is the Kirk, a squat sturdy building. If the characters bother to check it out, they can meet with the pastor.

There's one public house down by the docks called "The Chapel's Gate". Mallory comes in here during the afternoon, after dropping the Enchanted Stone off into the ocean. He will have a cup of tea, and then walk back to the Stone House. If the characters want to talk to him, they can. Mallory is probably the world's most boring conversationalist. He's the paragon of accountants. He won't lie to the characters, but he won't volunteer information either. Mallory wants events to unfold as they did before; i.e. Arthur must die fighting Mordred.

If the characters do attack Mallory, he's say "not yet! Camlyn is coming soon! Please, I want to see it all again." If they do press the attack, he's easy to kill. Of course, he won't be there to kill Petersen at the end of the adventure (see the Grail Chamber, below), so the evil mage will toast the PCs at the end. Wow, I wonder if there could be a lesson about killing people needlessly there...?

The Church: The pastor is a middle-aged man with no interests outside Durness and his own unpublished novels (deathly dull Gothic romances). He remembers Petersen as a "nice young man, interested in history. He came and asked me all sorts of questions about the area." He can give them directions to the Stone House.

There is a carving in the ground in the graveyard behind the church. It is mediaeval, and is severely worn by the passage of time. The carving shows one figure carrying a cup through a gate. An identical figure waits on the far side of the gate with a sword drawn.

The Scottish House: Petersen had the Lodge buy this isolated farm house six months ago so he could use it as a base while searching for the Chapel Perilous. See the Stone House Map.

Mallory leaves two hours after Petersen makes it back from London. He walks down to Durness carrying a brown paper parcel containing the enchanted stone. He calmly drops this in the harbor and then has a cup of tea in a public house before returning to the house.

Petersen travels to London (as detailed above). Once he returns, he studies the Mordecai

tome in the kitchen of the house. If the characters use the gate, allow him a listen roll to detect them.

Mordred stays out of sight in the barn.

Cellar: The Gate from Petersen's house exits in an identical wardrobe in this small dusty cellar. Stairs go up to the Kitchen. There are three large trunks stored here. One contains old clothes, boots and the like. Another has a pair of shovels lying on top of it, and contains maps, a compass, and surveying gear. The maps have several archaeological sites marked on them. The third chest contains the salt-encrusted corpse of a desiccated body. It is the corpse of a vagrant who had the misfortune to cross Petersen's path. Petersen used the Weight of Tethys on him.

Kitchen: Ye standard little farm kitchen. Big black stove. Cupboards. Stairs down to the cellar. Homicidal maniac sorcerer.

Dining Room: A large map pinned to the wall shows the location of Cape Wrath.

Bedrooms: All standard simple bedrooms. One has a copy of Le Morte D'Arthur, by Sir Thomas Mallory.

Yard: A muddy and abandoned farmyard.

Barn: There is a large frayed tarpaulin attached to the doorframe, hiding the contents of the barn. Mordred lurks in here out of sight.

The Charge of the Knights: The players may decide to challenge the cultists here before they get to the Chapel Perilous. If they charge in guns blazing, Mordred will burst out of the barn and attack them. Bullets have little effect on him. Sir Ursanore's sword is the only weapon that can injure Mordred. Play the combat out, but Petersen will step in and help Mordred if the Dark Son gets into trouble. Petersen is too powerful to be taken on directly. He knows spells to defend himself against the power of Excalibur. He will drive the characters off. He won't pursue them if Mordred is injured.

If the characters keep fighting against Petersen, he can summon up Star Vampires, Hunting horrors, Deep Ones and worse things. He's unbeatable while this close to the Grail.

Cape Wrath: As the characters approach the Cape, the storm that's been brewing over

the ocean bursts. Rain pours down, turning the ground into a muddy morass. Rivulets of reddish-brown water cascade off the rocks and fall into the dark storm-tossed ocean. The clouds bring a premature night to the land, a night tormented by the constant lashes of lightning. A rumbling not born of thunder begins to echo, bubbling up from the depths. Suddenly, thousands of rounded heads rise up from the ocean. The Deep Ones have come to witness the triumph of the Grail.

The Druid's Stone: The Druid's Stone stands atop Cape Wrath like a lonely sentinel guarding the Chapel through the centuries. The path up to it is steep and treacherous, and is made more so by the gathering storm. 144 stones surround the central monolith, representing the Knights of the Round Table. In the darkness of the storm clouds, the stones glow with an unearthly inner radiance.

