

A Green Jewel
They Must
Possess

The background of the poster depicts a chaotic city street at night. A massive, green, multi-eyed octopus-like creature looms over the scene, its tentacles reaching down. In the foreground, a woman with long dark hair, wearing a red corset and black skirt, looks up in shock. Next to her, a man in a brown trench coat and hat is seen from behind, looking towards the monster. In the background, a building is on fire, and a sign on a passing vehicle reads "THE PRODUCER OF 'THE G... TLU A... YOU CANT MISS THIS... ONLY THIS... MAN... P...".

Venger As'Nas Satanis

A Green Jewel They Must Possess

THE MORE YOU KNOW

Detective stories usually have the main plot while each significant character has his own subplot going on. Roll on this random table to give investigators a bit more depth, as well as, have something else to do and care about in between major plot-points.

It's up to the player whether he wants to use the result as yet another detail for his character or a motivation that determines the investigator's actions. These are quick little thumbnail impressions. Players should feel free to mold and elaborate on what is given.

CHARACTER SUBPLOTS

Roll	Result
1	Just got out of rehab
2	Used to be a workaholic and wants to reconnect with his kids
3	Recently divorced
4	Just broke up with girlfriend
5	As a kid, always wanted to be a superhero... or supervillain
6	Was sexually repressed until very recently
7	Knows that his brother is a serial killer
8	Accused of sexual harassment in the workplace
9	Fired from job not too long ago
10	Career is in the toilet
11	Declared bankruptcy a year ago
12	Diagnosed with cancer and is fighting for his life

13	Drug habit getting worse
14	In love with the wrong woman
15	Owes money to the mob
16	Blackmailed into giving national secrets to a foreign power
17	Just came back from warzone and dealing with PTSD
18	Came home to eviction notice last week
19	Just got out of prison
20	Currently in a toxic sexual relationship

THE OPENING

It's Chicago in autumn, nineteen seventy-something.

Ezra Jackson calls one of the investigators, asking to meet at a nearby restaurant in order to talk business. He sets the meeting for 5:00pm on a Tuesday.

Ezra is about 30, medium height with a medium build, long brown hair, glasses, and wears a tan corduroy jacket with brown suede patches at the elbows. He's usually quiet unless he has something to say. Ezra is ambitious, but not at the expense of his friends. He became fascinated with the occult at a young age, but never went too far down the rabbit hole.

Determine which of the following suggestions explain Ezra Jackson's relationship to each investigator.

RELATIONSHIP TO EZRA JACKSON

Roll	Result
1	No relationship at all
2	Both went after the same girl in college (or dated, if the PC is a girl)
3	Borrowed (and paid back) money
4	Have a mutual interest in occultism
5	Friend of a friend
6	Former employee
7	Bitter rival
8	Met briefly at Miskatonic University



THE BACKGROUND

When they meet at the restaurant, Ezra will engage in small talk. He'll mention that he lives just a few blocks away, but will not give them the exact address unless they ask for it specifically.

Ezra Jackson has a little proposition for the investigators. Ezra heard about excavation in what is now Syria - a new temple was discovered by a team of Americans, buried underneath what was considered the oldest temple discovered - until now, that is. Within this temple, the archaeologists found a sphere made of an unknown material. After touching it, the sphere began to glow green.

After one of the archaeologists died under mysterious circumstances, the sphere was shipped back to America for study and eventual display.

"Nothing like this has ever been seen or recorded, not only in the Middle East but any ancient civilization on earth... this is truly a unique artifact!"

Ezra takes a large, musty book of yellowed paper out of his satchel and places it upon the table. Beneath a thick layer of dust, investigators can just make out the title - *Intrusions from the Outside*.

Ezra opens the heavy book, flips a hundred or so pages, revealing handwritten notes, diagrams, sketches, and translations from other languages tucked in-between pages. Eventually, he comes to a specific passage which includes a picture of some robed man wearing a hideous mask. The man is receiving a sphere from above. The sphere has rays of light or perhaps they are flames coming out of it. The man is being given the sphere by some unidentifiable shape which has, what appears to be, tentacles.

