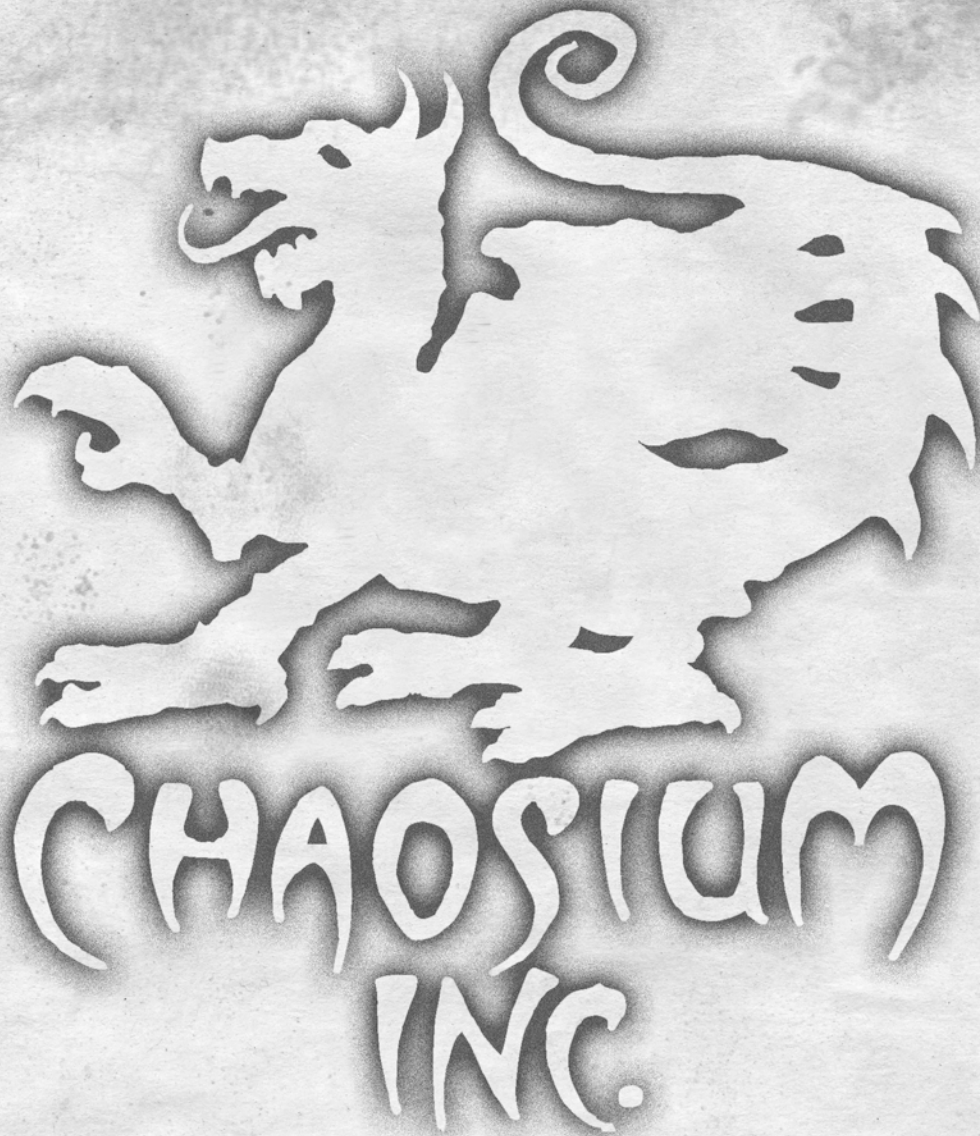


ATOMIC-AGE CTHULHU

MYTHOS HORROR IN THE 1950S

SAMMONS, ADAIR, SANBORN,
RIOS, LYNCH, COURTEMANCHE,
DZIESINSKI, AND FRIENDS





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Atomic Age Cthulhu

Mythos Horror in the 1950s

Interior Illustrations:

Alberto Bontempi, Paul Carrick, David Grilla,
David Lee Ingersoll, Bradley K. McDevitt,
Wayne Miller, Marco Morte

Cover Painting:

Caleb Cleveland

Editing, Typesetting:

David Mitchell

Maps:

David Lee Ingersoll, Marco Morte

Layout, Production:

David Mitchell

Copy Reading:

David Mitchell

Special Thanks To:

Badger McInnes, Dave Lai and Pookie

This adventure pack is best used with the roleplaying
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Howard Phillips Lovecraft

1890 - 1937

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Introduction

BRIAN M. SAMMONS

Why bring *Call of Cthulhu* to the 1950s? Because few other points in history seem so tailor made for the paranoia and fear that is so important to the Cthulhu Mythos. While many places in the world were still recovering and rebuilding from the Second World War, this was a good time for America in many ways. The economy and industry were roaring, the nation was filled with pride over a hard-won victory, the middle class exploded and it seemed like everyone could own their own home, car, or perhaps even one of those new amazing televisions. Very few, if any, other decades are remembered more fondly, and viewed through thicker rose-colored glasses, than the '50s are for Americans. It was a time of innocence when the music, movies, cars, and everything else were just so much better than anything before or since. And yet, all that was largely a façade. Just below the shiny surface of “everything is great” was the festering fear that wrapped its clammy tentacles around everyone regardless of race, sex, or age.

Never before in history did the world face a global threat as it did in the shadow of the A-bombs, and later the even more devastating H-bombs. Educational films were made to show how to survive a nuclear blast, and at the movie theaters the classic monsters of the '30s and '40s were replaced by the horrors spawned by the atom. Children were instructed to crawl under their school desks if “The Bomb” was dropped, as if a few inches of wood would make any difference, and many regular families either had new bomb shelters

dug into their back yards, or converted existing basements or storm cellars for a more grim purpose.

Then there were the unseen dangers, the enemies that were everywhere, even in our midst. There were the usual cultural threats, exemplified in this decade by devilish rock n' roll, morally corrupt books like *Lolita* and *Catcher in the Rye*, disgusting nudie magazines like *Playboy*, and then there were the sinister comic books that were corrupting the minds of the youngest readers. But books and movies were one thing; the threat of a very real unknown army of people, striving to overthrow the entire government and strip away all personal freedom, was quite another. These evildoers were everywhere, could be anyone including your neighbors, friends, and maybe even your family members. Of course I'm talking about the dreaded Red Menace, the godless Communists. Those dastardly Reds had to be stopped by any means necessary, lest the good people of America lose everything.

So you have everyone thinking that everything is A-OK, but in reality you've got a global threat that could change the world as we know it, one that can't be fought against and, if ever unleashed, could barely be survived. There's an insidious corruption growing, spreading, influencing the young and easily led. Not to mention a virtual cult of secretive people working in the shadows to their own nefarious ends. Yep, sounds like *Call of Cthulhu* to me.

So here you have *Atomic Age Cthulhu*, bringing Lovecraftian horror roleplaying into

the postwar golden age. In this book you will find background information and history about 1950s America along with new skills and investigator professions to help play *Call of Cthulhu* in that rockin' decade. A bunch of Sinister Seeds have been included to help you grow your own 50s flavored horror, but if you're looking for some ready-to-run scenarios, well then, rejoice—because we've got seven great ones here for you to spring on your unsuspecting players.

"This Village was Made for Us" – in a closed community devoted to exploring the newfound wonders of the atomic age, alien horrors conduct their own experiments and our well-being does not factor into their calculations.

"TV Casualties" – television: newfangled technological wonder, or dreaded idiot box looking to enslave us all? Could the answer to both questions be yes?

"The Return of Old Reliable" – the space race, still in its infancy, gives birth to a world-threatening horror no one could have seen coming.

"Forgotten Wars" – the Korean "conflict," never formally classified as a war, and yet technically still underway today, pales in comparison to the aeons-long conflict between two ancient enemies, and a US Army tank crew gets caught in the middle.

"High Octane" – slick hotrods, dirty and dangerous bikers, a Commie plot, and a once-slumbering menace starting to stir; will the investigators be able to keep the lid on this pressure cooker or are things going to blow as the fear continues to mount?

"L.A. Diabolical" – it's Tinsel Town and the rich and famous want to dabble with the chic side of darkness for kicks, but when something from the darkness starts playing with them, the fun quickly ends.

"Destroying Paradise, Hawaiian Style" – blue skies, loud shirts, surfing and a king of rock n' roll making a movie; what could possibly go wrong? Well, when the horrors of the Cthulhu Mythos combine with the horror of nuclear weapons, what do you think?



This Village Was Made for Us

CHRISTOPHER SMITH ADAIR

George Stirwell has been found dead in the desert near Sentinel Mountain, after apparently shooting himself in the head. His wife Sarah last saw him on a Saturday morning, when he told her he was going camping with his friend, Tim Hoff. She expected him back that Sunday afternoon. When he didn't come home, she contacted Hoff, who said he'd been in town all weekend and hadn't made any plans with George. Sarah contacted the authorities, who found him Monday afternoon. He had been dead since Saturday. He was on the hood of his truck, his shotgun on the ground. There was a suicide note sticking out of his shirt pocket. During the examination, the authorities discovered a number of minor bruises, scars, burn marks, and contusions on his body, but it was determined that, while they were fairly recent, they were made prior to his death.

The authorities quickly ruled it a suicide and closed the case. Certainly, all the evidence pointed to it, and Stirwell had been behaving oddly recently. The nuclear engineer was in a high pressure position, his wife was having an affair, and he had been questioned more than once by military intelligence.

Stirwell did indeed kill himself, but not for any of the suspected reasons. He did so out of desperation, to silence the alien nestled within his brain. He had become a pawn of the insects from Shaggai and their agent, Dr. Sherman Nackworth. When Stirwell blew his skull apart, the shan that lurked in there was destroyed by the sunlight that shone down onto it.

KEEPER'S INFORMATION

This scenario is designed to take place in the Hanford region of Washington in the summer of 1955. Moving it to another place or date (especially after 1955) will require careful consideration. Puck Hyah Toot, the last prophet of the Wanapum, dies in 1956. In 1958, Richland becomes a full-fledged city instead of a government town. Keepers can change the specific dates and season without much trouble.

The Hanford Site looms large over both the community and the scenario. Investigators may well dread infiltrating the installation in order to solve the scenario. While they need not worry, since nothing sinister (in an eldritch sense) is directly happening there, stoking the players' worries is good fun nonetheless. Also, the keeper should emphasize the strange nature of Richland. While in many ways it seems like an ordinary town, investigators will quickly become aware that it is not. They will be outsiders in a city that has been built from the ground up by the government. The atmosphere should make them paranoid and cautious, unsure of whom to trust and of how deep the conspiracy goes.

DR. NACKWORTH

As a young man, Nackworth's curiosity during a visit to England brought him to the attention of the shan, who saw in him an opportunity to finally exert their influence on the world.

Nackworth returned to the United States, ensconcing himself in the nuclear community before, during, and after the War, while the shan infiltrated England's own nuclear industry after the War. After a period of experiments and planning, they have now reconstructed *Massa di Requiem per Shuggay*. This time, there will be no disastrous public performance of the opera. For now, performers in the key locations of Richland, Washington, and Harwell, England, intently practice the difficult work. These prefabricated atomic villages, built to isolate and provide for the nuclear community, are perfect for the shan's plans, while also providing perverse diversions.

THE HANFORD REGION

The Desert

The area surrounding Hanford is a desert of sagebrush steppes, arid and windy. It is interspersed with wetlands and meadows. Diverse species of mammals and birds inhabit the area, such as rocky mountain elk, coyotes, mule deer, and waterfowl. The Columbia River flows south through the area. The land rises to its west, forming such features as the Saddle Mountains and Rattlesnake Mountain. To the east, the ivory-colored White Bluffs overlook the river at a height of 400 feet. The cliffs themselves are within the Hanford Site borders. Beyond them, the desert forms majestic sand dunes.

The Hanford Site

The Hanford Site in southeastern Washington was an important part of the Manhattan Project. During the war, it operated in secret, producing the plutonium used in the first bomb test and the bomb dropped on Nagasaki. In 1942, the government used eminent domain to take over 640 square miles of desert, including Hanford, White Bluffs, and other settlements, displacing the inhabitants. The massive top-secret facility was constructed and quickly went

operational, consisting of over 500 structures, including three nuclear piles.

After the bombing of Japan, the purpose of the installation was finally revealed, and it remained operational, becoming instrumental in plutonium production for the arms race, as well as research, during the Cold War. General Electric took over the operations from DuPont, while the Atomic Energy Commission took over government management from the U.S. Army Corps of Engineers.

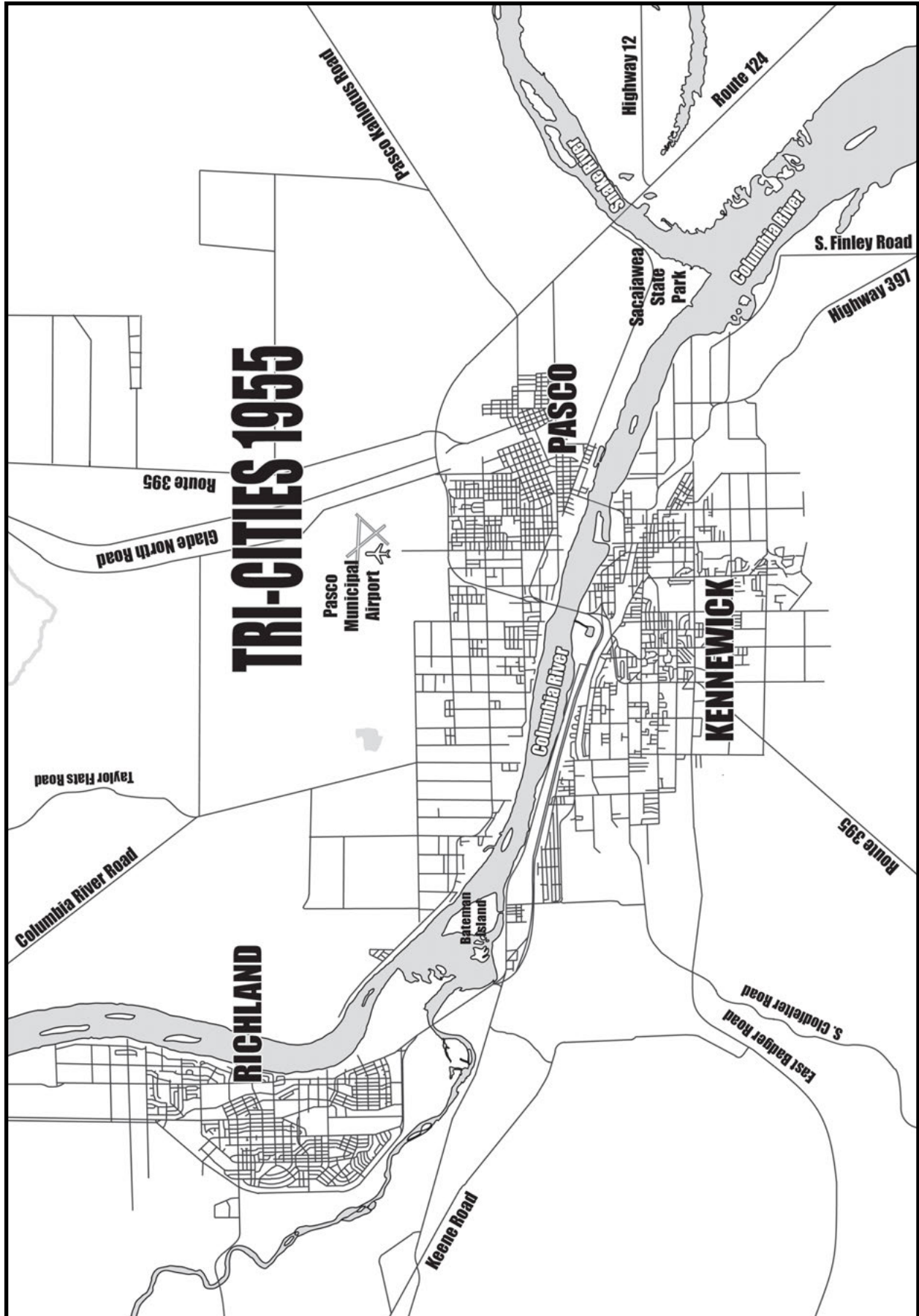
The Hanford Site continued to expand, with five more nuclear piles going live by 1955. A ninth reactor, which will provide domestic electricity, will be operational by the end of 1963. The nuclear reactors are in the north of the site, along the Columbia River, the chemical separations and waste-storage areas are centrally located, and offices and support facilities are in the southeast corner, just north of Richland. The site proper is bordered on the north and east by the Columbia River and surrounded by a buffer of uninhabited desert.

The Tri-Cities

The cities of Richland, Pasco, and Kennewick compose the Tri-City area, with a combined population of over 60,000. The Hanford Site provides economic impetus to all of them. During the war, most of the inhabitants remained ignorant of the site's purpose; even workers were kept in the dark about what they were actually working on.

Richland Village is closest to the site, situated at the confluence of the Columbia and Yakima Rivers. It consists of homes for the site's employees. It is a company town, and the company is the government. The government owns all the property until 1958, and they and their contractors are responsible for its maintenance. Utilities, repairs, and medical care are provided for free.

While the end of the war and nuclear proliferation have lessened the security concerns to some degree, the residents remain under scrutiny. Every member of the populace has some degree of security clearance. Still, the



caretakers of the village have attempted to make Richland hospitable. Richland has most of the same types of businesses and services ordinary cities do: diners, movie theaters, laundry services, churches, schools, and more. Richland's population is over 20,000, and younger than the national average. It is also Caucasian; people of other races that work at Hanford and in Richland live in the neighboring cities.

Richland citizens are proud of their roles in WWII and the Cold War. Their slogan is "Richland: The Atom-Bustin' Village of the West," complete with mushroom-cloud logo. The dangers of radiation are not well understood, and the people trust the government to keep them safe and informed.

The initial construction and the various expansions of the Hanford project and Richland had consequences. The activity added to the vicinity's sand and dust, and the wind created fierce dust blizzards. Lawn and tree plantings (including a shelterbelt of trees on the western border of town) and constant maintenance over the years have mostly resolved this issue, but storms occasionally whip through, and people rush indoors to protect themselves. Mosquitoes took advantage of the Hanford project's numerous water-retention tanks and waste-

water drainage ponds. A plague of mosquitoes descended on Richland in the spring and summer of 1945, and children were unable to play in city parks. A vigorous campaign of extermination over the years since has mostly brought the mosquitoes under control.

Richland is in the process of changing. In 1954, it elected its first mayor, Harold Orlando Monson. Plans are underway to incorporate as a First Class City outside of direct federal control.

INVOLVING THE INVESTIGATORS

One or more investigators may personally know George Stirwell and will receive a puzzling letter from him, postmarked Saturday, July 30th, Kennewick, WA. (See *Village Papers #1*, below.) But by the time the investigators reach Richland, Stirwell is already dead, having killed himself the same day he sent the letter. They will arrive shortly after his hasty funeral on Tuesday, August 3rd. In all likelihood, they arrive at his house and are given the sad news by his wife. Or investigators could be federal

Village Papers #1

I need your help. I don't know where else to turn. I can't trust anyone here. I don't trust myself. There are things hiding here, and they're always watching me. I left town in order to send this, because I'm worried that someone might read it. But I can't say much more, because they might find out anyway. It's sleeping right now, so I hope it doesn't find out, but I can't be sure. I'm really taking a chance here, but I have to stop it. Please come. Don't get in touch with me first. It's not safe. Come to my house and talk to me while the sun is shining. Please come.

Sincerely,

George Stirwell

agents or military intelligence officers, sent to investigate Stirwell's death. His death has been ruled a suicide, and the investigation is considered a routine matter. Stirwell may have been involved with espionage, and federal investigators arrive in Richland after the funeral as well.

Either way, investigators will find it useful to have someone with knowledge of nuclear science (Physics) in their group, though it is not necessary. Investigators who want to stay in Richland have one option: the Desert Inn Hotel in the center of town.

THE SUICIDE NOTE

The note can either be with Sarah or, if the investigators are here in an official capacity, the authorities. (See *Village Papers #2*, below.)

THE STIRWELL HOME

Though Sarah is grieving, she is willing to talk to the investigators. If any investigators knew George, they may also know her. George and Sarah grew up next door to each other, and people always said they'd get married someday. And when George finished school, they did, and they moved to Richland shortly thereafter, six years ago.

Examples of George's interests can be seen in the living room of the modest ranch house, and Sarah can elaborate on them. He was an avid outdoorsman, and a rack of elk antlers and a mounted salmon adorn the walls. There is a case displaying arrowheads and various rocks. A few pottery shards rest on the mantel. An Anthropology roll notes that the arrowheads and shards are from local tribes. A Geology or Natural History roll notes that the arrowheads are carved from petrified wood and that the rocks are mainly volcanic and were probably found locally. Also on the mantel are a couple of photos of George singing with two other men. This is George's a cappella singing group, the Neutrons.

There is a small bookcase holding George's books on science and nature and Sarah's books on art and poetry, as well as general interest subjects. A Library Use roll spots an Italian language primer among the science texts. If asked, Sarah says George was using its pronunciation guide to help him with some classical pieces he'd been rehearsing with the Richland Music Society.

If asked about George's mental state, she says he had been having mood swings lately and seemed to have a lot on his mind. But she had no inkling that he might kill himself. She had woken up a few times over the last

Village Papers #2

I have to do it while the sun is up. I have to do it while it is quiet. I can't think when it isn't quiet. It does the thinking for me. I can't hear the singing, not the singing I want to hear. I can't live one more night like this, when I'm not alive. If I'm already dead, why shouldn't I just do it. Being alive only half the time isn't right. I'm going to let them all down. I don't want to, but I have to. They're afraid of the commies. That's not what they should be afraid of. They're just people not monsters. Except when they are. Wait until they see the monsters. Wait until they're everywhere. Wait until the universe devours itself. The sun is going down and if I don't do this now, I'm sorry I'm sorry I'm sorry



Sarah Stirwell

few weeks to notice him quietly leaving the house. She suspected he was having an affair, but didn't confront him. Investigators may be aware of her own affair (close friends may know already or they may learn of it during the investigation), or they may draw her out on the subject. Sarah is a very independent, free-thinking woman for the times. Questioned further, she says that their relationship hadn't had much intimacy over the last few years. They still loved each other and had no desire to part. But she had needs, so he consented to her fulfilling them elsewhere. Still, she was surprised by and jealous at the thought that he might be seeing someone else. One night, about three weeks ago, she heard him get up to leave, and she put her hand on him. He stopped and embraced her. She says, "At first, it was if we were together for the first time. But suddenly, he changed. He picked me up and slammed me into the wall. It was dark, but I could make out his leering face." She gasped out his name, and suddenly his expression changed. He let go and collapsed on the floor sobbing. She comforted him, and they didn't speak of it again.



THE AFFAIR

Investigators can learn about Sarah's affair from a number of sources. Even though Sarah and her lover don't meet in public, it hasn't remained secret. Many of George's friends and other townsfolk are aware of it and have trouble understanding it, no matter how much George always seemed to accept it. It is a source of gossip, and so is speculation about what kind of a man George was.

Investigators may wish to speak with Sarah's lover, Stan Patterson, a local mechanic. They've been seeing each other for the last two years, but Sarah has hardly spoken with him since George killed himself. If he's questioned about the affair, a failed Persuade or Fast Talk roll causes him to lose his temper. He'll begin by verbally assaulting his interrogators and telling them to leave him alone. The situation can be defused by a successful Persuade or Fast Talk by an investigator other than the one who initially failed, but Stan will still be unwilling to talk further. Otherwise, if the investigators don't get out, his anger will turn physical, beginning with pushing, followed by an outright fight if that doesn't work. If the investigators are conducting an official



Stan Patterson

investigation, he won't completely lose his temper. He'll still talk to them, but he'll give the minimum cooperation possible.

If they are able to speak with him, he'll still be somewhat defensive. He says that he didn't know George well, though they'd met. Sarah told him that her marriage was physically loveless and that George had given his consent. Stan would never have begun seeing her otherwise. Now, with George's death, he's worried that the affair is to blame; beyond that, he doesn't know anything. A Psychology roll determines that he is genuine.

TIM HOFF

Tim runs a diner, and he and George had been friends for about four years. He is still coming to terms with George's death but is willing to talk. They usually went camping near Sentinel Mountain, the portion of the Saddle Mountains east of the Columbia River. It's about 60 miles north, and he can mark their usual camping spot on a map. It's near the river, and about two miles west from where they found George's body.

Tim tolerated George's interest in the local tribes. George would often dig for keepsakes. They'd also occasionally drive another 10 miles upriver to the town of Vantage and view the prehistoric petroglyphs carved into the basalt cliffs overlooking the Columbia River. There are over 300 carvings, supposedly created by the Wanapum tribe.

He will say there were no plans to go camping with George that weekend. They had gone camping just the weekend before. On that trip, George seemed distracted. And during the night, Tim noticed George was gone. Tim figured he'd be back soon. But after a while, he became worried and went to look for him. Then he heard gun shots. He saw George coming back with his shotgun, giggling to himself. George claimed he couldn't sleep and had gone night hunting. He was breathing heavily and seemed gleeful,



Tim Hoff

but he said he hadn't bagged anything. Early next morning, Tim went to look and found a dead elk, surrounded by coyotes. Tim found shell cases nearby, but he didn't approach the carcass. He couldn't be sure George had killed it, but he was puzzled and a bit worried.

THE OFFICIAL INVESTIGATION

Richland has no police force; basic law enforcement duties are provided by a contracted security force. The investigators can meet with Sgt. Patrick Moynihan with a Credit Rating or Law roll (investigators here officially don't need to roll). He'll relate that they performed a basic investigation, assisting the military intelligence office in Richland, and wrapped it up quickly.

Lt. John Russell is the military intelligence officer who managed Stirwell's case file. He appears affable, partially because he's curious of outsiders asking questions about one of his cases. He will readily confirm that he had interviewed Stirwell recently, saying that it was a routine matter. He won't discuss it further with civilians without a Law or halved Persuade or Fast Talk roll. With a success, he'll say that Stirwell's superiors had noticed a general change in his demeanor. There is of



Sgt. Patrick Moynihan

course concern about nuclear secrets being given to the Communists. The investigation didn't find any concrete evidence that Stirwell had turned traitor, at least not yet. His behavior could simply be from overwork and stress. Workers at Hanford and residents of Richland have various levels of security clearance, but they're free to come and go. Russell also knows about Sarah's affair. Affairs arouse suspicions because blackmail can be involved. In this case, George wasn't the one committing adultery, and it wasn't much of a secret; however, if he was homosexual, that could be used to blackmail him into giving up nuclear secrets. With Stirwell's suicide, Russell believes the matter is closed.

If asked if he'd noticed anything peculiar while following Stirwell or if he knows where he was going late at night, he says that Stirwell was going to the Richland Music Hall, apparently for late night rehearsals. Russell didn't think it was likely that this had anything to do with espionage: there were too many people involved, some of whom (Dr. Nackworth particularly) have much higher security clearance than Stirwell.

The medical report doesn't provide much additional detail. The various recent wounds

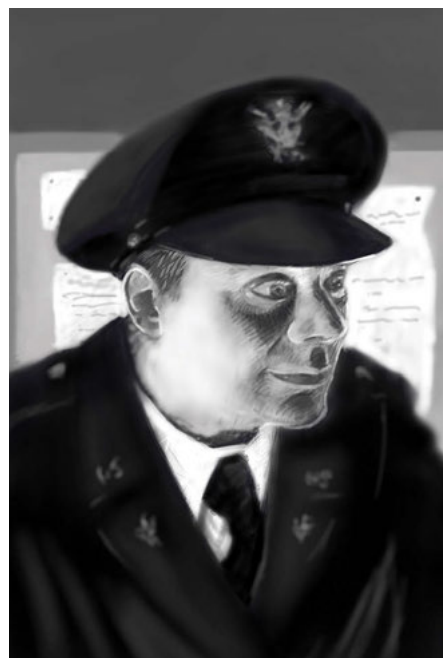
discovered on his body were minor and evidently self inflicted: shallow cuts and cigarette burns, as well as bruising.

Co-Workers

Investigators can speak with some of George's co-workers. This can be done most easily away from the Hanford Site, though official investigators can interview them in the site's offices. The co-workers can corroborate that his general mood seemed to have changed. One co-worker who worked alongside him, Michael Woods, says that George had an annoying habit of singing under his breath while working. But a couple of weeks before he killed himself, he stopped doing that. And when Woods asked him if he was looking forward to performing at the Atomic Frontiers Day festival, his response was a shrug. Considering how much George loved singing, that seemed a little odd.

NEUTRONS SINGING GROUP

The other two members of the a cappella singing group, Walt Hilby and Jerry Blackburn, can be interviewed. They've been performing together



Lt. John Russell



Michael Woods

for the last 5 years, having met at Hanford Site. Both were frustrated by George's recent attitude. In the past, they had rehearsed regularly. But George's attendance had been spotty lately. This was especially annoying with the upcoming performance at the Atomic Frontier Days Festival. Finally, Jerry confronted George about it. George apologized, and said that he'd been really busy lately. Jerry asked him if his recent association with the Richland Music Society had anything to do with it. George admitted that it was partly responsible. Rehearsals with them had been really challenging recently. He didn't want to overextend his voice, considering the vocal gymnastics he had to do with some of the parts.

ATOMIC FRONTIER FESTIVAL

Richland is preparing for its annual fair, scheduled this year for Thursday, August 11th through Sunday, August 14th. Despite its name and the fact that it falls close to the anniversary of the bombing of Nagasaki on August 9th, it is an ordinary and harmless community fair, with dancing, contests, music, a parade, and fireworks.

THE LOCAL TRIBES

Among Stirwell's outdoor hobbies was amateur anthropology. In general, Stirwell liked the outdoors—camping, hunting and fishing, hiking—and his interest in the natives sprang from that. Investigators may want to look into the tribal history of the area, and a History or Library Use roll reveals the following:

There are a number of tribes and nations that have traditionally used the area, notably the Wanapum, the Yakima, and the Walla Walla.

There was once a village, Chemna, used by the tribes at what is now Columbia Point in Richland. Lewis and Clark visited it.

The lands around Richland and Hanford are still considered sacred by the tribes and there are a number of burial grounds in the area.

In the middle of the 19th century, Smohalla (meaning “dreamer”) of the Wanapum was a medicine man and prophet who revived the Washani religion after “visiting the spirit world.” The religion was based on returning to traditional ways and found followers through the Pacific Northwest.

The Wanapum dealt with the white settlers as little as possible. They were not part of



Walt Hilby



Jerry Blackburn

the Indian Wars, or any other battles with the settlers, and they also never entered into treaties and were not given any reservation lands of their own. Puck Hyah Toot (or Johnny Buck as the white people call him), is Smohalla's nephew and heir. He led the village at White Bluffs, one of their traditional salmon-fishing grounds, but they were forced to move north to the Priest Rapids area when the Manhattan Project took over the area. They still live in their traditional tule mat longhouses. Unlike his uncle, Puck Hyah Toot has negotiated with the government to hold onto whatever he and his people can.

Investigators may look further into the tribes, particularly the nearby Wanapum village at Priest Rapids, around 50 miles from Richland (and 10 miles south of George's usual camping area). Initially, not much will come of it. The village is very small, and many Wanapum now live on nearby reservations; only a handful of tribe members remain here. The villagers live as traditionally as possible, peacefully alongside the neighboring white settlers, and some of them work on nearby farms and ranches. They don't know anything about George. If the investigators ask about Puck Hyah Toot, the villagers inform them that the old prophet

has been visiting the spirits out in the wilderness. He goes off for days at a time, and they have no idea when he will return.

INTO THE WILDERNESS

There are two main wilderness areas that investigators are likely to visit because of their connection to George: Sentinel Mountain and the basalt cliffs near Vantage. Impressive as these areas are, there are no clues to be found here. But there's a chance they'll see a figure watching them; this is Puck Hyah Toot. Investigators can make Spot Hidden rolls, and on a success, they see someone in the distance. An Anthropology roll determines that the figure is dressed like an American Indian, possibly of the Wanapum tribe. In any case, he departs almost immediately, and the investigators will not be able to find him. They may see him watching them from a distance again, both on the same trip or subsequent ones.

THE RICHLAND MUSIC SOCIETY

The Music Society operates the Richland Classical Music Hall for rehearsals, performances, and other operations. The director of the Society is retired radiochemist Dr. Sherman Nackworth. Going in through the lobby and the office door, investigators will be met by Althea Wilkinson, Nackworth's secretary. She is the only other member of the society fully aware of what is going on. Simply asked to speak with the doctor, she states that he is a very busy man, but the investigators are welcome to make an appointment. If asked what might keep him so busy, she'll say that running the society takes all the attention he can spare, considering his illness. But if they mention George Stirwell, her attitude will change. She'll say that it's a terrible shame that such a nice and talented man should come to such an end. She's sure Dr. Nackworth, who was fond of him, will help in any way he can. She gives him a call, and tells them that Dr. Nackworth will be happy to see them.



Althea Wilkinson

Dr. Nackworth's office is comfortable and well appointed. His degree from UC Berkeley and his commendations hold pride of place. The walls are also decorated with high-quality musical instruments and impressionist paintings by minor artists.

Nackworth says that he was deeply saddened to hear of George's death. Asked about George's demeanor, Nackworth says that there seemed to be a lot on the young man's mind, and his attention had begun to wander, though not enough to be a problem. Nackworth didn't know him well and didn't pry. George had been associated with the Society for the last couple of years, singing with them occasionally, particularly during the holiday choral performances.

Asked about George's recent rehearsals with them, Nackworth claims that they've been rehearsing selections from Verdi's *Nabucco*, an opera about the Babylonian king Nebuchadnezzar and his defeat of the Jews. If asked if they plan a public performance, Nackworth says only time will tell. They perform biweekly on Sunday afternoons for the public, but he's not sure if he'll include the opera pieces anytime soon. For now, it's an enjoyable exercise, but he's just not sure that they're ready or if

the audience would be receptive. If asked why George was coming so late at night, he says that some of the more dedicated performers like to get together after hours to go over some of the trickier parts.

Asked about his own background, Nackworth is very proud of his career, from his graduate work as part of Dr. Seaborg's team, with its creation of plutonium in 1941, to his wartime involvement with Hanford. He remains an apostle for nuclear technology, not just for defense, but for civil use. He hopes Hanford will soon transition at least partially to domestic power supply and other uses. He remains involved in an advisory role. He says that it is indeed possible that his leukemia is a result of radiation, but even if it is, he'd do it all over again. And radiation therapy is being used to combat his disease, and he holds out hope that it will eventually cure him of it.

If asked for a tour, Nackworth initially declines, saying that he must get back to work. If they persist, he will give them a quick look around the house and stage area, and then backstage. The stage has no set pieces, but chairs and music stands are in position. Backstage, there are a number of instruments, many in cases, though some are out and in various



Dr. Sherman Nackworth



The Mysterious Insect

states of repair. There are at least a couple of other people present, depending on the time of day (more arrive throughout the day). They may be practicing, talking, or simply relaxing.

If asked if they can attend a rehearsal, Nackworth says that the public isn't allowed,

but of course they're welcome to come to their performance on Sunday.

Most of the members of the Society are public knowledge, so investigators can get their names either here or elsewhere. Investigators may try to track them down around town. For more information on the other members, see pages 26–27 and 32–34.

THE INFECTION

The shan and Dr. Nackworth go to great pains to keep attention away from themselves. Once the investigators come to their attention, they will attempt to rid themselves of the nuisance. One of the investigators (probably the one who seemed most formidable) will be stung by one of the brood of Baoht Z'uqqa-Mogg while sleeping. The Keeper determines when this happens, ideally after the investigators have done their preliminary investigations. But the shan and Nackworth will wait at least one day after investigators first visit the Music Hall.

The targeted investigator should make a Luck roll. On a failure, the investigator doesn't react to being stung. With a success, the investigator unconsciously swats the insect after being stung but remains asleep.

Once stung, the investigator has a nightmare.

BAOHT Z'UQQA-MOGG AND ITS BROOD

Baoht Z'uqqa-Mogg is the Bringer of Pestilence, a Great Old One of obscure origins and little known on Earth. It perhaps lived (or was trapped) on Shaggai at some point, for the shan venerated it. The Italian opera *Massa di Requiem per Shuggay* includes a piece which sings its praises.

The Great Old One is infested by insects, worms, and other vermin. These creatures burrow into and crawl over the

entity's enormous body, feeding on the virulent ichor of the Great Old One. They swarm victims, stinging and biting them. Those who are not immediately killed are infected by alien diseases. Dr. Nackworth was able to briefly summon Baoht Z'uqqa-Mogg to Earth and bind some of its brood. Individual insects are still quite deadly, though the illness takes longer to run its course.



The Investigator's Nightmare

PARK RANGER LAID LOW BY MYSTERIOUS ILLNESS, MOSQUITOES TO BLAME?

When Brian Kirkpatrick, a park ranger at Sacajawea State Park, came in with a strange ailment, the doctors were baffled. Was it possible he'd somehow contracted radiation poisoning? Was it something else? The poor man could barely speak and was clearly delirious, but he claimed to have been swarmed by mosquitoes.

Residents of the area have long suffered from our seasonal mosquito infestations. Standing water from the development of the area has proven time and again to be just what these pests need to breed in overwhelming numbers. The government has pursued a relentless assault on these infestations, using DDT to great effect, while urging precautions for Tri-City citizens.

It seems unlikely that mosquitoes were responsible for Mr. Kirkpatrick's

predicament. This isn't the season for them, and while exterminators went to the ponds in the northern part of the park where Mr. Kirkpatrick claims he was attacked, they didn't find an infestation.

Unfortunately, Mr. Kirkpatrick fell into a coma and died shortly thereafter. Doctors are still unsure of what caused his death, but it does not appear to be contagious. He experienced a high fever, vomiting, and purple sores over his body, which caused him great pain. As always, residents are urged to follow procedures to combat our mosquito problem. Our prayers and condolences go out to Mr. Kirkpatrick's family.

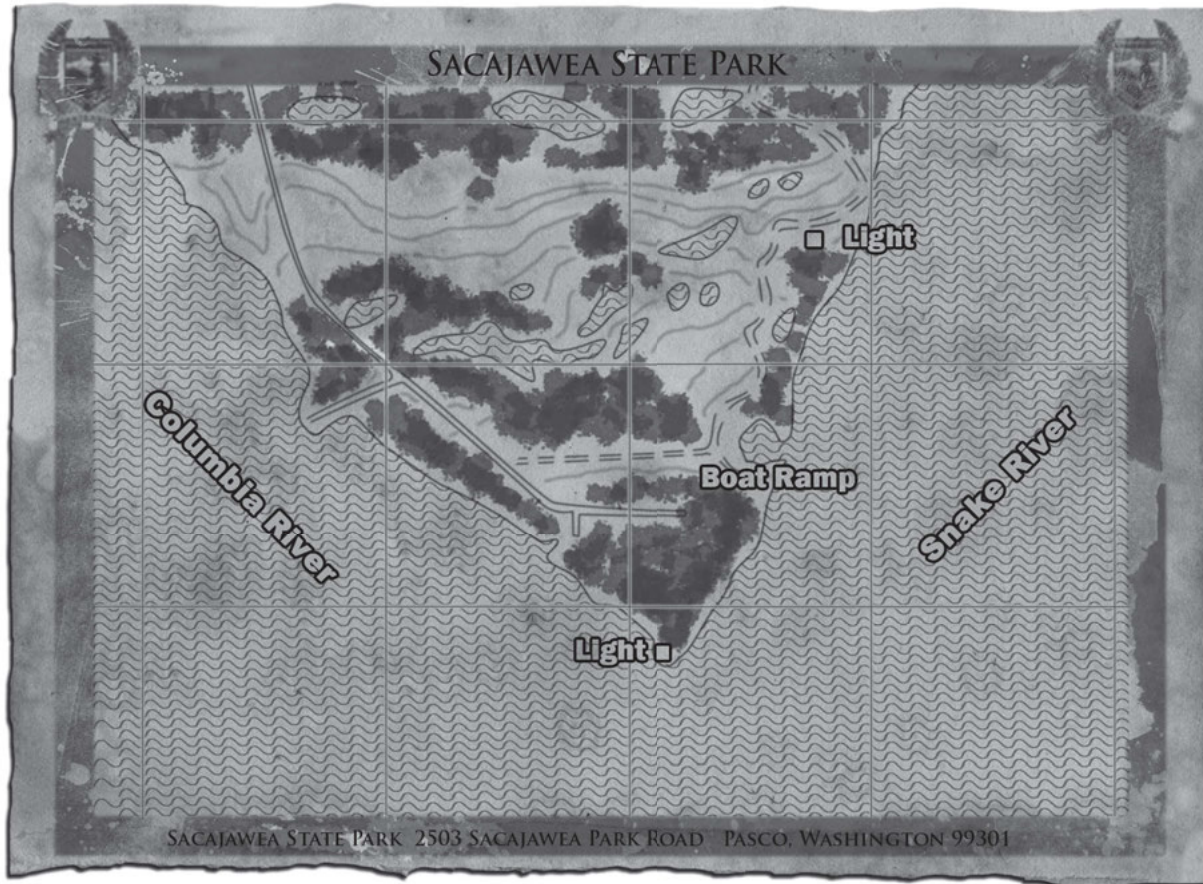
—*Pasco Herald*, December 6th, 1949.

Outside, you can hear the chirp of night insects. Slowly you realize that their cadence forms a name, "Baoht Z'uqqa-Mogg." As if in answer to the name, something comes closer, from the unknowable depths of the universe. With every beat of its wings, a star sickens and dies, "Baoht Z'uqqa-Mogg." Galaxies are pushed aside by its passage, their shapes deformed forever, "Baoht Z'uqqa-Mogg." And then you see it, titanic and horrible, like a scorpion with a multitude of eyes, wings, legs, and mandibles. It arrives on earth, and the planet shudders and shifts as it lands. It holds you down with its weight. Dripping noxious pus over your writhing form, it crawls into your mouth, burrowing into the heart of you, filling you with filth. With a choking gasp, you

sit up in your bed, the cold light of morning burning your eyes.

If the investigator swatted the insect, its carcass and a sickly yellow-green smear of pus will be on his or her hand. The insect looks similar to a mosquito, but it's about an inch and a half long and has a strange iridescent coloration, combining purple, pink, and green. A Natural History or Biology roll cannot place the species. A further examination with a Biology roll notes that it appears that it had eight legs, which would make it an arachnid. But no known species of arachnid has wings.

The investigator loses 1/1D6 Sanity for the dream and feels nauseated and dizzy. He or she has a fever as well, and will soon begin vomiting. The illness causes 1D6 CON damage daily, but a Medicine roll each day reduces



this to 1D3. A Physics or Medicine roll notes that the symptoms are consistent with radiation sickness, though there are any number of other illnesses it could be. Testing the victim's person or belongings with a radiation detector and making a Physics roll finds no appreciable amounts of radiation. Within an hour, painful purple buboes spring up on the surface of the skin, spreading quickly.

Further medical examination, however, is unable to come up with another diagnosis, but it is clear that the victim will die in a matter of days. With a Medicine roll, the examiner believes that the illness is not contagious. If the investigators look up similar cases in local papers with Library Use, they find the following article in the *Pasco Herald*, dated December 6th, 1949 (see *Village Papers* #3, page 20).

If they consult a physician in any of the three cities, he will remember the case, and can recount the details or direct them to look for the article. If the insect was killed, he'll be concerned that a mosquito species might be a

carrier of some unknown pathogen, and will let the authorities know to redouble efforts at elimination.

SACAJAWEA STATE PARK

Sacajawea State park is on the eastern outskirts of Pasco. Approaching the ponds and making a Natural History roll, they'll notice a remarkable lack of insect activity near one of them, which is filled with stagnant water. Further observation by someone who made the roll notes that while birds flock to the other sources of water, they pointedly avoid both this pond and an area of about 50 feet around it, which is also devoid of plant life. Examining the area, a Spot Hidden roll notes an area of cracked and pitted earth, about 20 feet in diameter, near the pond, as if it was dug up and the earth collapsed back in. But a Geology roll notes that, in fact, something burst up through the ground. A Chemistry roll



Puck Hyah Toot

on either soil or water discovers that there is a complete lack of oxygen and nutrients.

As they examine the area, Puck Hyah Toot approaches. He is an aged man with braided hair. The last prophet of the Wanapum has grown fatalistic, doing what he can to maintain his people, but resigned to the fact that the white people, the “greedy ones,” are not going anywhere. He is a skilled diplomat and advocate.

He introduces himself and tells them that he has been watching them and he now believes they are not directly part of the corruption of this land. He says that two years ago, he had a vision of this place, in which a white man came and “sang up” a spirit of disease, so that its children would spread across the land, attacking those who troubled him. He knows that the illness their friend suffers is from this. He offers to take them to his village, where he will try to perform a cure. The vision was too vague to identify the white man further.

THE SWEAT LODGE

If the investigators go to the village, Puck Hyah Toot leads them in a ceremony, beginning with a sacred Waashat dance performed by the tribe. Then the investigators are taken to the sweat lodge. They must leave all their possessions outside the lodge, dressing in ceremonial garments. He tells them they must remain within until they depart on a spirit journey. They must find a totem animal and perform a service for it, so that it will guide them back and heal the worthy.

On the spirit journey the investigators open their eyes to find themselves in a decaying cityscape. The whole experience feels completely real. They are wearing the ceremonial garments from the lodge and have nothing else with them.

The air is filled with a luminous, choking, stinging dust that obscures the sky. Sand is heaped everywhere, forming dunes in the



The Sweat Lodge Vision

This Village Was Made for Us

howling wind. While many buildings are collapsed, a Physics roll determines that the city was not the center of a nuclear blast, though it may have been on the periphery of one. The damage is too great to determine what city it is or how long ago the destruction occurred.

At first all is quiet; no people or animals are seen or heard. Searching the ruins is largely fruitless. The city and its contents are damaged and decomposing, but investigators can find whatever weapons the Keeper desires: rocks, clubs, knives, etc. As they look for any sign of animal life, they soon find or are found by two or three people. They have horribly deformed features and body parts, their skin is bright red, and they have little hair. Some carry makeshift clubs: pipes, planks, or femurs. These mindless, cannibal wretches attack relentlessly. As they do so, they continuously mutter something, which occasionally is loud enough to be heard: "Azathoth." When damaged, their skin sloughs off, revealing the bloody muscle beneath.

Survivors

STR 6 CON 4 SIZ 9 INT 2 POW 5

DEX 8 Move 7 HP 7

Damage Bonus: -1D4.

Weapons: Claw or Bash 45%, damage 1D6-1D4
Grapple 50%, damage special

Sanity Loss: 0/1D6 Sanity points for the first encounter.

After the first hour of exploration, the infected investigator should make a POW x3 roll. With a success, he or she senses that the totem spirit is nearby. If the roll is a failure, another roll is made at POW x4 after another hour has elapsed. If that too fails, another roll at POW x5 is allowed after each subsequent hour. If the infected investigator should die during the search, rolls will then be made by the remaining investigator with the highest POW.

Every hour the investigators spend here, they lose 1D6 CON. If anyone loses all his or her CON, he or she rises up a moment later as one of the survivors, which costs his or her companions 0/1D6 Sanity. The Keeper can also

stage further assaults by survivors as the investigators make their way.

While the investigators walk across the city, an Idea roll draws their attention to some of the scraps of paper blowing in the wind. They are handwritten music pages, badly burned and torn. A roll with a music-related skill reveals the piece as classical, probably an opera, though with avant-garde leanings. Anyone who knows Italian or who makes a Know roll recognizes the vocal parts as being in that language, while anyone who has heard the survivors will notice several instances of "Azattoto." The damage is too great to learn much, but an Other Language: Italian roll finds disturbing hints of distant worlds, sadism, and other horrors.

Eventually, the investigators will come across a coyote lying in the dust, wheezing and covered in sores. As they approach, they hear its voice in their heads and they are able to speak to it. When they ask what service they can provide, the coyote says that if he could, he would ask them to stop this world from coming, but it is too late. Man the maker cannot unmake this. One way or the other, this is their collective future. It will be quick, with war, or slow, with poison. Investigators can plead with the coyote, and if anyone makes a particularly compelling case for something they can do to stop this future, they can make a Persuade roll. With success, he relents. Otherwise, he finally says, "There is one thing you can do. Kill me. I cannot live like this any longer. End my suffering." If they do as he asks, they lose 0/1D3 Sanity.

Once he is dead or otherwise agrees to help, they see a horde of survivors congregating. The survivors surround them and kneel in the dust, chanting louder and louder, "Azathoth." Then a howling wind springs up, and the dust in the sky is blown away, revealing a pulsating, amorphous *thing* stretching across the horizon, writhing to the cacophonous sounds of flutes and drums. Those who witness this lose 1D10/1D100 Sanity, while those who immediately close their eyes when the wind picks

up lose 1D4/1D20 as their minds cringe at the Outer God's presence. Either way, the investigators find themselves back in the sweat lodge. Anyone who has died or suffered any injuries (including CON loss) during the vision feels sore but is otherwise unhurt. Sanity losses, however, remain. The infected investigator vomits one last time, and while weak, quickly recovers, regenerating 1D3 CON points lost to the illness each day.

INFILTRATING THE MUSIC SOCIETY

At some point, investigators will want to learn more about the Society and seek entry into the Richland Music Hall. They might come to a public performance, break in, try to follow or speak with members outside of the hall, or even try to join.

GOING TO A PERFORMANCE

Performances for the public are free, though donations are gladly accepted. The next performance scheduled includes Beethoven's Fifth Symphony for the first half hour, a fifteen-minute intermission, and selections from Bach's Mass in B Minor for the final 40 minutes. Anyone with musical knowledge can readily tell that the skill levels of various members go from fair to excellent. Investigators may attempt to get backstage during the performance. This is most dangerous during the first part and the intermission, as all the chorus members are backstage during the Beethoven portion and most of the members are backstage at some point during the intermission. All the Society players in attendance are on stage for the choral piece, while Nackworth remains in his front row seat.

Investigators looking for a way to the back will need to go into the lobby area. The lovely and helpful (and wholly innocent) Mrs. Alice Crook, who acts as usher and general front-



The Coyote Spirit

of-house staff, will probably notice them. A Fast Talk roll can generate a good story to divert her attention altogether. Otherwise, a clever distraction can be created that allows at least some of the investigators to get to the locked door that leads to the offices and the backstage area. Alternately, they can go outside and go in through the locked back entrance. Investigators will still have very little time, though they might find a good hiding place once the concert is over.

BREAKING IN

The Society keeps odd hours at times, working late to get their opera ready. With the loss of their lead baritone, the prominent members have continued to rehearse late at night, but less frequently. Investigators can either wait until a night when no rehearsal takes place or after the rehearsal is done. The doors are locked at night,



Alice Crook

even while rehearsals are taking place. Participants usually arrive around 10 p.m., entering through the back door. They leave through the same door at around 2 a.m. But Althea Wilkinson and Dr. Nackworth both spend most of their time here. If the investigators try to infiltrate the Hall after a rehearsal, they will likely be in the private area.

SOCIETY MEMBERS

Investigators can track down other members of the society. Some live in the nearby cities. The prominent members have all been hosts to the shan at some point. They know that they are working on a lost opera, though their understanding of it is limited; it is in a foreign language and it has not been explained fully by Dr. Nackworth or his assistant, Miss Wilkinson. Their sanity, though, has been degraded, as they've been subjected to the shan's visions and participated in evenings of sex and violence. Investigators speaking with one of these members might notice a couple of things: a successful Psychoanalysis roll indicates that the member seems to be slightly unhinged, evidencing symptoms of neurosis or paranoia. A First Aid or Medicine roll might reveal signs of bruises,

sprains, or cuts, usually hidden as well as possible. When asked about these, society members always provide some story involving a "fall down the stairs" or similar excuse.

While the prominent members are unclear on what exactly is happening, they will not reveal details under anything but the most extreme duress. They will claim that they are working on *Nabucco* and admit that they occasionally rehearse late at night. Investigators who engage in careful questioning (probably requiring Fast Talk or Persuade skills) might get an idea of when they are rehearsing. Other members know even less. They've only rehearsed *Nabucco* during the day, and most are unaware that late-night rehearsals are occurring, let alone when.

JOINING THE SOCIETY

This is a risky proposition, but anyone with musical ability or other useful skills (such as Craft, particularly woodworking) can try to get involved. If an investigator has met either Althea Wilkinson or Dr. Nackworth and asked about George or otherwise aroused suspicions, any interview or audition will fail to gain a place. Otherwise, a success at an applicable skill roll will allow the investigator to join.

While this will get limited access to the Hall and the Society members, the investigators will not be made privy to any secrets any time soon. They can, however, learn who the other members are, find out who seems to be the inner circle, and discover that there are special late night rehearsals. Keepers can determine what rolls are necessary, depending on the investigators' methods.

The investigators can also scope the basic layout of the non-public areas, and note the locked door that Wilkinson and Nackworth occasionally go through (see "Private Area" on page 27). Any investigator working with backstage materials will have opportunities to notice a couple of odd things while working on the instruments and set pieces. Musician

investigators who poke around enough (looking under the drapes or wandering over while work is being done) might also spot them. Asking anyone but Harry Erickson about them will get noncommittal answers. Erickson will say the set pieces are simply an abstract design, while he's just trying out some new ideas on some old instruments that need repairs anyway. A Psychology roll reveals that he's not being completely honest.

THE RICHLAND MUSIC HALL

Backstage

A Craft: Woodworking (or similar) roll indicates that the instruments have been or are in the process of being modified. Any music-related Art or a halved Craft roll will show the modifications to be puzzling. The instruments will be much harder to play, and they will create non-standard tones and notes.

The set pieces that are being constructed consist of a large pyramid shape, and several stars, moons, comets, and planets. They are being painted with a luminescent white paint. A Physics or Chemistry roll determines that it is radium paint, normally used for watches and instrument dials, and thought to be carcinogenic.

Private Area

There is a door in the backstage area that is marked "Private" and is locked (it can be broken down by overcoming its STR 12 on the Resistance Table). Behind it are stairs leading down into a large open area. The walls are decorated with faintly glowing glyphs and sigils, created with radium paint. A Cthulhu Mythos roll reveals them as invocations to Azathoth, ruler of the Outer Gods, and the Crawling Chaos, his messenger and soul. The room appears to be an oft-used venue for demented debauchery, appointed with manacles and implements of both

Prominent Music Society Members

Name	Role	Occupation
Suzanne Langford	Soprano (Abigaille, Nabucco's older daughter)	Housewife, previously minor chorus with the New York Met
Jeanne Baptiste	Mezzo-soprano (Fenena, Nabucco's younger daughter)	Waitress
Mark Frampton	Tenor (Ismaele, the king of Jerusalem's nephew)	Security at Hanford Site
Felix Jones	Bass-baritone (Zaccaria, high priest of the Jews)	Gas station attendant
Arthur DeWitt	Percussion	Health physicist
Carrie Angel	Harp	Office clerk
Jonathan Schmidt	Oboe	Sanitation worker
Harry Erickson	Stage designer and production director	Construction engineer

torture and pleasure. Spot Hidden rolls reveal a few stains in the room and on the devices that Medicine, Natural History, or Biology rolls identify as blood and other bodily fluids. There is also an extensive chemistry set here. Occult rolls recognize it as more properly an alchemical laboratory.

There is another locked door (also STR 12) here, which leads to a room with a large bed (Dr. Nackworth and Althea Wilkinson usually sleep here), a shelf of books, and a desk. On the desk, there are stacked a number of handwritten musical scores in Italian, *Messa di Requiem per Shuggay*. A music-related skill, halved History roll, or Cthulhu Mythos recalls this as an infamous opera whose sole performance resulted in a riot in the opera house and the subsequent arrest of the composer for heresy. Also on the desk is Nackworth's journal, which outlines his ordinary career, researches, plans, and life as a shan host. It takes about 5 hours to read through, but a Read English roll quickly reveals *Village Papers* #4, on pages 30-31.

Anyone looking over the shelves finds a number of science and alchemy books, both new and old. An Occult roll notes one in particular, *The Chang'd World*. While it is not the only antique book, the others are standard and unexceptional works. It can also be noticed with Library Use; it is not as dusty as the books it's among, and its spine isn't flush with the others.

THE CHANG'D WORLD—in English, author Edwin Camwell, printed in Brichester in 1648. An alchemical text, including more occult philosophy than many. The author came into possession of a brazen head, "like unto that of Roger Bacon." This head was capable of speaking prophecy. The book is marked at one of them (see *Village Papers* #5, page 31). *Sanity loss* 1D4/1D8; *Cthulhu Mythos* +8 percentiles; *average 20 weeks to study and comprehend/40 hours to skim*. Spells: Brew Space Mead, Contact Nyarlathotep, Powder of Ibn-Ghazi, Resurrection.

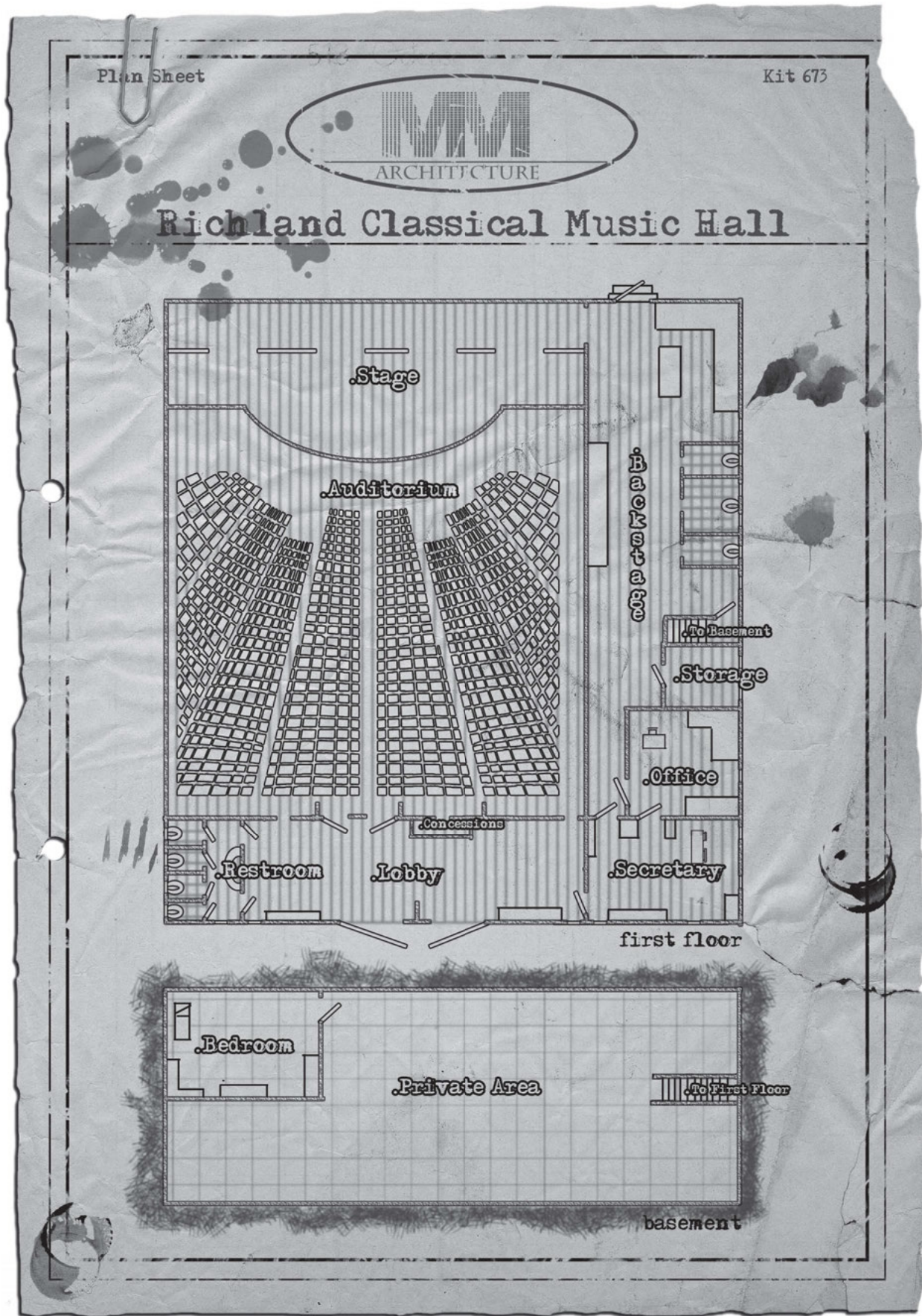
CONCLUSION

Investigators raiding the Music Hall during a rehearsal will face the inner circle. But only Dr. Nackworth and Althea Wilkinson are truly determined. The other members may react in various ways, attacking savagely, cowering, fleeing, or some combination. If the investigators stage their assault after midnight but before the members have left, they will discover that the rehearsal is over. The members are in the private area (the door won't be locked), engaging in a savage orgy. A servitor of the Outer Gods will have been summoned, simultaneously participating in and musically accompanying the revels. The shan flits from host to host, exulting in the myriad of experiences.

