

Fogbound

A modern day scenario for Call of Cthulhu



ISOLATION GAMES



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Written by

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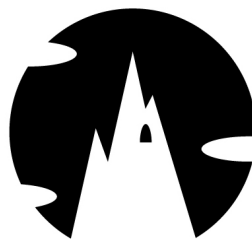
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INTRODUCTION

Daniel Kinkaid, a former burglar now trying to go straight, has suddenly vanished. His brother Steven suspects his disappearance has something to do with the recent theft of an antique map from a local museum, and the strange woman Daniel had started seeing in the weeks leading up to the theft. Steven turns to friends of his who have a knack for investigating strange occurrences: the player characters.

Following Daniel will lead the Investigators to the sleepy village of Porthollow on the Cornish coast. A quiet and picturesque little hamlet with a lurid past that, until Daniel's arrival, had remained undisturbed for decades. Now an ancient darkness has been unleashed and a strange coiling sea fog fills the village streets, anyone who tries to escape the village vanishes, and strange creatures stalk those who remain.

Fogbound is a modern day scenario for Call of Cthulhu that brings the Investigators to the remote Cornish village of Porthollow, pitting them against a malevolent magical force, and the minions of Cthulhu himself. It is inspired by the classic movies *The Goonies* and *The Fog*, and the *Silent Hill* video game series.

This scenario works with both novice and experienced Investigators. It can be run as a followup to the previous Isolation Games scenarios *Dark Offerings* and *The Wernicke Boxes*, although there is no requirement for it to be.

KEEPER'S INFORMATION

In the year 1698 two ships encountered each other in the tempestuous seas off the coast of South Africa. One ship, the *Hangman's Wager*, was a pirate vessel under the command of the notorious Captain "Smiling" Pete Harbottle; the other was a strange galley that sailed under no flag and resembled something from antiquity. A battle ensued, and when Harbottle and his men boarded the galley they found it crewed by misshapen man-things that set upon them with savage disregard for their own lives.

The pirates were ultimately victorious, although they paid a heavy price in the lives of many of their crew. They set about looting the ship, and were delighted when they discovered a fortune in gold in the hold of the strange vessel. Among the treasure was a large golden idol of alien and disturbing design. Little did the pirates realise, but this idol originated in the cyclopean vaults of R'lyeh, and was far more than just an unpleasant statue.

Harbottle and his crew took the treasure and sailed back to their home; the small village of Porthollow in Cornwall. There the pirates hid their ill-gotten gains in a series of smuggling tunnels hidden in the cliffs above the village. That night Harbottle and his men, consumed by the vile power of the idol, turned on each other in a murderous rage. The only member of the crew to escape the massacre was the cabin boy who fled, sealing the tunnels behind him.

PORTHOLLOW LOCATION



The cabin boy, John McGuffry, attempted to return to his home of Bristol. As he'd run from the tunnels he had managed to grab a map that showed how to find the hidden tunnels and evade the traps, as well as a bag of strange gold coins from the hoard. He sent the coins to his mother, keeping the map for himself in the hopes that one day he might return and claim the rest of the gold. For reasons unknown, John McGuffry never arrived in Bristol, and the map vanished with him.

In the following centuries the legend of the hidden gold drew a few eccentric treasure hunters to Porthollow, none of whom managed to find the entrance to Harbottle's tunnels. Eventually even these visitors stopped coming.

This all changed when a sorceress named Andrea Fulchard learned of the idol and its resting place. She also learned that the map once belonging to John McGuffry had somehow ended up in a small museum in Cambridge. Fulchard, a devotee of Great Cthulhu, set out to find the idol and use it to create a portal to sunken R'lyeh. To that end she hired Daniel Kinkaid, a former burglar now working as a janitor at the museum, to steal the map. Under the pretence of hunting for the pirate treasure the pair travelled to Porthollow and, after a few days of exploring the caves, found their way into the pirate tunnels.

Deep in the tunnels Andrea and Daniel found the remains of the pirates and the treasure they died fighting over. Amid the treasure stood the idol, the sight of which drove the already-unhinged Daniel mad. Andrea began the ritual she had prepared, feeding power to the idol and slowly opening a magical portal to R'lyeh.

Now awakened, the power of the idol has extended outside of the tunnels, reaching the village of Porthollow. As the idol grows in strength the walls between worlds break down, and a portal between Porthollow and R'lyeh has begun to form. An unnatural fog has rolled off the sea to engulf Porthollow, and anyone venturing outside mysteriously vanishes. Strange shapes haunt the streets of the village, and the inhabitants who remain hide in their houses, terrified and desperate.

This occurred several days before the start of the scenario. The Investigators are drawn into the situation when Daniel Kinkaid's brother, Steven, asks them to find his missing sibling. Steven knows his brother has been involved with something strange, he just doesn't realise the danger he's sending the Investigators into.

THE IDOL OF R'LYEH

Originally created by Cthulhu and his kin, the idol was one of dozens used by the inhabitants of R'lyeh to travel to and from various points across the planet. When R'lyeh sunk beneath the ocean, and with the various tectonic shifts that have occurred over the intervening aeons, the majority of the other idols have been buried deep underground or otherwise destroyed. Some remain, however, such as the idol Harbottle took from the wretched man-things in the south Atlantic.

The idol itself is a large eight-foot tall pillar seemingly carved entirely from gold. It is worked in a disturbing, alien design that portrays one of the nightmarish cephalopoid members of Cthulhu's race. Around the base of the idol are carved forms of inhuman, prostate figures in acts of blasphemous worship. The visage of the creature is nightmarish, and the entire idol deeply unsettling to look upon.

The idol can be used to create a magical link between its location and R'lyeh, allowing instantaneous travel to and from the sunken city. Before they can be used the idols must be awoken, a slow process requiring a transfer of magical power from willing supplicants into the golden statue.

As the idol draws in magical energy and begins to awaken, a side effect is that local reality becomes blurred with an otherworldly dimension that exists alongside our own. This dimension has been named the Eternal Shore by the handful of occult scholars who had travelled there and survived to tell the tale. It mirrors our world, but also R'lyeh, blending both reflections together into a disturbing amalgam of the two.

In this dimension buildings appear to have suffered repeated and devastating floods of seawater. Sand and rotting seaweed lie in piles in the streets, or in heaps against walls. Wood is warped and rotting, and metal is caked in a layer of rust. A thick fog turns everything further than a few meters away into indistinct, looming shapes. The air is cold and smells of salt and rotting seaweed, and the distant crash and roar of an unseen ocean can be heard. As one travels deeper into the Eternal Shore, closer to the reflection of R'lyeh, the architecture slowly begins to change into structures made of green-black stone, carved with strange runes and possessing impossible angles.

Despite its apparent deserted appearance, the Eternal Shore is far from lifeless. Strange things haunt the mists, and travellers who get lost are unlikely to return to our dimension. These creatures, troglodytes, will slowly stalk anyone who strays into their realm, striking from the cover of the swirling mist. Some victims the troglodytes kill instantly, to slake their dark hungers. Others, however, are somehow changed by the malign creatures and sent back into the real world, where they attempt to lure more prey into the Eternal Shore.

DRAMATIS PERSONAE

The below are the main personalities involved in the scenario. During their investigation the player characters may encounter them. See the NPC chapter for their stats.

STEVEN KINKAID

It is Steven Kinkaid who initially involves the Investigators in the scenario by asking them to investigate his brother Daniel's disappearance and his possible involvement with the theft of the McGuffry Map.

Steven is a self-employed author living in Cambridge. He cares deeply for his younger brother, who is a bit of an outcast from the rest of their family. When his brother needed a job after being released from prison, Steven persuaded his longtime friend Ndidi to offer Daniel a position at her museum as a janitor.



While he really wants to believe Daniel is innocent, Steven is growing more certain that his brother did steal the McGuffry map. He is sure that Daniel was somehow influenced to do so, however, as he had really seemed to turn over a new leaf after getting out of prison.

Steven is in his late 30s and is of average height. He is friendly and likeable, but prone to worrying about things beyond his control.

NDIDI UDOKA

Ndidi Udoka is the owner and curator of the Udoka museum, a small gallery-style building in Cambridge that displays odd curios and object d'art. Her life was comfortably quiet, until last week when someone broke into her museum and stole an otherwise unremarkable 17th century map. She is keen to have the map returned to her, as she is peripherally aware that it may be more than it seems.

Ndidi enjoys collecting curios and strange antiques, especially from the 17th century. While the theft of a map from her museum is upsetting to her, she is more than happy to give the suspect, Daniel, a second chance.

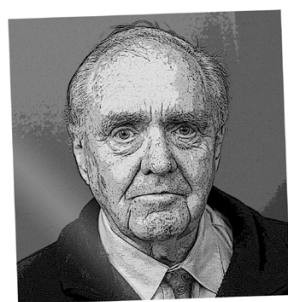
As an amateur historian, Ndidi has come across more than a few strange references in old books, which have led her to believe there are things out there beyond her understanding.

A tall, elegant woman of Nigerian descent, Ndidi is in her early 40s and talks in a precise, polite manner.



ZACHARY WESTLAND

Zachary is a retired historian now in his late 70s, but in his younger years he accompanied his partner Reddington Walton-Brown on all manner of adventures, including hunting for the Porthollow treasure. When this tragically led to Reddington's disappearance and suspected death, Zachary resigned from the adventuring life and became an academic, publishing several books on naval history.



Among Reddington's possessions left to Zachary was the McGuffry map, which he eventually donated to the Udoka museum. Zachary is one of the most learned authorities on the Porthollow legends, and can help the Investigators learn more about Porthollow and the various legends surrounding it.

Zachary is a short and slightly portly old man, but there is a gleam in his eye that hints to the fire that once drove him in his youth. He is politely spoken and friendly, but somewhat absentminded.

CHARLES DOUGLAS

The landlord of the Rumrunner pub in the center of Porthollow, Charles used to be a laid back, friendly man with very few worries. When the strange fog descended on his village, Charles found himself in charge of a small group of survivors who sought refuge in his pub.

Charles is tough, dependable and remarkably composed considering the horrors he has been exposed to. He is driven by a fierce desire to keep the five survivors sheltering in his pub safe.

Charles is a tall, heavily-built man in his mid 50s, with greying hair and an impressive moustache. He talks in a calm, confident manner but there is an occasional catch in his voice that hints to the trauma he has suffered.

JANE BURROUGHS

The barwoman of the Rumrunner in Porthollow, and one of the six survivors sheltering inside the pub. Jane is a down-to-earth, sensible type and clings to a thread of sanity by trying to find a plausible explanation for the strange events happening in the village. Should she ever be forced to fully confront the terrors now roaming the village, it is unlikely her mind would be able to cope with the experience.

Jane is of average height, pretty, and in her mid 30s. She helps Charles keep the other survivors in the pub fed, cared for, and safe.

TIM MURDOCH

Born and raised in Porthollow, Tim is a fisherman who knows the area around Porthollow like the back of his hand. When the strange fog swallowed his home, Tim and his wife Sally found their way to the local pub, where they remain now.

Tim is a tall, physically-imposing man in his early 40s with a bald head and an impressive paunch. He is surprisingly quietly spoken and more observant and studious than he initially seems. Tim is dedicated to his wife, and has taken the role of the defender of the survivors in the pub.

SALLY MURDOCH

The wife of Tim Murdoch, Sally is a deeply religious woman and is convinced that the strange events in Porthollow are the result of 'demons'. Of all the survivors in the pub, Sally is the most accepting of the strange events being supernatural in origin.

Sally is in her early 40s, and is an honest, friendly woman with auburn hair and a kindly manner. The trauma of the last few days have left her even more reliant on her religion, and she clutches her silver crucifix necklace in times of stress.

LOUIS PRACHET

Holidaying in Porthollow with his wife Samantha and son James, Louis is utterly terrified by the strange turn of events over the last few days. While he and his son managed to make it to the relative safety of the Rumrunner pub when the fog appeared, Louis' wife got separated from them and vanished.

Louis now spends his days worrying about Samantha and trying to calm his son. He is utterly out of his depth, and only manages to cling to his sanity thanks to the other survivors.

Louis is in his mid 30s, is of average height and has messy black hair. He jumps at the slightest sound, but tries to keep calm for the sake of his son.

JAMES PRACHET

The 13-year-old son of Louis and Samatha, James is deeply worried by his mother's disappearance and his father's deteriorating mental state. Worse still, James is certain he has seen his mother peering through the windows of the Rumrunner some nights.

James is of average height and has the same dark hair as his father. The events of the last few days have left him quiet and withdrawn, and with an intense fear of strangers.

MALCOLM EAMES

Malcolm is the parish priest for Porthollow, trapped in the village when the fog descended. He has been utterly traumatised after being drawn into the Eternal Shore and managing to find his way back out. He is now terrified of the dark, and hides in his church where he has turned on every light he can find.

Malcolm is in his mid 30s, is slim and wears a brightly coloured sweater with a traditional Anglican clerical collar indicating his vocation.

DANIEL KINKAID

Steven's younger brother, and a former burglar trying to go straight. Until a few weeks ago he had managed to make a new life for himself, until he was lured back into crime by the seductive sorceress Andrea Fuchard. After stealing the McGuffry Map for her, Daniel accompanied Andrea to the village of Porthollow, believing she was only hunting a fortune in lost pirate treasure. By the time the Investigators encounter him, Daniel is almost completely insane thanks to coming into contact with the idol.

Daniel is an athletically-framed man in his late 20s, with messy brown hair and a quick smile. When the Investigators encounter him the horrors of the last few days have left him pale and ragged-looking.

ANDREA FULCHARD

Andrea is a sorceress and a devotee of Great Cthulhu himself. She has hunted for the Idol of R'lyeh for several years, recently uncovering clues that the McGuffry Map shows its final resting place. After realising she would need to steal it from the Udoka



Museum, Andrea seduced Daniel and recruited him to help her, telling him she was hunting pirate treasure and would share it with him. While outwardly sweet and unassuming, she is a dangerous and utterly evil individual.



Exposed to the dark world of the mythos in her teens, she has spent years steeping herself in all manner of strange evil in her quest to bring forth Cthulhu from his resting place beneath the Pacific.

Andrea is a short, pretty woman apparently in her late 20s. She is actually a lot older than she looks, having used various magics and potions to prolong her life. While ostensibly charming, there is something disturbing and repellant about her that grows more evident the longer one talks to her.

INVOLVING THE INVESTIGATORS

The scenario begins, and the Investigators become involved after they are contacted by a friend, Steven Kinkaid. Steven explains that his brother Daniel, a reformed burglar, has suddenly vanished and Steven believes he may be linked to a recent theft of an antique map. Steven asks the Investigators to meet with him, in the hopes they can find his brother and get him out of any trouble he may have gotten himself into.