If the investigators arrive following Petersen, Mallory and Mordred, they see the evil trio standing around the Druid's Stone. Petersen screams unearthly words of command, and Mordred echoes them in a deep, groaning voice. The stone screeches out as if in pain, then the three disappear.

If the party examine the stone, they find a narrow, deep hole in the side of the stone. It is just the right size to fit Excalibur. If the Sword is pushed into the Stone, the Door to Chapel Perilous opens.

A doorway seems to rise up from the ground, a Gothic arch resembling the entrance to a cathedral. The doors swing open of their own accord. A sound can be heard like a buzzing of tremendous bees. Beyond the door, all is darkness. Above the door is an inscription:

LET THE CHAPEL GUARD THE SECRET OF THE WAY
UNTIL THE WALKERS IN TIME CLAIM THEIR INHERITANCE.

Chapel Perilous: Chapel Perilous is not a simple dungeon. It is the product of the magics of Sir Perceval. Using the dark powers he obtained by drinking from the Grail, he created a place that would prevent any mortal from ever reaching the Grail again.

From the moment the characters cross over the Threshold of Chapel Perilous, they are under the influence of the spell. They lose all sense of time and space. They wander through a nightmarish labyrinth of twisting black stone corridors with a constant buzzing in their ears. The whole experience is indescribably disturbing. Weird shapes loom out of the shadows. Sanity Loss for wandering the Chapel is 1/1d4 every few minutes.

The characters cannot keep track of each other. They meet up, as you want.

The inscription above the door refers to the fact that the characters, as Knights, can control the Chapel. If any of the players happen to mention that they expect something to happen, it happens. For example, if a player suspects that they're going to be attacked by Deep Ones, they encounter a horde of Deep Ones. If someone suggests that they'll face Morgan Le Fay, they do.

If none of the players realize what the inscription means, they'll keep blundering into scenes from their subconscious. Here are some suggestions:

Lord Ursanore: The texture of the passageway turns from solid stone to sickeningly soft red flesh. A loud beating echoes up from a round chamber. Sir Ursanore sees his own aged heart beating irregularly. A white-grey mass of cancerous cells is pressing on his heart, crushing it. San Loss is 1d4/1d10.

Lady Ursanore: She comes upon Lionel, waiting for her with welcoming arms. If she embraces him, he transforms into the hideous form of Mordred, and devours her. San loss is 1d4/1d10. Have Lionel's player play the phantom Lionel, and don't let him suspect that he's playing a phantom.

Kenneth Bailson: He wanders out onto a vast snowy plane. He is the only living thing there. There is nothing but a cold void forever. He is utterly alone. Let him wander there for a while (go onto another PC perhaps), then he finds the doorway to the Chapel. As he approaches, he sees Lord Ursanore waiting for him. Just before Kenneth reaches the door, Lord Ursanore slams it shut. San loss 1d3/1d6+1.

Lionel D'Etang: He comes to a large cavern. He is standing on a ledge far above the ground. Below him, he sees Lord Ursanore groping through the cave. Lord Ursanore approaches the entry to a passageway. Suddenly, Lionel realizes that the passageway is actually the maw of a gigantic creature. If he says nothing, Lord Ursanore is eaten. San loss 1d3/1d6.

Simon Talisin: He finds himself in a library in Oxford. Martin Decatur is there. He walks towards the aged professor, changing into Mordred as he approaches. All the time, he accuses the professor of changing Martin into Mordred, of insisting he go to Lord Ursanore, of bringing him to Glastonbury, of condemning him to an inhuman living hell as a monster. San loss - 1/1d4 for the accusations, 1d8/2d6 for seeing Mordred.

Inspector Mulholland: Hands grab him and start dragging him down passageways at speed. He is thrown into a cell in a mental asylum. All the other characters are there in straitjackets. "I'm King Arthur, I am" shouts Lord Ursanore. "Per Adonai Lyonesse, Per Nygrah Cthulhu" babbles Simon Talisin. Lady Ursanore and Lionel D'Etang writhe around on a bed together, despite being chained to the wall. Kenneth quietly apologises in a corner. San loss is 1d3/1d6.

Remember that the characters can influence Chapel Perilous. Mulholland can walk out of the jail cell if he believes he can. Kenneth can force the doors open, etc.