Stopping Nackworth and the shan is imperative for success. Althea is also completely insane, and with time and freedom, she could become a substantial danger. Investigators may be unsure of how to handle the rest of the Society members. Some of the members will recover, at least enough to function, after receiving help. Others are bound to become dangerous to themselves and others. Some of them may fall in with cults over time. But without the ringleaders of the Society, they don't pose any immediate threat.

Unless the music society is thwarted, Stirwell is eventually replaced by a new principal male singer, hosting the remaining insect (the one who usually inhabits Dr. Nackworth). The performance infuses the nearby nuclear materials with Azathoth's essence, which accelerates the damage that radiation does to our planet in coming decades. The Earth becomes much more hospitable to the shan and their god. Keepers can decide what investigators travelling to England find, but they may be too late to stop Harwell's own performance.





Village Papers #4, Part 1

July 13, 1936

My summer abroad has born wondrous fruit. England has been pleasant enough, but today I had a most fortunate find in a little bookshop in Brichester. Many of my fellow students scoff at my interest in the alchemical roots of our modern science, but I find nothing to be so instructive as history. I've been happily browsing through this dusty tome, puzzling out its curious contents. Much of it is preposterous, though intriguing. The science is sound enough for the era, and I can almost believe some of the prophecies are the real McCoy.

July 16, 1936

I just turned up something interesting in my reading. Apparently, there was some sort of witch cult in a place called Goatswood that worshipped this "Azathoth" thing from the book. It's not that far from here. I should take a little trip. Probably won't come to anything.

August 4, 1936

When it goes to sleep during the day, I'm in control again, and the visions start to fade. I fancy myself to be fairly intelligent, but I just can't make sense of all of it. Other worlds, alien races, horrors beyond comprehension, I'm losing my mind. My pain is sweet to it. I should have never gone near Goatswood.

August 8, 1936

It's time to return home. It's amazing what the human mind can learn to accept, even grow to love. My new friend is coming with me, nestled deep in my head. It and its fellows have waited a long time to venture out into the world again, but now the time is right. I have a promising future ahead of me. Actually, I'm going to help make the future.

March 28, 1941

The promise of alchemy, the transmutation of one element into another, continues to unfold. Here today at UC Berkeley, Dr. Seaborg demonstrated our discovery of element 94. Soon, Azathoth, soon.

December 4, 1949

The Green Run experiment was a success, both for Hanford and for me. We vented an enormous amount of unfiltered radioisotopes into the atmosphere. While the government analyzed the effects, I summoned the Bringer of Pestilence. The Great Old One is unable to remain in this place for long, but long enough for me to anchor some of its brood. They'll scatter across the area, our secret assassins against any potential enemies.

Village Papers #4, Part 2

March 8, 1955

My leukemia may be inconvenient, but it's allowed me to finally get away long enough to help find the complete opera. Finally, we found the last piece in a dusty warehouse outside of Florence. Richland and Harwell will both have copies. Hearing tales of the playground the shan have made out of isolated Harwell makes me and my companion envious. Nonetheless, we both have the same plan. Instead of simply summoning Azathoth we'll use the performance to enhance our radioactive materials. After we've perfected the process here and in England, we'll spread it to the rest of the world, and the radiation saturating our planet will slowly but surely make this corrupt world a proper home for our God.

Althea returns with a shan within her own mind, though it will not stay there long. Once we've found our star, he will be the host for the shan, who will whisper its wisdom to the lucky man.

Village Papers #5

Seekers in to the Mysteries of Alchymy know well of the Principle of Azoth, the pure Mercury from which all other Substances descend. It is the very Thing We seek. More learned Seekers know that this Prima Material has another, hidden Name, the understanding of which will bring Enlightenment. The Worthy have divined but one more Syllable of this Name, and know it now as Azathoth. He who should learn the fullness of the Name will rule. The Brazen Head does know much of Azathoth, but is chary with its Secrets. Here are writ some of which it does speke--

THERE SHALL COME A TIME WHEN MAN SHALL MASTER MANY ARTES. GREAT MAGICKS SHALL BE DONE OVER THE EARTH'S SURFACE. THERE BE METALS UNKNOWN BY MAN OF THIS AGE, BUT IN CENTURIES TO COME, THEY SHALL BE DISCOVER'D BY CLEVER ALCHEMYSTS. THEY SHALL BE NAM'D FOR PLANETS YET UNKNOWN BY YOU. THEY SHALL BE AS FUEL FOR GREAT WONDERS. OF MORE POWER THAN GUNPOWDER, THESE METALS WILL BRING GREAT CITIES LOW. AND THESE METALS SHALL WORK OTHER WONDERS STILL. MAN SHALL BREATHE OF THEM. MAN SHALL EAT OF THEM. MAN SHALL BECOME OF THEM. MAN SHALL WITHER. MAN SHALL BIRTH MONSTRES. MAN SHALL HOLD THE KNIFE TO HIS OWN THROAT AND MAN SHALL SHED HIS OWN BLOOD UNKNOWING. AND MAN SHALL MAKE THIS FALLEN WORLD ANEW AND READY IT FOR THE COMING OF AZATHOTH.

AWARDS

For stopping the shan plot, each investigator receives 1D6 Sanity. If one of the investigators was infected and saved, each investigator receives 1D6 Sanity.

DR. SHERMAN NACKWORTH, Disciple of the Coming Age, age 46

STR 7 CON 7 SIZ 9 INT 18 POW 16
DEX 9 APP 12 SAN 0 EDU 23 HP 8

Damage Bonus: -1D4.

Weapons: .38 revolver 30%, damage 1D10

Fist/Punch 50%, damage 1D3 + db

Skills: Art (Music) 40%, Astronomy 45%, Biology 40%, Chemistry 95%, Credit Rating 60%, Cthulhu Mythos 40%, Dodge 20%, Fast Talk 55%, Library Use 50%, Occult 50%, Persuade 75%, Physics 80%.

Languages: Italian 65%, Latin 55%.

Spells: Contact Servitor of the Outer Gods, Dominate, Dread Curse of Azathoth, Wrack.

ALTHEA WILKINSON, Flautist and Dedicated Assistant, age 28

STR 10 CON 12 SIZ 10 INT 15 POW 13
DEX 13 APP 13 SAN 0 EDU 15 HP 11

Damage Bonus: +0.

Weapons: Knife 45%, damage 1D4 + db

Fist/Punch 50%, damage 1D3 + db

Skills: Accounting 65%, Art (Flute) 80%, Bargain 45%, Cthulhu Mythos 20%, Dodge 30%, Fast Talk 60%, First Aid 40%, Library Use 35%, Listen 80%, Occult 30%, Persuade 45%, Psychology 35%.

Languages: French 40%, Italian 25%.

Spells: Contact Servitor of the Outer Gods.

Artifact: Althea has a flute she was gifted by a servitor.

If she becomes aware of a potential threat, she will pipe a strange tune for one round. If she succeeds in her Art (Flute) roll, a star vampire appears in 1D3+1 rounds to attack the investigators.

SUZANNE LANGFORD, Soprano and Housewife, age 48

STR 9 CON 13 SIZ 9 INT 11 POW 14
DEX 10 APP 16 SAN 15 EDU 16 HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3 + db

Skills: Art (Sing) 70%, Dodge 20%, Listen 40%, Persuade 45%, Spot Hidden 35%.

Languages: German 25%, Italian 25%.



Suzanne Langford

JEANNE BAPTISTE, Mezzo-soprano and Waitress, age 32

STR 13 CON 12 SIZ 12 INT 14 POW 15
DEX 11 APP 15 SAN 14 EDU 11 HP 12

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db

Skills: Art (Sing) 50%, Dodge 26%, Fast Talk 45%, Listen 30%.

Languages: Italian 10%.



Jeanne Baptiste



Mark Frampton

MARK FRAMPTON, Tenor and Security Guard, age 31

STR 12 CON 14 SIZ 14 INT 10 POW 8
DEX 9 APP 13 SAN 13 EDU 12 HP 14

Damage Bonus: +1D4.

Weapons: Club 30%, damage 1D6 + db
Fist/Punch 60%, damage 1D3 + db
Grapple 45%, damage special

Skills: Art (Sing) 45%, Dodge 30%.

Languages: Italian 10%.

FELIX JONES, Bass-baritone and Gas Station Attendant, age 28

STR 10 CON 11 SIZ 13 INT 12 POW 12
DEX 8 APP 9 SAN 10 EDU 12 HP 12

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3 + db

Skills: Art (Sing) 50%, Dodge 16%, Mechanical Repair 45%.

Languages: Italian 15%.



Arthur DeWitt

ARTHUR DEWITT, Percussion and Health Physicist, age 37

STR 11 CON 11 SIZ 10 INT 14 POW 12
DEX 14 APP 13 SAN 15 EDU 20 HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3 + db

Skills: Art (Percussion) 60%, Biology 65%, Dodge 28%,
Medicine 50%, Physics 65%.



Felix Jones





Carrie Angel

CARRIE ANGEL, Harp and Office Clerk, age 33

STR 7 CON 14 SIZ 8 INT 13 POW 9
 DEX 12 APP 14 SAN 16 EDU 16 HP 11

Damage Bonus: -1D4.**Weapons:** Fist/Punch 50%, damage 1D3 + db**Skills:** Accounting 60%, Art (Harp) 80%, Dodge 24%, Listen 50%.

Jonathan Schmidt

JONATHAN SCHMIDT, Oboe and Sanitation Worker, age 43

STR 14 CON 12 SIZ 15 INT 13 POW 10
 DEX 10 APP 13 SAN 20 EDU 11 HP 14

Damage Bonus: +1D4.**Weapons:** Fist/Punch 60%, damage 1D3 + db**Skills:** Art (Oboe) 50%, Dodge 20%.

Harry Erickson

HARRY ERICKSON, Production Director and Construction Engineer, age 40

STR 13 CON 15 SIZ 13 INT 14 POW 13
 DEX 11 APP 10 SAN 11 EDU 14 HP 14

Damage Bonus: +1D4.**Weapons:** Hammer 60%, damage 1D6 + db

Fist/Punch 50%, damage 1D3 + db

Skills: Craft (Construction) 75%.**STAN PATTERSON, Guilt-ridden Adulterer and Mechanic, age 35**

STR 15 CON 13 SIZ 14 INT 12 POW 13
 DEX 11 APP 16 SAN 65 EDU 12 HP 14

Damage Bonus: +1D4.**Weapons:** Fist/Punch 60%, damage 1D3 + db**Skills:** Mechanical Repair 65%.

THE SHAN, Dr. Nackworth's Hidden

Advisor

STR 2 CON 2 SIZ 1 INT 19 POW 20
DEX 31 Move 4/40 flying HP 2

Weapons: Meld 60%, damage is progressive control after insect enters brain of target

Armor: None.

Spells: Call Azathoth, Contact Servitor of the Outer Gods, Create Gate, Dominate, Dread Curse of Azathoth.

Sanity Loss: 0/1d6 to see a shan.

STAR VAMPIRE, Tittering, Unseen Thirster

STR 27 CON 12 SIZ 24 INT 9 POW 15
DEX 10 Move 6/9 flying HP 18

Damage Bonus: +2D6.

Weapons: Talons 40%, damage 1D6+2D6

Bite 80%, 1D6 STR per round

Armor: 4-point hide. Bullets do only half damage.

Sanity Loss: 1/1d10 to see a star vampire.



The Shan



TV Casualties

MATT SANBORN

Welcome to Plainville, USA, population 13,500; a town 25 miles from a large American city. People take the train to work in the city or are employed in the stores and small businesses here in this harmonious town. The streets are safe, and there are only four policemen and a chief on duty, since there is almost no crime here.

Until now.

Over the past five weeks, in addition to a spike in disturbances of the peace, there has been a suicide by hanging, an entire family killed when the father of the house tied up his wife and children and turned on the gas, a respected citizen driving his car into a set of gas station pumps and causing a massive explosion, and an aged Great War veteran breaking into his neighbor's house and attacking the residents with a hammer. The poor man was subdued and is now in a sanitarium, unable to speak since his arrest. The only link seems to be that all of these events have taken place late at night.

Something is very wrong in Plainville, but no one can figure out quite what.

And the violence is only beginning.

KEEPER'S INFORMATION

What is really going on is that Nyarlathotep, wearing the mask of Tick-Tock Man, has arrived in town to test a new invention. The invention is a television which is amazing in two ways: it requires no antenna on the roof and the picture is incredibly clear. There is one drawback to the

set: late at night it receives waves from other places, one being the very Court of Azathoth itself. This drives the viewers into madness and violence. Tick-Tock Man has destroyed the mind of local merchant Isaac Sheppard, and taken up residence in the back room of his shop. So far only 20 of these sets have been created and sold. However, word of mouth is spreading and orders are coming in daily for this marvelous machine. Can investigators figure out what is going on and stop the creation of more sets before it is too late?

The timeline of this scenario is a bit open. Keepers can pace it the way they want, making Tick Tock Man need only another week to complete his tests after the investigators arrive, or much longer. The flow of the game should determine the timeline.

Keepers also need to locate the town of Plainville about 25 miles outside a major city. Nyarlathotep is using this small town as a testing ground for a much larger project.

TICK TOCK MAN'S PLAN

Nyarlathotep was in America for the Manhattan Project in his human form, and after helping scientists to create the atomic bomb, he looked gleefully to his next tool of chaos and misery. He saw Plainville as a perfect human laboratory. Should his new creation become a success, he will move on to the major city with his perfected invention. What fun it will be to see cities fall apart with unrest and violence. And if he can get

these sets into military bases housing nuclear weapons, won't *that* be something....

INVESTIGATOR INTRODUCTION

There are numerous ways that investigators can be introduced into this scenario. They can be related to victims of one of these crimes, or perhaps be curious neighbors. Maybe an extended family member of a victim hires them to discover exactly what went wrong the night of the crime, or perhaps they are state/local law enforcement officials. Whatever the route, it should be fairly easy to integrate investigators into the flow of play.

PLAINVILLE, USA

This is the quintessential small town from *Leave It to Beaver* and other such shows. People, almost all of them Caucasians, walk the streets here free of worry, and only a little wary of outsiders. The town possesses nothing travelers could want to see, and outsiders (Caucasian ones at least) are treated kindly and without paranoia.

DOWNTOWN

Main Street houses twenty stores, four restaurants, a library, a newspaper office, three banks, six diners, a police and fire station, and city hall (where Mayor Ernest Cooper is in the middle of his fifth 2-year term). Sheppard's Quality Goods resides here, between a haberdashery and a women's clothing store, and directly across from the police/fire station. Although there is some minor shoplifting, no store here has ever been robbed or vandalized. The road running parallel to Main is Plainville Road, and includes ten two-story office buildings (which contain insurance companies, real estate dealers, etc.), a car dealership, three watering holes, a pool hall, a bowling alley, two gas stations and

a grocery store. The next street over, Railroad Lane, contains the train station, three more diners and a bus stop, with a bus which goes to and from the major city twice daily (departures at 8 a.m. and 6 p.m. every weekday, noon on weekends and holidays). On the edge of town off of Route 45 is a motel.

Also in town are a twelve-room hospital, two local doctors, one pediatrician, five registered nurses, two elementary schools and a middle school. High school kids are bused nine miles away to the regional high school. There are also nine churches in town, but no synagogues.

Sprouting out from the center are the original homes which have unique styles; growing off of this is a cookie cutter suburban area, much like Levittown. The city was founded in 1888, and housed around 5,500 people until 1945 when a housing boom occurred, more than doubling the town's size—most are transplanted here from the city. Route 45 is the only major road into the town, connecting to Railroad Lane. (Depending on where this is set, keepers will need to align things geographically).

PLAINVILLE MOTEL

This is a one-floor no-frills motel, usually for motorists who just can't quite make it to the major city that day. There are 10 rooms, and 1D4 are occupied by travelers. A room costs \$1.25 a day, and consists of a bathroom, bed, table, chair and television set. The owner is Mr. Rhett Johnson, a kind man, who wants a clean, quiet establishment. Any loud noises or problems will lead to an occupant's immediate expulsion. Depending on the location, he may not rent to minorities (and there are no laws preventing this).

POLICE

The police station is a small one story building, sharing a wall with the three story fire house.

There is a jail in the basement with three cells, one being temporarily used to house several filing cabinets to allow more space in the station area. The three cruisers and two ambulances are parked outside. Shifts are staggered but there are always two officers on duty at all times, one usually manning the phones. Should no one be in the station, calls will be taken by the operator, who will then call the chief at home.

Until recently the police dealt mostly with a few teenagers drag racing or drinking, the occasional domestic incident, car accidents and speeding. The town never had a murder before, and over the past two years has averaged one assault per year—almost always due to alcohol. The fire department, which employs four men (plus six volunteers) and a chief, is also responsible for ambulance duty. All cases are sent to the city for court hearings and trials.

When things start to really spiral downward to the point where even the auxiliary reinforcements cannot control the town, state troopers will be brought in to prowl the streets at night. By this time the town has become a boiling pot of distrust and paranoia with neighbors fighting with one another, the night alive with screaming, and domestic incidents skyrocketing.

DOUGLAS WOLFE, Police Chief, Age 42

STR 14 CON 13 SIZ 14 INT 13 POW 15
DEX 12 APP 12 EDU 13 SAN 65 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3 + db
Grapple 50%, damage special
.38 Revolver 50%, damage 1D10

Chief Wolfe was born in town and left only for his stint in the military. He was too young for the Great War and too old for WWII, but had multiple defense duties in town. He is a fairly friendly man with a keen mind for this type of work, and a big admirer of President Eisenhower, whose photograph is all over the station. He will welcome professional help with the current situation, but does not want any “arm-chair sleuths” pestering him. He is completely



Douglas Wolfe

stumped about what is going on in town, and has contacted the state police requesting advice. Pressure is building on him from the mayor to figure out just what is happening. He is requesting money to add two temporary officers on duty for night time patrols. He will share information with professional law enforcement, but stonewall any attempts by “nosy reporters,” including those from the *Plainville Reporter* (see below).

THE PLAINVILLE REPORTER

The *Reporter* is a two man weekly newspaper. Recently, though, it has been publishing several *Extra!* editions. The reporter/photographer here is Bruce Waters and the editor is Jack Willis, who left the big city’s newspaper after burning out. He is also responsible for taking the copy to the presses in the city to be printed and delivered weekly on Wednesdays. Willis will buy any photographs from independent sources, but is far less likely to want a story. He will send Waters out to cover the investigators if they are law enforcement or can give good stories to the paper. Waters will be more than happy to go along with investigators if they seem worthwhile and are not doing anything too illegal.



Keeper's Plainville Map



Bruce Waters

Both Waters and Willis have a new idea a day about what the reasons are for the recent upheaval. The two most common are that Communists are doing something to drive people mad, or the recently fluoridated water is making people into criminals. Willis does not come flat out in his editorials stating this, but will drop subtle hints from time to time. After the school house murder, he will openly state his opinions, and tell people to drink bottled water only and keep a watch for suspicious "RED" behavior. This will lead to runs on the supermarket and other stores, along with tons of calls to police about alleged Communists living next door....

BRUCE WATERS, Reporter, Age 33

STR 11 CON 11 SIZ 14 INT 12 POW 9
DEX 10 APP 9 EDU 12 SAN 65 HP 13

Damage Bonus: +1D4.

Skills: Drive Auto 45%, Photography 65%, Read/Write English 65%.

SHEPPARD'S QUALITY GOODS

Three years ago Isaac Sheppard did not believe in television. It was a fad and would soon pass. Television sets were too bulky, unreliable, and

expensive. Radio would remain the staple of American home entertainment. By the time he saw the error in his calculation, Wally's Department Store five doors down was about to put him out of business by signing exclusive sales contracts with the major TV manufacturers. After thirty-five years of business, it looked like Isaac might have to shut his doors. To compound his misery, his wife of thirty-seven years recently passed away, leaving him alone in the world. Everything seemed to be ending for him.

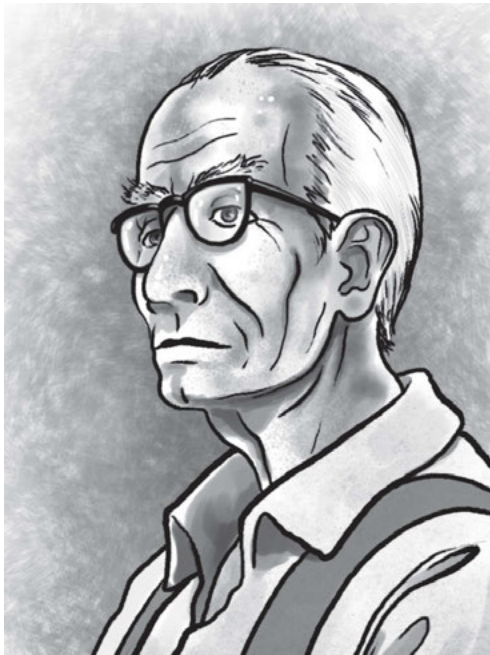
That was until "Mr. Mike Jones" showed up. He had a new design for a television that did not need an antenna and had a crystal clear picture. Jones said he was from far away (keeper's choice) and had worked on such things for the military during the war. He could not find a place to build his machines, and wondered if Mr. Sheppard would like to go into business with him. Desperate, Isaac agreed, and placed one of the sets in the front window of his shop. The incredible picture and very reasonable price (\$175) attracted customers. Soon he had orders for 20 sets, all of which were filled quickly. Word of mouth spread and now he has orders for 75 more, several from out of town. Customers were coming through



Jack Willis



Investigators' Plainville Map



Isaac Sheppard

his doors, and the money was coming back into his till. He was saved. Or so it seemed....

Mr. Jones has a human face, hands and arms, but beneath his work clothes, which he is always wearing, he is all machine. Jones told Isaac he was out of luck and has taken residence in the back room workshop. At first Sheppard found it odd he never seemed to sleep or even eat, but Isaac has bigger problems now.

Being around the invention, as well as Nyarlathotep himself, has driven the poor shopkeeper to the limits of his sanity. He presents well, and continues to run his business with alacrity and aplomb, but returns home every night drained and wishing for nothing more than to join his beloved Rebekkah in that final sleep. He dreams now of chaos and destruction, feeling that ending his life would not be such an awful thing. One thing is keeping him from completely losing his mind—he has no TV in his house.

The store is about 2,200 square feet with one display set in the window and one floor model. There are many radios, washing machines, dish washers, air conditioners, floor heaters, and lawnmowers/snow blowers (depending on the season) on display. There is one other employee there, Mr. Fischer, a defeated,

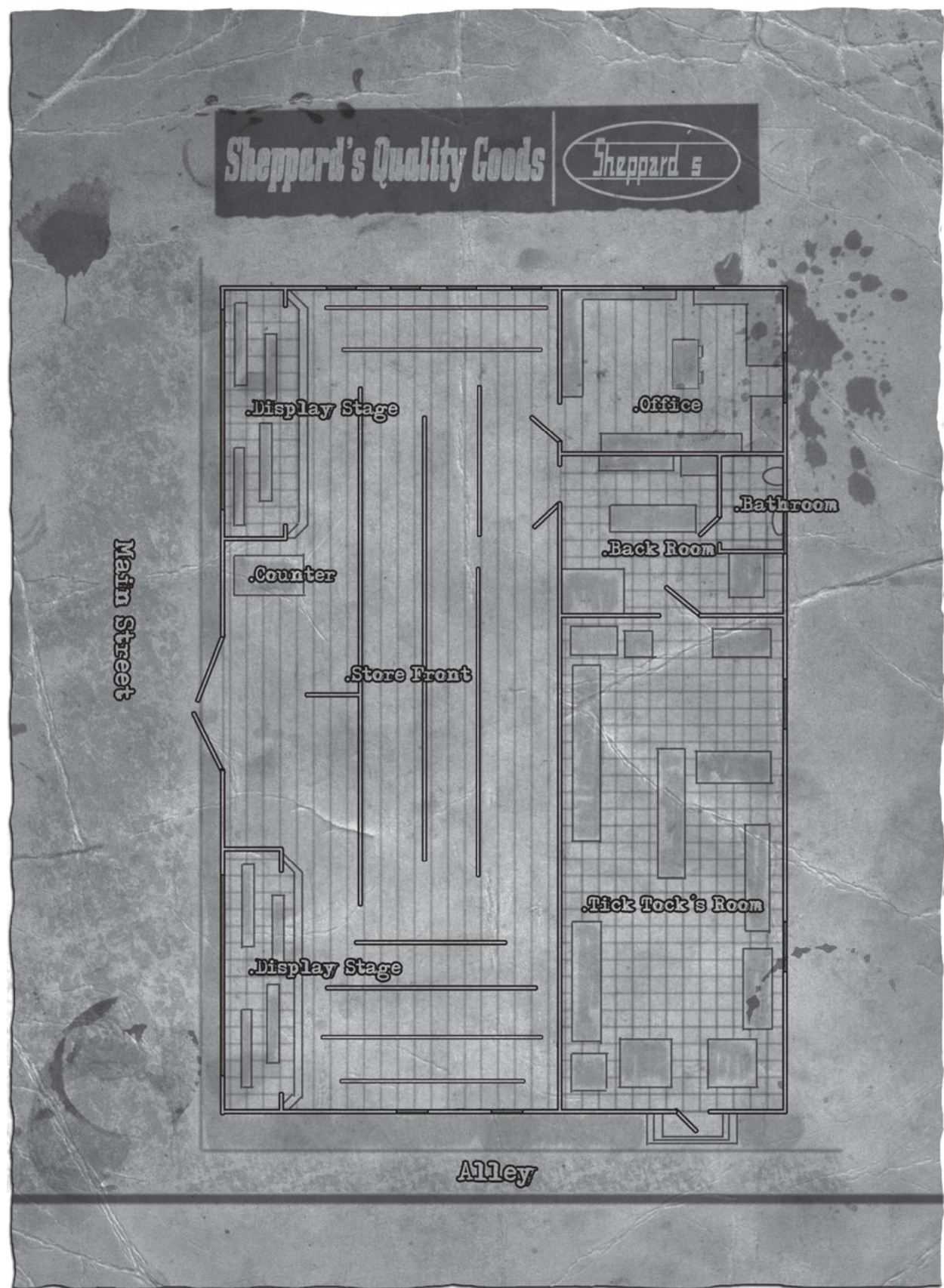
friendless 55-year-old-man who has worked there for 29 years. Fischer has no idea what is going on either, but finds it odd that someone he has never met or been introduced to is working in the back room, which he is now forbidden to enter. Fischer is a loyal employee who lives with his mother and has only his job in life, so he asks no questions. He might talk to investigators, but will be very guarded in what he says, and may report back to Sheppard any odd questioning he receives. The store uses a delivery service which is employed by several stores on the street. Soon, however, Tick Tock will take Fischer into his service.

In corners of the store Nyarlathotep has set up tiny cameras. They are less than an inch square in size and appear to be nothing more than a part of the structure itself. Neither Fischer nor Sheppard have noticed them. They do not blink or make any noise and no one would think anything of them. In the back room, Nyarlathotep monitors all activity in the store by being plugged into the cameras.

(Players who specifically state that they are scanning or searching the store for anything unusual may roll Spot Hidden at half normal value for their investigators to notice



Theodore Fischer





Mike Jones

the cameras and realize that they are not part of the structure.)

If investigators enter the shop, Isaac will answer questions about the sets in an attempt to make a sale. "Now there is about a three or four week wait to get one of these things," he will say. "We make them special." He will clam up if pressed, as he will feel any deep inquiries are from competitors (such as Wally's) who want to figure out how to make the antenna-less receiver. He will never give information about where the sets are made, except to say they are specially built somewhere across the country and shipped in (keeper's choice of location). Any stakeout of the store will obviously reveal certain delivery trucks, but none bringing sets into the shop. Tick Tock will never reveal himself under any circumstances.

If investigators ask him about the recent tragic events in the town or boldly state the sets might be contributing to them, he will be sympathetic to the victims but laugh off any connection. He has no idea what is truly going on, and a successful Psychology roll will reveal this.



The Office

There is a small office in the back next to the back room. Mr. Sheppard keeps a list of sales and inventories. He has a list of all receipts of people who have purchased the televisions. He will not show this list to anyone but those who are in law enforcement. There is little else of interest other than a small locked box hidden behind a filing cabinet containing \$224.86 in small bills.

The Back Room

To access the back room one must either break through the door in the alley behind the building or through the door in the storage room. The alley door is dead-bolted and has a board going across it. There is no lock to pick on the handle outside (Nyarlathotep replaced it), and the door's strength is 22, with 10 HP. Any noise will alert Tick Tock, who will deal with intruders in a timely fashion.

The other egress is in the storage room where the items are kept, and through a door which is locked from the inside. Although Sheppard has a key, Nyarlathotep changed the lock and the key no longer works. This door's strength is also 22, with 10 HP. The only time the door is open is late at night when the store is closed and Nyarlathotep brings the new machines into the storage area; they are delivered by his mechanical henchmen (see page 59). Tick Tock can sense any intruders and will not hesitate to subdue them by shooting an electrical wave out of his mechanical body. This wave can go through metal doors or concrete walls, is circular with a 100 foot radius, has a POW of 25 and is compared to the victim's CON on the Resistance Table. (Intruders trying to pry through a door will be attacked this way.) Those who succumb to the wave immediately pass out for 15 + 1D10 minutes. Those who resist can flee. However, Tick Tock will use his mental powers to lock the store doors and use the waves over and over, once per round. Tick Tock will bring captured investigators into his lab and use special devices to electrocute them into amnesia.



The Tick Tock Man Revealed

THE TELEVISIONS

As Nyarlathotep works on his creations, they become more and more powerful. The first sets were successful, but were dependent on people having them on at night when there are no competing broadcast signals. The newer sets can turn themselves on, bringing unsuspecting victims down to turn them off, possibly sucking them into madness. Above the 14" screen is the brand name: Sheppard.

The machines begin picking up waves from other places around 1 a.m. Depending on when they were made, their power varies. Every time a character is exposed to these waves, the player must roll the character's POW versus the set's POW on the Resistance Table. The first twenty machines

have a Power of 15, the second thirty have a Power of 20 and the perfected batch 25. Once the victim fails the roll, he is allowed a resistance roll for each 1 a.m. exposure, but with a penalty of -1 to POW, compounded every other attempt. He will have an irrational desire to watch late at night, feeling he is seeing shows from other parts of the country or even other countries. People who are not affected do not see what the poor victims of this device are witnessing. Once the regular stations come back on, the wavelengths are distorted and no longer potent.

Through the static and white noise come images of alien violence and cosmic terror unknown to man. The viewer may see many different things, each affecting her differently. Roll 1D10 for every night of viewing and consult the "Television Effects Table" on page 47. After five nights of being influenced by the sets, a +3 is added permanently to the result of the roll. The Sanity loss is 1D6/1D10 per nightly viewing.

Breaking the madness-inducing effects of the machines takes intense and successful psychotherapy over the course of several weeks. An initial, successful Psychoanalysis roll will delay a homicidal victim from committing a murder for a day or so.



A Sheppard's TV Set



TELEVISION EFFECTS TABLE

Roll	Result
1–2:	The viewer hears odd noises that sound like voices and sees fuzzy, disturbing objects. She sees the TV as an enemy and attempts to destroy it, stopping at nothing until the deed is complete.
3:	The viewer witnesses odd images of alien figures performing terrible experiments on humans. He becomes agitated and argumentative. Although not physically aggressive, he scares people around him. This lasts 1–3 hours.
4:	The viewer watches scenes of extreme human debasement and wars not yet seen. Instruments of death presently unimaginable are used by the world's most aggressive and evil people to hurt, maim and slaughter the innocent. The person becomes agitated and argumentative. Although not physically aggressive, she frightens people around her. This lasts 1–6 hours.
5:	The viewer witnesses scenes of intense violence from the future. He becomes physically aggressive and may start altercations or destroy items in the area. This lasts 1–2 hours.
6:	Disturbing geometrical patterns appear, hypnotizing the viewer. Odd sounds, which the viewer perceives as threatening and insulting messages from others nearby, agitate her into verbal and physical tirades which last 1–4 hours.
7:	Seemingly unbelievably, the viewer sees himself on the screen perpetrating acts of sexual debasement on living species of all kinds before slaughtering them. These images drive the viewer into a psycho-sexual frenzy, which results in him being hostile and sexually aggressive toward anyone in his path for the next 1–3 hours.
8:	Upcoming catastrophic events are seen. The viewer becomes suicidal and does her best to terminate her life within 24 hours of the viewing.
9:	Terrifying voices and images from another world reach the victim, enraging him. He will attack anyone nearby and destroy any item other than the television. Lasts about one hour.
10:	Visions of Azathoth's Court itself. The viewer becomes homicidal. She may plan out the killing for several days before acting or she may immediately pick up the nearest item and attempt to commit murder (keeper's discretion).





Keith Johnson

He will send them back into the streets, unable to remember the past 1D6+1 hours before they were shocked. Nyarlathotep knows killing them will bring suspicion and more people to the store. He will then noiselessly return to his workshop. Keepers may wish to have the characters simply wake up somewhere in town, instead of playing out the aftermath and allowing the players any more empirical knowledge. If the investigators try another raid, see “The Second Assault,” on page 56.

In the workshop is a menagerie of tools and electronic equipment unknown to the day and age. If this was a present day scenario, these items would still be foreign to the investigators. A successful Electronics roll will give little result other than to indicate that this is an advanced setup, unlike anything existing today. There are also several weeks’ worth of local newspapers stacked here. Nyarlathotep has been keeping a keen eye on the chaos he is causing. (His robotic henchmen, and later Fischer, bring him his paper). Four small screens are mounted on the wall displaying all action in the show and store rooms, with wires from them leading into his mechanical body. Working constantly to improve his creation is Tick Tock Man. If the beast needs to go where there is even a

chance people might see him, he wears clothing; if not, he is in full machine form, save for his arms and head. Oft-times he plugs himself directly into whatever he is making.

ISAAC SHEPPARD’S HOUSE

Isaac lives alone in one of the older houses in town. He listens to the radio, reads a lot, and studies the Old Testament before going to bed. There is nothing of investigative value to be gained here. A Star of David is engraved into the glass pane on his front door.

FISCHER’S HOUSE

Theodore lives with his 82-year-old mother. As above, there is nothing to gain here, except to make him very suspicious of the investigators. Theodore may come into play later on (see “Fischer Cracks” on page 56). Fischer is a lonely, friendless man, who has a lifetime of losing jobs and friends due to his annoying and arrogant personality. He spends each night carefully going through the *Plainville Reporter* and finding the most minor errors. He then types up a letter to the editor demanding the correction be



Judy Johnson

printed. He has also unsuccessfully demanded to be hired as a copy editor. The bathroom at the *Reporter* is known as “The Fischer.”

DOMESTIC PROBLEMS

Beginning five weeks ago, domestic disturbances and peace violations began to spike. Mostly they were calls from wives nervous about their husbands’ threats and drinking. Several well established men were pulled over, though not arrested, while driving drunk. These men were crying and incoherent (one of these men was George Heffernen; see page 50). Keepers should feel free to create NPCs who were visited by police. All will have the sets in their house. These people will look slightly haggard, but composed. Their night time exposures were just one-shot events, and the older sets are not as powerful. However, there were several more severe cases:

KEITH AND JUDY JOHNSON, 121 SWALLOW LANE

Judy called the police five times over the past three weeks. Keith, a shell shocked veteran and alcoholic, always fell asleep in front of the TV. One day he stumbled into the old set, destroying it. They bought the first set made at Shepard’s. It is not as in tune as others, and it simply agitated Keith into fits of rage where he trashed the house. Trying hard, he has temporarily quit drinking and has unplugged the set, and spends the night in his room with Judy. He has terrible nightmares, but has not been violent.

If approached by investigators, Judy will state they have spoken to law enforcement and have nothing left to say. If law enforcement visits them again she will state that watching too much TV became bad for her husband. “A woman in my bridge club told me they can cause cancer.” She will let law officers look at the set, and even dismantle it, outside, where

the “rays” cannot make her ill. Keith cannot recall anything he saw on the set or why it made him go off. “Just bad memories of the war,” he will say.



Barney Black

BETTY AND BARNEY BLACK, 1 LION’S MANE WAY

Three weeks ago after a fight with his wife, Barney ended up sleeping downstairs in front of the TV. He fell asleep with it on, woke up, and was severely agitated by the signals coming through. He began screaming for hours and neighbors summoned the police. Two days later police returned during another screaming fit where he threw the set through the front window. Barney will talk to investigators, stating that the TV was picking up “some sort of weird show late at night. Not from this country.” He will not be able to articulate what he saw or heard. “They made me so angry. I think it’s the Russians doing something over the TV waves, trying to make us insane.”

THE CRIMES

The serious crimes started two weeks ago.

GEORGE HEFFERNEN,
26 LAMB'S LANE

An insurance salesman in town, and deacon at the Plainville Lutheran Church. When he did not show up for work, his boss went to his house later in the day. He smelled gas, asked a neighbor to call the police, and then waited. After breaking the windows, police discovered George in his easy chair in front of the television, his two young sons and wife bound hands and feet to their bed, all dead. No note was left.

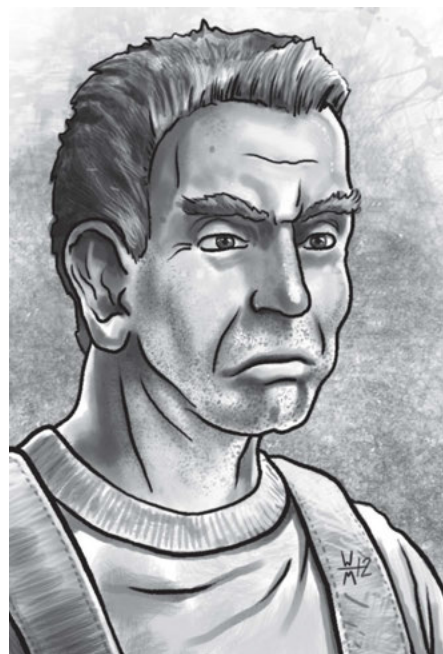
Neighbors will state they did not notice anything out of the ordinary with the man or his family in the weeks leading up to the murders, with the exception of George's "drunk driving" incident (as mentioned on page 49). Both children were bound without incident. Margery, the wife, had a broken jaw, from being punched unconscious before being bound. The family dog was in the living room in front



Betty Black

JOHN CLEGG,
181 MAIN STREET, APT. 5

John is another shell shocked and alcoholic war veteran. A garbage man, he thought it was a bit of great luck when he found a Sheppard set in perfect condition on the curb during collections. After he brought it home, it was the loner's nightly companion until he threw it out his third story window and into the dumpster below. He then took a baseball bat and smashed the windows of twelve cars on Main Street before a passing police patrol spotted him, subdued him with force, and locked him up. He is currently in the VA Hospital in the nearest major city, recovering from a smashed femur and orbital bone from his battle with the police. He will speak to investigators, but will recall little. He will tell them he did throw his set out the window and went on a rampage, but doesn't know why. He doesn't remember where he found the set.



John Clegg

of the set, which was off. Fingerprints have concluded the murderer was the man of the house, and this is considered a closed case.

THOMAS PAULSON, 4 TIGER'S TERRACE

After suddenly becoming argumentative with his family over the past half month, Thomas hanged himself in the basement of his home, while his wife and daughter were away visiting relatives for a break from the abuse. When they returned they found him dead, the house trashed and the TV smashed.

His wife Emily and daughter Elisa have returned to their relatives in the closest major city, grieving and wishing to sell the house. Francine Fishwife, the Paulson's next door neighbor and close friend, might yield this fact if persuaded properly. She is in charge of collecting the mail and might possibly speak to Emily for investigators if they have the proper credentials and they make a Persuade roll, but she will never reveal where they are staying. If Francine contacts Mrs. Paulson, a successful Luck roll is needed to convince Emily to speak with investigators. She will return in three days to collect the mail and deal with the life insurance company in town (which is not going to pay out the claim due to suicide).

Emily Paulson

If she agrees to speak with the investigators, Mrs. Paulson will only reveal a small amount of information; she is obviously still in shock. She will state that her husband had been injured at work. He was a mechanic at a local garage and broke his elbow when a car fell on him from a lift. He was out of work and convalescing when their TV broke down. They ordered a new one, and he spent hours in front of it, taking morphine pills for the pain. The once fairly mild mannered man became angry and abusive, threatening to "take us away from all these horrors... He would say I didn't know



Emily Paulson

what was really going on and that life was not what I thought it was. I think it was those pills. He was screaming all the time, and was very aggressive with us. He never hit us, but we left before he had a chance. I was that afraid. I called him three days later, and he didn't answer all day. I returned the next day and found him..."

The other item of note she will mention is that her husband would stay up into the early morning watching the television. "He said the one we bought at Sheppard's got special stations."

ALVIN MOORE, 90 FISH HOOK DRIVE

"A negro," is the first thing the chief will say, "but a decent man. He was the electrician for all city buildings." Late one night Moore got behind the wheel of his car and drove downtown, ramming into the Esso station gas pumps, causing them to explode and the station to catch fire. He was killed instantly, leaving behind a wife and three children. No autopsy was performed.





Arlene Moore

Moore was the only African American property owner in town (after he jumped through hoops for the bank). His family was doing well financially, and his wife Arlene was a cashier at the local grocery store. They had just upgraded their television, buying the best one Sheppard's had, and were looking to purchase a new car. A month ago Alvin received a shock while doing some wiring at the middle school. The jolt was severe enough to make his ears ring constantly. It made it hard for him to sleep without noise, and he took to staying in front of the television. Even the late night white noise helped drown out the atonal ringing. It was during one of those nights that he inexplicably drove off in his car and to his death.

His wife will talk to well-intentioned investigators, as she feels something must have gone on other than the accident, and thinks his death is a part of something larger. Alvin had become quieter and a bit depressed over the two weeks prior to his death, staying up late at night watching the TV. He continued to work and provide for his family, but they could feel a distance.

"Just look what is going on in this town," Arlene will say. "We have lived here fifteen

years and nothing like this has ever gone on. I just don't know. I go to church every day and try to figure things out, but I can't."

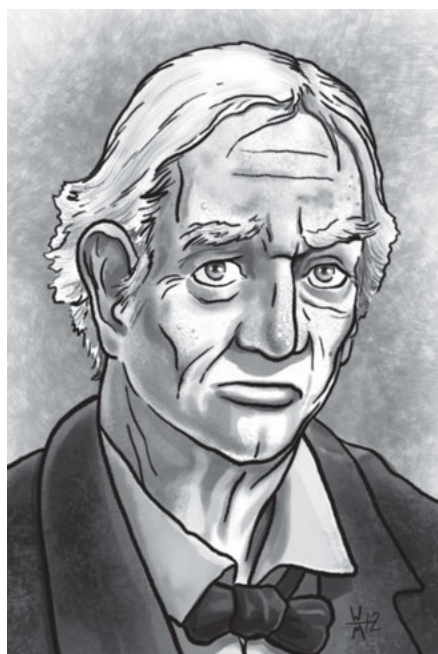
Police conclude that Alvin's ears were severely bothering him. He went for a drive to play the radio loudly and drown out the bothersome sounds. He fell asleep at the wheel, and lost control of the car. This is a closed case.

ELLARD LAMSEY,

58 CROW'S LANDING

The 66-year-old widower and veteran of the Great War broke into his neighbor's house with a hammer. The father of the home heard the intrusion, and was able to subdue the intruder easily. Lamsey was screaming he would take them away from all of this, and everything would be all right. The court has sent him to Mid-State Mental Hospital for observation.

The neighbors John and Ethel Tamm, who live across the street from Ellard with their twin five-year-old boys, will speak with anyone presenting a decent story. John is a WWII veteran who received a purple heart, but strongly feels he deserved a medal for valor in the



Ellard Lamsey

battle of Iwo Jima, where he carried a flame thrower. He is ready to tell anyone who will listen about his time in the Marines as well as how he subdued the intruder in his house. The Tamms and Ellard, who lived alone, had a cordial relationship. Ellard has a daughter who lives far away, and on holidays when he did not travel or she did not visit, Ellard would come over to their home.

Around three in the morning John was awoken by a thumping on the front door. He went downstairs with a baseball bat he took from the hallway. When he reached the door, Ellard had forced his way in.

John will tell investigators: "I put down the bat, and said 'Ellard, what in the world are you doing?' He had this wild look in his eyes and a hammer in his hand. I said, 'What's wrong?' And he just starts screaming all this nonsense, 'I know what is really going on? It will be better this way. It will be better for all of you this way? I don't want any of us to suffer!' On and on he went. And then he charges me, swinging the hammer."

Tamm will then graphically re-enact how he subdued a man over twice his age. His wife then called the police, as John held the man down.



John Tamm



Ethel Tamm

"He was sobbing away. Didn't say anything else, and just cried and cried. Sad to see a fellow Marine like that. I think he was old and just kinda snapped."

The only other thing that John will add is that Ellard seemed to be happy that he had recently purchased a television to keep him occupied. John knows it was purchased at Shepard's as he went with Ellard to pick it up and carry it into his house.

"Didn't even need an antenna. I'm thinking of getting one of those."

Ellard is currently in the hospital, unable to speak and permanently trapped inside his own mind.

DAY THREE: TRAGEDY STRIKES AGAIN

On the third day the investigators are in town, another tragedy occurs. Lou-Ellen Smith was a beloved second grade teacher at Plainville Elementary School North. After sending her class out to recess the children returned to a horrific sight: their teacher on the floor with her throat slit. In the corner sat first grade teacher Cheryl



Ellard Lamsey Invades the Tamm Home

Evans holding her late husband's straight razor, cackling to herself silently. The principal, John MacDonald, immediately cleared the school and called the police. On the blackboard in large chalk letters are the words written by Evans: NO MORE!

Principal MacDonald will share information with police and trusted reporters that the two teachers were wonderful women who lived for their jobs, and had a great relationship. He is completely baffled by the events, and is in a bit of shock.

Evans lived at 21 Robin's Lane. She is a childless war widow who was actively involved in her church and job. The only item in her house of interest is her brand new Sheppard TV set. She will be kept in a cell at the jail, brought to the major city for a court hearing, and sent for psychiatric evaluation the next weekday. She has become completely mum, her mind snapped beyond reach.



TOWN MEETING

By this point police and townsfolk are in a near panic. Many believe that their recently fluoridated water has caused this and the next night a town meeting is called to discuss this matter. Experts from the state and local medical officials are present to try and quell fears. The meeting devolves into a screaming match between the officials and the townspeople, with the term "Communist infiltration" frequently bandied about.

The mayor immediately approves financing for two more officers to patrol the city at night. A dispatcher is also hired to take the calls directly between 10 p.m.-6 a.m.

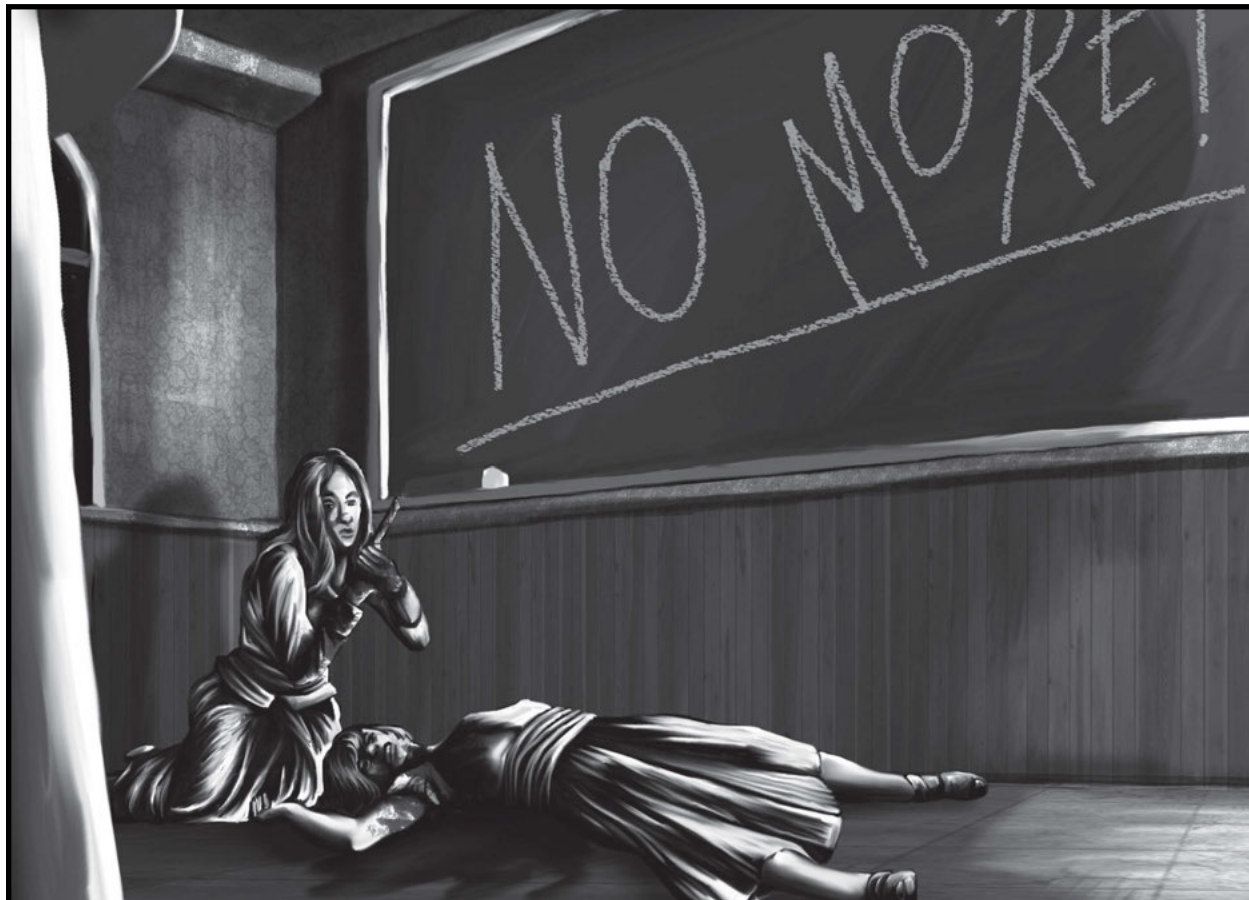
PARANOIA SETS IN

Townspeople are convinced there is something going on but no one knows what. No one can

be trusted, and the hearts of the city's residents become hard. Everyone is distrustful and eye contact is avoided. Women become uneasy around their own husbands, and any loud noise sets people off. Many won't even drink the water. Keepers are encouraged to bring the level of distrust up throughout the adventure. As the days go by even the once fairly friendly police become agitated, and will arrest anyone for minor infractions which before would have not even drawn their notice. People of color or different religions, atheists, those who backed water fluoridation, or anyone who is slightly different are now viewed as completely untrustworthy, and are subjected to extreme observation by the onetime peaceful residents here.



John MacDonald



The Horror at Plainville Elementary

DAY FOUR: MORE TROUBLES

Around 2 a.m. on the 4th day of the investigation, Jake and Robyn Zander, who bought a Sheppard set last week, are apprehended by police after smashing the windows of buildings downtown and lighting fires in the trash barrels. They vandalize nine stores and start three blazes before the police arrest them. (Sheppard's is not one of the vandalized stores.) The couple is well respected and heavily involved with the PTA. When brought to the station they seem to be in a state of shock and are unable to articulate anything. They are detained in separate cells, and brought to court the next morning.

Police will also go to their house as one of the officers is their neighbor and knows they have been up late taking care of one of their three children, who has chronic bronchitis. Officers find the children alone and asleep, unaware of their parents' disappearance. Cops will also find the TV on but the sound off. Relatives from out of town will be called to come take the children into their custody.

The next weekday morning, Jake and Robyn are brought to court in the city and sent to Mid-State Psych for temporary evaluation. This story makes the paper, and the mayor declares an 8 p.m. town curfew until things settle down. There is growing pressure on the mayor to discover what is going on. Slowly, "For Sale" signs are appearing on front lawns. Police are told to arrest anyone on the streets after 8 p.m.

THE SECOND ASSAULT

Should investigators try a second time to break into the workshop, Tick Tock will again subdue them, this time binding them with cords and placing them in front of a television where they will see into Azathoth's Court. This horrific and mind-bending experience will be remembered

Atomic Age Cthulhu

vividly, causing a Sanity drain of 1D10/1D100. Those not going insane will sink into a deep depression, and suffer violent mood swings for the next 1D4 weeks. After viewing, Nyarlathotep will send the victims into the streets with temporary amnesia. The players will come to in 1D4 hours somewhere in town, and remember the horror which they witnessed. It is at this time the Sanity loss and its effects will occur.

KEEPER'S NOTE: When the players are hit by these amnesia attacks, they should wake up somewhere in town, unable to remember what happened to them. They might remember entering the store, but little else. It is up to the keeper to decide if the attacks by Tick Tock Man are actually played out, or if when investigators enter the store, the next scene is them awakening elsewhere.

FISCHER CRACKS

After the second attack Nyarlathotep knows his time in Plainville is drawing to a close, but he is not quite finished perfecting his machines. Any deaths in the store could lead to his exposure, so he will need a human accomplice. Who better than the weak-minded Fischer? Nyarlathotep will find the clerk in the back room, call him back to his workshop and use electronic waves to overwhelm his mind and program him to do his bidding. For his first task, Fischer will be made to tail the investigators to where they live. The man drives a 1951 Hillman Motor Car with a burnt out left taillight. If the investigators are from out of town, he will talk to them when they are in the store trying to check their location, find the local motel, etc. Once he locates them, he will report back to his master.

Once the investigators' location has been determined, Nyarlathotep will have Fischer contact them to meet him. If they are staying in the motel, he will meet them there. He will have no explanation as to how he knows they are there. If they are not staying there, he will meet them in a parking lot near the store. When the investigators arrive, he will

claim he has to talk to them in his car. "I have somewhere I need to take you. Believe me, you need to see this," he will say.

Once inside, Fischer will take off, heading out of town. Once on Route 45 he will begin madly building up speed. Once the car is at 65 MPH, he will attempt to ram it head on with the next car that comes the other way. Players will immediately sense something is wrong, as he drives through stop signs and red lights, building up speed in this worn down vehicle.

If players refuse to enter his car, he will ask them to follow him, speeding down Route 45. At the right moment, he will use his car to try and force them into oncoming traffic. He will not cease until he is either subdued or killed, or his car is disabled.

Should the investigators subdue Fischer and secure his car, the man will take off running if he can, throwing himself at the first oncoming car. If he is held down, he will break into tears and soil himself, screaming and begging to be killed. He will have no idea why he is doing this. A successful Psychoanalysis (or Hypnosis) roll will bring him back to the time when Tick Tock programmed him. Otherwise, he will curl up into a fetal position and cry for hours, his mind now completely destroyed.

Unless Fischer wipes out the entire party, Tick Tock Man will know that his time is short and will begin to close up his operation. This will take one full day, and he will leave late the next night, heading for the train station. Here he will wait until morning when he will board the train, with new knowledge and two suitcases full of equipment, and head for the major city to take his plan to a grander scale.

THEODORE FISCHER, Unwitting servant of Nyarlathotep, Age 55

STR 9 CON 10 SIZ 13 INT 9 POW 9
DEX 12 APP 7 EDU 9 SAN 25 (15 after Tick
Tock deals with him) HP 12

Damage Bonus: none.

Skills: Drive Auto 42%.

A sad, lonely man who has never really achieved anything, Fischer spends most of his off time

either catering to his overbearing mother or writing to the local paper complaining about the smallest mistakes or any articles he does not like. There is a photo of him in the *Reporter* office, which Willis and Waters throw darts at. Any article mentioning him, including his obituary, will be less than favorable. His absolute weak mindedness makes him the perfect target for Tick Tock Man's mind control.

DIRECTING PLAYERS

Should players not figure out that the televisions are causing the problems, several things can be done. On a drive into the suburban parts of town, they might notice a set placed on a lawn, either smashed and waiting to be taken away by the garbage men, or in working condition with a "free" sign taped to the screen. If the owners are approached, they will be agitated, and unable to explain why they want the machine out of their home.

If the investigators do not wish to break into the store, but they have entered it, this will be enough for Tick Tock to send Fischer out after the players to ensure they do not try to meddle in his schemes (see "Fischer Cracks," page 56).

BAD PRESS

If the game is stalling, keepers can move things by having reporter Bruce Waters become convinced that the problems have something to do with the sets that are sold in Sheppard's store. Waters will not confront the owner, but he will write a scathing editorial wherein his raging anti-Semitic beliefs will shine through. He will claim that Sheppard is a Communist who wants to destroy the town and take its money to aid Israel. He will demand that citizens take "the proper action" to rid the town of its problems.

If this editorial comes out, a violent scene will await Sheppard the next day as he arrives to open his store. A crowd of hostile, near

crazed citizens will be ready for him, and will swarm him quickly. They will jostle him and try to take him to the train station. When Sheppard resists, there will be violence and a horrific mob scene, where he will be trampled and stomped to death. Should the cowardly Fischer still be alive, he will also join in.

Killing Sheppard will not solve anything. The investigators must still track down the 20-30 sets in town (and possibly out of town) to end the nightmare which is taking hold. After that they must try and make it public knowledge that there is an inventor making these devices. But what does he look like, and by what new name will the TVs be called?

END GAME

Tick Tock Man does not want to expose either himself or his invention. Once the pressure becomes too intense, he will prepare to move on, satisfied in his invention and what it is doing and will do in the future. The night he decides to depart, a large moving truck will pull up to Sheppard's. Two very stiffly-walking individuals will be seen loading the equipment into the back in a mechanical fashion. These are actually two automatons Nyarlathotep has created to move and deliver his stuff. They are not aggressive, but will fight to defend themselves. One will drive the truck after the loading, and head out to the nearest major city where Tick Tock will set up shop again. Should the investigators attack during the loading process, Nyarlathotep will send his robots at them, and attempt to vanish with the truck. If they confront the beast himself, he will do whatever is necessary to defend himself.

Tick Tock will be in the back of the truck upon departure. It will proceed out of town and towards the city. The robots are not the best drivers, and could be forced off the road and crash somewhere. If there is a body of water near the road, Tick Tock will short out, and Nyarlathotep in his primal form will emerge, tearing out of the water and taking to the sky.

If the truck is turned over it will burst into flames, trapping Tick Tock under all of his equipment. Once the fire reaches him in 3 turns, he will explode, and revert to his original form with the same results as above. The two robots will be thrown from the cab and smashed to bits.

ANTENNA UP

If the party is completely stuck and going nowhere, keepers can use this: As the paranoia begins to crescendo, a small antenna is seen erected on the top of Sheppard's Quality Goods. Nyarlathotep has set it up here to send an even more potent signal to the third batch of sets. Always known as a liberal minded man, as well as being Jewish, Isaac is immediately eyed as being a Communist. Hostilities will grow, and even the police will buy into the theory. One night the place will be vandalized, and a mob will be waiting for the owner when he arrives in the morning, while another group ransacks his home. The mob will rough him up and try to force him to admit wrongdoing. When he refuses, things will turn violent, and the shopkeeper will be trampled to death by the mob, his store destroyed.

Seeing all of this, Tick Tock Man, satisfied with his knowledge, will take what he can and head out down the alley to a pickup truck he has parked and waiting. Anyone making a successful Spot Hidden roll will see him fleeing, cloaked in a long coat, large hat and a fairly convincing mask of a human face. He will flee to the nearest major city. Should the party follow, he will drive recklessly in hopes of escaping. If he is chased, he will do his best to damage his foe's auto's engine with an electrical attack. If he is unsuccessful and is run off of the road, he will fight back. If he feels he has been exposed and has no chance of escaping to the next city, he will detonate himself, causing 10D6 damage in a 30 foot radius, and his real form will shoot up into the sky.

Nyarlathotep has been defeated.

For destroying Nyarlathotep, each surviving investigator gains 1D10 Sanity points and +1 percentile to the Cthulhu Mythos skill. An investigator who successfully uses the Electronics skill to analyze the workings of Tick Tock Man's television sets receives an Electronics skill check. If Isaac Sheppard is killed and investigators are present but fail to prevent his death, each investigator present loses 0/1D4 Sanity points; if they save Isaac, each investigator present gains 1D3 Sanity points. If Tick Tock Man escapes, each surviving investigator loses 1D10 Sanity points; enterprising keepers may wish to stage a sequel adventure in the neighboring major city.

TICK TOCK'S HENCHMEN

These man sized automatons have human looking faces and hands, and are always dressed to cover all their other body parts like their master. They are mindless machines following their master's tasks to the letter. They never blink, sweat, speak or display any other human mannerisms.

TICK TOCK MAN'S HENCHMEN, Robotic Underlings

STR 18 CON 18 SIZ 15 INT 5 POW 15
DEX 14 HP 17

Damage Bonus: +1D6.