Investigators should either have links to Steven Kinkaid (a long-time friend, relative, colleague, etc) or his brother Daniel. Appropriate occupations include police detectives, private investigators, and journalists -all people who would be useful in tracking down a missing relative. Professors are also a possible career, as Steven is aware the map that was stolen is antique, and so may turn to friends with knowledge in that area.

Characters who are friends of Daniel can be drawn from more underworld careers; criminals, private investigators, hackers, or even journalists. Although reformed, Daniel was a career criminal for several years and his friends are probably from that walk of life as well.

The early parts of this scenario have an emphasis on investigation and research, so skills that might be useful include History, Library Use, and Computer Use. Once the Investigators reach the later stages of the scenario the Stealth skill, as well as Spot Hidden, and potentially combat skills, may come into play.

HOW IT ALL PLAYS OUT

This scenario consists of three main sections. Part One is a short introduction in which the Investigators are briefed by Steven and Ndidi, and have a chance to do some basic investigation. Part Two is an optional section in which the Investigators can do some more thorough research into the village of Porthollow and the various myths and rumours surrounding the stolen map. Part Three begins once the Investigators actually travel to Porthollow, and subsequently become trapped by the paranormal fog that has enveloped the village. It is important to note that once the Investigators enter Porthollow there is no way for them to leave until they have either stopped Andrea or succumbed to the supernatural threats inside the village.

Part One begins when the Investigators are contacted by their friend Steven Kinkaid. He explains he needs help finding his missing brother, and asks them to meet him at the Udoka Museum in Cambridge. This scene is detailed below. After that the Investigators can proceed as they see fit.

Key locations are described below, as well as some suggested scenes that can play out at those locations. The locations are described as they should appear logically, but Investigators can visit them in any order depending on how they wish to hunt for Daniel.

Investigators may come up with their own paths of inquiry; if so use the information below as a guide as to how to proceed.

PART ONE: HIS BROTHER'S KEEPER

The Udoka Museum, Cambridge, Cambridgeshire

Each of the Investigators has been asked to meet Steven at the Udoka Museum in Cambridge. Steven will have explained over the phone that his brother Daniel has recently disappeared and he hopes the Investigators can help find him.

The Udoka Museum is a small privately-owned museum in the heart of Cambridge. Its displays hold all manner of strange historical curios and object d'art, most of which date from the mid to late 17th century.

When the Investigators arrive they will be met by Daniel and escorted into a back office, where they will be introduced to his friend and the owner of the museum, Ndidi Udoka. Steven will explain that his younger brother Daniel had always been the black sheep of his family but even so Steven cared for him deeply. When Daniel was sent to prison for burglary, Steven was the only one of their family to visit him and, when Daniel was released from prison a year ago, Steven helped him find a place to live and a job at the Udoka museum as a janitor.

Steven will reveal that Daniel has recently failed to return from a week's vacation and, coupled with a break-in that occurred at the museum just after Daniel left for his vacation, he and Ndidi are worried that Daniel has gotten himself into trouble.

Steven begs the Investigators to help find his brother and unravel whatever trouble he's gotten himself into. Ndidi is happy to give Daniel a second chance if the map can be recovered; both she and Steven would rather see Daniel safe rather than involve the police. Steven is willing to offer the Investigators a monetary reward for bringing his brother back, and Ndidi is also quite willing to compensate the Investigators for retrieving the map with some rare books from her collection.



Between the two of them Steven and Ndidi can reveal the following information to the Investigators:

- Daniel requested a week's vacation, which Ndidi was happy to give him. He hadn't told her where he planned to go, only that he needed some time off. Now that she thinks about it, he requested the vacation at short notice.
- The break-in occurred the day after Daniel had started his time off, during the night. Only a single item was stolen; an antique map known as the McGuffry Map.
- As far as Ndidi is aware the McGuffry map has no significant value, besides being an example of a 17th century smuggler's map. It's probably worth no more than a few hundred pounds. She remembers that there are some strange stories surrounding the map, but cannot remember much more than that.
- The map was donated to the museum by **Zachary Westland**, a historian. Ndidi will tell the Investigators that if they want more information on the map Zachary is probably their best resource.
- Ndidi had seen Daniel staring at the map several times while he was working. She didn't link its theft to Daniel until after he failed to return from his vacation.
- Steven last saw Daniel about a month prior to his disappearance. Daniel seemed happy and introduced Steven to his new girlfriend, Andrea. Steven will mention that he didn't particularly like Andrea, but his brother had never had great taste in women. If pressed, Steven will find it hard to state exactly what he didn't like about Andrea, just that she seemed very quiet and 'intense'.
- Steven is adamant that he thought Daniel had reformed following his recent 2 year incarceration for burglary. He will tell the Investigators he believes someone must have influenced him to return to crime.
- Steven will admit that while Daniel was not in debt, he certainly wasn't rich either. If he did steal the map, it could have been motivated by a lack of money.
- Daniel's mobile phone goes immediately to his answering service (due to the phone, and Daniel, being inside the tunnels under Porthollow). There is no GPS which would allow the Investigators to work out his location (and even if there was, the effects of the idol would likely interfere with it).
- Steven has been to Daniel's flat and checked he's not there. It looks like he's not been there in over a week. A successful **Psychology** roll will reveal that Steven is hiding something. If pressed (with a successful **Persuade** or **Intimidate** roll) Steven will reveal that he found plans of the museum in Daniel's flat, all but confirming he was responsible for the break in.

Once the Investigators are finished talking to Steven and Ndidi, Steven will give them the key to **Daniel's flat**, in case they want to take a look around for clues. Ndidi will also provide them with a photograph of the map (give the Investigators Handout #1).

THE PHOTOGRAPH OF THE MAP

At this stage the photo of the map is interesting but ultimately useless. The riddle tells the reader how to open the hidden door to the secret tunnels, but does not show where the hidden door is located. The real map has a symbol marking the position of the door, as well as a map of the secret tunnels themselves, written in invisible ink. These can be revealed by gently heating the map; something which is alluded to by the presence of the alchemical symbol for fire.

The symbols drawn on the map can be identified with a successful **Occult** roll. They are typical 17th century 'magick' (i.e. non-Mythos) protective wards designed to hide and protect, as well as the alchemical symbol for fire. They have no innate power of their own, but they do indicate the map was created by someone with a passing knowledge of the various magical traditions of the age the map was created in.

What the map does do is give the Investigators the name of **Porthollow**, as well as that of **Captain Pete Harbottle**, providing further avenues of research. Investigators may also try to look into **McGuffry** himself.

THE UDOKA MUSEUM

Should the Investigators wish to explore the museum they can do so. Ndidi can show them around, or leave them to look around on their own if they prefer. The museum displays a mixture of odd and interesting items from the 17th century. While interesting to historians, there is nothing else in the museum that is relevant to the investigation.

The signs of the break-in have been cleaned up and repaired by now, but a successful **Security** roll will reveal that the museum's security is fairly lacking; it would be easy enough to break in for a career criminal (such as Daniel). A successful **Appraise** roll will also highlight that there are several other smaller, much more lucrative items that could have been stolen rather than the map; it is clear the map was the sole target of the break-in.

The wall the map was displayed on is still empty, but the plaque for the map is still there, with some details the Investigators may find interesting. The same information can be found in the museum guidebook, should any canny Investigators think to look there (give the Investigators Handout #2). This will give the Investigators the names of **Porthollow** and **Captain Pete Harbottle**, as well as that of **Zachary Westland**, all possible avenues of further research.

DANIEL'S FLAT

Arbury, Cambridge

Daniel's flat is located a short drive from the Udoka Museum. The door to the flat is locked, but can be unlocked with the key Steven gave the Investigators (or picked with a successful **Locksmith** roll, if they really feel that way inclined).

It is quite obvious that the flat has not been inhabited for at least a week, due to the pile of mail by the door and the general air of disuse. A cursory examination of the flat will turn up several pieces of information (no roll is required to find each of these):

- A handwritten note with the name and phone number of a holiday cottage in **Porthollow**, Cornwall. A number is scribbled underneath the address, which appears to be a booking reference.

- A receipt for two books which Daniel bought a few days before his vacation. The books are *The Porthollow Treasure* by Samuel Hornby, and *Harbottle's Legacy* by Zachary Westland.
- From the state of the bedroom, it will appear that Daniel has packed several sets of clothes. Toiletries are also missing from the bathroom, suggesting he was planning an extended trip somewhere.

A successful **Spot Hidden** roll will allow the Investigators to find a floorplan of the Udoka Museum, carefully folded and hidden in a drawer of the desk. A number of notes on the floorplan describe the type of locks on windows and the security measures inside the museum. The location of the map is highlighted. It is quite obvious from the plan that Daniel broke into the museum and stole the map.

PART TWO: RESEARCH AND INVESTIGATION

After meeting with Steven and Ndidi, and possibly exploring Daniel's flat and the Udoka museum, the Investigators have several avenues open to them. Each of these paths is outlined below, but should the Investigators come up with alternative lines of enquiry Keepers should try to adapt to them using the information in this section as a guide for what they can learn at this stage.

This section is technically completely optional; some Investigators may choose to immediately travel to Porthollow as soon as they realise that is where Daniel has gone.

It is not essential for the Investigators to have fully researched Porthollow, Pete Harbottle, or the Porthollow legend before they travel to Porthollow. In fact, if they run off half-cocked it can make for added tension. However, Keepers are advised to carefully guide their players as a lot of background on what is actually going on is contained in the information they can uncover before leaving.

THE BOOKS DANIEL BOUGHT

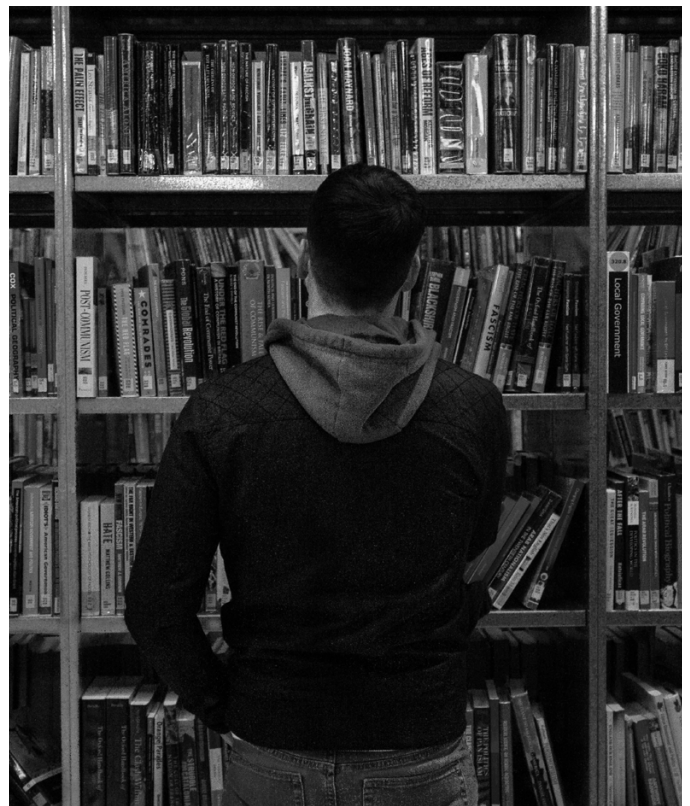
If the Investigators found the receipt in Daniel's flat they may want to find their own copies of the two books he bought. Both books concern the Porthollow legend, and can be found with a little hunting in book shops that cover historical writing. If the Investigators obtain these books, give them handout #3.

These two books give a little more background on the more recent interest in the Porthollow legend, as well as hinting that the caves may be dangerous. They also give another mention of Zachary Westland, potentially encouraging the Investigators to talk to the historian if they had not already decided to do so.

RESEARCHING PORTHOLLOW

If the Investigators wish to learn about the village of Porthollow (mentioned on the map, at the museum, and from clues in Daniel's flat), then a cursory internet or library search will yield the following information (no roll is required to find each of these):

- Porthollow is a small village on the southern coast of Cornwall. It is located on the tip of the Roseland Peninsula, and has a population of about 200 people.
- Most inhabitants are farmers or fishermen.
- A map of the village can be found (give the Investigators handout #5)



A successful **History** roll will turn up some notes that the village has a history of smuggling, with rum-runners and pirates often using the remote village to offload their cargo in the 17th and 18th centuries. There are also mentions of the supposed "Porthollow Treasure"; a rumoured hoard of pirate gold buried in a series of sea-caves near the village. Characters will need to research the treasure to learn more specifics (see Researching the Porthollow Treasure below).

Some Investigators may wish to find out times for high and low tide in the area. If so, give them handout #14.

Should the Investigators try to phone anyone in Porthollow, they will be greeted by the ominous tone of a disconnected line, as the weird effects of the idol have already isolated the village from the rest of the world.

TALKING TO ZACHARY WESTLAND

Zachary Westland is the person who donated the map to the museum, and also the author of one of the books Daniel recently purchased. Zachary is easy enough to find if the Investigators look him up; they can easily find a phone number and address for him.

The historian will be happy to meet with the Investigators if they contact him, in fact he prefers talking face-to-face rather than over the phone. He will invite them to meet him at his modest apartment in Parson's Green, London.

Zachary's apartment is filled with knick-knacks and curios from his career as a naval historian. Maps hang on the walls, antiques sit on shelves, and there are a number of large bookcases filled with books on the subject. A few old photographs show Zachary as a younger man, climbing rocks and exploring ruins alongside a handsome man of around the same age.

Zachary will be happy to answer most questions about the Porthollow Treasure, and how he came by the map, although the Investigators may need to convince him to reveal some information (as noted below):

- Zachary is a historian and author. He was also the former assistant and romantic partner of Reddington Walton-Brown, the last person to go looking for the treasure. Zachary will not describe himself as Reddington's partner, but the fond way he talks about him, and the photos in his apartment, broadly hint to the fact.
- Zachary knows the Legend of Porthollow very well, and will recount it for the party (the version he tells is the same as on handout #4). He can also give them a lot of information about Pete Harbottle as well (see Researching Pete Harbottle).
- The map came from Walton-Brown's possessions, left behind after he vanished in 1976. Zachary kept it, but it became too painful a memory for him and so he donated it to the museum a few years ago. He never examined it too closely but he assumes there was a hidden secret somewhere on the map. He can suggest to the Investigators that pirates were fond of riddles and puzzles to hide their treasure.
- Zachary will speak of Reddington very fondly; he still misses him and was devastated by his disappearance. He will be evasive about the details of Reddington's death (unless the Investigators gain his confidence, see below).
- Zachary doesn't know where Reddington obtained the map, but he knows it was considered lost for several decades. He will explain that Reddington was the more daring of the two of them.

