

THE SPEAR OF Y'GOLONAC

by
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INTRODUCTION

This is a Call of Cthulhu scenario for 3+ experienced investigators. It is set in the British new town of Redgrove which is located in the West Midlands region of England. Ideally one of the investigators should be a resident of the town or have some connection with it. The events in the scenario take place in June 2004 but this date can easily be altered to suit existing campaigns.

PLAYERS' INFORMATION - THE HOOK

Monday 7th June 2004: One of the investigators is contacted by Andrea Watson, a solicitor who lives and works in Redgrove. Her brother Richard, an archaeologist engaged in a dig in the town, has been murdered. Although the killing took place a month ago the local police don't seem any closer to making an arrest. The case is a strange one and Miss Watson believes that someone with a more "unconventional" approach has a better chance of getting to the bottom of her brother's death than the local police. Richard was killed by a pack of black rats which attacked him as he slept. Miss Watson is aware of the investigator's penchant for the bizarre and thinks he/she is the ideal person to look into her brother's death. Her exact relationship to the investigator should be determined by the Keeper. It is most likely that they know each other from both being local to Redgrove e.g.:

A **Lawyer** knows Miss Watson professionally. They may have been on opposing sides in a closely fought court case. Alternatively, they could be colleagues in the same firm.

A **Doctor** knows Miss Watson as a patient, although she isn't a frequent visitor to the local surgery.

A **Police Officer** has encountered Miss Watson on the occasions when she attends the police station to advise suspects in custody.

A **Private Detective** has previously worked for Miss Watson, serving

documents or tracing witnesses.

A **Journalist**, particularly a crime reporter, has seen Miss Watson in the local magistrates' court where she often defends those charged with minor criminal offences.

A **Professor** or **Historian/Antiquarian** is acquainted with Richard Watson by reputation. If the investigator makes a Know roll he/she and the professor were colleagues at some time in their respective careers. In any event Watson seems to have heard of the investigator and must have mentioned their name to his sister.

Other investigators, particularly those with criminal tendencies, may have consulted Miss Watson for advice in a legal matter.

KEEPER'S INFORMATION

Professor Watson was murdered by Ken Dickinson, a local councillor, businessman and worshipper of Y'golonac. Watson and his students were excavating a derelict section of Redgrove town centre known as The Bomb Site. A leisure centre is due to be built on the site by the borough council within the next few months. The council had agreed to allow a brief archaeological dig by a team from Brichester University before the builders moved in.

A Cthuloid artefact, an enchanted spear, is buried beneath the site. Y'golonac has charged Dickinson with recovering the weapon as a test of his loyalty and ability. The Great Old One has promised to make Dickinson his high priest if he obtains the spear. A building firm controlled by Dickinson has the contract to redevelop the site and the councillor was hoping to use the construction works to cover his own excavations. The prospect of an archaeological dig in the area made Dickinson nervous but he decided to bide his time. He counted on Watson's dig being of too short a duration to uncover anything important. Unfortunately for Dickinson, Watson chose to concentrate his efforts in the immediate area of the spear. Shortly afterwards Watson began to talk about making "a find of extraordinary significance." Fearing that Watson was about to unearth the spear Dickinson used one of his Y'golonac given powers (the ability to summon rats) to murder the professor.

In the four weeks since Watson's death Dickinson has been trying to persuade his colleagues on Redgrove Council's development committee

to allow the work on the Bomb Site to go ahead. The committee delayed its approval so that Brichester University could consider whether they wanted to carry on with their dig. The university declined, unable or unwilling to replace Professor Watson at short notice.

At the start of the scenario the archaeological team has left the Bomb Site and the builders are about to get council approval to move in. The investigators have only three days to stop Dickinson from getting his hands on the spear.

THE POLICE

The police are baffled by Watson's death. Detective Inspector David Hill at Redgrove station tells the investigators that: "Watson was literally eaten alive by rats. It's like something out of one of those Charles Fort books."

A Persuade roll is needed to convince Inspector Hill to supply copies of the paperwork on Professor Watson's death. If the investigators fail to make a case for access to the papers Miss Watson will be able to obtain a copy file after 1D3 hours phone calls/visits to the police station.

The salient points of the file are as follows:

Professor Watson was attacked by an undetermined number of black rats in the early hours of Sunday 9th May while sleeping in the spare bedroom of his sister's house. Miss Watson is noted as being absent from the house after being called to advise a client at the police station. Fur and dropping samples taken from the house indicate that the rats gained entrance to the property via the upstairs toilet U-bend. The animals crossed the landing, pushed open the bedroom door which had left been ajar then set upon the professor en masse. The professor suffered extensive trauma and blood loss from rat bites but contrary to Inspector Hill's comments this isn't what killed him. It appears that Watson managed to stagger downstairs, apparently trying to reach the front door before he succumbed to suffocation. Rat hairs were found in his throat and mouth and it appears that one of the animals became lodged there somehow.

The rats are believed to have left the property the same way that they entered. The attack and the rats' general behaviour is described as "almost completely without precedent." Miss Watson discovered her

brother's body on returning from the police station at around 5.00 am that morning.

The description of Watson's gory death makes for distressing reading and causes the loss of 0/1pt SAN.

Investigators who make the following skill rolls after reading the file can make some deductions that might not have occurred to the police officers or other persons involved in the case:

Biology or Natural History: Black Rats have been supplanted by the Brown Rat in Britain. They are now largely confined to coastal and dockland enclaves. For them to appear so far inland as Redgrove is highly unusual. (This may be mentioned in the file, at the Keeper's discretion, if the investigators don't have the necessary skills.)

Occult: rats were sometimes used as familiars by witches. Conceivably such creatures could be directed to attack a person.

Cthulhu Mythos: Black rats are connected with Y'gononac. They are sometimes used as servitors by his priests and may actually worship the Great Old One in some basic, animalistic fashion.

THE UNIVERSITY

If the investigators make enquiries with Brichester University they are referred to Doctor Atkins, the Head of the Archaeology Department. The Doctor tells the investigators that Watson seemed very happy to be conducting a dig in his home town, although he was concerned at the lack of time allotted to him and his team. Watson was convinced that Redgrove contained an important pre-Roman site and was hopeful that his dig would turn up some evidence of this. Atkins was doubtful about this but admits that Watson, "seemed to have it all figured out. From what he'd told me he'd read a fair bit about the area."

A week before his death Watson telephoned Atkins and told him that he'd found the remains of a long barrow on The Bomb Site. Atkins recalls that Watson was very excited by the discovery and intended to petition Redgrove Council to allow the dig an extension so that the barrow could be properly excavated.

Investigators talking to any of the students who assisted at the dig find that they are all upset at the professor's death. They say that Professor Watson worked them very hard in the last few days before

his death. He wanted to excavate as much of the barrow as possible before petitioning the Council. Perhaps he hoped to find some artefacts that would help his case. One of the students recalls that a man came on site a couple of times to speak with Professor Watson and was overheard asking him when he thought the dig would be finished. If asked to describe the visitor the student says he was middle aged with a burly build and wore a sheepskin coat.

A second student recalls visiting Watson at his sister's house and him taking a phone call. She tells the investigators that he seemed irritated with the caller telling them that he was busy and would phone them back. The student doesn't think the caller was anyone the professor knew because he had to write their phone number down on a piece of paper.

It is a sixty mile drive to Brichester from Redgrove. Visiting the University to interview Professor Atkins and the students takes the investigators six hours. If the investigators go for the telephone option it takes two hours as they are transferred to and from various university buildings and departments.

DEATH HOUSE

Andrea Watson will give the investigators the key to her home. She is currently staying at a hotel in town and isn't sure if she wants to return the house where her brother died so horribly. The property is a three bedroom terrace located in one of Redgrove's older (i.e. pre-new town) districts.