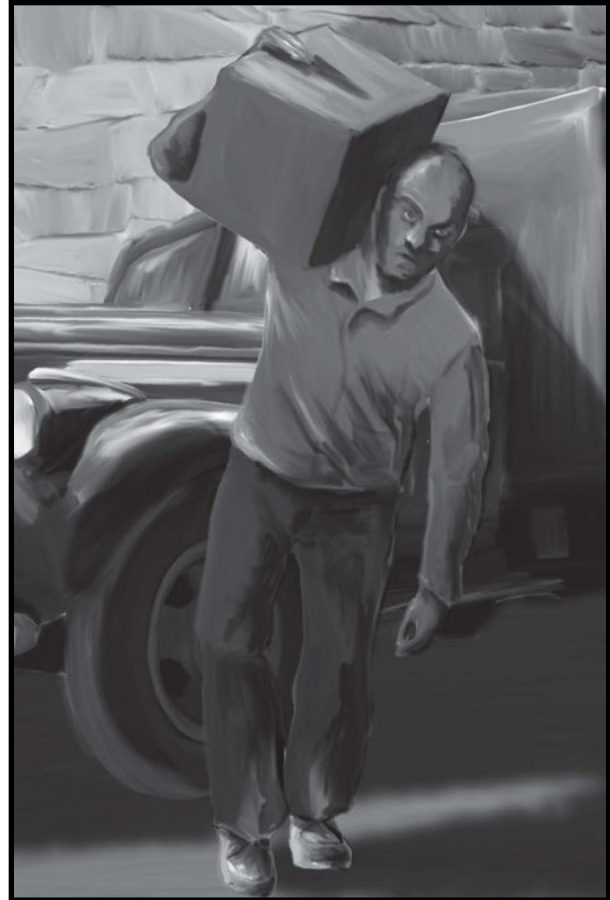
Attacks: Grab & Crush 60%, damage 1D6 + db

Skills: Drive Auto 50%, Follow Orders 95%.

Sanity Loss: 0/1 Sanity points to see one of Tick Tock Man's henchmen in human disguise; 1/1D4 Sanity points to see one revealed as a robot. (They are slightly less disturbing than their master.)

TICK TOCK MAN

Tick Tock has been discussed at length in this scenario and a full write up of this avatar of Nyarlathotep can be found on page 207 of the *Malleus Monstrorum*.



One of Tick Tock's Henchmen

TICK TOCK MAN, Robotic Avatar of Nyarlathotep

STR 24 CON 36 SIZ 17 INT 78 POW 85
DEX 18 APP N/A HP 27

Damage Bonus: +2D6.

Weapons: Fist/Punch 90%, damage 1D3 + db

Energy Attack 90%, damage 10D6 in a 30' radius

Amnesia Attack 100%, damage loss of memory of past 1D6 hours

Electrical Stun Wave Attack POW 25 (attacks target's CON on the Resistance Table), damage unconsciousness for 15+1D10 minutes in a 100' radius, can pass through metal and concrete

Armor: 3 points of metal; additionally, he regenerates 1 HP per 1 POW expended

Spells: Nyarlathotep knows all spells and can use them at any time. Tick Tock man can also control any machine, including vehicles.

Sanity Loss: 0/1D2 Sanity points to see Tick Tock Man in his slightly disturbing human disguise. 1/1D8 Sanity points to see him in his full machine form.

The Return of Old Reliable

OSCAR RIOS

INTRODUCTION

It's odd hearing songs about reindeer and sleigh rides on the radio when it's 80 degrees and the sun is shining. There are no blowing snowflakes but there are impressively large mosquitoes splatting against the windshield. This is Christmastime in Florida.

The word out of Cape Canaveral is that their latest test was a success. Many disagree, especially the protesters from the American Society for the Prevention of Cruelty to Animals. A week ago a Jupiter rocket was launched into space with a squirrel monkey inside to monitor the physical effects of leaving Earth's atmosphere. It turned out Gordo the monkey handled space just fine but the failed parachute deployment on reentry was another matter. Now the monkey and the Jupiter capsule are lost at the bottom of the ocean.

It's big news, especially this close to Cape Canaveral, but what's done is done. All the demonstrations in the world won't bring the monkey back. The long stretch of Florida's SR 528 doesn't have many stops, but a small roadside diner looks promising. You pull into Astro Diner, just outside the town of Morrison, for a bite to eat.

KEEPER'S INFORMATION

On December 13, 1958, NASA launched a Jupiter AM-13 rocket 310 miles above the Earth. Inside was a tiny test subject, a squirrel monkey

named Gordo, nicknamed "Old Reliable" by the research scientists. Gordo was dressed in a tiny flight suit and his vital signs were heavily monitored. The flight was mostly a success, as scientists monitored the effects of weightlessness on the animal's body. However, the 15-minute mission ended in a slight malfunction: the capsule's parachute never opened. Sensors indicated that Old Reliable was alive at the moment of impact, as the capsule hit the South Atlantic at nearly 10,000 miles per hour. Neither Gordo nor the capsule were ever recovered... officially, that is.

Navy deep-sea divers recovered the wrecked capsule. It was scorched a bluish color, as it had been bathed in a shower of cosmic rays. As technicians cut into the ruined capsule to retrieve the flight recorder they discovered that the squirrel monkey had somehow survived! Scientists examining the animal soon realized that while Gordo seemed alive his biology was no longer functioning normally. Technically the monkey was dead. This defied medical science. Both the capsule and Gordo were taken to Kessock Naval Air Station, a top-secret research station just north of Cape Canaveral, for further study.

What only a handful of scientists knew was that Gordo had been to Kessock Station before. Three days before the launch the monkey received an injection of an experimental serum from the Head of Special Research, a Dr. Anna Maria Jung. When the American 7th army liberated the Dachau death camp at the end of World War Two they captured a young Nazi scientist and Thule Society member (Dr. Jung herself) attempting to burn research

logs. She was taken to the United States where she, like many former Nazi scientists, began working for NASA. The Nazis were conducting experiments at the death camps to test the survivable high speed and altitude limits of the human body. One of these experiments, conducted by the Thule Society, attempted to infuse human test subjects with blood taken from summoned byakhee.

Fluid from a byakhee's body was dripped onto Gordo's exposed spinal column. At first this made the monkey slightly more intelligent and hardy. While in space the monkey was showered with strange blue cosmic rays which triggered horrible changes. Gordo is no longer a natural creature and is quickly transforming into a being of near godlike power. The monkey now possesses incredible psychic abilities. Using them, Gordo has already taken over the Kessock Naval Air Station and the neighboring town of Morrison. He has killed hundreds and created a number of minions to do his bidding. This is only the first part of his plan to take over the entire planet.

However, two scientists escaped Gordo's psychic domination. Dr. Gregory Myers, who is immune to Gordo's powers due to a metal

plate in his head, has locked himself in a rocket blast shelter at Kessock Station. Dr. Jung quickly developed an experimental serum to block Gordo's psychic attacks. After testing it on herself she fled Kessock Station until she got just outside of the monkey's psychic range. She is currently hiding out at Astro Diner and desperately trying to formulate a plan. Gordo is only a few hours away from metamorphosing into an entity capable of draining the minds of all humans on earth unless investigators can stop him.

INVOLVING THE INVESTIGATORS

Investigators can become involved in a variety of ways. Keepers can create links of their own for their investigators, or use one or more of the following:

- **Innocent Passersby** – The investigators are just passing through the area and happen to be in the Astro Diner when Dr. Jung is arrested (see "Part One: Astro Diner" on page 62).
- **Ghost of the Space Monkey** – Investigators are looking into media reports of a spectral

Reliable Papers #1

Please meet me at the Astro Diner on SR528 on Monday December 22nd, at 11 a.m. I am a scientist with the National Aeronautics Space Administration and a patriot, but things are racing out of control. I do not know whom to trust. There was a cover-up concerning the Jupiter AM-13 launch earlier this month. The capsule and test subject WERE recovered. A former Nazi scientist with possible ties to the Thule Society has performed unauthorized tests, resulting in some sort of preternatural aberration. I will have photos and documentation to support my claims with me. You must go public with this information, before it's too late.

Dr. Cyclops

monkey in a space suit, sighted outside of the small town of Morrison, Florida. The reports aren't serious, merely filler stories or tales in tabloid newspapers. More than a dozen people in the town of Morrison claim to have seen the apparition. This was caused by Gordo, testing how far he could project his thoughts as his psychic abilities developed.

- **Whistle Blower** – The investigators receive an anonymous note (*Reliable Papers #1*, on page 61) from someone claiming to be a NASA scientist, asking them to meet him at the Astro Diner.

PART ONE: ASTRO DINER

The small art deco style diner with attached filling station has bright chrome siding. The coffee is great but the food tends to be greasy and overdone. The diner's radio plays top 40 hits like "Sixteen Candles" by The Crests and "Who's Sorry Now" by Connie Francis. Two cars, a silver Chevrolet Corvette and blue Chrysler Plymouth, are parked outside. There are seven people here:

- Patrick McEnroy—Overweight fry cook.
- Dwayne Marden—Teenaged filling station attendant.
- Marge Rowell—Attractive waitress.
- Frank, Gwendolyn, and Harriett Gurski—A family of tourists.
- Dr. Anna Maria Jung—Fugitive scientist.

SERVICE WITH A SMILE

Marge takes everyone's orders, flirting with male investigators in hopes of improving her tip. Dwayne sips a bottle of Coke while keeping an eye on the pumps outside. The Gurski family is

having lunch, looking at maps and talking about getting a television. Dr. Jung, dressed in a severe white suit, is sitting in a corner booth picking at an order of fries. She appears deep in thought although she occasionally checks her watch. After the investigators have eaten or drunk something keepers should have Harriett Gurski begin throwing up. Within moments everyone in the diner, with the exception of Dr. Jung, begins vomiting. This is because every cup, dish and item of silverware has been sprayed with a misting of Weisse Rose Serum.

THE POISONING

Investigators must make a Luck roll. Those who succeed vomit for a few moments before slowly recovering. Those who fail the Luck roll continue to vomit and begin having severe nosebleeds. If this occurs Dr. Jung rushes over with her medical bag in tow explaining in a German accent that she is a doctor. She injects the investigators with a clear fluid that burns painfully, but which soon allows them to recover as well.

WEISSE ROSE SERUM

This drug was hastily developed by Dr. Jung in an attempt to gain immunity to Gordo's rapidly developing psychic powers. It blocks the effects of psychic attacks on the human mind and was named after a nonviolent intellectual student resistance movement that opposed the Nazis during WWII. Using herself as a test subject, Dr. Jung became immune to Gordo's psychic abilities as do those successfully inoculated. At best Gordo can communicate psychically with inoculated persons and paralyze them for a few moments. The drug is experimental, causing death to most subjects.

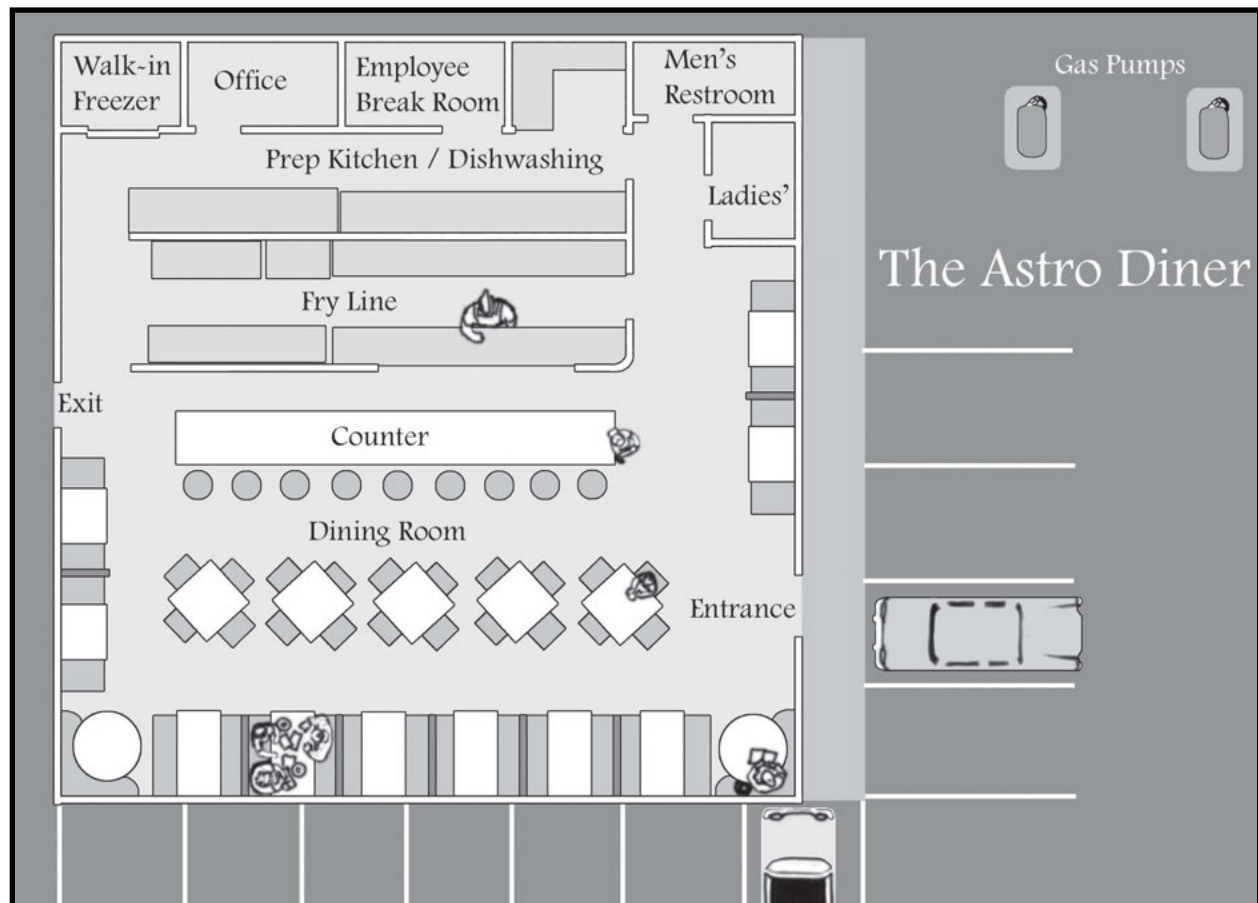
Everyone else is not as lucky. They all suffer vomiting and nosebleeds but the injections do not cure them. They all die twitching and vomiting with blood gushing out of their noses. Investigators who speak German hear Dr. Jung cursing, saying this was not supposed to happen and wondering why it worked on the investigators but not the others.

Investigators who neither ate nor drank anything do not become ill. Dr. Jung produces a pill and pleads with the investigators to take it. "I am trying to inoculate you all, otherwise you'll be defenseless. I've taken this myself. Please, there is no time. You must trust me." Investigators taking the pill suffer no side effects whatsoever and are successfully inoculated with Weisse Rose Serum. Those who do not will be vulnerable to Gordo's mental attacks.

As the party recovers, Dr. Jung covers the bodies with tablecloths. It takes investigators ten minutes before they are well enough to stand and twenty before they're able to take



Anna Maria Jung



actions. Investigators feel weak and dizzy during this recovery period. Dr. Jung introduces herself as she tries to make investigators comfortable, explaining that they'll fully recover in a few moments.

If investigators ask if she is Dr. Cyclops she shakes her head no, ponders for a moment and mutters, "Myers?" to herself. Dr. Jung states that she needs their help and that everyone is in grave danger. She explains, "The inoculation was successful; you should be fully immune, as am I. We must act quickly or all will be lost..." But before the investigators are well enough to act, Dr. Jung is interrupted.

THE POLICE ARRIVE

Two police cars and a military jeep come screeching to a stop in front of the diner. Dr. Jung curses in German and tries for her vehicle. Four police officers and three men in military

police uniforms, all of whom wear sunglasses, jump out of their cars and draw their side arms. Dr. Jung tries to grab something from the back of her Corvette but is shot multiple times before she can bring the weapon to bear. The officers do not identify themselves or issue any commands, they simply open fire on her. The men are drones of Gordo, mindless puppets completely under the monkey's control.

Dr. Jung is shot seven times, all in the arms and legs. While she is in a tremendous amount of pain, none of the wounds are life threatening. The officers handcuff her and drag her onto the military jeep. Dr. Jung screams to the investigators in a mix of German and broken English as she is being hauled off. Frantically she cries out, "These men are being controlled! They are going to kill me! You must stop this or all of mankind is doomed!"

By now investigators are nearly recovered. The jeep with Dr. Jung speeds away, heading east. Two policemen and one military police-



Local Law Enforcement

man stay behind. The MP searches the Corvette, tossing aside a lab coat concealing an M1 carbine rifle, a box of ammunition and a briefcase. He removes these items and locks them in the police car's trunk. The police officers move to take statements from the investigators.

QUESTIONING AUTHORITY

Once the investigators have recovered the two police officers begin questioning them. They take down their names, addresses and their account of just what happened. The men speak in

a nearly emotionless tone, sometimes finishing one another's sentences. They tell the investigators the following:

- Dr. Jung was a dangerous fugitive, a renegade scientist and former Nazi.
- She was conducting illegal experiments.
- They can now add multiple counts of murder to the charges against her.
- Their government would be grateful if they did not mention any of this to anyone.
- As they seem unharmed they are free to go about their business.

GORDO'S DRONES

While nearly appearing to be normal human beings, Gordo's drones have no consciousness of their own. The eyes of these creatures are solid black orbs and their brains, if examined, appear as a mass of black tissue as smooth as a bowling ball. They are brain dead corpses, un-breathing and cold to the touch, being controlled by Gordo's psychic powers.

In combat they show no fear, do not react to pain and fight on until destroyed. Drones function until their bodies are completely destroyed. Statistically they are quite similar to the standard zombie in the "Beasts & Monsters" section of the *Call of Cthulhu* rulebook. Drones are very highly functional, able to hold conversations, drive vehicles, discharge firearms and make complex tactical decisions in combat. However, they are not as hardy as standard zombies and are destroyed by critical hits. Such attacks damage the drone's brain, cutting the link between the corpse and its master.



DRONE OF GORDO, Brain-Dead Zombie

STR 13-14 CON 8-10 SIZ 13 INT none*
POW 1 DEX 12 MOVE 8 HP 11-12

*INT as Gordo=15

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+db

Drone Police Officer

Nightstick 50%, damage 1D6+db

Smith & Wesson .38 caliber revolver 45%, damage 1D10

Remington 870 pump action 16-gauge shotgun 45%, damage 2D6+2/1D6+1/1D4, shots 6, attacks 1

Drone Military Police (MP)

Colt M1911 .45 caliber automatic 50%, damage 1D10+2

M-3 .45 caliber submachine gun (AKA Greasegun) 45%, damage 1D10+2, shots 30, attacks 1 or burst

M-1 .30 caliber semiautomatic carbine 45%, damage 2d6+3, shots 15, attacks 2 or burst

Armor: None, but impaling weapons do 1 point of damage and all others do half rolled damage.

Sanity Loss: 0/1D6 Sanity points to see a drone of Gordo, once the investigators realize what they are dealing with, such as by seeing the drones' black eyes behind their glasses or watching them suffer wounds without reacting.

- Federal investigators will contact them in the next few days to take an official statement about this incident.

The drones refuse to answer questions, stating that such matters are classified. They offer to escort the investigators out of the area if they hesitate to leave. If the investigators leave peacefully, or agree to do so, the drones drive off and set up a roadblock on the nearby off ramp which leads to the town of Morrison. Should the investigators resist the drones' encouragement to leave the area the creatures draw their weapons and attack. (See "Gordo's Drones" on page 65 for more information.)

PART TWO: MORRISON

The government built this small town of 250 people to house and support personnel working at nearby Kessock Naval Air Station. Unfortunately, Morrison was within range of Gordo's psychic attacks. Almost all of the residents are now dead, their minds drained by Gordo to fuel his own evolutionary advancement. Those who weren't killed are now under Gordo's control, transformed into drones or something worse. Investigators must travel through Morrison to reach Kessock Naval Air Station, which has suffered the same fate.

REACHING MORRISON

This town is about three miles west of Astro Diner, accessible by a single unnamed road that isn't on any maps. Investigators who didn't confront the drones outside of the Astro Diner find them manning a roadblock about a mile from the town. Investigators who've already dispatched these drones can proceed to Morrison unopposed.

Two policemen and a MP, all of whom are drones, attempt to stop the investigators. They inform investigators that this is a restricted area, and order them to turn around immediately. Anyone refusing to stop, or hesitating

Atomic Age Cthulhu

to leave once ordered to do so, is fired upon without warning. Once the drones are defeated, investigators can recover the items taken from Dr. Jung's vehicle.

KEEPER'S NOTE: This combat might occur outside of the Astro Diner at the end of Part One.

MORRISON

The town of Morrison is mostly deserted. Investigators enter Morrison from the west side. The only other road leading from town heads east towards the coast and leads to Kessock Naval Air Station (see "Part Three: Kessock Station" on page 70). Morrison is currently divided into three zones, western, central and eastern. Gordo's drones are clearing the town of evidence of the attack. Gordo wants this area secure as it isn't strong enough to begin the next phase of his plan (see "The Master Mind Makes His Move" on page 77).

Scavenging Morrison

Investigators may search the depopulated town for supplies, equipment or weapons. While small, Morrison does have a number of prime locations for such searches, including a police station, medical clinic, supermarket and hardware store. Gordo's drones are systematically removing weapons, batteries and various other useful items from the town. Investigators hunting for specific items must make a successful Luck check, modified by their location within Morrison. Searches in western, central and eastern Morrison are rolled with -50, -25 and -15 percentile penalties respectively.

Communications

Investigators are effectively cut off from communicating with the outside world while in or around Morrison or Kessock Naval Air Station. Phone and power lines have been cut in various places by the drones. Gordo is also employing his psychic abilities to disrupt all radio and television transmissions within a 5-mile radius.

DR. JUNG'S LUGGAGE

Dr. Jung fled Kessock Naval Air Station with very little. She filled her medical bag with all the samples of the Weisse Rose Serum and stuffed her notes into a briefcase. She snuck an M1 Carbine (see "New Weapons" on page 81) and a box of ammunition into the backseat of her car, concealing it with her lab coat. The box of ammunition contains eight magazines, containing 15 .30 caliber rounds each.

Dr. Jung's notes are seventy-three pages of charts, graphs, molecular formulas, chemical equations and log entries. The text is written in her native German and kept in a personal cipher. Investigators fluent in German might be able to decipher the notes but it would take days or possibly weeks of careful work. Dr. Jung's notes also contain six black and white photographs, paper clipped to various documents. Investigators may be able to determine what has happened from these photos. (See handout images on page 68.)

Photograph #1 – A squirrel monkey in a tiny silver space suit, with the helmet off. Its posture is slightly stooped, as any normal monkey might be.

Photograph #2 – A large creature lying face down securely strapped to an examination table. While not completely visible the horrific creature appears to be a massive gargoyle, with leathery wings, horns, vicious claws and teeth. Investigators making a successful Cthulhu Mythos roll identify the creature as a byakhee. Two people, in gas masks and long rubber gloves, are performing a procedure on the creature.

The one with a feminine shape (Dr. Jung herself) is withdrawing fluid from the creature's spine with a long hypodermic needle. The withdrawn fluid seems to be glowing. Viewing this photo requires a Sanity check (0/1 point).

Photograph #3 – A conscious squirrel monkey, with its mouth wide open as if crying out, is being operated on. It is strapped down and its spine is exposed. Dr. Jung, wearing a lab coat, is dripping the strange glowing fluid with an eyedropper onto the monkey's spinal column.

Photograph #4 – The squirrel monkey with Dr. Jung. The monkey gazes forward as if looking at the photographer. The animal's eyes and posture give the impression of an intelligence, and possible menace, which is absent in the earlier photo. Dr. Jung smiles proudly.

Photograph #5 – A battered Jupiter capsule, the hull warped and flattened by impact. It appears burned on one side, but not on its re-entry heat shields. The hatch is cut away and strapped inside is a squirrel monkey in a scorched space suit. The animal is glaring into the camera, its eyes glowing similarly to the fluid withdrawn from creature's spine in photograph 3.

Photograph #6 – A squirrel monkey, in a restored flight suit, holding a banana. The top of its skull has enlarged to three times normal size but its face remains unchanged, giving its head a light bulb like shape. The animal is turning towards the camera, as if the picture was taken candidly.



Photograph #1



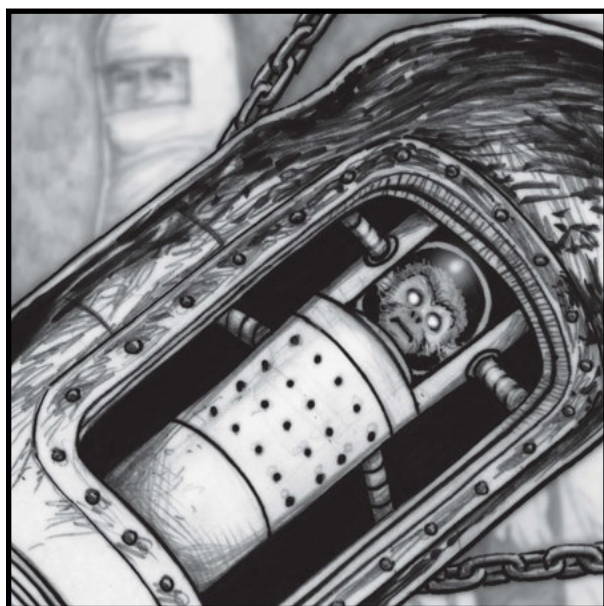
Photograph #2



Photograph #3



Photograph #4



Photograph #5



Photograph #6

Western Morrison

Gordo's drones have cleared this part of town. All corpses have been carted away and all the vehicles have had their batteries removed. The buildings have been searched and cleared of all weapons. Western Morrison is a sanitized ghost town, appearing as if the residents have suddenly vanished from the face of the earth.

Central Morrison

Two groups of drones are present in this part of town. One is clearing away bodies, searching for weapons and disabling vehicles. The other is patrolling the town on the off chance

anyone may have escaped the attack. Gordo is already aware that Dr. Jung's serum, brain damage, and metal plates grant the human mind immunity to his powers. Investigators can encounter either group at any time while in this area. Human corpses are scattered across central Morrison, showing some unusual physical abnormalities if examined.

Morrison Patrol

Three drones, two military police and a police officer, are conducting a rolling patrol of the town in an open M38 military jeep. In addition to their sidearms they are armed with an M1 Carbine, M3 Submachine gun and a Remington 870 shotgun. These patrols are essentially Gordo's death squads who shoot anyone they encounter on sight. See the previous section on the drones (on page 65) for statistics.

Morrison Clean up Team

This group of four drones is currently cleaning up Morrison. They are following a large truck, the M35A2 "Deuce and a half." One drives, while the others follow the truck, dragging corpses over to the truck and piling them onto it. They also remove the batteries from every vehicle they locate and search each building for weapons. The truck currently contains between 51-150 bodies (1D100+50), 12-30 car batteries (2D10+10) and a box with 2-12 (2D6) small caliber handguns and 1D8 hunting rifles. These drones only carry pistols but can obtain heavier weapons, two M-1 carbines and an M-3 submachine gun, from the cab of the truck.

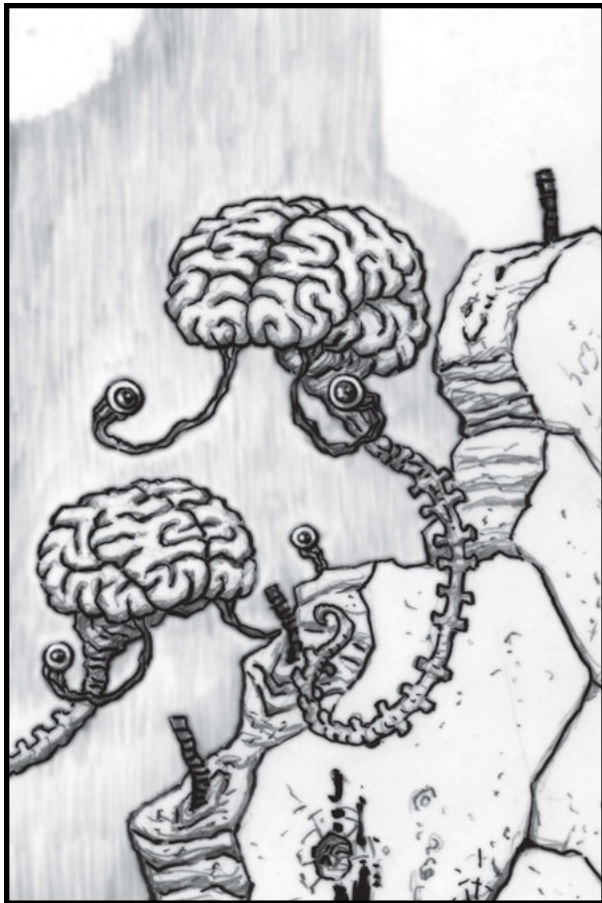
Eastern Morrison

The drones have not yet cleared this area. Dozens of brain drained corpses lie wherever they fell at the moment of Gordo's attack. Vehicles are still in working order and none of the houses have been searched. The drones are not operating in this area, but another force of minions is. Investigators moving through this area are stealthily followed, and must Spot Hidden once per round. Those who succeed spot something

VICTIMS OF BRAIN DRAIN

Gordo has drained the psychic energy from every human within a 5-mile radius, killing almost everyone within that range. The numerous bodies found in Morrison show no immediate signs of trauma, other than what was suffered while falling to the ground the moment after their minds were drained.

Investigators examining these bodies discover that the eyes appear to be missing and something small rattles around inside their hollowed out skulls. If the skulls are opened, or the head is shifted about to get the tiny object to fall out of the empty eye socket, investigators make a startling discovery. The object is a tiny black oval made of hardened leathery tissue about the size of a golf ball, with a pair of smaller globes protruding from one end. Investigators making a successful Medicine roll can determine that the object was the victim's brain and eyes. Investigators viewing this must make a Sanity check for 0/1 point.



A Flying Brain

small darting about in mid air, both following and observing them from concealment.

Gordo by now has detected the investigators as a blind spot on his awareness. He wants a closer look at who is threatening his plans. He dispatches a flight of flying brains to observe the investigators and gather intelligence. Once the brains realize they've been detected, they rush in to attack. (See below and page 71.)

Flying Brain (x4)

STR 1 CON 5 SIZ 1 INT 13 POW 15
DEX 16 Move 12 HP 3

Damage Bonus: none.

Weapons: Dementia Ray 100%, 1/1D3 Sanity points.
Cerebral Bolt 40%, damage 1D4 points.

Armor: 5 point physical repulsion field.

Sanity Loss: 0/1D6 Sanity points to see a flying brain.

The Road out of Morrison

A single road, traveling east towards the coast, leads out of Morrison. A sign beside it reads

“Kessock Naval Air Station—no unauthorized personnel beyond this point.” The road leads two miles to a military base where the first wave of mankind’s destruction is currently occurring.

PART THREE: KES SOCK STATION

To stop Gordo from conquering the world investigators must assault Kessock Naval Air Station. Their only hope is to rescue Dr. Myers from the rocket blast shelter. Dr. Jung is also a prisoner, currently held in the facility’s main medical laboratory. Gordo’s minions are busy constructing a number of cyborg war machines from parts cobbled together from various aircraft, vehicles and rockets. These are the first soldiers of what Gordo hopes will become a vast legion under his command. Soon the former test animal, who has been focusing his psychic energy to accelerate his evolution, will attain a new and nearly unstoppable form.

KES SOCK NAVAL AIR STATION

This small naval air base once housed seaplanes that patrolled for German submarines. It was decommissioned in 1946 and reopened in 1952 after a massive refit. Kessock Station is a black site, a top-secret government research facility whose very existence is publicly denied. Maps officially list this area as Daniel Song Memorial Wildlife Sanctuary.

A shadow division of NASA uses it as a research center. Work here focuses mainly on the biological effects of space travel on the human body. Until recently, scientists routinely performed illegal, cruel and highly unethical tests on various animals, mostly dogs and primates. Dr. Anna Maria Jung headed one of five projects being worked on here, called “Project Space Hawk.” Two hundred scientists, engineers, technicians and a military security

detail once worked here. Now Kessock Station is in the hands of Gordo and his minions.

The Main Gates

A twelve foot electrified fence surrounds Kessock Station; anyone coming into contact with it receives 2D8 points of electrical damage. The main gate is a guard post, manned by four MP

drones. Two carry M-3 submachine guns and the others M1 Carbines. They fire on any vehicle or person they detect in the area. The road is lined with multiple speed bumps that prevent vehicles from barreling past the guard post. Investigators trying to do so (driving more than 30 MPH) must make a successful Drive Auto roll to avoid losing control of their vehicle and

FLYING BRAIN, GREATER SERVITOR

When Gordo psychically drains someone the person can either be killed or transformed into one of two types of minions. The first type is the drone, a brain dead puppet with no will of its own. The second is much more versatile and better suited to performing complex tasks and reconnaissance. This is the flying brain.

Flying brains are disembodied human brains that fly using a form of telekinesis. A two-foot long "tail" of nerves hangs off the rear of a flying brain and a pair of eyes on stalks of optic nerve tissue protrudes from the front. The tail is prehensile, able to grasp and manipulate small objects. The tail also focuses the attacks these creatures can make, the dementia ray and the cerebral bolt.

ATTACKS: The flying brains have two attack forms, each having a range of ten yards. Both attacks cost the creature 1 MP per use. If a flying brain is completely drained of MP it is destroyed, shattering like a melon.

- **Dementia Ray.** This invisible beam disrupts the normal brain function of its target. The physical effects are headache, dizziness, vertigo and blurred vision. The mental effects can be devastating, as each attack requires a target to make a Sanity check for 1/1D3. Repeated attacks can easily cause indefinite or even permanent insanity.

- **Cerebral Bolt.** This channels raw neural electric energy into a direct projected stream. The result is a bright bolt of electricity, which can be discharged at targets. This inflicts 1D4 points of physical damage per successful hit.

DEFENSE: Flying brains use their telekinetic ability to create a physical repulsion field around themselves. This shield deflects most physical attacks, granting the creature 5 points of armor.

FLYING BRAIN, Elite minion of Gordo

char.	rolls	averages
STR	1D2	1
CON	2D4	5
SIZ	1D2	1
INT	4D6+2	16
POW	4D6+3	17
DEX	4D6+3	17
Move 12		HP 5

Av. DB: None.

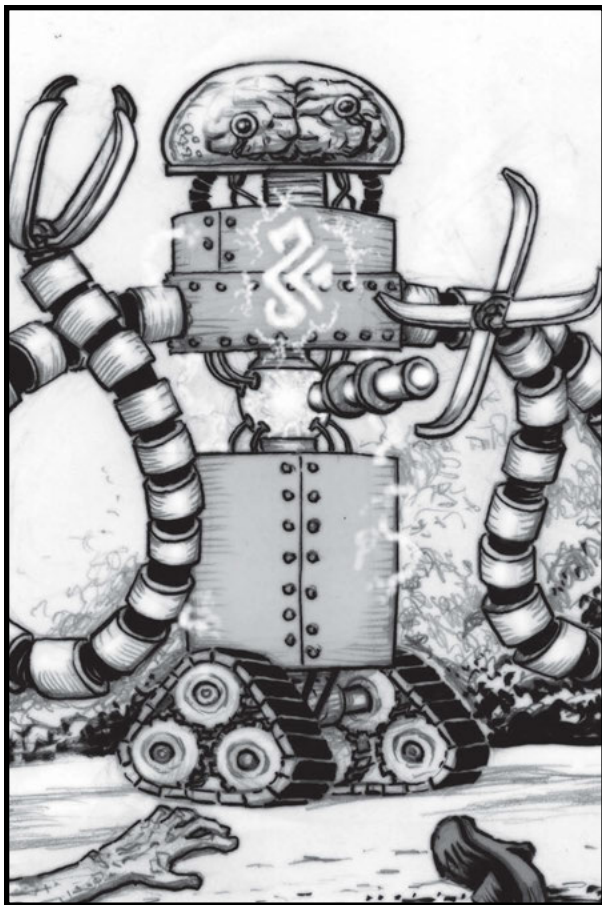
Weapons: Dementia Ray 100%, 1/1D3 Sanity Points.

Cerebral Bolt 40%, damage 1D4 points.

Armor: 5 point physical repulsion field.

Spells: None.

Sanity Loss: 1/ 1D6 Sanity points to see a flying brain.



A Cyborg Assault Pod

wrecking in the drainage ditches on either side of the road.

After 2–4 rounds of combat, three flying brains come to reinforce the drones. They then fight a holding action, delaying the investigators to provide time for a more powerful defender to mobilize.

The Assault Force

Investigators fighting their way into Kessock Station have a short time before facing a counter-attack. A strange machine comes rolling down the central road of the base. This is one of two operational cyborg assault pods. This particular unit is armed with a plasma sprayer, which hums and glows with unknown mystical energy. Investigators can take cover inside buildings or use structures to get out of its field of fire. It pursues investigators relentlessly, trying to keep them away from the animal testing building until destroyed.

EXPLORING KESSOCK STATION

Investigators defeating the gate guards and the cyborg assault pod can begin exploring Kessock Station. Keepers may allow them to gather items from the base, such as medical supplies from the infirmary, food from the cafeteria or weapons and ammunition from the armory. Just what they find is up to individual keepers, who can impose a Luck Roll on investigators attempting to locate specific items. Most of the facility is deserted, with the exception of three key areas: Hangar C, the launch pad observation bunker, and the animal testing building. Other areas, such as Hangar B, the armory, the engineering labs and/or machine shop become important later (see “The Plan” on page 80).

Hangar C

This high tech engineering facility was used to assemble test rocket engines and space capsules. Gordo’s minions have converted it into a work area for constructing cyborg assault pods. There are six flying brains here, floating about with tools in their tails, busily working on a dozen partially completed pods. Eight of these pods appear to be twice the size of the one at the main gate. The brains will immediately attack anyone entering here and investigate any activity they detect in Hangar B.

In a corner of this room sits a burned and crushed Jupiter AM-13 rocket capsule. This is the one that carried Gordo into space and was bathed in cosmic rays. It crashed into the ocean, was recovered by Navy divers and brought here for study. The capsule glows softly with a strange bluish light and gives off a soft humming sound. This capsule becomes very important during “Part Four: Brain Busters,” on page 77.

The Bunker

At the end of the airstrip is a modest rocket launch facility. Beside the launch tower is a hardened concrete observation bunker, where engineers could study the rocketry in safety.

Currently a cyborg assault pod equipped with a rail gun is slowly reducing the bunker to rubble. It fires bursts of explosive projectiles that slowly chip away at the concrete walls. Once fired a dozen times it will be out of ammunition and head back to Hangar C to reload. Clever investigators will choose this moment to attack, as the pod's main weapon will be empty. It takes ten rounds for the pod to return fully loaded. The reason for this is because of the man who's locked himself inside, the mysterious Dr. Cyclops, AKA Dr. Gregory Myers (see "Dr. Cyclops" on page 79).

Cyborg Assault Pod with Rail Gun

STR 24 SIZ 14

DEX 10 Move 12 HP 50

Weapons: Electrified Tentacles (x2) 40%, damage 1D8
Rail Gun 40%, damage 2D6+4 (60 rounds, capable of 5 round bursts)

Armor: 6 points of armor plating.

Sanity Loss: 1/1D3 Sanity points to see a cyborg assault pod.



CYBORG ASSAULT PODS

These machines were hastily designed by Gordo and constructed by a team of flying brains. Currently there are only two operational prototypes, in two different configurations. More are currently under construction.

A pod is essentially an armored cylinder on a pair of fast moving caterpillar tracks. The pods have a pair of twelve-foot long metal tentacles, ending in four grips that can be used to manipulate objects. Each pod has a swivel mounted main weapon on its "chest," with a 360-degree field of fire around the unit. The top of the pod is a sturdy transparent dome, filled with bluish fluid and containing a visible disembodied brain. This is the pod's pilot, a flying brain who becomes a permanent part of the unit upon installation.

Each pod has a single glowing rune on it, a sigil unique to each pod. Those making a successful Cthulhu Mythos roll can identify it as some sort of mystical focal point. These runes are actually the pod's power source. If a pod is disabled or destroyed this sigil glows very brightly for a moment before melting the pod into slag.

ATTACKS: The tentacles can be electrified and used as weapons, lashing out like whips and inflicting 1D8 points of damage per successful hit. Each pod has a main weapon, either a rail gun or a plasma sprayer. The rail gun magnetically launches a burst of explosive projectiles and does damage equal to the standard Browning automatic rifle. The plasma sprayer fires a thin jet of glowing superheated gas and does damage equal to the standard flamethrower. These weapons crackle with a strange blue light which arcs across their surfaces. These pods are anti-personnel models; anti-armor and anti-aircraft models are being constructed for future operations.

Cyborg Assault Pod

STR 24 SIZ 14

DEX 10 Move 12 HP 50

Weapons: Electrified Tentacles (x2) 40%, damage 1D8

Rail Gun 40%, damage 2D6+4 (60 rounds, capable of 5-round bursts)

or

Plasma Sprayer 40%, damage 2D6+shock* (enough gas for 8 discharges)

Armor: 6 points of armor plating.

Sanity Loss: 1/1D3 to see a cyborg assault pod.

The Animal Testing Lab

Blue light and a mysterious humming sound come from within this nondescript two-story building. The sign over its main door reads “Laboratory Facility F–Animal Testing.” Investigators inoculated with the Weisse Rose Serum feel a pressure just behind their eyes and sense a presence attempting unsuccessfully to penetrate their minds. The main research lab can be easily located by following the sound of the otherworldly hum. This is where all the trouble began.

Inside, investigators come to a surgical theater where they find dozens of empty cages, Dr. Jung and Gordo. Dr. Jung is strapped to a surgical table, which is elevated to a sixty-degree angle. Her wounds have been treated and dressed but she has been given no sedation. She is weak from blood loss and drifting in and out of consciousness from the pain. Hovering nearby is her prize test subject, Old Reliable.

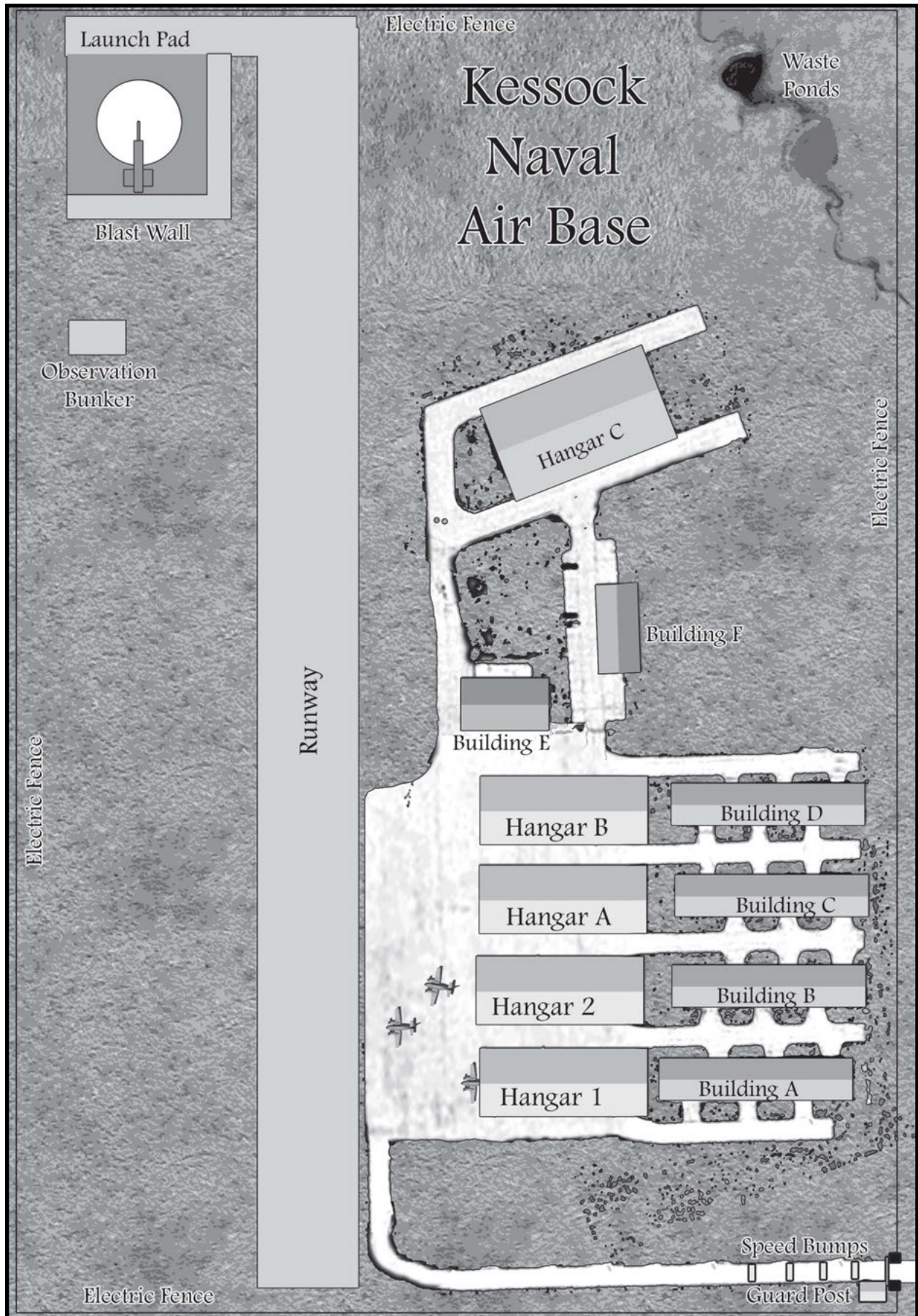
Gordo, the Master Mind

This creature floats in mid air, glowing with eerie blue radiance and emitting an unearthly rhythmic sound. His body, which appears to be that of a normal squirrel monkey, hangs limply below his head. Gordo’s face is unmoving, his glowing eyes unblinking, as if the animal is a mounted specimen. The top of his skull is enormous in relation to his body, a swollen oval lined with blue veins reaching four feet in height. Investigators viewing Gordo must make a Sanity check (1/1D4 Sanity points) for seeing Gordo in this form.

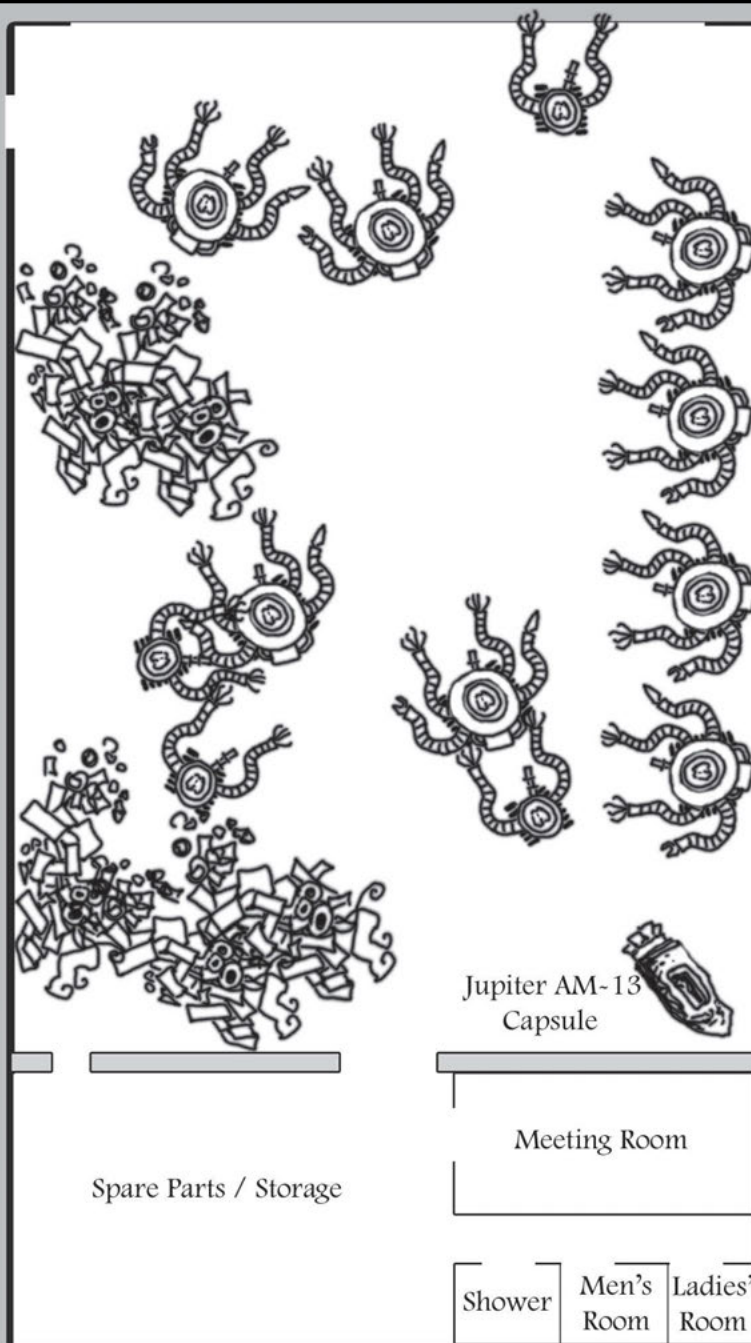
As the investigators enter this room crippling pain shoots through their skulls, temporarily stunning them as Gordo attempts to psychically drain their minds. The creature immediately realizes the investigators are immune to his powers, as is Dr. Jung. All he can do is painfully immobilize them for a few moments and even this requires great effort.



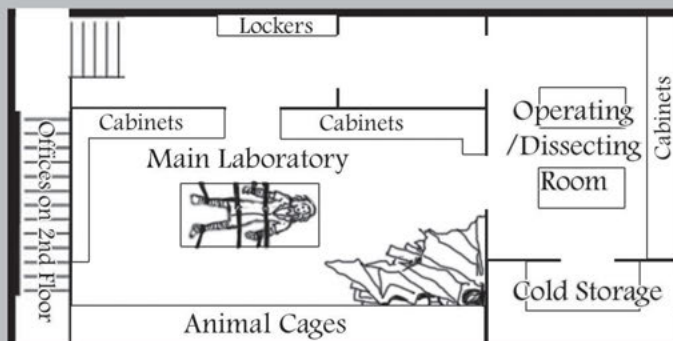
Doctor Jung and Gordo



Hangar C



Building F: Animal Testing Laboratory



The Master Mind Makes His Move

The investigators' arrival hastens Gordo's timetable and he begins his conquest of humanity at once. He maintains a painful hold over the investigators for a moment as he psychically delivers his manifesto into their minds. "Humans, you are resistant to my powers but no matter. You will join Dr. Jung in bearing witness to my ascension. Your account of the coming weeks will be the history of the last days of mankind. Humanity will pay for its arrogance and cruelty. Science has unleashed the wind and your civilization will reap the whirlwind. Orlando shall be the first city to fall. My new drones will make good use of the primitive weapons housed there at McCoy Air Force Base. Now, if you'll excuse me, I have a world to conquer."

Gordo levitates upwards and the ceiling disintegrates above him. The paralyzing pain in the investigators' head suddenly vanishes and they regain control of their bodies. The corpse of a squirrel monkey drops down through the hole; its distended head lies empty like a deflated blue weather balloon. Hovering high above the building is a huge cloud of bluish mist crackling with blue lightning (see "Gordo Escapes," this page).

PART FOUR: BRAIN BUSTERS

Investigators begin the final stage of this scenario watching Gordo, in his third evolutionary form, floating away. Unless stopped, the gigantic floating brain kills tens of thousands of people by the end of the day before going on to conquer the entire world. Luckily, everything investigators need to stop Gordo once and for all can be found at Kessock Station.

GORDO ESCAPES

Investigators rushing outside or peering upwards through the hole in the ceiling can witness Gordo's final evolutionary advancement. The crackling blue mist clears after several minutes, revealing an enormous disembodied brain the size of a blimp. Investigators viewing this must make a Sanity check for 1/1D6. Every sentient mind within 25 miles hears the creature's victorious mocking laugh as he begins flying west towards Orlando, Florida's largest inland city.

DR. JUNG

Dr. Anna Maria Jung is debilitated by her injuries and experiences. After witnessing the final evolution, she sinks into despair, claiming, "There is no hope of stopping Gordo now." She begs forgiveness from the investigators, explaining that she never meant for this to happen. Dr. Jung says she was only trying to advance science and could never have anticipated that cosmic rays would strike the capsule. If investigators mention knowing about her injecting byakhee blood into the test animal, she defends her actions by saying, "Those creatures can survive in the cold vacuum of space. If we could discover what biological mechanism allows for this, the scientific benefits would be enormous." Dr. Jung remains convinced that human civilization is about to end unless hearing of Dr. Myers' discovery (see "Dr. Cyclops" on page 79).

DR. ANNA-MARIA JUNG, Age 39, NASA scientist, Former Nazi and Thule Society member

STR 7*	CON 8*	SIZ 11	INT 18	POW 16
DEX 6*	APP 15	EDU 23	SAN 50	HP 10

*-due to injuries

Damage Bonus: none.

Weapons: Fist/Punch 50%, damage 1D3 + db

Armor: None.

Spells: Chant of Thoth, Mental Suggestion, Summon Byakhee.

Skills: Biology 85%, Chemistry 85%, Cthulhu Mythos 10%, Medicine 80%, Natural History 70%, Occult 60%, Pharmacy 85%, Physics 75%.

The Return of Old Reliable

GORDO, PSYCHIC SPACE MONKEY

Gordo is a squirrel monkey infused with a serum distilled from the blood of byakhee. Initially this only increased the monkey's intelligence and physical stamina until the animal was exposed to mysterious blue cosmic rays while in space. This changed him on a molecular level, creating a being possessing awesome psychic powers and the ability to accelerate his own evolution. In all morphologies Gordo emits a bluish glow and a strange rhythmic hum. He communicates psychically and has a great deal of hostility towards mankind.

Evolutionary Stage II

This is the stage Gordo is in when the investigators first see him. Gordo appears as a squirrel monkey in a tattered flight suit with a mask-like face devoid of all emotion. The creature hovers like a grotesque hot air balloon, his tiny body hanging limply under an enormous distended head.

Evolutionary Stage III

During this later stage Gordo has shed his body, becoming an enormous floating bluish gray brain. Gordo can cover vast distances once reaching this stage, floating effortlessly across oceans and mountains.

ATTACKS: Gordo's main attack is a psychic drain, which can be employed against any sentient mind within range. In his second evolutionary stage Gordo can attack 1D10+10 minds per round within a five-mile radius. Upon archiving his third evolutionary form this power is increased by 500%, enabling him to affect up to one thousand sentient minds per round within a 25-mile radius.

When making a psychic drain attack Gordo must beat his target in a POW vs.

POW contest on the resistance table. With the creature's incredibly high POW most humans have little chance of resisting its effects. Gordo can employ this attack once per round against multiple targets within range.

Once Gordo has defeated a sentient mind's resistance he can do one of three things. He may turn the victim into a drone, remotely controlling his body like a puppet (see "Gordo's Drones" on page 65). Gordo can transmogify the mind into an elite minion, causing it to burst from the victim's skull and fly about telekinetically (see "Flying Brain, Greater Servitor" on page 71). The vast majority of victims are completely drained of psychic energy, which the creature then uses to sustain himself and advance his evolutionary development. In each of these cases the victim is killed, either dying outright or having his identity completely annihilated. Gordo's will either devours or dominates every sentient mind within its reach.

There are a few defenses against Gordo's psychic powers. The most basic is a two-inch thick lead barrier. Brains that have been damaged by some sort of physical trauma, chemical imbalance or neurological disorders are also immune. Lastly, those successfully inoculated with Dr. Jung's experimental Weisse Rose serum are also rendered immune to the psychic attacks.

Gordo gains an additional ability upon reaching his third evolutionary stage. The creature becomes able to transfigure some of his stored psychic energy into a direct stream. This energy appears as a bolt of blue lighting with a 1500 yard range. The bolt disperses with a thunderous roar upon contact, causing 1D12 points of damage

GORDO, PSYCHIC SPACE MONKEY (CONTD.)

to everything within a 5 yard blast radius. He will use this ability sparingly because the bolt tends to be inaccurate, with only a 30% chance to hit, and is costly, draining 1 point of POW, which is equivalent to five hundred drained sentient minds.

DEFENSES: Gordo's formidable defense is linked to the strange sounds he constantly emits. The creature's body is slightly out of phase with our reality. This causes all objects from this reality to dematerialize upon contact with his flesh. For example, a spray of bullets becomes a spray of droplets splashing against Gordo and a thrown punch leaves an attacker with a badly burned hand, doing damage to the attacker equal to what the blow would have inflicted. This makes the creature immune to all forms of physical attack, including fire, acid, cold or electricity. Gordo can be harmed by spells, enchanted weapons and objects vibrating with the same harmonic resonance as himself.

The only matter on the planet that vibrates with the same resonance as Gordo is certain scorched sections of the recovered Jupiter AM-13 rocket's capsule. This capsule carried the monkey into space and was bathed in the same cosmic rays

as the money and hum with an identical frequency. Metal from these sections of the capsule can affect the Gordo.

GORDO, Evolutionary Stage II

STR 3 CON 20 SIZ 3 INT 20 POW 25
DEX 6 Move 4 HP 12

Damage Bonus: none.

Weapons: Psychic Drain, POW 25 vs. Victim's POW, 5 mile radius, damage minion conversion or death.

Armor: None, but immune to heat, cold, acid, electricity and non-magical matter.

Spells: None.

Sanity Loss: 1/1D4 for Sanity points to see Gordo, evolutionary stage II.

GORDO, Evolutionary Stage III

STR 3 CON 20 SIZ 70 INT 20 POW 25
DEX 6 Move 4 HP 45

Damage Bonus: +4D6 (but has no physical attacks).

Weapons: Psychic Drain, POW 25 vs. Victim's POW, 25 mile radius, damage minion conversion or death.

Psychic Lightning 30%, damage 1D12 in a 5 yard radius, 1500-yard range, drains 1 POW.

Armor: None, but immune to heat, cold, acid, electricity and non-magical matter.

Spells: None.

Sanity Loss: 1/1D6 Sanity points to see Gordo, evolutionary stage III.

DR. CYCLOPS

Once the investigators manage to destroy the cyborg assault pod attacking the rocket launch observation bunker, a harried looking man emerges. He is covered in dust and various scrapes and bruises, but is otherwise unharmed. The man, who appears to be in his late forties, wears a lab coat and an eye patch over his left eye. Those looking closely detect a slight misshapenness to the left side of forehead due to a metal plate replacing part of his skull.

(KEEPER'S NOTE: If the investigators free Dr. Myers before they confront Gordo in the Animal Testing Lab, Keepers should have the creature reach his third evolutionary stage at this point. Investigators should psychically hear Gordo's parting words and watch him fly away before being able to speak with Dr. Myers.)

The man introduces himself as Dr. Gregory Myers, a retired major in the US army. He currently works for NASA as an aerospace engineer, a term coined in February of this



Gregory Myers

year. If the keeper used “The Whistle Blower” (see page 62) to involve the investigators, he is Dr. Cyclops, the author of *Reliable Papers* #1. Dr. Myers admits to being Dr. Cyclops and shares what he knows with the investigators. He was deeply troubled by the illegal experiments conducted here, especially those that involved former members of the Thule Society.

Dr. Myers has not been inoculated by the Weisse Rose Serum and is unaware of its existence. His immunity to Gordo’s psychic abilities is due to a combination of the steel plate in his head and mild brain trauma. He suffered this injury during a mortar attack outside of Lorraine, in the winter of 1945. Luckily extensive rehabilitation allowed him to make an astounding recovery, but the incident ended his military career. Major Myers started a new life as a talented engineer with NASA. He was part of the engineering team that built the Jupiter AM-13 capsule that carried Gordo into space. He is currently at Kessock Station to study the recovered capsule.

DR. GREGORY MYERS, Age 44, Major US Army (retired), NASA Aerospace Engineer

STR 14 CON 16 SIZ 12 INT 16 POW 13
DEX 12 APP 10 EDU 22 SAN 65 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 70% 1D3 + db

Grapple 50%, damage special

Colt M1911 .45 caliber automatic 75%, damage 1D10+2, shots 7, 1 shot per round.

M1, .30 caliber semiautomatic carbine 65%, damage 2d6+3, shots 15, 2 or burst.

Armor: None.

Skills: Electrical Repair 80%, Electronics 80%, Mechanical Repair 90%, Physics 20%, Pilot Helicopter 30%, Heavy Weapons 25%.

THE PLAN

While working on the capsule, Dr. Myers made a discovery about the strange humming noise it emits. “It’s a disharmonic resonance creating a field that disrupts matter in this reality. It’s difficult to handle; we needed to use tools and gloves lined with lead. Otherwise nothing can touch it.” He says, “We found some hairs in the capsule with the same properties. You can handle them with lead gloves, but you can only cut them with the similarly affected metal from the capsule. There’s still a chance to stop that damn space monkey, but I’ll need your help.”