If the Investigators make a successful **Charm** or **Persuade** roll while talking with Zachary, it will convince the historian to reveal some further information on Porthollow:

- Zachary will reveal that he believes Reddington actually found his way into the hidden tunnels beneath the caves, and that he met his end somewhere within, possibly as a result of a booby trap.
- He will mention that there are rumours that the treasure is protected by an ancient pirate curse. He tries to dismiss the idea as nonsense, but he is not entirely convinced it is.
- He will tell the Investigators about John McGuffry (see Researching John McGuffry), and will even show them copies of the two letters that McGuffry sent before his death (give them handout #6).
- Finally, Zachary will give the Investigators Reddington's research notes on Porthollow (give them handout #7).

Zachary is possibly the best (and quickest) source of information on the Porthollow legend. By the time they finish meeting with him, the Investigators should have a much better idea about the history surrounding Porthollow, and possibly have a suspicion of something strange being behind the treasure.

RESEARCHING JOHN MCGUFFRY

The Investigators may want to look into John McGuffry, who is mentioned loosely as who the map originally belonged to. Finding this information is difficult, and requires a successful **History** roll to uncover.

- John McGuffry was the 19-year-old cabin boy of the *Hangman's Wager*, and was apparently the only member of Harbottle's crew to escape the massacre in the tunnels.
- He sent two letters after the massacre; one to his mother in Bristol, and another to his friend Henry.
- Records show McGuffry was found dead in his room in an inn on his way from Porthollow to Bristol. His cause of death was not recorded.
- McGuffry's mother received several strange gold coins with the letter sent to her. She quickly sold them, and they have since disappeared, but sketches of them were apparently made.
- The map disappeared for over two hundred years after McGuffry's death, but eventually resurfaced in the early 1900s and was passed from collector to collector.

If the Investigators pass a further Hard **History** roll then they are also able to uncover a sketch of the strange coins, as well as copies of the letters McGuffry sent before his death. Give the Investigators Handouts #6 and #8.

The above information can also be learned by talking to Zachary Westland, if the Investigators earn the historians confidence.

All the information on McGuffry is optional, but should add to the feeling of something strange being behind the treasure.

JOHN MCGUFFRY'S FATE AND THE STRANGE COINS

What exactly happened to John McGuffry is left open for individual Keepers to decide. His fate is mostly unimportant, but could be used as a plot hook for future scenarios. Leaving some things unknown is always a good thing in mysteries.

Similarly the strange coins are not really the concern of this scenario. Where did they come from? Which strange, relict culture minted them? This is left intentionally vague.

RESEARCHING PETE HARBOTTLE, OR THE PORTHOLLOW TREASURE

The Investigators should have come across numerous mentions of the name Pete Harbottle and references to the Porthollow Treasure by this point in their enquiries. Should they wish to dig deeper into any of these, they will be able to turn up the information below. No roll is required to find this information.

- The Investigators can find several versions of the Legend; give them handout #4 if they don't already have a copy.
- Several mentions can be found in historical records of Pete Harbottle, known as Smiling Pete. He was captain of the *Hangman's Wager* between 1686 and 1698, and was a known pirate. His crew operated in the Atlantic, typically attacking Dutch ships travelling around the coast of Africa.

- There have been numerous attempts over the years to find the treasure. Apparently the interest died out in the late 1970s after a couple of deaths and still no evidence of the treasure being real.
- The last person recorded as hunting for the treasure was Reddington Walton-Brown, who vanished in 1976 while investigating the sea caves near Porthollow. The same records note that he was assisted in the search by Zachary Westland.

Alternatively, all of the above information can be revealed to the Investigators by Zachary Westland if they talk to the historian.

INVESTIGATING THE OCCULT AND MYTHOS SIDE OF THE LEGEND

Some Investigators may wish to look into the less mundane aspects of Pete Harbottle, the Porthollow legend, or even in relation to John McGuffry. This is certainly justifiable, and can reveal some interesting additional information.

A successful **Occult** roll will reveal the following information:

- Pete Harbottle is named as a sorcerer in a few occult works from the 17th century. These accounts are limited in information, but accuse him of using black magic and consorting with demons. Apparently Harbottle had an ill reputation even with other pirates (this is true, although to what extent Harbottle actually had any magical powers is left intentionally vague).
- A few mentions of the Porthollow Treasure can be found in occult books from the early 19th century, claiming that the tunnels it is buried in are cursed to bring misfortune on anyone who seeks it (this is false, although finding the treasure includes finding the Idol of R'lyeh, which is certainly not a good thing).

A successful **Cthulhu Mythos** roll will reveal the following information:

- John McGuffry, and by extension Pete Harbottle, are mentioned in a singular Mythos text, which notes that the coins sent by McGuffry to his mother bore inscriptions in the Aklo script, a strange language often associated with R'lyeh.

If, when making the above **Cthulhu Mythos** roll, a player manages to pass a Hard success (equal to or less than half their skill) then they also turn up another interesting fact:

- A very obscure tome lists the Porthollow Treasure as the possible resting place of "one of the last Idols of R'lyeh, keystones to that place known as the Eternal Shore". There is no other information besides that.

PART THREE: PORTHOLLOW

The Roseland Peninsula, Cornwall

Porthollow is a small coastal village at the tip of the remote Roseland Peninsula, with a population of less than 200 people. The nearest village is Veryan, about 2 miles to the north and further inland. The Roseland Peninsula itself is quiet, rural and picturesque; much of the surrounding area is farmland with the occasional small hamlet, and the gentle sounds of the nearby sea can be heard almost everywhere.

If travelling directly from Cambridge it would take the Investigators roughly 6 hours by car, or 8 hours by train. The only way to reach Porthollow itself is by car, via small country lanes, so if travelling by any other means the Investigators will have to rent a car in the city of Truro and drive the rest of the journey themselves (roughly 30 minutes).



ENTERING PORTHOLLOW

When the Investigators arrive in Cornwall, and as they travel to Porthollow, Keepers are advised to describe the weather as grey and cold, with sea fog clinging to the coast. This should hopefully explain why the Investigators do not notice travelling through the supernatural fog bank surrounding Porthollow.

Entering Porthollow is easy enough. Deceptively so. A heavy fog surrounds the village, making driving a little difficult, but this is not unusual at certain times of year. Perhaps it is a little unseasonal. Little do the Investigators realise, but as they enter Porthollow they pass through the invisible barrier that separates the village from the rest of reality. Until the Idol of R'lyeh is dealt with, this is a one-way trip. Attempting to leave Porthollow, either by car or on foot, will lead anyone who attempts to do so back on themselves. They will travel through thick, vision-obscuring fog and suddenly find themselves reentering Porthollow by the same road they left by.

Once they have entered Porthollow it should quickly become apparent to the Investigators that something is very strange about the village. The fog-filled streets are empty of people; cars are parked as if abandoned, and the doors of many houses swing open in the breeze.

SUGGESTED SCENE: WELCOME TO PORTHOLLOW

This suggested scene can occur just after the Investigators have first arrived in Porthollow. Ideally it should occur just after they first stop their car and get out to look around.



Read or paraphrase the following:

“As you peer into the thick fog swirling around you, you notice someone staggering up the road towards you. A man lurches out of the fog a few feet from you; wild-eyed, disheveled and clutching a large kitchen knife, he is clearly in a state of some distress. Seeing you he calls out, “You can’t escape! It won’t let you! The road just led back here, back to the sea! It’s calling me, can you hear it? CAN YOU HEAR IT?! I WON’T LET IT TAKE ME!” With this final screamed statement, the man brings his knife up and slits open his own throat, collapsing in front of you in a rapidly-widening pool of blood.”

Investigators witnessing the man’s death must make a **Sanity Roll** with a potential loss of 0/1d6 SAN.

This scene serves to shock the Investigators and tell them something is deeply wrong in the village. Of course, there is a chance the Investigators could stop the man before he harms himself, or even manage to save him after he has slit his throat. Should this occur there is little the man (whose name is Howard Enys) can tell them; he is thoroughly insane, spends much of his time raving about the sea calling to him, and will repeatedly try to kill himself.

SUGGESTED SCENE: THERE IS NO ESCAPE

This suggested scene should occur if the Investigators decide to try and leave Porthollow at any point. Whether on foot or in a car (or even in a boat by sea), the mist that surrounds Porthollow will disorient the Investigators and turn them back on themselves, preventing them from escaping.

Read or paraphrase the following:

“You travel along the only road leading out of Porthollow, the swirling fog quickly closing around you. You travel for what seems an indeterminate time in a strange milky-white bubble, the fog muting all sounds and reducing your vision to a few feet around you. Suddenly a sign appears ahead of you. It reads “You are now entering Porthollow, please drive carefully”. You realise with a shock that you have somehow turned back on yourself; you are back in the village.”

The first time this happens the Investigators should make a **Sanity Roll** with a potential loss of 0/1d2 SAN, due to the sheer strangeness of the event.

THE CURRENT STATE OF PORTHOLLOW

By the time the scenario begins the village has already been affected by the growing power of the Idol of R'lyeh. When the Investigators actually arrive in Porthollow, it will have been at least several days if not longer since the strange fog rolled in off the sea and engulfed the village.

The majority of the residents of Porthollow are now missing, swallowed up by the fog and transported to the Eternal Shore where they met a horrible end. Others have gone mad and either committed suicide or walked into the sea, talking about something calling them to the deeps.

The few people who remain in the village are deeply disturbed, having lost much of their sanity, and many are temporarily or even permanently insane. A small group of survivors have banded together in the local pub for protection (see *The Rumrunner Pub* for details of this group). The local vicar, Malcolm Eames, is hiding in the chapel on the hillside.

MAP OF PORTHOLLOW



A player version of this map is included on page 28

Most of the houses in the village are empty and abandoned. Some doors have been left open; in other houses plates of food sit abandoned when the diners wandered away to investigate the fog. One or two houses appear to have been hurriedly barricaded from the inside by residents who realised something strange was happening, and attempted to keep the fog out. In a few houses, there is grisly evidence of something breaking its way in and killing the inhabitants (the work of thrallled villagers).

Keepers are encouraged to let their Investigators explore Porthollow, and to play up the horror of finding houses empty and the people missing.

The entire village is filled with an unnatural fog which obscures vision beyond a few feet and makes everything seem dark and dim. It muffles sound and chills exposed flesh, and is not burned off by sunlight or moved by the sea breeze. Due to the presence of the fog, Investigators receive a bonus die to any opposed **Stealth** rolls they make, but also take a penalty die to any opposed **Spot Hidden** rolls while outside.

SLEEPING IN PORTHOLLOW

It is possible (in fact highly likely) that the Investigators will spend several days in Porthollow, and at some point they will need to sleep. Sleeping in the village, so near to the active idol, brings with it its own risks.

Any character (Investigator or NPC) who sleeps in Porthollow must make a **POW** check. If successful they experience strange, disturbing dreams (see Handout #9), but otherwise have a normal night's sleep. If they fail, then they experience terrifying nightmares that cause them to lose 1d2 SAN (details of these Nightmares can be found on Handout #10, but Keepers should feel free to invent their own as well).

AREAS OF PORTHOLLOW

To help Keepers, Porthollow has been divided into five separate areas. At any one time one of these areas will have slipped sideways into the strange otherworld of the Eternal Shore, and any Investigators who enter that area will find themselves in the mirror dimension.

When Investigators enter a new area of the village, Keepers can either roll to randomly determine where the entrance to the Eternal Shore is, or choose to have it move to an area as appropriate. Keepers are advised to let the Investigators explore the village a little before finding themselves in the Eternal Shore, to help build tension.

D10 Roll	Area Affected
1-2	The High Road
3-4	The Village Green
5-6	The Docks
7-8	The Hillside
9-10	The Farm

There is no warning when entering the Eternal Shore. One moment the buildings around the Investigators are normal (although empty and swathed in fog), and the next they are weed-choked ruins carved from ancient black stone. Finding their way out of the Eternal Shore is another thing entirely.

SUPERNATURAL INHABITANTS

The troglodytes that haunt the Eternal Shore are dangerous and deadly opponents. Worse still, they have the ability to turn their victims into twisted, inhuman thralls that seek to drag more victims into the interstitial dimension that is home to their masters.

While some Investigators might seek to kill all of the troglodytes and thrallled villagers in Porthollow, this is not the intention of this scenario; it is not a 'dungeon crawl'. The creatures are there to hound, scare and drive the Investigators forward.

Keepers are advised to keep encounters with troglodytes and thralls to a minimum, but to hint at their presence to enhance the Investigators terror. After all, the anticipation of something terrible lurking just out of sight is often more terrifying than actually encountering it.

Some ways to use the troglodytes and thralls include:

- Something moves past the Investigators in the fog, close enough for them to make out an inhumanly tall, angular silhouette.
- A too-tall figure stands at the end of the road, obscured by the fog. It lets out a series of strange clicks and croaks, before vanishing behind a building.
- Cruel laughter echoes from inside a building further down the street.
- If the Investigators are inside a building, they hear the sound of several people moving past outside. They cackle and laugh maniacally.

This is not to say the Investigators should never directly encounter troglodytes or thralls. If they are too noisy, seem to be spending too long in one area, or generally need a bit of a scare, these are excellent times for them to come face-to-face with some of these monsters.

THE ETERNAL SHORE

Entering the Eternal Shore is all too easy; if an Investigator enters the area of the village that is currently the entrance to the other dimension they will step from one reality to another before they even realise it.

When the Investigators first enter the Eternal Shore, read or paraphrase the following:

"You are suddenly aware of a growing pressure, similar to the feeling just before a thunderstorm. Something sweeps over you, causing goose pimples to spring up across your skin, and for the briefest of moments there is a nauseating feeling of translocation. The moment passes and everything is still once more. However, you are left with the deep-seated feeling that something very terrible has just happened."

Travelling the Eternal Shore is a dramatic and disturbing experience, and Keepers are advised to build up to it rather than having the Investigators stumble into it as soon as they enter Porthollow. Let them realise something is very wrong about the village, and perhaps even meet some of the disturbed inhabitants before they enter the Eternal Shore themselves.



The Eternal Shore is not kind to the human psyche. Due to the ever present fog, the strange surroundings and the inescapable feeling of 'alienness', any character who enters the strange realm for the first time must make a **Sanity Roll** with a potential loss of 0/1d4 SAN. Entering the Eternal Shore can also grant an understanding of the Mythos; characters entering the dimension for the first time also gain +2% to the **Cthulhu Mythos** skill.

While it is easy to enter the Eternal Shore, it is much harder to escape. To find their way back to the real world a character must make either a **Navigation** roll or an **Occult** roll. Success means they have found their way back to reality, whereas a failure means they are lost and must wander the foggy realm until they can get their bearings. Becoming lost is a harrowing experience, and any Investigators must make a **Sanity Roll** with a potential loss of 0/1d2 SAN.

The final, and greatest risk, of entering the Eternal Shore are the creatures that call it home. These gaunt, nightmare creatures are drawn to anyone who enters their home, and will stalk and kill any they find. The longer an Investigator spends in the Eternal Shore, the more likely they are to encounter a troglodyte or a group of thrallled villagers.