Inside, bloodstains on the landing, stair and hall carpets mark the route Professor Watson took to his death. There are more bloodstains in the spare bedroom. As well as sleeping here the professor also used the room as an impromptu study: This room also contains a large number of books and publications on historical and archaeological subjects with a bias towards Ancient Britain. On a desk there is a stack of books and papers which form the bulk of the professor's research into Redgrove and The Bomb Site. Investigators who examine the material should be allowed one Library roll per hour to obtain each of the following pieces of information:

1. Local History Book: "A Midlands History" by Edward Aldridge (a hardback book published in 1932). The following passage is marked in red pencil:

"The spring making town of Redgrove is popularly supposed to have acquired its name from the properties of the water of the nearby River Spar. The river runs through ancient woodland north of the town, flowing over clay soil which gives the water a distinctive reddish hue. However, an obscure account by one Marcus Flavius, a Roman tribune who took part in a police action against druidic remnants in 65AD suggests that the town's name may have a more sinister origin.

Flavius describes leading an expedition against a particularly degenerate druid band which occupied a dense region of forest near the town of Salinae (modern day Droitwich Spa). The druids and their followers preyed on nearby settlements belonging to the pacified Dobunni tribe. Flavius mentions rumours of people carried off for sacrifice to primitive British gods.

The Roman expedition began by crossing a river whose water ran red "as if blood flowed between its banks" - surely a reference to the modern River Spar. The sight of the river discomfited the soldiers who took the red water as a bad omen. Showing an astute intellect Flavius had a priest accompanying the expedition address the troops and convince them that the river was a prophecy of Roman victory: The legionaries would defeat their enemies and wade ankle deep in British blood.

Emboldened the Romans pressed on through the forest, until at dusk they came to a clearing. There they found a druidic ceremony taking place with naked worshippers cavorting ecstatically between sacrificial pyres and abasing themselves before a vast glowing idol. Appalled at the spectacle, Flavius gave his men the order to attack. Taken by surprise the Britons were no match for the well trained legionaries and most were killed in the initial onslaught. At this point the account becomes unreliable. Flavius maintains that the idol at the centre of the grove was actually a demon of some sort that tore at the attacking legionaries with its two vast mouths or impaled them with a spear that literally took their souls from their bodies. The creature was eventually driven off by volleys of javelins, retreating into a passage that led under a small hill*. Unable to make his men pursue the monster underground Flavius ordered the passage sealed with a heavy stone which was then ritually blessed by the legionaries' priest using a 'powerful holy sign.'

We can safely discount the latter part of this account as utterly fantastic. Nonetheless, it does raise the intriguing possibility that the name Redgrove may refer to a sacrificial glade which existed long

before the town itself was built."

*Professor Watson has made a marginal note here. It reads "Long barrow? Likely to be Neolithic. May even pre-date woodland"

PCs who make a Cthulhu Mythos roll after reading this account will realise that the reference to a glowing idol actually describes an instance of possession by Y'golonac. The book's bibliography lists the source of Flavius's account as the Vatican Library, a major repository of esoteric writings. Investigators making a History or English Language (the latter at half listed skill) will realise that Aldridge's account fails to point out that "Spar" in old English means "spear". It is quite possible that the river takes its name from the artefact mentioned in Flavius's account. The legend of the spear may have persisted in local memory until well after the Roman occupation.

2. Wartime Press Clipping: From "The Redgrove Indicator" dated 21st December 1940 (photocopy of an old local newspaper article):

"Artefacts found in rubble in King Street following the bombing in November have now been examined by noted local historian Edward Aldridge who described them as "very significant."

The artefacts, several Roman javelin heads and a small stone statue was found by local fireman Charles Mitchell after German aircraft raided the town on the night of 14th November. Several houses in King Street were destroyed in the raid but there were no casualties.

Mr Aldridge believes that the javelin heads are relics of a bitterly fought battle between Roman soldiers and British druids which took place around 65AD. Mr Aldridge said, 'I believe that Redgrove was once a centre of worship for the British religion before being destroyed by the Romans in their campaign to exterminate the druids. The discovery of what appears to be an idol along with the javelins only reinforces my belief.

Mr Aldridge has now returned the artefacts so that they can be displayed in the town museum."

3. Wartime Photo: A Black and white aerial photograph with writing on the back. A Language (German) roll is required to understand the writing which states that the photograph was obtained from a German historical archive and is a copy of an original taken by a Luftwaffe reconnaissance plane in November 1940. The photograph shows the

centre of Redgrove after it was bombed. Several large craters are visible, one of which has been ringed in red pen.

4. Map: Modern street map of Redgrove folded so that the town centre section is uppermost: A red circle has been drawn to the south of King Street. Investigators who compare the map with the Luftwaffe photograph will realise that the circles on both documents cover exactly the same area.

5. Interview Notes: Brief hand written notes of an interview with a Charles Mitchell dated 3rd January 2004.

"Was fireman in Redgrove during the war...Bomb fell on King Street. Started blaze along the entire terrace. Massive crater left in terrace. Helped fill it in afterwards. Found spears and idol. Also saw massive carved stone at bottom of crater...(possible entrance to barrow - see Aldridge)...but crater was ordered to be filled in before anyone could look further...dangerous to public. Says idol made him uneasy...unable to be more specific."

If the PCs try to trace Mitchell they will find his name and address in the local telephone directory. If they go to visit him refer to **LIBRARY/BACKGROUND INFORMATION** below.

6. Recent Press Clipping (i): From The Redgrove Indicator dated Thursday 29th April 2004

"Archaeologists excavating the Town Centre Bomb Site claim to be on the verge of making an important discovery. Professor Richard Watson who is heading the dig told the Indicator that he and his team are within days of uncovering the entrance to an Ancient British long barrow. Unfortunately, the dig is scheduled to come to an end this week so that work can begin on the long awaited Bomb Site development. Professor Watson intends to petition to the Council's development committee for an extension of time.

7. Recent Press Clipping (ii): From the Redgrove Indicator dated Thursday 6th May 2004

Following a special meeting of the Council's development committee archaeologists excavating The Bomb Site have been granted to leave to remain on the site for an extra two weeks. Chief archaeologist Professor Richard Watson said that "I am very pleased by the committee's decision. I feel sure that we're on the verge of

discovering something very important here in Redgrove. We just need a little more time so that we can make a proper job of it."

However, comments by committee chairman Ken Dickinson show that the decision was far from unanimous: "The Council gave Professor Watson and his colleagues ample time to excavate the site. I'm sure that if there was anything there worth digging up it would have been found by now. It's grossly unfair to expect the people of Redgrove to wait any longer for this development which will bring badly needed jobs to the town."

8. Mystery Phone Number: A piece of paper with a mobile phone number written on it. This is placed inside the Aldridge volume above and will fall out of the book if the investigator currently holding the book makes a Luck roll. An investigator who calls the number will find themselves talking to one Nick Baker. He will be wary of identifying himself at first but if an investigator explains that they are looking into Professor Watson's death he agrees to meet in his local pub, The King's Head, 8.00 that evening. He is not willing to discuss the matter on the phone but a Persuade roll is sufficient to make him admit that he has information which might be relevant to the professor's death.

"I'll be sitting at the table nearest the back door," he says before hanging up.

THE KING'S HEAD

The King's Head is a traditional pub in the older part of Redgrove, located within half a mile of the town centre. It has only one bar. When the investigators arrive they see an overweight man sitting at the back of the room near the door to the garden. He spots the investigators as they approach his table and says, "Hope you've brought plenty of money with you."

Baker wants £1000.00 for the contents of an A4 size brown envelope he has tucked into his jacket. He will be cagey about its contents but a successful Fast Talk roll will get him to reveal that it contains incriminating evidence relating to a local councillor with a strong motive for getting rid of Professor Watson.

Once he has been paid Baker produces the envelope which contains the documents listed below (along with other pertinent information that Baker may provide if asked):

1. Tender Document: A tender submitted by Newtown Building Services Ltd (NBS) in its bid for the contract to develop the Bomb Site. An Investigator who makes an Accounting roll or who has building/civil engineering experience will see that the tender is priced well below cost. There is no way for NBS to make a profit on the project. Attached to the tender is letter from Redgrove Council to Redgrove Building Ltd informing the company that their bid has been successful.