His plan is to remove thin plates of non-resonating metal from the Jupiter AM-13 capsule and use them to line the warheads of

PIASEKCI H-25A

ARMY MULE

This tandem rotor light cargo and utility helicopter came into service with the US army in 1951. It can carry eight passengers in addition to its pilot and co-pilot. This particular H25A is configured to carry four passengers with space for cargo and a loading door on its left side. The image of a striped cat lunging forward is painted on the tail section of the helicopter along with the words “Biting Burk.” The aircraft is unarmed and lacks armor plating.

several M6A3 rockets. Then these modified warheads can be fired at Gordo using a standard M9 rocket launcher, AKA the Bazooka. “They should be able to get past the creature’s defenses. If it works, then just one or two hits should be enough to bring that monster down. We need a way to overtake Gordo before he reaches Orlando.”

UP AND AWAY

Gordo is now airborne and traveling swiftly towards Orlando. Investigators can locate a suitable pursuit vehicle in Hangar B, where there is a still operational Piasecki H-25A helicopter.

Currently this is the only aircraft that hasn’t been cannibalized for parts by the flying brains constructing the cyborg assault pods. The helicopter needs to be fueled and pulled out of the hangar with a pushback tractor before being able to take off. It takes an investigator one hour, or multiple investigators 30 minutes, to get the vehicle ready for flight.

The helicopter can reach speeds of 80 knots (92 MPH), enough to easily overtake Gordo. Dr. Myers asks if any of the investigators are qualified helicopter pilots. If none of the investigators have the Pilot Helicopter skill he reluctantly assumes that role in the mission. Dr. Meyers explains that he he’s a

NEW WEAPONS

M1 Carbine—This light semiautomatic rifle was used by the US military through WWII and The Korean War. It fires a .30 caliber carbine cartridge housed in a 15 round magazine. While criticized for weak stopping power and a high jamming rate the weapon was wildly popular with those who used it, and over six million were produced.

M3 Submachine Gun—The M3, which came into service in 1942, was designed to be a cheaper alternative to the Thompson submachine gun. It fires .45- caliber ammunition from a 30 round magazine. The M3 is an all-metal weapon commonly called a “grease gun,” due to its similarity in appearance to the mechanic’s tool.

M9 Rocket Launcher—This two-part weapon system, commonly referred to as

a Bazooka, consists of a recoilless rocket launcher and a shaped charge warhead. Developed as an antitank weapon it was issued to the US army in 1942 and continually upgraded. The M9 was introduced in 1944 and remained in service into the Korean War, although it was terribly obsolete and ineffectual by then. The launcher is tube shaped, 61 inches long, and weighs 14 pounds.

M6A3—This rocket, developed in 1943, is 19.4 inches long and weighs 3 pounds. It has a blunt nose and a circular fin to improve its accuracy. The warhead carries a shaped charge capable of penetrating 5 inches of armor.

Name	base chance	damage	range	attacks	ammo	HPs	mal
M1 Carbine	25	1D8+1D6	80 yds	2	15	12	00
M3 Submachine Gun	15	1d10+2	20 yds	1 or burst	30	7	95
M9 Rocket Launcher	15	8D6	450 yds	½	1	14	97

mediocre pilot, mostly due to his poor depth perception.

WEAPON DEVELOPMENT

Investigators must modify a number of M6A3 rockets as quickly as possible. The armory contains a pair of M9 rocket launchers and a single crate of six M6A3 rockets. Sheets of the scorched humming metal from the Jupiter AM-13 capsule must be shaped into caps for the rockets' warheads in order to penetrate Gordo's defenses. The metal is difficult to work with, as it must be handled with lead tools and gloves, all of which can be found in the engineering lab and/or machine shop. Modifying a single M6A3 rocket requires one hour and a successful Mechanical Repair roll. An unsuccessfully modified rocket veers wildly upon launching or the resonant metal warhead cap breaks apart before reaching its mark. Investigators should not be told if a rocket was successfully modified until the moment of firing.

RUNNING OUT OF TIME

At Gordo's observed speed, a successful Idea roll enables investigators to estimate that they have four hours before Gordo reaches the heavily populated Orlando area. Factoring in flight time, investigators **MUST** leave Kessock Station inside of two and a half hours. If investigators depart later than this they fail to overtake Gordo before he reaches Orlando, and keepers should see "The Brain that Ate the World" on page 84.

OVERTAKING GORDO

Once the investigators set off after Gordo, they can clearly see signs below them of the creature's passing. There are crashed vehicles, burning buildings and dead bodies lying where they fell. The route between Kessock Station and Orlando is sparsely populated, so casualties are

Atomic Age Cthulhu

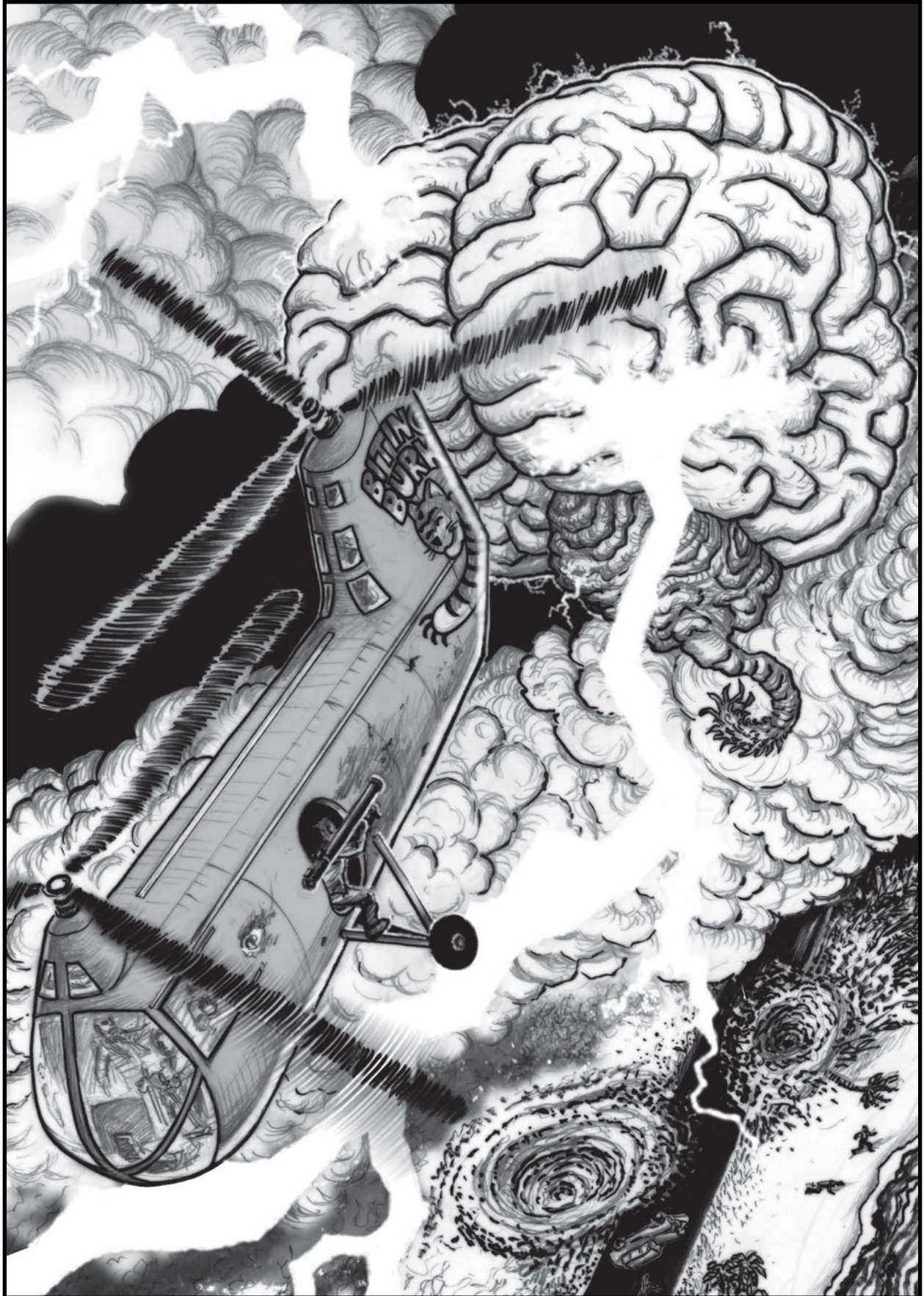
minimal. Soon investigators aboard *Biting Burk* overtake the gigantic floating brain, Gordo the Master Mind, cruising west at an altitude of 1200 feet.

BRINGING DOWN THE BRAIN

Gordo ignores the helicopter's approach, overconfidently thinking himself invulnerable to harm. However, as soon as the investigators fire a single modified rocket Gordo detects the resonance metal caps lining the warhead. He immediately recognizes the threat and begins defending himself. The air battle begins.

Gordo unleashes bolts of psychic lightning at the helicopter, projecting a single bolt each round until either he or the helicopter is destroyed. If the helicopter is struck everyone inside of it takes 1D12 points of damage. Should this happen the investigator (or NPC) piloting the Piasecki H-25A must succeed on a Pilot Helicopter roll or lose control of the vehicle. If the Pilot Helicopter roll fails, the helicopter spins out of control, dropping 100-1000 (1D00 x10) feet per round until either the pilot makes a successful Pilot Helicopter roll or the helicopter crashes. Should the helicopter crash all those inside of it suffer 5D10 points of damage.

Investigators firing at Gordo in his third evolutionary form receive a bonus to hit, due to his immense size. A target with a SIZ of 70 grants investigators a +25% bonus to hit. Even if investigators are unskilled with heavy weapons this bonus raises their base chance to hit with the M9 Rocket Launcher to 40%. A successful hit from the modified warheads penetrates Gordo's flesh and sends a jet of superheated gas punching through his body. Investigators inflicting 45 HP of damage to Gordo destroy the creature. Keepers should see "The World is Saved!" on page 84. If the investigators fail, keepers should see "The Brain that Ate the World" on page 84.



The Final Battle

THE WORLD IS SAVED!

Gordo explodes in a flash of blue light and a thundering otherworldly blast. When the light fades the creature is gone. As the helicopter lands Dr. Myers and Dr. Jung turn to one another and exchange a dramatic kiss, for no apparent reason. Dr. Myers then proclaims, "We meddled in things mankind was never meant to explore. We almost paid the price but this time we were lucky. Maybe next time we won't be."

Dr. Jung lets down her hair and announces, "We must all work together to build a better tomorrow, free of war and famine. Humanity must unite as one against these creatures from beyond the stars. Oh yes, and we must protect the dolphins too." The scenario ends in success.

THE BRAIN THAT ATE THE WORLD

If investigators fail to stop Gordo the world is doomed. Within moments of crossing over Orlando the creature kills tens of thousands of

people while turning thousands of others into drones and flying brains. His minions take control of the military aircraft at McCoy Air Force Base, giving Gordo an escort of fully armed F-100 Super Sabre fighter jets. City after city falls, the number of Gordo's drones and flying brains growing until the entire world falls under his sway. Within a year humanity becomes extinct. The scenario ends in failure.

AWARDS

For securing Kessock Station, each investigator receives 1D3 Sanity points. For rescuing Dr. Anna Maria Jung, each investigator receives 1D4 Sanity points. For rescuing Dr. Gregory Myers, each investigator receives 1D4 Sanity points. For destroying Gordo, the Undying, each investigator receives 1D10 Sanity points.



Forgotten Wars

BRIAN M. SAMMONS

INTRODUCTION

In this adventure investigators will be playing the role of US tank soldiers of the 1st Armored Division, nicknamed “Old Ironsides,” fighting in what has become known as “the Forgotten War”: the three year long conflict in Korea that even today is not officially over. As such, the usual investigation that *Call of Cthulhu* players are used to may be a bit lighter, but the action will be more furious and deadly. After all, wars are designed to chew up as many lives as possible. Hopefully with the help of their M4 tank, and a little luck, the investigators will be living veterans at the end of this adventure instead of names on a memorial. To further aid them, the tankers might find an unusual ally once they become involved in a far more ancient, unending, and truly forgotten war.

KEEPER'S INFORMATION

Hu Yuhuan is one of the infamous deathless Chinese who worship Great Cthulhu. Having lived over 200 years, he has his fingers in all aspects of power in China including the new communist government. Unconcerned by the affairs of mortals, he only becomes interested when something pertains to sorcery or his worship of Cthulhu. Therefore, when a military report from Korea mentioning a strange abandoned “monastery” high in the coastal hills of North Korea, complete with photographs, was passed on to Hu by a fellow Cthulhu cultist

in the People's Liberation Army, he was very interested indeed. The ruins were covered in R'lyehian glyphs and even though the structures were but rubble, he could tell that some of their angles were non-Euclidean.

Knowing that he would have to explore such an amazing find himself, Hu used his vast influence to “become” a shang xiao (colonel) in the People's Liberation Army and with falsified orders he has led a squad of elite Chinese troops to the ruins under the guise of utilizing it as a fortified position. Most of the men under Hu's new command are just unsuspecting soldiers, while some are his loyal minions. All have become afflicted by the ageless evil that slumbers in the ruins, but Hu has discovered some ancient texts and artifacts pertaining to Cthulhu, and hints of a greater treasure to be found there, one that just might end the world as we know it.

INVOLVING THE INVESTIGATORS

The crew of the M4 Sherman Tank *Green Greta* (named after the tank driver's first girlfriend) has been ordered to Hill 85 in the Spring of 1951 to support a squad of GIs that has reported contact with Chinese infantry and armor. This unremarkable lump of rock is part of a chain of hills and mountains on the east coast of lower North Korea. This is all the players will know, as they are soldiers—and soldiers just follow orders.

Hill 85

The road up the hill is narrow, winding, steep, and covered in the melting early spring snow. It also shows signs that a heavy tracked vehicle recently traversed it before the tankers. Rounding up on the hilltop, the crew of *Green Greta* sees a battle raging before them between American and Chinese infantry. Both are dug in or in the cover of the trees of the wooded hill. The tank commander and gunner can make Spot Hidden rolls to see a Chinese T-34 tank firing at the GIs from behind some trees. (See the Hill 85 map and the “Chinese T-34 Tank” sidebar

on page 88 for more information.) If they both fail, the enemy tank gets a chance to spot their Sherman.

Spotting the T-34, the commander can use his Command Tank skill to order his driver to move around behind the Chinese without them noticing. This will give the gunner one free shot before the enemy can react. Failing this roll again gives the enemy tank a chance to spot them. If the first shot doesn't knock the T-34 out, the Chinese tank will take two rounds to reload, turn its turret towards the Americans, and fire. If the Sherman's loader successfully uses his Rapid Reload skill then the gunner can get off another shot before the

INVESTIGATORS

Ideally characters should have the soldier profession and be members of a tank crew. In a Sherman Tank there is a commander, gunner, driver, co-driver, and loader. The commander should have the new skill Command Tank, Machine Gun, and Navigate to read maps. The gunner needs the weapon skill: Tank Cannon. The driver needs the Operate Heavy Machinery skill to drive the tank, as does the co-driver, who also needs to know Machine Gun for the internal Browning .30 cal. The loader needs the new skill Rapid Reload. Cross training is always a good idea, and this was often practiced by tank crews so just in case one soldier went down the tank could still function. Furthermore, one or two tankers should have Mechanical Repair and another might want First Aid so they can fix up both their tank and their bodies when in the field. Lastly, one investigator has picked up a few words in Korean during his time there so he gets the Other Language (Korean) skill at 25% for free.

If you have more than five players in your game, the others will be infantrymen

the tankers were sent to support on Hill 85. The infantry platoon will be wiped out in an artillery barrage, leaving infantry investigators no choice but to accompany the tank on its long trek back to the American lines.

New Skills

Command Tank (01%)

This skill allows the commander to instruct the driver where to go and the gunner what to shoot. This means the tank will be in the best position to fire at the most favorable targets. Successfully calling out targets and choosing the path to take grants the tank's gunner and driver a +20 percentiles to their respective rolls as long as they follow the commander's orders.

Rapid Reloading (01%)

Reloading the tank's cannon normally takes 2 rounds, but success with this skill cuts that time down to 1 round.

M4 SHERMAN TANK

Crew: 5

Weight: 30 tons

Length: 19'2"

Width: 8'7"

Height: 9'

Engine: Continental R975 400 hp

Speed: 30 mph max

Range: 120 miles

Armor: 25

Hit Points: 30

Armament: 75 mm cannon, damage by ammo type (see "Weapons," below), base chance 01%, range 500 yards, malfunction 99

.50 cal topside machine gun, damage 2D10+4, base chance 15%, range 20 yards, malfunction 98

.30 cal internal machine gun, forward firing only, damage 2D6+3, base chance 15%, range 150 yards, malfunction 96

Ammo (current load): 75 mm shells: 31 HE, 12 AP

.50 rounds: 140

.30 rounds: 1500

Armor: while the Sherman had varying thicknesses of armor on its front, sides, turret, and top, for the sake of easy play a uniform thickness of just over 2" of hardened steel is used throughout. Also, tanks cannot be impaled except by armor piercing rounds, be they bullets or artillery shells.

Weapons: The 75 mm main gun fires two types of shells. High Explosive (HE) rounds basically blow up in a large area. They are designed to take out buildings and infantry. Damage is 10D6/2 yards. Armor Piercing (AP) rounds are used against heavily armored targets. They

do not blow up in as wide a radius and are not effective against infantry, but they halve the armor rating of any target and, unlike other explosives, they can impale. Damage is 8D6/½ yards.

Shared Damage: Any damage that makes it through a tank's armor affects its hit points. The same amount of damage is divided up between everyone inside the tank. This gives the tank crew a chance to survive being hit by an AP shell, but they could still die before their tank is totally reduced to scrap.

Teamwork: tank crews have to work well together; if one man fails at a job, then the tank as a whole suffers. Since everyone relies on the actions of others, the tank's DEX for determining when it acts in a combat situation is the average of the entire crew's DEX.

Moving and Shooting: Despite what you've seen in the movies, early tanks would ideally move, stop, shoot, and then move again. This was because hitting a target while moving without modern guidance systems was very difficult. Firing the Sherman's cannon while it's in motion gives the gunner a -20 percentile penalty to hit.

Buttoned Up or Top Down: the commander usually has to ride with his head sticking out of the tank's top hatch to have a clear view of the battlefield. This has the disadvantage of the commander having roughly half the protection of the rest of the crew, which is 12 points of armor. When the bullets start flying, the commander can go inside and close the hatch, or "button up." This provides better protection but greatly limits what the commander sees and hears as he must use small slits to look through. This gives the commander a -20 percentile penalty to his Command Tank, Listen, and Spot Hidden skills.

Chinese can shoot. If that doesn't destroy the commies then the battle can go either way.

If the investigators take out the enemy tank too easily the keeper can have another appear on the scene if they want a longer armored battle. If not, then the crew of *Green Greta* should use its firepower to help the infantry push the 30 or so Red Chinese off the hill. A couple of high explosive rounds should easily do the trick.

INCOMING!

Shortly after the battle the whistling of incoming artillery can be heard, followed by explosion after explosion on the hilltop. The shells could be Chinese or American, but whatever the case, the crew of *Green Greta* had better get out of Dodge fast or else get creamed. During the fight with the Chinese, the Sherman tank is sure to have moved around a lot so the path they took up the hill is not in sight. The tank commander

CHINESE T-34 TANK

Armor: 20

Hit Points: 30

Attacks: 76 mm main gun 40%, damage 10D6/2 yards (HE) & 8D6½ yards (AP), range 500 yards, malfunction 99

DEX: 11

Skills: Spot Hidden 35%.

Notes: while the T-34 has thinner armor than the M4, it is the first tank to use sloped armor. As a result, any shell which hits it has a 20% chance of deflecting off without doing damage.



and driver can attempt Spot Hidden to notice a sloping grade leading down the hill that's less steep than the rest. It appears to be their only way off the hilltop as the artillery rains down.

Descending the hill this way requires two successful Operate Heavy Machinery rolls. Any failure means that the tank slips in the melting snow and mud, starts sliding sideways down the hill and strikes a large boulder or tree as it descends, rattling everyone inside the tank for 1D3 damage. A botched roll does 1D6 damage to the crew and damages the tank in some way (engine, cannon, tracks, etc.) that a successful Mechanical Repair will be needed to fix once the tank is off the hill. A particularly cruel keeper may call for the tank crew to make a combined Luck roll (add the Luck scores of the crew and divide by five) to see if an artillery shell hits them for 10D6 damage.

After the artillery barrage the tankers find themselves on the bank of a nearly frozen river that is at the bottom of a steep ravine. They will not be able to climb back up Hill 85 with their tank, nor any of the other hills that make up the ravine. With no other option, the tankers

will have to follow the river. Navigation skill and a map tell the commander that there is a small village to the south and from there they will be able to access a road so they can drive back to their lines. To make matters worse, the tank's radio was damaged beyond repair in the artillery shelling so they are truly on their own in hostile territory.

THE RIVER OF DEATH

Following the river the crew of *Green Greta* soon comes across a grisly sight: dead bodies, and lots of them. Some of the corpses float down the thawed middle of the river while others have become stuck on the frozen banks. Oddly, none are American or members of the other allied nations; they are all either Chinese or North Korean. Getting out of the tank to examine the corpses uncovers a few interesting facts.

- A North Korean soldier has a Chinese knife sticking out of his chest.

WEAPONS OF WAR

Name	base	chance	damage	range	attacks	ammo	HPs	mal
------	------	--------	--------	-------	---------	------	-----	-----

American

M1 Garand Rifle	25		2D6+2		110 yds.....	1/2		8..... 1100
Thompson Submachine Gun	15		1D10+2		20 yds.....	1 or burst.....	30	896
Colt 1911 .45 Automatic Pistol	20		1D10+2		15 yds.....	1		7.....800
MarkIIA1 Grenade.....	Throw %		4D6/4y.....	thrown		1/2.....	1 only.....	899

Chinese & North Korean

7.62 Carbine Rifle	25		2D6+1		90 yds.....	1		7..... 1098
PPsh41 Submachine Gun	15		1D8		20 yds.....	1 or burst.....	72	897
Tokarev Automatic Pistol	20		1D8		15 yds.....	3		8.....899
Type 2 Grenade.....	Throw %		4D6/4y.....	thrown		1/2.....	1 only.....	899

- A Chinese soldier and a North Korean died together, each with their hands frozen around the throat of the other.
- Three of the corpses in North Korean uniforms are actually Caucasian.
- Searching the corpses is hard to do as most are frozen solid but on one of the white men in North Korean uniform a few interesting things can be found: a British passport recently stamped from a visit to Japan saying that the dead man's name was Nigel Forester, and a hand written note in English (*Forgotten Papers #1*, on page 92).
- Several of the North Koreans have been torn apart. Limbs have been pulled off, some have been eviscerated, and more than one man is missing his head. Even the battle hardened tankers lose 0/1D3 SAN for seeing such atrocities.
- One of the North Koreans still clutches a strange boxy device of metal and wires. It has the dimensions of, and vaguely looks like, an old time camera but even at a glance it is obvious that it is anything but.
- A number of the Chinese have been... changed. They have various deformities such as wide, round, yellow eyes; gray,

slimy, gelatinous patches of skin; claw-tipped webbed fingers; many are hairless and lacking ears, and some have small, almost vestigial tentacles around their mouths. Seeing these not-quite-human horrors costs 0/1D6 SAN.

What does all this mean? The Chinese and North Koreans seem to have killed each other, which is odd since they are allies in this war. An Idea roll will tell the tankers this if they don't think of it themselves. The reason for this battle, why some of the "North Koreans" are white, and the other oddities, is because the American tank crew has just stumbled upon a war more ancient than all of mankind.

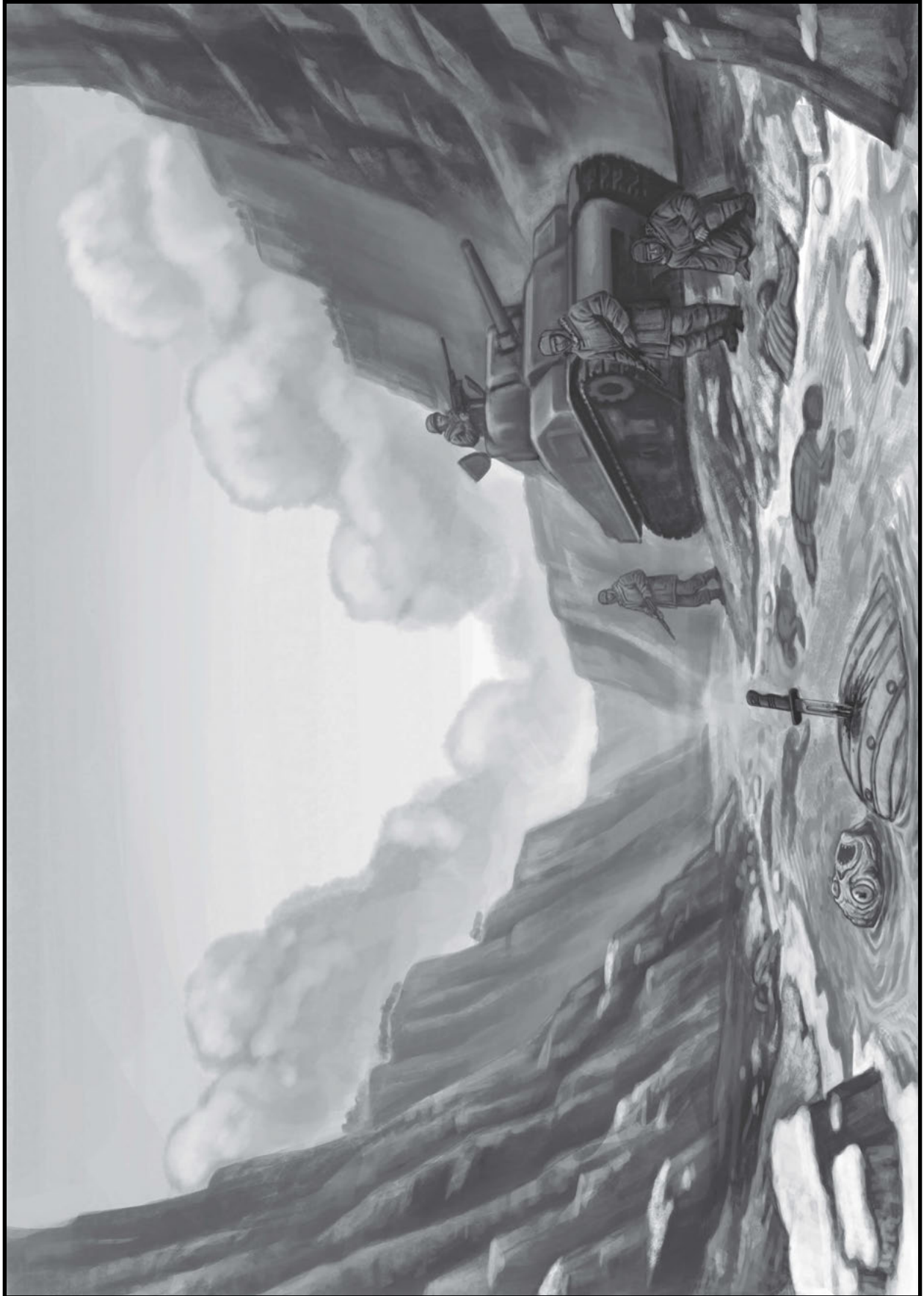
The Chinese are under the orders of Hu and are exploring the nearby ruins of an outpost built aeons ago by the race of star-spawn who follow Great Cthulhu. As such it is awash in magical energies and that arcane power has not only driven the Chinese troops completely insane but altered their bodies as well. They are slowly becoming "as the Great Old Ones are," as is prophesied in the *Necronomicon* when the end times occur. Specifically, they are becoming thralls of Cthulhu because there is an active, but currently not fully operational,

GEAR

Should the tankers have to leave the Sherman they have the following equipment. On the outside of the tank in a locker-like compartment is canned food (the dreaded army C Rations) and water for the five man crew for three days. Of course in battle these provisions may have become lost or damaged. The commander has a steel helmet, for when he has to look around top-side in hostile conditions, that grants him 2 points of armor. The rest of the tankers have padded leather helmets that provide 1 point of armor. All crew members have Colt 1911 .45 automatics with 2 spare clips. In a

locker in the tank there are two Thompson submachine guns with 6 30-round clips. A total of 400 .45 rounds can be divided between all of the pistols and submachine guns. Furthermore there is a first aid kit that grants +10 percentiles to that skill and binoculars for the commander to use that give him +10 percentiles to Spot Hidden rolls made at a distance.

Any infantry investigator will be armed with a M1 Garand rifle, have 40 rounds for it, and one MarkIIA1 fragmentation grenade.



The Scene at the River of Death

dimensional gate in the ruins that the star-spawn used in primordial times to instantly travel from outpost to outpost and even to magnificent R'lyeh. If Hu discovers this gate and can activate it, untold horrors will be released that could possibly bring about the end of the world.

Such a danger has drawn the attention of the Great Race of Yith. The Yithians and Cthulhu's kin fought a war that raged for hundreds of years, only to arrive at an uneasy truce countless millennia ago. If Hu activates the dimensional gate, it can potentially be used to flood the world with countless star-spawn, most of which currently pose no threat as they share their lord's deathless slumber. It is possible that the gate might even be used to hasten the awakening of Cthulhu itself, something Hu would sacrifice anything to bring about.

Naturally this is something the Yithians don't want, so they have sent one of their time traveling intellects (named Cilklixcil) through time to this era and into the body of a North Korean army captain (sangwi) named Woo Taek Park to stop Hu. Many of these dead "North Koreans" were real members of that army and unaware of what is now commanding them and for what purpose. Some of the "soldiers" were Korean and Chinese agents of

the human cult that the Yithians use to aid them in their time traveling adventures, as were the Caucasians, who Cilklixcil told his clueless troops were undercover Russian advisors. Lastly, the strange metal camera-thing is a Yithian lightning gun that the Yithian cultists brought with them for extra firepower (see the sidebar on page 93).

Hu became aware of the Yithian's intentions through magical means of his own so he sent some of his slowly-morphing soldiers, backed up with a summoned alien horror, to ambush the North Koreans last night. The mind-swapped commander Park was the lone survivor on his side, but the Chinese Cthulhu cultists left a mythos horror behind to take care of any survivors. This creature is currently sleeping under the mud and icy water of the frozen river, as airlessness and freezing cold bother the space traveling terror not a bit, and as soon as the sun goes down it will rise up to continue the hunt. In this case the prey will be the men in the tank that last crossed its path.

DANGER IN THE NIGHT

Once the sun goes down a huge, winged, snake-like monstrosity called a hunting horror, which

Forgotten Papers #1

Brother Forester,

Make ready to depart immediately for once more we are called to aid the Travelers. We shall have to journey far and move quickly. The message I received on the Temporal was garbled so I don't know our ultimate destination. I was able to discern that we are to meet some of our Brothers from the Asian Order in Tokyo on the 5th. Leave all Traveler technology home as we will be supplied in Tokyo. Enclosed you will find tickets and traveling money. Until we meet, may we continue to aid the Travelers as they continue to illuminate The Path.

Wayfarer Le Gans

has an aversion to sunlight, will rise out of the river and follow the Sherman tank. The monster will follow the strange, metal, noisy thing from a distance and in the night sky, waiting for the right time to attack. If there are infantrymen accompanying the tank the horror can strike at any time; otherwise the clever hunter will wait for a member of the crew to step outside of the armor vehicle, perhaps to relieve himself (as there is no way to do that inside the tank), and then pounce. If the tank commander pokes his head out to have a look, this would also be a good time for the hunter to attack.

If all the investigators are outside the tank when the beast attacks, then God help them as *Green Greta* is their best chance of surviving the horror. However, while the tank will protect them, killing the horror with it will be another matter. The creature is too fast to shoot with the slow moving tank cannon, not to mention that it can fly. The internal .30 machine gun can only fire in front of the tank and the Horror will only allow that gun to spit fire at it once before learning to stay away from that side. The best bet is to use the big .50 machine gun mounted on top of the tank. It does incredible damage so it can rip through the creature's armor easily and it can spin and pivot to shoot almost anywhere as needed. This means someone will have to be outside the tank to use it, thereby allowing the Horror free access to attack him. Nothing is ever easy.

If the soldiers just hide inside their M4 tank and hope the flying thing will go away they are in for a nasty surprise. Hunting horrors can cast spells and this one knows a few that can reach the humans even in the belly of their tank; furthermore, the creature can even see the crew cowering in there. These star-spawned nightmares are the ultimate predators, and while a beast can't hunt what it can't see, the eyes of the horror are truly amazing. The creature can see through darkness, detect infrared heat, see X-rays and peer into several alternate dimensions as well. That means that the Sherman's two inches of steel will provide no cover from the hunting horror's gaze

because if it concentrates it can see past the armor shell by seeing through the spaces between the molecules that make up the metal. Truly there is no hiding from this hunter.

THE HUNTING HORROR, Alien Predator

STR 30 CON 14 SIZ 42 INT 15 POW 21

DEX 14 MOVE 7/11 flying HP 28

Damage Bonus: +3D6.

Weapons: Bite 65%*, damage 1D6 + db

Tail: 90%, damage Grapple

*The Horror gets +20 percentiles to bite targets grappled by its tail, and adds its damage bonus to its bite damage (it's a tough specimen).

Armor: 9-point skin; cannot be impaled by bullets.

Spells: Mindblast, Shriveling.

Sanity Loss: 0/1D10 Sanity points to see a hunting horror.

THE LIGHTNING GUN

This high-tech alien device is a powerful weapon, but one that is currently broken. In the unlikely event that one of the soldiers has Electronics skill, he can attempt to fix it if he is brave (and foolish) enough to try. To do so he must use his skill at half the normal chance of success. Every failed roll causes the gun to misfire a single charge, shocking the one fiddling with it for 1D10 points of electrical damage. A botched roll causes the gun to blow up, releasing all of the weapon's remaining charges at once in a 10 foot area. This explosion causes 1D10 points of damage per charge remaining in the weapon.

This lightning gun has 15 charges left. Each charge does 1D10 points of damage and multiple charges can be discharged at once, but each charge over four has a 5% chance of shorting out the gun. The base range of this weapon is 100 yards. Learning how to use this weapon requires an Idea roll and the base chance to hit is 30%.



The Hunting Horror Attacks!

THE VILLAGE OF KUSUNG

After the hunting horror attack the tankers can continue to drive through the night without rest, but doing so will mean that come sunrise the crew will be exhausted and get -10 percentiles to all skill rolls. To avoid this the investigators can pull over, get out of *Green Greta*, and try to get a few winks. Just a couple of hours of sleep will stave off exhaustion, but whether they can sleep after being attacked by the hunting horror is another matter entirely. And no, they can't sleep in the moving tank in shifts. The Sherman is a noisy, cramped, hot, smelly, bumpy, rattletrap built for war, not comfort. Even when standing still, sleeping in the metal beast is difficult. Those who try must succeed at a CON x3 roll. Failure means that the tanker barely got any rest and he is exhausted as if he got no rest at all.

A couple hours past dawn, the soldiers arrive at this tiny costal village of simple wooden huts and shacks. It is nestled around some crops and located at the mouth of the river the Americans were following where it empties into the Sea of Japan. A successful Spot Hidden roll reveals a canvas-topped, six-wheeled troop truck with Chinese markings at a distance before the commies have a chance to notice the Sherman. Failure means that Hu Yuhuan's mutated troops, for that is who these Chinese are, have a 35% chance of noticing the Americans, thereby ruining their chance of surprise.

These insane and not-quite-human Chinese are gathering Korean villagers on Hu's orders because the insidious cultist has found the star-spawn gate and is going to try to jump start it with a large number of magic points derived through mass human sacrifices. The US tankers can see the Chinese herding frightened and crying villagers into the back





A Thrall of Cthulhu

of their truck at gunpoint. Those who put up any struggle are clubbed with rifle stocks, bayoneted, or shot. Also, some of these Chinese soldiers are in a more advanced state of transformation into thralls of Cthulhu. They stand between six to seven feet in height so that their old uniforms are torn and fit poorly. Their skin is uniformly gray and gelatinous and their facial tentacles are longer and more pronounced. Seeing these monstrosities, even from a distance, costs 0/1D6 SAN because of their numbers.

While not certain of what's going on, the Americans can be sure that the hideous monsters in Chinese uniforms have no good intentions for the Koreans. If they do nothing to help the villagers then they lose 0/1D6 SAN for their coldhearted caution. However, riding in to save the day, like the US cavalry that came before them, gives them +1D6 SAN for risking their lives to save innocents.

The Chinese horrors are armed with rifles, submachine guns, hand grenades, and other small arms that pose no threat to the Sherman tank, but they do have one weapon that could give them trouble; a Russian PTRD-1941 14.5 MM antitank rifle. At almost 80 inches long and weighing over 40 pounds, it is one giant gun, one American GI's rightly nicknamed "The Elephant Gun." Loaded with armor piercing ammo, which halves the Sherman's armor, it has serious damage potential. The good thing is it only holds one round at a time and is very slow to reload. During the battle it will require either a full Spot Hidden roll or a Listen made at half the chance of success (due to the sounds of battle) to see or hear the soldier using this monster gun. The anti-tank gunner has a 35% chance to hit with it.

PTRD-1941 14.5 MM Antitank Rifle

Damage 3D10+6, Base Range 200, Attacks 1/3, Ammo 1, Malfunction 00

There are ten mostly-human but totally insane Chinese soldiers and six in a more advanced state of thralldom to Cthulhu raiding the village, but the investigators don't need to kill all of them. Once the majority of the Chinese have been dealt with the remaining ones will run away. Some will disappear into the woods to terrorize the locals at some later date, some of the thralls will slip into the Sea of Japan and join the waterborne horrors found there in their eternal worship of Cthulhu, while the more human troops might return to Hu and warn him of the American tank.

After the battle the Koreans will come out of hiding to collect their dead and wounded and to thank the Americans for their intervention. The elder of the village, a wise old fisherman named Gang-Do Yim, will try to converse with the "Yankees" with his very broken English. Hopefully between his 15% mastery of the language, and the one tanker's meager skill in Korean, some headway can be made, for the old man has useful information.

- Just before dawn the Chinese monsters came and took a truck load of Gang-Do's



Gang-Do Yim

friends away and killed anyone who resisted. They seemed to be going north-east, in the direction of Lonely Hill. The Chinese came back for more villagers just moments before the Yankees and their tank showed up.

- The Lonely Hill is a place long avoided by the villagers. It has strange old ruins on its top and if people dare go there they either don't come back at all or return completely mad. The Chinese went up there three weeks back and since then many villagers have seen strange lights in the night over the hill. The locals were hoping that whatever haunts the Lonely Hill would take care of the Chinese, but it only seems to have turned them into monsters.

Gang-Do Yim will ask, and if need be beg, the Americans to go up to the Lonely Hill and bring back the villagers the Chinese took away earlier because if the troops don't, there's no one else who can do it.

AN ALLY APPROACHES

Whether the tank drivers decide to help the Korean villagers and start heading towards the

Lonely Hill or decide to ignore their pleas and take the dirt road south towards the American forces, they will soon see an odd sight; a lone North Korean officer walking towards their tank without any fear. The Korean man does not have his hands up and isn't waving a white flag, but he has no weapons and seems oddly at ease approaching an enemy tank.

If the Americans decide to kill the man before he gets too close, they can easily do so with any of *Green Greta's* guns. However hopefully they'll let him approach because this is Woo Taek Park and inside his head is the mind of Cilklixil, a Yithian from a far off time and someone who could be of help.

The enemy officer will address the Americans in Korean first, but upon getting no reply in that language he will stop, blink a few times, then speak in perfect, but halting and almost mechanical English.

- "Americans. You comprehend English. Greetings. I observed your actions in the settlement. You do battle with those who threaten to break the chronological chain. I can aid you in this. I am called Cilklixil. I am not from your epoch. This is not my corporeal form. This is my intellect. I have traversed here through the eons to



Woo Taek Park/Cilklixil

stop the ancient adversary from opening a transdimensional portal. That has never happened, yet the energies of the portal warp both space and time. Therefore I have theorized that the chronological chain could be broken here. This can not be allowed. My race needs events to unfold as they have for us to make the next Great Leap. Your race needs events to unfold as they have until the appointed time of your end. That time is not now. Yet if the portal opens there is a high probability that your end time will be now.”

Cilklixcil will impart as much or as little background information as the keeper wishes. What is important is that the tankers get the idea that the Chinese are up to no good on the Lonely Hill and if someone doesn't stop them soon it could have disastrous consequences for the whole world. Hopefully that is enough to spur them into action. Furthermore, Cilklixcil will ask to join them. He says he is eager to write a report on what happens, regardless of the outcome, when he returns home. If the investigators agree he will excuse himself, walk to some nearby bushes, and return with one of those strange camera-looking devices: a fully loaded Lightning gun. If the tank crew found, and still has, the broken lightning gun from the previous day, then Cilklixcil can repair it for them.

THE LONELY HILL

There is no path to the Lonely Hill so it will be slow going getting there as the driver and commander will have to carefully pick the best route and continually adjust their course lest the tank get stuck, or worse, damage its treads. If the Americans think of it, and start at or return to the village of Kusung, they can follow the tracks of the Chinese truck through the melting snow. This will make the trip easier, quicker, and make sure the tankers find the right way.

Getting closer, the dark hill looms up in all its horrid glory. The air becomes thicker

around the earthen mound and the trees that grow there are twisted, malformed, and alien looking. If *Green Greta* cuts off her rumbling engines for a moment the crew hears no birds or animals in the forest. The whole area has a feeling of wrongness about it.

Using the binoculars to scout the area at a distance is a wise move as it can give some vital information before the bullets and bombs start flying. A successful Spot Hidden roll will be needed to notice each of the following.

- There is a worn down path showing tire tracks leading up the hill. It looks to be the easiest way up the steep embankment. Taking another path up the hill requires three Operate Heavy Machinery rolls at -10 percentiles to make it up without the tank getting stuck.
- There is an artillery piece on top of the hill, behind sandbags and hidden under some camouflage netting. It also has a half inch steel plate at its front to protect its crew. This gun covers the worn path and is of sufficient size to really hurt *Green Greta* with a direct hit. There are also four machine gun nests behind sandbags but they won't pose a threat unless someone is outside of the tank. Lastly there is a mortar pit at the top of the hill but there is no way for the Americans to see this from their vantage point so it should come as a nasty surprise.
- The ruins on the hill are just slivers of stone of various sizes, from those as big as a man to monoliths standing thirty feet tall or more. They all appear to be made out of moist green stone, and they capture and hold the eye of anyone seeing them. Looking at them, a viewer must roll his POW versus a POW of 15 on the Resistance Table or else feel dizzy, suffer blurry vision, get a headache, and lose 1D3 SAN as his eyes try to make sense of the alien, non-Euclidean angles.

A successful Listen roll, at -20 percentiles if the tank's engines are running, means the crew can

hear screams and cries of fear and pain carried on the wind. Hu is up on the hill, busy killing villagers to gather power to open dimensional portal. The crew of *Green Greta* had better act fast if they want to save any of the villagers. (See the “Chinese Defenses” sidebar, below.)

ATTACK!

The first thing the tankers should do is to take out the Chinese cannon. After that they can destroy the machine gun nests if they wish. They will not be able to see the mortar pit until they reach the top of the hill, but it can still attack them due to its arcing fire. The good news is that neither the cannon nor the mortar have armor piercing rounds as the Chinese weren’t expecting to face off against tanks.

The keeper should let the battle play out for a while for some furious non-Mythos action, or until the Chinese cannon is destroyed and the Sherman is halfway up Lonely Hill. That’s when there will be a blinding flash of cold blue light and a thunderously loud, vibrating, humming sound. Then, two huge, winged, tentacle-faced horrors of a sickly green hue appear out of thin air on top of the hill. Because of the attack, Hu used what power he had already obtained from slaughtering half of the Korean villagers to open the portal briefly, just long enough for these two titanic terrors to step through. Both of these hulking beasts are star-spawn of Cthulhu! Currently, Hu is talking to both of the space-born nightmares in R’lyehian, telling them who he is, that he

worships Great Cthulhu, and that the “little metal toy” on the side of the hill is their enemy.

Hopefully the tankers, if they haven’t all gone completely insane from seeing the star-spawn, use this time to get some distance between themselves and the twin obscenities. It will take 5 rounds for the spawn to hear Hu’s plea, decide to help the devoted cultist, and begin to move after the tank. That is, unless the tank starts shooting at them before that, in which case they’ll start moving at once.

Once the spawn start after the Sherman they will not stop until either it, or they, are destroyed. If the tank moves at as close to top speed as possible (30 mph), the spawn will not be able to close the distance as they stride at roughly the same speed. However, driving at that speed over rough, wooded terrain will require a successful Operate Heavy Machinery roll every round. Each missed roll means that the tank gets stuck for one round by hitting a large rock, a dead tree, or a deep and slick mud hole. This means that the star-spawn will have one round to get closer. A botched roll means that the tank gets stuck hard, the crew takes 1D3 damage for bouncing around inside the Sherman, and it will require another Operate Heavy Machinery roll before it gets unstuck. Furthermore, the tank commander will have to decide what he wants to do. He could use the big .50 cal to fire at the huge horrors chasing them, command the driver where to go to grant him his skill bonus, or tell the gunner what to shoot to give him a bonus to hit the star-spawn, but the commander can only do one thing at a time. Oh, and to make matters

CHINESE DEFENSES

Name	base chance	damage	range	attacks	ammo	mal	armor	crew
7.62MM Machine guns.....	40.....	2D6+1	100 yds.....	burst	300.....	98.....	20	2
81MM Mortar	30.....	6D6/6y	500 yds.....	1/2	32.....	00.....	20	3
76MM Field Gun.....	40.....	10D6/2y	500 yds.....	1	24.....	99.....	25	4

worse, the Chinese mortar crew will keep firing at the fleeing Sherman all during this until they are destroyed.

OUT OF THE TANK AND INTO THE FIRE

Once the two huge alien horrors have been dealt with the tank can focus on the rest of Lonely Hill's defenses like the mortar crew and any remaining machine gun nests. Afterwards most

of the insane Chinese horrors will flee from the hill to the surrounding woods and the thralls of Cthulhu may escape into the sea. Then the Korean villagers who survived, and didn't go totally insane at the sight of their friends and family getting slaughtered and the arrival of the star-spawn, come running down hill to escape the horrors they had suffered. If the tankers stop and question them they will find one that says the following in Korean.

- "The Chinese commander was killing us with knives, then we heard explosions and

THE STAR-SPAWN

Big Targets

Remember, big creatures are easy to hit. For every 10 points of SIZ over 30 a shooter gets +5 percentiles to hit. In the case of the star-spawn, that translates into +35 percentiles, which is great news as that will help balance out the -20 percentiles the gunner will get for shooting while the tank is moving, a tactic that is highly advised as a star-spawn's claws can make quick work of Sherman's armor.

Alien Armor: A Keeper's Option

Most think of Cthulhu and his spawn as big, terrible monsters and nothing more, but nothing could be further from the truth. These aliens have spanned universes, built cities that have stood for aeons, fostered a religion that still thrives, and battled many eldritch races for dominion of the Earth in primordial times. Yet there has never been any mention of their tools or technology, save for the city of R'lyeh. Well that changes now...if the keeper wishes it.

One, or both, of the star-spawn could be wearing a mesh of silver-green metal. This mesh has literally become one with the star-spawn over the millennia due to

the creature's amazingly quick healing powers when wounded. This armor was designed for the spawn to don before going into battle with other alien races known to use electrical weapons, such as the Yithians and Mi-go. It therefore nullifies all electrical damage; further, as it is a large suit of alien metal, it adds 10 points of armor to the star-spawn's natural armor.

TWO STAR-SPAWN OF CTHULHU

	1	2
STR.....	70	73
CON.....	56	53
SIZ.....	105	106
INT.....	22	20
POW.....	20	21
DEX.....	11	10
HP.....	81	80
MOVE	20 walk/20 swim/16 fly	

Damage Bonus: +10D6.

Weapons: Tentacles (1D4 per round) 80%, damage 6D6

Claw 80%, damage 1D6 + db

Armor: 10-point hide & blubber; regenerates 3 hit points per round.

Spells: each knows 3D6 spells.

Sanity Loss: 1D6/1D20 Sanity points to see a star-spawn of Cthulhu.

then the Chinese dog started to sing in a horrible sounding language. Next we saw a bright light, the two huge demons appeared out of thin air and everyone went crazy. When they walked away the Chinese leader and some of his most hideous devil men went underground and we all hid until the shooting was over.”

Arriving at the hilltop, any of *Green Greta's* crew who didn't see the ruins yet will do so now if they poke their heads out of the tank. Players will have to roll their characters' POW against a POW of 15 on the Resistance Table or else their characters become fascinated by the weird angles of the ruins and lose 1D3 SAN. The whole area is awash in alien energy that starts to play havoc with the minds and senses of the Americans. Whispers in strange languages that no one else hears, shadows moving in the corners of their eyes, and a queasy, nauseated feeling are just some of the symptoms of being this close to the portal. Investigators will lose 0/1D4 SAN

for being on the hill. Should the investigators decide they want to stay on this charming hilltop for a long period of time they will lose a further 0/1D4 SAN per hour they are here.

Examining the area reveals several weapon caches so the tankers can gear up with any number of Chinese guns and grenades. There are also a number of Korean villagers who were driven mad by the star-spawn, huddling in the corners, writing on the ground, or babbling mindlessly. One of the villagers has found a Chinese bayonet and will attack anyone who gets close enough.

INSANE, MURDEROUS VILLAGER

STR 12 CON 13 SIZ 10 INT 09 POW 14
DEX 11 APP 12 EDU 10 SAN 18 HP 12

Damage Bonus: none.

Weapons: Bayonet 30%, damage 1D4+2 + db

Skills: Cackle Crazily 85%, Farming 78%, Natural History 50%.

Slightly off center from the hilltop a tunnel delves into the earth with new wooden support





The Battle for Lonely Hill

beams and lit lanterns spaced every thirty feet or so. The tunnel is only wide enough for one person to enter and there is a Chinese soldier 50 feet into the tunnel and partially behind a support beam (armor 8) with a PPsh41 submachine gun. The Americans will get -20 percentiles to shoot this guard as he is in the shadows, but a well thrown grenade will make short work of him. And no, grenades don't pack enough concussive force to cause a cave in, they do most of their damage through steel fragmentation.

Once in the tunnels they quickly become a twisting warren. It is up to the keeper to decide how many of Hu's loyal minions are down there with the ancient wizard and where and when the tankers will encounter them. To make matters worse, Hu also has three fully charged thralls of Cthulhu with him. These horrors can return from death, fully healed, in 1D8+1 rounds unless killed by magic (which the Americans don't know) or the Yithian lightning guns (which they might

have). If the troops face a returned-from-the-dead thrall, have them make Idea rolls. Those who succeed realize that they have already killed that horror before and lose 0/1D4 SAN.

Eventually the tunnels open up into a chamber so large that the ceiling and walls are not easily seen through the darkness. In the center of this cavern in a large circle are dozens of huge, glowing, humming pylons. These monoliths run floor to ceiling and are of the same green stone as the ruins above. The stones are the base of the transdimensional portal and they can open the gate either on the surface of the hill or down here. Knowing that, Hu has decided that a wise man knows when it's time to retreat and the crafty cultist didn't live for over two centuries by not being wise. He is currently attempting to use the latent power of the portal to create a quick and dirty gate of his own so he can escape. He plans to rally the Cult of Cthulhu and return in force to Lonely Hill at a later date. If the



tankers allow this to happen then the world will still be in peril.

ENDING IT

It will take Hu seven rounds to siphon off the mystical energy and use his Create Gate spell. Doing this has the added benefit of not costing Hu a permanent loss of POW. To cover him while he intones the spell, Hu moves to put one of the large pylons between himself and the Americans so he can't be shot. He also has a dozen of his most loyal troops down here, ranging from mostly human to totally converted thralls of Cthulhu, all of whom are behind cover and well armed.

The tankers can stop Hu's escape by shooting him dead, but unless they have suddenly become bulletproof the odds of them successfully rushing through the gunfire to get to the cultist are slim at best. That means they will have to kill about half the soldiers and move around until they can get a clear shot at Hu. While that would work it's likely to take more time than the tankers have to stop the Cthulhu cultist from completing his spell, not to mention be very dangerous. If Cilklixcil is still alive and with the investigators then he can suggest the following, should the Americans not think of it themselves, which they could do with an Idea roll.

- "The enemy is attempting to open a dimensional aperture. This cannot be allowed. The likelihood of his returning here at a later point along the chronological chain is a certainty. While I believe his calculations are sound I have surmised an exploitable weakness. If one of the pylons is destroyed incalculable variables should be the result. There is some risk to implementing this theorem for you, but the greater portion of risk should belong to the enemy."

The green alien stone that makes up the pylons is soft and easily worked by tools, but that also means it can be easily marred by bullets. The pylons have 5 armor and 100 hit points. Fully

Atomic Age Cthulhu

automatic weapons and hand grenades are the best bet to quickly break a pylon. Lightning guns do no damage to the monoliths at all.

Should this prove to be successful, the tankers will witness a flash of orange light, a thunderous bang, and then all of the glowing pylons will go dead. Right after, they will hear Hu shout something in Chinese and then see the man running from a large, shambling, twisted parody of the human form. This creature is an unwholesome blending of ape and insect and is a dimensional shambler. This beast can join in the fray however the keeper wishes. It may attack the closest thing to it, charge at the tankers for some unknown reason, or for keepers with a sense of poetic justice it could grab Hu, wrap the man up in its long, ape-like arms, and return to whatever dimension it came from, dragging the hapless Cthulhu cultist with it. Even if this doesn't happen, the important thing is that Hu's Create Gate spell was disrupted.

DIMENSIONAL SHAMBLER

STR 19 CON 17 SIZ 19 INT 07 POW 11
DEX 11 MOVE 7 HP 18

Damage Bonus: +1D6.

Weapons: Claw 30%, damage 1D6 + db

Armor: 3-point thick hide.

Sanity Loss: 0/1D10 Sanity points to see a dimensional shambler.

Once Hu Yuhuan is gone, either killed, taken away by the shambler, or he successfully completes his Create Gate spell and flees, most of the remaining enemies will disappear into the darkness of the caverns. Some will continue the fight, knowing nothing else in their madness, and still others will realize what has befallen them and take their own lives. However it happens, in short order the horror will be over, leaving the tankers to pick up the pieces, not to mention decide what to do about the ruins on the Lonely Hill. Just leaving it alone means that some other cultist could stumble upon it someday with nefarious plans of his own, or if Hu escaped then he may return to continue his plans of repairing and reopening the gate. One

option to stop this would be to bring some of *Green Greta's* high explosive shells down into the cavern and rig up an explosive device of some kind. If enough shells are used that would not only destroy the gate but bring the ruins above crashing down. In time the Lonely Hill

would lose all magical residue and return to how nature intended it. But of course, that is all up to the investigators.



HU'S SOLDIERS

HU'S STILL MOSTLY HUMAN CHINESE SOLDIERS, repeat as needed

These soldiers, although insane, have only suffered minor physical changes from the energy of the star-spawn's portal. As such, they are still mostly human.

	1	2	3	4	5	6	7	8	9	10
STR.....	10.....	13.....	11.....	17.....	10.....	09.....	14.....	13.....	11.....	15
CON.....	13.....	14.....	08.....	13.....	09.....	10.....	10.....	11.....	08.....	14
SIZ.....	10.....	12.....	13.....	14.....	11.....	14.....	15.....	09.....	10.....	11
EDU.....	09.....	13.....	06.....	09.....	10.....	11.....	07.....	08.....	12.....	10
APP.....	13.....	08.....	11.....	10.....	15.....	09.....	12.....	11.....	09.....	10
INT.....	11.....	10.....	07.....	09.....	12.....	08.....	11.....	10.....	08.....	13
DEX.....	09.....	14.....	10.....	11.....	12.....	13.....	12.....	15.....	11.....	09
POW.....	12.....	11.....	08.....	11.....	10.....	17.....	13.....	14.....	09.....	15
HP.....	12.....	13.....	11.....	14.....	10.....	12.....	13.....	10.....	09.....	13
DB.....	0.....	+1D4.....	0.....	+1D4.....	0.....	0.....	+1D4.....	0.....	0.....	+1D4

Weapons: 7.62 Carbine Rifle 40%, damage 2D6

PPsh41 Submachine Gun 40%, damage 1D8

Tokarev Automatic Pistol 30%, damage 1D8

Type 2 Grenade 30%, damage 4D6/4y

HU'S ONLY SLIGHTLY HUMAN SOLDIERS, repeat as needed

These soldiers have undergone massive physical changes and have almost completely transformed into thralls of Cthulhu. Only traces of their humanity remain.

	1	2	3	4	5	6	7	8	9	10
STR.....	16.....	17.....	15.....	17.....	18.....	16.....	19.....	18.....	16.....	15
CON.....	15.....	14.....	16.....	16.....	17.....	16.....	18.....	17.....	18.....	14
SIZ.....	18.....	17.....	18.....	19.....	18.....	17.....	16.....	17.....	18.....	18
INT.....	12.....	10.....	14.....	11.....	12.....	13.....	08.....	10.....	09.....	06
DEX.....	10.....	08.....	07.....	09.....	10.....	05.....	09.....	06.....	07.....	09
POW.....	09.....	10.....	14.....	11.....	12.....	15.....	13.....	11.....	09.....	13
HP.....	17.....	16.....	17.....	18.....	18.....	17.....	17.....	17.....	18.....	16
DB.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6.....	+1D6

Weapons: Claw 35%, damage 1D6 + db

7.62 Carbine Rifle 35%, damage 2D6

PPsh41 Submachine Gun 35%, damage 1D8

Tokarev Automatic Pistol 25%, damage 1D8

Type 2 Grenade 30%, damage 4D6/4y

Armor: none, regenerates 1D6 hit points per round until slain. Upon death these almost-thralls melt away in a cloud of gray, foul-smelling smoke.

Sanity Loss: 0/1D6 to see these once-human horrors.

REWARDS

Should the keeper and players want to continue having adventures in Korea or even after the war with the same characters then some rewards will be needed. For stopping Hu Yuhuan for good (that means killing him), the tankers receive +1D8 SAN. If they bring the Koreans back to their village, even the crazy ones, they receive +1D6 SAN. If they destroy the ruins on the Lonely Hill so that they will pose no further threat to mankind they get an additional +1D6 SAN.

CHARACTERS

Hu's Three Thralls of Cthulhu

These bloated, gray humanoid masses were once human but have been changed through magic into servant creatures. Most of the time only devoted worshipers of Cthulhu are granted this "blessing" but Hu's troops have inadvertently received this change for being so close the chaotic magical energies derived from Cthulhu and his spawn's dimensional portal.

	1	2	3
STR.....	18.....	17.....	18
CON.....	16.....	16.....	17
SIZ.....	19.....	17.....	18
INT.....	10.....	12.....	08
DEX.....	07.....	09.....	06
POW.....	13.....	10.....	12
HP.....	18.....	17.....	18
DB.....	+1D6.....	+1D6.....	+1D6
MOVE	6/10 swim		

Weapons: Claw 40%, damage 1D6 + db
7.62 Carbine Rifle 30%, damage 2D6
PPsh41 Submachine Gun 30%, damage 1D8
Tokarev Automatic Pistol 25%, damage 1D8
Type 2 Grenade 30%, damage 4D6/4y

Armor: none, regenerates 1D6 hit points per round until slain. Upon death a thrall melts away in a cloud of gray, foul-smelling smoke only to reform fully healed in 1D8+1 rounds unless killed by magic or the Yithian lightning guns.

Sanity Loss: 1/1D8 Sanity points to see a thrall of Cthulhu.



Hu Yuhuan

HU YUHUAN, Age 227, Deathless Member of the Cthulhu Cult

Hu has lived for hundreds of years thanks to his magical abilities and his faith in Great Cthulhu. He began his life as a simple Shaolin Monk, but his soul always craved something more and the life of a simple holy man wasn't for him. Then one day he found some scrolls hidden away in the monastery library that would change his life forever, a handwritten copy of the *R'lyeh Text*. From there the young man's path was clear.

STR 09 CON 13 SIZ 08 INT 17 POW 26
DEX 13 APP 12 EDU 30 SAN 0 HP 11 (55)*

*Hu has an enchanted bracelet of four charms, each charm holding the soul of a powerful enemy he's slain. If Hu is killed a charm goes black as the imprisoned soul inside dies in his place, therefore Hu has 5x the normal hit points that he should.

Damage Bonus: none.