"The Outer Gods gave their High Priest, Azran at-Ra, a gift - it was a symbol of their power, and could be used to alter the destiny of all mankind.

At this point, Ezra brings out a scroll written in Arabic. He translates it thusly, "And so did the Father of Gods

shrouded in darkness who came from outside give his emissary an object like the full moon. This gift shown green with malevolent illumination. As it was given to man, so does man attempt to destroy his world until there is a clear path for the Gods of darkness."

It is clear that Ezra Jackson is passionate about lost antiquities and this ultra-telluric artifact in particular. There seems to be a slightly feverish quality to Ezra's manner when he talks about the sphere. He's more passionate about this than any of the PCs can remember him being.

"I know of a half-dozen expeditions to what was Mesopotamia and Sumeria, looking for something like this - a divine weapon or spiritual tool that can be used to usher in a new aeon. But those expeditions came up empty. There was nothing to be found. Somehow, 10,000 years ago, the outer sphere was lost. Now, the excavation of this new Sumerian temple has revealed the gift to Azran at-Ra."

Ezra wants the PCs to help him steal the green sphere from where it is currently being shown - the Chicago Museum of Antiquities. Why? Because of its supposed power and spiritual properties, connecting man to those ancient astronauts who influenced man's evolution and continually shape his civilization.

Ezra goes on to say that there may be another group after the sphere, as well. It's up to the investigators to decide if they'll do it and if so - when?

DISCUSS AMONGST YOURSELVES

At this point, the investigators have a decision to make - help their acquaintance steal a priceless relic or say thanks, but no thanks.

If they help Ezra, the investigators are in the driver's seat regarding timetable. Ezra is ready to go. However, he understands if the PCs want to take their time to prepare and/or gather more information.

If the PCs decide not to assist Ezra, they hear about the sphere being stolen from the Chicago Museum of Antiquities. The sphere is nowhere to be found, but there is a dead body at the scene of the crime. This corpse could either be Ezra's or one of the mercenary's (if it's the latter, then Ezra was taken

prisoner). His untimely demise or disappearance, in addition to the sphere's theft, should light a fire under the PCs so that they start their own investigation.

GATHERING MORE INFORMATION

The PCs are investigators of one kind or another. They know that more information is out there somewhere. Taking the time to find it, however, is another matter. Gathering information can be done either before or after the sphere is stolen from the museum.

Every investigator who spends the better part of a day or night attempting to gather information should roll 1d6. On anything but a result of "1" or "2," a small discovery is made. The following is a short list of such discoveries.

- In the last few years, archaeologists have speculated that a culture pre-dating the ancient and familiar ones existed in the earliest times, before the rise of Mesopotamia. Those humans were different genetically (according to the study of their skeletal remains) and had strange ways, such as the intentional practice of black magic and courting of demons. Their High Priest was named Azran at-Ra.
- According to another weird tome an investigator has access to, a sphere of pulsating green light or energy is mentioned but it is called the Azran Sphere. That book states the sphere was forced into the High Priest's hands as either a punishment or reward for his wickedness. The High Priest was killed before he could use the Azran Sphere's obscene power.
- The death toll is higher than Ezra mentioned at the meeting. First, the American archaeologist mysteriously died shortly after the sphere's excavation. Then, an Arab customs official dies from unknown causes hours after thoroughly checking the sphere over. Just after the sphere arrived in the United States, a Miskatonic University professor, Doctor Thorssen, examines the green glowing relic and is found dead the next morning without a clear explanation for how he died.
- Conspiracy theorists have been talking about a shadow government within the United States, responsible for safeguarding us from

otherworldly horrors. Additionally, a few underground journalists have mentioned a radical, albeit small faction within that shadow government whose agenda is to exploit unspeakable nightmares beneath the veneer of reality to further their own power.

THE HEIST

The sphere is currently on display at the Chicago Museum of Antiquities. Within several hours, a team of mercenaries (four of them) will enter the museum and steal the glowing green sphere from its display case. The following is a list of possible outcomes and consequences depending on the time table that has already been set in motion.