AREA 1: THE HIGH ROAD

The High Road is the name of the only road that links Porthollow to the outside road. It runs downhill towards the coast, with a number of picturesque houses along it. The only building of any particular interest in this area is the Village Shop.

The Village Shop

A small shop with a flat above it. The door to the shop swings open in the breeze, and inside it is eerily abandoned. The shelves are stocked with food, limited medical supplies, and various other household sundries. Keen eyed Investigators will possibly notice signs that someone has already taken food and other items from the shelves, and a **Tracking** roll will reveal tracks that lead Investigators in the direction of the survivors hiding in the Pub.

AREA 2: THE VILLAGE GREEN

The center of the village is arranged around a small green with various decorative flower beds and wooden benches. Now the fog fills the green, and swirls ominously around the houses. There are two buildings of note here; the Pub and the Village Hall.

The Rumrunner Pub

A large two-story building with a sign outside proclaiming it to be *The Rumrunner*. The front doors have been boarded up from the inside, and the side door is blocked with several items of heavy furniture. Inside are six survivors, who have so far managed to avoid attacks by the troglodytes and thrallled villagers.

Keepers are advised to guide their Investigators to the pub, or somehow otherwise encounter the survivors inside. Possible scenarios for this could include the Investigators making a lot of noise (for example, sounding a car horn or shouting), or if they encounter a group of thrallled villagers and end up running from them. In either scenario, Charles Douglas could appear and lead the Investigators to safety inside the pub.

The survivors are Charles Douglas, Jane Burroughs, Tim Murdoch and his wife Sally, and Louis Prachet and his teenage son James. Charles, Jane, Tim and Sally are locals, while Louis and James were holiday makers. They all made their way to the pub when the fog appeared. Charles, the landlord of the Rumrunner, is the nominal leader of the group. All of them are tired, scared, and quite traumatised by the events of the last few days. They are armed with a single shotgun (carried by Charles) and an array of bats, crowbars and other improvised weapons. While the survivors are all paranoid and scared, they can easily tell the Investigators are not thralled villagers, and will usher them into the safety of the pub.

If the Investigators encounter and befriend the survivors, the pub can form a useful safe haven while exploring the village and the survivors can also tell them a little of what has happened in the village from their perspective.

- They will describe how the fog suddenly appeared several days ago, rolling in off the sea and filling the village in a matter of minutes. People quickly became disoriented in the fog, and some people who ventured out into it failed to return.
- They are aware that a number of people congregated in the village hall when the fog first appeared. However, several hours later they heard screams coming from the hall, and haven't heard anything since. They have all been too scared to investigate.
- There was a seventh survivor, Tomas. He went to get help several days ago, intending to walk up the High Road towards Varyan. He never returned.

THE RUMRUNNER SURVIVORS

The Rumrunner survivors can be a great source of information and objectives for the Investigators. Keepers should try and make them feel like distinct individuals, with their own fears and concerns. All of them are tired, traumatised and have no real idea of what is going on in their village. Through sheer dumb luck none of them have been to the Eternal Shore yet, possibly because they've been hiding inside most of the time.

Charles Douglas

Charles is the leader of the group. Tough and dependable, Charles is driven by a desire to protect his friends.

Charles will remember Daniel and Andrea if asked. The pair came into the pub a few times over the last week. He is aware they were staying in one of the holiday cottages on the Hillside, and can even tell the Investigators which one.

While once he would have scoffed at ghost stories, the events of the last few days have changed Charles' outlook somewhat. He will tell the Investigators about seeing 'ghosts' in the fog, and that he believes they are something unnatural. He tries to keep such things secret from the other survivors, however, mostly to avoid a panic.

Jane Burroughs

Jane is a barwoman at the pub and thoroughly convinced there is a logical explanation for what is going on. She will talk about deep-sea fumes, runoff from a chemical plant up the coast, and other such things being the cause of the fog and the strange sights and noises.

If presented with irrefutable proof of the strange things happening in the village, or if she comes face-to-face with anything that would require a sanity check, Jane is likely to succumb to a period of Indefinite insanity.

Tim Murdoch

Tim is a local fisherman. Big, strong and quietly spoken, Tim has fought off a couple of 'crazies' (thralled villagers) since the fog appeared, although he hasn't told any of the other survivors that. Tim is a source of quiet strength for the group. He could be of use to the Investigators as he knows the coast around the village extremely well, and has even been inside the Caves as a teenager, although he didn't see anything of note.

Sally Murdoch

Sally is Tim's wife. She is deeply religious, and quite accepting of the idea that the fog and the strange creatures within it are supernatural in origin. She keeps her opinions to herself, mostly to spare Jane and Louis' feelings. However, she will gladly talk to the Investigators about her theories if they ask her.

Sally is deeply worried about the local vicar, Malcolm Eames, who is a good friend of hers. She saw him running towards his chapel when the fog first appeared, and if the Investigators suggest they are going to explore the rest of the village, Sally will ask them to keep an eye out for the vicar.

Louis Prachet

A holidaymaker from London, Louis and his son James became separated from Samatha, his wife, when the fog appeared. Louis is now at his wit's end, and only keeps himself together thanks to the presence of the other survivors and for the sake of his son.

If the Investigators suggest they are going to explore the rest of the village Louis will beg them to look for Samantha, telling them to look in the cottage they were renting as he believes that's where she would have gone.

Louis can also tell the Investigators that he met Daniel and Andrea several times; their cottage was next door to his. He will comment that they seemed like a nice couple, and that they kept going for walks along the cliffs to the south of the village.

James Prachet

Louis' son, James is 13 and deeply traumatised by the disappearance of his mother and the strange events.

James has developed an acute fear of strangers, and so the Investigators will need to make a successful **Persuade** or **Psychoanalysis** roll to convince him to talk to them. Otherwise he will hide in a corner of the pub, or huddle behind his father.

If the Investigators manage to talk to James, he will quietly tell them (out of earshot of his father) that he saw his mother's face at the window of the pub one night, although it didn't quite look like her either. The experience has left him convinced his mother is dead, although he doesn't want to tell his father that.

The Village Hall

The hall is an old 18th century building that once served as the center of the village. When Andrea first awoke the idol and the fog swept into Porthollow, a large number of villagers congregated at the village hall. As the fog filled the building, troglodytes slaughtered a great many of those inside, and dragged the others away into the Eternal Shore. Now the inside of the building is a darkened charnel house, filled with mutilated bodies and pools of dried blood. Investigators who come across the horrific scene in the village hall must make a **Sanity Roll** with a potential loss of 1/1d4+1 SAN.

The village hall is an ideal area for Investigators to encounter several thrall'd villagers, if they have not already done so.

AREA 3: THE DOCKS

The area around the docks is occupied by a few residences but also several large boat sheds, a souvenir shop, and two jetties at the water's edge.

Boat Sheds

These large wooden buildings are used by local fishermen to store supplies and equipment. One of them is also refrigerated and used to store fish ready for shipping inland. Now they are empty, the only sounds are the gentle clink of swinging chain-hoists and the steady drip of moisture.

A troglodyte lurks in the sheds, and will ambush the Investigators should they venture inside. Due to the gloom inside the shed, the troglodyte's first attack will be a surprise unless the Investigators pass a Hard **Spot Hidden** roll.

Souvenir Shop

This small shop once sold souvenirs to tourists. Now the inside of the shop is a chaotic mess, having been destroyed by the owner in a fit of madness. The owner, Kenneth Teague, has been driven violently insane by a close encounter with a troglodyte and now hides in his shop, armed with a cleaver.

If the Investigators enter the shop then Kenneth will attack them, leaping out of the shadows with a wild yell. Kenneth is completely insane; even if the Investigators manage to disarm him, he raves about shapes in the mist and tries to harm himself and others.

Investigators who spend time searching the souvenir shop can find a map of the **Caves**, which may prove handy later (give the Investigators Handout #11).

Jetties

There are two substantial concrete jetties that jut out from the beach into the sea, intended for use by the half-dozen fishing vessels that belong to the village. Now the jetties are empty, apart from a small dinghy and the half-sunken wreckage of one of the boats.

Unbeknownst to the Investigators, the various fishing boats have been taken by surviving villagers and piloted out to sea, where they vanished into the fog and met a variety of unpleasant ends.

The wrecked boat, which is almost completely submerged in the sea, was sunk after a troglodyte got on board as the crew attempted to cast off. In the ensuing panic and confusion someone dropped a flare into the engine compartment, resulting in an explosion that scuttled the boat and killed the crew.

The dinghy is a small open-topped rowboat. It could be used in an attempt to row out to sea, but this would just result in the Investigators being turned around in the fog and ending up back in Porthollow. A better use could be to investigate the sea caves up the coast, which are an alternate route into the **Caves**.

AREA 4: THE HILLSIDE

The Hillside is a gently sweeping hill that leads down to the water's edge. The majority of the village's houses are located here, now mostly empty or home only to corpses. At the top of the hill are six holiday cottages that see regular use during the summer months, one of which was rented by Daniel and Andrea. A small chapel also sits on the hillside, overlooking the docks.

The Chapel of St. Andrew

This small 17th century Anglican chapel is named for Saint Andrew, patron of fishermen. As the Investigators approach they will notice that the stained glass windows are brightly lit from within, something that may catch their attention from some distance despite the fog.

The chapel is occupied by the local vicar, Malcolm Eames. Caught outside when the fog first appeared, Malcolm was drawn into the Eternal Shore but managed to find his way back out. However, the experience has left deeply disturbed and terrified of the fog ever since. As a result Malcolm keeps the chapel well-lit at all times, with all the electric lights turned on, and lots of candles as well. He has barricaded himself inside, but could be convinced with a successful **Persuade**, **Charm**, or **Intimidate** roll to let the Investigators in.

Malcolm hasn't slept in several days; compelled by his fear of the dark to keep an eye on all the candles in case they are extinguished. As such he is a nervous wreck, and makes very little sense if the players talk to him.

The vicar can tell the Investigators a few useful snippets:

- Malcolm knows the legend of Porthollow quite well. Pete Harbottle actually helped pay for some of the construction of the chapel. Various notes in the chapel's archives recount the story of the pirate massacre (if the players have not already heard the story of the Legend of the Porthollow Treasure, this can be an opportunity to give them Handout #4).
- Malcolm met Daniel and Andrea once or twice. They asked him about the legend of Porthollow and the caves. He can point the Investigators in the direction of their holiday cottage.

SUGGESTED SCENE: BELLS IN THE DARK

This scene can play out if the Investigators are exploring the Hillside area and the Keeper wants to give them a scare or a run for their money.

As the Investigators are walking down the fog-filled streets, or possibly exploring an empty house, the power to the Hillside area suddenly goes out, plunging the houses and streets into darkness. The exact reason why is down to the Keeper; did the troglodytes cut the power? Or is it an effect of the increasing power of the idol? Regardless, the effect is the same: with the thick fog the area is now very dark.

Moments later the Investigators hear the sound of the bells in the chapel ringing out in a constant frenzied peel. This is due to Malcolm Eames becoming panicked by the sudden darkness; he is now frantically ringing the chapel bells in an attempt to ward off the darkness (sadly for Malcolm, the powers of the mythos care little for bells). This has the side effect of summoning almost a dozen thrallled villagers and two troglodytes to investigate, making being in the Hillside area suddenly very dangerous.

The bells will continue to ring for almost 15 minutes until they abruptly stop. A drawn out scream can be heard from the chapel as the troglodytes finally break down the doors and gruesomely butcher the terrified Malcolm.

Being on the streets or venturing outside for several hours after the bells stop ringing will risk running into a pack of thrallled villagers, or even a troglodyte.

Keepers may wish to ask the Investigators to make a **Stealth** roll to see if they can evade the hostile creatures in the area. Failing this roll will result in some thrallled villagers, or possibly a troglodyte, coming to investigate. This could subsequently turn into a chase scene as the Investigators attempt to flee.

The Prachet's Cottage

The cottage rented by Louis and Samantha Prachet and their son James is next door to the cottage rented by Daniel and Andrea. It is a simple two bedroom bungalow, identical to the other five holiday cottages at the top of the hill. When the Investigators arrive, the door is open and a bloody handprint is clearly visible on the doorframe.

When the fog first appeared in Porthollow Louis and James managed to make it to the safety of the pub, where they remain now. Samatha, however, was pulled into the Eternal Shore and there encountered a troglodyte, which turned her into a thrall. Samatha has since roamed the village, occasionally returning to the cottage and even peering through the windows of the pub. She is thoroughly insane and is covered in blood, having murdered several other villagers over the last few days.

If the Investigators have spoken to Louis and been asked to find Samatha, they may come to the cottage looking for her. Samatha spends her time pacing around the living room, clutching her head and raving about the sea and her masters that wait for her in the mist. She appears deeply distressed, but is also highly dangerous and will attack the Investigators without pause if she notices them.

If the Investigators somehow manage to subdue Samatha, there is something obviously deeply wrong with her. Her eyes are disturbingly far apart, and her mouth is inhumanly wide; she only barely resembles the photo Louis may have shown the Investigators. As a thrall, Samatha is completely and irreversibly insane, and lives only to serve her new inhuman masters.

Keepers should use the stats for a Thrallled Villager for Samatha.

Daniel's Cottage

The cottage rented by Daniel and Andrea looks identical to the other five at the top of the hill. The small two bedroom bungalow was used by the pair as their base of operations as they made daily trips to the caves to search for the hidden tunnels.

The Investigators can discover the address for this cottage if they searched Daniel's flat in Cambridge. Alternatively if they talk to the survivors hiding in the pub about Daniel and Andrea they can be directed to the cottage.

The cottage is empty, but there are suitcases and clothes strewn around hinting that Daniel and Andrea were here recently (at least, until the fog arrived).

Searching the cottage will turn up several items left behind by Daniel and Andrea:

- A tourist map of the caves (give the Investigators Handout #11)
- The remains of a pack of industrial-grade glow sticks (4 sticks in all)
- Andrea's journal, hidden in her suitcase (see below)

Andrea's Journal

Andrea's journal records her worship of Cthulhu over several years, and is at times a harrowing read. However, it is also very useful to the Investigators, giving them vital context for what is happening in Porthollow, and also tells them how to deactivate the idol.

The journal functions like a Mythos Tome (see below for its stats). An initial reading can be performed in an hour, giving the Investigators enough information to understand Andrea's quest and the basic nature of the Idol of R'lyeh. If the Investigators take the time to read the journal, give them Handout #12. Remember that after an initial reading the Investigator will lose the indicated Sanity, and also gain some **Cthulhu Mythos**.