2. Company Search Results: Computer print outs from a specialist firm of search agents showing vital information relating to NBS and Citadel Security Services Ltd (CSS).

The directors of NBS are listed as Gavin Saunders, Simon Carswell and the company secretary as Gordon Foster. The directors of CSS are Ken Dickinson, Simon Carswell and the company secretary is Gordon Foster. Both companies have the same registered office of 6 Market Square, Town Centre, Redgrove. The reports also list the home addresses of the persons named in them:

Dickinson and Carswell: 7 Lakeside View, Redgrove
Foster: 16 Worcester Close, Redgrove
Saunders: The Old Vicarage, Fakenham Green

NBS's main trading premises are Unit 9, Springfield Industrial Estate, Redgrove.

CSS's main trading premises are Unit 48, Springfield Industrial Estate, Redgrove.

Baker doesn't know Carswell but tells the investigators that Dickinson and Saunders were friends at school and went into the building trade together. They made a fortune in Redgrove during the new town building boom of the late 1960s and early 1970s. Their partnership was dissolved in 1988 when Dickinson went into local politics. The reason Dickinson gave for this was that being involved with a building firm would adversely affect his political career due to the potential for conflicts of interest. The two men remain close friends though, and Baker believes a lot of Dickinson's money remains tied up in NBS and that he still has a major say in running the firm. Dickinson founded CSS in 1989 claiming he still need to work to earn a living. The firm has contracts for guarding industrial premises all over the West Midlands.

3. Committee Minutes: Notes of various meetings of the Council's Development Committee over the last twelve months. From reading these it is apparent that Dickinson has lobbied hard for the town's new leisure centre to be built on the Bomb Site. The minutes also show that he opposed plans for an archaeological dig on the site saying it would lead to "unacceptable delay."

Baker admits that the papers are circumstantial evidence but feels that they do show Dickinson is "up to something" and has some kind of plan for the Bomb Site, one that which doesn't involve making a lot of money. He believes that Dickinson had Professor Watson killed but scoffs at any suggestion that supernatural means were employed to carry out the murder. He thinks it far more likely that some paid thugs from CSS were involved.

TAKING ACTION

At this point the investigators should at least suspect that Dickinson is responsible for Professor. Watson's death. It should also be apparent that Dickinson wishes to unearth something from the long barrow on the Bomb Site. The investigators must prevent this. Rather than prescribe a set course of action for them to follow the Keeper should allow the investigators to make their own plans for dealing with Dickinson and his cult. The information below is intended to assist the Keeper in adjudicating the outcome of the investigators' actions. It is assumed that the investigators will visit various locations connected to Dickinson and his associates.

REDGROVE MUSEUM

The town museum referred to in the wartime clipping is long gone. It was replaced in the 1980s by a new facility located in a former spring factory on the edge of town near the main road leading north to Birmingham. Most of the exhibits relate to Redgrove's industrial past. There is a smaller display given over to pre-industrial times which includes the javelin fragments found by Charles Mitchell. There is no sign of the idol. Enquiries with the museum's curator reveal that it was stolen in a burglary in 2000 and was the only item taken. The curator has some photographs of the idol which he is happy to show the investigators. The photos show an obese, almost spherical human figure standing around ten inches high and made of black stone. The idol has malformed trunk like limbs. Deep holes have been bored into the ends of its arms and investigators making a Spot Hidden roll discern crude triangular teeth carved around each hole. Investigators

who succeed in a Cthulhu Mythos roll recognise the idol as a statue of Y'golonac.

The curator will happily talk to the investigators about the idol although he admits "to never caring for it very much. It's got an evil look about it." He believes the idol is quite unique for its period and that nothing else quite like it has been found before or since. His theory is that it was stolen by, or for, a collector of some type. The curator thinks it likely that other artefacts may be buried under Redgrove. If something like the idol was discovered by accident then who knows what a proper dig might find?

MESSRS DAVIS LODGE AND FOSTER

6 Market Square turns out to be the town centre offices of a firm of solicitors. Investigators who try to see Gordon Foster will find it impossible without an appointment. Investigators with a police or other official background can probably invent a compelling reason to see Foster right away. Otherwise they will have to wait until the next working day for Mr Foster to fit them in.

Foster refuses to discuss his dealings with NBS and CSS citing client confidentiality. Accusations of cult membership are of course denied. Unless the investigators are prepared to strong arm Foster in his office they won't learn anything useful from him. At the same time they could end up tipping their hand to the cultists. Foster will go straight to Dickinson if he believes the investigators are a threat to the cult.

Foster keeps some files relating to NBS and CSS in his office. They relate to legitimate business activity and don't contain any incriminating material.

FOSTER'S HOUSE

16 Worcester Close is part of a modern development of mock tudor detached houses on the west side of Redgrove. In addition to Foster the property is also occupied by his wife and two daughters aged 7 and 9. Foster's family are not involved with the mythos. They believe that his nocturnal absences from home are due to his having to meet clients outside usual business hours. There are no cult items kept in Foster's house although he does keep some records relating to NBS and CSS's illegal activities in a floor safe. Anyone reading these papers who makes an Accounting roll will realise that Foster has been

swindling his clients by "skimming" from their profits and diverting the money to his own account in the Channel Islands.

SAUNDERS'S HOUSE

The Old Vicarage, Fakenham Green is a venerable former church property located in one of the small villages lying to the south of Redgrove. The property is surrounded by an overgrown hedge, the garden is unkempt and the house itself looks dilapidated: Its windows are encrusted with dirt, the paintwork is peeling and ivy has run riot over the walls. Locals tell the investigators that Saunders has let the place go since his wife was murdered. He has also become something of a recluse and is rarely seen in the village. He still goes to work though and sometimes goes out in the evening as well.

Investigators who knock on the door of the house won't receive an answer. Breaking into the house is extremely dangerous. If Saunders is at home he will transform into Y'golonac and attack the investigators. Breaking in during the day, when Saunders is at work, is safer but runs the risk of attracting the attention of the local neighbourhood watch who promptly call the police. Saunders may have withdrawn from village life but his neighbours are still looking out for him.

If the investigators gain entry to the house they find that the interior seems unlivd in: There is no food in the kitchen and most of the rooms and furniture are covered in a layer of thick dust. The house contains nothing of interest. It is quite possible that the investigators will have risked their liberty or lives getting inside for no real gain.

NBS OFFICES

Unit 9, Springfield Industrial Estate consists of a low rise office building and a vehicle depot containing heavy plant. Saunders can usually be found here during the day. If confronted in his office he is unlikely turn into Y'golonac, but as with Foster, the investigators may end up announcing themselves to the cult without much to show for it. There is a staff of twelve at the offices and depot, none of whom are cultists. The premises are guarded at night by CSS.

CSS OFFICES

Unit 48 Springfield Industrial Estate is a small single storey office building with a large wire fenced compound in which are parked an

assortment of car-vans and transits. Almost all of the vehicles are marked with the company logo (a stylised castle tower). The only exception is a white transit van parked at the back of the compound. This is the van used in cult abductions and forensic examination of its interior will reveal blood, hair, and skin traces as well as rope fibres.

The premises has a staff of four none of whom are connected with their boss's cult. At night it is staffed by two CSS security guards. Dickinson can often be found here during the day when not involved in council business.

DICKINSON'S HOUSE (MAPS 1A AND 1B)

7 Lakeside View is a part of an executive development of twelve modern detached houses. The estate overlooks Redgrove's main park which has a lake in the middle hence the name. The property is usually occupied by Dickinson and Carswell although both are often absent from the house on business.

Map 1a: Downstairs and Grounds

1. Privet Hedge: This is twelve feet high and encloses the property. Investigators trying to push their way through the hedge without the proper equipment (e.g. shears or machete) must make a resistance roll pitting their STR against the hedge's STR of 15. Failure means they take 1D4 damage as they are gouged and scratched by branches. Depending on the time that they are trying to gain entry the Keeper may like to impose Sneak or Luck tests. Failure means that the investigator's noisy blundering has alerted the occupants of the house (if present).