If the PCs gather up some gear and decide to steal the sphere immediately, they can get to it first. It's 5:30pm once Ezra finishes his pitch. The museum closes at 6pm. After acquiring the sphere, Theta Chartreuse, a secret para-military agency and occult order, will attempt to steal the sphere using sorcery.

If the PCs delay, but still attempt to steal the sphere tonight, they will run into the mercenaries hired by

Theta Chartreuse. There will most likely be a shoot-out. If the mercenaries get the sphere, there will be museum clues in order to track them down. If the PCs get it, Theta Chartreuse will attempt to steal the sphere using sorcery.

If the PCs decide to bide their time, gathering information or waiting to see what happens next, the mercenaries steal the sphere from the museum without incident. There will be clues at the museum. Of course, if Ezra attempts to steal the sphere by himself - without the PCs aiding him - he'll either get himself killed or captured while Theta Chartreuse agents make off with the sphere. The investigators will hear or read a report about the sphere's theft and that a body was found at the crime scene.

CHICAGO MUSEUM OF ANTIQUITIES

The sphere is located in the central part of the museum; above is a big skylight and probably the easiest way to access the museum after closing.

Other exhibits include: cave paintings, ancient Egypt, Greek and Roman artifacts, etc.

The sphere is resting in a display case all by itself. A little plaque states that this was probably used in religious ceremonies and was fashioned out of a mineral unknown on earth - most likely from a meteor.

CLUES AT THE MUSEUM

One of the mercenaries took a book from the occult shop which is Theta Chartreuse's headquarters in Chicago. The name of the shop is The Gilded Grimoire. The mercenary's book had a Gilded Grimoire bookmark in it. The bookmark fell out during the heist.

Another mercenary smokes and dropped a book of matches on the museum floor. One of the mercenaries picked the matches up from a bar called Al's Bar. It's located right next to The Gilded Grimoire. Al's Bar is a dive and not special in itself, but the bartender could be bribed into giving information, such as the tough guys the investigators are looking for that go in and out of the weird magic shop next door.



Clue in Ezra's pocket - a notepad. The top page has been ripped off, but PCs can see indentations on the paper below. Rubbing the edge of a pencil over the page is one way of revealing what was last written upon the notepad. There are three things...

- Hera Langley
- Banana Flavor (at least one PC will be aware that this is the name of a local disco)
- \$50,000

Additionally, if one of the mercenaries is taken prisoner, he could be persuaded to talk. Eventually, he will reveal the freaky group of nut-jobs that hired him (Theta Chartreuse) and that they hide out in a creep show shop called The Gilded Grimoire.

THETA CHARTREUSE

There is a para-military organization safeguarding the world from supernatural disaster. Theta Chartreuse is a splinter group devoted to awakening the Great Old Ones. They are determined to usher in an apocalyptic new world order.

Only a year ago, the United States agency branched out into the international morass of supernatural espionage and occult terrorism. The mix of differing personalities with a multitude of belief systems from a variety of backgrounds created more chaos than order. However, certain protocols eventually fell into place. While the majority did what they could to stem the tide of cosmic horror, there were a few individuals actively embracing it.

Theta Chartreuse was conceived a few months ago. They have agents all over the world working quietly in the shadows, holding positions of authority, helping to lull humanity into an even deeper sleep before the awful wakefulness of malignant, alien gods tearing reality away.

This clandestine organization is led by an occult researcher and author named Von Zos. It is common knowledge within Theta Chartreuse that Von Zos is in contact with some sort of entity from outside, an outer presence that is able to assist in certain matters. Nothing else is known about him, except that he's the puppet master pulling the strings from an undisclosed location.



**'And it was
created by
the artist
Blacksaw
Jibmanger.'**

STEALING THE SPHERE VIA SORCERY

Mercenaries can only do so much. They've already been deployed to steal the sphere from the museum. If the PCs now have the sphere, Theta Chartreuse will use less direct means to further their agenda.

Arnold Stangle will devote himself to the ritual chamber in the basement of the occult bookshop. The GM should roll a dice pool of 2d6 for him, taking the highest number as the result. Below is a reference for determining the power of his spell.