ANDREA'S JOURNAL

Sanity Loss: 1d4

Cthulhu Mythos: +1/+3

Mythos Rating: 10

Study: 1 week

Spells: *Contact the Great Sleeper* (Contact Deity: Cthulhu)

AREA 5: THE FARM

Located at the southern edge of the village, this area contains a single large farmyard with its accompanying buildings. Of note in this area is the farmyard itself, and also the footpath that leads towards the landward entrance to the Caves.

The Farmyard

A large farmyard enclosed by an old dry stone wall. Inside is a large farmhouse, a smaller cottage, two small storage sheds and a single large barn used to house cattle.

The farmhouse and cottage are empty; the residents have vanished into the fog. A meal is laid out on the table in the cottage, ready to eat but long since gone cold.

In the cattle barn a dozen cows that were kept here now lay dead, slaughtered by thrallled villagers. Loops of entrails spill across the floor, and blood and gore are splattered up the walls. Investigators who enter the cattle barn and witness this macabre scene must make a **Sanity Roll** with a potential loss of 0/1d2 SAN.

Footpath to the Caves

At the south-east edge of the village is a footpath that leads up the hill, towards the cliffs to the south. At the entrance to the footpath is a small information plaque:

"Footpath to historic smuggler's caves. In the 17th century smugglers and rum-runners used the sea caves to the south of Porthollow to hide their wares. This footpath leads past the entrance to the caves. Please note, the caves are dangerous, and access is forbidden to the general public."

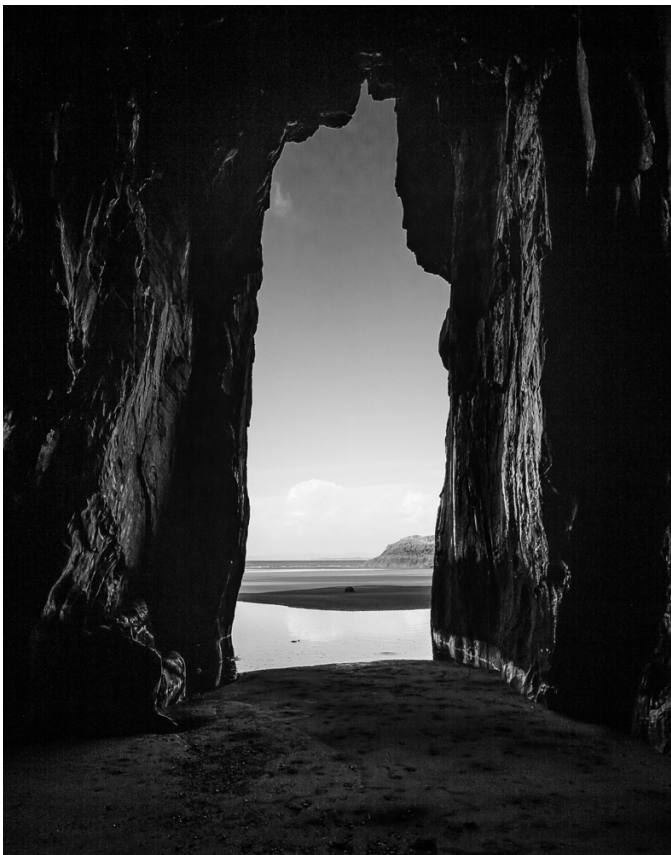
The footpath leads uphill for about half a mile to the landward entrance to the caves. At the mouth of the caves another sign warns of the danger inside, and a set of wooden barricades ostensibly blocks the entrance. It is quite easy to climb over them, however. This leads to the **Caves**.

THE CAVES

The caves are a rambling series of interconnected tunnels that run throughout the cliffs and down to a large sea cave at the foot of the cliffs. For several decades the caves have been closed off, visited only by local teenagers for somewhere to drink and relax (signs of which can be noticed by keen-eyed Investigators). More recently Daniel and Andrea came here every day for several days, looking for the entrance to the tunnels. After working out the secret of the McGuffry Map, they managed to open the door to the tunnels and venture within.

Now the caves are empty, although their proximity to the idol and its growing power means they sit at the cusp of the Eternal Shore. Unlike the rest of Porthollow, the Caves are free of the clinging fog. However, shadows move at the edge of the Investigator's vision, the walls occasionally seem to transmute from pale limestone to dark green stone worked with strange runes, and ethereal whispers can be heard echoing from side-tunnels. Due to these effects, travelling through the tunnels is a disorientating and unsettling experience. When the Investigators enter the Caves for the first time, they must make a **Sanity Roll** with a potential loss of 0/1d2 SAN.

The caves are completely dark, and so Investigators will need some kind of light source to navigate by. They are also winding and complex, so unless they have a map (which can be found in either Daniel's cottage in the village, the Souvenir shop, or online) then Investigators will need to make **Navigation** rolls to avoid getting lost.



The bulk of the caves are a series of small, winding tunnels through the limestone cliffs that sometimes terminate in small dead-ends. Here and there are signs of the various attempts to uncover the fabled treasure; old blast marks, discarded rust-covered tools, and caved-in exploration tunnels.

The entrance to Harbottle's Tunnels is actually hidden in the lowest area of the caves, in a large sea cave. Here the Investigators will notice a number of recently burned-out glowsticks scattered around (left by Daniel and Andrea) and a number of strange symbols carved into the rocky walls.

The symbols were cut into the limestone centuries ago by Pete Harbottle and his crew. Most of them are red herrings, positioned around the room to confuse would-be treasure hunters. The symbol that marks the entrance to the hidden tunnels is written on the McGuffry map in invisible ink (and also copied into Andrea's Journal). Without knowing the correct symbol, the Investigators will have to succeed an Extreme **Spot Hidden** roll in order to notice that two of the symbols are repeated; these are the genuine symbols. Of the two, the one nearest the waterline (and below the water at high tide) marks the hidden door.

Opening the hidden door is simple enough; it is a section of the cave wall cunningly counterweighted so as to be pushed open with minimal force (you just have to know where to push it). It is important to note that due to the pressure of the seawater, the door will only open at low tide.

Once opened, the door swings inwards to reveal a dark passageway leading into **Harbottle's Tunnels**.

HARBOTTLE'S TUNNELS

The Tunnels are where Harbottle and his men would hide the ill-gotten gains from their pirate activities. Although they began as natural caverns, rooms within show the hallmarks of careful labour to cut them into more habitable areas. However, time has taken its toll, and the rooms are now damp, cold and filled with dripping water.

The tunnels are just as dark as the rest of the caves, however Daniel and Andrea left dozens of industrial-grade glow sticks scattered around, which still shed a pale green light. Enough to see by, if not in great detail. These can also be used to navigate by sensible Investigators.

The tunnels are not expansive, as such the individual rooms are listed below.

DECREASING DIFFICULTY

Harbottle and his crew rigged the hidden tunnels with a number of deadly traps, to protect their treasure from thieves. While one of the traps is disarmed, the other two remain in place.

The traps in the tunnels have been added to provide players with some environmental hazards to contend with, rather than supernatural ones, and also because the trope of boobytrapped pirate tunnels is a good one. However, losing a character to a bad skill check can be disappointing, so Keepers may wish to choose to have the remaining traps (the Hallway and the Deadfall) either disarmed by either Reddington or Daniel and Andrea, or to have simply fallen apart in the 300-odd years since they were built.

Entrance

Upon entering the tunnels the Investigators will almost immediately discover a withered half-mummified corpse sitting against the wall inside the door; the mortal remains of Reddington Walton-Brown.

It is quite obvious from a casual examination that the body has been here for decades and that the highly saline atmosphere inside the caves has somewhat preserved the body. It belongs to a man, that much is evident, and checking his wallet (still in his pocket) reveals the driver's license of Reddington Walton-Brown. A large backpack sits next to him, and the corpse holds a piece of paper in its withered hands. Due to the age of the corpse, no Sanity roll is required for finding it unless Keepers are feeling particularly sadistic.

A successful **Medicine** roll will confirm the corpse is almost 40 years old, and doesn't seem to have any injuries on it; Reddington most likely died of some kind of overdose or poison (in fact he killed himself with an overdose of barbiturates and whiskey, which he had with him).

If the Investigators take the piece of paper give them Handout #13. This note reveals what Reddington found deeper in the tunnels, and why he decided to kill himself.

In Reddington's backpack are some tools, a length of rope, some mouldy rations, eight sticks of dynamite, a blasting cap, a reel of wire and a detonator. Despite their age, the dynamite and blasting cap are still usable.

The door to the tunnels can be easily closed and opened from inside, meaning the players can seal it behind them to keep out any sea water.

Trapped Hallway

This wide room is actually a boobytrap; a broad section of the center of the room is a deep pitfall filled with sharpened wooden stakes, hidden by a thin layer of fragile slate tiles. Anyone setting foot in the center of the room will fall through, onto the spikes. The way to cross the room is by staying close to either wall, where the floor is stable in a foot-wide path.

Daniel and Andrea, in possession of the McGuffry Map, successfully navigated this room, but left no indication of how they did so. When the Investigators enter the room they should make a **Spot Hidden** roll; if successful then they notice that the center of the room seems oddly smooth in their torchlight. If they pass the test with a Hard degree of success (equal to or below half their skill) then the Keeper should tell them outright they can see the room is a trap.

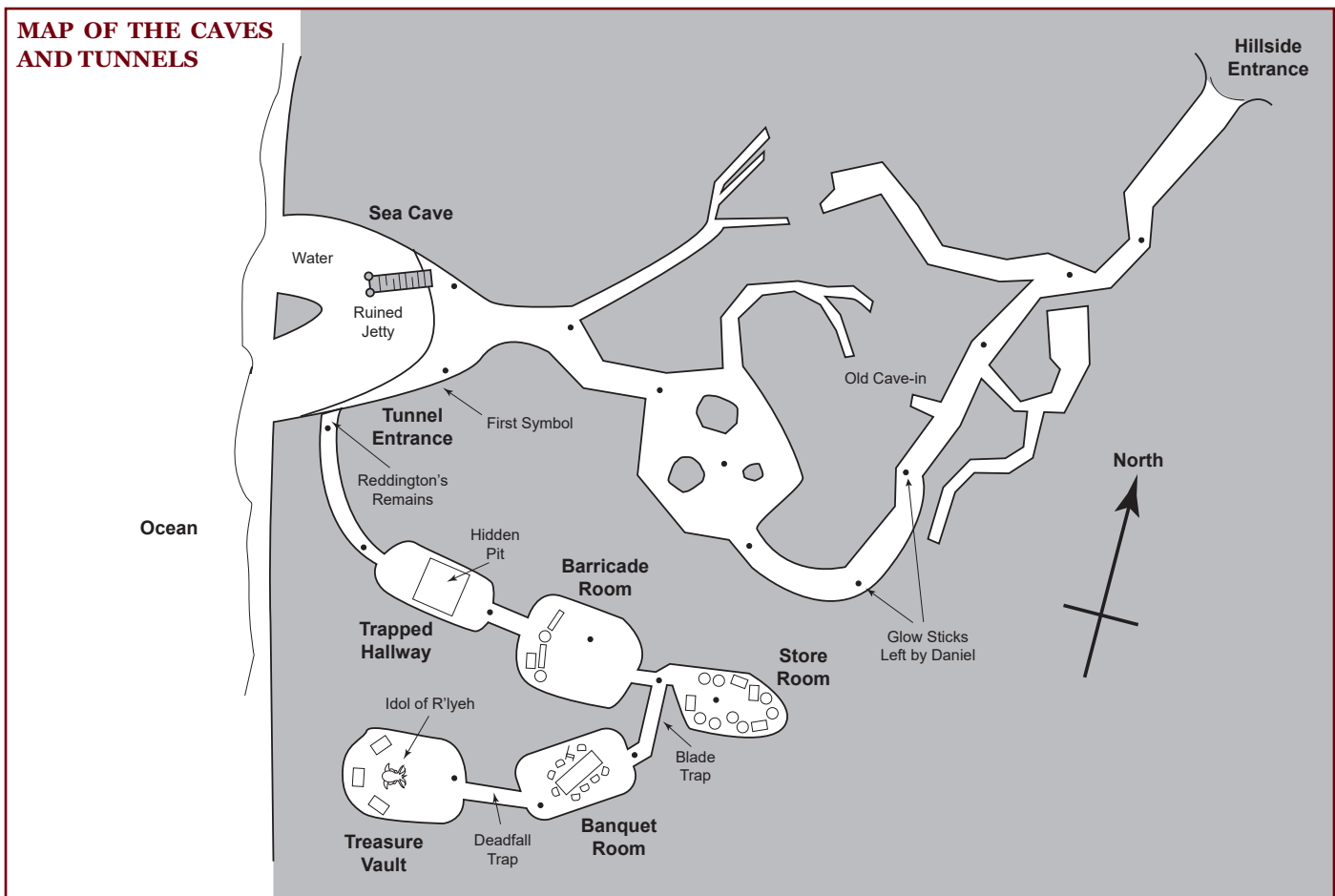
If an Investigator does fall through the floor, they plummet onto the spikes. They must pass a **Dodge** roll to avoid hitting the spikes; if they pass they take 1d4 damage from the fall. Failing the roll means they have also been impaled on a spike, taking 1d6 damage instead.

Keepers may wish to keep careful track of who is walking into the room first, and have the character in the lead fall into the trap, rather than send the entire party into the trap at the same time.

Barricade Room

This room is dominated by a large wooden palisade, built by Harbottle's men in case they ever needed to defend the caves. Atop the palisade, pointing at the Investigators as they enter, is a small 'demi-culverin' cannon, now rusted and useless.

MAP OF THE CAVES AND TUNNELS



Apart from a few old barrels, coils of rotten rope and the palisade, this room is empty and uninteresting. A few glow sticks show that Daniel and Andrea passed through, heading deeper into the tunnels.

Store Room

This small room is filled with stacks of ancient wooden boxes and barrels. Once they were filled with water, beer, rum and salted meat, but now they only contain dust and age-shrivelled remnants.

Daniel is hiding in this room, half-mad and terrified out of his wits by his encounter with the Idol of R'lyeh. He has enough sense left to him, however, to recognise the Investigators as potential allies and will cautiously approach them once he detects their presence (either by noticing their flashlights, or overhearing them if they are not trying to be stealthy).

Talking to Daniel is difficult; he has been left severely traumatised by the events of the last few days and is desperate for the Investigators to get him away from the Idol of R'lyeh. He talks repeatedly about the 'gold statue' and the visions it showed him (visions of R'lyeh, which he finds almost impossible to articulate, stuttering about impossible angles, water, and green light).

Daniel has the McGuffry map with him, as well as a backpack with a few pieces of caving equipment. He is extremely very keen to leave the tunnels; he has not done so so far as he's been too afraid, but with the Investigators present he feels reassured and will attempt to cajole them into leaving, almost to the point of tears. If the Investigators refuse to leave the caves, Daniel will either stay with them or retreat back into the store room to hide again.