Once they figure out that they can control the Chapel (or you get bored of blasting their sanity), they find their way into the final chamber of Chapel Perilous.

The Grail Chamber: It is a huge natural cavern deep beneath Cape Wrath. The sound of the sea can be heard, the voice of the waves roars through the chamber. Seventy-two steps lead up to a dais upon which stands THE SOURCE OF ALL LIGHT. THE HEART OF THE WORLD. THE CUP THAT RENEWS. GLORY INCARNATE

THE HOLY GRAIL

(It's rather impressive)

Petersen and Mordred are waiting for the characters as they enter. An impenetrable glowing crimson energy field protects Petersen. Mordred begins to shamle forward. Petersen raises his hands and speaks: "Once again the Knights are reborn. The days of Arthur are gone, shade. Now comes the new age, the age of Cthulhu. Humanity shall bow to the true and only God when HE arises in glory, awoken by the Grail. Join your Knights in death!"

If Lord Ursanore raises Excalibur, Petersen dismissively flicks his wrist. Excalibur is torn from Arthur's grasp and is sent flying. It embeds itself in the stone floor. "We have no need for the props of myth in the new age" says Petersen. A vast wind rushes through the chamber, coalescing into a ball of hellfire in his hands. Its blood-red radiance illuminates the whole chamber in a terrible light. Petersen prepares to hurl it - and a shot rings out from behind him. He collapses, and the shield and ball of fire dissipate. Thomas Mallory steps forward holding a small revolver. "Sorry, but he, er, wasn't supposed to be here. It's not supposed to end like that."

Mordred roars and crushes Mallory like an egg. It then turns on the characters.

Mordred will concentrate its attacks on the character holding Excalibur. The characters can fight a running battle, throwing the sword from one character to another and dodging Mordred's blows, or they can appeal to what's left of Martin Decatur. If they're screaming for a fight let them duke it out with the Dark Son.

Assuming they defeat Mordred, the Cthulhu cult is defeated. They win. Yippee.

Wrapping up:

Lord Ursanore collapses. He can't breathe; he has terrible chest pains. He's having a heart attack. His skin begins to turn blue. The only thing that could possibly save him is...the Grail.

It's entirely up to the players. If Lord Ursanore (or anyone else) drinks from the Grail, they are transformed into Deep Ones. Is life as an inhuman thing better than death?

The other loose ends are the Jennifer/Lionel relationship, and Excalibur. As Inspector Mulholland is the reincarnation of Sir Bedivere, he should have the duty of returning it to the Elder Things at Glastonbury. As for the star-crossed lovers, take the resolution of their relationship into account when giving marks for role-playing.

Thank you for your attention and GMing skills.

Petersen: Evan Petersen comes from a family of teachers. In his youth, he was a personable and friendly man, and was popular. He joined the army and fought under Lord Ursanore. In 1917, shortly after being promoted to Captain, he was shot in the head at the Battle of the Somme. Miraculously, he survived, although doctors feared severe brain damage. Petersen was shipped back to England, and was sent to the south coast to recuperate. There, he went to the village of Walbury and made contact with the Deep Ones, who taught him sorcery.

Petersen's head wound brought him to the very edge of death. He heard the Call of Cthulhu, and saw Great Cthulhu in a vision. He was driven insane by this sight, and believes that Cthulhu is the messiah. He is utterly dedicated to resurrecting Cthulhu using the Grail. He hopes that he will be transformed into an immortal creature when Cthulhu rises. This aim consumes him, but he is still an intelligent and careful man. He has tried to conceal his efforts as much as possible, and has made connections to the police and government to protect the cult until the time is right.

Petersen cares only for the Grail - everything else is unimportant. He will sacrifice anything and anyone to bring him closer to his goal.

Appearance: A tall brown-haired man with flashing green eyes. He wears a long leather coat and heavy boots (except at the banquet, when he wears a tuxedo). He carries a heavy mediaeval sword beneath the coat. He also has the Weight of Tethys, a magical stone which can cast Grasp of Cthulhu.

Role-playing: Petersen is a fanatic. He is very intelligent, but has a one-track mind and is utterly obsessed. Everything is considered with regards to reviving Cthulhu.

Mallory: Thomas Mallory lived a life of crushing boredom. He'd always had secret artistic ambitions, but was too embarrassed to give them expression. He was a quiet, polite child, never excelling at anything except maths. He became an accountant in a large firm. He never drank, never smoked, and never did anything.... As his life crawled by, Thomas Mallory went slowly insane from boredom.