2. Gate: Ten feet high, iron barred, double gate attached to brick pillars. It is opened electronically from the house or via hand-held remote control. Visitors gain access by speaking into the intercom fixed on the right hand pillar. This is connected to the downstairs office (see 5 below).

3. Garden: Landscaped garden and flowerbeds with a gravel drive leading up to the house. Not much cover for a stealthy approach to the house. All Sneak and Hide rolls are made against half usual skill.

4. Double Garage: Fitted with doors that operate on a similar system to the gates, but without the intercom: The doors can be opened with a remote control or from the downstairs office (see 5 below). The

garage usually contains two cars, Dickinson's Rover 75 and Carswell's Mitsubishi Challenger.

5. Downstairs Office: Formerly a box/utility room, this has been converted into a small security station. A desk and chair face a bank of four video monitors which are connected to the cameras covering the four sides of the house. The gate intercom feeds into this room and there is a control panel for the gate, garage doors and burglar alarm.

Carswell can generally be found in this room except when he is not running errands for Dickinson. He is as likely to be reading the paper as watching the monitors. This may give the investigators a chance of avoiding the security cameras.

Carswell keeps a baseball bat to one side of the desk (treat as large club doing 1D8 damage) and a .38 revolver in the top drawer. Both weapons are for use against intruders but Carswell will only resort to firearms if heavily outnumbered. Guns mean police and the last thing he and his boss want is the law swarming all over the house.

6. Sitting Room: Furnished in extravagant style: Lots of brass fittings, reproduction ceiling and corner mouldings, overstuffed sofa and armchairs, huge flat screen television with dvd player, and video recorder.

7. Dining Room: Similar decor to the Sitting Room. A heavy glass topped table is surrounded by six brass framed chairs. The room also has a large and well stocked drinks cabinet.

8. Hallway: Floored with wooden parquet tiles. A console in the wall enables those entering via the front door to switch off the burglar alarm.

9. Kitchen/Breakfast Bar: This is well appointed with granite work surfaces and high quality appliances.

Map 1b: Upstairs

1. Stairs and Landing: These are carpeted with thick pile: +10% bonus to all Sneak rolls and corresponding -10% penalty to any Listen rolls.

2. Master Bedroom: This is Dickinson's room. It is decorated in the same flamboyant but tasteless manner as the sitting and dining

rooms. Contains a double bed and large wardrobe full of good quality clothes. There is an en suite toilet/bathroom which contains the usual porcelain furniture.

3. Smaller Bedroom: Carswell's room. Contains a single bed, wardrobe and set of drawers. Carswell's clothing isn't as high quality as Dickinson's. Tracksuits and football tops tend to predominate.

4. Main Bathroom: Similar to the en suite in Dickinson's room, but bigger.

5. Upstairs Office: Formerly a bedroom, now converted for Dickinson's business use. Furnished with desk, swivel chair, computer and two filing cabinets.

The computer is used for legitimate Council and CSS business. There is nothing incriminating on the hard drive.

The filing cabinets are both locked but can be opened with a Locksmith/Mechanical Repair roll if the investigators haven't managed to obtain the keys (Dickinson and Carswell both have sets).

One cabinet contains documents relating to Dickinson's business activities, both legal and otherwise. Investigators reading through the papers (which takes 25 - INT hours) and who make and Accounting or Law roll will realise that they comprise sufficient evidence to bring multiple prosecutions for bribery, corruption, fraud, and tax evasion against Dickinson, Saunders and various associates.

The other cabinet contains cult material:

Twenty video cassettes: These are films, shot on video camera, of cult rituals taking place in a cavernous, dark room room, possibly a warehouse. The films are of variable quality, mainly due to poor lighting but all feature a human sacrifice being tortured by the cult. Each one climaxes with Saunders transforming into Y'golonac and devouring the sacrifice. Watching one of these filmed rituals costs 1/1D6 SAN. Dickinson likes to show the videos to visiting cult members or sometimes watch them by himself.

Mobile phone: Dickinson uses this to contact other cult members, usually to arrange meetings. The telephone numbers of fifteen cultists are stored in the phone's memory. When not in use the phone is kept "locked". Bypassing the code requires an Electronics roll and, at the

Keeper's discretion, specialist equipment.

Title Deeds: A land certificate issued by HM Land Registry proving NBS's ownership of a premises identified as Oakley Park. The purchase took place in 2000. Local investigators who make a Know roll realise that the certificate refers to a derelict bowling alley situated near one of Redgrove's main dual carriageways. There is a 1:1250 plan of the property and its surroundings attached to the certificate and its location can easily be found by comparing the plan to a Redgrove street map.

Booklet: A sheaf of A4 papers stapled together. The first page is a letter dated 1999 from a bookshop with an address in Lower Brixchester. It is addressed to Dickinson thanking him for his order of pornographic books and magazines before going on to say: "Please accept the enclosed as a gift. I am sure it will be of interest to you." The signature at the bottom of the letter is illegible.

The remaining pages are poor quality photocopies of a handwritten ledger, essentially a samizdat edition of volume 12 of the Revelations of Glaaki (the original was destroyed back in the early 1970s, and the samizdat version is taken from a copy done on an old photos tat machine). Reading these pages drew both Dickinson and Saunders into the service of Y'golonac. Investigators who read the manuscript open themselves to direct attack by the Great Old One.

THE BOMBSITE (MAP 2)

General Description: A rectangle of dirt 500 meters long by 200 wide on the outer edge of the town centre, sandwiched between the ring road and a multi-storey car park. The surface of the site is strewn with old bricks and is very uneven. Anyone moving across the area at more than half usual speed (i.e. 4 yards per round) needs to roll their DEX or less on 1D20 to avoid tripping and falling.

1. Fence: The site is enclosed by 10ft high temporary steel barrier fencing which requires a Climb roll to scale.

2. Gate: Double gate of similar construction to the fence. Kept open during the day but is padlocked at night.

3. Site Office/Portakabin: Contains facilities for the site workers. At night it houses a CSS security guard who is supposed to patrol the perimeter of the site once an hour.

4. Heavy Plant: Three "JCB" type diggers are parked here. One has a pneumatic drill attachment fitted to it.

5. Dig Site: A series of carefully excavated trenches left by Professor Watson's team.

6. Entrance to Long Barrow: Set into one side of the deepest trench is a partially uncovered piece of light grey rock with angular markings inscribed upon it. Investigators who make a Cthulhu Mythos roll recognise the the marks as two vertices of an Elder Sign. Exposing the Sign in its entirety takes an hour if proceeding with picks and shovels. An investigator with the appropriate Operate Heavy Machinery skill could use the diggers near-by to remove the remainder of the earth in ten minutes provided they make a skill roll (one per five minutes allowed). Eventually the complete Elder Sign is revealed, cut into a six foot diameter rock slab. If the investigators wish to remove the slab it should be treated as having a STR of 100 for resistance roll purposes due to its weight. Alternatively one of the diggers could be used to lift the slab or even just smash it. Again an Operate Heavy Machinery roll is required. Behind the slab is a passageway sloping gently down into the earth.

THE LONG BARROW (MAP 3)

Originally a neolithic burial chamber the barrow was occupied by Celtic Y'gonolac worshippers who converted it into a summoning chamber. Once called by his priests Y'gonolac would leave the barrow and appear to the celebrants gathered outside.

1. Passageway: Around eight feet high and three feet wide, its sides are lined with slabs of stone similar to the one used to seal the entrance. Small falls of solid trickle from the earthen roof but there is no immediate danger of collapse. Investigators who make an Idea roll find it strange that the passage is so high and guess that something larger than humans used it at some time.