Blade Trap

This trap lies in the corridor between the barricade room and the banquet room. A pair of horizontal grooves in the walls conceal a pair of large scythes, rigged to sweep out if a tripwire is broken.

Luckily for the Investigators, the trap was disarmed by Reddington when he first entered the tunnels in 1976. Now the two scythes are safely jammed in their grooves with wooden pegs, and the tripwire is safely clipped. However, the mechanism is still sprung, and removing either of the pegs will cause the blade to swing out, inflicting 1d6 damage on anyone in its way.

Banquet Room

This room is where Harbottle and his men would carouse and make merry after a successful raid. A long room, it is dominated by a large wooden banquet table and a dozen mismatched chairs. At the head of the table is a particularly elaborate chair, stolen from some lord's manor. Hung around the room are several mildew-covered and age-tattered flags, taken from various ships the pirates raided.

The room is much as it was left the night of the massacre over 300 years ago. The table is heaped with coins, jewels and plates once filled with food. Sprawled on the chairs, on the floor, and around the room are the withered remains of Harbottle's crew, impaled on each other's cutlasses or riddled with pistol shot. Harbottle himself is still in his chair at the head of the table, several daggers still lodged in his ribcage.

Unfortunately for the Investigators, these ancient remains are not as lifeless as they might seem. Through her growing connection to the idol, Andrea has infused the skeletons of Captain Harbottle and some of his crew with power; now they lie in wait for anyone who might disturb their mistress.



Stats for Harbottle and his crewmates can be found in the NPCs chapter. They will animate when the Investigators move towards the corridor leading to the treasure room. Until then they lie still and lifeless, indistinguishable from the other age-browned skeletons in the room.

Keepers are advised to be cautious with the number of skeletons they use in this encounter. Due to their ability to ignore damage, these skeletons can prove to be a difficult opponent for most groups of Investigators; two skeletons can easily provide a challenge for up to four Investigators. More skeletons can be added if a group contains characters with decent combat skills.

Deadfall Trap

This trap guards the corridor between the banquet room and the treasure vault. Two tripwires, one at either end of the corridor, run up to an ancient net filled with heavy rocks in the ceiling. Tripping either wire will cause the rocks to rain down into the corridor, bludgeoning anyone unlucky to be underneath.

Daniel and Andrea, and Reddington before them, avoided this trap by stepping over the wires, but the trap is still very much armed. When the players enter the corridor they should make a **Spot Hidden** roll; a success allows them to notice the tripwires. Failing the roll means the Investigator has trodden on one of the wires, triggering the trap! If this happens, anyone in the corridor takes 2d4 damage from the falling rocks.

Treasure Vault

This room is where Harbottle's crew kept their most prized treasures. Positioned around the room are three large wooden chests filled with Spanish doubloons, gemstones, pearls and tattered bolts of silk.

In the center of the room stands the Idol of R'lyeh, gleaming in the light of several large electric lanterns set up by Andrea. Now Andrea has fed a significant amount of magic points to the idol it glows with its own eldritch power, casting a sickening green light over the chamber. The nascent portal to R'lyeh flickers in the air before the idol, like a heat-haze.

Andrea is in this room, and has been for several days. She has spent her time slowly feeding her magic points into the idol and resting for short periods to recover before continuing. She will not be pleased to be disturbed so close to awakening the idol, and will attack the Investigators as soon as she realises she is not alone.

SUGGESTED SCENE: CONFRONTING ANDREA

This scene can play out when the Investigators enter the Treasure Vault, possibly as part of the Disrupt the Ritual ending (see ‘Endings, Good and Bad’ below).

By entering the Treasure Vault the Investigators will come face-to-face with Andrea in the midst of transferring the last few magic points into the Idol of R’lyeh. As soon as Andrea realises she is not alone in the caves, she will turn on the Investigators and attempt to kill them.

Read or paraphrase the following:

“You step out of the narrow passageway into a large cavern. The ceiling is high and covered in stalactites, and the sound of dripping of moisture is everywhere. At the back of the cave are three ancient water-warped chests, overflowing with gold and gems, sparkling in the light of several large electric lanterns. In front of you, at the center of the chamber, is a large golden statue, standing eight feet tall and carved in the likeness of an awful octopoid monstrosity with great bat wings and terrible grasping claws.

THE IDOL OF R’LYEH

Awakening the idol requires a successful **POW** roll, at which point it will begin to draw in Magic Points from nearby willing characters. As the idol slowly draws in Magic Points, the link between the local area and R’lyeh will begin to form. Once the idol has absorbed a total of 50 Magic Points the link is fully established and a great shimmering tear in reality appears in before the idol, with the cold basalt halls of R’lyeh visible beyond. Anyone stepping through this tear will find themselves at the heart of the ancient city of Cthulhu, deep under the Pacific Ocean.

Andrea has already spent an indeterminate amount of time feeding Magic Points into the Idol. When the Investigators arrive in the Treasure Vault, the idol should be considered to have about 45 Magic Points invested into it, requiring only 5 more to open the portal to R’lyeh. The mostly-formed portal hangs in the air in front of the idol. Through it the Investigators can see the impossible towers of R’lyeh, and potentially the nightmarish figure of a Star Spawn, waiting for the portal to open. Due to this, looking too closely at the portal requires a **Sanity Roll** with a potential loss of 1d4/1d10 SAN.

Deactivating the idol once it is active requires a successful **POW** roll, and the expenditure of 5 Magic Points. This will immediately dispel the portal to R’lyeh, and all Magic Points in the idol will slowly drain away. If the idol is not deactivated the portal will not open, but at the same time the strange effects will not be dispelled either (including the fog).

Destroying the idol is possible, but difficult. While it is made from gold, the arcane method of its construction by Cthulhu and his kin has given it surprising durability. With the right tools and enough determination the Investigators could break it open, at which point a number of strange, viscous things will fall out of the interior of the idol, only to evaporate like morning dew. Destroying the idol in this manner will instantly dispel the portal.

Stood in front of the statue, bathed in an otherworldly green radiance that seems to shine from within the golden idol, is a short woman, her eyes closed in concentration, her arms spread and a frown of effort on her face. Between her and the statue a rippling heat-haze swims in the air, and through it you think you can see glimpses of strange, impossible structures.

Hearing your footsteps, the woman opens her eyes and turns, a snarl twisting her otherwise pretty face.

“Interlopers,” she hisses, “your blood will sanctify this hallowed ritual!” She reaches towards you, and begins to make arcane gestures in the air.”

Andrea’s preferred combat tactics are to use her magic; specifically the *Dominate* spell (using it to command an Investigator to attack one of the others) and *Breath of the Deep*. If things look like they’re going against her, she will use the spell *Create Mist of R’lyeh* to create cover in which to try and escape.

If the Keeper wants to make things harder for the players, they could treat Andrea as having already cast her *Flesh Ward* spell before combat begins, giving her 12 points of armour (see the spell description for details) but reducing her magic points by 3.

Due to her sustained transfer of magic points into the Idol of R’lyeh, Andrea will have less than her full allowance of magic points when the combat begins. She can still cast spells using her hit points instead, of course.

ENDINGS, GOOD AND BAD

There are numerous ways this scenario can end, but by-and-large there are two main outcomes those endings will result in.

THE RITUAL IS STOPPED AND THE IDOL IS DEACTIVATED

Stopping Andrea from completing her ritual and using the Idol of R’lyeh is the primary goal of this scenario.

The simplest method of doing this is by killing Andrea before she feeds the final magic points into the idol, however Andrea will not go quietly and will fight back with her spells.

Certain spells could also be used to disrupt the ritual. Inscribing an Elder Sign onto the idol would nullify its power and prevent it from working. Any spells that create an area safe from magic, or which create magical barriers (such as *Barrier of Naach-Tith*), could also be used to stop the idol’s influence from affecting anything outside that barrier (or inside it, if the Investigators shelter inside such a barrier). Containing the idol in such a manner would result in a similar ending to ‘The Ritual is Completed’, except the more devastating effects would be contained.

A more brute-force way to accomplish this ending would be if the players use the dynamite in Reddington’s pack to destroy the Treasure Vault and Andrea with it. But what would happen to the tunnels? Would the blast trigger a cave-in? Would the Investigators see something terrible as the cliffs collapse and the idol is destroyed?

With Andrea dead the idol can be deactivated by the Investigators, at which point the Fog will slowly dissipate and drift back out to sea. However, anyone taken by the fog will never return, and the thrallled villagers will also vanish without a trace. How do the Investigators explain what happened to the authorities? Do they even stick around to wait for them?

THE RITUAL IS COMPLETED

Of course, one potential ending for the scenario is that the Investigators fail to stop Andrea completing the ritual. When they arrive at the tunnels Andrea has only a few magic points left to feed to the idol; if the Investigators take too long to get to the Treasure Vault then Keepers may decide that time has run out. Before ending the scenario in this manner Keepers should indicate to their players that they are taking too long and something bad is about to happen, but if they continue to drag their feet then they've asked for it!

Another reason this ending might occur is if the Investigators are persuaded by Daniel to flee the caves to somewhere 'safe' such as the pub, or if they decide to hide of their own volition.

This ending can also occur because all of the Investigators are dead. Possibly they fall in the final combat with Andrea, or with the skeletons of Harbottle and his crew. If so, this ending can serve as a cathartic 'cutscene' that Keepers can describe as a result of their failure.

With the culmination of the ritual, the portal opens in front of the idol and Andrea steps through, into R'lyeh. At the same time, something steps **out** of the portal; a Star Spawn. This creature, freed from Sunken R'lyeh after millenia, will take the opportunity to feed on the tasty morsels available in the village before striding down to the sea and vanishing beneath the waves. If the Investigators are hiding in the village, this ending can be played out as a sanity-draining 'close call', as they witness the leviathan bulk of the star spawn smash its way out of the caves and rampage through the village. Or it could be used as a dramatic way to kill off the party, should the Keeper so desire!

The result of this ending is Porthollow is effectively destroyed. The authorities will write it off as a natural disaster; possibly a catastrophic flood or unexplainable tsunami.

REWARDS AND REPERCUSSIONS

If the Investigators successfully return Daniel to his brother safe and sound then Steven will offer them a reward, enough to increase their **Credit Rating** by +1d6. If Daniel dies then Steven is heartbroken and, while thankful for their efforts, will not pay the Investigators.

If the Investigators manage to retrieve the McGuffry Map and return it to Ndidi, she will offer them each a reward in the form of a rare book from her collection. The books will increase one skill from the following list by +1d6 percentiles: **Archeology, History, Occult.**

If the Investigators take any of the pirate treasure from the tunnels it could be used to increase their Credit Rating, depending on how much they managed to take. But what of the treasure? What other dark and sinister items lie among the doubloons and gems? This could be used as plot hooks for future scenarios, if the Keeper so wishes.

And what of Reddington? Do the Investigators tell Zachary what befell his partner? If so, the kindly historian will certainly owe them a favour in the future.

In addition, the following Sanity increases/decreases may occur depending on what happened during the scenario:

Saving Daniel	+1d6 SAN
Stopping Andrea activating the Idol	+1d6 SAN
Failing to stop Andrea activating the Idol	-1d6 SAN



NPCS

STEVEN KINKAID

Kindly Brother

STR 40 CON 50 SIZ 60 DEX 50 INT 80
APP 50 POW 60 EDU 70 SAN 60 HP 11
DB: None Build: 0 Move: 7 MP: 12

Attacks per round: 1

No attacks above base

Skills: Art/Craft (Literature) 60%, Computer Use 60%, History 50%, Library Use 50%, Natural World 40%, Language (French) 50%, Language (English) 70%, Psychology 40%

NDIDI UDOKA

Concerned Curator

STR 50 CON 50 SIZ 70 DEX 50 INT 60
APP 60 POW 50 EDU 80 SAN 50 HP 12
DB: None Build: 0 Move: 7 MP: 10

Attacks per round: 1

No attacks above base

Skills: Appraise 70%, Art/Craft (Photography) 50%, Charm 50%, History 60%, Library Use 50%, Language (Latin) 60%, Persuade 40%, Spot Hidden 40%

ZACHARY WESTLAND

Retired Historian

STR 45 CON 40 SIZ 60 DEX 40 INT 70
APP 50 POW 60 EDU 85 SAN 60 HP 10
DB: None Build: 0 Move: 7 MP: 12

Attacks per round: 1

No attacks above base

Skills: Art/Craft (Drawing) 50%, History 70%, Library Use 60%, Language (Latin) 50%, Language (Spanish) 50%, Occult 60%, Persuade 40%, Spot Hidden 40%

PORTHOLLOW SURVIVORS

Shell-shocked Villagers

These statistics can be used for the various survivors hiding in Porthollow. Keepers should feel free to alter the stats and skills below for each individual as required.

STR 65 CON 70 SIZ 65 DEX 60 INT 50
APP 50 POW 50 EDU 50 SAN 44 HP 13
DB: +1d4 Build: 1 Move: 8 MP: 10

Attacks per round: 1

Club 25% (12/5), damage 1D8 + damage bonus

12-gauge Shotgun (2B) 50% (25/10), damage 4d6/2d6/1d6, range 10/20/50 yards

Dodge 30% (15/6)

Skills: Art/Craft (Fishing) 70%, Drive Auto 60%, Persuade 50%, Mechanical Repair 50%, Natural World 40%, Operate Heavy Machinery 40%, Pilot (Boat) 60%

ANDREA FUCHARD

Maniacal Sorceress

STR 50 CON 50 SIZ 50 DEX 60 INT 60
APP 70 POW 80 EDU 70 SAN 0 HP 10
DB: 0 Build: 0 Move: 8 MP: 16

Attacks per round: 1

Dagger 40% (20/8), damage 1D4 + 2 + damage bonus

Dodge 30% (15/6)

Skills: Charm 60%, Cthulhu Mythos 30%, History 50%, Persuade 60%, Occult 70%, Psychology 60%, Spot Hidden 50%, Stealth 50%

Spells: Breath of the Deep, Contact Deity: Cthulhu, Create Mist of R'lyeh, Dominate, Flesh Ward

DANIEL KINKAID

Reformed Burglar

STR 60 CON 60 SIZ 70 DEX 70 INT 70
APP 50 POW 40 EDU 55 SAN 32 HP 13
DB: +1d4 Build: 1 Move: 8 MP: 8

Attacks per round: 1

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

Dodge 35% (17/7)

Skills: Appraise 50%, Fast Talk 50%, Locksmith 70%, Mechanical Repair 40%, Psychology 40%, Sleight of Hand 50%, Spot Hidden 60%, Stealth 60%

KENNETH TEAGUE

Homicidal Madman

STR 70 CON 60 SIZ 80 DEX 40 INT 50
APP 30 POW 20 EDU 40 SAN 0 HP 14
DB: +1d4 Build: 1 Move: 7 MP: 8

Attacks per round: 1

Cleaver 25% (12/5), damage 1D6 + 1 + damage bonus

Dodge 20% (10/2)

Skills: Intimidate 40%, Listen 30%, Spot Hidden 50%, Stealth 40%

THRALLED VILLAGERS

Murderous Puppets

The troglodytes of the Eternal Shore possess the ability to somehow change their victims, twisting them both physically and mentally into willing servants. These thralls stalk the foggy streets of Porthollow, hunting survivors to drag back to their masters.