By chance, he discovered that he shared a name with Sir Thomas Mallory, a Medieval Knight who recorded many of the Arthurian Myths. This fascinated him, and he became obsessed with Arthurian Myth. He read nothing but stories about the glory that was Camelot. Three years ago, he met Evan Petersen. The evil sorcerer recognized Mallory as an ideal pawn to run the business aspect of the Chivalrous Lodge. Mallory was enchanted by Petersen's tale of the Grail, and agreed to help. Mallory wants to recreate the events of the myth that has dominated his life for years. In order to do this, he may help the characters in certain situations. For example, if the Deep Ones in the sewers capture them, he would free them, as such ignoble fate is not appropriate for the heroes of Myth. He is quietly mad - still meek, still rather dull, but utterly insane...

Appearance: A tubby little man with weak eyes and a wispy moustache, of which he is absurdly proud. He has a very meek demeanor, and apologizes a lot.

Role-playing: Be submissive and quiet. Mallory loves myths, and is enchanted and fascinated by Arthurian tales.

Deep One Cultist/Lodge Servant

STR 16 CON 13 SIZ 16 INT 13 POW 11

DEX 10 APP 5 EDU 12 SAN 0 HP 15

Damage Bonus: +1d4

Weapons: Fist 60%, Damage 1d3+1d4, Knife 50%, Damage 2d4, Handgun 40%,

Damage 1d10

Skills: Cthulhu Mythos 15%, Toady 40%, Track 40%, Sneak 60%, Swim 90%

Charles Dunway, Sadistic thug

STR 18 CON 19 SIZ 15 INT 16 POW 15

DEX 12 APP 7 EDU 15 SAN 0 HP 17

Damage Bonus: +1d6

Weapons: Fist/Punch 60%, damage 1d3+1d6, Handgun 70%, Damage 1d10

Skills: Run club 50%, Serve master 70%, Beat crap out of PC 50%, Cthulhu Mythos 20%, Sneak 30%, Track 30%, Spot Hidden 50%

Mallory, Melancholic Accountant

STR 9 CON 9 SIZ 9 INT 9 POW 9

DEX 9 APP 9 EDU 12 SAN 0 HP 9

Damage Bonus: +0

Weapons: None

Skills: Accounting 70%, Credit Rating 60%, History (Arthurian Myth) 80%

Petersen, Servant of the Old Ones

STR 12 CON 16 SIZ 12 INT 18 POW 25

DEX 12 APP 17 EDU 20 SAN 0 HP 25 (magically increased)

Damage Bonus: +0

Weapons: Handgun 70%, Damage 1d10, ancient sword 50%, Damage 1d8+2

Skills: Cthulhu Mythos 30%, Occult 70%, Persuade 70%, Psychology 70%, History 75%

Petersen knows dozens of spells. He prefers the following, but can use others:

Psychic Shield: A glowing red barrier that prevents physical attacks. It costs Petersen 1 MP to lower the attack roll made against him by 25%. If the adjusted roll now fails, the attack missed. He can spend several MPs each round in this fashion.

Fomorian Light: This spell destroys 2d6 magic points when hurled at a target. It is a projectile, so dodge rolls apply. Those who lose all their magic points fall unconscious. This spell costs Petersen 1 MP.

Call Tethys: This spell allows Petersen to open a Gate to Rlyeh. A gushing jet of pitch-black seawater rushes from this gate at high pressure. Petersen can open the Gate anywhere within line of sight. This costs him between 2 and 7 MPs.

Petersen also carries a magical amulet that can cast Grasp of Cthulhu. This spell costs

2d6 MP per minute per target. The targets must match POW against the Amulet's POW of 13. If they fail, they are paralysed while the spell is maintained. They also lose 1d10 strength per minute. When the spell ends, characters regain one Strength point per five minutes.

The Amulet contains 30 MP.

Sir Mordred, the Dark Son

STR 40 CON 45 SIZ 40 INT 21 POW 21

DEX 10 APP 0 SAN 0 HP 50

Damage Bonus: +4d6

Weapons: Smash 50%, damage Damage Bonus

Grab 75%, damage 1d6+grapple

Devour automatic (needs grab first), damage -1d6 con and str per round.

Mordred has 4 points of armour, and regenerates 3 hit points every round.