Weapons: Fist/Punch 75%, damage 2D3**

Kick 75%, damage 2D6**

Sacrificial Knife 50%, damage 1D6 + db

Tokarev Automatic Pistol 60%, damage 1D8

**does double damage due to Hu's extensive Martial Arts training.

Skills: Alchemy 78%, Astronomy 65%, Biology 50%, Chinese 95%, Cthulhu Mythos 39%, Dodge 70%, English 64%, French 59%, History 73%, Latin 81%, Listen 50%, Martial Arts 75%, Medicine 53%, Occult 90%, Persuade 72%, R'lyehian 59%, Ride (Horse) 60%, Sneak 72%, Spot Hidden 54%, Swim 47%.

Spells: Bind Enemy, Breath of the Deep, Contact Deep One, Contact Cthulhu, Contact Star-Spawn of

Cthulhu, Create Gate, Death Spell, Deflect Harm, Grasp of Cthulhu, Implant Fear, Plutonian Drug, Power Drain, Steal Life, Summon/Bind Hunting Horror.

CILKLIXCIL, Age 2853, Yithian Hijacker of Woo Taek Park's Body

This member of the Great Race has lived for nearly three millennia, but more amazing still are the number of ages, both historical and futuristic, he has witnessed first hand, the number of life forms and civilizations he has been a part of, and the sheer amount of knowledge this incredible intellect has amassed. In addition to being a scholar, Cilklixcil is one of the Yithians' best trouble-shooters and because of that he was sent to Korea in 1951 when the Yithians discovered a possible tear in time that could disrupt the Great Race's plans to jump into their future insect bodies.

STR 14 CON 15 SIZ 11 INT 25* POW 14*
DEX 11 APP 14 EDU 50* SAN N/A* HP 13

Damage Bonus: +1D4.

*These stats belong to Cilklixcil, the rest belong to Woo Taek Park.

Weapons: Yithian lightning gun 55%, damage 1D10 per charge used

Skills: All Human Languages 75%, Astronomy 91%, Biology 96%, Chemistry 80%, Cthulhu Mythos 51%, Electronics 93% Geology 88%, History 96%, Mechanical Repair 89%, Natural History (Primordial) 84%, Physics 90%.



High Octane

TOM LYNCH

The year is 1957, and the smell of octane is in the air. The rise of the automobile has taken place, and with it, the need for speed. Some have souped up their cars into “hot rods,” the muscle cars of the day. Others prefer two wheels, specifically those constructed by Harley Davidson. For both, the essential fashion statement is the leather jacket.

There are other, less obvious forms of rebellion as well, judged by some to be far more sinister. These rebels wear no leather jackets, and have no flamboyant vehicles, but rebel they do. These are the communists. Not all of the Red Scare is just scare; there is a real underlying danger.

At the moment, all three of these types of rebels have converged on Planada, CA. To make matters worse, the group of communists is led by someone with a very dark vision indeed.

KEEPER'S INFO

Henry Prendergast is a dangerous man. To most, he looks like a simple businessman, running his small bookstore in town, acquiring hard-to-get books for a discerning audience, but that's only his public side. Prendergast has been upset with the state of things for some time, and the rise of communism opened his eyes. The gross unfairness of life as he saw it changed his life.

Prendergast is not a trigger-happy revolutionary. He is an intellectual, and therefore

a force to be reckoned with. He knew he had to bide his time and quietly, slowly raise his army and plan his mighty rise to power. While writing his manifesto and gathering others to his cause, some members of his group told him of a nearby cave that had opened up that they felt he should check out. In that cave were what appeared to be bodies, but they weren't human. Researching it, he found that there had never been an official record of any creature like this anywhere.

Then a contact of his sent him excerpts from a book he'd seen. The pages identified the creatures as “reptile people.” They had been put to sleep hundreds of thousands of years ago, awaiting the call to rise again.

Prendergast had found his army. He has been working with his contact in Massachusetts and acquiring more knowledge related to these creatures. He has learned the spell needed to raise them and bind them to his will, as well as a spell to “Send Dreams” and another to “Gather and Channel Fear.”

Fear, he found, was very useful. The final spell he'd learned allowed him to channel the terror into more power for greater workings. To generate more fear for him to use, he used Send Dreams to issue a challenge to a band of Hells Angels. He figured he'd use the motorcycle gang as a test against some of his new minions, and use the terror they generated as well.

His first test proved somewhat successful. Three of the creatures gained consciousness and he sent them out to spy on the nearby racing hot rodders. The creatures were spotted,

though, and one of them was hit by one of the cars. Prendergast has been holding his breath waiting to see if the street punks tell anyone what they saw. No one will believe them anyway. He hopes.

INVOLVING THE INVESTIGATORS

Several things have happened in Planada to justify bringing in the investigators. It is easiest to tie one or all of them so someone in town. Perhaps the investigators are:

- Friends of the local sheriff, called in because he's uneasy about recent events, specifically the car crash. (World War II buddies, possibly?)
- Friends of the hot rodders, either of the witnesses of the crash or friends of the victim.
- Friends of the parents of the injured hot rodder.
- Tied to the town because they have concerned family or friends there.

DAVID'S DINER

Poodle skirts and blue jeans abound in this local eatery. Central to town, this is a common meeting spot both for locals and for people passing through; its location right across from a gas station serves to boost business catering to travelers. The place is run by a gentle giant named David Andrzejewski. David's true passion is making scones, but his local clientele are all interested only in his pie. Normally very even tempered, of late, even David has been heard growling at the diner staff, calling them a batch of useless monkeys.

Any investigators walking into the place may make a Psychology roll—successful characters can feel the unease. People are short with each other, jumpier than they should be, and on edge. If investigators meet here, connecting with whoever called them asking for help, they are given the following details:

- There was a crash two nights ago on Plainsburg Road, where the local hot rodders race in the middle of the night. It wouldn't be a big deal but the driver that got hurt, Bobby Parker, is home with his parents and not talking about the experience. He's ordinarily the first with the story, good or bad, so this silence is weird.
- Hells Angels rode into town yesterday, and are staying at a motel on the edge of town. No one seems to know why they're here, or more importantly, why they haven't left yet.
- Commies! Ned's sister-in-law's best friend heard Sharon say that there are commies in town. (Keeper's note: this is one of the hottest rumors around, and adding to the unease around Planada, and this rumor, while wildly exaggerated, is true.)

If the investigators are not here to meet anyone in particular, they can get all of the above information by Fast Talking Penny the waitress. As they are having initial conversations with their contact in the diner, whoever that may be, a Spot Hidden reveals a table of four men who are sitting quietly. A successful Psychology roll tells the investigators that they're keeping quiet, aware that there are others eavesdropping on conversations. Shortly after being observed, they get up and leave the diner, leaving payment on the table. If the investigators ask who that was, they are told it was Henry Prendergast, the bookstore owner and some of his book club members. The book club is, in fact, cover for Mr. Prendergast's real passion: communism. For more on Mr. Prendergast, see page 108 and "Brodrick Books" on pages 117–118.

SHERIFF

Sheriff Kaemon "Two Gun" Rivers is at a loss. He knows there's more going on, but no one is telling him anything. Ordinarily, he'd be happy to run down any and all of these goings on, but since it's all happening at once, and everyone's jumping at shadows, the sheriff's office is vastly



Sheriff Rivers

overworked. If the investigators can prove to him that they're here to help at the request of someone in town, then he'll share information, otherwise, he'll consider it a department matter and keeps his mouth shut...unless there's whiskey. He'll talk if there's whiskey (and it's the end of the day).

If brought up in casual conversation, Sheriff Rivers is a huge fan of Westerns, and likes John Wayne movies just fine, but prefers his movies a little darker and moodier. He's working on a screenplay and hopes to sell it down in Hollywood.

SHERIFF RIVERS, Age 49, Beleaguered

Law-Man

STR 12 CON 14 SIZ 13 INT 14 POW 11
DEX 14 APP 12 EDU 16 SAN 55 HP 14

Damage Bonus: +1D4.

Weapons: Colt .45 (x2) 55% damage 1D10+2*

Fist/Punch 45%, damage 1D3+db

Skills: Fast Talk 45%, First Aid 50%, Law 50%, Quote Westerns in Tense Situations 87%, Spot Hidden 35%.

*Sheriff Rivers carries two guns, but is not ambidextrous. He is right-handed and uses the second gun as a spare. If in a prolonged shootout and his first gun runs out of ammunition, he tosses it into his off-hand and has six more shots without the need to reload. Vindictive keepers may require a DEX check to perform this trick, since he saw it in a Western once (during which

it looked really cool), but hasn't used it much. It sounds good to him in theory, though.

HOT RODDERS

The hot rodders usually hang out in the Granada High School parking lot on Fancher Street, just north of Haskell Avenue. Not all of them still attend school, but enough of them (and their girlfriends) do that this parking lot still makes the most sense for a hangout. In general, they're willing to talk to non-law-enforcement personnel, but they're a bit spooked. They don't know why Bobby Parker, one of their best drivers, crashed. He suddenly swerved and rolled in the middle of the road. Someone called the sheriff and ambulance, but they then left to avoid getting caught.

They're rather proud that they're a constant menace to the sheriff. They always drive off before he can catch any of them, and if he chases them, he still can't catch them since their cars are much faster. While most in town know who they are, the sheriff can never prove exactly who was doing the driving, so they've managed to get away with it so far. They're upset now, because they don't race up Plainsburg Road north of town any more since the incident. Now they race up and down Route 140, which is more dangerous because it's a popular local road, "and the slowpokes keep getting in our way!"

The hot rodders won't give the sheriff any details, but they do tell the investigators exactly where it happened, giving them the names of the nearby farms.



PARKER RESIDENCE

Bobby lives at home with his parents, William and Barbara Parker, on Cabrillo Street, just a few blocks from the high school. He graduated from high school last year, but has not yet gotten into a college program that he likes. When the investigators visit, Bobby's mother answers the door. She's upset by all of this, having often worried about her son's dangerous hobby. If investigators can provide some official credentials or use the Persuade skill to convince her they mean no harm, Mrs. Parker allows them into her home. She tells them that Bobby is in his room with a broken leg. He's something of a troubled 18 year old, a rebel. He really identified with "that James Dean picture" (she's referring to *Rebel Without a Cause*). She'll allow the investigators up to Bobby's room, hoping that maybe they can help him.

Bobby lies in bed, looking out the window. His left leg, in a cast, is propped up on some pillows. He doesn't respond to anyone or anything. He's clearly not catatonic, he's just not talking. Any investigator with medical training can administer something to make him talk, such as morphine to relax him enough or thiopental get him to let down his guard. Otherwise they will get nothing from him. They'll have to convince Mrs. Parker, though, with a Fast Talk, Persuade, or Medicine roll since she won't leave them alone with her son. If they do drug Bobby, he finally opens up. "It was some scary stuff, Daddy-O," he says. "I had my bent 8 out on the road and was tearin' ass...until this *thing* ran across the road in front of me. It turned its head and looked straight at me! I swerved to get around it, but I was going too fast. I must have rolled. Next thing I knew I woke up here."

Bobby lapses into silence after that, and won't say more without a successful Persuade or Fast Talk roll. If, however, the investigators do manage to pry a description out of him, Bobby says it reminded him of a large baboon, but it looked like it had scales instead of fur. ("Kookie, right?") Finally, he drifts off



Bobby Parker

to sleep. His mother ushers investigators out and thanks them for at least trying to help. The scene of the crash is easy enough to find: all the investigators have to do is follow Plainsburg Road north out of town until they come to the skid marks.

SCENE OF THE WRECK

The location is indeed not hard to find. This road is a favorite of the hot rodders because it is straight, long and rarely used at night, since only farms dot either side beyond the outskirts of town. The road is very clean, so the sudden appearance of black skid marks and bits of debris on the side of the road is easily spotted.

Looking more closely at that spot on a road, investigators who successfully Spot Hidden or Track note drag marks where it appears that someone was pulled from the road, and off into the undergrowth. An additional Spot Hidden on the side of the road near the drag marks reveals scales in the underbrush by the ditch...large lizard scales. Nothing else of interest can be found there. Any appropriate Biology-related roll will inform the investigators that these scales are too large and improperly shaped to be from any recognizable reptile.

NEARBY FARMS

Most of the nearby farms are just that—farms. No, none of them heard or saw anything, but some of them were awakened by the crash. They're all glad that the hot rodders have moved elsewhere because they work long, hard hours, and lost sleep hurts their productivity. The names of the farmers in the area are:

- Walter Bradley
- Edward Deets
- Harold Fosset
- Clarence Tubbs
- Raymond Schaefer
- Louis Lindley

The last farm the investigators visit belongs to an older widowed farmer, Mr. Al Beauchamp. He is a member of the communist group headed up by Henry Prendergast. His farm hasn't been doing well over the last several years; investigators learn that from a successful Psychology roll. He is uncomfortable talking to investigators, and constantly makes excuses asking them to leave, but none of them seem genuine. There is a 60% chance his son, John Beauchamp

(another communist group member) walks in and tells them to leave, regardless of what they say or what credentials they produce. Even if the son does not show, the elder Beauchamp asks the investigators to leave after telling them very little. A further Psychology roll indicates that both men are hiding something.

AL BEAUCHAMP, Age 71, Tired Farmer and Communist

STR 11 CON 13 SIZ 13 INT 13 POW 09
DEX 13 APP 09 EDU 12 SAN 45 HP 13

Damage Bonus: none.

Weapons: Wood axe 50%, damage 1D8+2+db
Fist/Punch 55%, damage 1D3+db
.30-06 Rifle 50%, damage 2D6+4
.45 Automatic 50%, damage 1D10+2

Skills: Fast Talk 15%, First Aid 40%, Mumble and Complain 73%.

JOHN BEAUCHAMP, Age 39, Angry Farmer and Communist

STR 15 CON 16 SIZ 14 INT 13 POW 09
DEX 13 APP 09 EDU 14 SAN 45 HP 15

Damage Bonus: +1D4.

Weapons: Wood axe 60%, damage 1D8+2+db
Fist/Punch 65%, damage 1D3+db
12 Gauge Shotgun 60%, damage 4D6/2D6/1D6
.45 Automatic 65%, damage 1D10+2

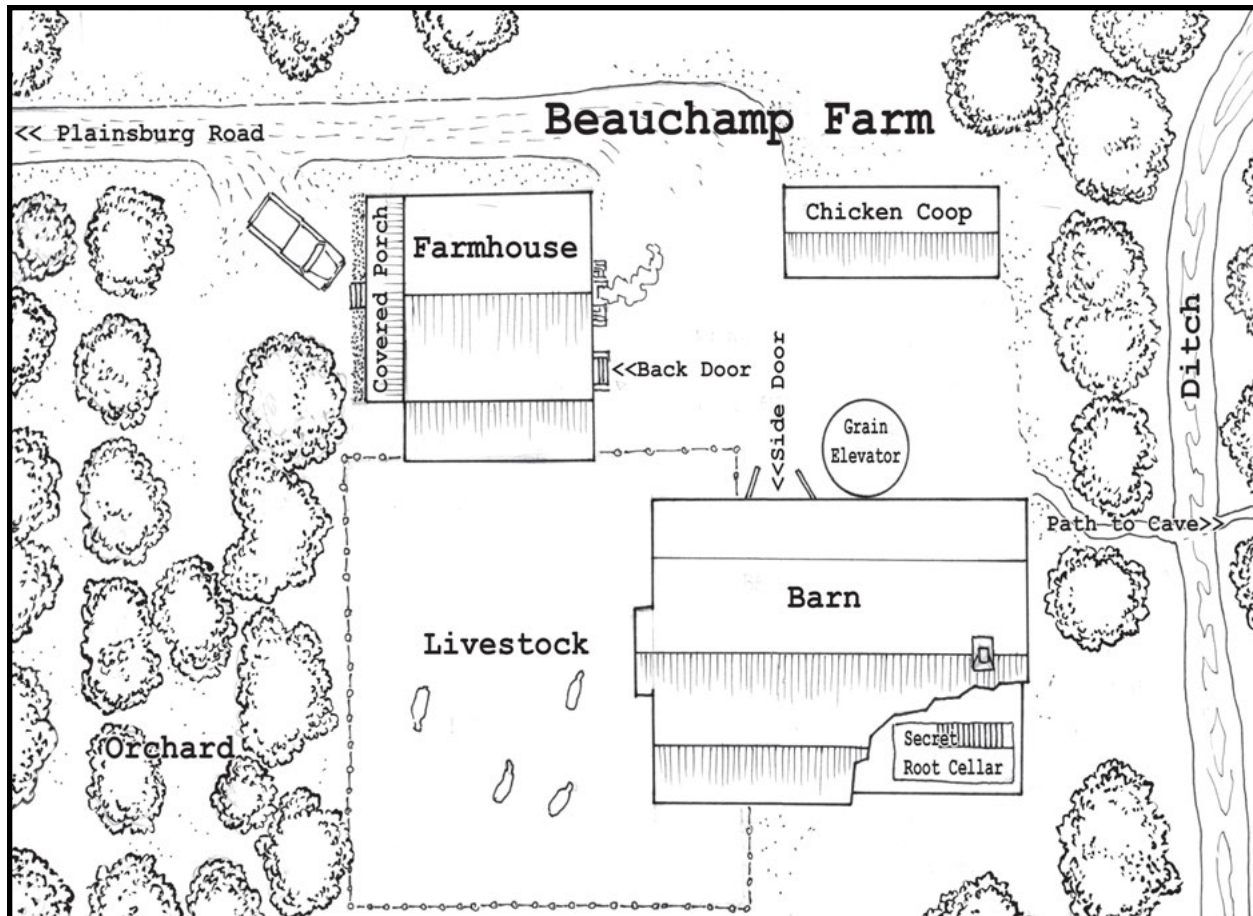
Skills: Bluster Effectively 82%, Fast Talk 35%, First Aid 50%, Persuade 40%, Spot Hidden 35%.



Al Beauchamp



John Beauchamp



THE BEAUCHAMP FARM

This farm is used for communist group meetings as well as to house some supplies, like weapons and literature. None of this can be seen by casual observation. The equipment is hidden in the barn behind the farmhouse. There is an old root cellar there, concealed under a pile of hay. This is not the kind of hunt that can be performed with the owners at home. Investigators will either have to wait until they go out or they go to sleep. If the search is conducted at night, keepers are encouraged to do several surreptitious Sneak and Listen rolls on behalf of the investigators. Should any investigators fail both, they will be surprised by the fully armed and angry owners.

Once searching the root cellar, though, the investigators will learn that this group is very serious. They find several cases of guns:

- 2 cases of Thompson submachine guns (one case has 12, but the opened case only has 11)
- 3 cases of .45 automatic pistols (two cases have 24, but the top case has been opened and is missing nine guns)
- 4 cases of .30-06 bolt action rifles (three cases have 12, but again, the top case is open and 5 rifles have been removed)

There are multiple crates of ammunition for each, as well as boxes and boxes (thirteen, in total) of pamphlets that have been printed by a clearly amateur typesetter. It is all communist, anti-capitalist propaganda. A successful Spot Hidden roll while examining the boxes reveals the addressee to be Brodrick Books.

In addition, in one corner, there is a table with a large sketched map laid out, identifying the barn in which the investigators are standing, and very specific directions to a point quite far out on the farmer's property. Taped

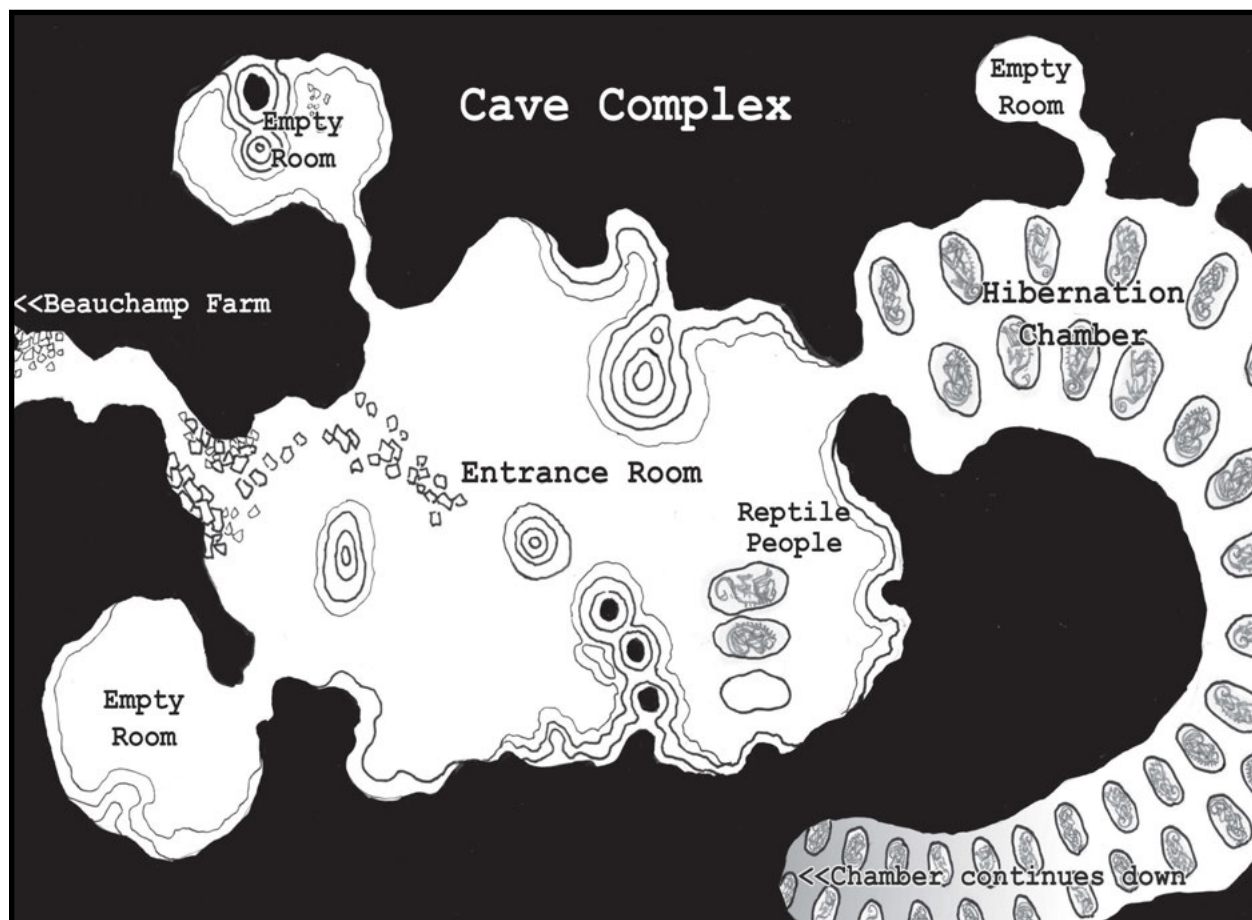
to the top corner of the map is a large reptilian scale, almost identical to the one found by the side of the road at the "Scene of the Wreck" (see page 111). It is possible to write down and follow these directions without the use of navigational equipment. The walk to the indicated spot takes about an hour, allowing the investigators to find their way on unfamiliar terrain. If any investigators have the Navigate skill, finding the spot indicated takes only a half hour. Following the directions leads to the cave (below).

THE CAVE

Whether the investigators write down the directions from the map in the Beauchamp Farm, or follow the loose directions from Prendergast's apartment, they find the cave rather easily. The entrance is not much more than a depressed fissure in the ground at the base of the only rocky, sand-covered hill on the property. No roads

lead to this point, though, so the investigators will have to walk.

This cave opened up as a result of a 1952 earthquake (measured at 6.1 on the Richter scale) centered in Bakersfield, far enough to do very little damage, but close enough to feel the effects. It is set far back enough on this farm that the contents were discovered only very recently. The site is now under constant guard by the two surviving reptile people that Prendergast awoke. Unless the first person through the entrance is Prendergast, they will attack with their teeth and ancient exotic maces.



TWO REPTILE PEOPLE WARRIORS

	1	2
STR.....	15.....	16
CON.....	12.....	11
SIZ.....	15.....	14
INT.....	11.....	12
POW.....	09.....	11
DEX.....	13.....	12
HP.....	14.....	13

Damage Bonus: +1D4.

Weapons: Bite 50%, damage 1D6 + db

Mace 40%, damage 1D8 + db

Armor: 2-point hide.

Spells: None.

Skills: Hide 35%, Listen 35%, Scent 50%, Sneak 50%,
Spot Hidden 35%.

Sanity Loss: 0/1D6 to see a reptile person.

The first room of the cave appears at first glance to be a natural cavern, but closer examination (and a successful Spot Hidden roll) will reveal markings on the walls and floor that show it to be carved out of the rock. Hidden behind stalagmites are the reptile people. As soon as they realize that their visitors are not their allies, they attack, singling out the smallest and weakest of the party first, and doing their best to block the entrance, allowing none to escape.

There is writing carved into the wall above a doorway at the far side of the cavern. It is a lost, ancient script that can only be translated by magical means. It is the famous couplet from the *Necronomicon*, for it was this very race that the mad Arab had in mind when he composed his work:

“That is not dead which can eternal lie,
And with strange aeons, even death may die.”

Further exploration reveals that the catacombs spiral down, deeper and deeper under the earth, holding thousands of reptile people apparently in stasis on stone slabs. Seeing this army lying in wait costs any investigator who sees it 2/2D4 SAN, as she realizes the potential danger.

More bloodthirsty investigators may wish to address the threat while it lies dormant, and stab, shoot, burn or blow up the reptile people as they lie in stasis. This will do no



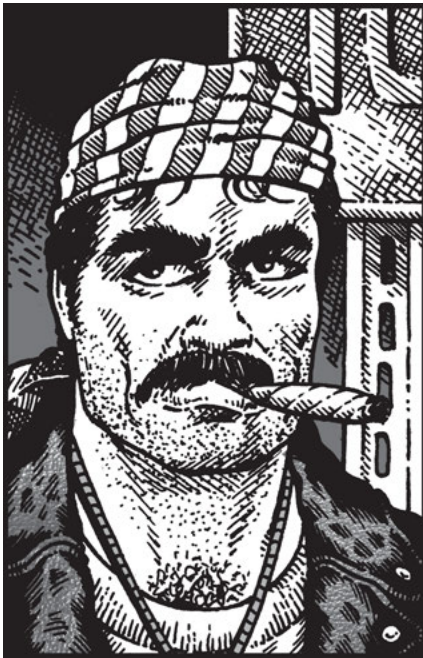
A Reptile Person Warrior

good because the creatures are not fully in the present time and place. They look like they are, but any investigator who actually reaches out to touch them loses 2/1D4 SAN as his hand passes right through the creature to the stone slab below. A modern description would explain them as something like holograms, but the curious investigator would probably think more in terms of “GHOSTS!”

HELLS ANGELS

A group of Hells Angels thundered into town the day before the investigators arrived, and have claimed to be passing through town. They have become an unwelcome and hopefully temporary addition to the edge-of-town population, taking up residence at the Ackerman Motor Inn at the south end of town on Topeka Street.

The gang members sprawl in the parking lot behind the motel by their bikes. Should the investigators wish to strike up a conversation with them, they will need some sort of common ground. Complimenting their Harley Davidsons will only earn sneers in response, but if one of the characters owns one currently or has owned one in the past, or someone offers them booze, then a halved Fast Talk or Persuade roll could cajole Rex, the leader, into conversation. Following successful persuasion, a successful Psychology roll indicates he's hiding something he finds embarrassing. In truth, he had a dream that challenged him to come here, but he doesn't know how to say that without looking foolish in his own eyes. He has never backed down from a challenge, and isn't about to start now. He may say someone issued a challenge to him, but he'll avoid saying exactly who or how.



Rex

If anyone thinks to ask them specifically who they are in town to see, Rex will dodge the issue initially. If a (friendly) conversation follows, and beer and scotch are supplied to himself and his gang, then he loosens up a bit. He's honestly not sure whom he's here to see, and is telling the truth. His dream, which he

won't mention even to his fellow gang members, gave him the impression of a balding man with glasses, and sharp, intelligent eyes. After 3 or more drinks, he will share the vague description. That description matches Henry Prendergast, owner of the bookstore and leader of the local communist rebels. A successful Idea roll, either now if the investigators have already met the man or later once they do, will tell them this. If events in the scenario ever bring the two men together, Rex will immediately charge Prendergast and beat him to a pulp.

No matter how the meeting with them progresses, the Hells Angels are here and spoiling for a fight. Keepers are encouraged to have them start minor fights with various people around town, or the investigators, contributing to the ambient fear and unease in the town. The motorcycle gangers refuse to leave until they face their unknown challenger, and they are getting more antsy by the day.

THE COMMUNISTS

This group will be the hardest to find. The 1950s in the United States of America was a hotbed of anticommunist sentiment, so members of a group like this would hardly advertise themselves. If investigators believe that there are communists in town (which there are) and that they are behind the strange events (which they are), the only way to find the whole group is to tail one of the members or their leader, Henry Prendergast (from his bookstore, perhaps) to one of the larger meetings at the Beauchamp Farm. Alternatively, they can stake out the Beauchamp Farm and wait for a large gathering of men to form up. The best way for the investigators to discover them, however, is by looking through the root cellar at the Beauchamp farm and/or Henry Prendergast's store and apartment.

Should any of the members be seen together, they pass themselves off as members of a book club, meeting at Brodrick Books.

No, others may not join...it's by invitation only. What kinds of books do they discuss? All kinds. Mostly history.

With enough work, the investigators learn that this group of subversives is looking to form up nationally, get a voice among the people, and take down the federal government. All of this is spelled out in the literature found underneath the barn at the Beauchamp farm. This is the kind of group that J. Edgar Hoover and his Federal Bureau of Investigation fears: they are well organized and well armed. Thus far, they have managed to stay quiet and out of the spotlight; they are biding their time, and know that they need more people and more

power. With their leader's recent discovery at the cave (see page 114), they may have found that power.

BRODRICK BOOKS

This bookstore is located on Brodrick Street near the center of town, and is run by Henry Prendergast. To almost everyone in town, this is just the place to go to find a hardcover copy of the classics, or to special order something that wouldn't ordinarily make it into a small central California town. Prendergast is cordial to anyone who comes into his shop, and he busies

HELLS ANGELS IN THE 1950s

These days, when we picture the Hells Angels, the image of a large, tattooed man with a huge beard and biker leathers leaps to mind. Sixty years ago, this image hadn't yet become reality. The Hells Angels were formed by a number of men leaving other motorcycle gangs and many war veterans. The name was allegedly inspired by a World War I and World War II military practice of giving fighter pilot squadrons fierce names, although the Hells Angels deny this.

Even in their early days, they were a gathering of malcontents, but they weren't quite as notoriously violent as they are today. More than anything, during the 1950s, they were a group of misfit bikers who stuck to their own no matter what, many because they were disaffected World War II veterans.

HELLS ANGELS, Tough-As-Nails Biker Gang

	Rex	Chuck	Gerry	Joe	Carl	Sam	Gene	Roy	Dale
STR.....	14.....	15.....	13.....	15.....	11.....	14.....	09.....	15.....	14
CON.....	13.....	15.....	09.....	13.....	10.....	08.....	15.....	13.....	13
SIZ.....	15.....	10.....	17.....	11.....	16.....	08.....	16.....	10.....	13
INT.....	13.....	11.....	11.....	12.....	12.....	11.....	13.....	14.....	13
DEX.....	11.....	12.....	07.....	14.....	13.....	10.....	08.....	07.....	08
APP.....	13.....	11.....	12.....	13.....	14.....	12.....	08.....	12.....	13
POW.....	12.....	07.....	08.....	10.....	10.....	11.....	10.....	11.....	12
HP.....	14.....	13.....	13.....	12.....	13.....	08.....	16.....	12.....	13
DB:.....	+1D4.....	+1D4.....	+1D4.....	+1D4.....	+1D4.....	-.....	+1D4.....	+1D4.....	+1D4

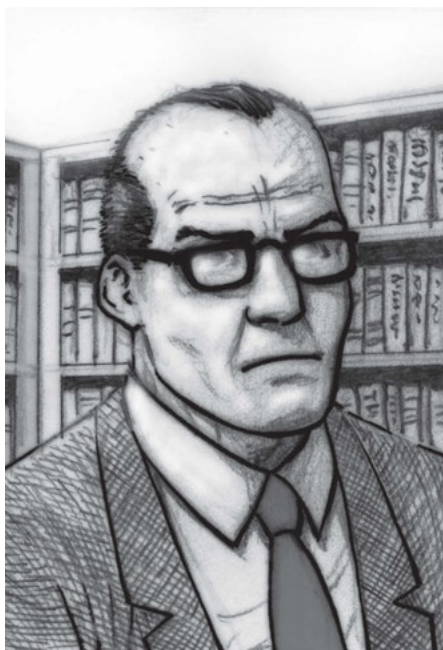
Weapons: Fist/Punch 70%, damage 1D3 + db

Kick 50%, damage 1D6 + db

9 mm Automatic 50%, damage 1D10

12 Gauge Shotgun 45%, damage 4D6/2D6/1D6

Skills: Intimidate Locals 85%, Mechanical Repair 60%, Pick Fights 75%, Ride (Motorcycle) 80%.



Henry Prendergast

himself writing behind his desk unless asked a particular question. He is very knowledgeable about Marxist theory, and will happily discuss it if anyone happens to bring it up. He confesses to a certain admiration of such living, but won't say more than that.

Henry Prendergast is the leader of the local group of revolutionary communists. He will be very careful what he says and to whom he says it, however. The G-men (see pages 120–121) have been in his store and asked him questions, but came away none the wiser. He will freely admit that he runs a book club, but apologizes, saying the membership is closed. He claims it would be too crowded if more people joined at this point.

After-hours sneaking into the store will reveal various interesting findings. Behind the sales counter under the till, they will find a loaded .30-06 rifle (from the case of such rifles at the Beauchamp Farm). In the back room, in the desk where he does his accounting, stacks of mail can be found. Some is addressed to the store, but some is also clearly personal mail with "Second Floor" added to the address. He has also been working on something of a diary or journal there. Closer examination reveals it to be his manifesto. He talks of raising

a new, invincible army, and mentions that the time may have come. He mentions a recent discovery that makes him glad he waited until this time. Now he just has to wait for the spell to complete its work, and go to caves to raise the rest of them.

HENRY PRENDERGAST, Age 51, Disaffected Business Owner and Communist

STR 10 CON 14 SIZ 12 INT 16 POW 17
DEX 13 APP 13 EDU 17 SAN 61 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 55%, damage 1D3+db

.45 Automatic 70%, damage 1D10+2

.30-06 Rifle 50%, damage 2D6+4

Thompson submachine gun 45%, damage 1D10

Skills: Accounting 45%, Bargain 55%, Cthulhu Mythos 14%, Fast Talk 45%, First Aid 50%, Library Use 65%, Persuade 60%, Spot Hidden 45%.

Spells: Send Dreams, Gather and Channel Fear, Summon/Bind Reptile People, Wrack.

ABOVE BRODRICK BOOKS

Accessible via a wooden staircase on the back of the building, Henry Prendergast's apartment is on the second floor, right above his shop. It is a modest apartment for a single, older man living alone. The entrance opens into the living room. Immediately to the left is a doorway into the smaller of two bedrooms, which Prendergast uses as his study. Down the hallway from this bedroom is a bathroom and master bedroom. Across from the master bedroom is the kitchen and dining area.

If investigators examine the nightstand in the master bedroom, they will find a loaded .45 automatic, with a box of ammunition. In the box are 42 bullets. The other eight rounds are in the gun. Under his bed they will find a loaded Thompson submachine gun. Both of these weapons are of the same series as those in the cases at the Beauchamp Farm.

In his study, Prendergast keeps an impeccably neat desk, which is locked. Investigators may wish to Locksmith the drawers open, or force them (STR 15). In the top right drawer are three items of note:

- A bundle of letters with an Arkham, Massachusetts return address. The contents discuss transcriptions and translations from Latin of various texts. The letters are signed “I. M. Whiteman.” (Keeper’s Note: These letters are from an avatar of Nyarlathotep local to New England: The White Man. He is clearly toying with Prendergast, daring him to know him, but Prendergast never figures it out.)
- A folder containing several pages covered with handwriting. This would appear to be the pages referred to in the letters. A Spot Hidden reveals that the handwriting on these pages and in the letters is identical.
- A diary full of miniscule printing.

Scanning through the diary, the investigators learn that Prendergast has been planning his revolution for a several years now. In recent

months, though, he found references to an ability to raise an army as if from eternal sleep. He discovered the name of the text, but was unable to acquire the whole book. He was able, however, to make contact with someone who had access to the book. This gentleman, I. M. Whiteman, offered to translate and transcribe the passages he needed from a copy he had access to at a library in Arkham.

The transcribed sheets have different headings:

- “To Be Used to Send Another Dreams.” (Keeper’s Note: Send Dreams)
- “To Gather and Channel Fear to Ease Workings.” (See “New Spells,” below.)
- “To Raise the Reptile People and Bind them to Your Will.”
- “Cause Enemies to Twist in Agony.” (Keeper’s Note: Wrack)

NEW SPELLS

GATHER AND CHANNEL FEAR: through casting this spell, the caster is able to generate and channel fear and convert it into magic points for a larger casting. It is often used very effectively in conjunction with Send Dreams to give the populace in a given area horrid nightmares.

The caster must shed his own blood (1D4 damage) onto an object to be used as a focus for the spell. The focus is often a statue of an entity out of horror literature or myth; the more upsetting the caster finds the creature, the better. Once the blood has been shed, the caster must spend 10 magic points per mile radius of the casting. The essence of the spell is released and everyone in the area must pit their POW against the caster’s on the Resistance Table. If they succeed, there is no effect, but if they fail, they suffer a horrifying nightmare (if used with Send Dreams)

or start jumping at shadows and act very “on-edge” for twenty-four hours.

Each victim’s failure is worth one magic point to be gathered and channeled by the caster, and used to replenish his own supply and use toward his next spell. The acquired magic points last only until the next new moon (1D4 weeks).

In the process of casting this spell, the caster loses 1/1D6 SAN.

SUMMON/BIND REPTILE PEOPLE: magic point cost varies; each magic point sacrificed increases the chance for success by 10 percentiles; a result of 96–00 is always a failure. The spell also costs 1D3 SAN to cast. This spell only works underground, in the presence of reptile people kept in stasis. 2D6 reptile people materialize and solidify in the present time and place, gain consciousness, and line up in front of the caster, awaiting orders.



Thaddeus Newton

Each of these is a spell from the *Necronomicon*, provided by none other than Nyarlathotep himself. Prendergast's quest amuses him greatly, so he is aiding him and watching from the sidelines with great anticipation. These spells will work, if the investigators choose to take them, but even reading them will cost 1/1D4 SAN per spell read. Each spell read also grants the investigator 2 percentile points to his Cthulhu Mythos skill. (Keeper's Note: these have been translated and clarified by Nyarlathotep himself, so reading these spells takes nowhere near as long as reading a Mythos tome would; while the subject matter is clearly upsetting, it takes no longer to read than would any other regular text.)

A NOTE ABOUT B&E

Breaking and entering is a felony and punishable by law. Investigators taking this route must remember to take care not to leave any evidence of their identity, including fingerprints, because failure to take care means prison time. If the investigators choose to perform illegal actions without concerning themselves with the consequences, then keepers are urged to bring the consequences crashing down on them.

Failure to take necessary precautions results in the scenario ending in failure.

G-MEN

Ironically, in addition to the group of Hells Angels, the Ackerman Motor Inn is temporary residence to two agents with the Federal Bureau of Investigation. As the investigators get deeper into this investigation, they may make a Spot Hidden roll, seeing these two men observing them, or following them in their car, or watching them from their parked car. Once they realize they have been spotted, they move on, to maintain their cover. They can be followed, however, with successful Spot Hidden and Sneak rolls.

There are a number of ways these men can be encountered, and each way triggers a different response. Some possibilities are:

- Knocking on their motel room door and introducing themselves will surprise the special agents, but not unpleasantly so. They will be open to conversation, but only with a successful Persuade or Fast Talk and an investigator who is a member of some branch of law enforcement will they tell the investigators that they are FBI.
- Breaking into their hotel room while they are not there will put them on guard, and make the investigators wanted criminals by the FBI (perhaps not the best approach). This will, however, allow the investigators to confirm their identity as special agents, to see the reports the agents have made thus far, and learn that they know very little.
- Bursting into the motel room while the feds are there would be a very bad idea. If any investigators try to surprise them this way, they are in for a gunfight and possible arrest, if they survive.

If the FBI agents feel threatened in any way, they will pull their badges and guns and begin the arrest process. If they feel a situation is not going in their direction, they will pull badges



Andy Bowson

and explain that they are in charge. The investigators may well figure out that they could be putting themselves on the suspect list if they are not careful.

When asked what they're investigating, the FBI agents will say they're in town on suspicion of subversive activity, and won't say any more on the subject. In no case will the agents volunteer what their assignment is or who they are investigating. The only way they would do that is if one of the characters is a higher ranking government official and can prove it. Only then will they confess that they are in town investigating the communist threat, and that they have very little so far.

What the feds do know is that the Beauchamp Farm is being used by the communist group for their meetings. They do not have any ideas yet who the leader is, but they're curious about Sheriff Rivers, Andrzejewski the diner owner, and the owner of the bookstore near the center of town. Getting this information out of them, though, is quite a challenge. They're clearly wrong about the sheriff and the diner owner, but want to appear to anyone they tell that they're performing their duty and targeting high-profile people.

What the keepers must note about the federal agents are two facts: 1) secrecy of their mission and identity as FBI Agents are paramount, and 2) they're not very good at their job. They are very effective at looking busy, but they've been at this task for several weeks now, and have been unable to generate any leads. Not only that, but they will most likely fail to intervene or be of much help during the upcoming confrontation with the Hells Angels.

FBI AGENTS, Ineffective Investigators

	<i>Thaddeus Newton</i>	<i>Andy Bowson</i>
STR.....	14.....	15
CON.....	14.....	13
SIZ.....	15.....	14
INT.....	13.....	14
POW.....	10.....	09
DEX.....	11.....	13
HP.....	15.....	14

Damage Bonus: +1D4.

Weapons: .38 Revolver 50%, damage 1D10

Skills: Bargain 25%, Fast Talk 25%, Law 60%, Library Use 50%, Listen 45%, Persuade 40%, Psychology 30%, Spot Hidden 45%.

STANDOFF!

One evening during the investigation, the town is suddenly busy with news. People are obviously excited and scared—Sheriff Rivers has asked the Hells Angels to move on out of town, and rumor has it they said they won't leave. Keepers are encouraged to think of a way to catch the investigators in the middle of this conflict. If they are friendly with the sheriff, he should call on them for aid. If they are tied to the local community through a friend or family member, they are urged to intervene.

The Hells Angels have taken over the Ackerman Motor Inn, and everyone staying there is now their hostage. They'll happily stand down if the sheriff promises to back off and not try to force them out of town.

The potential for violence here is great. As luck would have it, the FBI agents are staying at the same motel as the Hells Angels. This

does nothing to stem the flow of aggressive feelings, though, since almost no one in town is aware of the two men's identities. If the investigators have already met with the G-men, is it up to the keeper how they interact, but FBI agents will want to keep their cover intact and identities secret if at all possible, or they'll be pulled from this investigation.

Most likely, the best way to resolve this is for the investigators to volunteer to help the Hells Angels figure out who challenged them. If the players fail to come up with this on their own, Rex, the Hells Angels' leader suggests it, and if the investigators have already spoken with the Hells Angels, then Rex asks for them in particular.

By now, Prendergast's spell has reached its boiling point, and he is channeling all of this fear energy into the well of power he will use to raise his army. Before he does that, though, he has one more test mission in mind.

IF SOMEONE STAYS AT THE MOTEL

The confrontation ends one way or another and the sheriff urges everyone to return to their homes, but the investigators may wish to stay. If they do, they witness some of the events in the following section. They are unable to intervene, however, because it happens very quickly and relatively quietly, and starts at 3:30 a.m.

If the investigators are staking out the motel, and staying awake, each of the following is possible:

- A successful halved Spot Hidden roll allows them to see a series of stooped, loping figures approach the motel.
- A successful Spot Hidden or Listen lets them see or hear the creatures pushing open the locked doors belonging to the Hells Angels.
- A halved Listen roll allows them to hear a series of thumps, sounds of cracking wood, and breaking glass.

Atomic Age Cthulhu

- A halved Spot Hidden allows the investigators to see a sudden spray of blood land on the inside of one of the windows of the observed motel rooms.
- A successful Spot Hidden reveals the same figures leaving the motel, loping across the street into the shadows. (They cannot be caught or followed; attempts to do so will fail).
- A halved Spot Hidden will allow them to see a man in a hooded jacket leaving the motel, and as he turns his face, they notice that it is Henry Prendergast.

If any of the investigators are sleeping, only half of those options above are available. The keeper may choose at random or select specific ones. No matter what, the investigators cannot react quickly enough to get from where they are to the rooms in question. Keepers must allow for an efficient strike by the reptile people and a quick, clean escape.

HELLS ANGELS FOUND DEAD/ CRITICAL NEXT DAY

If the investigators are not already there, they are summoned to the Ackerman Motor Inn early the morning after the confrontation with the Hells Angels. It could be the sheriff who calls them over, or the G-men, but it could not be the Hells Angels themselves. Eight of the nine gang members are dead, having been beaten to death overnight. No one saw anything, but the evidence suggests that someone targeted the Hells Angels:

- The doors to each of their five rooms were forced open.
- No one else was disturbed.
- No one saw or heard anything during the night (they heard a slight ruckus, but passed it off as just the Hells Angels again).

Mel Ackerman, the owner of the motel, a thin, older man, leans against the wall of the outdoor

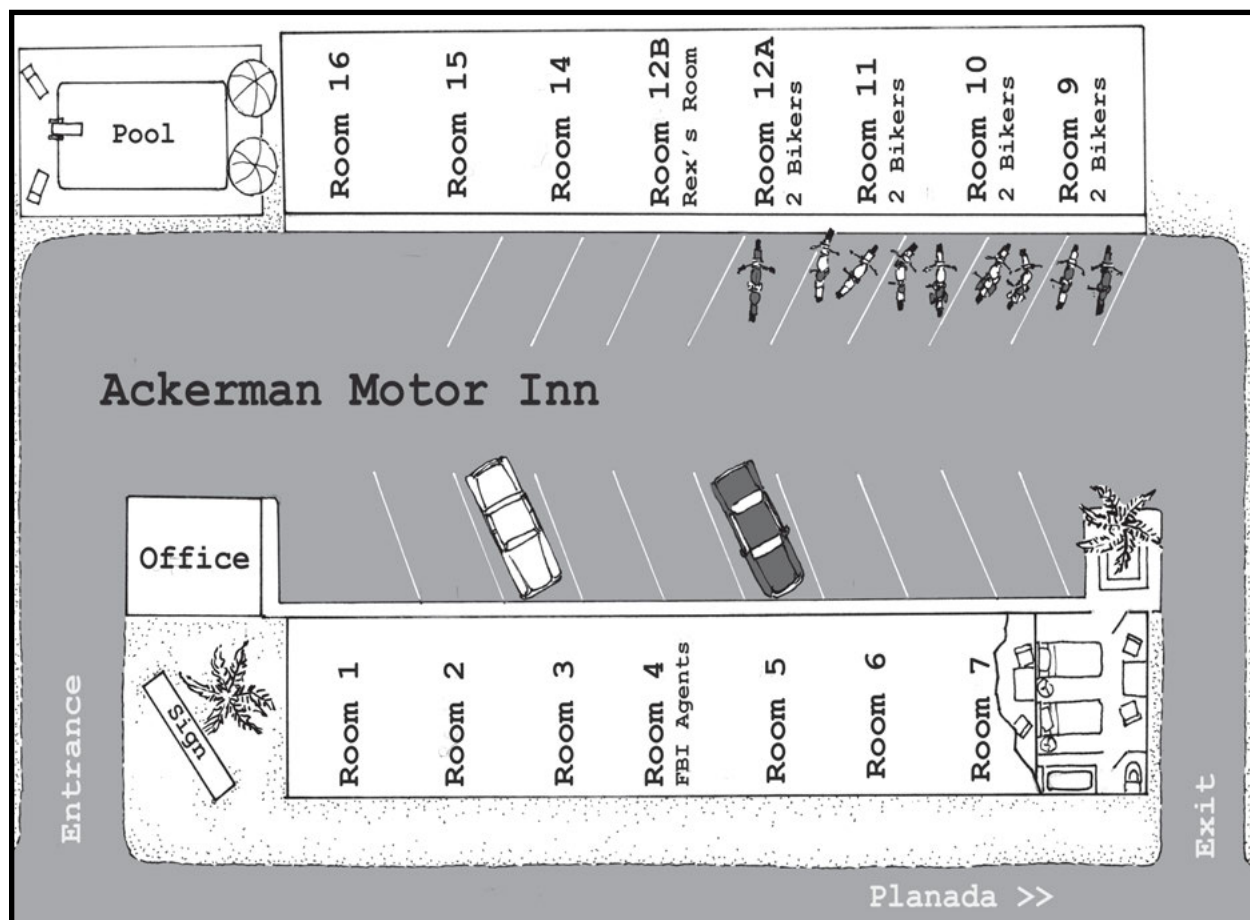
walkway and looks thinner and older. “Who’s gonna pay for this...this damage?!” he asks. He’s trying to bluster, but a Psychology roll will reveal that he is badly shaken by this turn of events. Each motel room is a wreck. Every single piece of furniture is shattered, and all mirrors are cracked. Blood splatter can be seen on almost every wall.

There is only one survivor in the carnage, and the ambulance has been called. It is Rex, the leader of the Hells Angels, and he is not in good shape. Given how he looks, he may well have been left for dead. He can barely speak, and is unable to move due to his injuries: his left arm is broken in multiple places, a portion of his rib cage has been crushed and is leaking blood, one of his eyes is swollen shut, his jaw is broken, and both knees have been shattered. If any of the characters are doctors or medical professionals, a Medicine roll will confirm all of this and point out that his prognosis is not good: one of his broken

ribs has punctured his lung. That, combined with all of his other injuries, gives him very little time to live if he doesn’t get to a hospital within minutes.

Despite all the bodily trauma, Rex is anxious to share what happened. He has trouble catching his breath, and his words come out as barely a whisper. “Horrible lizard monsters... almost like outta the Black Lagoon...rushed us outta nowhere...were sleeping,” he wheezes. “Ran on all fours...stood up to fight. Like bab...bab...those...monkey things. Took a lot of them to take us down...not all that tough...” Rex stops and makes a repetitive gasping sound—he is laughing. Then his expression darkens suddenly. “Then some guy...some bald poin-dexter,” Rex spits, “says, sacrifice necessary... army soon be ready. He was the guy...the guy... who challenged me!” In halting gasps, Rex describes Prendergast’s appearance perfectly.

As the sound of the ambulance nears, and the flashing lights bounce off the walls of the



motel room, Rex gurgles out his last breath. A Spot Hidden around the now-deceased leader of the Hells Angels reveals another reptile scale like the others by the car wreck and in the Beauchamp root cellar.

ENLISTING HELP FOR THE FINAL SHOWDOWN

Ordinarily, a band of well-armed communists would be a matter for a troop of FBI agents and any assistance they choose to call in. This particular investigation, however, is far from ordinary, and the FBI is really only involved if the investigators choose to involve them. Wise investigators may not wish to enter the proverbial lion's den without some backup, however. There are a few places where this aid can be sought:

- Sheriff Rivers—He's happy to help, provided the investigators have been helpful to him

so far. If there has been little interaction between them, or if they have been less than subtle in their investigation, gaining the sheriff's trust and eventual help will require successful Credit Rating and Bargain/Fast Talk/Persuade rolls. Sadly, since Planada is a small and usually quiet town, the sheriff has no deputies. He does have the power to deputize, though, and can be Persuaded to do so, adding 1D4 more people to the cause (keepers may use the Hells Angels stats for the additional people).

- The G-men—All the investigators will have to do is assure (Persuade) the FBI agents that they know who the communists are in Planada, and they have allies. If they have any evidence (Prendergast's manifesto, copies of the pamphlets and flyers from the Beauchamp root cellar, or photographs of the root cellar itself) then the investigators have the full cooperation of the FBI agents. Magnanimous keepers may allow

ABOUT THE REPTILE PEOPLE

As intimidated by the leader of the Hells Angels crew that descended on Planada, the reptile people are not dissimilar in appearance from baboons. They look much like very large baboons, but are covered in scales instead of wiry fur. They are significantly more intelligent, however, having only slightly less intelligence than humans on average. Some have a high enough INT and a high enough POW to cast spells. As per Rex, they do tend to run on all fours (or three if carrying a simple melee weapon), but they stand to fight and to make a show of strength.

These creatures are skilled hunters, and work well in packs. They also, as discovered by Prendergast, are quite good at following orders. If he is successful in gathering enough POW and MP to raise the entire colony of reptile people, then Washington,

DC will have a very serious commie threat to deal with, and this one, Hoover could never possibly have foreseen.

Basic stats for the Reptile People (from the *Malleus Monstrorum*, p. 74) are:

	rolls	averages
STR	4D6	14
CON	3D6	10-11
SIZ.....	4D6	14
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Mov.....	6	
HP		12-13

Spells: If any reptile person has both POW and INT of 14 or above, there is a 40% chance that that individual knows 1D3 spells of the Keeper's choosing.

the agents to call in to their main office and have 1D6 more federal agents arrive in time for their plan (as above, keepers may use the Hells Angels stats for the additional people).

- The hot rodders—they're not law enforcement, and they're not nearly as tough as the Hells Angels were, but a successful Luck roll will have one of Bobby Parker's friends approach the investigators, "Look, we want to help. We know something weird is going on, and we're not scared. Let us help you out." While their offer is noble, the hot rodders won't be much help in the ensuing battle. What they can do very well, however, is drive. If the investigators ask, the hot rodders are more than willing to drive several of their souped-up cars over and help storm the farm. Once bullets start flying and monsters start attacking, these kids will panic and hide (they're just rebellious high school kids, after all).
- In addition, other law enforcement agencies and military organizations can be called, including but not limited to the California State Police, California Highway Patrol, the National Guard, and anyone else the investigators choose to bring in. Availability, timing, and the response of the powers that be are left to the keeper.

SHOWDOWN AT THE FARM

Once the players realize what is going on and proceed to the Beauchamp Farm, they find a small gathering of Planada's malcontent communists, but Prendergast and his inner circle are not at the farm. In addition to the town communists, there are several reptile men lying in wait. As the party approaches the farm, they will see a group of stern-looking men on the porch, joined by more from inside as the party gets closer. As soon as the characters address the men on the farm, the men start shooting. It does not matter what the investigators say; a fight begins. The eight men on the porch pull out .45s

and shoot at the characters as they approach. After firing a volley, the men retreat indoors.

Before the characters can return fire or retreat themselves, they are rushed by a group of six reptile people who were hiding in the ditch behind the barn. They were a ways off, though, so there is a chance that characters with better reaction time (a DEX of 14 or higher) can get off a shot before the enemy closes in. Following that possible first set of shots, melee ensues as normal.

REPTILE PEOPLE STRIKE TEAM, Snakes in the Grass

	1	2	3	4	5	6
STR.....	14.....	15.....	13.....	15.....	11.....	14
CON.....	13.....	15.....	09.....	13.....	10.....	08
SIZ.....	15.....	10.....	17.....	11.....	16.....	08
INT.....	13.....	11.....	11.....	12.....	12.....	11
DEX.....	11.....	12.....	07.....	14.....	13.....	10
APP.....	13.....	11.....	12.....	13.....	14.....	12
POW.....	12.....	07.....	08.....	10.....	10.....	11
HP.....	14.....	13.....	13.....	12.....	13.....	08
DB.....	+1D4....	+1D4.....	+1D4.....	+1D4....	+1D4.....	-

Weapons: Bite 50%, damage 1D6 + db

Mace 40%, damage 1D8 + db

Armor: 2-point hide.

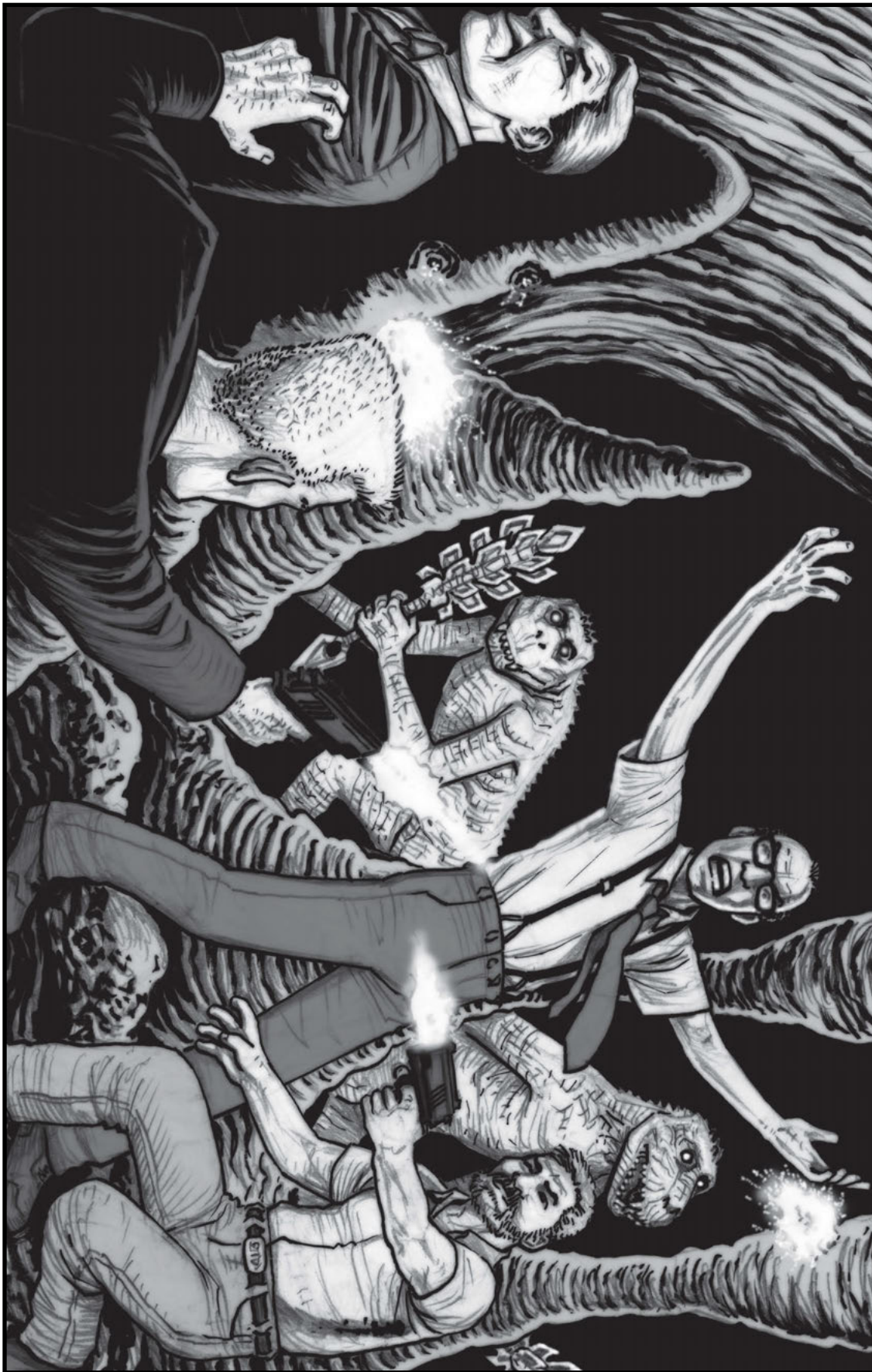
Spells: None.

Skills: Hide 35%, Listen 35%, Scent 50%, Sneak 50%, Spot Hidden 35%.

Sanity Loss: 0/1D6 Sanity points to see a reptile person.

Once these opponents are dealt with, the communists are next. As the party approaches the house, they are no doubt expecting bullets to fly from the windows, but that doesn't happen. A search of the house shows it to be empty, but there is a screen door hanging open in the back of the house. A successful Spot Hidden roll reveals the men running off toward the cave in the distance. They are going to join their leader, Henry Prendergast, in what they hope will be his moment of triumph.

As the investigators give chase, the retreating communists will turn and fight. In total, there are eight of them, all armed with .45s from the stash in the barn. (See the "Communist Town Residents" sidebar on page 127.)



Prendergast Raises His Army

The only path to the cave is past the farm, so even if the party tries to bypass the farm, they are in for a fight. The local communists are armed with .45s and the reptile people carry wicked exotic-looking maces. If the investigators attempt to ditch their car and move on to the cave, they'll be harried by the communists and reptile people.

RAISING HIS ARMY

The communist leader, Henry Prendergast, and his inner circle, the Beauchamps, are at the cave, starting to raise the rest of the reptile people. The men will be found just past the first chamber, in front of the cluster of reptile people closest to the entrance. Standing guard will be 1D4 reptile people, who will not stop fighting until the invaders are dead, or until they die trying to repel them.