While they seem human from a distance, up close it is obvious there is something wrong with thralls. Their body proportions seem off; one arm might be too long, or one leg resulting in a strange gait. Others have their eyes too far apart, or one higher than another. Some have unsettlingly wide mouths, filled with distorted teeth.

Thralls can talk, and even seem to possess the memories of who they once were, but all they exist for now is to find more prey for their masters. They cackle nonsensically about the sea, the mist, and their desire for bloodshed. Thralls carry improvised weapons such as tire irons, hammers, or kitchen knives.

STR 60 CON 55 SIZ 65 DEX 60 INT 50
APP 10 POW 40 EDU 50 SAN 00 HP 12
DB: 0 Build: 0 Move: 7 MP: 8

Attacks per round: 1

Fighting attacks: Thralled villagers can use weapons as normal humans do.

Brawl 40% (20/8), damage 1D3 + damage bonus
Hammer 40% (20/8), damage 1D6 + damage bonus
Knife 40% (20/8), damage 1D4 + damage bonus
Dodge 30% (15/6)

Skills: Listen 40%, Spot Hidden 50%, Stealth 60%, Track 40%

Sanity Loss: 0/1d2 to see a Thralled Villager

TROGLODYTES

Spindly Hunters

These strange, gaunt creatures are native to the fog-shrouded reality of the Eternal Shore. They are humanoid, but stand much taller than a human, with long, many-jointed limbs like those of a crane-fly and elongated, piscine heads vaguely reminiscent of moray eels. They stalk through the fog of their home dimension with halting, almost cautious steps, emitting a strange clicking sound as they do.

Troglodytes are deadly hunters, capable of perching in darkness almost motionless when needed, before striking with lightning speed. When they catch their prey a troglodyte will drag their victim into the shadows to feed. Sometimes, however, rather than rending their victim limb from limb troglodytes will instead somehow change them, twisting them into one of their thralls.

SPECIAL POWERS

Stride the Shore: A troglodyte is able to cross between our reality and the Eternal Shore at will. Crossing in either direction costs the troglodyte 1 magic point and takes a round to complete. Troglodytes can use this power to abduct helpless victims, but if taking someone with them then it costs 2 magic points.

Entrhall: Troglodytes can turn a helpless victim into a thrall. To do this the troglodyte must spend 5 magic points while staring into the victim's eyes. The process takes an hour, and the troglodyte is helpless while doing this, so it will usually seek to carry intended victims off to somewhere remote before beginning. Once finished the victim becomes a twisted version of their former selves, seeking only to bring more victims to its troglodyte master.

STR 70 CON 60 SIZ 100 DEX 60 INT 20
APP 0 POW 40 EDU 0 SAN 0 HP 16
DB: +1d6 Build: 2 Move: 7 MP: 8

Attacks per round: 1

Fighting attacks: Troglodytes can attack with their claws using general unarmed attacks.

Seize (mnvr) The troglodyte may attempt to seize a victim of its build or smaller in its claws. If successful it may use its bite attack in the next round.

Claw 55% (27/11), 1D4 + damage bonus
Bite 40% (20/8), damage 1d6 + damage bonus
Dodge 35% (17/7)

Armor: 2 points of leathery hide

Skills: Stealth 60%

Sanity Loss: 0/1D6 Sanity points to see a troglodyte

REANIMATED PIRATES

Skeletal Horrors

The age-withered remains of Captain Pete Harbottle and some of his crew, reanimated by the dark powers of the Idol of R'lyeh. These creatures are little more than animate skeletons still dressed in tattered finery and riven by the wounds that killed them, but they are dangerous opponents nonetheless.

Green witch-light burns in the eye sockets of the reanimated pirates, and they move with purpose and cunning that infers a sinister intelligence. They are utterly silent, apart from the click and rustle of their bones.

SPECIAL POWERS

Resistant to harm: Due to being little more than old bones and dried meat, Harbottle and his cronies are hard to kill. Any blow striking them has a chance to destroy them equal to the damage done x 5. Apply one penalty die to this roll for attacks made with an impaling weapon (including bullets), since much of the target is simply air.

STR 50 CON n/a SIZ 65 DEX 50 INT 50
APP 0 POW 05 EDU 30 SAN 0 HP Special
DB: 0 Build: 0 Move: 7 MP: 0

Attacks per round: 1

Cutlass 40% (20/8), damage 1d8 + 1 + damage bonus
Dodge 30% (15/6)

Armor: Resistant to harm (see special powers)

Skills: Stealth 60%

Sanity Loss: 0/1d6 to see the Reanimated Pirates

HANDOUTS

HANDOUT #1: THE PHOTO OF THE MAP

This photo shows a framed antique map, taken when it was hung on the wall of the museum. It isn't a particularly good photo, but has enough detail that you can make out the basics. It seems to depict a small network of caves, and the location of a village labelled Porthollow. The map is signed by someone named Captain Pete Harbottle. Of note is a strange riddle in the bottom-right corner of the map.

"Find thee that symbol hidden here, revealed through the art of transmutation. Once found, wait for low tides pass and count thine steps to twelve southwards, then turn east. There find again this sigil and place thy hands either side. Press with all thy might to open that which I have sealed."



HANDOUT #2: MAP DESCRIPTION

The following information on the stolen map can be found in the museum guide, and is also repeated on the information plaque in the museum itself:

"The McGuffry Map. This rare 17th century smuggler's map shows a series of sea caves outside the village of Porthollow, on the Cornish coast. These caves were possibly used by rum runners to hide their cargo. The map is signed by Captain Pete Harbottle, a pirate who operated in the Atlantic Ocean from 1686 - 1698. The map was donated to the museum by Zachary Westland from his private collection."

HANDOUT #3: DANIEL'S BOOKS

These two books both concern an unsubstantiated pirate treasure hidden in smugglers tunnels near the village of Porthollow in Cornwall.

The first book is titled *The Porthollow Treasure* by Samuel Hornby, and was published in 1965. It relates various facts about the pirates who hid the treasure, the supposed origins of the treasure, and the various attempts to find the treasure. According to the book a total of 8 different treasure hunters tried to locate the hoard between 1851 and 1965. It also notes that at least two treasure hunters have died while seeking the treasure in the caves; one in a cave-in while trying to dynamite the cave walls, and the other who drowned after being caught in a surge-tide.

The second book, *Harbottle's Legacy*, is written by Zachary Westland and was published in 2003. It recounts the attempt of the last person to look for the treasure, Reddington Walton-Brown, in the mid 1970s. Apparently Walton-Brown, an archeologist and explorer, spent several years researching the legend of the treasure, and the history of Captain Harbottle and his crew. Walton-Brown vanished in 1976 while hunting for the treasure. Local police concluded that he had been caught in a surge-tide in the lower caves and washed out to sea, but the author posits that perhaps Reddington met a different fate, but does not explain what that fate might have been.

HANDOUT #4: THE LEGEND OF THE PORTHOLLOW TREASURE

An obscure legend from the Golden Age of Piracy, the Legend of Porthollow is known to only a small number of historians, eccentrics and treasure hunters. A number of variations of the legend exist, below is the most common version of the tale.

"In the year of our Lord 1698, the pirate ship Hangman's Wager came upon a galley in the seas off the Cape of Good Hope. Captained by 'Smiling' Pete Harbottle, the crew of the Hangman set upon the other vessel, boarding it with murder in their hearts. They were surprised to find the ship crewed by heathen savages of the east, who fought back with heedless ferocity.

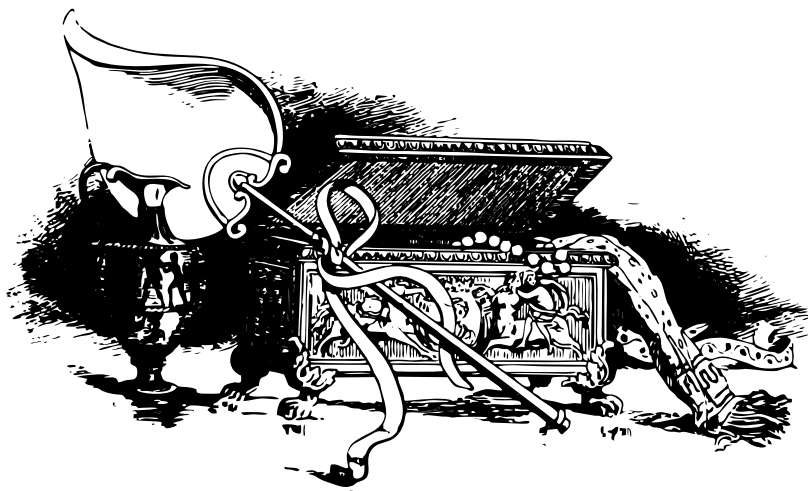
Despite heavy losses, Harbottle and his crew were victorious, and put all the godless barbarians to the sword. In the hold of the galley they found a wealth in gold, dug from the depths of strange eastern mountains, and they took it as their prize.

Turning for home, the Hangman's Wager sailed back toward England, to the village of Porthollow in Cornwall, where the pirates had roosted since they first drew up their articles of agreement.

The people of Porthollow watched the pirates carrying their booty through the village; great chests heaped with gold and gems. They took it up to the cliffs that overlooked the village; to the old rum-running tunnels beneath. It was a dark night that night, with no moon and stars that glimmered overhead in constellations no one had seen before. The tide was high, and the people of the village swore they heard strange voices calling from out in the bay.

No one in the village slept well that night, haunted by worrisome dreams. Around midnight there came a terrible hue and cry from the cliffs, and the sound of gunfire and screams. Come morning the bravest of the villagers went up into the caves in the cliffs, but none of them could find the entrance to the tunnels, hidden as they were by the cunning of the pirates.

And so the gold of Smiling Pete Harbottle and his bloodthirsty crew lays lost forever, in the winding tunnels beneath the cliffs of Porthollow. Waiting to be found."



HANDOUT #5: MAP OF PORTHOLLOW

A street map of Porthollow.



HANDOUT #6: MCGUFFRY LETTERS

These are copies of two very old-looking handwritten letters. They are written in early modern English, but are reasonably legible.

“Dearest Mother,

I hope it shall warm your heart to know I am on my way home to Bristol as I write this. There has been a terrible calamity, one that I cannot fully relate to you in this missive, but the crew are all dead. Know that I am safe, although my nerves are deeply shaken, but I hope with good fortune to be with you soon.

I send with this letter several golden doubloons I took as prize from godless monsters in the south seas. Use them to provide for yourself, Thomas and Anne until I reach you.

Know that I have with me a map, drawn by that old warlock himself Harbottle, showing how to find the entrance to our hidden cache. As I fled I sealed the way behind me, as he had showed me, so that I may return in time to claim what is owed me.

Though what I have seen has seared my soul, I hope that in time I can use the gold in that tomb to provide for us all. Await my return with good tidings in your heart.

*Your son,
John”*

“Henry,

I am pirate no longer, you will be glad to hear. My captain and crew are dead, by each other’s hands no less, and I alone am left. I am on my way back to Bristol to my mother, but I fear I am followed. I write to you to ask you look in on her, should the worst befall me, and share a good word of me with her.

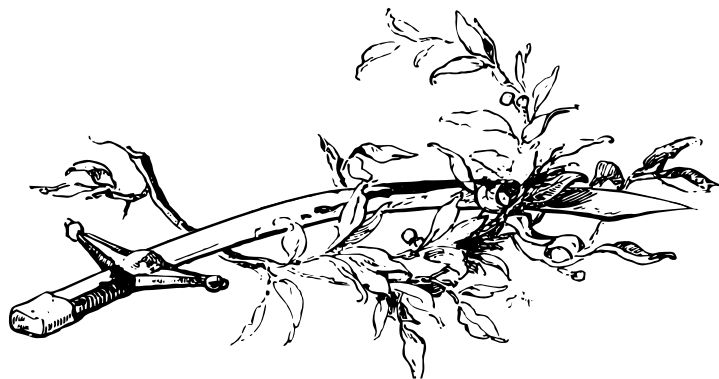
You have long been my confessor, Henry, so I share this last secret with you. I have told you before of Harbottle and his ways, but of all the things I saw under his command, the last prize we took was the worst. How that devil knew where to find that galley I know not, but we came upon it in a storm off the Cape of Good Hope and set about it. They were no men, the things that pulled the oars on that ship, I tell you Henry, but misshapen beasts that aped our form. We put them all to the gun and sword, though it cost us in blood.

The gold in the hold though, what a prize! And amidst it, a great golden idol of fearsome aspect. We all balked at the sight of it, but Harbottle set that grin of his and told us to take it aboard the Hangman. I feared that idol, Henry. T’was a dark thing, I tell you. But Harbottle, he coveted it; told me it was a key to a place named Sunken R’lyeh.

That gold was a curse, I see it now. It sickened the men, as we sailed back to England. Turned them against each other. No sooner had we set the last chest in the caves, alongside that damned idol, then pistols were drawn. I know not who fired the first shot, but I heard Harbottle roaring and fuming, and cutlasses were drawn. I fled, I am not ashamed to tell you Henry, fled like the devil himself was chasing me, while behind me my crew murdered each other.

Mayhaps one day I shall return to claim my share of the prize that lays in that cave, use it to provide for my family. But I have seen things outside the window of the tavern, and hear things in the wind. I pray I see you soon, but I fear that may not be the case.

*May God have mercy upon my soul,
John.”*



HANDOUT #7: REDDINGTON'S NOTES

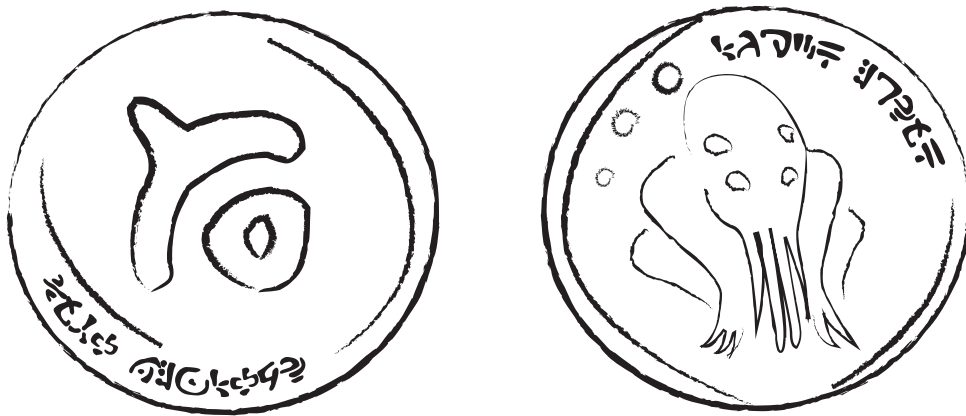
A battered old leather-bound notebook, filled with handwritten entries. The entries chart the efforts of treasure hunter Reddington Walton-Brown to locate the supposed pirate treasure of Captain 'Smiling' Pete Harbottle, concealed in a series of hidden tunnels outside the Cornish village of Porthollow.