San Loss: 1d8/2d6

The Son of the Lake, The Immortal Sir Perceval

STR 25 CON 25 SIZ 15 INT 25 POW 25

DEX 15 APP 3 EDU 12 SAN 0 HP 25

Damage Bonus: +2d6

Weapons: Broadsword 80%, Damage 4d6

Skills: Latin 50%, Occult 70%, History (he lived through it) 50%, Cthulhu Mythos 20%

"The truth of Malkhut, the only truth that shines in the night of the Sefirot,
is that Wisdom is revealed naked in Malkhut,
and its mystery lies not in existence
but in the leaving of existence"

FOUCAULT'S PENDULUM - UMBERTO ECO

Handout Five:

After winter, summer, after summer winter. The wheel turns again. Destiny must be seen through. Please accept my sincere apologies.

Yours, Thomas Mallory.

Handout Six:

THEY ARE COMING AGAIN RATS IN MY HIS MAZE TO THEIR MAZE.

NORTH THE KINGDOM OF ORKN EY! CAPE WRATH! BUT WHERE? NEAR
THE HOUSE
BUT WARDED. SCREAM MY PUPPET.

THE DARK SON ARISES IN TRIUMPH TO CARRY THE CUP AND AWAKEN
THE SLEEPER. IA CTHULHU! EVERY KNEE SHALL BEND AND EVERY
TONGUE SHALL PROFESS THY GLORY!

WHAT OF THE CURSED ONES, WALKERS FROM AGE TO AGE? PAWNS OF
THE STARFACES! DID MORDRED HAVE HIS MERLIN? NO! I SHALL CALL
DOWN THE WRATH OF THE DAEMON SULTAN UPON THEM!

CH'KAZ IZZU THOTH MYK NYARLATHOTEP
MOGHARN MEMPHI BELIALUS SHAITAINI

ARISE IN GLORY MY LORD THE ONCE AND FUTURE KING

Lady Jennifer Stanion Ursanore:

You are 25 years old. Your father was an Earl, and all your life you have been moving in the highest circles of society. You were educated in manner fitting to your station. Kenneth Bailson, a civil servant working in Whitehall, introduced you to your husband. You are married to Lord Thomas Ursanore . Your father, who was still living at the time, believed that he was the best possible match for you, although Lord Ursanore is thirty years older than you are.

Your husband is a war hero and has a seat in the House of Lords. He served in the British Army with Kenneth during the Great War. Before the war, Thomas went to Oxford, where he met Simon Talisin, a professor of history. Dr. Talisin never approved of your marriage, and the two of you have always been distant. You do know that Dr. Talisin helped Thomas recover when he "got into trouble" in Oxford. This "trouble" resulted in a son named Martin Decatur. You met Martin only recently, but dislike him already. He is a nasty common man, and is a living reminder of Thomas' indiscretion.

You love Thomas dutifully, but it still troubles you...

Thomas has been very sick lately. He has been confined to bed on the Ursanore Estate, outside London. Dr. Brown, the family physician, has confided in you that Thomas' illness may be quite serious. He is coming to the mansion today to give his diagnosis. Thomas' friends have gathered at his bedside. Dr. Talisin has even brought Martin Decatur with him.

A young Frenchman, Lionel Etang, is also here. He served with Thomas ten years ago, and is now a Captain in the French army. He is the same age as you are, and is handsome and dashing... you're a married woman, but...

Role-playing notes:

For all your life, you have been dutiful and obedient. Others have mapped your future out for you - first your father, now Lord Thomas. You accepted this willingly, not realizing you had any other options. You have an inner core of independence and passion, but have never called upon it. Although you love Thomas like you should, and are friendly with Kenneth Bailson, you have never liked Dr. Talisin or Martin Decatur. You are very strongly attracted to Lionel, but know you should not be....

Captain Lionel Etang:

You were born in France in 1900. Your early years were idyllic, working in your parent's vineyard. Your innocence was shattered by the German invasion. Your parents were killed, and your home burned. In 1916 you met with an English General, Lord Thomas Ursanore, and acted as a guide and spy for him. You became fast friends, and it was his example, which prompted you to join the French army after the war. You also met Lord Tom's aide, Kenneth Bailson.

A month ago, you received a letter from Kenneth telling you that Lord Tom had taken ill. You were granted leave, and sailed to England to visit your old friend. After the war, he took his seat in the House of Lords, and married a much younger woman, Lady Jennifer Stanion Ursanore. You arrived at the Ursanore estate a few days ago, and have met Lord Tom's old tutor, Simon Talisin, as well as a rather odd young man, Martin Decatur.