1D4 REPTILE PEOPLE WARRIORS, the Last Line of Defense

	1	2	3	4
STR.....	17.....	15.....	14.....	16
CON.....	13.....	12.....	14.....	11
SIZ.....	14.....	15.....	13.....	14
INT.....	12.....	11.....	11.....	12
POW.....	10.....	09.....	10.....	11
DEX.....	14.....	13.....	13.....	12
HP.....	14.....	14.....	14.....	13

Damage Bonus: +1D4.

Weapons: Bite 50%, damage 1D6 + db
Mace 40%, damage 1D8 + db

Armor: 2-point hide.

Spells: None.

Skills: Hide 35%, Listen 35%, Scent 50%, Sneak 50%,
Spot Hidden 35%.

Sanity Loss: 0/1D6 to see a reptile person.

If the reptile people fall, the Beauchamps turn to defend their leader. Should they perish too, Prendergast will stand alone, although keepers may wish to have allowed him to complete the spell by then, raising 2D6 more reptile people. Should the latter occur, Prendergast has the new group of minions attack the investigators, while he moves further in to raise more of his army.

The only way to complete this scenario successfully is to kill Prendergast, because he will not stop until he is killed.

POTENTIAL OUTCOMES

Hopefully, Prendergast is dead, and the reptile people have been killed. This may not be the case, however:

- If the investigators retreated from the final battle to get help, Prendergast raises 2D6 reptile people per hour that the investigators are not present, making his army significantly larger.

COMMUNIST TOWN RESIDENTS, Local Revolutionaries

	Ben	Joe	Eric	Adam	Clem	Jamie	Dusty	Griff
STR.....	14.....	15.....	13.....	15.....	11.....	14.....	09.....	15
CON.....	13.....	15.....	09.....	13.....	10.....	08.....	15.....	13
SIZ.....	15.....	10.....	17.....	11.....	16.....	08.....	16.....	10
INT.....	13.....	11.....	11.....	12.....	12.....	11.....	13.....	14
DEX.....	11.....	12.....	07.....	14.....	13.....	10.....	08.....	07
APP.....	13.....	11.....	12.....	13.....	14.....	12.....	08.....	12
POW.....	12.....	07.....	08.....	10.....	10.....	11.....	10.....	11
HP.....	14.....	13.....	13.....	12.....	13.....	08.....	16.....	12
DB:	+1D4.....	+1D4.....	+1D4.....	+1D4.....	+1D4.....	-.....	+1D4.....	+1D4

Weapons: .45 Automatic 35%, damage 1D10

Skills: Glare at Capitalist Pigs 57%, Act Superior 43%.

- If they plan to go back the following day, the scenario ends in failure, because Prendergast takes over Planada the following morning.

In addition, there is the question of what to do about the cave:

- As mentioned earlier, shooting, stabbing, or otherwise attacking the “sleeping” reptile people does no good.
- Keepers may allow for an Idea roll, if absolutely necessary, but the only logical solution is to blow it up and bury the cavern, perhaps even paving it over after the dust settles.
- If no one else mentions other alternatives or has any idea how to acquire the resources,

Agent Bowson mentions that he’ll make a call to a colleague at the Bureau who has expertise in such things.

REWARDS AND PENALTIES

- For each reptile person killed, each investigator gains 1 Sanity point.
- For killing and stopping Prendergast, each investigator gains 1D6 Sanity points.
- For each reptile person allowed to escape alive, each investigator loses 1D2 Sanity points.
- For failing to stop Prendergast, each investigator loses 1D10 Sanity points.



L.A. Diabolical

BRIAN COURTEMANCHE

Los Angeles, 1950s. Beneath sunny California skies, Americans enjoy a new era of common prosperity, industry, conformity and leisure. The entertainment business is in full swing: studios churn out wholesome fare for the big screen, little screen, and the drive-in. Restaurants and roadside attractions promise families good times around every bend in the road. In Anaheim, a kingdom devoted to the dreams of childhood opens its gates to the delight of millions. However, the brighter the glare, the more startling the shadow. The nocturnal world of Los Angeles conceals a seedier side of life, despite the bright lights and gleaming motorcars that are everywhere.

One of the strangest manifestations is the shadowy Church of Night, led by charismatic high priest Zander LeNoir, a character seemingly from a Charles Addams cartoon. LeNoir's cult attracts jaded Hollywood types drawn to promises of forbidden wisdom and taboo delights. But is the Church of Night more showbiz than sinister, or the other way around? A Hollywood agent connected with the church has disappeared under mysterious circumstances. Investigators must infiltrate the Church of Night; will they drag the truth into the light, or discover shadows lurking within themselves?

KEEPER'S INFORMATION

Starlet Jeanne St. Jayne appeared on the Hollywood scene a few years ago, the very image

of another young ingénue from small town America stepping off the bus into the bright lights of Tinseltown. Unlike so many similar bright young things who find only failure and bitterness in the Dream Factory, St. Jayne is different, starring in a string of B-movies, and catching a few minor roles in mainstream films. She may not yet be a major box office draw, but is on her way.

Like so many in Hollywood, Jeanne St. Jayne's stated background is a nearly complete fiction. Born Diane Barton decades ago in the New Orleans bayou, Barton's kinfolk were devoted worshipers of Great Cthulhu. Her people were part of the cult disrupted by authorities in 1907. Barton escaped during the chaos of that raid and ran far, eventually settling in the hills east of Los Angeles, out of the reach of her persecutors. Steeped in Mythos lore, Barton makes profitable use of her dark knowledge, retaining her youthful vigor and appearance over the decades at the expense of hapless victims. Well over sixty years old, Barton looks to be in her early twenties. In the decades since first taking refuge in the California hills, in addition to regularly contacting Mythos forces, Barton has fallen in love with all things Hollywood.

Vain yet lonesome, confident that any pursuers from her Louisiana swamp days are long gone, Barton appears in Los Angeles, re-inventing herself as starlet Jeanne St. Jayne. She meets talent agent Stan Brophy and the two become lovers. St. Jayne lands increasingly good parts in recent films. Despite material success and growing fame, St. Jayne misses

the cultic experiences of her formative years. When Zander LeNoir publicizes his Church of Night, St. Jayne reasons that this is an indication that “the stars may soon be right.”

Despite protestations from Brophy, St. Jayne approaches the Church of Night for admittance. Given her celebrity, she is delightedly accepted by Zander LeNoir and his cabal of occultists. For months, the starlet is a regular attendee, quickly absorbing all things Church of Night. LeNoir and the actress pose for some of the church’s publicity photographs, infuriating Stan Brophy. The jealous type, Brophy suspects that his girl is having an affair with LeNoir. Originally intrigued and enthusiastic, St. Jayne eventually realizes that LeNoir and his followers possess no real Mythos or magical knowledge; they are a cult of personality woven around LeNoir’s considerable personal magnetism, occult erudition, and penchant for publicity.

Rather than simply quit the Church of Night, St. Jayne instead begins demonstrating the true power of the Mythos during the church’s midnight meetings. This frightens the members and is perceived by LeNoir as a challenge to his leadership. Things come to a head during the next midnight gathering: St. Jayne drags her boyfriend Brophy to the soiree, intent on proving that her involvement with LeNoir has nothing to do with illicit romance and everything to do with “real” magic. That same evening, LeNoir dramatically accuses St. Jayne of unspecified transgressions against the church and summarily revokes her membership.

Hell hath no fury like that of a (mad) woman scorned: In full view of all attendees, St. Jayne summons a dimensional shambler to deal with Zander LeNoir. Instead the unpredictable monster grabs a shrieking Stan Brophy and promptly shimmers into an unknown dimension. The meeting devolves into chaos, with members fleeing the house, including the disgraced St. Jayne.

LeNoir is desperately frightened of St. Jayne’s power, but is too much of an egotist

and showman to admit it. LeNoir goes so far as to claim to church members that it was his powers that turned the demon St. Jayne summoned back on her, taking away Brophy. No one knows what has become of poor Stan Brophy, or wishes to contemplate the matter overlong.

Police question the Church of Night high priest, who denies any involvement in Brophy’s disappearance. Lacking evidence, the police back off. Authorities also approach Jeanne St. Jayne. As minor Hollywood royalty and a beguiling beauty, she convinces the police to take at face value her assertion that she has not seen her agent for some days. She urges police to find her boyfriend. Privately, St. Jayne vows to eliminate each member of LeNoir’s inner circle of devotees, one by one, culminating in the destruction of Zander LeNoir himself.

ENTER THE INVESTIGATORS

Investigators may be aspiring celebrity talents for whom Brophy is an agent or perhaps a friend. Brophy may owe money or services to some person, agency, or studio, and the investigators are hired to find him. Investigators could be family members or hired by such to find Stan Brophy. Reporters could earn themselves a plum reward if they discover Stan Brophy’s whereabouts. Investigators with law enforcement credentials may be assigned to find the missing man. Given his occupation, living and working environment, Stan Brophy knows a lot of people and is connected in many professional and social circles. Each investigator can easily devise connections to the missing man and motives to find him.

Canvassing Hollywood, investigators learn the following about Stan Brophy:

- Brophy is a marginally successful talent agent in Hollywood. Most of his clients are small players in the Hollywood game.

- Brophy is a tough, no-nonsense type of guy who gets hot under the collar very easily. His temper has cost him a few Hollywood contacts over the years. He is intensely loyal to those who have earned his trust and friendship. Brophy is not the type to “flake out” and disappear on a whim.
- The man lives a fast Hollywood lifestyle and does not have a wife or family. There have been girlfriends aplenty, but nothing serious or lasting. Brophy’s parents have been dead for years and he has no extended family ties.
- His most notable client is b-movie actress Jeanne St. Jayne, a platinum-haired goddess who arrived on the scene a few years ago. It is no secret that Brophy and St. Jayne have a romantic as well as professional relationship, as breathlessly reported in the pages of *Confidential* magazine.
- Stan Brophy vehemently opposes St. Jayne’s membership in the Church of Night—he considers the people in it “freaks.” It can do no good for her career. The jealous type, Brophy resents what he considers the influence “that phony, LeNoir” may have over his girlfriend and is suspicious of their relationship.

STAN BROPHY’S HOUSE

Brophy’s small Santa Monica bungalow is bordered by a waist-high stucco wall, a small wrought-iron gate and a cement path leading up to the front porch. The grass in the yard is overgrown. A gleaming, cloud-grey Porsche 356 sits in the driveway, slowly collecting bird droppings that sully the machine’s otherwise pampered appearance. The house is locked up tight, and a successful Luck roll is required to search the house without a nosy neighbor noticing and phoning the police. Unlucky snoopers staying more than ten minutes are interrupted by two uniformed officers wanting to know what business they have at the house; the officers take a dim view of breaking and entering. Fast Talk or



Stan Brophy

Law rolls are required to avoid a free ride downtown in the back of a squad car, and the opportunity to explain themselves to a judge several hours later (a passed Persuade or Law roll and the charges are dropped).

The inside of Brophy’s home is quite ordinary. The man spends most of his time at the office, so the house is barely lived-in: the kitchen cabinets and refrigerator contain only a few essentials, some Swanson frozen dinners and milk gone sour. In the master bedroom, the bed is made. On the bureau are a hairbrush and two framed photographs of Jeanne St. Jayne: one a glamorous close-up of her face, the other a candid shot taken in a nightclub with Brophy and St. Jayne cozying up for the camera. (See *Diabolical Papers #1* and #2 on page 133.) In the closet are several sets of charcoal-gray men’s suits, white shirts and neckties. Well-polished shoes are lined up in the closet.

In the nightstand drawer is a loaded, never-fired .38 revolver, a half-empty bottle of Librium sleep-aid pills, and a manila envelope. Within the manila envelope are two glossy “glamour” photos, shot by an anonymous photographer:

The first shows Jeanne St. Jayne in a Dior Princess Line dress, kneeling at a small table, reverently cradling a human skull. Behind her, a dark, caped and cowed figure looks on with sinister approval, spreading the folds of his manteau out like a gigantic black bat. The face within the cowl is recognizable on a halved Know or Occult roll: Zander LeNoir, a charismatic occult figure on the fringes of the Hollywood scene.

The second photo is similar to the first, with a kneeling Jeanne St. Jayne about to sup from an oversize chalice extended to her from the same sinister figure in the first photograph. An Idea roll notices that both celebrant and supplicant are wearing the same clothing in both photographs, suggesting that they were taken at the same photo shoot. There is an air of studied artificiality about both photographs, as if the sinister depictions were meant to be captured “just so” on film. (See *Diabolical Papers* #3 and #4 on page 134.)

In the front room near the fireplace sits a Philco “Golden Grid” 21-inch television set; on the coffee table are recent issues of *Playboy* and *Sports Illustrated*, a copy of Herman Wouk’s *The Caine Mutiny*, and several crushed Chesterfield cigarettes mashed into a souvenir “Visit Ohio!” ashtray.

STAN BROPHY’S OFFICE

Stan Brophy’s office is on the top floor of the Homer Laughlin building, 317 South Broadway, in downtown Los Angeles. His rent covers an outer waiting room and an inner office. From his office window, through the smog, one can see the garish “HOLLYWOOD” sign in gigantic 50-foot letters stretched across Mt. Lee, acting as a beacon for the talented and the hopeful.

The talent agent’s nonplussed, underpaid secretary, a middle-aged woman named Mary Nelson, is typically at her desk in the outer waiting area, taking phone calls, scheduling appointments, and typing up contracts. With Brophy’s disappearance, the woman is

at a loss. She still appears for work at 9 a.m., but typically leaves shortly after lunch without much to do. It’s been two weeks since her boss vanished. She’s unsure if she still has a job. She can hold out without a paycheck for a few more weeks, but will soon need to seek other employment if Brophy does not reappear to compensate her. Meanwhile, Brophy’s office phone rings with impatient clients and contacts, which the secretary must field with strained diplomacy.

Mary allows a search of the office on a successful Law roll, a halved Persuade roll, or a bribe of \$50. Mary knows that her employer is romantically attached to his star client, Jeanne St. Jayne. The secretary is also aware that St. Jayne is “mixed up with that weird Church of Night,” whom she considers a bunch of Satanists. Stan Brophy often complained of his troubles to his secretary, including his suspicion that St. Jayne was cheating on him with Zander LeNoir. Nelson does not hold St. Jayne in high esteem. The appointment book on Nelson’s desk displays numerous crossed out appointments for the last several days. Prior appointments

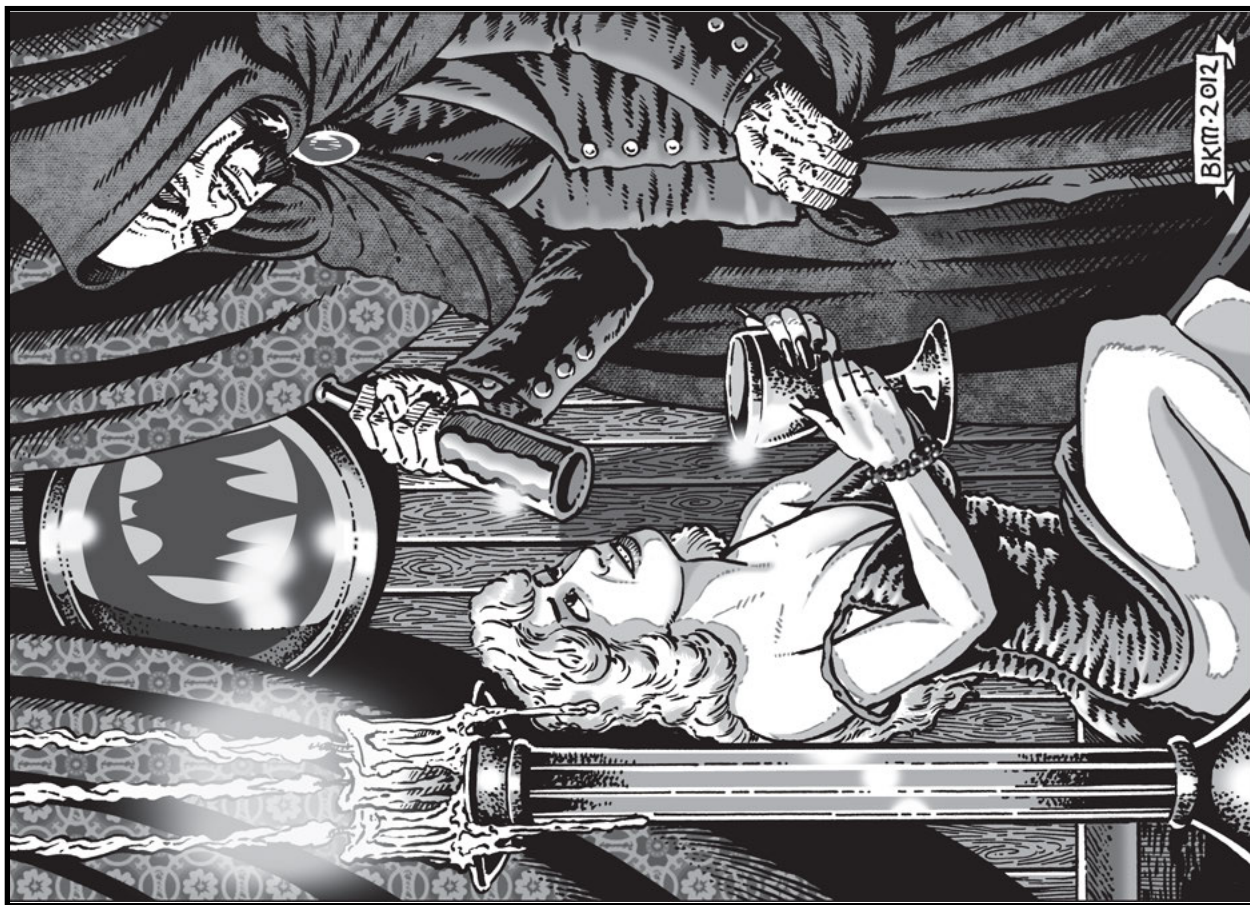
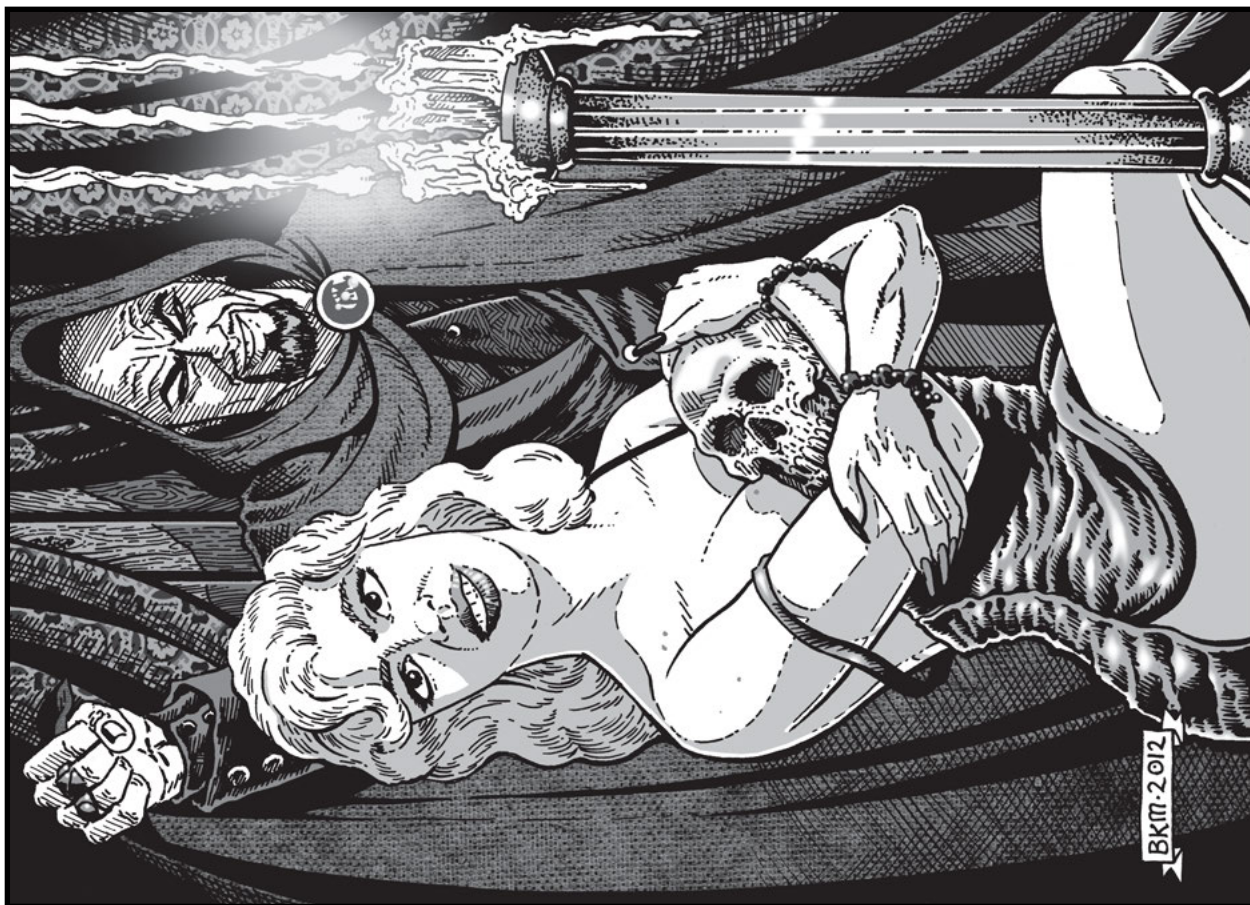
THE HOLLYWOOD SIGN

Formerly reading “HOLLYWOOD-LAND,” the iconic sign was erected in the twenties by real estate agents to sell homes north of the city. By the late forties the developers were long gone, the sign was in disrepair and an eyesore. City officials initially elected to have the whole thing torn down, yet public outcry reversed the effort. The sign was instead restored with hastily raised funds and its length shortened to the more economical “HOLLYWOOD.” Since then depicted in countless television and movie establishing shots, the gigantic sign has become synonymous with Los Angeles and the Dream Factory.



Diabolical Papers #2





with studio casting executives, clients, and miscellaneous contacts reveal nothing unusual.

Brophy's inner office contains a gray steel desk, a black rotary telephone, an uncomfortable black leather couch, two matching armchairs, and a small coffee table. The office reeks of stale cigarettes. A Wheeldex rotating card file atop the desk contains Brody's professional contacts and the personal addresses and phone numbers of his clients, mostly minor players in the acting business. The Wheeldex includes the contact information for Jeanne St. Jayne: 34 Greencrest Road, LaCanada (a neighborhood in the foothills of the San Gabriel Mountains). A card that seems out of place here lists "Church of Night," 302 S. Hudson Avenue, Mid-Wilshire. This listing lacks a telephone number.

The desk drawers are unlocked. The upper left-hand drawer contains pens, pencils, and spare notepads. The lower left-hand drawer holds signed studio contracts for Brophy's clients. The upper right-hand side drawer contains assorted paper napkins taken from various local eateries (the Brown Derby, the Pantry Café, Cole's PE Buffet), a jammed Swingline stapler, a mini-bottle of Paul Jones whiskey, a bottle of Anacin tablets, a Hershey bar, and a fresh pack of Chestertons. The lower-right hand drawer contains a plain business envelope stuffed with fifty-three dollars, numerous issues of the *Hollywood Reporter*, *Variety* and *Confidential* magazine, assorted stationery and office receipts.

The magazines feature stories on rising starlet Jeanne St. Jayne, their pages tabbed with folded corners. The articles in the *Reporter* and *Variety* are professional and mildly complimentary. The stories about St. Jayne in *Confidential*, however, are far more salacious, suggesting within an inch of libel that the actress is promiscuous and enjoys perverse diversions to satisfy her jaded appetites.

While investigators are in the office, the desk telephone rings. Mary Nelson picks it up, says "hello?" into the receiver a few times, grimaces, and hangs up the phone. The secretary



Mary Nelson

explains that someone has been ringing the office over the last few days and does not say anything when she picks up. "Probably some degenerate," scowls Nelson. The phone rings again. Nelson picks it up, scowls again, and holds out the receiver to anyone else in the office, as if to prove her point. An investigator taking up the receiver hears only white noise, although the listener gets a gut feeling that there is someone on the other end of the line. Passing a Listen roll detects the faintest hint of a voice—it is garbled, tinny—as of someone shouting down a long, bare corridor; words cannot be made out through the static. There is a very disturbing quality to the call and hearing the distant voice costs 0/1 Sanity. If the voice is not detected, no Sanity is lost, although the hiss coming through the receiver still seems a bit odd and spooky. After a few moments, the line goes dead.

This phone call is from Stan Brophy, desperately reaching across dimensions to return to this plane of existence. How he has connected to the phone system is a mystery.

Mrs. Nelson hovers nearby, asking investigators if they have found anything, stating that the police have already turned the place inside out. "Of course," she says, "they really

were not interested in how all this has affected me. How's a lady supposed to help provide for her family with her boss gone and the paychecks dried up?" With another \$50 bribe, Mrs. Nelson fishes a small piece of notepaper out of her dress pocket. "I found this in the office before the police came. It's probably nothing." The small, crumpled sheet bears a smudged, penciled note in Brophy's scrawl: "CoN—Fri. nite—w/JSJ."

THE REPORTER

Leaving Brophy's house or his office, those making a successful Spot Hidden roll notice a 1953 surf green Chevrolet 150 Club Coupe parked curbside, a lone driver at the wheel. A second passed Spot Hidden roll discerns the man snapping photos of the investigators.

Inside the car is *Confidential* magazine reporter Sam Hoskins. He has covered the St. Jayne-Brophy relationship from the start. With Brophy's vanishing act, Hoskins smells a story. He tails anyone connected with Brophy, including investigators, snapping pictures, asking nosy questions, using every element of the tabloid journalist's craft to weave a sensational story to titillate his jaded readership.



Sam Hoskins

Hoskins is tall and lanky, cutting a comical figure with a fedora jammed atop his mop of unruly hair and an ill-fitting suit covering his scarecrow frame. He is never without his Graflex Speed Graphic camera, plenty of extra rolls of Kodak film, several notepads and Ticonderoga yellow #2 pencils. Although he is as sleazy as the day is long, Hoskins is a shrewd judge of character and has connections across Los Angeles and Tinseltown. On the Hollywood beat, to the delight of his readers, Hoskins ferrets out secrets about nearly everyone who is anyone. No fool, Hoskins has a knack for preserving his own skin, knowing just when to take or offer a bribe, and knowing just when to suppress or reveal a dirty little secret, making or breaking those on his list. He is a walking compendium of all that is vile, perverse, and salacious in the land of make believe, delighting in his role as Hollywood Babylon's raconteur.

Catching the scent of the investigators, Hoskins wants to know everything about them and their connections to Stan Brophy. The reporter is an ever-present gnat who could become a real problem. Alternately, Hoskins makes an ideal replacement investigator, or could come to the investigators' aid in a tough jam, but always for a price. He could become a sacrificial lamb in St. Jayne's dark scheme, finally finding himself in the wrong place at the wrong time with something that cannot be bargained with.

SAM HOSKINS, Age 37, Nosy Reporter

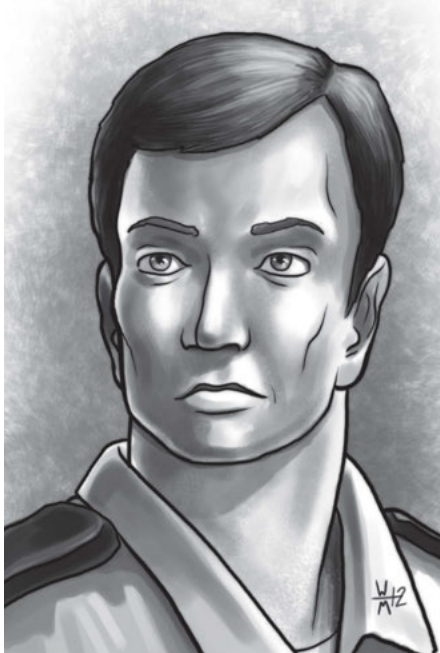
STR 08 CON 12 SIZ 14 INT 14 POW 12
DEX 10 APP 09 EDU 12 SAN 55 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 50%, damage 1D3

Skills: Bargain 60%, Climb 30%, English 80%, Fast Talk 75%, Jump 20%, Persuade 60%, Photography 70%, Psychology 65%, Sneak 40%.

It may be Hoskins who tips off LAPD detectives Manny Black and Ted Oxley to the "meddling" of the investigators. Black and Oxley are on the Brophy case, either officially or because it will make them look good in the eyes of their



Manny Black

supervisors. Frustrated at their own lack of progress, they resent interlopers showing them up. Black and Oxley are products of the 1950s LAPD: deeply corrupt yet very keen to preserve law enforcement's good-guy image as portrayed in television serials like *Dragnet*, *Racket Squad* and *Highway Patrol*. Black and Oxley are not above planting evidence, searching without warrants, or roughing up anonymous citizens if convinced "the guy had it coming" or that such acts will further their careers. Their superiors are products of the same culture, unlikely to be helpful should the pair be reported for their indiscretions—unless, of course, the aggrieved party has wealth, prestige, or fame. Like Hoskins, Black and Oxley can serve as foils to the investigators, unwitting allies, victims of St. Jayne's dark ambition, or some combination thereof. In many cases, the press and the police work hand in hand—the reporters ferreting out secrets the cops can't legally obtain, in return for other story tips or exclusive reporting scoops.

MANNY BLACK, Age 28, Police Detective

STR 15 CON 14 SIZ 14 INT 11 POW 12
DEX 13 APP 15 EDU 12 SAN 50 HP 14

Damage Bonus: +1D4.

Weapons: .38 revolver 60%, damage 1D10

Fist/Punch 70%, damage 1D3+1D4

Skills: Conceal 40%, Dodge 40%, Drive Auto 60%, Hide 30%, Law 35%, Listen 45%, Persuade 40%, Plant Evidence 60%, Psychology 40%, Spot Hidden 40%, Track 25%.

TED OXLEY, Age 26, Police Detective

STR 13 CON 12 SIZ 12 INT 16 POW 14
DEX 13 APP 14 EDU 15 SAN 65 HP 12

Damage Bonus: +1D4.

Weapons: .38 automatic pistol 70%, damage 1D10
12-Gauge Shotgun 55%, damage 4D6/2D6/1D6
Fist/Punch 60%, damage 1D3+1D4

Skills: Conceal 35%, Dodge 35%, Drive Auto 70%, Hide 40%, Law 65%, Listen 50%, Persuade 55%, Plant Evidence 30%, Psychology 40%, Spot Hidden 40%, Track 20%.



Ted Oxley

THE CHURCH OF NIGHT

The Church of Night is headquartered at 1161 W. 27th Street in L.A.'s West Adams neighborhood, in an aging Italianate mansion painted entirely black. The house and grounds brood between the neighboring residences, a spot of inky blackness amid even the sunniest southern California afternoons. A black 1955 Jaguar XK140 gleams in the driveway. The house is locked at all times except when admitting

participants for the midnight Friday rituals. Knocking at the front door at other times requires a halved Luck roll; if successful, a large, pale man in dark clothing responds, curtly asking the business of those on the doorstep. The doorkeeper never admits people inside without a prearranged appointment. He is immune to Persuade, Fast Talk, and bribes. Lawfully getting past the doorman without an appointment requires displaying a police badge and a successful Law roll. Alternately, one may participate as a paying guest as part of the Friday night public rituals.



Bobby

“BOBBY” Taciturn Doorman

STR 13 CON 12 SIZ 14 INT 10 POW 10
DEX 11 APP 11 EDU 15 SAN 45 HP 13

Damage Bonus: +1D4.

Weapons: none.

Fist/Punch 60%, damage 1D3+1D4

Skills: Conceal 45%, Dodge 30%, Drive Auto 50%, Hide 40%, Listen 30%, Psychology 30%, Spot Hidden 30%.

The house's interior matches its Addams Family exterior: dark walls, dim lighting, and occult paraphernalia scattered throughout its rooms. There are skulls on table tops, stuffed ravens and owls on dusty perches, occult books (no Mythos titles) cluttering black-lacquered

bookshelves, ceremonial daggers and other weapons adorn the walls. Paintings and posters suggesting dark and macabre themes vie for wall space. Most disturbingly, a six-foot albino python (named “Leviathan”) has free reign to slither about the house. Spotting the snake on the floor or resting atop a bookshelf, it may be mistaken as another stuffed decoration—until it flicks its tongue to taste the air (0/1 Sanity loss roll). If wandering the manse unattended, a Luck roll may be required to avoid blundering into the snake. Although mostly harmless unless harmed itself or persistently provoked, running into the serpent unexpectedly may invoke a 0/1 Sanity loss.

LEVIATHAN THE SNAKE, Albino Python

STR 22 CON 13 SIZ 17 POW 10
DEX 13 Move 6 HP 15

Damage Bonus: +1D6.

Weapons: Swallow automatic, damage suffocation and digestion

Crush 40%, damage 1D6+db

Armor: 2 points of glistening skin.

Skills: Move Quietly 90%, Hide 75%.

The back yard is small and unremarkable, enclosed by a six foot board fence (painted black), patrolled by a large German shepherd named Fenris. The dog barks savagely at strangers entering the yard. If called by name, Fenris calms down and becomes quite friendly; the offering of a choice cut of meat achieves the same effect. Attempting to get past Fenris otherwise is risky. Fenris patrols the yard day and night. He is unchained and does not wear a collar or tags, nor has he been to the veterinarian for preventative shots.

FENRIS THE GERMAN SHEPHERD, Canine Guardian

STR 10 CON 13 SIZ 10 POW 7
DEX 13 Move 12 HP 12

Damage Bonus: none.

Weapons: Bite 30%, damage 1D6

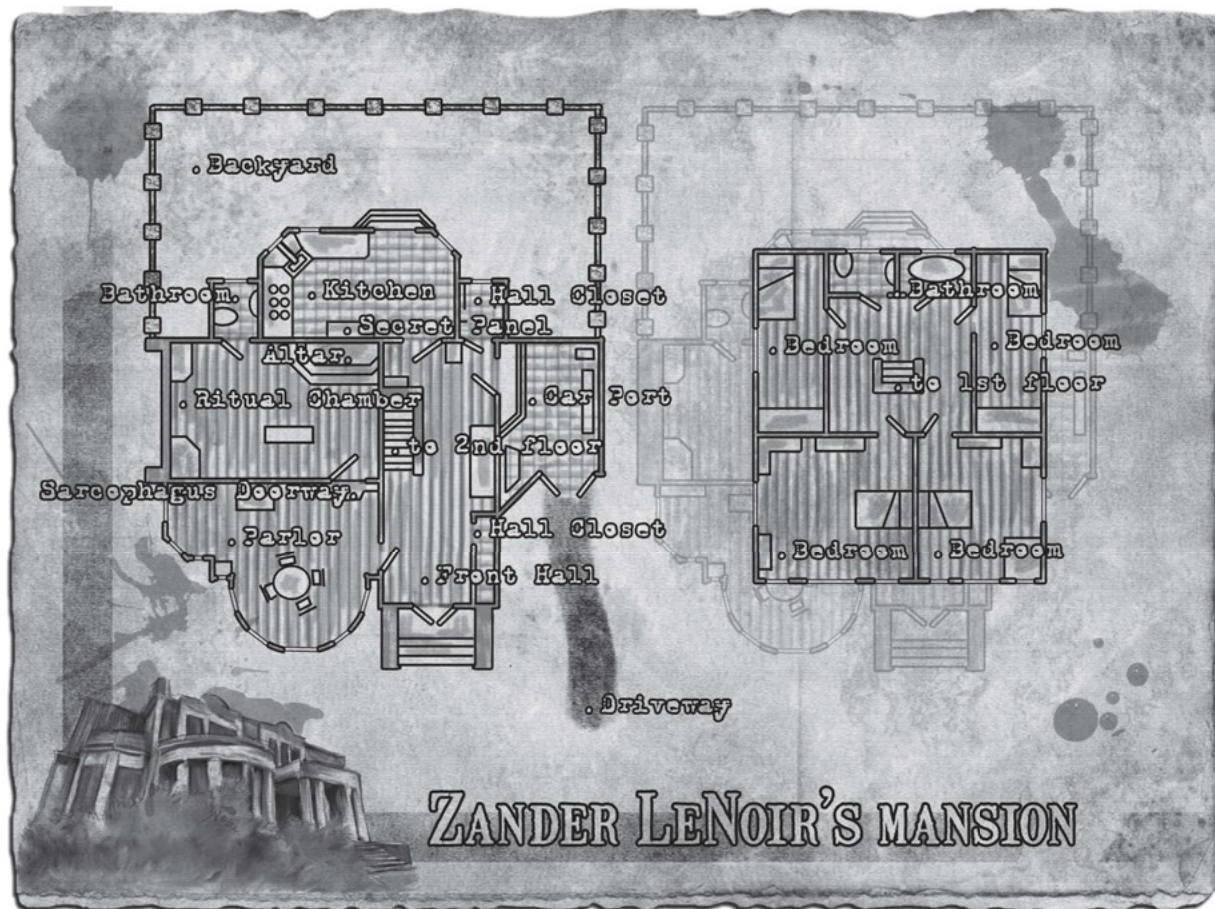
Skills: Listen 75%, Scent 90%.

The master of the house habitually rises at dusk. Zander LeNoir holds audience with his followers, entertains representatives of the media,

and engages in his favorite pastimes—devising bizarre rituals for the church and composing macabre musical scores on a variety of instruments. LeNoir is also busy penning a manuscript entitled *The Nocturne Bible*, a manifesto of his own dark personal aesthetic and a system of worship based around themes of the occult and the sinister. His rituals are pure psychodrama, tapping into his followers' desire for personal power and a taste of the forbidden.

LeNoir's followers eschew 1950s conformity, seeing in the Church of Night an opportunity to explore dark spirituality and personal aggrandizement in a safe setting. The church provides a harmless outlet for fantasy and play-acting at the sinister; at least, until Jeanne St. Jayne arrived and worked her own brand of magic on the church. LeNoir's so-called "inner circle" comprises the more notable or successful of the church's membership, those who can materially support LeNoir in the comfort to which he has become accustomed. They are:

Davy Samuels, Jr.—popular Las Vegas nightclub singer. African-American, with reputed mob connections backing his showbiz career, Samuels makes regular appearances on *The Colgate Comedy Hour*, *What's My Line*, *The Ed Sullivan Show*, and *The Tonight Show* with Jack Parr. A convert to Judaism now wandering into the shadowed territory of black magic, it is unclear why Samuels is attracted to the garish, cartoon-like occultism of LeNoir's organization. Perhaps the Church of Night appeals to some innate sense of religious non-conformity shared between LeNoir and Samuels, or that Samuels simply appreciates good showmanship, even in religious matters. In LeNoir, it could be that Samuels sees a fellow outsider, someone not easily pigeon-holed. Certainly LeNoir is pleased to have Samuels as part of the church, and has been photographed visiting the entertainer backstage at his performances. Whatever else the Church of Night may be, it is not racially intolerant, quite remarkable in a time when



top-billed African American entertainers often could not stay at the resorts in which they performed, and had to enter through the kitchens.



Davy Samuels, Jr.

Kent Cross—avant-garde Hollywood filmmaker, his productions blend mystical imagery with suggestions of taboo sexuality and violence. Cross is in his mid-thirties, tall and handsome, with an easy laugh and smile lines around his eyes. Kindly and comfortable in his own skin, he is a homosexual in a time when being so in Hollywood is considered publicly unacceptable. The director seems to live a charmed life, enjoying relationships and so far immune to any fallout his personal life might generate. He has many good friends in Hollywood who admire his integrity, and who fiercely protect the man's privacy. Possibly the only member of the church's Inner Circle who sees LeNoir for the showman that he is, the man nonetheless goes along for the ride, observing with a wry grin that "all religion is theater."

Patrick Carson—genius aerospace engineer specializing in solid rocket fuel research. Also a true occult seeker with connections to Aleister Crowley's Ordo Templi Orientalis. Carson lives and works in nearby Pasadena, and is checking out the Church of Night to see if it offers

any new occult insights. A somewhat balmy personality and prone to distraction, Carson is comfortable walking in the worlds of both science and magic—which he sees as two sides of the same coin.



Kent Cross



Patrick Carson

WHO IS ZANDER LENOIR?

The man claims a heritage of gypsy blood from Eastern Europe and a varied early career steeped in arcane studies and wild pursuits. The result of his "lifelong study of the dark side of nature, and of man," he claims, is the formation of the Church of Night. Promising personal power and earthly delights to those who can "part the veil of night" and join him in his outré pursuits, LeNoir actively courts media publicity, attracting a cadre of followers and hangers-on drawn to his mix of showmanship and sinister occultism. A dilettante and provocateur, LeNoir is attractive to Tinseltown's perpetual hunger for novelty, making well-paid appearances on the burgeoning talk-show circuit. His dark appeal reaches across all strata of Angelenos, drawing both the famous and the anonymous, the wealthy and the working class to the doors of his dark mansion. Hollywood types, with their outsized yet impoverished egos, are particularly drawn to LeNoir's activities, as the Church of Night promises personal power to those who lack it, and taboo delights for those on top of the world yet questing for darker diversions.

Zander's true background is far less glamorous than the fictional autobiography he promulgates. Born Zachary Leno in Chicago, by age fifteen Zachary had run away from home, finding work as a roustabout in a traveling circus. As a carny Leno observed people's intense appetite for the glamour of the mysterious, the bizarre, and the chance to be part of something greater than themselves. An autodidact, Zachary taught himself mastery of musical instruments and became a keen amateur student of psychology and human motivation. Fascinated by the occult yet too cynical to be taken in by its claims, Leno studied the methods by which sideshow fortune-tellers, magicians, and mediums bilked gullible rubes out of their hard-earned cash. After years on the midway, Leno decided to replicate such phony wonders in the true

land of make-believe, where the pay-offs could be much greater: Hollywood. Moving to Los Angeles and changing his name to the exotic-sounding "Zander LeNoir," Leno soon put his unorthodox skills to profitable use, establishing a growing coterie of well-heeled believers and admirers. In gratitude for Zander's "pulling back the veil of night" and revealing its occult wonders, LeNoir's new friends arrange his tenancy in a very nice house, pay for his car, and allow him a very indulgent lifestyle. The successful "sorcerer" now makes media appearances, cultivates friendships with affluent celebrities and is starting to believe his own press.



Zander LeNoir

ZANDER LENOIR, Age 36, Sinister Occultist to the Stars

STR 12 CON 12 SIZ 12 INT 16 POW 16
DEX 13 APP 15 EDU 14 SAN 70 HP 12

Damage Bonus: none.

Weapons: Model P08 Luger 40%, damage 1D10
Fist/Punch 50%, damage 1D3 + db

Skills: Accounting 20%, Anthropology 40%, Bargain 60%, Credit Rating 45%, English 85%, Fast Talk 70%, History 40%, Library Use 40%, Listen 40%, Occult 65%, Persuade 65%, Psychology 60%, Spot Hidden 50%.

Paige Piper—actress of pixie-like proportions finding success as the “Fairy Princess” on *Fantasy Land*, a new children’s program airing coast to coast. Perky and child-like on the show, in real life Piper harbors moody sensibilities and a very black sense of humor. A chain smoker, over-fond of drink, she is desperately afraid that her prior career as a burlesque dancer will come to light and destroy her burgeoning network television career. Piper stopped going to “regular churches” years ago, as they only offered the troubled young actress empty platitudes. The Church of Night seems to suit her sensibilities, at least for now.



Paige Piper

Sarah Weider—a repressed, awkward middle-aged woman, heiress to a fortune in the plastics manufacturing industry. A fervent believer in tea-leaf readings and tarot cards, Weider joined the Church of Night out of boredom, and she happily donates to “Zander’s church” whenever the man needs additional funding. LeNoir humors the woman for her material resources, acting as her “personal guide to the midnight world of the occult.” Church members murmur that LeNoir provides services of a far more personal, carnal nature to the woman, although this may just be cruel gossip uttered by those jealous of the attention LeNoir pays to the heiress.



Sarah Weider

Clark Richards—in his late twenties, the clean cut, all-American host of the immensely popular radio and television show *National Bandstand*. Richards is quietly disgusted with his own unrelentingly wholesome, shallow media image and the crass commercial machine to which he has sold his soul. Although he enjoys generous network contracts, Richards passionately studies the economic and social tracts of Karl Marx and Friedrich Engels. The star discreetly attends meetings of the Los Angeles chapter of the American Communist Party. With Hollywood’s blacklist in full effect, the man’s career would be destroyed overnight if his political interests were public knowledge. Richards was initially attracted to the Church of Night as counterbalance to his squeaky-clean on-air image. Within the church’s shadowy confines, he indulges in baser pleasures while out of the spotlight. Originally confiding in Zander LeNoir as a “keeper of dark secrets,” he now deeply regrets revealing his personal and political passions to the occultist. LeNoir has hinted to Richards that without continuous financial support “for the church,” LeNoir might reveal the political and personal activities of “America’s favorite perpetual teenager” to authorities.



Clark Richards

Donna Herlihy—a raven-haired 17-year-old beauty and LeNoir’s live-in lover. Product of an abusive home, Herlihy ran away and into the outstretched cape of Zander LeNoir, whom she encountered late one night while wandering the streets. She accepts LeNoir’s fabricated image unquestioningly and is completely devoted to the man. Herlihy fervently believes that LeNoir possesses occult powers and takes everything that he says at face value. The girl was jealous of LeNoir’s attention towards Jeanne St. Jayne from the start, and is very glad to see St. Jayne now ousted from the church. She praises her “dark master” for his wisdom in removing “the heretic” St. Jayne.

Mitchell Arroyo—an FBI agent assigned to the Los Angeles bureau. The fiercely patriotic Arroyo has trouble reconciling his everyday identity as federal lawman and his secret life as a member of the Church of Night. Arroyo suspects that fellow member Clark Richards may be a communist sympathizer, and the agent is debating with himself whether to bring this information to his superiors. Arroyo frets that knowledge of his own membership in the Church of Night would stunt his own career advancement. Still, the opportunity to collar a “commie” as high-profile as Clark Richards is



Donna Herlihy

a tempting motivation, if only he could do so without risking his own status.

Membership in the Church of Night is starkly straightforward. Flyers plastered around Los Angeles feature a scowling LeNoir surrounded by a bevy of scantily clad “witches,” exhorting would-be mystic masters to “Join Now!” “Magic rituals” are offered every Friday night at midnight. \$10.00 cash at the door



Mitchell Arroyo

admits seekers to the dark mysteries within. An address at the bottom of the flyer directs would-be occultists to LeNoir's address.

FRIGHT CLUB

Friday, shortly before midnight, a small cluster of well-dressed, darkly garbed individuals huddle in the gloom before the doors of 1161 W. 27th Street. The doors remain closed and the shutters are drawn, emitting no light or signs of life from within. At exactly midnight, the front doors swing inward on creaking hinges, and standing there is an imposing figure cloaked head to toe in black robes and cowl. The interior of the house is completely dark, obscuring all details. The figure intones: "All those who would learn the secrets of the night, enter!" The hooded man beckons guests into the house. There are a few giggles and cigarettes are crushed out. The group shuffles forward into the blackness of the house. Bearings are lost in the darkness. Someone brushes up against the wall, another person bumps into the person ahead of them. A cough in the darkness. There is dim light up ahead, to the left. The guide has opened a door leading into a dimly lit room. The crowd shuffles in.

Within a large parlor, a black, lacquered coffin on low brass legs serves as a coffee table, upon which are assorted refreshments. Bookshelves along one wall feature occult tomes (none of them rare). Leviathan the snake sits languidly atop the bookshelf, easily mistaken for a stuffed animal unless a Spot Hidden roll notices its flickering tongue. A full sized King Tutankhamen sarcophagus looms against another wall, the boy-king's gleaming, gold-leaf likeness staring imperturbably at guests. In the corner, a stuffed raven glares from his perch. The room is lit by wall sconces shaped like medieval gargoyles holding aloft flickering electric candles. Black-painted walls soak up the feeble illumination. The cloaked host produces a silver tray, passing it to guests. Each attendee produces a ten dollar bill and

Atomic Age Cthulhu

passes the platter to the next person. When fees have been collected, the hooded functionary places the tray on a high shelf, then raps dramatically on the side of the Tutankhamen sarcophagus.

The front of the sarcophagus swings outward, revealing a concealed doorway to an adjoining room. Again the cowed figure speaks: "Enter ye now, into the Inner Sanctum of the Church of Night!" Turning, the host leads others through the sarcophagus to the room beyond. Participants find themselves in a ritual chamber decorated much like the outer parlor: a human skull inked with phrenological annotations, a stuffed tarantula under glass, a five-foot tall Easter Island moai sculpted head in the corner, swords, knives, and cast resin gargoyles mounted to dark wood-paneled walls, statuettes and icons of demonic entities clutter surface spaces. The windows are shuttered and completely obscured by heavy black velvet drapes. Lighting is provided by flickering low-watt bulbs set into wall sconces crafted to appear as leering demons, amber light spilling from their eyes and mouths, as if the glow of hell itself illumines the room. A large, black-draped altar covered in silvered sigils (zodiacal signs) dominates the far end of the room.

Upon the altar reclines a very pretty and very naked young woman. She languidly observes the proceedings from her auspicious repose, occasionally chatting with a nearby attendee. A halved Know roll recognizes the "altar girl" as Paige Piper, star of the children's show *Fantasy Land*. Above the altar looms a likeness of the Egyptian deity Set, god of darkness, chaos, and the night. A few other robed participants are already in the room: Kent Cross chats affably with Patrick Carson. A stunning, raven-haired young woman in a full-length "vampiress" gown (Donna Herlihy) makes pleasant talk with attendees. Television and radio star Clark Richards shares a private joke with entertainer Davy Samuels, Jr., while a slightly frumpy-looking middle-aged woman (Sarah Weider) observes all from a lonely

corner, smiling politely to fit in. People mingle and chat, taking in the sinister ambiance of the ritual chamber.

Suddenly there is a flash and puff of white smoke by the altar. From the thick cloud steps Zander LeNoir, replete in grand silver and sable ceremonial robes: the High Priest has arrived. Anyone with knowledge of stage effects realizes that LeNoir uses flash powder to enable his dramatic entrance. A halved Spot Hidden roll just reveals a small door swinging silently shut in the base of the (hollow) altar as the smoke clears. Clutching a black lacquered wooden staff with the head of Anubis, Egyptian god of death, the High Priest speaks: "Friends, seekers of mysteries beyond the veil of night, gather round as we summon the forces of darkness!" His ritual summons evokes a "Hail, powers of night!" from veteran celebrants.

Someone strikes a sonorous note on an oriental gong, and Zander LeNoir raises his staff. "We summon thee, Lilith and Set, Loki and Dracula, and all those who haunt the dark! Join us now as we praise you, so that our desires upon this earthly sphere may come to pass! Come forth, and join with us now!"

Another "Hail, powers of night!" rings out from the participants.

CHAOS IN THE RITUAL CHAMBER

The ritual progresses in pedestrian fashion: invocations are uttered, an oversized silver chalice passed around for all to sup from (containing fruit punch, of all things), black candles lit, and fervent prayers for earthly gain uttered into the void by those so moved. There is no blood sacrifice or orgy. Those making a successful Occult roll realizes that the proceedings follow no recognized metaphysical or religious pattern, and are a mish-mash of theatrical gestures and dire pronouncements, essentially harmless psychodrama. Those with Cthulhu Mythos skill will be especially unimpressed.

Suddenly there is a crash of breaking glass and a loud scream, startling everyone. A successful Psychology roll discerns that this is not part of the ritual, judging by the alarmed reactions of the church members, including LeNoir. Some...things...have crashed through the windows into the ritual chamber. Humanoid, faceless, horned and bat-winged, the demons inspire bewilderment and dread (Sanity loss 0/1D6). A successful Cthulhu Mythos roll identifies the things as nightgaunts. Unfurling great bat wings and flicking razor-barbed tails, the fiends smash the wall lighting. The room is plunged into complete darkness. Chaos erupts with shouting, screaming, flailing elbows, bodies jostling into one another in the darkness. Someone thuds heavily to the floor and there is the tinkling of more broken glass and the clatter of objects being rudely dislodged. Between screams and shouts, people babble in the dark:

"What are those...those things?"

"I think I cut myself!"

"Are they gone?"

"Who is grabbing my arm!"

"Where's LeNoir?"

"I'm over here!"

"Where are they?"

"It's got me!"

"Somebody get more lights, for God's sake!"

Finally someone produces a hand flashlight, its rays stabbing through the dark, catching frightened faces. More lights come up a few minutes later, dispelling the sinister ambiance. Paige Piper sprawls very unladylike on the floor near the altar, massaging a blossoming bruise along her right leg. Patrick Carson pulls broken glass out of his right hand, bleeding onto the carpet. Kent Cross looks about, a mixture of alarm and wonderment on his face. Zander LeNoir smoothes his robes, attempting to restore order with an authoritarian voice (a successful Psychology roll reveals that he is doing his level best to remain calm). After the babble subsides, the investigator whose Idea roll succeeds by the greatest



Uninvited Guests

margin notices that heiress Sarah Weider is gone. Allow Listen rolls. Those who succeed hear distant, frightened screams and hysterical laughter coming from outside the smashed window. Anyone rushing to the window and making a Spot Hidden roll espies two winged gargoyles clutching an unfortunate robed figure, vanishing up and out of sight into the night sky. The figures are too distant for effective gunfire.

TWO NIGHTGAUNTS

STR 11 CON 11 SIZ 14 INT 03 POW 10
DEX 13 Move 6/12 flying HP 13

Damage Bonus: none.

Weapons: Grapple 30%, damage held for tickling
Tickle 30%, immobilized for 1D6+1 rounds

Armor: 2 point skin.

Skills: Hide 90%, Sneak 90%.

Sanity Loss: 0/1D6 Sanity points to see a nightgaunt.

The other cultists exit the house immediately, but not before Clark Richards stabs an accusing finger at LeNoir, growling, "This is all your fault, LeNoir! You brought that witch into our midst, then kicked her out, and now she wants her revenge!"

Donna Herlihy jumps to LeNoir's defense: "You don't know anything! It's Zander's powers keeping the rest of you safe tonight!"

Picking up on Donna's comments, LeNoir affirms, "That's right, Donna. If I had not been using my own powers of darkness against the monsters, this could have been much, much worse."

Fuming, Richards leaves the house with the others. If questioned, LeNoir grudgingly growls that the church recently had another woman member (he refuses to use her name), but she proved "unsuitable" and was asked to leave the church.

A FATEFUL APPOINTMENT

Leaving the house, investigators are approached by Mitchell Arroyo: "Meet me at the LaBrea Tar Pits, next sundown." Stepping into

his 1953 Cadillac Coupe Deville, he vanishes into the pre-dawn gloom.

As Arroyo drives off, detectives Black and Oxley exit an unmarked prowler, casually crossing the street to the investigators. "Neighbors called, said they heard screams," says Black, "care to explain what you're doing here?" The black house is closed for the night, and LeNoir will not answer the door for anything less than pounding on the front door. Even then, he only allows the police in the house if a proper search warrant is served. All the other church members have gone home for the night, trying to make sense of what they have experienced. With anything less than an ironclad story or a passed Credit Rating roll, investigators will be roughly tossed into the back of the squad car, hauled downtown, and thrown in the slammer for a few hours, "for loitering and prowling." Anyone with a Credit Rating less than 25% can expect a little rough treatment by their jailors. Upon release, Sam Hoskins is waiting on the front steps with his camera, snapping shots of the disgraced investigators. One of the local rags immediately features the story "Commie Agitators Nabbed After Midnight Meeting?" Hoskins' poison pen narrowly skirts libel yet tells a great story using nothing more than innuendo and implication. Investigators can expect their credit ratings to drop 20 percentiles in the wake of the story.

THE LA BREA TAR PITS

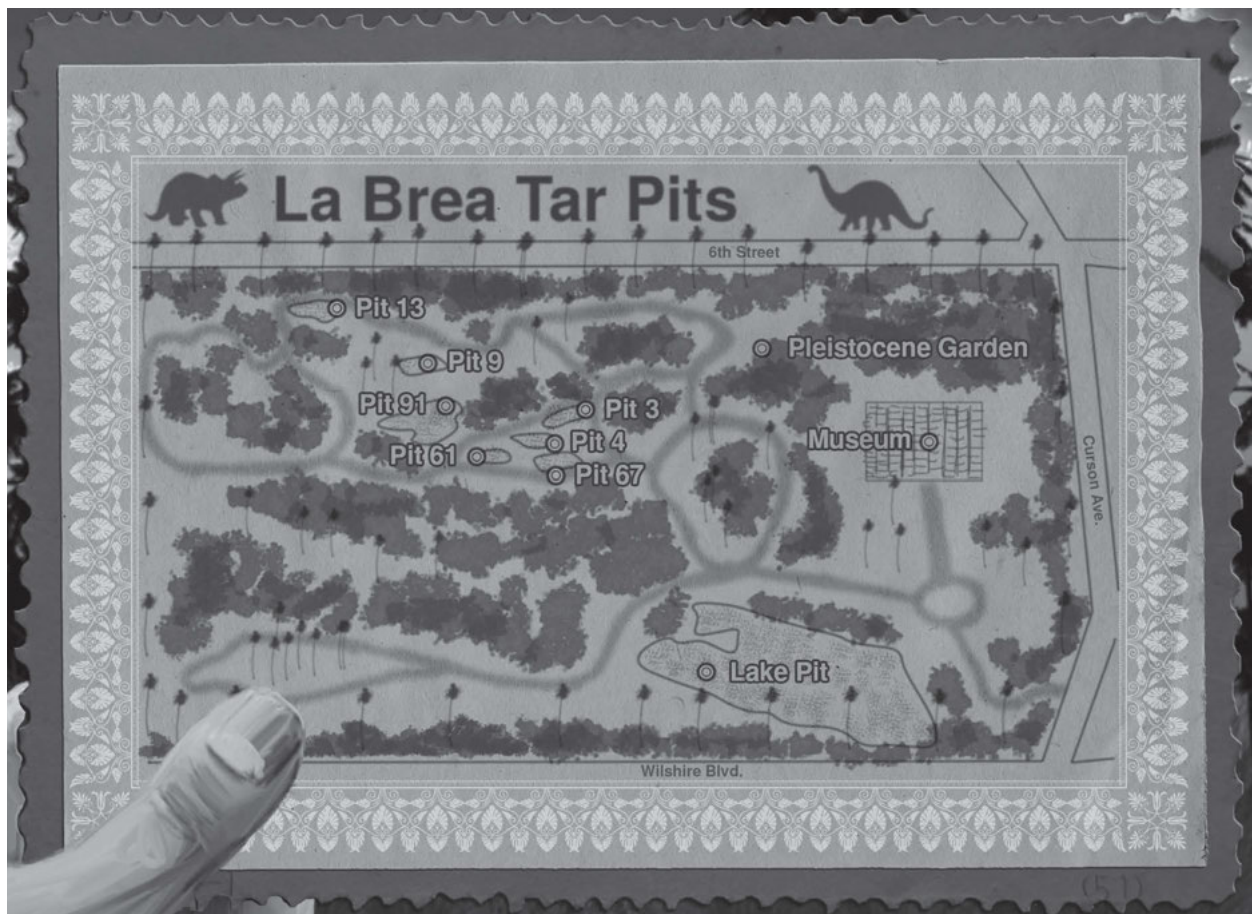
Natural deposits of tarry asphalt have been bubbling up in the area of Hancock Park for thousands of years, forming large pools into which many Ice Age creatures lumbered and met their doom. Today, the pits are fenced off to protect the unwary, and the whole place encompassed by Hancock Park. Scientists scour the pits for well-preserved fossils. In the 1950s, large mammal specimens—such as a woolly mammoth—are pulled from the muck to the delight of both the scientific community and the general public.

As the sun sets over the bubbling black pools and the well-tended pathways surrounding them, the park starts to clear of visitors. A mother rounds up her two young boys, both wearing Davy Crockett coonskin caps and shooting madly at one another with wooden pop-guns. A young couple—the girl wearing her boyfriend’s varsity jacket—head for a convertible Buick Skylark parked nearby. The park is practically deserted, taking on a shadowed, ominous air; the bubbling tar pits lend the place an alien aspect that is unnerving. On a bench near one of the black pools sits Mitchell Arroyo. “Walk with me,” he says. Wending their way along the pathways, Arroyo speaks his mind:

“Listen, you people are new to LeNoir’s little club. Before you get in too deep, you need to know a few things. I’m in pretty deep, and things are getting really weird, even for this set. But you’re new. I figure the others are too scared or too self-centered to share what they know. And don’t expect any help from

the local law: most of the cops around here are little more than thugs play-acting at being the good guys. They line their own pockets with graft and hope nobody notices while they preen and pose like they’re on some network show playing honest cops. They’re lousy actors. Anyway, you should know a few things, especially after what happened last night. Then you can decide how deep you want to get.”