The whole book takes several hours to digest, and records several years of Reddington's research. By the time you have finished reading the notes, you are left with several conclusions about the legend and the treasure:

- Harbottle definitely existed. Reddington found records of birth, his time in the Royal Navy, and eventual discharge. There are even copies of handbills declaring him a wanted pirate, and naming his ship as *The Hangman's Wager*.
- There are no records of Harbottle's death, but there is an entry that his ship was discovered adrift off the coast of Cornwall in 1669, apparently abandoned.
- According to legend, the crew of the Hangman's Wager killed each other in a massacre within their hidden tunnels.
- Reddington notes that pirates would often hide caches of stolen cargo in smuggling tunnels in Cornwall, for later sale. The caves near Porthollow were historically used by rum-runners for such purposes.
- There are several sketches of sections of the caves near Porthollow, based on maps created by earlier treasure hunters. Reddington notes that he believes the tunnels used by Harbottle are cunningly hidden within those caves.
- Some of the last entries detail Reddington's efforts to locate a pair of letters sent by the only member of Harbottle's crew to survive the massacre; the cabin boy named John McGuffry. Apparently McGuffry fled the tunnels when Harbottle and his men turned on each other, and was in possession of a map of the tunnels.
- The final entry is short, but notes that Reddington finally found the map belonging to McGuffry and that he was going to try and find his way into the tunnels.

HANDOUT #8: A SKETCH OF SOME STRANGE COINS

Sketches of several gold coins of unknown origin



HANDOUT #9: STRANGE DREAMS

You experience strange dreams. As is the nature of dreams, they are hard to remember once you awake, but some images remain with you. A storm-wracked ocean, lit by lightning and flashes of cannon fire. Dripping water, running over dark stone. The taste of brine, and the feeling of seawater on your skin. You remember hearing -or perhaps feeling- a constant pulsing beat, like the throbbing of a gigantic heart.

HANDOUT #10: TERRIFYING NIGHTMARES

You experience terrifying nightmares. Even after you wake, they stay with you, preying on your mind. You stand on a vast, empty beach wreathed in thick fog. You cannot see the ocean, but the surge and crash of unseen waves is all around you. The fog is cold on your skin, and you can see shapes slither and writhe over each other within it. In the far distance, little more than obscure shadows due to the fog, tower huge shapes that look like great cyclopean pillars. The scale of them staggers you. A deep, terrible voice booms out of the fog, inhuman and filled with malice. The words it speaks are burned into your memory; "*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.*"

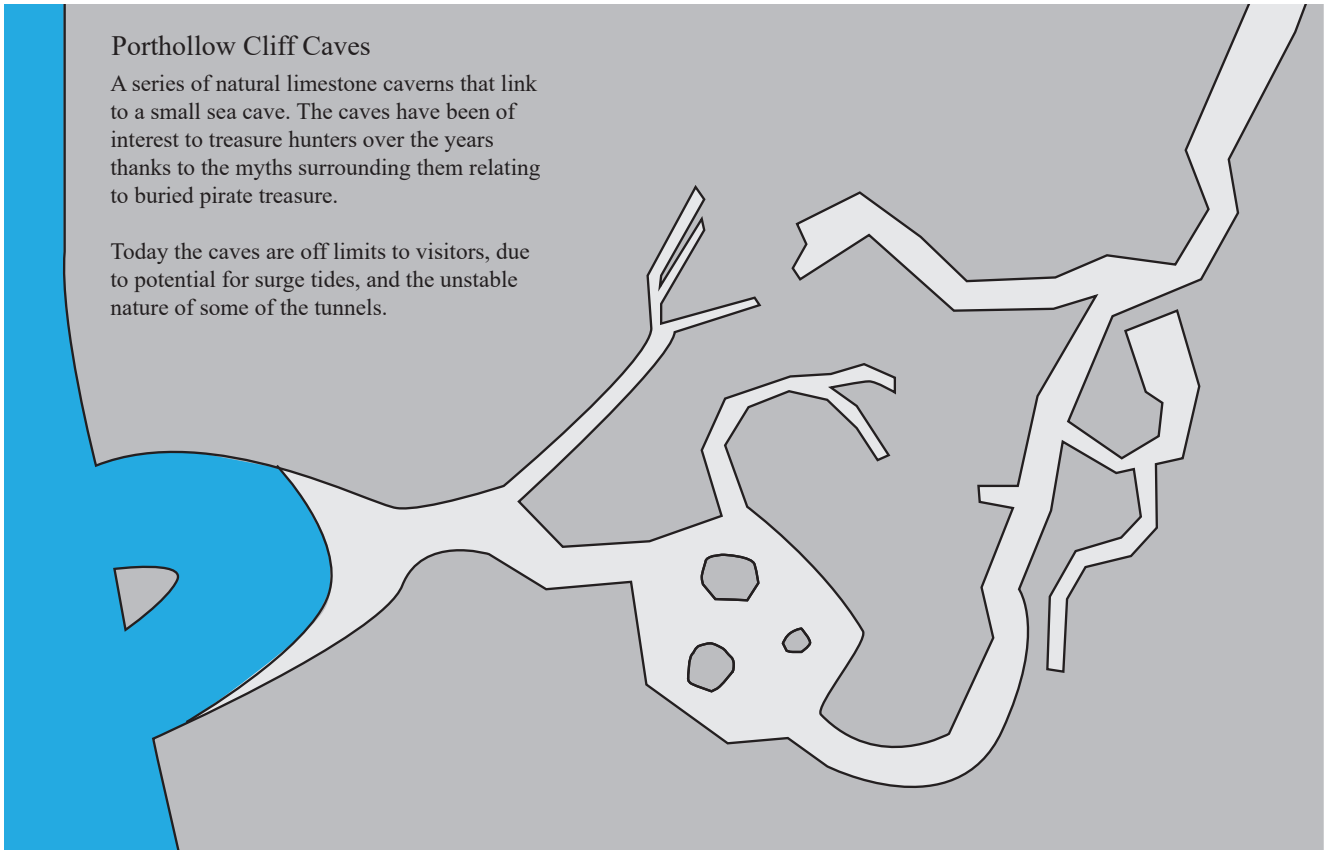
HANDOUT #11: A MAP OF THE CAVES

This appears to be a map of the caves near Porthollow.

Porthollow Cliff Caves

A series of natural limestone caverns that link to a small sea cave. The caves have been of interest to treasure hunters over the years thanks to the myths surrounding them relating to buried pirate treasure.

Today the caves are off limits to visitors, due to potential for surge tides, and the unstable nature of some of the tunnels.



HANDOUT #12: ANDREA'S JOURNAL

This hand-written journal appears to belong to Andrea Fulchard. The entries span years, and fully comprehending the contents will take days of study. A quick read gives a general gist, however, and it does not make for pleasant reading; in fact in places it becomes quite disturbing.

It appears that Andrea is a disciple of a dark god named Great Cthulhu, and over the years she has made several efforts to wake her god, which is sleeping somewhere called R'lyeh. Apparently she is not alone in her worship of Cthulhu, and has belonged to several cults in the past. The rituals and practices described in the book are at times horrific.

The more recent entries in the journal, ranging back over the last year, catch your eye:

Entry 224

"I turned up another reference to the Idol of R'lyeh in the tomes given to me by S. I am now certain the Idol is more than a myth, and can be used to travel to Sunken R'lyeh. Tomorrow I travel to Prague, with luck Herr Millar will still have the scrolls he showed me last time."

Some more entries concern Andrea's travels across Europe, and her collection of rare texts.

Entry 245

"Success! The footnotes in the Book of the Outer Dark confirm that the Idol was among the treasures taken by the pirate Pete Harbottle in 1768. As far as I can make out, the Idol must be hidden with the rest of the treasure supposedly buried beneath Porthollow. I will concentrate my research on Harbottle, and his fate."

A number of entries record Andrea's focus on Pete Harbottle.

Entry 260

"I am not the first to seek this treasure, but I doubt any of the others knew the import of what was hidden in those Cornish cliffs. The fact that so many have sought the treasure and failed indicates it is well hidden. However, I have uncovered clues that one of Harbottle's crew escaped the massacre in the caves, and took a map with him. If I can find that map, it may show how to get into the hidden tunnels."

Entry 261

"The map is in a museum in Cambridge! My flight is booked. It is so close, Cthulhu calls to me."

Entry 262

"I visited the museum today. The map is hung on the wall, for all to see. If only they knew what it really was! I must be cautious, to fail now would be disastrous. I must obtain the map."

Entry 263

"Serendipity has provided me with what I need. I met a man at the museum when I returned again today, a janitor named Daniel. He seemed to take a shine to me, perhaps I can use this to my benefit."

Entry 264

"Daniel seems quite charming, really. These last few weeks have been an entertaining diversion. I have moved slowly, taking my time not to arouse his suspicions; as far as he believes we are a happy young couple. I have broached the subject of the map a few times, and he seems quite enchanted with the story of the treasure. I suggested that if we found it, that we'd split it fifty-fifty. He seemed to think I was joking, or perhaps fantasising. Tomorrow I will make my intentions clear."

Entry 265

"Daniel provided some small resistance to my plan, but his will could not withstand my magic. With his will broken, he agreed to steal the map for me. How fortuitous that he has some history in burglary; surely the Old Ones guided him to me. He will get the map tonight, and as soon as it is ours we will head for Porthollow. The poor fool still believes we hunt pirate gold."

Entry 266

"There is hidden writing on the map! With the correct application of heat, a map of the hidden tunnels is revealed. It seems there are traps within, we must be cautious. I will ensure Daniel goes first."

Entry 267

"We have found the entrance to the tunnels. In the sea cave, at the lowest point of the cave system, twelve paces from this symbol carved in the wall. We will return tonight at low tide and enter the tunnels. I suspect the Idol will require some time to imbue with enough magical power to open the portal to R'lyeh, so we will take several days worth of supplies. The writings indicate the Idol can be awoken with a simple act of will, and can be returned to its sleeping state with a similar exertion. Weisler noted that it would be important it not be left in an awakened state, else things might slip through from beyond, but I do not care for such things. The glory of Lord Cthulhu is all that concerns me now. Cthulhu fhtagn!"



HANDOUT #13: REDDINGTON'S FINAL NOTE

This piece of paper is age-stained and slightly mouldy, but is still mostly legible. It is handwritten and the writing appears shaky and hurried.

"If you are reading this then you have found my remains. My name is Reddington Walton-Brown and I leave this record so that anyone who finds these tunnels might understand the danger that lies below. I hope that whoever you are, you heed my warning: do not venture any further! I came here seeking Harbottle's treasure, but what I found is terrible beyond belief. I do not know where Harbottle found the damn thing, but it is a wretched, cursed thing. Do not touch it. Do not look at it. DO NOT GO ANY FURTHER.

I have seen enough in my life to know that this world contains things which I cannot explain. Things I do not want to know more of. It showed me things. I cannot get the visions it showed me in that moment of contact out of my head. Such horrible sights! And the words. I do not understand them, yet I cannot stop hearing them! IA! IA! Cthulhu fhtagn!

I will not cannot go back into the world now, not after what I have seen. What lies below must remain here, undisturbed. I foolishly left the McGuffry map with Zachary, but luckily he does not know how to reveal its secrets. Forgive me, Zachary, but I will not return to you now.

I have taken pills and whiskey, I was lucky I had them in my pack. I can feel them working already.

Please, if you are reading this, turn back now. Do not allow the thing below out into the world. That cursed golden statue. That horror.

Forgive me.

Reddington Walton-Brown. 12.3.1976"

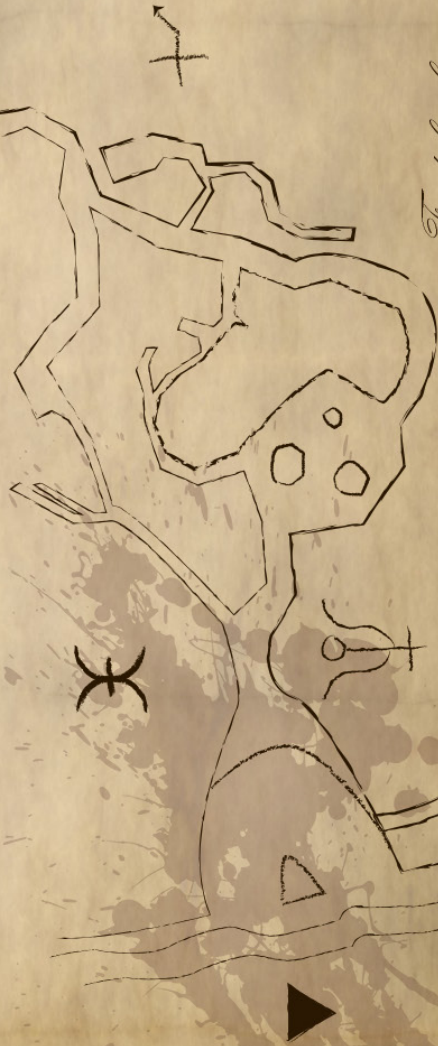
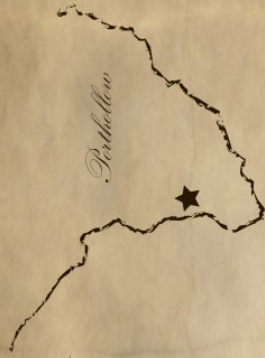
HANDOUT #14: TIDE TIMES

The table below gives tidal predictions for Porthollow, Cornwall for this time of year. Exact times and tidal heights may vary.

Time	State	Height
00:30	Low Tide	0.5m
06:00	High Tide	5.8m
12:45	Low Tide	0.5m
18:00	High Tide	5.8m



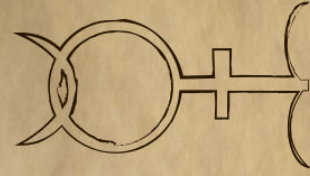
*This map here writ by
Capt. Smiling Pete Harbottle*



*Find thee that symbol hidden here revealed
through the art of transmutation.*

*Once found wait for low tides pass and count
thine steps to twelve southwards then turn east.*

*There find again this sigil and place thy
hands either side. Press with all thy might
to open that which I have sealed.*



Watch thy step

How to pass

Travel lightly