You also met Jennifer for the first time. She is very beautiful, and you believe you are falling in love with her. You think she is attracted to you also, but both of you are restrained by the presence of the sick Lord Thomas.

Role-playing notes:

You have overcome the tragedies of the Great War, and are a dashing and handsome young officer in the French army. You are a skilled soldier and leader. You are saddened by Lord Thomas' illness, as you looked up to him as the ideal example of a soldier. You have renewed your old friendship with Kenneth since arriving in England.

You don't know Simon Talisin or Martin Decatur very well. Simon keeps watching you, and has made sure you are never alone with Jennifer. Decatur unsettles you, you don't know why.

Jennifer is the most beautiful woman you have ever met. If only she were not married to your old friend and commander....

Kenneth Bailson:

You were born in London 35 years ago. Your family were middle-class civil servants. Your life seemed dull and predictable. You were prepared for a quiet few decades following in their footsteps, living a normal, quiet life and dying peaceable in your sleep.

All that changed when you joined the Army in 1914. You were assigned to serve with Lord Thomas Ursanore, a noble and skilled leader. Under his command, you distinguished yourself with your heroism and tactical skill. In France, you also met Lionel Etang, a young French boy who worked as a guide and spy for Lord Thomas.

After the war, Lord Thomas took his seat in the House of Lords, and you became his assistant. You introduced him to the young lady who later became his wife, Lady Jennifer Stanion Ursanore. Although she is much younger than Lord Tom, you believe they are suited to each other.

Recently, Lord Thomas has fallen very ill. You wrote to Lionel Etang, who is now a captain in the French army and has kept writing to you and Lord Tom. He has arrived at the Ursanore Estate.

Dr. Simon Talisin, Lord Tom's tutor from Oxford, has also arrived. The old professor has also brought a young man named Martin Decatur with him. Martin is allegedly Lord Tom's illegitimate son, born as a result of an affair in Oxford.

Role-playing notes:

You are very loyal to Lord Thomas, whose example allowed you to escape a humdrum boring life. Although the Great War ended years ago, you still feel that Lord Tom is your commanding officer. You are also friendly with his young beautiful wife, Lady Jennifer.

Lord Thomas' illness has worried you deeply. The arrival of his old friend Lionel Etang has cheered him up somewhat, as has his old tutor Dr. Talisin. You respect the old professor, although you don't know him very well. Lionel seems to have turned out very well.

Martin Decatur worries you, as he is currently the heir to the Ursanore Title but seems to be common and nasty. You hope he will improve, but currently he seems to be a thug.

Basically, you're an all-round good egg motivated by loyalty to Lord Ursanore and your friends.

Martin Decatur:

You were born in Oxford 24 years ago. Your mother was a barmaid, and you did not discover the identity of your father for many years. Your early years were spent being expelled from a variety of schools and committing various crimes. You were an unhappy and difficult child.

At the age of ten, soon after the death of your mother, you met Dr. Simon Talisin. He allowed you access to the libraries in Oxford. There, your incredible intelligence flourished. You devoured books of physics, chemistry, mathematics, biology and the occult - it was all too easy for you. Dr. Talisin revealed that your father, Lord Thomas Ursanore, had been a pupil of his and that Talisin felt responsible for you as he had helped Lord Ursanore cover up the affair with your mother.

As you grew, you became more and more intelligent. Your body, too, seemed almost

inhumanly advanced. You are far stronger than you appear, and have never had so much as a toothache. The only illness you have ever suffered from is weird, strangely distorted nightmares about octopi and sunken, ruined cities. Recently, Dr. Talisin has begun to avoid talking with you. It's obvious why - your intelligence scares him.

He has taken you to the estate of your father, Lord Thomas Ursanore. Lord Ursanore has been very sick lately. When you saw him, you knew he has cancer - the signs were obvious to your eyes - but you never told anyone. You also met his stupid young friends from the army - Kenneth Bailson and Lionel Etang. Your father is married to the beautiful Lady Jennifer Stanion Ursanore, but they are childless. If he makes you his legal, recognized heir, you will inherit everything when he dies.