- Arroyo is an FBI agent who joined the Church of Night to investigate beloved television personality Clark Richards, who is a suspected communist (this is only partially true: Arroyo joined the Church of Night out of sincere interest in the occult, later finding out that Richards was a member and possibly a communist).
- LeNoir’s group has attracted a number of celebrities, each one joining for his or her own reasons.
- One celebrity who was offered admission, then booted out, is B-movie actress Jeanne



St. Jayne. St. Jayne was different from the others, “even more different than LeNoir,” in that she seemed to demonstrate “really spectacular occult powers.” If pressed for details, Arroyo can only say “I can’t describe it...you had to see it to believe it.”

- Evidently St. Jayne broke some unspecified church rule, as LeNoir kicked her out of the church in front of the other members. St. Jayne had brought her boyfriend along for the night. “St. Jayne tried to summon... something,” says Arroyo, “and succeeded. LeNoir interrupted her crazy chants with chanting of his own. It must have distracted her just long enough for the...thing...to break free of her control.” Arroyo shudders. “It grabbed her boyfriend, and then just sort of shimmered out of sight.”

Arroyo is sticking close to the church, and to LeNoir, to see if he can find out more. After what happened the other night to Sarah Weider, and Stan Brophy before that, he’s not sure how to proceed. “My superiors would not believe any of this, and might relieve me of my job,” he confides.

As Arroyo speaks, the group passes an ancient woman of Mexican descent, wearing traditional peasant garb, laboring under the burden of a large reed basket strapped to her back. She seems a little out of place here. Especially odd, her reed basket appears filled with the gooey tar of the pits. She smiles, revealing a wide, toothless maw. Upraising unnaturally elongated arms, the old hag grasps a surprised agent Arroyo with amazing speed. Impossibly for an old woman, the crone lifts Arroyo up and over, dropping him head-first into the large basket on her back. Arroyo has no time to scream, immediately dissolving into the acidic tar of the basket. The hag cackles gleefully as Arroyo spasms and inexorably slides into the black sludge.

This monster is a yowoyow, a supernatural entity native to southern California lands, contacted and pressed into service by St. Jayne to prey upon yet another of LeNoir’s magic



The Old Woman

circle. Should investigators damage the creature, it transforms into its true appearance: a toad-like creature squatting on all fours, bulging eyes where a head should be, two ropy tentacles writhing from its shoulders, and a gaping, gooey mouth set into a hump on the creature’s back. Arroyo’s feet currently extrude from the tarry black maw.

YOWOYOW, Horrid Swallower

STR 18 CON 17 SIZ 17 INT 11 POW 11
DEX 14 Move 10 HP 17

Damage Bonus: +1D6.

Weapons: Tendrils (x2)* 50%, damage 1D4+db

* If both tendrils hit, the victim must resist against the yowoyow’s STR or be pulled into the maw for 5D6 points of damage per round thereafter.

Armor: 3-point skin.

Skills: Disguise 99%, Persuade 70%.

Sanity Loss: 0/1D8 to see a yowoyow in its natural form; no SAN is lost if viewed in its guise as an old woman unless one witnesses a victim being “boiled” in her basket of tar.



The Yowoyow Revealed

Its mission accomplished, unless investigators confront the creature, the yowoyow bounds away into the gloom, leaving the horrified investigators behind. Should any give chase, the yowoyow leaps and bounds through the park, in and out of low-fenced areas bordering the dangerous tar pits. Pursuing investigators should make Luck rolls each round to avoid tumbling into a tar pit. Those who fall in must match their STR against the pit's STR of 14 on the Resistance Table or be swallowed by the asphalt and subject to suffocation (see the suffocation/drowning rules). A rescuer can pull a victim out of the tar pit by matching his STR against the victim's SIZ on the Resistance Table, adding 5 points of resistance for the pit's sucking, gooey grip.

Tough but susceptible to damage, if the yowoyow is destroyed, the monster melts into a large puddle of stinking black tar, indistinguishable from the stuff bubbling and pooling in the park. Nothing is left of agent Arroyo.

SHOWDOWN AT THE ROSE RANCH

When not touring for her film work or spending a night on the town, Jeanne St. Jayne makes her home at the so-called "Rose Ranch," a fourteen-acre, walled and gated estate once owned by movie mogul Nate Simpson, nestled in the foothills of the San Gabriels east of town. The large ranch house is located past the gates up a winding drive, ensuring maximum privacy. An equestrian stable is a short walk from the main house, and is locked at all times. Two German shepherd dogs—Kaiser and Baron—roam the property; completely subservient to the will of their mistress, the dogs bark ferociously, attacking anyone they find sneaking around the estate. (A successful Luck roll is necessary each round of sneaking to avoid detection by the dogs.) The entire compound is painted a dusty rose red. Inside the house, nearly all the walls, carpeting, and furnishings exhibit this same dusty rose red motif (St. Jayne's favorite color).

KAISER AND BARON, Huge Guard Dogs

STR 14 CON 14 SIZ 11 POW 11

DEX 14 Move 12 HP 13

Damage Bonus: +1D4.

Weapons: Bite 40%, damage 1D8

Armor: none.

Skills: Listen 75%, Track by Smell 80%.

The gates to the property are electronically locked. There is a small electronic buzzer and call box mounted to one of the gate pillars. Buzzing the house elicits a response on a halved Luck roll. Answering the call is none other than Jeanne St. Jayne, though transmission through the call box speaker distorts this fact. Getting in to see St. Jayne is difficult, requiring a plausible story and successful Persuade or Fast Talk roll. If successful, the gates buzz and swing open, clanging shut a few moments later.

The driveway meanders up to the house, terminating in a circular drive. Standing in the doorway is b-movie actress Jeanne St. Jayne



in a stunning Pierre Balmain dress, revealing plenty of leg and cleavage. “Won’t you come in,” invites St. Jayne, beaming a perfect Hollywood smile. The front room walls are covered with framed pictures of the actress taken from magazine covers, movie posters, and newspaper features. She fixes mixed drinks for her visitors from a portable wet bar. If suspicious of her visitors, she will cast *Flesh Ward* on herself and doctor the drinks with narcotics. Investigators who fail a CON x3 roll will pass out, and may later find themselves later shackled in her stable of horrors.



Jeanne St. Jayne

St. Jayne plays the role of the sexy-sweet movie starlet to the hilt, enjoying the cat and mouse game. She denies any knowledge of sorcery, mysticism, or such “silly mumbo-jumbo,” preferring to talk about her upcoming movie roles, Hollywood fashion, and exciting nightspots. If asked about her involvement in the Church of Night, she laughs it off, calling it a publicity stunt. A passed Psychology roll reveals a hard glint in her eye, a momentary slip of her mask that would suggest otherwise. If her boyfriend Stan Brophy is mentioned, her visage momentarily darkens, but she quickly recovers. “He’s probably down in Mexico on a

bender,” she giggles. The actress refuses visitors a tour of the house or grounds; “I’m a very private person,” she claims. The house is opulent and gaudy but otherwise quite normal. It is the nearby stables that house the horror.

The stables are locked at all times, and St. Jayne has the key discreetly upon her person. Within are three wretches, manacled inside the stables. Two are nameless southern migrant workers, promised employment at the estate and instead imprisoned by St. Jayne, then bled for their magical energies. The starlet robs these unfortunates of their APP score to appear perpetually youthful herself. Consequently, both of these victims have revolting appearances, prompting stifled shrieks and Sanity rolls for beholding them (0/1D4). They are underfed and kept weak by their captor. The third victim is none other than Sarah Weider. She has not yet had her APP score robbed, but has unwillingly yielded magic points to fuel St. Jayne’s sorcery. After her abduction by nightgaunts and her imprisonment, she is in a state of shock.

The stables are St. Jayne’s Mythos workshop, containing her implements of sorcery: ceremonial dagger, incense brazier, various small vials and containers, and her personal journal, which doubles as her book of necromancy, and an idol of Great Cthulhu (SAN 0/1D4 to see). The book details St. Jayne’s long life and transformation from 1920s rural cultist to her current status as rising Hollywood starlet, all due to her use of evil and forbidden knowledge. The book contains the spells listed as known by the sorceress, adds 5 percentiles to Cthulhu Mythos knowledge, and costs 1D3/1D6 SAN.

If things get rough at the house, St. Jayne summons her two guard dogs and then flees to the stables, locking herself inside. From this redoubt, she quickly summons either a dimensional shambler or nightgaunts to confront opponents. If forced into direct conflict, St. Jayne resorts to Dominate and Clutch of Nyogtha. If captured or in danger of being killed, she will try her best to appear the broken, teary-eyed

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beauty who did it all for love. She will bargain with her foes, inviting them to share in her power: Together they can become a cabal of true necromancers, and bring down LeNoir's cult of poseurs, rescue her Stan, and live happily ever after.

JEANNE ST. JAYNE, Age 68, Appears 24, Sorcerous Starlet

STR 10 CON 12 SIZ 10 INT 16 POW 20
DEX 14 APP 17 EDU 17 SAN 0 HP 11

Damage Bonus: none.

Weapons: none.

Fist/Punch 50%, damage 1D3

Skills: Accounting 55%, Art (acting) 65%, Bargain 50%, Credit Rating 65%, Cthulhu Mythos 50%, Disguise 80%, English 85%, Fast Talk 50%, Other Language (Spanish) 55%, Other Language (French) 60%, Persuade 80%, Psychology 75%, Seduction 75%.

Spells: Clutch of Nyogtha, Contact Yowoyow*, Dominate, Flesh Ward, Gift of Inanna*, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt.

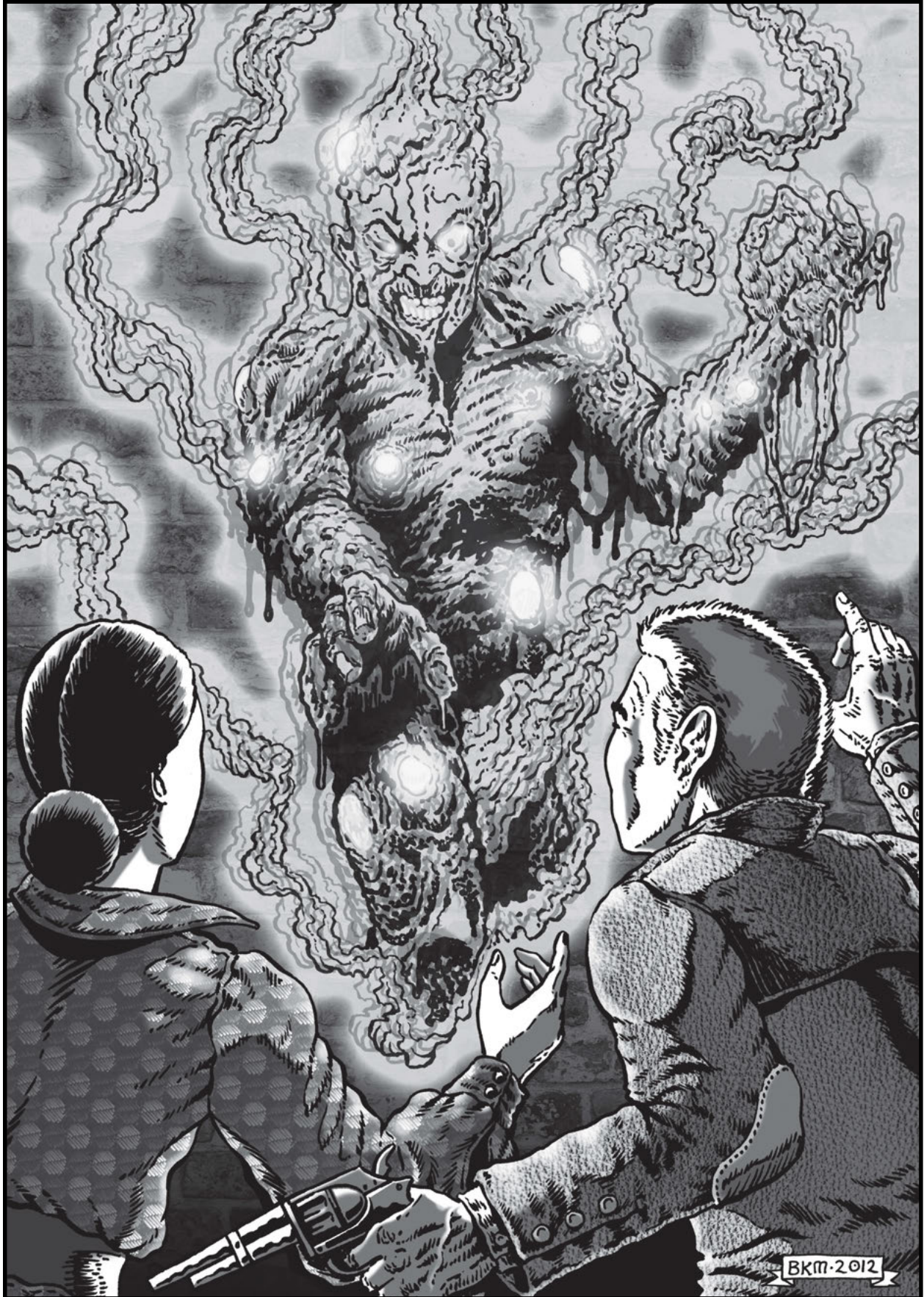
*Spells from Chaosium's *Secrets of Los Angeles*.

CONTACT YOWOYOW: The spell costs 3 magic points and 1D3 SAN. Unless there are no yowoyows nearby, success is automatic. Yowoyows are known to roam across southern California; usually they stick to little-used rural lanes and paths.

GIFT OF INANNA: Grants beauty to the caster at the expense of another. The target may be no farther from the caster than one mile distant. The spell requires a day-long ritual, a sacrifice of four magic points, and a loss of 1D6 SAN. At midnight, after the spell is completed, match the caster's magic points against the target's on the Resistance Table. If the caster wins, the victim loses 2 APP and he or she now appears that much older; the caster gains 1 APP, and now appears that much younger. Other than this, neither character's rate of aging changes. If the target wins, however, the caster is thrown into a coma for 1D3 days and permanently



St. Jayne's Chamber of Horrors



Stan Brophy Returns

loses one point of CON. The target notices no change at all.

DIMENSIONAL SHAMBLER, Walker Between Worlds

STR 19 CON 17 SIZ 19 INT 07 POW 11
DEX 11 APP 17 Move 07 HP 18

Damage Bonus: +1D6.

Weapons: Claw* 30%, 1D8+db

*can attach with both foreclaws at once, at the same DEX rank.

Armor: 3-point thick hide.

Spells: none.

Sanity Loss: 0/1D10 Sanity to see a dimensional shambler.

OPTIONAL ENCOUNTER: STAN BROPHY RETURNS!

Whatever the circumstances of their leaving the Rose Ranch (and whether or not the investigators have discovered the horrors in the stable or confronted Jeanne St. Jayne), as investigators are piling into their automobile, Stan Brophy finally makes it back from the outer void.

There is a sickly shimmer of light, and from out of thin air steps what was once Stan Brophy. He is now an "it," disgusting to look upon and dripping with semi-solid, vaporous slime. Its body shimmers and warps with alien energies still tugging at it from unknown dimensions. The figure bubbles, simmers, and melts, coalescing moments later. It seems to occupy more than three dimensions of space. The thing staggers towards St. Jayne or the nearest investigator. Can it even tell who is who? It rushes to embrace the nearest human being, smothering the victim in acidic alien energies. Its gargling cries are nothing approaching human. If defeated, the Stan Brophy Thing "falls back" into another dimension, never to be seen again.

THE STAN BROPHY THING

STR 12 CON 14 SIZ 12 INT 11 POW 11
DEX 10 Move 07 HP 13

Damage Bonus: none.

Weapons: Hug* 35%, damage 1D4+db

* If hug hits, target takes additional 1D6 points of extra-dimensional acidic damage.

Armor: 3 points of extra-dimensional goo.

Sanity Loss: 0/1D8 points to see the Stan Brophy Thing; 1/1D10 if the viewer knew Stan Brophy in his former existence.

LINGERING QUESTIONS

If the investigators flee St. Jayne, leaving her in power, she will target them along with LeNoir's group. Investigators can expect ongoing harassment from her until she is finally dealt with. In addition, they will learn of the other members of LeNoir's magic circle going missing or turning up dead. How will investigators handle that knowledge?

If investigators kill St. Jayne, they will have to deal with shocked civil authorities and the media frenzy surrounding her death.

If St. Jayne is captured and the horrors of her ranch are exposed, St. Jayne is sent to an insane asylum. Perhaps she begins to age horribly, or somehow escapes confinement.

How do investigators deal with interlopers Sam Hoskins, Ted Oxley and Manny Black?

What becomes of the investigators' relationship with the Church of Night? If St. Jayne is eliminated, a relieved Zander LeNoir continues to rope in celebrities and others into his cult of personality.

What do investigators tell the world concerning what has become of Stan Brophy? Was the Stan Brophy Thing left to lurk in our world? Where will it appear next?

REWARDS

If St. Jayne is neutralized (killed, imprisoned, etc.), and the prisoners of her ranch rescued, each investigator is awarded 1D10 Sanity points. Sarah Weider gradually recovers her sensibilities and will be grateful to the investigators for their help. The woman is vastly wealthy and potentially influential.

Destroying Paradise, Hawai'ian Style

MICHAEL DZIESINSKI

INTRODUCTION

It's 1957, and the U.S. statehood vote for the Territory of Hawai'i (HA-vai-ee) is months away. But Cold War tensions are at an all time high on the islands, with communist infiltration of trade unions and the rise of anti-statehood groups. Singing and dancing into this Hawai'ian volcano is rock-n-roll star Hoyt "the Hips" Oakes, "splitting the atom" with a whole different type of bikini. Banking on his hit rock-n-roll album, *Shaking Oakes*, Hoyt is in Hawai'i filming a musical comedy—an enterprise that promises to boost the Hawai'ian economy. Anti-statehood groups view it as debasement of island culture and vow to disrupt Hoyt's movie. Plus, there are rumors of communist espionage on the Hoyt production: can investigators stop tensions from erupting, or will it become a red paradise?

BACKGROUND

The Critical Issue of Hawai'ian Statehood

It is two years before the United States' Territory of Hawai'i becomes the 50th state of the U.S. with a proclamation signed by President Eisenhower on August 21st, 1959. It is a volatile time, as the territorial government makes a procedural push for an island-wide consensus on statehood. Many influential U.S. mainland interests need Hawai'ian statehood to pass

smoothly for the stability of U.S. power in the Pacific. This includes the United States Pacific Command, the centralized U.S. military hub that will coordinate the Korean "police action" and Vietnam War, recently based on the Island of Oahu.

1950s Hawai'ian Timeline

1950: President Truman visits Hawai'i; Pineapple workers strike on Lana'i.

1951: Under Smith Act, FBI arrests John Reinecke, Jack Hall, and five union organizers for conspiracy to overthrow the government.

1952: First FM stations in Hawai'i; First bikini spotted on beach in Waikiki; Kilauea Volcano has largest eruption since 1924.

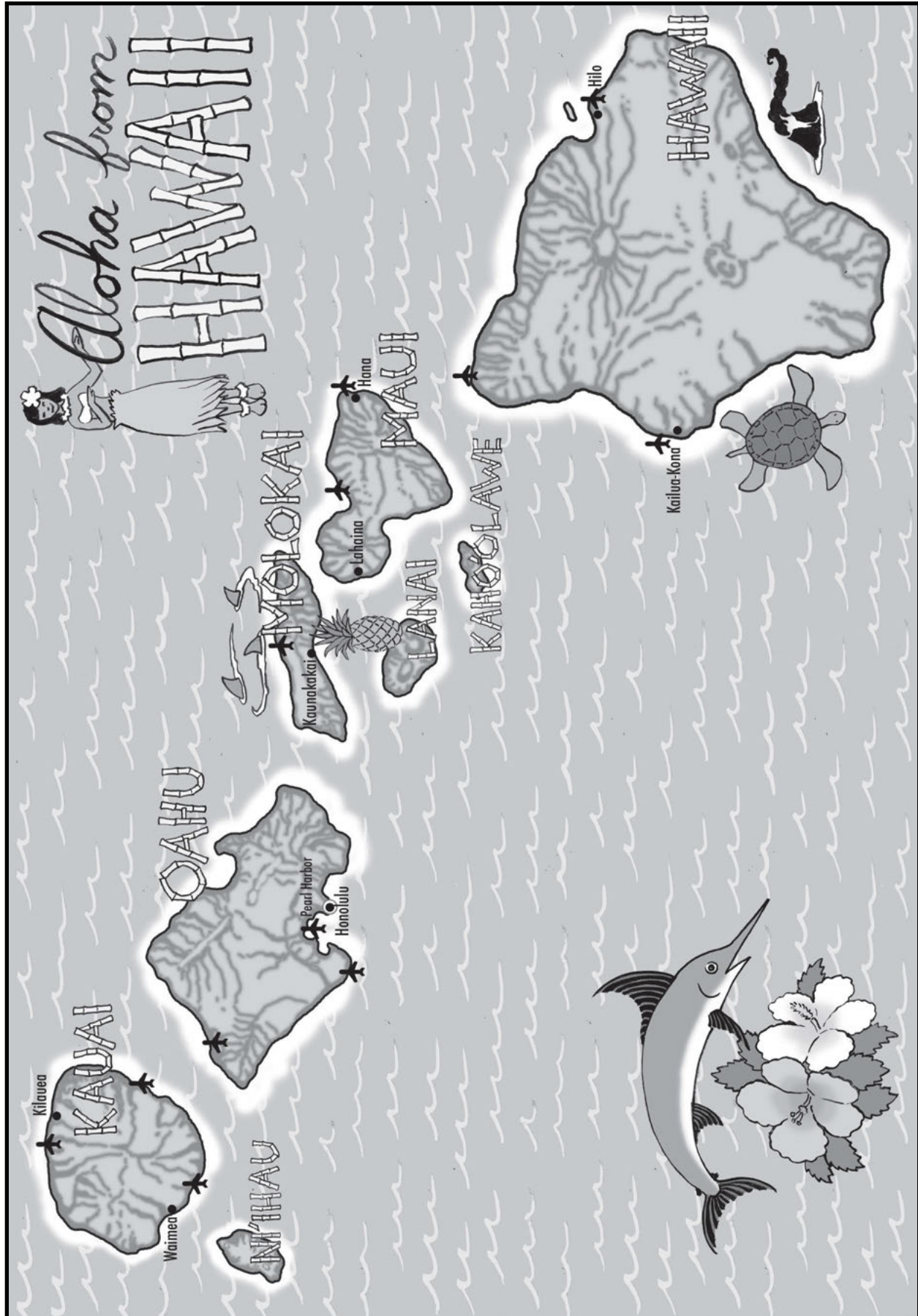
1953: David Kawananaoka, the last heir to the Kingdom of Hawai'i, dies in Honolulu; *From Here to Eternity* (Lancaster) filmed on O'ahu.

1954: 116,000 signature statehood petition sent to Washington; *The Caine Mutiny* (Bogart) filmed in Hawai'i.

1955: Statehood delayed by accusations of communist infiltration of Hawai'ian trade unions; *Mister Roberts* (Henry Fonda) filmed in Hawai'i.

1956: Hearings in Honolulu on communists in labor movement; first macadamia nut crop harvested.

1957: US military in Pacific centralized to CINPAC on O'ahu; first color TV broadcast;



first oceanic telephone cable connects Hawai'i to U.S. mainland.

1958: "Aloha Strike" lasts 126 days, involves 16,000 workers, and closes mills island wide; musical *South Pacific* (Ganor) filmed in Hawai'i.

1959: August 21, President Eisenhower signs proclamation making Hawai'i the 50th state of United States; Dr. Martin Luther King Jr. speaks at Punahou schools; *Gidget* film popularizes surfing.

Hawai'iana

hula: Hawai'ian storytelling through dance, often accompanied by drums and chants; hula shows with torch juggling are popular tourist attractions.

luau: A traditional Hawai'ian feast. Mele (music) and hula often accompany large luaus.

outrigger canoe: Outriggers helped Polynesians populate the scattered isles of the Pacific.

surfing: Important religious and cultural practice in Polynesian culture; "sport of kings" in ancient Hawai'i.

ukulele (YOO-koo-leh-lee): Small guitar-like instrument brought to islands by Portuguese vaqueros (cowboys).

'Iolani (ee-oh-lah-ne) Palace: Located in downtown Honolulu, King Kalākaua and Queen Lili'uokalani ruled from this palace until the monarchy was overthrown in 1893. The palace has been used as the capitol building for the governments of Hawai'i ever since. In the 1950s, 'Iolani Palace is the center of government for the Territory of Hawai'i, and the state capital after 1959.

Hawai'ian Words

aloha (ah-LOW-hah): hello, goodbye, caring.

haole (HOW-lee): white person, outsider; "no breath" in Hawai'ian.

heiau (hey-ow): pre-Christian shrine or sacred place.

Atomic Age Cthulhu

kama'aina (kah-mah-EYE-nah): local, native born.

kapu (KAH-poo): sacred, taboo, forbidden.

kahuna (kah-WHO-na): spiritual leader.

ki'i (KEY-ee): statue, figure; also called tiki.

lei (lay): necklace of flowers, feathers, or shells.

lolo (LOH-loh): crazy, insane.

mahalo (mah-HA-low): thanks, gratitude.

PLAYER INFORMATION

Suggested for three to six players, investigators have been called in by the U.S. mainland government to look into suspicious activities on the Hoyt movie production in Hawai'i. If the keeper is running a campaign in the 1950s, the NPC liaison has requested assistance in Hawai'i through an existing campaign contact.

Sample Occupations: Federal Agent, Congressional Appointee, Cultural Liaison, Military Consultant.

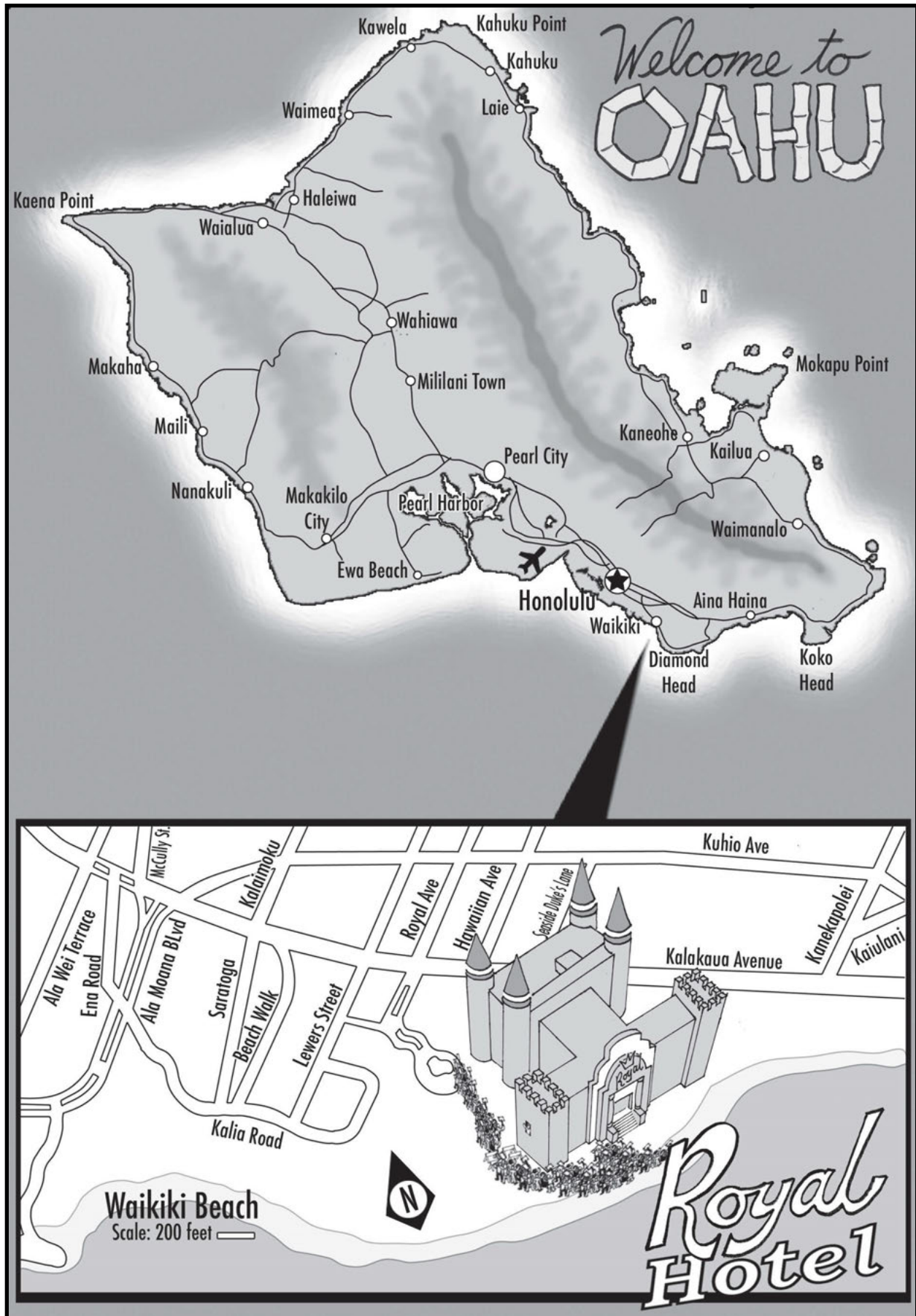
Mainland Liaison: U.S. Army Captain Jake Francis.

Local Liaison: Honolulu Police Department Detective Kimo Ho'omaluKulanakauhale.

KEEPER'S BACKGROUND

Scenario Setup

Two uniformed military men approach each investigator. These men deliver a sealed directive: the Allied NATO Command has been authorized to retain the investigator for their unique skills. Unusual incidents have occurred on a movie production in Hawai'i. If the investigator agrees, the military men will provide transport to the nearest military airbase, with mission details to be provided en route to Hickam Air Force Base, Hawai'i.



MYTHOS ENTANGLEMENTS

Hawai'ian Apocalypse

Hoyt's arrival in Hawai'i has brought turmoil and madness not seen since Captain James Cook first "discovered" the "Sandwich Isles" in 1778. Like Cook, Hoyt is another charismatic being strongly associated with the Hawai'ian fertility god Lono (LOH-noh). Like Cook, Hoyt has also arrived in Hawai'i shortly before a new era on the islands. Echoes from the past sing into the present: an apocalypse is coming to Hawai'i and Hoyt Oakes, a personification of Lono, is a harbinger of death and rebirth.

The deep one hybrid Loko'ino harnesses the pangs of Hawai'i's modern rebirth to summon the destructive entity, Ghatanothoa, above the waves. In opposition are Shub-Niggurath Cultists, the Daughters of Pan, who strive to protect the Lono fertility cycle and thus, Hoyt Oakes. A Mythos internecine war begun in

ancient Mu between followers of Ghatanothoa and Shub-Niggurath, cycles anew and the Islands of Hawai'i, caught between two alien and cyclopean forces, may be ripped apart.

A Movie about Revenge

Arriving in Honolulu in late 1956, screenwriter April Desmith is dry of creative ideas for a Hoyt Oakes musical vehicle set in Hawai'i and seeks out occult inspiration. Sensing Desmith's resentment and longing, deep one hybrid Loko'ino approaches Desmith disguised as a kahuna of Polynesian magic. After weeks of nighttime séances, a cloaked Loko'ino reveals the *Kapuna Record*, a Mythos tome of larger-than-life Polynesian lore. Loko'ino "reluctantly" helps Desmith adapt the stories into the movie script, *Song of Paradise*. Seeking retribution for the nuclear annihilation of his deep one city at Bikini Atoll, Loko'ino will use Desmith's movie to summon Ghatanothoa.

MOVIE SCRIPT: SONG OF PARADISE

Over several months, Loko'ino helps Desmith translate stories from the *Kapuna Record* into a movie script. On the surface, the script is a musical vehicle for Hoyt. Hoyt's character, Tony, survives on daily boat tours out of Honolulu and falls in love with a local girl, Mele ('song' in Hawai'ian). Mele's Hawai'ian parents forbid the pairing; in order to truly love Mele, a haole (outsider) must embrace Mele's Polynesian heritage. The movie script calls for a series of musical numbers with Tony exploring Hawai'ian culture, and in the process, winning over Mele's parents. The principal roles are Tony (played by Hoyt), Mele (played by Laka, a leader of the Daughters of Pan cult), and her parents (local extras).

A successful Cthulhu Mythos roll on the movie script identifies occult layers

within Desmith's epic: The extravagant Polynesian performances throughout the script narrate 1) how T'yog, high priest of Shub-Niggurath, was betrayed by Imash-Mo, high priest of Ghatanothoa, and 2) the later Polynesian diasporas caused by ancient Mu's destruction from the Curse of Ghatanothoa.

A second successful Cthulhu Mythos roll reveals a cipher of Mythos incantations woven within the musical performances. The purpose of the encrypted incantations should be vague until witnessed in "Confronting the Big Kahuna" in "Act Three: Burning Hawai'i," on page 173. The script's three acts function as a grand ritual to summon Ghatanothoa in order to scrub Hawai'i clean of life and cripple the U.S. military presence in the Pacific.

PROLOGUE

Upon agreeing to this undertaking, investigators will find themselves grouped together in a military cargo plane flying to Hawai'i. Introductions may be in order. The spare cabin is comprised of metal benches and a parachute rack. A leather briefcase is chained to one bench. Taped to the unlocked case is a note that reads, "NATO COMMAND BRIEFING: EYES ONLY." Inside the briefcase:

- U.S. Military secrecy non-disclosure forms.
- NATO Command affirming investigators as duly appointed representatives of the U.S. government.
- A document stating their Hawai'i point of contact is U.S. Army Captain Jake Francis.
- *Paradise Papers* #1–5: player handouts that serve as flavor, clues, and backstory on the movie production (see pages 180–182 for *Paradise Papers*).

ARRIVAL ON OAHU

Spring 1957, Hickam Air Force Base, Oahu Island

Upon disembarking, investigators are met on the tarmac by Captain Jake Francis. It's 6:00 p.m. local time and the sky is sunset orange. Francis will brief the group as they travel to their accommodations at the Royal Hotel, Waikiki. There was a horrible incident on Hoyt's movie set during the act one beach luau. Francis' pet theory is that the luau incident several days ago was a test by communist agents and precursor to a large-scale biological or nerve-agent attack.

Francis' itinerary is 1) to get some sleep at the hotel, 2) in the morning go to Queens Hospital to examine the victims, and 3) scour the luau movie set for clues.

Francis is a physically fit man in a regulation U.S. Army uniform, polished shoes, and a crew-cut for his blonde hair. Francis has

an excellent grasp of the geo-political scene in Hawai'i. With the statehood and communism issues, his job as public affair liaison is demanding. Originally an uptight mainland haole, Francis married Kalei, a local woman of partial Hawai'ian heritage, who is teaching him to lighten up.



Captain Jake Francis

CAPTAIN JAKE FRANCIS, Age 38, US Army Public Affairs Liaison

STR 13 CON 15 SIZ 11 INT 13 POW13
DEX 13 APP 14 EDU 15 SAN 90 HP 13

Damage Bonus: none.

Weapons: Colt M1911 45%, Damage 1D10 + 2

Fist/Punch 40%, damage 1D3 + db

Skills: History (Hawai'ian, Military) 58%, Hand-to-Hand Combat 41%, Drive Military Vehicles 55%, Psychology 55%, Politics (Hawai'ian, Military) 67%.

THE ROYAL HOTEL

On the ride from the airbase, Francis tells the investigators a little bit about their destination: The Royal Hotel was opened in 1924 at the center of Oahu's tourist resort district, Waikiki. Built in Spanish architecture popular in the 1920s, the six-story tall pink building has 400 suites that have, over the years, hosted

the world's most influential powerbrokers and movie stars. Hoyt and his entourage room at the Royal Hotel for the duration of filming.

When the investigators arrive at the Royal Hotel, it's early evening. Surrounding the large pink hotel are hundreds of people waving signs and posters. Uniformed Honolulu Police form a barrier between the crowd and the hotel. This is where investigators first meet Honolulu Police Department Detective Kimo Ho'omalukulanakauhale. Kimo is coordinating H.P.D. crowd control. Francis warmly greets Kimo and informs investigators that Kimo is the 'go-to guy' for the local scene.



Detective Kimo

Detective Kimo is a barrel-chested man of Hawai'ian descent. On duty, he wears a crisp suit, no tie, and an H.P.D. badge. His "laidback" demeanor and pidgin dialect (see "Hawai'ian Words" on page 158) irritate impatient mainlanders unaccustomed to "Hawai'ian Time," but Detective Kimo is a sharp and effective police detective. The grandson of powerful kahuna, a Hawai'ian holy man, Kimo has deep ties with the local Hawai'ian community. Kimo does not tolerate mainland nonsense, but is invaluable on local customs and history. Kimo's a sympathetic local character and foil for Francis'

mainland mindset, but soft on Francis as he "married local."

DETECTIVE KIMO

HO'OMALUKULANAKAUHALE (*kee-moe hoe-mah-lau-koo-lah-nah-cow-ha-lay*), Age 45, Investigative Bureau, Honolulu Police Department

STR 16 CON 16 SIZ 17 INT 14 POW 16
DEX 15 APP 14 EDU 13 SAN 80 HP 17

Damage Bonus: +1D6.

Weapons: .38 Special 60%, damage 1D10

Fist/Punch 73%, damage 1D3 + db

Skills: Folklore (Hawai'ian) 65%, Law 75%, Language (Hawai'ian) 55%, Persuade 55%, Religion (Hawai'i) 25%, Surfing 65%, Track 55%.

A RIOT OF A GOOD TIME

If investigators ask Kimo about the crowds, he says the trouble is that they're actually two different groups: a) members of Hoyt's fan club, and b) anti-statehood protestors. The fans are excited by Hoyt, and the protestors are agitated by him. Kimo is annoyed at Hoyt for "stirring things up" with the locals.

Among the agitated crowd, certain individuals seem out-of-place:

- Among Hoyt's frenzied fans, dozens of exceptionally attractive women calmly push through the crowds with the coordinated patterns of a methodical search. (The women are Daughters of Pan.)
- Among the anti-statehood protestors, a dozen figures in heavy robes, unusually heavy clothes for the tropical climate of Hawai'i, sway as if in a trance. (The robed figures are radioactive deep ones.)

Suddenly, there is a cacophony of screams as Hoyt "the Hips" Oakes briefly emerges from a second floor hotel balcony. Dressed in an Aloha shirt, he smiles and waves. Hoyt blows a kiss and ducks back inside the hotel. His fans shriek, and several faint.

A male anti-state protestor yells, "We don't want you here, Hoyt!" Protestors growl

in agreement. In response, a female fan cries, "We love you, Hoyt!" The two groups start to shove and push each other, and then it becomes ugly: A rock arcs over the crowd, striking a Hoyt fan in the shoulder. Cries of disbelief and anger swell as a full-scale riot breaks out in front of the Royal Hotel. Kimo calls in more H.P.D. units and Francis calls his superior. Without intervention by the investigators, authorities will bring the Royal Hotel Riot under control in 20 minutes.

QUELLING THE RIOT

Investigators can help subdue the riot. During the encounter, Francis and Kimo will relay the backstory on Hoyt's fans and the anti-statehood groups. On the down side, investigators will need to avoid rocks, signs, and fists thrown their way by the angry mob. To play out a few scuffles, use the stats below.

ANTI-STATEHOOD PROTESTORS, Repeat As Needed

	1	2	3	4	5
STR.....	12.....	12.....	07.....	10.....	08
CON.....	13.....	11.....	10.....	15.....	10
SIZ.....	13.....	11.....	08.....	12.....	10
EDU.....	08.....	13.....	10.....	09.....	16
APP.....	11.....	16.....	10.....	13.....	12
INT.....	11.....	12.....	11.....	09.....	15
DEX.....	12.....	13.....	12.....	10.....	15
POW.....	11.....	09.....	07.....	13.....	17
HP.....	13.....	11.....	09.....	14.....	10
DB.....	+1D4.....	0.....	-1D4.....	0.....	0

Weapons: Fist/Punch 50%, damage 1D3 + db
Thrown Bottle/Rock 35%, damage 1D4 + db

Skills: Protest 35%, Local History 35%, Local Lore 55%.

Appearance: Anti-statehood protesters are comprised of local island residents who believe the U.S. military is illegally occupying the Kingdom of Hawai'i.

Notes: Dissenting voices to the U.S. mainland power structure in the islands, troublemakers, and alleged communist sympathizers. Detective Kimo is sympathetic to their grievances, but not their methods.



HOYT'S FAN CLUB, Repeat As Needed

	1	2	3	4	5
STR.....	10.....	12.....	07.....	10.....	08
CON.....	12.....	13.....	10.....	15.....	14
SIZ.....	12.....	13.....	08.....	12.....	11
EDU.....	09.....	11.....	10.....	10.....	08
APP.....	13.....	16.....	12.....	13.....	12
INT.....	11.....	12.....	13.....	09.....	10
DEX.....	12.....	13.....	14.....	10.....	15
POW.....	13.....	09.....	08.....	11.....	12
HP.....	12.....	13.....	09.....	14.....	13
DB.....	0.....	+1D4.....	-1D4.....	0.....	0

Weapons: Fist/Punch 50%, damage 1D3 + db

Skills: Music (Rock-n-Roll) 35%, Pursue 35%, Dance 40%, Spot Hidden 20%, Rumors 55%, Music Lore 65%.

Appearance: Teenagers and college-aged kids, the vast majority are female. In large groups, they go into a frenzied state of screaming, jumping, and crying when they see the focus of their devotion.

Notes: 1) If fans suspect that investigators know Hoyt, they mob investigators for any bit of information. Fans have uncanny knowledge of Hoyt's location at any given time. 2) The leaders of the Daughters of Pan cult, the Three Pillars, act as the fan club's leaders.

CHASING THE WAVES

Pursuing the Instigators

Instead of helping the H.P.D. with the riot, investigators may notice suspicious people running away from now-rioting mob: a group of the methodical females (Maidens) begin chasing the heavily hooded figures (deep ones), who are running away from the hotel. Run a pursuit through the streets of Waikiki using the city map provided on page 159.

- If investigators split up to pursue individual targets, they end up outnumbered and hunted.
- If investigators focus on one target, after a chase through Waikiki, allow the investigators to question their quarry.
- Depending upon which targets investigators choose to pursue, the keeper can reveal useful information about either the

Daughters of Pan or Loko'ino's organization and history, but not both. (Entries for the cults are at the end of this scenario.)

MAIDENS, Daughters of Pan (DoP) Cultists, Repeat As Needed

	1	2	3	4	5
STR.....	11.....	10.....	07.....	10.....	08.....
CON.....	11.....	12.....	10.....	12.....	13.....
SIZ.....	10.....	11.....	08.....	12.....	09.....
EDU.....	8.....	11.....	14.....	10.....	12.....
APP.....	15.....	16.....	17.....	14.....	15.....
INT.....	13.....	11.....	16.....	09.....	10.....
DEX.....	12.....	13.....	14.....	12.....	16.....
POW.....	12.....	13.....	10.....	14.....	11.....
HP.....	11.....	12.....	09.....	12.....	11.....
DB.....	0.....	0.....	-1D4.....	0.....	0.....

Weapons: Dagger 35%, damage 1D4+2 + db

Club 35%, damage 1d6 + db

Fist/Punch 20%, damage 1D3 + db

Grapple 30%, damage special

Spells: 10% know a Mythos Spell or two related to Shub-Niggurath.

Skills: Art (Bartending, Dance, Music, Ropes) 50%, Conceal 55%, Chemistry (Pharmacology) 65%, Fast Talk 36%, Photography (Blackmail) 45%, Poisons (Sleep, Paralysis) 43%, Occult 30%, Sneak 40%.

Appearance: In Hawai'i, cultists are disguised as bikini-clad female fans of Hoyt.

Equipment: Drugs, intoxicants, poisons.

Notes: "Maidens" are rank-and-file human female DoP cultists. There are always 3D10 Maidens near the cult leaders, the Three Pillars (Children of Pan). Encounters with large groups of Maidens involve collective grappling attacks with the intent to subdue and bind. Singular Maiden encounters involve poisons, intoxicants and drugs.

The Riot Encounter: Pursued, a Maiden will seek to summon more comrades. A single cornered Maiden will admit to instigating the riot, but nothing more. If unable to flee, she will a) attempt a Mythos spell (10% chance) or b) poison herself. Searching a Maiden will reveal cult articles and Hoyt fan club items. A successful Cthulhu Mythos roll will reveal details about the Daughters of Pan cult (found on page 177).



RADIOACTIVE DEEP ONES from Bikini Atoll, Henchmen of Loko'ino

	1	2	3	4	5
STR.....	14.....	15.....	13.....	16.....	12.....
CON.....	10.....	11.....	09.....	12.....	14.....
SIZ.....	16.....	13.....	12.....	14.....	09.....
INT.....	13.....	12.....	10.....	12.....	14.....
DEX.....	10.....	11.....	10.....	13.....	09.....
POW.....	10.....	11.....	14.....	10.....	12.....
HP.....	13.....	12.....	11.....	13.....	12.....
DB.....	+1D4.....	+1D4.....	+1D4.....	+1D4.....	0.....

MOVE 8/10 Swimming

Weapons: Claw 25%, damage 1D6 + db

Hunting Spear 25%, damage 1D6 + db

Fishing Net 15%, damage entangle

Armor: 1-point skin and scales.

Spells: Related to Cthulhu, Dagon & Hydra, star-spawn of Cthulhu, yuggs, and other horrors of the sea. In any group encounter, generic deep one #3 has spell-casting ability.

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%.

Sanity Loss: 0/1D6 Sanity points to see a revealed deep one.

Radioactive: For every hour in the presence of these irradiated creatures, investigators lose 1D6 CON. At ½ their normal CON victims begin to show signs of radiation poisoning. At 0 CON a victim dies. Highly radioactive, Geiger counters peak around these creatures.

The Riot Encounter: If chased, a robed deep one will try to run towards the sea, while attempting to cast a Mythos spell to even the odds. Cornered, the deep one will admit to instigating the riot. He then drops his robe, requiring a Sanity check upon seeing his mutated, radioactive form. If this does not stun onlookers so he can flee, he will attack with great ferocity until dead or he kills his pursuers.

A successful Cthulhu Mythos roll reveals he is a deep one but not "healthy." Subdued, he will answer questions about his origins from Bikini Atoll and his brother Loko'ino's rage at the nuclear testing there. He will die in human captivity in 24 hours from radiation poisoning.



April Desmith

SEARCHING FOR APRIL DESMITH

April Desmith is nowhere to be found during or after the riot that evening. Investigators can persuade someone at the hotel to give them access to her suite (or access it by less legal means). In the room is a large desk wardrobe with a mirror:

- a) *Paradise Papers #3*, the *Hollywood Tattler*. Black “X”s mark parts negative about Desmith. The reporter’s name is scratched out. (See page 181.)
- b) *Paradise Papers #1*, a crumpled and water-damaged stack of promotional postcards sit on the desk. (See page 180.)
- c) A picture of Desmith is pinned on the mirror frame: Frizzy blonde beehive hairdo, black cats-eye glasses and Madame Blavatsky’s silver locket hangs from her neck.
- d) A framed picture of her dead son William, a blonde haired man in a WWII military uniform.
- e) A basket by the desk overflows with trash. After 10 minutes, investigators can piece together the basic movie script. Only the mundane plot of the movie can be determined as numerous pages are missing

(see the “Movie Script: *Song of Paradise*” sidebar on page 160).

MEETING HOYT OAKES

If investigators try to gain access to Hoyt’s suite during or shortly after the riot, they must deal with several obstacles. The first is a courtyard of screaming fans. The second is Hoyt’s protective entourage: six members stand near the suite’s liquor bar. The third consists of four cult Maidens, posing as fans, who lounge around the suite (see Maidens’ stats on page 164). Note that resorting to violence or aggression in an attempt to meet Hoyt will result in a brawl with Hoyt’s entourage and the Maidens. Luckily, Queen’s Hospital is a short ambulance ride away.

The Hoyt Interview

Gaining access to the suite, Hoyt seems amiable enough to the investigators, though he stares off into space during most of the conversation. Asked about the luau, Hoyt takes large swigs from a bottle of Kentucky bourbon. With haunted eyes, he mumbles that the luau reminded him of momma’s church, where people talked in tongues and danced with snakes. He shivers. After a few more questions, a rattled Hoyt asks the investigators to leave for tonight. To punctuate the request, several members of Hoyt’s entourage escort them out of the suite.

HOYT’S ENTOURAGE, Repeat As Needed

	1	2	3	4	5
STR.....	12.....	13.....	17.....	10.....	15
CON.....	13.....	14.....	14.....	12.....	14
SIZ.....	12.....	12.....	15.....	12.....	11
EDU.....	09.....	11.....	06.....	10.....	08
APP.....	14.....	10.....	11.....	10.....	12
INT.....	11.....	14.....	07.....	09.....	10
DEX.....	13.....	09.....	10.....	15.....	12
POW.....	10.....	12.....	08.....	13.....	09
HP.....	13.....	13.....	15.....	12.....	13
DB.....	0.....	+1D4.....	+1D4.....	0.....	+1D4

Weapons: Fist/Punch 40%, damage 1D3 + db

Skills: Dodge 35%, Intimidate 45%, Jump 25%, Throw 35%.

Appearance: In Hawai'i, sunglasses, aloha shirts, and surfing trunks.

Notes: Hoyt's entourage is his band, old buddies from his Kentucky days, and bodyguards. Most are rough and tumble men full of testosterone who like to brawl and pull pranks.



Hoyt "The Hips" Oakes

HOYT "THE HIPS" OAKES, Age 27, Famous Rock-N-Roll Singer

STR 13 CON 13 SIZ 12 INT 11 POW 12
DEX 16 APP 17 EDU 11 SAN 75 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 25%, damage 1D3 + db

Skills: Credit Rating 70%, Dance 65%, Guitar 80%, Sing 90%, Martial Arts 15% (T.C.B. Movie Karate), Music Industry 30%, Persuade 65%.

Appearance: Hoyt is a lithe man with physical charisma. In Hawai'i, Hoyt favors red aloha shirts, yellow leis, white slacks and black gaiters. Hoyt's black hair is slicked back in a pompadour style.

Equipment: Guitar, hair oil, aloha shirts, Bible, letters from Momma Oakes.

Notes: When not performing on stage, Hoyt is insecure and can get lost in a bottle of alcohol. When drunk, his moods swing between melancholy and destructive. He is also very aggressive with the ladies, though few resist his advances.

Riot Aftermath

- If the investigators helped to quell the riot, they have solid background on the rioters.

Atomic Age Cthulhu

More importantly, they have earned Francis' and Kimo's trust.

- If the investigators chased down riot instigators, they have a clear picture of one Mythos cult faction involved and a prisoner or specimen for the morgue.
- If the investigators did not seek out De-smith or Hoyt during the riot, they can do so at this time. See above.

ACT ONE: THE LUAU OF DEATH

QUEEN'S HOSPITAL

Early the next morning, Francis drives investigators to Queens Hospital to examine victims of the luau filming. Detective Kimo is waiting in the hospital lobby among bruised and bandaged rioters from the previous night. While checking handcuffs on several rioters, Kimo greets Francis and the investigators. Satisfied, Kimo leads the group into an empty meeting room. Kimo closes the door.

Victims of the Luau

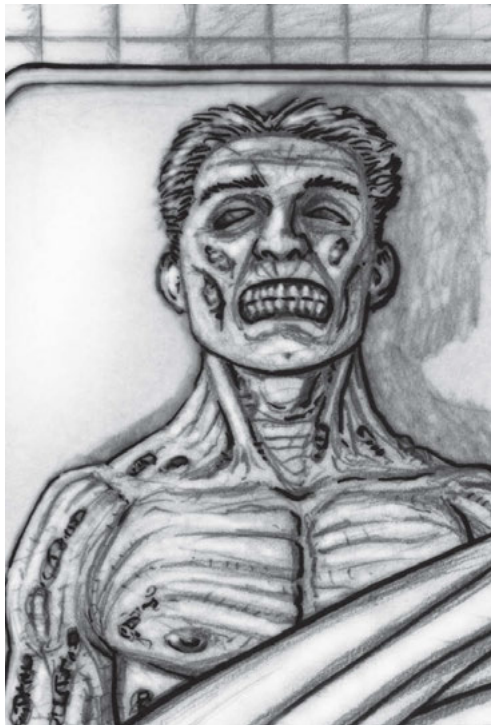
- Kimo explains that during the filming of the luau, several people fell into comas or died.
- Survivors were released the same day. Physically unharmed, they are hazy about the luau and have a vague terror of suffocation.
- Five people remain in comas from the luau. Successful diagnosis by investigators with medical knowledge determines that all exhibit extreme examples of keratosis, a fibrous thickening of the skin. Medical charts indicate none had this condition prior to the luau.

Once investigators are satisfied with the luau survivors, Kimo conducts them to the morgue where Officer Stubbs guards two corpses. But when Kimo opens the drawers there is only one

corpse. Kimo and Francis confront a befuddled Officer Stubbs. Each successful Psychology, Persuade, or Fast Talk roll calms a stammering Officer Stubbs enough to uncover one of the following:

- Hours ago, three women, two in nurse uniforms and one as a doctor, showed up with official paperwork to perform an autopsy on the “white one.”
- The “white one” is a corpse as white and shiny as a marble statue.
- The “white one” was an exceedingly beautiful female movie extra named Brigid, one of three girls who hung around Hoyt as his “favorites.” (Keeper note: she was also a leader of the DoP cult.)
- Officer Stubbs seems sluggish and doped. There is a welt on his neck. (Keeper note: Stubbs was poisoned by the DoP while retrieving the corpse of their cult leader.)

The remaining corpse looks mummified; a ropy black keratosis effect is clearly visible on all his flesh. His tag identifies him as Rick Dobie, a Californian man in his 20s who did movie lighting and props.



Rick Dobie's Corpse

Luau Cover Story

The public story for the luau is food poisoning by anti-statehood protestors. Kimo thinks something stranger is going on but won't speculate further without evidence.

ANGER ON THE BEACH

Kimo stays behind to reprimand Stubbs while Francis drives the group to the luau site on the North Shore. Dozens of picketing anti-statehood protestors linger at the road's edge. An H.P.D. police detail checks credentials before letting Francis pass. Protesters shout at the vehicle as it turns down the road.

Trash and broken props litter the luau movie set, dropped where the victims fell. A lava-rock outcropping served as a stage for hula dancers and torch jugglers. Towering over the set is a 9' tiki statue of a Polynesian god. It's flanked by toppled bamboo “tiki torches” and luau tables.

Keeper Note: A successful Folklore (Hawai'i or Polynesian) or Religion (Hawai'i or Polynesia) roll is needed for details on the tiki of Thoa. It's a “typical” statue of Thoa (80% of those found); staring at the bearded toad god causes unease and nausea. Only an expert in Polynesian lore or Mythos lore (50+ percentiles in either skill) can verify it to be a representation of Ghatanothoa.

It's In the Can

A successful Spot Hidden roll while actively searching debris uncovers a tin of undeveloped film. Viewing developed film of the luau has no paralyzing effect on the viewer, but watching the horror unravel does require a 0/1D4 Sanity check. Kimo identifies the three women in the film as the head of Hoyt's fan club and his “favorite girls,” Bridgid, Laka, and Ziva.

At the start of the film reel, three female dancers of exceeding beauty perform a sultry hula dance in grass skirts and flower leis. One is Mele (Laka), Hoyt's female co-star who

dances over to join Tony (Hoyt). A somber Hawai’ian hula and chant begins. Local extras fire juggle and drum dance. Obscured by heavy robes and shadow, a misshapen figure begins chanting in a deep voice. (The robes match the figures seen at the riot. If investigators ran down a radioactive deep one, a connection should be clear.) As the robed figure chants, the 9' tiki visibly shimmers on the film “into clear focus” as a horrifying visage of Thoa (2%). The next four minutes, people freeze in place or run screaming in horror. There is bright flash as the Thoa becomes a perfect image of Ghatanothoa. Ten seconds later the camera is knocked over, the view obscured by debris. Screams and a faint crystalline tinkling are heard for another five minutes, until the film spools out.

Mythos Background on the Luau

The figure obscured by heavy robes is Loko’ino, who crafted the Act One luau set, hula, and chant into the Mythos spell, Contact Thoa, transforming a “typical” tiki of Thoa into a perfect image of Ghatanothoa. The first four minutes, victims suffered the Anger of Thoa

and afterwards the Curse of Ghatanothoa (see “Ghatanothoa, Great Old One” on page 176). Those viewing the film for those ten seconds may need to make a successful CON roll, but all viewers will feel a bit strange from the experience. When Loko’ino’s chant stopped, the tiki reverted to its original form. Loko’ino’s chant killed one the three DoP cult leaders, red-headed Brigid, petrifying her skin into a white marble patina. Her death incurs the full wrath of the cult and its two remaining leaders, Ziva and Laka.

ACT TWO: SHARKS! SHARKS! SHARKS!

Event: Surfing Scene, Molokai Cove

Setup: The next day, Francis receives word that production has resumed on the island of Molokai, once home to a leper colony. Francis encourages investigators to “stay clear” during actual filming as a lot of money is riding on the production. When the investigators arrive on Molokai, the skies and turquoise waters

TIKI OF THOA

This is a nine-foot tall likeness of an obscure Polynesian god called Thoa. Thoa is depicted as a fearsome many-eyed toad with a writhing beard. Thoa is often shown standing upright on its haunches upon a volcano-shaped pedestal. Found across the Pacific, ancient Thoa statues are made of stone while more recent examples are carved hardwood. Many Thoa statutes are crude in craftsmanship, curious as Polynesian tiki depictions of other gods are quite detailed.

Note that Thoa is better known in Mythos lore as Ghatanothoa. Looking at a typical Thoa statue (80% of those found)

for 1D10 rounds causes a sense of unease, nausea, and physical sluggishness. Staring at Thoa statues of higher craftsmanship (17%) forces a DEX x5 roll; failure results in a catatonic state for 1D4 hours. For very accurate tiki depictions of Thoa (2%), onlookers within visual range suffer the Anger of Thoa.

ANGER OF THOA: Every 3 rounds, roll CON x5. Failing a roll, the victim loses 1 DEX, muscles begin to stiffen, and a physical sluggishness develops. At 0 DEX, the victim falls into a paralytic state. If not taken from view of the statue immediately, the victim falls into a coma.

are clear, with fish and coral visible in the cove chosen for filming. As luck would have it, investigators arrive at the cove just as filming begins. No protesters are on site.

Script: In Act Two, Mele's parents accept that Tony loves their daughter. Tony must perform a rite of passage: on a traditional Hawai'ian long board, Tony must catch and surf a big wave to shore with Mele as his passenger. Neither can fall off during the ride. Mele's family watches from outrigger canoes.

ACTION!

Dozens of Hawai'ian extras, decorated with flowers and traditional attire, float in outrigger canoes at the mouth of the cove. A camera crew films close-up shots of Hoyt and Laka, who stand on a prop long board attached to a fishing boat. A second camera crew films Hoyt's stunt double and extras surfing waves in the cove. A chant with slack key guitar accompaniment echoes across the cove from the outrigger canoes.

DANGER BY SEA

After 1 minute of chanting, the turquoise waters in the cove darken with shadows moving in swirling patterns. Loko'ino's second Thoa chant has summoned 4D10 sharks into the cove. At 4 minutes, sharks attack anything in the water. At 7 minutes, the sharks' gruesome work creates churning red patches of water. Hoyt's entourage shoots and clubs sharks, while an entranced Laka dances amidst the chaos.

SHARKS, Great White

STR 42 CON 35 SIZ 44 POW 13 DEX 13
Move 11 HP 40

Damage Bonus: +4D6.

Weapon: Bite 70%, damage 1D10+db

Armor: 6-point hide.

Skills: Scent Blood 99%.

[See pages 270–271 in the *Malleus Monstrorum* for bull, tiger, and hammerhead.]

DANGER BY AIR

Also 1 minute into the chanting, an ominous thunderstorm advances rapidly toward the cove. In 10 minutes, the storm hits the cove fully with drenching rain, 15' high swells, and 50 mph winds. With the more immediate threat of man-eating sharks, a successful Spot Hidden roll is needed to notice this atmospheric danger early in the encounter. All skill checks during the storm suffer a –50 percentile penalty when performed in the water, and a –25 percentile penalty when performed on land. Drowning rules apply.

DANGER BY HORROR

At 4 minutes into chanting, the Daughters of Pan act. All of the Maiden cultists, as well as Ziva and Laka, sway in a captivating dance while singing in an alien tongue. This action completes at 6 minutes into chanting, casting Summon Dark Young, which rouses a dark sargassum. The ocean-dwelling dark young moves rapidly into the cove towards Hoyt and Laka. Tentacles lash out dragging shark, outrigger, and human alike into its central maw.

DARK SARGASSUM, Ocean-Dwelling Dark Young of Shub-Niggurath

STR 44 CON 39 SIZ 85 INT 14 POW 17
DEX 16 HP 62 Move 8

Damage Bonus: +7D6.