2. Worship Chamber: After twenty yards the passageway widens into a roughly oval shaped chamber. The chamber is bisected three quarters along its length by a low wall made of stones. A Cthulhu Mythos roll is required to deduce that the wall represents the vast pile of bricks behind which Y'gonolac dwells. Worshippers would remain in the larger section of the chamber while the object of their adoration stood in the smaller section.

3. Alcove: A dark recessed area in the upper quarter of the worship chamber. Anyone standing in the worship chamber will notice that it contains a skeleton. A Spot Hidden roll is required to notice that the skeleton appears deformed in some way. These are the remains of the avatar of Y'gonolac that was sealed inside the barrow by the Romans. The avatar was mortally wounded by multiple javelin strikes and bled to death. Close up the skeleton is a hideous sight, exhibiting numerous deviations from normal human anatomy: Distended limbs and ribcage, complete absence of skull and neck vertebrae, and perhaps worst of all two sets of perfectly preserved fangs, one in each bony palm. Viewing the avatar's remains costs 1/1D6 SAN but it is otherwise harmless.

Half a dozen javelin heads litter the ground at the skeleton's feet. They are similar to the weapons in Redgrove museum. Amongst the javelin fragments is a spear of markedly different design: A long iron blade surmounts a shaft of well preserved ash wood. This is the spear referred to by Marcus Flavius and currently sought by Dickinson. It is similar in function to the enchanted cane described in the Lesser Grimoire (page 153, CoC 5th edition). Creation requirements and SAN loss are the same. However, the spear can only drain POW from victims that it actually wounds. Each successful strike with the spear does 1D8 +db physical damage to the target and leaches away an equal amount of POW (both doubled in the event of an impale - Y'gonolac likes to cause pain). Anyone touching the spear who isn't a worshipper of Y'gonolac loses one point of POW which is absorbed by the spear. There is one point of POW stored in the spear at present.

OAKLEY PARK (MAP 4)

Formerly the site of a bowling alley operated by a national leisure chain. The "bowl" is a large, windowless, flat roofed building surrounded by a car park. Similar premises exist in towns and cities across Britain. Redgrove's "bowl" was never profitable and closed in 1999 after only two years of business. The property was empty for nearly a year before it was bought by NBS and turned into a temple to Y'gonolac.

1. Trees/Hedges: The site is screened from the neighbouring highways by a mix of mature vegetation.

2. Access Road: A short spur off the main road that connects the Oakley housing estate with the highway.

3. Fencing: Ten foot high chain link fencing fixed to concrete posts and topped with three strands of barbed wire. Requires a Climb roll to navigate without injury. Sneak rolls might also be appropriate to avoid attracting the attention of the security guard (see 5 below).

4. Gate: A ten foot high double gate constructed from metal sheeting and chain link. Usually kept padlocked.

5. Security Office: A portakabin similar to the one at the bomb site but smaller. There is always a CSS guard/cultist on duty here, or patrolling the premises. The office is equipped desk, office chair, telephone and basic cooking facilities. Keys to the gate and main building (see 7 below) are kept in the top drawer of the desk.

6. Car Park: A flat expanse of tarmac with parking bays marked out in faded white paint.

7. Building Entrance: The main building has had its entrances and emergency exits boarded up. The boarding at the front has a door built into it which is usually kept locked.

8. Building Interior: This bowl was gutted by its former owners. Fittings such as carpets, seating and internal partitions have all be removed leaving an empty shell which provides plenty of room for the cavortings of the Y'gonolac cultists. A basic lighting system has been installed around the interior walls: Bare bulbs situated at irregular intervals provide enough light for the cultists to see what they are doing.

9. Inner Sanctum: Divided off from the main interior by a low wall made of bricks, similar to the one in the long barrow. The concrete floor in this area is heavily stained.

The sanctum contains the idol stolen from the museum by Carswell in 2000. The idol can be used to grant an additional 10% chance of success in casting the spell Contact Y'gonolac. The cult have little need of it as they have their own avatar of the Great Old One close at hand. It is kept in the sanctum purely for ornamental purposes.

10. Video Camera: A high end camera mounted on a tripod with a stack of blank video cassettes stacked beside it ready for use. Carswell generally operates the camera.

THE CULT

Dickinson heads a cult of sixteen other worshippers. Some cultists, such as Collins, are outwardly respectable men but have perverted desires which cult membership enables them to satisfy. Others such as Carswell and six CSS employees are simply violent sociopaths. If the investigators are able to obtain the criminal records of any of this group they find a grim litany of drug abuse, serious assaults and sexual offences. These individuals provide the cult's muscle and are responsible for procuring sacrificial victims once a month from the streets of nearby Birmingham. They prey on the city's vulnerable groups because they're the least likely to be missed: Prostitutes, alcoholics, drug addicts and the homeless are all liable to be bundled into a van and taken to the abandoned bowling alley where the rest of the cult are eagerly awaiting the commencement of the night's ritual. These abductions are always carried out by two CSS employees under the supervision of Carswell.

At 19.00 on the night of Thursday 10th June, the first day that work is allowed to recommence, Dickinson and Carswell go to the Bomb Site and are let into the compound by a security guard/cultist. Carswell uses one of the diggers to excavate the Elder Sign and smashes it with the machine's drill attachment. Dickinson enters the long barrow and emerges ten minutes later with the spear. Saunders then fills in the archaeological workings. Carswell and the security guard depart for Birmingham in their white transit van while Dickinson proceeds to Oakley Park where the rest of the cult awaits having been summonsed. At 23.30 Carswell returns from Birmingham with two sacrifices. One is dispatched by Dickinson using the spear and charging it with 10 points of POW. The other is devoured by Y'gonolac manifesting itself through Saunders.

Having recovered the spear Dickinson has proved his ability but Y'gonolac is not prepared to make him high priest yet. The Great Old One will reward him with the ability to cast more spells but in return expects Dickinson to perform other tasks (including the enlargement of the Redgrove cult) before it confers the ultimate honour. It's possible that Dickinson might never attain the high priesthood. There are plenty of other candidates scattered across the world.

Obviously the events described above are subject to change, depending on the actions of the investigators. If Dickinson becomes aware of the investigators' interest in him he will attempt to "discourage" them. Having dispatched Professor Watson in a

spectacularly gruesome manner and stirred up a lot of unwelcome fuss as a result Dickinson will be more circumspect in dealing with the investigators. Initially he will use CSS employees as frighteners: Investigators find themselves being followed, threatened, beaten up and warned to stay away. These attacks may escalate to potentially fatal "accidents". Kidnapping and subsequent murder in a remote place by Carswell and his thugs is also a distinct possibility. If all else fails Dickinson resorts to summoning the rats again. He is reluctant to call on Y'golnac/Saunders to deal with the investigators because this would be an admission of failure i.e. he is incapable of completing his given task without his deity's help.

LIBRARY/BACKGROUND INFORMATION

Newspapers: At various points in the scenario investigators may wish to do some research into the background of Dickinson and his associates. The following information is all in the public domain and can be obtained from back issues of the Redgrove Indicator. These can be found in the town's central library or at the paper's offices (Persuade roll needed to access the latter). Much of the paper's archive is also on-line. Each of the following items requires one hour of research and a Library Use or Computer roll to obtain:

The Bomb Site: There have been plans to rebuild the derelict South-East part of Redgrove town centre since the early 1980s. Mooted projects have included a luxury hotel, leisure centre, residential flats and a retail park. All of the projects have fallen through due to the local Council not being able to come up with the necessary finance. A common factor in each abortive project since 1988 is support from Councillor Ken Dickinson. The Councillor has championed every proposal in the local press. His comment that the latest development "will really put Redgrove on the map" is typically enthusiastic.

Ken Dickinson: Local businessman active in the building trade until 1988 when he was elected independent councillor for the Chapel Hill, an estate on the new town and one of Redgrove's more deprived areas. Has held the seat ever since. Became chairman of the planning committee in 1998 which was regarded as quite a feat for someone with no affiliation to, or support from, the mainstream parties. However most councillors, regardless of political persuasion, seem to regard Dickinson as a man of integrity who always does what he thinks is best for the town. There is also respect for his business sense and practical nature. He has a reputation as a man who can get things done. As well as his political interests Dickinson is also director of

CSS, a local company which provides security for many commercial premises in Redgrove.