Role-playing notes:

You are smarter and better than everyone around you. They're all insects, scurrying around blindly doing meaningless tasks. You can't enjoy your advantages though, because of the nightmares, which keep you from sleeping, and the visions that make your waking hours a living hell. The ocean calls you sometimes, and something beyond oblivion lies there.

You dislike all of the other characters, with the possible exception of old Dr. Talisin. The others all distrust you, but you must curb your dislike if you want Lord Thomas to make you his heir.

Dr. Simon Talisin:

You were born in Wales in 1852, but your family moved to Oxford when you were 15. You have remained in that many-spired center of learning all your life. You have always had a great interest in history, and have studied all periods of British history with equal zeal. You specialized in the progression from the Dark Ages to the feudalism of the Middle Ages and the associated mythforms.

During your time as an active lecturer at Oxford, you were assigned as tutor to a young man named Thomas Ursanore. While under your care, he had an affair with a barmaid, an affair that produced a child. As Thomas came of an ancient and noble family, you helped him cover up this embarrassing incident. The two of you became friends, and he has relied on your wisdom all his life. While you remained at Oxford, he joined the army

and served with distinction in France during the hateful Great War.

After the war, he took his seat in the House of Lords and married a young lady named Jennifer Stanion. You disapproved of the marriage, as she is much younger than Thomas is. She is only barely older than Thomas' illegitimate son, Martin. You've kept an eye on young Martin Decatur since his birth. The young man is incredibly intelligent, a prodigy defying explanation. However, he is moody and undisciplined.

Recently, Lord Thomas has been ill. You have come to his estate outside London in order to visit him. You brought Martin with you, as you believe Thomas should meet his son. Martin's unruly behavior has begun to worry you, and you hope his natural father may be able to control him.

At the Ursanore estate, you have also met Thomas' friends, his assistant Kenneth Bailson, and a young Frenchman named Lionel Etang. Lionel seems very interested in Thomas' wife.

Role-playing notes:

You are an elderly and often eccentric history professor. Lord Thomas long ago impressed you with his potential, and you see it as your duty to guide him. Although he is a pillar of society, he has made several mistakes - Martin and his marriage to Jennifer being the two most obvious ones.

You distrust Lady Jennifer and Lionel Etang, as you believe they may be having an affair while Thomas is so sick. You like Kenneth Bailson, who seems like a decent young man, and is very loyal to Lord Ursanore.

You have always felt responsible for Martin Decatur, and have overseen his rapid education. The young man has as much potential as his father did at that age, but Martin is sometimes almost evil. You hope his character can be improved soon, as he is beginning to almost scare you.

Lord Thomas Ursanore:

You are 55 years old, and have a seat in the House of Lords. Your family is an ancient and respected one. You attended Oxford University, and obtained a degree in History.

Your tutor there was a man called Simon Talisin, and you have relied on his wisdom throughout your career. He helped your reputation recover after an embarrassing affair with a barmaid, an affair which produced an illegitimate child, Martin Decatur. After Oxford, you became an officer in the Army, and commanded a regiment in France during the Great War. There, you met a plucky young boy named Lionel Etang, who acted as a native guide and spy. Since then you have kept an eye on this promising young man, who is now a Captain in the French army. In France, you served with Kenneth Bailson, who at the time was a Lieutenant in your regiment. After the war, he became your assistant when you took up your seat in the House of Lords.

As you were the last surviving member of the Ursanore family, you sought out a suitable wife. Kenneth introduced you to Lady Jennifer Stanion, the daughter of Earl Stanion. Although she is thirty years younger than you, you fell in love with her. Simon disapproved of the match, but you went ahead despite his objections. Your marriage has yet to produce a child, however.

You are living on your ancestral estate outside London. For the past few weeks, you have been very sick and confined to bed by your physician, Dr. Brown. He is coming to the mansion today, to give you his diagnosis. Several of your friends are also staying here. Finally, for some reason, Simon has brought Martin Decatur with him.

Role-playing Notes:

Lord Thomas is the quintessential British hero. You're almost utterly unflappable and unfailing brave. You treat your younger friends (Kenneth Bailson and Lionel Etang) with respect, but still act as if you were still their commander. You have always relied heavily on Simon for advice, but his disapproval of Jennifer drove a wedge between the two of you. You idolize your beloved young wife, and know that she is without fault. The one blemish on your perfect marriage is the fact that you have no children. In order to continue the Ursanore line, you may have to recognize Martin, your illegitimate son, who seems ill suited to the title of Lord Ursanore.