Roll	What Happens
1	Arnold Stangle is killed by some unnatural abomination he conjured.
2	Arnold's spell fizzles and he'll either have to send more mercenaries or send the Theta Chartreuse group in Chicago to settle things.
3	An insubstantial but terrifying thing enters the investigators' quarters and makes off with the sphere.
4	A terrifying aberration from the foulest pits of hell or blackest gulfs of space appears in the investigators' quarters, attacking them before stealing the sphere. It takes one "kill" before the creature dies.
5	A terrifying aberration from the foulest pits of hell or blackest gulfs of space appears in the investigators' quarters, attacking them before stealing the sphere. It takes two "kills" before the creature dies.
6	A terrifying aberration from the foulest pits of hell or blackest gulfs of space appears in the investigators' quarters, attacking them before stealing the sphere. It takes three "kills" before the creature dies.

EZRA'S SECRET

Ezra Jackson was part of Theta Chartreuse in the beginning, but this was before he knew exactly which direction it would take. All his life, Ezra had been an outsider fascinated by the unexplained. He believed joining Theta Chartreuse was his chance to be involved in supernatural investigations.



When he realized that Theta Chartreuse only wanted to recruit him in order to awaken some terrifying godlike entity or entities, he decided to leave. Theta Chartreuse learned of Ezra's desire and blackmailed him into staying quiet while occasionally helping them achieve their hideous goal.

Upon learning of the glowing green sphere, Ezra decided to steal it for himself - if only so Theta Chartreuse wouldn't have the thing. He also engaged his long-time friend, Hera Langley, to assassinate the agents of Theta Chartreuse operating in Chicago.

By the scenario's middle, Ezra will either be dead or taken as a prisoner to be eventually sacrificed in the basement of The Gilded Grimoire.

EZRA'S APARTMENT

If something happened to Ezra Jackson, the PCs can always poke around his downtown Chicago apartment.

It's a two-bedroom, one bath on the third floor of a historic building. The place is barely furnished. It looks like Ezra hasn't been living here too long, maybe a month or two.

Assuming the PCs didn't recover Ezra's notepad earlier, it's here in the apartment.

There's also a pair of fishnet pantyhose hanging off the leather couch. If the investigators check the couch cushions, they'll find the business card of an accountant named Hera Langley. Someone has written on the back of the card with pen, "Meet me at Banana Flavor tonight."

THE DISCO

Banana Flavor is a strange little "night club" of music, colored lights, smoke, mirrors, alcohol, drugs, casual sex, and prostitution. It doesn't look that sleazy upon first entering, but stay for a while and you'll see the place for what it is - a den of iniquity.

There is a dangerous woman at the disco tonight. Her name is Hera Langley: blonde, aged 30, slim, pale, and attractive. She's not part of any organization or agency. Hera Langley is an assassin out on her own, getting paid large sums of money to shoot people in the back of the head.

She hangs out at Banana Flavor two or three times a week. It's also where she meets potential clients to discuss business.

If the PCs come to see her at Banana Flavor, she's present and willing to help with the investigation. What Hera saw the night she spied on The Gilded Grimoire chilled her blood. She's getting on a train tomorrow morning and doesn't want any more to do with the entire business (after a bit of explanation, of course).

Ezra Jackson and Hera Langley have known each other for years. Ezra hired Hera to spy on and kill the agents of Theta Chartreuse. When she stumbled into the aftermath of one of the organization's rituals, she decided \$50,000 wasn't worth the risk and called Ezra to apologize for not being able to finish the job.

Hera tells the PCs that Theta Chartreuse has set up shop at an occult bookstore called The Gilded Grimoire.

THE GILDED GRIMOIRE

This is a long, thin galley sort of shop. Some kind of East Indian or Arabic music is playing on a record player behind the cash register. It has mostly books but also display cases and shelves full of crystals, incense, tribal masks, ritual implements like a gong, an athame (ceremonial dagger), candles, robes, animal skulls, etc.

A man in his 30s is behind the counter reading one of the strange books carried by the shop - it happens to be a book on the lost city of Atlantis. This man is Collin Smith, one of Arnold Stangle's assistants.

Behind the man is a door with a plaque on it that reads "Private."