Gavin Saunders: Former partner of Dickinson. Continued to run NBS after his partner entered local politics. Wife Ann murdered in 1999 after intruders broke into their home. Nobody was ever charged over the killing although Saunders was arrested and questioned in 2000.

Simon Carswell: Numerous criminal convictions when younger, mostly for public order and offences against the person. No court appearances in the last five years.

Gordon Foster: Solicitor with Davis, Lodge and Foster of Redgrove. He is often featured in the local press when the paper does an article on local business, running your own firm, or the strength of the town's economy. Foster can be relied upon for an upbeat quote on the health of Redgrove's commercial sector along with a plug for his firm's services.

People: Information that the investigators might obtain from NPCs:

Detective Inspector David Hill: The inspector was involved in the enquiry into Ann Saunders' murder:

"I've never seen anything like it in my life. It was even worse than this thing with the rats. Looked like a wild animal had been at her, she was covered with these bloody big bites. The pathologist or the forensic boys never could say what had done it, whether it was an animal or some freak with special dentures. Most of us thought the husband did it. He said he came home late from work and found her all chewed up. That's bollocks. We pulled him in one time for questioning see if we could shake him. Didn't do any good, he phoned his brief soon as we got him to the station. Let the lawyer do all the talking while he sat there with this vacant look on his face like he was away with the fairies. The bloke's definitely not all there.

On Dickinson: "I should think he's pretty bent, probably right from the get-go: Cash in hand for building jobs, then moving on to giving his mate Saunders building contracts once he was on the Council. Still, we've not got anything on him."

On Carswell: "I remember he was a right scrote. Always getting pulled for assaults, bad ones as well: Glassings, stamping on people's heads, knocked some bloke's teeth out with an ashtray once. We had him

down for some sexual offences as well but they never went anywhere. Couldn't get the evidence."

Andrea Watson: The investigators' client has a fair amount of local knowledge, and moves in some of the same circles as the cultists.

On Dickinson: "Met him a few times. First time I saw him I got the feeling that he was a crook. I make my living defending criminals. I know bent when I see it."

On Foster: "A yuppie about ten years past his sell by date. Seems to think he's working for a big city commercial firm."

On Carswell: "Acted for him a few times when I was duty solicitor. Not my favourite client. Vicious little bastard, and he had a way of looking at women that made me pretty uncomfortable."

Charles Mitchell: Can be found with a simple search in the telephone directory. Although in his eighties the former fireman is in good health and vividly recalls the bombing in the war. He believes the Luftwaffe were aiming for Redgrove's spring factories or possibly mistook the town for Coventry which was bombed the same night.

If questioned about the idol Mitchell says, he "hated the look of the thing. The way it was fat and the proportions all wrong. Who'd want to make something that ugly?"

With regard to the slab at the bottom of the crater Mitchell claims, "that it had this big star carved on it. For some reason I had this funny idea that the slab was a door not so much to keep people out, but to keep something in."

CONCLUSION AND SAN AWARDS

If the investigators stop Dickinson from recovering the spear they receive 1D10 SAN. If Dickinson obtains the spear but the investigators subsequently manage to wrest it away from him the award is 1D8 SAN. Breaking up the cult is worth another 1D10 SAN.

If the investigators have discovered the existence of the bookshop in Brichester they may want to investigate this next. This shop, sometimes referred to as "American Books Bought & Sold", is home to another avatar of Y'golonac, and is also the centre of a Gloucestershire based cult. Y'golonac is using the shop as a vehicle to spread his

worship around the UK and possibly beyond. "American Books..." advertises in several adult magazines selling pornographic books, magazines, videos and DVDs. Those who place orders are also sent a catalogue which contains a far more extensive range of material than in the magazine ads. Repeat customers are screened by Y'golonac for recruitment into his cult. Persons with aberrant sexual interests are sent a copy of Volume 12 of the Revelations of Glaaki. Many people throw the poor quality photocopied booklet in the bin or give up after trying to decipher the first few sentences. Some, like Dickinson, manage to read it all the way through and are visited by Y'golonac.

The Brichester cult is more established than the Redgrove one, having been founded in the early 1970s, and should be a much tougher proposition. As a mature organisation it includes people who could make life difficult for the investigators without resorting to supernatural means e.g. local politicians, powerful businessmen and police officers.

NPCs

Name: Andrea Watson

Occupation: Solicitor (Lawyer)

Colleges, Degrees: UCE/Bham Poly - LLB

Birthplace: Redgrove, UK

Mental Disorders: None

Sex: F **Age:** 35

STR: 10 **DEX:** 11 **INT:** 16 **Idea:** 80

CON: 11 **APP:** 14 **POW:** 15 **Luck:** 75

SIZ: 12 **SAN:** 75 **EDU:** 17 **Know:** 85

Damage Bonus: None

Skills: Accounting 40%, Bargain 60%, Computer Use 50%, Credit Rating 50%, Drive Auto 50%, Fast Talk 60%, Law 80%, Library Use 60%, Listen 40%, Persuade 70%, Psychology 50%, Spot Hidden 40%

Notes: Andrea Watson grew up in a middle class liberal household. She went to university to study law, aiming to become the kind of crusading lawyer who defended the downtrodden and overturned miscarriages of justice. Although she qualified as a solicitor prolonged contact with Redgrove's criminal classes has eroded much of her early idealism. Nonetheless she takes pride in being a professional and thus remains committed to doing a good job for her clients. She has a

reputation as a highly competent criminal solicitor and advocate.

The horrible death of her brother has left Miss Watson badly shaken. In the past she's acted for defendants in murder cases but Richard's killing is like nothing she's ever encountered before. She isn't inclined to believe in the supernatural but on the evidence to date she is prepared to accept the possibility of its existence. She has contacted the investigators in the hope that they can provide an explanation for what happened to her brother.

Andrea Watson is tall and slim with shoulder length black hair and blue eyes. Her skin is quite pale due to the long hours she spends working into the night on her case files. She is attractive in an angular sort of way.

Name: David Hill

Occupation: Detective Inspector – West Mercia Police

Colleges, Degrees: Police Training College

Birthplace: Wolverhampton, UK

Mental Disorders: None

Sex: M **Age:** 40

STR: 16 **DEX:** 13 **INT:** 14 **Idea:** 70

CON: 12 **APP:** 10 **POW:** 15 **Luck:** 75

SIZ: 16 **SAN:** 75 **EDU:** 15 **Know:** 75

Damage Bonus: +1D4

Skills: Bargain 50%, Club/Baton 45%, Computer Use 20%, Conceal 40%, Credit Rating 30%, Dodge 40%, Drive Auto 40%, Fast Talk 60%, Fist/Punch 60%, Hide 50%, Kick 30%, Law 60%, Listen 40%, Persuade 50%, Psychology 40%, Spot Hidden 60%

Notes: Inspector Hill is a stolid policeman of the old school: Politically incorrect and just a little right wing. He has a good arrest record but his unfashionable attitudes mean that his career is unlikely to progress as quickly as the new breed of fast track graduates and those fluent in management speak. Hill is slightly resentful of this but by and large he is happy doing a job he feels is worthwhile.

Hill doesn't believe in the supernatural and is deeply troubled by the murders of Ann Saunders and Professor Watson which are very much out of the ordinary. If the investigators share information with him regarding either crime he will reciprocate by providing what assistance

he can. This may include use of police resources if he can justify it to his superiors.

The inspector stands over six feet tall and is of bulky build. Suspects often find him physically intimidating. He has brown hair worn as long as police regulations allow.

Name: Ken Dickinson

Occupation: Politician/Cultist

Colleges, Degrees: Secondary School

Birthplace: Redgrove, UK

Mental Disorders: Psychopath,
Satyriasis

Sex: M **Age:** 58

STR: 15 **DEX:** 12 **INT:** 16 **Idea:** 80

CON: 14 **APP:** 14 **POW:** 16 **Luck:** 80

SIZ: 14 **SAN:** 00 **EDU:** 13 **Know:** 65

Damage Bonus: +1D4

Spells: Call Forth the Black Horde, Contact Y'golonac, Dominate

Skills: Accounting 30%, Bargain 50%, Computer Use 30%, Credit Rating 50% Cthulhu Mythos 15%, Drive Auto 40%, Fast Talk 70%, Fist/Punch 60%, Head Butt 20%, Hide 30%, Law 20%, Mechanical Repair 40%, Operate Hvy. Machine 40%, Persuade 70%, Psychology 30%, Sneak 20%

Notes: Dickinson left school at fifteen to become a builder's labourer. Although lacking formal education he was intelligent, as well as energetic and ambitious. Within ten years he had built up a successful building firm with his old school friend Gavin Saunders. Newtown Building Services Ltd prospered during Redgrove's expansion into a new town, winning numerous construction contracts. Dickinson and Saunders both became wealthy as a result. Dickinson found that wealth enabled him to fully indulge his sexual proclivities which combined sadism with a near insatiable appetite: When not hiring the services of sadomasochistic prostitutes Dickinson spent his leisure hours reading or watching pornography often in the company of Saunders. In 1999 Dickinson ordered several videos from a shop in Brichester that had advertised in a BDSM magazine. When the videos

arrived they were accompanied by a photocopied booklet. The text seemed to be gibberish but was also strangely appealing in the way it hinted at the use and mastery of supernatural powers. Dickinson showed the booklet to Saunders who was equally baffled by its contents. Y'gononac attacked and possessed Saunders shortly afterwards. The Great Old One then contacted Dickinson and offered him the choice of entering its priesthood or a painful death. Dickinson readily agreed to the former, entranced by the vistas of power and depravity laid out by Y'gononac. Since his conversion Dickinson has built up a small cult in Redgrove.

Despite his insanity Dickinson is adept at projecting a bluff, sociable, salt-of-the-earth image. He is well liked and respected by his constituents, the local business community and colleagues on the council.

Dickinson is of stocky build. He is balding and his remaining hair is cut short. He often wears a sheepskin coat of the type favoured by football managers and small time villains in 1970s UK cop shows.

Name: Glenn Saunders

Occupation: Businessman/Avatar of Y'gononac

Colleges, Degrees: Secondary School

Birthplace: Redgrove, UK

Mental Disorders: Not applicable

Sex: M **Age:** 57

STR: 14 **DEX:** 11 **INT:** 0 **Idea:** 0

CON: 14 **APP:** 13 **POW:** 0 **Luck:** 0

SIZ: 15 **SAN:** 0 **EDU:** 0 **Know:** 0

Damage Bonus: +1D4

Skills: Accounting 40%, Bargain 50%, Computer Use 15%, Credit Rating 50%, Drive Auto 40% Electrical Repair 40%, Fast Talk 50%, Fist/Punch 60%, Mechanical Repair 50%, Operate Hvy. Machine 60%, Persuade 50%, Psychology 20%, Spot Hidden 50%

Notes: Always happy to ride Dickinson's coat tails, Saunders followed his friend into the building trade and went into partnership with him when they set up NBS Ltd. He also shared some of Dickinson's sexual urges although to nowhere near the same intensity: Saunders was able to marry and have a normal home life, something Dickinson never had any inclination to do. As the weaker member of the partnership

Saunders was the natural target for Y'gononac after the two men had read volume 12 of The Revelations of Glaaki. On possessing Saunders Y'gononac immediately butchered his wife to get her out of the way then blamed the killing on a random psychopath. Although the police were never really satisfied with this explanation there was never any evidence to connect a respectable, middle aged businessman with the mutilated corpse of his spouse. Shortly after the murder Y'gononac manifested itself through Saunders to offer Dickinson the priesthood.

Saunders isn't really alive any more. His "soul and mind are destroyed, and replaced with Y'gononac's ". The Great Old One uses him as a vessel so that it can appear at cult ceremonies. When not taking the form of Y'gononac Saunders is able to function in normal society, just. He usually appears distracted, passive and generally lacking in affect. Most people attribute this to the shock of his wife's death.

When at home Saunders falls into a dormant state superficially resembling sleep. Nonetheless Y'gononac remains fully aware inside him and will manifest itself if disturbed.

Saunders of medium build and appears to be in good shape for a person of his age. His brown hair is thinning and going grey. His eyes are also brown and seem quite vacant. Looking into them is like staring into two deep, dark holes.

Name: Simon Carswell

Occupation: Criminal/Cultist

Colleges, Degrees: Secondary School

Birthplace: Redgrove, UK

Mental Disorders: Sadistic Psychopath

Sex: M **Age:** 30

STR: 16 **DEX:** 14 **INT:** 12 **Idea:** 60

CON: 15 **APP:** 11 **POW:** 13 **Luck:** 65

SIZ: 16 **SAN:** 00 **EDU:** 14 **Know:** 70

Damage Bonus: +1D4

Skills: Bargain 40%, Cthulhu Mythos 4%, Drive Auto 60%, Fast Talk 50%, Handgun 40%, Hide 40%, Jump 30%, Listen 40%, Locksmith 30%,

Martial Arts 30%, Operate Hvy. Machine 30%, Sneak 50%, Spot Hidden 50%, Throw 40%, Fist/Punch 70%, Kick 40%, Grapple 30%

Notes: Carswell is a violent thug who enjoys inflicting pain on others.

He first came to Dickinson's notice when working as a labourer on an NBS building site. The two men found they had much in common and Carswell became a frequent guest at Dickinson's house and often accompanied him on his visits to prostitutes. When Dickinson set up CSS he made Carswell his partner. He believed the younger man's capacity for violence would be useful in dealing with aggressive competitors and recalcitrant employees. Carswell was also Dickinson's first recruit into the cult and acts as its chief enforcer and procurer of sacrificial victims. He enjoys this role as it allows him free rein to indulge his natural cruelty.

Carswell is squat and heavily muscled. He has a shaven head which combined with his pale blue eyes give him a decidedly psychotic look. He is usually dressed in chav gear: Dark blue tracksuit worn with gold chains and sovereign rings.

Name: Gordon Foster

Occupation: Lawyer/Cultist

Colleges, Degrees: Birmingham University - LLB

Birthplace: Loughborough, UK

Mental Disorders: Fetish: Acquisition of Money/Wealth

Sex: M **Age:** 32

STR: 13 **DEX:** 10 **INT:** 15 **Idea:** 75

CON: 10 **APP:** 11 **POW:** 13 **Luck:** 65

SIZ: 12 **SAN:** 00 **EDU:** 17 **Know:** 85

Damage Bonus: +1D4

Skills: Accounting 50%, Bargain 50%, Climb 50%, Computer Use 50%, Credit Rating 60%, Cthulhu Mythos 7%, Dodge 30%, Drive Auto 40%, Fast Talk 50%, Hide 20%, Jump 30%, Law 80%, Library Use 60%, Listen 40%, Persuade 55%, Psychology 20%, Spot Hidden 40%, Swim 40%

Notes: Foster is a greedy man who went into law with the aim of making a lot of money. He is also extremely lazy and was never prepared to put in the huge amount of hours demanded by big city commercial firms. Working for a medium sized practice in Redgrove was more to his liking although he resented the lack of opportunity to earn big money. This all changed when Foster met Dickinson and accepted his offer to become company secretary of CSS and RBS. Foster was paid extremely well to minimise tax liability, hide company assets and generally conceal Saunders and Dickinson's corrupt activities as much as possible. Dickinson subsequently inducted Foster into his cult but he is not a particularly devout worshipper. He

is more interested in material wealth than the carnal pleasures offered by Y'gonolac. If the investigators decide to apply pressure (physical or psychological) to any of the cultists Foster would be an excellent choice. He will break far more readily than the others.