OCCULT SHOP BASEMENT

On the other side of that door is a creaky wooden staircase that looks 100 years old. The stairs lead down to a damp cellar with only a couple of naked lightbulbs for illumination. The floor is cracked concrete with chalk markings that outline a circle with various undecipherable symbols arranged throughout.



If Ezra was captured, he's bound and gagged, tied to a chair on the outside of the circle.

Arnold Stangle will occasionally be down here and there's a 2 in 6 chance that his other assistant, Ian Dirkwesh, will also be present.

Arnold carries an enchanted short sword with him at all times. The slender sword is engraved with Egyptian hieroglyphs, naming some unwholesome god - "Tsathag'kha." It is considered a magical weapon. Anyone who wields it gets an extra 1d6 to their attack dice pool and whatever damage done takes three times as long to heal.

Just before Arnold dies, he whispers something to the investigators. "Von Zos won't stop until he has the sphere." This will forewarn the PCs that the war isn't over.

There's an interesting piece of arcana down here, as well. There's a good sized landscape painting in a golden frame. When not in use, a moth-eaten old blanket is draped over the artwork to conceal its true value.

The painting's canvas shows several amorphous "wobbly" shapes on an alien planet. Every so often, the scene changes in some small way - color of sky, form of the shapes, texture of the ground, or general mood of the composition. At the bottom of the frame is an engraving. The painting is entitled, "The Change of Weather on Rexil 4." And it was created by the artist Blacksaw Jibmonger.

This artwork can be used to spy on other people, as long as the person or persons being spied on are known to the painting's owner and not more than 100 miles away.

Additionally, human beings - when in the painting's presence - are subject to sudden emotional shifts. One minute happy, the next worried, angry, sad, or laughing hysterically.

VON ZOS

It won't take much to eventually thwart the mercenaries and Chicago agents of Theta Chartreuse. However, the organization's leader will stop at nothing to secure the sphere for himself.



Von Zos is 6' 7" tall and emaciated; bald with a thin goatee and a facial scar. He chooses his words carefully and speaks with a harsh whisper, usually to tell people how stupid they are or why he does what he does - to awaken the Great Old Ones!

Von Zos is a competent sorcerer. Once the investigators believe they have won the day, Von Zos will teleport to some location close to the sphere and attempt to steal it. Before he returns to his secret hideout, Von Zos will dispose of the investigators - loose ends he can't afford to have.

A large trapezohedron of violet-jade is worn around his neck. It prevents him from being harmed by bullets, knives, or blunt instruments. Basically, the only way to kill him (while he's wearing the gem) is via a magical weapon or sorcery.

If Von Zos claims the sphere, he will be nigh unstoppable. Within the month, the Ancient Ones will wake from their slumber and take possession of the earth once more.

THE GREEN GLOWING SPHERE

The sphere amplifies psychic energy, focusing the will and harnessing those states of super-consciousness that create change in reality. In other words, the sphere makes magic. Those using the sphere to charge their sorcery find themselves with sevenfold the power.

Those without any supernatural or magical powers can use the sphere to cast spells as if they were an adept sorcerer. If an actual magician got his hands upon the sphere and took the time to study its mysteries, he could eventually will the sky to rain blood, the seas boil, and gargantuan slimy green tentacles erupt from the core of the earth as the Great Old Ones walked free.

The sphere is fueled by draining the life force of living beings. As long as the sphere is on earth, it will periodically absorb the life of human beings that happen to be in close proximity. This absorption kills the subject drained of life force.

The sphere is sentient and knows when, where, and who to kill. It chooses its victims carefully. Those humans who have no way of understanding the sphere or utilizing its power are absorbed while individuals who have been exposed to strangeness will most likely be spared.

Destroying the sphere is impossible. It can only be hidden or locked away. Eventually, it will be found again and used to awaken the Dark Gods. All that humanity has is a temporary reprieve from the apocalypse.

A series of pink watercolor splatters of various sizes, some with darker centers, scattered in the upper right quadrant of the page.

**‘Nothing else
is known
about him,
except
that he’s the
puppet master
pulling
the strings
from an
undisclosed
location.’**

CREDITS

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