Foster is tall with blonde wavy hair. He is boyishly good looking but is starting to run to fat.

Name: Cult Thugs

Occupation: Cultists

Colleges, Degrees: Secondary School

Birthplace: Various

Mental Disorders: Sadistic Psychopath, others at Keeper's discretion

Sex: M **Age:** 25-40

STR: 16 **DEX:** 16 **INT:** 10 **Idea:** 50

CON: 14 **APP:** 9 **POW:** 11 **Luck:** 55

SIZ: 16 **SAN:** 55 **EDU:** 10 **Know:** 50

Damage Bonus: +1D4

Skills: Dodge 40%, Drive Auto 50%, Sneak 40%, Spot Hidden 60%, Fist/Punch 65%, Head Butt 30%, Kick 40%, Grapple 40%, Large Club 60%

Notes: These are all CSS employees. There are eight of them. As noted previously they all have criminal backgrounds. Like Carswell they enjoy worshipping Y'gonolac for the opportunity it gives them to indulge in sadistic debauchery. None of them will think twice about killing the investigators. They are often equipped with baseball bats, pick axe handles and knives.

Name: Nick Baker

Occupation: Local Govt. Officer

Colleges, Degrees: Redgrove Technology College

Birthplace: Redgrove, UK

Mental Disorders: Fetish: Gambling

Sex: M **Age:** 43

STR: 9 **DEX:** 10 **INT:** 13 **Idea:** 65

CON: 11 **APP:** 10 **POW:** 5 **Luck:** 25

SIZ: 15 **SAN:** 00 **EDU:** 16 **Know:** 80

Damage Bonus: none

Skills: Accounting 30%, Bargain 30%, Computer Use 50%, Conceal 30%, Credit Rating 25%, Drive Auto 40%, Fast Talk 30%, Hide 20%, Law 30%, Library Use 40%, Persuade 20%, Spot Hidden 30%

Notes: Baker works in the Redgrove Council's committee services department which provides administrative support to elected representatives. Consequently Baker is privy to many of the decisions made by Councillors. He is quite willing to pass on confidential information to the investigators, for a price. Baker has a gambling problem and is perpetually in need of money to bet on horse racing, and other sports. He had intended to pass information to Professor Watson regarding Dickinson in exchange for payment. It's unlikely that the professor would have involved himself in anything so tawdry as bribing corrupt officials for information. The investigators of course may well be a different matter. If the investigators want to obtain any other Redgrove Council records Baker will agree to try and get them but always for a price. Baker knows and fears Dickinson's murderous nature and thus expects to be paid for his trouble. He can usually be bargained down to about 50% of his initial asking price though.

The investigators should be wary of trusting Baker. If the cult find out about his activities Baker will betray the investigators in the hope that it will save his skin (it won't of course).

Baker is overweight and balding with watery blue eyes. His general manner is furtive. He is shabbily dressed even when wearing a suit at work.

SPELLS

Call Forth the Black Horde: This is a Contact spell costing 1MP and 1D3 SAN. Success brings 1D6+6 black rats to the caster. The rats are intelligent and, although they cannot be bound, they will generally carry out one request for the caster, provided he or she is a worshipper of Y'golonac. Non-worshippers will be attacked.

MONSTERS

Black Rats: Highly intelligent specimens of the infamous Plague Rat. They worship Y'golonac and sometimes act as low level servitors for his cultists. Their small size makes them ideal for spying, and they are dangerous if they attack en masse.

STR: 2
CON: 4
SIZ: 2
INT: 15
POW: 4
DEX: 18
Move: 14
HP: 3

Attacks: Bite 60% for 1HP of damage.

Special Attack 40%. If victim has their mouth open e.g. to scream or shout the rat will attempt to jump into their mouth and lodge its forequarters in the throat. The victim usually dies of shock and suffocation. Drowning rules apply the first round after a successful attack. The victim also loses 1D4/1D6 SAN.

Skills: Climb 85%, Hide 60%, Jump 60%, Sneak 60%

BOOKS

Volume 12 of the Revelations of Glaaki: Language: English (Early 19th Century), SAN Loss: 1/1D3, Cthulhu Mythos: +2%, Spell Multiplier: x0.

Photocopy of a handwritten version of this rare mythos text. It doesn't contain any spells but reading it is almost certain to lead to contact with Y'gononac.

A Midlands History by Edward Aldridge: Language: English, SAN Loss: 1/1D2, Cthulhu Mythos: +1%, Skill Checks: +2 % Occult, +3% History, Spell Multiplier: x0.

A vanity press hardback book published in 1932 taking an idiosyncratic look at the history of the British Midlands region since the Neolithic period. It covers the counties of Worcestershire, Staffordshire, and Warwickshire as well as the urban centres of Birmingham, the Black Country and the Potteries. It is by no means a comprehensive work. Aldridge tends to give prominence to events and places that he personally finds interesting (basically anything to do with Ancient Britain and Roman times). Some of the events Aldridge describes are mythos related although he himself is resolutely sceptical about alleged supernatural phenomena.

CONVERSION TO DELTA GREEN

PISCES will take an interest in Professor Watson's death because of its unusual nature. Assuming the investigators are PISCES agents they are assigned to look into the matter to establish whether it has any paranormal aspect. Once they uncover Dickinson's cult the investigators will be expected to take the appropriate action.

Non-PISCES investigators will at some point encounter the agents assigned to the case. PISCES will initially warn the investigators away but may later seek their assistance. A request for help occurs if the PISCES team are short handed due to lack of resources, or if they've been decimated in an encounter with the cult. Investigators who appear knowledgeable in relevant fields (e.g. local history, the occult or Cthulhu mythos) may also be consulted by PISCES.

In the Delta Green milieu "American Books..." was raided by PISCES in 1974 and its proprietor interned in the Magonia containment facility. However, not all of the Brichester cultists were rounded up and they have since regrouped. Rather than open a new bookshop and present another sitting target for PISCES the cult has gone into the mail order business instead. The business operates out of a suburban house in Brichester. Advertising and distribution of pornography and "the Revelations" are as described in **CONCLUSION AND SAN AWARDS** above. A box number is used in all advertising to discourage any casual callers. The enterprise is moderately profitable and the cult is thinking of making the move to a website based service with the aim of expanding its reach beyond the British Isles. If PISCES learns of the existence of this revitalised Brichester cult it will attempt to destroy it. This new assault on the worshippers of Y'golonac could form the subject of a follow on scenario.

SOURCES/ACKNOWLEDGEMENTS

The main inspiration for this adventure came from growing up in a British new town and working in local government. Although Redgrove is a thinly disguised version of my home town of Redditch I should emphasise that Redgrove Council is entirely fictional and is in no way meant to be a portrayal of any of my employers, past or present.

The company names used in the scenario are, at the time of writing, also fictional. No resemblance is intended to any similarly named body existing in the real world.

"Cold Print" by Ramsey Campbell from the anthology of the same name (ISSN 074724059 0). This was my starting point for information on Y'gononac and his methods of recruiting worshippers.

"Memento Mori" by J B Hill from issue 74 of Challenge magazine (ISSN 08945535). Call of Cthulhu scenario featuring Y'gononac worshipping black rats which are rather more formidable than the generic rat packs given in the CoC rules. I've adopted these "super rats" for this scenario and have added to the statistics given in "Memento Mori."

"Imperial Governor" by George Shipway (ISBN 0304363243). An excellent mock autobiography of Suetonius Paulinus, the Roman general who quelled Boadicea's uprising. Shipway's druids, with their enthusiasm for torture and gory sacrifice, could easily be Y'gononac cultists.

"PISCES: Her Majesty's Watchmen" by Adam Crossingham, with Graeme Price, from issue 2 of The Black Seal Magazine (ISSN 14761939). Article expanding on the PISCES chapter of Delta Green: Countdown. Referred to for the Delta Green conversion notes.

Historical information came from the Roman Britain website at **www.roman-britain.org**.