Weapons: Tentacle 90%, damage db + STR drain

Attacks: hundreds of tentacles to injure or grab up to 20 victims per round. In 1D6 rounds, a victim is pulled to the center of its mass and drained of 1D3 STR per round until dead. Escape requires a STR vs. STR test on the Resistance table. Friends can lend STR to pull the victim free.

Armor: firearms do only 1 point of damage (2 on an impale), shotguns do minimum damage, hand-to-hand normal damage; heat, corrosion, and electricity have no effect.

Spells: Knows a number of appropriate spells equal to half its INT (7).

Skills: Camouflage Self 90%.

Sanity Loss: 1D6/1D20 Sanity to see a dark sargassum.

T.C.B.,

TAKING CARE OF BUSINESS

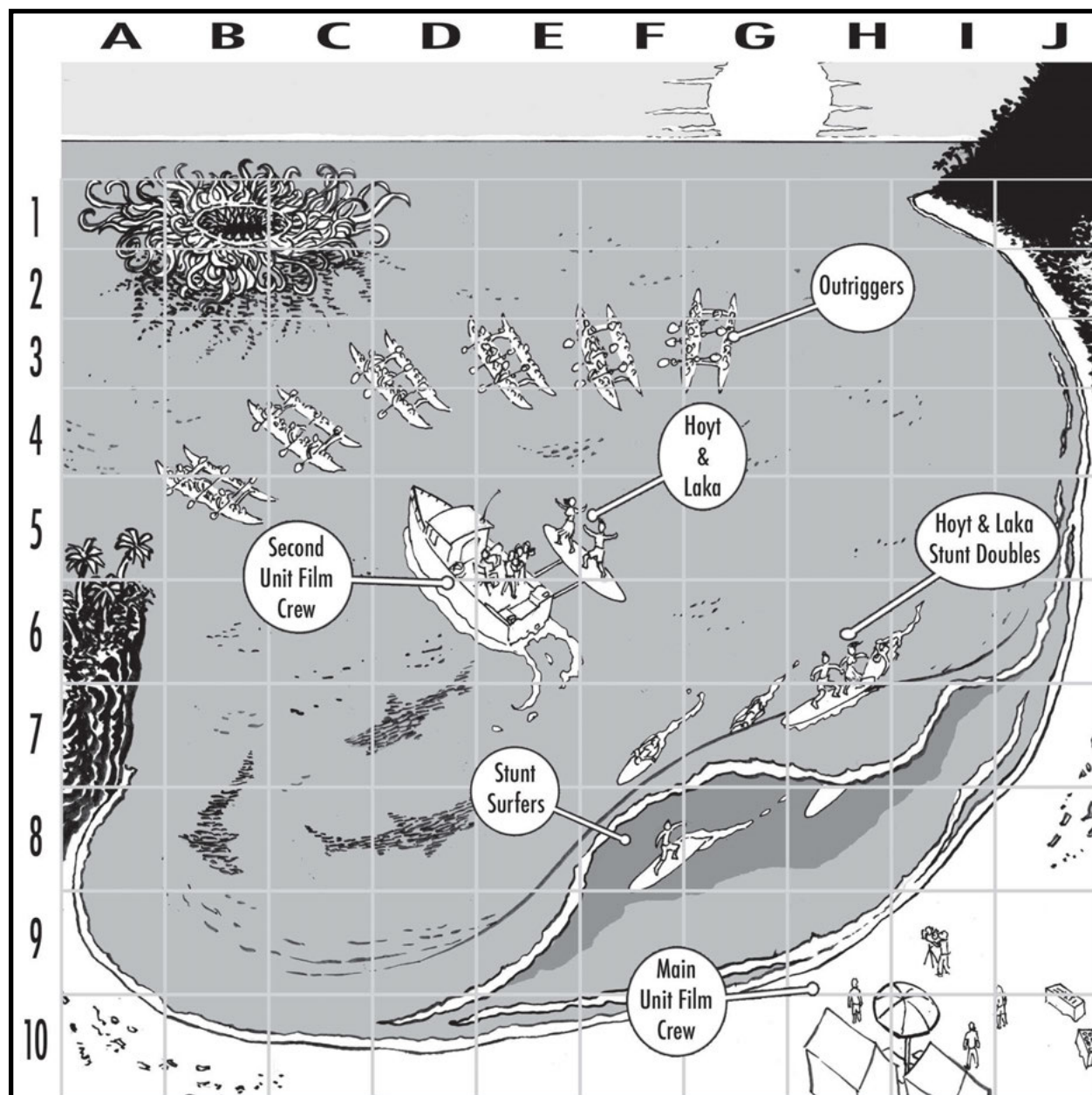
As the encounter begins, players should declare investigator actions so the keeper can determine where they are when the storm hits at 10 minutes. Few in the water survive Act Two without aid. Those on land face rows of razor sharp teeth from flailing beached sharks.

Just before the storm hits the cove at 10 minutes, there is an unearthly scream. A great white shark of phenomenal size leaps from the

water to devour Ziva, one of the Three Pillars of the DoP cult.

Missing!

During the chaos, Hoyt, Laka, and dozens go missing. No bodies are found when the storm abates. Loko'ino's radioactive deep one henchmen have dragged them under the waves (see radioactive deep ones in "Chasing the Waves" on page 164). Abductees have been taken to the final site on the Big Island of Hawai'i.



- If investigators are elsewhere during the storm, they see dark figures swarming over Hoyt's boat and dragging victims into the water.
- If investigators choose to protect Hoyt or engage Laka, give them a chance to foil the kidnap attempt and fend off radioactive deep ones, but use the 50 percentile skill penalty of fighting in the storm against them. If investigators engage Laka, she uses Mythos spells and her insanity-causing gaze to protect herself. Also, investigators dragged underwater by the deep ones risk drowning.
- Unless players are exceedingly resourceful, Hoyt should go missing. If they do rescue Hoyt, there are still Laka and dozens of others missing.
- The dark sargassum and Hoyt's entourage are ineffective in stopping the kidnapping, but with investigators' help, a deep one kidnapper can be subdued and detained by Hoyt's entourage (If the investigators are elsewhere, they will see the deep one eaten by the dark sargassum).
- The subdued deep one can be interrogated for information on the location of the next ritual and Loko'ino's ultimate plans if players fail to piece together clues found in Desmith's tent (see below).

ACT TWO AFTERMATH

After the Storm

After 20 minutes, the storm and sharks abate. Until the kidnapping, the dark sargassum surrounds Hoyt's prop surfboard and boat to protect Hoyt and Laka, eating anything else that gets too close. An observing investigator can make an Idea roll to notice that the horror isn't attacking the singer or his lovely co-star. Unmolested, the dark sargassum returns to the deep oceans after the storm subsides.

Where's Loko'ino?

Floating in the waters near the outriggers, Loko'ino was protected from shark and storm. When the dark sargassum approached,

ACT TWO ENCOUNTER TIMELINE

Minute/Round	Event
1 5	Outrigger singing begins.
2 10	Cove water darkens; storm appears on horizon.
4 20	Shark fins appear; DoP begin to summon dark sargassum.
6 30	Dark sargassum moves from open ocean towards Hoyt's boat.
7 35	Shark frenzy; dark sargassum attacks all in its path.
9 45	Ziva, a DoP leader, is eaten by shark of unusual size.
10 50	Storm hits with full force; dark sargassum arrives at Hoyt.
20 100	Storm abates; sharks depart; Hoyt, Laka, and dozens are unaccounted for in the aftermath.

Loko'ino fled but not before losing an arm to a tentacle swipe.

- If investigators spot Loko'ino, note that there are also a dozen other deep ones on scene, so capturing Loko'ino should be exceedingly difficult with the obstacles of storm and sharks. If investigators manage to kill or detain Loko'ino, dozens of people and Hoyt, the star of the production, remain missing.
- Searching the cove afterwards yields dead sharks, piles of seaweed, Loko'ino's misshapen and radioactive arm (note the angler-fish mutations on the flesh), and the mangled body of a deep one kidnapper. If investigators detained a deep one in Honolulu before it died in captivity, deep one involvement in a larger threat to the islands should now be confirmed.
- If the cove is searched underwater, clusters of petrified sharks surround a crude 9' stone tiki of Thoa.

Death in a Mumu

By Act Two investigators are no doubt actively searching for April Desmith. If they seek out Desmith's director's tent in the cove they will find a collapsed mess of ropes and canvas. Inside is the corpse of April Desmith.

- Those with medical training can determine a) she's been dead for hours; b) her neck is black and shows signs of trauma; c) her hair is falling out and her skin indicates radiation poisoning; d) a Geiger counter will confirm high traces of radioactivity.
- Rotting chunks of seaweed are stuffed in her mouth. The seaweed strewn about appears similar to the dark sargassum's.
- A stained folder marked "Top Secret." Inside are documents listing U.S. nuclear testing sites in the Marshal Islands, Bikini Atoll: a) "Operation Crossroads," 1946; b) "Castle Bravo," 1954; and c) "Project 4.1," a medical study on the accidental radioac-

Atomic Age Cthulhu

tive fallout onto inhabited Rongelap and Rongerik Atolls.

- A map of the Big Island of Hawai'i, for "Act Three: The Wedding." Several film sites are marked, a) the city of Hilo, b) Kealahou Bay, c) Loko'ino's intended location in the lava fields of Kilauea volcano, d) Mauna Loa forest. If the keeper wants to hurry things along, locations A and D are crossed out.
- A full copy of the movie script, Desmith's personal copy with notes in the margins. With a successful Cthulhu Mythos roll on the text, see the "Movie Script: *Song of Paradise*" sidebar on page 160.
- The scripted events for act three: Tony, in a white suit, and Mele in traditional Hawai'ian attire, are to be wed in a traditional wedding ceremony on the Big Island of Hawai'i. The scene ends with Hoyt singing a new rock-n-roll ballad written for the movie, "The Song of Paradise."

The Female Gaze: The Daughters of Pan

Evidence in the tent points to the Daughters of Pan cult involvement in Desmith's death and the Thoa rituals. With infiltration of Hoyt's retinue, unearthly singing during the shark attack, and the appearance of a dark sargassum, investigators may rightly blame the DoP cult for Mythos events thus far. If the investigators decide to infiltrate or confront the cult, use the cult details at the end of the scenario. In actuality, Loko'ino has murdered his pawn Desmith and planted evidence to cover his tracks.

Another issue may have arisen by now: a Mythos internecine war is taking place between two cults with Hawai'i and investigators caught in the middle. Who is losing the battle? Which side, if any, should investigators choose? Should investigators battle both cults at the same time? Should investigators let them kill each other off?

Suspicious Minds

The superstitious production crew believes the film cursed, most abandoning the movie after Act Two. If Hoyt is missing and players need motivation to continue:

- Hoyt's entourage as well as Daughter of Pan Maidens, posing as Hoyt's fans, plead with the investigators to find the music star.
- The map and script in Desmith's tent point to a powerful Mythos ritual on the Big Island of Hawai'i.
- Hoyt's entourage and the remaining DoP act on rumors that Hoyt may have been taken to the Big Island of Hawai'i and fly out early the next morning.
- Besides Hoyt and Laka, dozens of innocent bystanders are missing.

ACT THREE: BURNING HAWAI'I

Choosing to stop the final ritual and save Hoyt and the innocents, investigators will need to fly to the Big Island of Hawai'i and find the correct film location. Hoyt's entourage will arrange for a private charter plane to fly the group to the Big Island in approximately six hours.

- Maidens will accompany them on the plane, or appear on their own during the final encounter to rescue DoP leader Laka and Hoyt.
- Ideal arrival at the site would be just as the sky darkens from the eclipse. The glowing pillar of fire at the altar should guide investigators the rest of the way to the site.

Keeper Information: The wedding ceremony, performed on the slopes of Kilauea during a supernatural solar eclipse, is the final part of Loko'ino's summoning of Ghatanothoa to the Hawai'ian Isles. Loko'ino's first ritual at the North Shore of Oahu Island, the second at the cove in Molokai Island, and now the third on

the Big Island, creates a crescent configuration that engulfs the entire tectonic rift of the Hawai'ian Island chain. With the help of 2D6 deep one henchmen and 24 misguided anti-statehood protestors, Loko'ino will perform a sacrificial wedding ceremony in the lava fields at Kilauea volcano on the Big Island of Hawai'i, using Hoyt, Laka, and a dozen abducted crew.

Set: The sacrificial wedding takes place with the glowing lava flows of Kilauea as backdrop, on acres of cooled, black lava flows; safely away from active volcano vents and the edge of a lava bench bordering the sea.

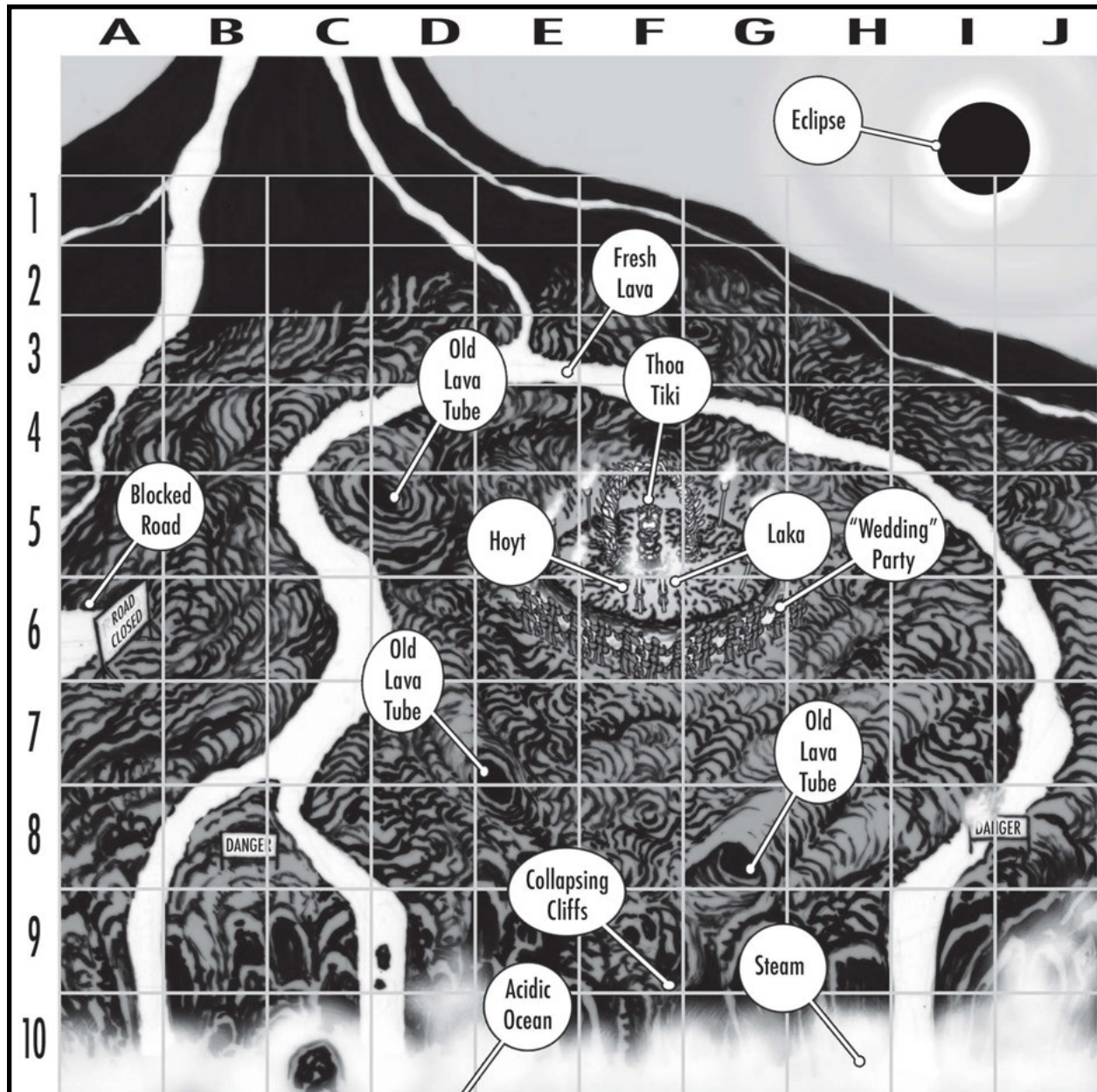
Cast: Bound to wooden poles are Hoyt and Laka. In addition, there are twelve movie extras, each held by two anti-statehood protestors convinced by Loko'ino they are doing the right thing to protect Hawai'i. With Hoyt and Laka at the stone wedding altar, the twelve extras in Hawai'ian garb are arranged by each pair of protestors in a circle around Hoyt and Laka.

LOCATION! LOCATION! LOCATION!

- Prodded by the anti-statehood protestors, the extras form two lines and walk to the wedding altar. At the altar, they place offerings of woven flowers and grasses and nervously sing while escorted back into a circle formation.
- As the last extra places an offering on the altar, it catches fire and grows into 20' tall conflagration.
- After a few minutes, the sky darkens with a supernatural solar eclipse that lasts for 10 minutes (50 rounds). In the blackness above, the Milky Way twinkles; in the blackness below, points of lava glow orange amongst unseen acres of cooled rock.
- The misshapen silhouette of Loko'ino appears near the burning altar. With his remaining arm, he raises a large satchel (the *Kapuna Record*) and shouts several phrases in an inhuman language.

THE FIELD IS IN PLAY

- It is assumed that the investigators arrive on the scene after the sky darkens, guided by the 20' tall pillar of fire. A more dramatic entrance would be to arrive just as Loko'ino begins casting.
- As Loko'ino chants, DoP Maidens advance from the darkness and into the circle of the firelight. 4D6 Maidens move toward Loko'ino's position, while 2D4 act to free Laka and Hoyt (see details on Maidens in "Chasing the Waves" on page 164).
- At the same time, 2D6 burned and mutated radioactive deep ones shamble from holes in the lava fields to oppose cultists and meddlesome investigators (see details on radioactive deep ones in "Chasing the Waves" on page 164).
- Added to the fray are 24 panicked anti-statehood protesters and 12 fleeing movie extras. For increased chaos, roll for the effects of failed Sanity checks to have some people reacting in insane ways to the situation. Otherwise, most will be fleeing or frozen in abject terror. (See details on anti-



statehood protestors in “Quelling the Riot” on page 163.)

Danger Below: Lava Bench

During the deep one and DoP skirmish there is an earthquake. In 1D10 rounds, a massive chunk of lava bench will begin to break off and fall into sea; loud cracking and creaking are the first indicators of danger.

- Looking at the 10x10 map for Act Three, roll 1D10 twice to determine the map quadrant (A-2, C-8, etc) that falls into the sea. That quadrant and two bordering quadrants crumble into the ocean. Only the center quadrant with the altar is exempt from these effects. After the collapse, remaining quadrants bordering the collapsed lava bench are now sheer cliffs with boiling ocean below.
- If investigators are unfortunate enough to be in a quadrant that is collapsing into the sea, use round-based movement rules to escape to solid ground.
- Those in quadrants bordering the sea must Dodge to escape the effects of scalding hydrochloric acid plumes caused by fresh lava hitting salty ocean. Failing a roll, use splash damage rules to determine the acid plume's strength: weak acid 1D3–1 hit points per round, strong acid 1D4 per round, and very strong acid 1D6 per round.

Altar of Thoa

After Loko'ino shouts, radioactive deep ones rush to his aid, and the 20' tall bonfire diminishes to reveal a 9' tall tiki of Thoa made of cooling lava. It turns into a perfect image of Ghatanothoa in 15 rounds. Use the Anger of Thoa rules until round 15, and then use the Curse of Ghatanothoa until the tiki is destroyed.

CONFRONTING THE BIG KAHUNA

At this point in the encounter, several events are taking place simultaneously. Players should

clearly state what their investigators intend to do over the next few minutes as movement and physical skills become very useful for surviving this encounter. Loko'ino and the lava tiki of Thoa need to be dealt with; the challenge is surviving the surrounding chaos in order to achieve that purpose.

- Every 1D6 rounds a severe tremor shakes the ground, a DEX x5 roll must be made for each character present to stay standing; on a failure, the character falls and must spend 1 round standing back up.
- Investigators near radioactive deep ones must deal with hostile attacks. If the investigators are at odds with the DoP cult, Maidens will likewise attack them.
- For investigators choosing to protect the innocents: they will be screaming and running away from deep ones, the collapsing lava bench, and the cloaked man near the glowing tiki statue. Many innocents fall victim to these dangers during the encounter; their gruesome deaths can be used to heighten the tension.
- Hoyt, now freed and protected by Laka and his entourage, will accept offers for an escort to safety. At one point, Hoyt's sanity temporarily slips and is convinced he can sing one of his songs to stop the carnage. He pulls out a ukulele and starts crooning until stopped.
- If heading directly to Loko'ino and the altar, looking in the direction of the lava tiki of Thoa is dangerous; advancing towards the altar during rounds 0–14, use Anger of Thoa, and after round 15, use Curse of Ghatanothoa rules.
- To destroy the 9' cooling lava tiki of Thoa, make sure a plausible means is devised. Many materials burst into flames near lava, including flesh. Also, how will investigators approach the tiki so as not to suffer from its paralytic effects? Some successful means with which to destroy the tiki might include two or more people using long poles, clubs, or bats (2D4 rounds needed

and combustible objects like wood have a 50 percentile chance to catch fire every round); a concentrated barrage with fire-arms (2+1D4 rounds needed); high explosives (blast must be centered on tiki, use splash rules for splattering lava from the explosion); or ramming it with a large vehicle (50 percentile chance of vehicle explosion on contact with the tiki).

PARADISE LOST

If investigators are unable to stop Loko'ino or destroy the lava tiki of Thoa within 35 rounds (7 minutes), Ghatanothoa's island rises from the ocean several miles south of the Big Island of Hawai'i, where seamount Lo'ihi was discovered in 1955.

- Extreme seismic activity rocks the Hawai'ian islands, causing massive property damage and loss of life.
- Lethal tsunamis ripple from the Hawai'ian isles to strike the coasts of Asia and the Americas.
- Ghatanothoa crawls forth from his burrow and advances toward the lava tiki in his image within the hour.

THE KAPU AND THE LOLO

If investigators stop Loko'ino and destroy the lava tiki of Thoa, the summoning of Ghatanothoa is halted; the threat has passed.

- Remaining deep ones attempt to flee into the water or kill themselves.

GHATANOTHOA, GREAT OLD ONE

One of Cthulhu's "sons," Ghatanothoa is a seething undulating mass of tentacles, maws, and sensory organs so exceedingly horrific to look upon, that to gaze upon its countenance is death. Ghatanothoa is sometimes depicted as a thousand-eyed, toad-like monster with countless tentacles and believed to dwell in a burrow at the bottom of an extinct volcanic cone called Yaddith-Gho, located in Mu.

CURSE OF GHATANOTHOA: This curse affects anyone within visual proximity of a perfect image of Ghatanothoa. Each round, a CON x5 roll must be made for each witness. On a failed roll, the victim loses 1D6 DEX, muscles stiffen, and creeping paralysis begins. If DEX is brought to zero, complete immobilization occurs, a petrification process normally irreversible. In a few minutes, the victim's flesh and sinews rapidly harden to the consistency of leather and

bone. The brain and internal organs remain fresh and alive in an immobile case, aware yet imprisoned. Only the destruction of the brain can end the victim's suffering. The blind, numb victim loses 1D6 Sanity points per day until reaching permanent madness or the release of death.

GHATANOTHOA, Lord of the Volcano

STR 90 CON 80 SIZ 140 INT 20 POW 35
DEX 8 Move 9 HP 110

Damage Bonus: N/A.

Weapon: Tentacle 80%, damage 7D6

Armor: 10-point hide; regenerates an additional 10 HP per round.

Spells: Knows all Summon/Bind and Contact spells for Great Old Ones, Chthonians, deep ones, Flying Polyps, Ghouls, Star-Spawn of Cthulhu, and Sand Dwellers.

Sanity Loss: 1D10/1D100 Sanity points to see Ghatanothoa, but that's the least of the investigator's troubles.

[See page 148 in the *Malleus Monstrorum* for Ghatanothoa.]

- If a vengeful Loko'ino survives the encounter, in 1D6 rounds a DoP cultist attempts to murder him with poison unless investigators intervene.
- Loko'ino's satchel contains the only copy of the Mythos tome *The Kapuna Record*. If investigators do not secure it 1D6 minutes after stopping Loko'ino, DoP cultists steal it.
- With Loko'ino neutralized, the Daughters of Pan return to protecting Hoyt. The DoP may perceive investigators as a threat.
- Most bystanders don't remember the event, but several have nervous breakdowns. The superstitious attribute events to Hawai'ian gods and goddesses. Over the next few months, most official organizations focus on recovering from a natural disaster.

Aloha and Mahalo from Hawai'i

Hoyt falls into heavy drinking and mood swings. A few days later, Hoyt's entire retinue, the remaining film crew, and the Daughters of Pan cult fly back to California. None of them ever speak about events surrounding the film again. When interviewed later in his career about *Song of Paradise*, Hoyt will say "those were some crazy parties!" Further investigation into the Daughters of Pan cult reveals widespread infiltration into the rock-n-roll scene. Outside of Hawai'i, the cult is much harder to identify or locate.

If working for the government, investigators may be rewarded by membership in a NATO initiative that counters unconventional Cold War threats: the unexplainable, the supernatural, and super-science. Their cover is work at Project Red Book, which investigates supernatural claims and UFO sightings.



CULTS AND MONSTERS

ANTI-THOA CULTISTS

DAUGHTERS OF PAN, Bacchic Female Shub-Niggurath Cultists

Background: The Daughters of Pan, or DoP, is an all-female cult that worships the wild, untamed forces of fertility and life of the Great God Pan, the male aspect and an avatar of Shub-Niggurath. The DoP is led by "The Three Pillars": three hauntingly beautiful female beings who command the Maidens, rank and file human cultists. The cult worships Pan with bacchic rites of music, dancing, drinking, drugs, and orgies; sometimes using human males as components for Mythos spells. [See page 225 in the *Malleus Monstrorum* for the Great God Pan.]

Goals and Motivations: Attracted to the orgiastic debauchery of sex, drugs, and rock-n-roll, the Daughters of Pan use charismatic rock stars like Hoyt "the Hips" Oakes as ritual seeds to revive large-scale worship of Shub-Niggurath. Unknown to the public, rock stars and fans dying in bizarre deaths or drug overdoses during the 1960s–70s are a result of this cult's influence on the music scene and attempts to create new Children of Pan.

The Hawai'i Scenario: Sensing the work of a Ghatanothoa worshiper on the movie set, hatred for high priest T'yog's betrayal in ancient Mu is rekindled. While protecting and nurturing Hoyt as a manifestation of the fertility god Lono is the cult's first goal, they are also determined to eliminate the Ghatanothoa threat.

THE THREE PILLARS, Children of Pan

STR 11 CON 14 SIZ 12 INT 16 POW See Below

DEX 14 APP 18 EDU 14 HP 13

Spells: Dismiss Ghatanothoa, Call Forth the Woodland God (Call/Dismiss Shub-Niggurath/Pan), Command the Trees (Summon/Bind Dark Young).

Skills: Arts (Dance) 72%, Cthulhu Mythos 29%, Dodge 28%, Fast Talk 35%, Religion (Greek/Roman) 75%, Occult 75%, Persuade 47%, Psychology 35%.

The Three Pillars, the leaders of the DoP cult, are Children of Pan: female offspring of human females and the Great God Pan, an Avatar of Outer God Shub-Niggurath.

Special Abilities:

- The blood of their father, the Great God Pan, has blessed each with a maximum APP statistic. Keep this in mind when rolling skill checks vs. the Three Pillars.
- Looking into the eyes of the three reveals something wild and alien. Each woman has the ability to inflict madness and induce suicide if she overcomes a victim's POW with her own.

Appearance: Each has the ethnic appearance and accent of her human mother. Their birth names are unknown as their human mothers were driven insane by the birthing process. They adopt the names of fertility deities from folklore.

Laka: Brunette, Appears Polynesian. POW 15.

Brigid: Redhead, Appears Irish. POW 12.

Ziva: Platinum Blonde, waist-long. Appears Slavic. POW 13.

THOA CULTISTS

Loko'ino (loh-koh-ey-noh) Age 40, Polynesian/Deep One Hybrid

STR 13 CON 13 SIZ 9 INT 16 POW 15
DEX 12 APP 6 EDU 14 SAN 0 HP 11

Damage Bonus: none.

Weapons: Walking Staff 45%, damage 2D6+db
Fist/Punch 41%, damage 1D3+db

Spells: Contact deep one (chant in water summons 2D6 deep ones), Contact Thoa (chant manifests a perfect tiki image of Ghatanothoa in 2D10 minutes), Call Thoa (three-part ritual to summon Ghatanothoa).

Skills: Dodge 60%, Hide 80%, Lore (Polynesian, deep one) 62%, Navigate (Ocean) 60%, Occult 64%, Language (Hawai'ian, Micronesian, English) 60/70/50%, Persuade 65%, Religion (Polynesia) 50%.



The Three Pillars: Brigid, Laka and Ziva



Loko'ino

Special Abilities: Loko'ino's misshapen hide is radioactive from the Bikini Atoll nuclear blast. For every hour in his presence, investigators lose 1D6 CON. At 0 CON an investigator dies.

Equipment: *Kapuna Record*, walking staff carved from Koa wood, heavy robe.

Sanity Loss: 1/1D6+1 to see Loko'ino's burned and mutated form.

Calling himself Loko'ino since the Bikini Atoll explosion, he is the hybrid offspring of a deep one and a human, and a descendant of Hoag's half-Polynesian manservant, Yogash. [See pages 31–32 in the *Malleus Monstrorum* for deep one hybrids.]

The Hawai'i Scenario: On the verge of transformation, he was caught in a U.S. nuclear test near Bikini Atoll and horribly burned by the blast. Now his hide is mutating into a jellied mass covered with bizarre angler-fish appendages. He covers himself in a cloak and stays in shadow due to his deformity. Vowing vengeance for the nuclear destruction of his people, he is

manipulating April Desmith into summoning Ghatanothoa onto the shores of Hawai'i.



NEW MYTHOS TOME

THE KAPUNA RECORD, version of The Ponape Scripture—In addition to Hoag's 1734 transcript of testimonies by human South Sea Islanders, the *Kapuna Record* includes the oral history of deep one hybrid settlements from Ponape, Easter Island, and the Marshal Islands as compiled in Nacaal hieroglyphs by Yogash, Hoag's half-Polynesian manservant. Combined with the original scripture, a clearer history emerges of the shared lineage of deep one and Polynesian culture in the Pacific back to the ancient civilization of Mu. The work also goes into detail on: the betrayal of T'yog by Imash-Mo, Mu's destruction by the Curse of Ghatanothoa in 163,844 BP, Mu's cultural diasporas in the Pacific, and a cult dedicated to keeping Ghatanothoa captive. Only one copy of this work exists. *Sanity loss 1D6/1D6; Cthulhu Mythos +12 percentiles; average 42 weeks to study and comprehend/84 hours to skim.* Spells: Contact Deep One, Contact Father Dagon, Contact Mother Hydra. This version adds one spell: Call/Dismiss Thoa (Ghatanothoa). (See pages 70–71 in the *Keeper's Companion* for the *Ponape Scripture*.)

Paradise Papers #1



Paradise Papers #2

House Un-American Activities Committee

Confidential, for internal use only!

Subject: Hoyt Alan Oakes

Born to a poor family in Kentucky, Hoyt Allen Oakes appears to have been drawn to music and dance at an early age. His mother, Eunice Oakes, raised Hoyt after his alcoholic father abandoned them. Eunice moved in with relatives and became extremely religious. Growing up, Hoyt was inspired by mystical "speaking in tongues," ecstatic dancing with snakes, and church hymnal music.

In 1953 Hoyt recorded a song for his mother's birthday at Twilight Records in Louisville, Kentucky. Inspired by early church experiences, Hoyt picked up a guitar and began to sing a "rocking" song while shaking his hips. Hoyt was offered a record deal. After two years performing in small venues in the south, Hoyt became a "rock and roll" sensation. Hoyt currently supports his mother with the proceeds of his music albums. He has declared he will enlist in the military soon. No communist leanings or associations are known.

Paradise Papers #3

APRIL DESMITH RETURNS

HAWAII'IAN EPIC OR SWAN SONG?

by Sherry Bushnell

Word has reached this reporter's ear that once-famous screenwriter, April Desmith, has been hired by Tate Productions to direct a rock-n-roll musical with Hoyt "the Hips" Oakes as star. Desmith flew to Hawai'i in September 1956 for pre-production. This reporter has to wonder: why Desmith?

Desmith's films have an undercurrent of the supernatural and she often credits her creative process to a silver locket once owned by Madame Blavatsky. After her son, William, died on D-Day, Desmith conducted numerous séances in futile attempts to contact his departed spirit. This led to juicy scandals in Hollywood circles and eventually, her financial ruin.

True, April Desmith wasn't always the butt of jokes in cocktail chatter: she was once the highest paid executive screenwriter in Hollywood. During the 1930s and 1940s, Desmith crafted epic historical screenplays with casts of thousands.

But a musical in Hawai'i? Maybe Desmith hopes for a grand Polynesian epic of past glory. Will Tate Productions keep this former glory hound on a short leash?

—*The Hollywood Tattler*,
October 28th, 1956.

Paradise Papers #4

CAPTAIN COOK & LONO

By Professor Marten Shay,
Department of History,
the University of Honolulu

Transcript excerpt of a presentation given March 1955, the Colloquium for Understanding the Hawai'ian People

In 1778, Captain James Cook anchored his fleet off the Kona Coast of the Big Island of Hawai'i during a period of truce amongst the Hawai'ian tribes to honor Lono (LOH-noh), the Hawai'ian god of fertility and harvest. Cook, viewed as an incarnation of Lono by the Hawai'ians, was honored with gifts and ceremonies befitting a god.

Soon after departing, Cook's ship was forced back to Hawai'i by storm damage. The Hawai'ians were angry that Cook, a manifestation of Lono, had allowed the storm to occur. Tensions between the British fleet and the Hawai'ians grew, and a savage battle erupted. Attempting to retrieve a stolen rowboat, Cook was surrounded and killed.

The killing of a manifestation of Lono may not have cursed the Hawai'ians, but Cook's arrival was indeed a Hawai'ian apocalypse. The European diseases of cholera, measles, and gonorrhea brought by the British Fleet decimated the native-Hawai'ian population of 1,000,000 in 1779 to a mere 88,000 in 1848. If you'll turn to page 612 of your packet, I have a statistical breakdown of the disease vectors...

Paradise Papers #5

Assessment of the Hoyt Oakes movie production in Hawai'i

Report filed by Captain Jake Francis, Schofield Barracks

16:10 GMT 02/14/1957

It is no secret that lucrative political and business deals are in holding patterns until Hawai'i becomes a U.S. state. Tourism and entertainment industries stand to make millions marketing Hawai'i to the U.S. mainland as an island paradise destination. Communists in local labor unions delayed a 1955 statehood vote and the movement for Hawai'i statehood needs to avoid another such incident. Further, relations are strained with local Polynesians because of the U.S. Military Pacific Command in Hawai'i and U.S. nuclear testing in the Marshal Islands' Bikini Atoll.

Into this volatile mix is added "rock-n-roll sensation," Hoyt "the Hips" Oakes, on the islands to star in a series of Hawai'i-themed movies. The trouble is, Mr. Oakes also brings along half the mainland: the film production company, music agents, Mr. Oakes' entourage, Mr. Oakes's fan club, and hundreds of adoring fans. On one hand, Mr. Oakes' star-connection to Hawai'i promises a massive boost for the local economy. On the other, the Hollywood invasion of the island's "ecosystem" has agitated anti-statehood groups.



Thoa Lava Tiki

1950s Sinister Seeds

GATHERED TOGETHER BY THE DERANGED MINDS OF CHRISTOPHER SMITH ADAIR, BRIAN COURTEMANCHE, TOM LYNCH, BRIAN M. SAMMONS AND MATT SANBORN

There is far more *Call of Cthulhu* mystery and adventure to be had in the 1950s than could be fully fleshed out in one book. So in an attempt to help keepers interested in running an extended campaign in the Atomic Age, here are some sinister seeds that with a little care could easily bloom into memorable Mythos adventures.

Sputnik was the first man-made satellite in space, but just what did it find? And why are a number of Soviet physicists and engineers disappearing? Yes, one might suspect the CIA, but when American physicists and engineers start disappearing, then perhaps something strange is going on.

It's the dawn of the civil rights movement, but one town in the Deep South is willing to do anything to keep its heritage of "white culture" intact. When a group of civil rights activists goes missing, the trail leads to a place where the ugly legacy of racism serves inhuman masters.

A man obsessed with the notorious *King in Yellow* play wants to bring that terrifying tale to the movie screen with the aid of a new form of "hyper-real" 3-D. That new, mind-blowing technology came to the director in a dream, after repeatedly reading the dreaded play, from a source outside time and space and promises to (literally) drive the audience wild.

The older generation may not like it, but a lot of the kids have been "parking" up on the hill overlooking the town. A teenaged girl is found dead with strange bite marks covering her body.

One of the boys doesn't know when to stop—certainly not when Y'golonac comes out to play.

The 1955 hurricane season was a very active one, culminating in August of 1955 with Hurricane Diane, which caused over \$800 million worth of damage from North Carolina to New England. Just what caused this intense storm season? Who says Ithaqua only comes in winter time?

The French submarine *La Sybille*—lost deep in the Mediterranean in 1952 with 49 aboard—has resurfaced, if the wild stories of fishermen and merchant mariners can be believed. A cause for wonderment, certainly, yet those who have encountered the ship are struck with terror. Should the stories be true, who or what now crews the ship, and to what purpose? The intelligence services of several governments, as well as the families of those thought lost aboard the submarine, seek answers.

A young beat writer has used the "cut-up technique" on several eldritch tomes he found in his late father's collection. He's sure the text he's created by mixing up the fragments is going to get him the attention he deserves. But this new book might be even more dangerous than some of its source material (especially if anyone recites the flawed hybrid incantations), and he's on his way to put it in the hands of an avant-garde publisher.

It's West Berlin at the start of the Cold War and the investigators—American, British, or French soldiers and/or spies—are given the mission to help a German defect from East Berlin. That

man is an ex-Nazi scientist who claims to have made discoveries “into the very nature of reality” that he promises the West does not want in the hands of the Soviets.

Project Rainbow, the infamous “Philadelphia Experiment” that tried to make a US warship invisible to radar, may have failed—but Project Pot-of-Gold seems to be the jackpot. As it happens, all the weird stories about what happened on October 28, 1943 were true, and the technology wasn’t scrapped at all, it was just revised. The problem, though, is that several of the top scientists on the project have gone stark, raving mad, and are now being housed at Arkham Sanitarium. Just what happened to them?

In 1953, RCA technicians invent the first programmable electronic music synthesizer, a room-sized apparatus named “Victor” housed at Columbia University. Now the university has been troubled by unauthorized access to the machine. Someone has re-programmed Victor to emit unearthly sounds that—technically—the machine should not be able to produce. Compounding the mystery, Victor is now receiving disturbing musical electronic signals, another impossibility. Who has tampered with Victor, to what purpose, and what is the origin of the signals now being received?

While trying to do some snooping, an eavesdropper on a party line hears some very disturbing information about a meeting about to happen. Could it be the commies are right next door? Or perhaps it is something far more dangerous, sinister and real?

On October 1, 1958, NASA became operational. It was formed barely three months before by the National Aeronautics and Space Act. Public objectives involved scientific discovery and exploration, but what about their top secret directives? And why were NASA personnel investigating the mountains in Vermont?

While the Senate Subcommittee on Juvenile Delinquency is witch-hunting comic books, one man may prove its point that “funny books”

are a real danger. Jonathan Jenkins is compelled to write and draw an independent comic called *Tales Beyond Madness*. His source material is a certain old tome penned by one Mad Arab.

Someone or something is terrorizing motorists in Riverside, California. Described by shocked travellers as “something between a living scarecrow and a lizard-man, with freakishly long limbs, claws, and scales,” the thing emerges from the Santa Ana River alongside the roadway to screech and claw at passing cars. After giving motorists a good scare, the thing shambling back down to the river, disappearing along its banks. College prank or freak of nature? Riverside’s College of Letters and Science is offering a significant reward and recognition to any party that can validate the creature’s existence or expose the hoax. Along with other investigators and thrill-seekers, members of a fringe group calling themselves “The Esoteric Order of Dagon” also seem to be scouting for the “lizard-man” and chasing away others on the hunt. What could this mean?

A quiet suburban street is gripped with paranoia when a neighbor begins to act strange. He has been inhabited by a Great Race scholar and is now in danger of being killed by the anxious neighbors. But the Yithian is harmless, and the body that’s hosting it needs to survive so that the original occupant can return.

The United States had its Roswell, but did something land in Mother Russia? The tightly controlled Soviet media said nothing, of course, but nothing could make the Cold War even colder than an ally from Yuggoth for the Ruskies.

Strange road-kills and bizarre animal sightings are being routinely reported in the desert territory just northwest of Las Vegas. Most shocking are reports of a huge rattlesnake that walks upright like a man. The Nevada atomic weapons proving grounds are just 65 miles distant in that direction. Are the stories true, and if so, what might be the connection (if any) to the Nevada test site?

In Oklahoma, a family builds a fallout shelter and begins to spend a lot of time down there. The last anyone saw of them, they'd become nearly hysterical, ranting about how unsafe it was "up on the surface." That was over a week ago, and anyone breaking into their shelter discovers that they're missing, but a closer look finds evidence of a collapsed tunnel going deep into the earth, where an ancient and decadent culture holds sway.

Chuck Yeager broke the sound barrier on October 14, 1947, but since then brave test pilots of newly designed jets are being murdered before ever taking off all over the world. Could this

be a global conspiracy by an extra-terrestrial force (perhaps from Yuggoth) bent on keeping mankind in its proper place and away from advancements in travel technology?

In a small southern town the kids are going crazy for that new rock 'n' roll. But when the local DJ starts playing a one of a kind record called "The Black Man with a Horn," the crazy gets turned up to eleven and violence soon follows. Making matters worse is a group of bigots who blame the corruption of the youth on that horrible "colored music" and are looking to take their frustrations out on the very few black families in town.



1950s Sourcebook

MATT SANBORN

AMERICA AFTER WWII

It seems as if a new sun is rising over America, shining golden on a nation coming out of two decades of war and economic depression. The Axis threat has been quelled, and the job market is beginning to pick up. Soldiers returning home from the Second World War are eager to discover a sense of normalcy and stability that some of them have never known. Families are reuniting. The United States is a country brimming with opportunity, money and progress. America offers unlimited chances to its citizens under the watchful eye of a popular military leader who becomes an even more popular president.

All is not so golden for everyone. To minorities, gays and the poor, it is almost as if nothing has changed. Other families are dealing with multiple losses and returning members with horrific mental and physical injuries from the war. And behind the wheel of every shining new Cadillac, at every kitchen counter, school desk, assembly line, automat belt or corner office, is an individual worrying that "The Bomb" is heading over from Russia, and ducking and covering will do no good. Fear and paranoia unite all walks of life in the country.

And on the other side of the world sits America's ally in the war, now America's greatest enemy. The Soviets went head-to-head with the Nazis, driving them from their doorstep, all the way back to Berlin, right in time for America and England to clean up at the end.

Russians see the victory over Germany as theirs, with other countries stealing the credit. Philosophical differences now place the two new super powers at odds, especially after Berlin is divided, creating a cold war which will last over 40 years.

Despite the overarching fears, it is a decade for middle class (and above) whites to really shine. Many Americans simply turn their heads from the horrors: the bomb, the Korean War, the House Committee on Un-American Activities, intolerance and segregation, poverty, a growing dependence on foreign oil, and the creeping military industrial complex which Ike will warn his country about in his goodbye speech as President.

It is a decade of great progress and great repression; of great hopes and great fears. America appears to be a place where anyone can have anything they want, yet its citizens live in fear it will disappear in a furious flash of atomic light. People make more money than ever before, while at the same time millions live in poverty. It is a country growing once more with a seemingly limitless future, as long as you are of the right caste.

PRESIDENT TRUMAN—

THE RE-ENVISIONED LEADER

Although modern history lauds Harry S. Truman (he had no middle name, giving himself the S to add some balance to the name), his approval rating is 22% when he opts not to run

for re-election in 1952. (Only one president, George W. Bush, has a lower approval rating leaving office. Richard Nixon has a 24% when he resigns in disgrace in 1974.) The Truman Presidency is marred by staff corruption, the mishandled “Korean Conflict,” and what people see as a growing communist threat to the American way of life.

Truman is vice president for only 82 days when president Franklin Delano Roosevelt dies. He has had very little communication with FDR and by some accounts knows little of the Manhattan Project (the scientific undertaking creating the atomic bomb). Rising to the occasion, he makes the world changing decision to drop two atomic bombs on Japan, halting a bloody and costly American invasion of the islands, and sees the country through to victory in the Pacific Theater and the closing out of the Second World War.

There are housing and labor shortages during his first term, but the country begins to recover nonetheless. In 1948, thanks to a faulty polling system which uses phones, predominantly owned by upper class citizens (who vote mostly Republican), he is predicted to lose the White House to New York Governor Thomas E. Dewey. He wins a “stunning” upset, but his second term is marred by the mishandling of the Korean War, corruption charges against his cabinet and staff, and cronyism in his appointments to the Supreme Court.

He is grandfathered under the 22nd Amendment allowing a person to be elected to the office of president only twice, but opts not to run again. He returns to public life with no federal pension from his position. Financial struggles follow him throughout the rest of his years, but the anger towards him fades, and people remember him for winning the Second World War, and not what followed.

THE 1950s: AMERICA THE BEAUTIFUL (FOR MOST...)

PRESIDENT DWIGHT D. EISENHOWER

To understand this decade, one must first understand Ike.

Eisenhower represents to many the most shining example of the American success story: a man of humble beginnings who through hard work, dedication and perseverance becomes a five star general in the army and then president. He is a popular, only occasionally polarizing, visionary leader whose views and policies sometimes seem to clash with each other, and his influence is felt even today. He is a grandfather-like figure who is seen by the average American as the man who won the war for the U.S. in Europe by masterminding the invasion of Normandy. In 1948 he is summoned by both major parties to become their candidate for President, but declines, taking the job as President of Columbia University instead.

In early 1952, fearing the party is moving towards isolationism, powerful Republicans put forward a “Draft Eisenhower” initiative, and Ike heeds the call. He has a straightforward, basic message to his country, stating he will be the antithesis of his predecessor, and deal strongly with “Korea, Communism and Corruption.” Ike preaches “Modern Republicanism”: preserving personal freedoms, leaving the market economy alone, but providing assistance to senior citizens and those who lose their jobs. He defeats Texas Senator Robert Taft for the nomination and goes on to steamroll Adlai Stevenson from Illinois by 442–89 Electoral College votes for the White House. He is 62 and is the oldest man at the time to win a first term since James Buchanan in 1856.

Interstate Highways

Eisenhower had a firsthand look at the Autobahn in Germany during the war, and saw its usefulness. He envisions the superhighway as a way of moving military personnel and hardware across the country in case of invasion by hostile forces, especially the dreaded communists. In 1956 under the Federal Highway Act thousands of jobs are created for people to build these massive stretches of asphalt and metal throughout the nation.

Hawaii and Alaska

In 1959 America incorporates Alaska on January 3 and Hawaii on August 21 as states. Both offer strong strategic positions in the Cold War.

Ike's Goodbye—Beware the Military-Industrial Complex

On January 17, 1961, Ike bids America farewell from his office of the president with a now famous speech:

We must guard against the acquisition of unwarranted influence, whether sought or unsought, by the military-industrial complex... The potential for the disastrous rise of misplaced power exists and will persist... Only an alert and knowledgeable citizenry can compel the proper meshing of the huge industrial and military machinery of defense with our peaceful methods and goals, so that security and liberty may prosper together.

Upon leaving public office he is once again commissioned as a five-star general. Although his health is only fair, he continues playing his beloved game of golf and keeping abreast of world politics. During the Cuban Missile Crisis, President Kennedy brings him to the White House as a special advisor. Dwight D. Eisenhower passes away on March 28, 1969 at Walter Reed Hospital from congenital heart failure at age 78 after a lifetime of service to his beloved country.

A COUNTRY IN ITS GOLDEN DECADE

After years of cramped living in cities, with many having shared beds with brothers and sisters, compounded with returning veterans' desire for private space after years of residing in communal barracks, people want their own space. Cities are packed and a housing shortage reaches crisis proportions. Only one answer is available, and that is the push to outside the cities into a creation called the "suburbs." As returning veterans use the G.I. Bill to receive low rate mortgages, hundreds of thousands of new homes are needed, and a building boom is on.

The first suburb erected during this period is created by William Levitt who builds Levittown on Long Island, New York using a technique of mass house creation. At its peak Levitt's production system creates up to 36 houses a day! The first year of the decade sees almost 1.4 million new houses constructed, and from 1950–59 the number of home owners rises from 23.6 million to almost 33 million. The housing market is driving the country's economy like never before.

Suburbs become unique communities with their own churches, school committees, social clubs and merchants. House ownership in these new clean, green grass communities is seen as upward mobility from the dirty, gray concrete jungles many of the people grew up in during the Great Depression. Cocktail parties, multi-family get-togethers and barbecues are seen as a way of life, with necessities like hot dog production rising by 300 million pounds over the decade.

About 95% of people of marrying age are in marriages during the decade. (Divorces come with a stigma). Couples are quite fecund during the decade and millions of children are born, today known as "Baby Boomers." From 1954–1960 there are at least 4 million births each year, compared to around 2.5 million in 1940. America's population grows by 26,652,814 over the decade. Schools are built as quickly

as possible. Sales and marketing are aimed at children more than ever before. Being a door to door encyclopedia salesman is a profitable job in the fifties.

Employment

Two recessions occur within the decade from July 1953–May 1954 (where unemployment goes from 2.9% to 5%) and another in 1957 (unemployment rises from 4.4% to 6.2%). Outside of these times, jobs are plentiful for all trades in construction, transportation, electronics, teaching, auto repair and defense plant work. Over 35% of women are working, and a quarter of all married women hold jobs—although opportunities are still usually limited to teacher, waitress, stewardess, nurse or secretary. Detroit

is hungry for employees, and many African Americans flock north to Michigan for jobs in automotive plants. During the Eisenhower administration average personal income climbs an amazing 50.5%.

The Space Race— The Empire Strikes First

Immediately after World War Two, under “Operation Paperclip,” America snatches up many of the top Nazi scientists, fearing Russia will grab them. One such mind is Wernher Von Braun, the rocketry expert. During the war Von Braun’s V-Rockets terrorized the English, whose own rockets would turn the war in their favor. With these people now gladly working for America, as they had willfully surrendered

LIVING IN AMERICA

The fifties is a consumer driven decade. People are advertised to more than ever before as their pay continues to rise. An individual’s salary will vary depending on where in the country he or she resides.

Here are some averages over the decade:

1950

- Population: 150,697,361
- Minimum Wage: \$.75
- Income: \$3,210.00
- Inflation Rate: 1.09%
- New House: \$8,450.00
- New Car: \$1,510.00
- Gallon of Gas: \$.18
- Television Set: \$249.95
- Movie Ticket: \$.25 kids, \$.50–\$.53 adults

1955

- Population: 165,931,202
- Minimum Wage: \$.75
- Income: \$4,292
- Inflation Rate: 0.28%
- New House: \$10,950.00
- Monthly Rent: \$87.00
- New Car: \$1,900.00
- Gallon of Gas: \$.23
- Television Set: \$250

1959

- Population: 179,323,175
- Minimum Wage: \$1.00
- Income: \$5,010.00
- Inflation Rate: 1.01%
- New House: \$12,400.00
- New Car: \$2,200.00
- Gallon of Gas: \$.25–\$.30
- Movie Ticket: \$.51–\$1.00

Sources: *Thepeopleshistory.com*, *fiftiesweb.com*, *Greenwood Encyclopedia of Daily Life in America*, (ed. Randall Miller; 2009 Greenwood Publishing), *Money, Everything You Knew About Your Favorite Thing to Find, Save, Spend and Covet*, (Choron, Harry and Sandra, 2011 Chronicle Books).

to US officials, America is confident of her ability to beat Russia in the race into space. However, on October 4, 1957 the Soviet Union successfully sends Sputnik-1 into orbit around the earth, handing America a humiliating propaganda defeat in the Cold War.

Americans fear the satellite can release an A-Bomb, and the purchase of bomb shelters soars. America is struck another blow in November of that year when Sputnik-II goes into orbit carrying a dog. The U.S. then has a series of satellite failures, and confidence in the space program dives. On the last day of 1958, America gains steam, launching Explorer-1 from Cape Canaveral Air Force Station. Explorer-1 is the first to reveal the Van Allen Radiation Belt around the earth. By 1959, the satellite competition is fully underway. In January of 1959 the Russians are victorious again, sending Lutnik-1 near the moon. America responds by sending up Pioneer 4 on March 3 that year.

NASA (National Aeronautics and Space Administration) is formed and becomes operational on October 1, 1958, to coordinate all space exploration programs. The department's first administrator is T. Keith Glennan, an engineer, whose deputy is Hugh L. Dryden. The Space Task Group is headed up by Robert R. Gilruth and scientist Homer Newell.

Automobiles—America's New Love

With so many people living outside the cities now, a new type of worker is created—the commuter. At the beginning of the decade, people become more frustrated with train travel as arrival time is inconsistent, and Americans want class symbolism in every phase of their lives—especially transportation. Gleaming, chrome-finned, gas guzzling land sharks are sold at an unbelievable rate, and the car plants in Detroit boom with almost 8 million cars constructed yearly during the decade. In 1950 there are almost 40,000,000 cars on the road, and by 1959 nearly 80,000,000, with almost 8,000,000 new cars sold in 1955 alone.

These American beauties run on leaded fuel, and heaters or radios are not standard on most makes and models. In 1950 the automatic transmission becomes affordable, making driving easier than ever before; by 1952, 2,000,000 automatics are on the road. In 1951 the 331 cubic-inch Firepower Hemi is released by Chrysler kicking off the “Horse Power Race.” 1956 sees the short-lived fad of pushbutton automatic transmissions in Packards and Chryslers. In 1958 the Ford Thunderbird becomes a 4-seater and is declared the country's first “luxury car.” Windshield wipers run on a vacuum system, where the faster the car travels, the quicker the wipers swipe. Batteries need water put in them every so often, and gas stations are full service, with attendants checking tire pressure, oil level and cleaning the windshield as standard fare.

The “Big Three” car companies—General Motors (GM), Ford Motor Company and Chrysler Corporation—reign supreme. Smaller ones fade, such as Crosley Motors (folding in 1952), Kraiser-Frazer (which phases out Frazers in 1951 and acquires Willys Overland motors around 1953, but cannot keep pace and moves to Argentina), Nash, Packard (which hangs around until about 1957), and Studebaker, which continues on and thrives in the year 1959.

Missing in all of these makes and models is one thing the modern driver takes for granted—seat belts. Many accident victims sitting in the front fly through the windshield and others smash their faces on the chrome dashboards.

Sports

Along with automobiles, the national passion is baseball. With stars like Ted Williams, Mickey Mantle, Yogi Berra, Jackie Robinson, Warren Spahn, Willie Mays and Stan Musial the game captures the public. With its laid back, relaxed style of play, it is a good way to pass time on hot summer days. In 1946 Jackie Robinson becomes the first black professional player in Major League Baseball, desegregating the sport.

By the middle of the decade many top Negro League players are lured to the pro system.

Basketball is still seen as an inner city game, with the Minneapolis Lakers dominating the early part of the decade. In 1957 the Boston Celtics become the sport's first true dynasty. Thanks to center Bill Russell and coach Red Auerbach, Boston wins the crown in 1957, loses in 1958, and then wins straight from 1959–1966. Boston is also the first team in the NBA to field an all black starting five lineup.

Boxing is huge as *Gillette Friday Night at the Fights* is a staple for most males' entertainment. Title fights are common and top ranked boxers showcase their talents on the program. The top fighters are Sugar Ray Robinson, Ezzard Charles, Floyd Patterson and heavyweight champion Rocky Marciano, who has a great appeal to the immigrant population, especially Italians. *Ring* magazine is incredibly important and its "rankings" can make or break a fighter (although magazine staff build up fighters with "wins" over non-existent opponents). Organized crime sinks its fingers deeply into the sport.

Golf is popular and Ike is passionate about the game. He putts on the White House lawns and loves hitting the links when he can. Young, charismatic golfer Arnold Palmer wins his first Masters Tournament in 1958, becoming the sport's first superstar.

Football is nowhere near its prime. The first Super Bowl does not happen until January 15, 1967. However on December 28, 1958, the game takes a huge step forward in the eyes of the public when the New York Giants and the Baltimore Colts play for the title in the first ever sudden death overtime game and it is broadcast on national TV. The match features legendary players such as Frank Gifford, Sam Huff, Raymond Berry, Johnny Unitas, with assistant coaches for the Giants Vince Lombardi and Tom Landry. The Colts score a touchdown in overtime to win 23-17. It is a milestone for the game and live broadcasting of sports on TV. Even today it is referred to as "The Greatest Game Ever Played."

Professional wrestling and roller derby are tremendously popular television events. All leagues are regional and the talents become local celebrities. Gorgeous George and Bruno Sammartino are tremendously popular grapplers, and there are few in the crowd who believe the sport is anything but 100% on the level.

Bowling is also very popular throughout the country and leagues spring up everywhere, especially in the Midwest. In New England only, candle pin bowling is popular. Smaller balls are used and the knocked over pins remain in the lane and are known as "wood." Local bowling programs are popular on television as well.

Television

In 1945 there are around 10,000 TV sets in American homes. By 1950 there are close to 6,000,000 and by 1960 almost 90% of homes have one, bringing the total to 52,000,000. This machine changes American home life like no other. Families begin to spend more time watching the screen and less time talking with one another. What once was family time playing games and conversing, is now spent staring blankly at the box. By 1959 the average weekly household consumption is 42 hours.

The movie industry suffers, and by 1959 some theaters drop ticket prices. TV is free after you buy a set and have the antenna installed on your roof. Politicians realize the value of this medium, and in 1951 President Truman makes history when he is the center piece on the first nation-wide broadcast at the Japanese Peace Treaty Conference in California.

Children are targeted by advertisers like never before. Because of the large kids' audience Three Stooges shorts are shown, often right after school hours, and the trio makes a comeback. Advertisers see this new medium as a wonderful thing and pour money into promoting their products through it. Some shows actually carry the sponsor's name such as the *Texaco Star Theatre* or *General Electric Theatre*. Program times run from 15–60 minutes, most are in black and white, and not

everything is broadcast live. Stations sign off late at night, many with the national anthem, and begin programming early in the morning.

Rock-N-Roll (Has Got to Go!)

Every generation wants something to claim for its own. As the generation before had Jazz, Big

Band and Swing, the kids of the fifties go wild for a forbidden music known as rock-n-roll. Although Elvis Presley declares himself the King, he is far from its progenitor. That distinction belongs to two men: Richard Wayne Penniman and Charles Edward Anderson Berry, more popularly known as Little Richard and Chuck Berry respectively. Although not the first to

TOP TV PROGRAMS OF THE DECADE

Fall 1950–Spring 1951

The Colgate Comedy Hour
Fireside Playhouse
Philco TV Playhouse
Texaco Star Theatre
Your Show of Shows

Fall 1951–Spring 1952

Arthur Godfrey's Talent Scouts
The Colgate Comedy Hour
I Love Lucy
The Red Skelton Show
Texaco Star Theatre

Fall 1952–Spring 1953

Arthur Godfrey and His Friends
Arthur Godfrey's Talent Scouts
Dragnet
I Love Lucy
Texaco Star Theatre

Fall 1953–Spring 1954

Arthur Godfrey's Talent Scouts
The Chevy Show (with Dinah Shore)
Dragnet
I Love Lucy
You Bet Your Life

Fall 1954–Spring 1955

Dragnet
I Love Lucy
Jackie Gleason Show
The Toast of the Town
You Bet Your Life

Fall 1955–Spring 1956

The \$64,000 Question
Disneyland
The Ed Sullivan Show
I Love Lucy
The Jack Benny Show

Fall 1956–Spring 1957

The \$64,000 Question
December Bride
Ed Sullivan Show
General Electric Theatre
I Love Lucy

Fall 1957–Spring 1958

The Danny Thomas Show
Gunsmoke
Have Gun Will Travel
I've Got a Secret
Tales of Wells Fargo

Fall 1958–Spring 1959

The Danny Thomas Show
Gunsmoke
Have Gun Will Travel
The Rifleman
Wagon Train

Fall 1959–Spring 1960

The Danny Thomas Show
Gunsmoke
Have Gun Will Travel
The Red Skelton Show
Wagon Train

do this type of music it is Berry's aggressive delivery, catchy harmonies and hard driving guitar leads of crunched blues that people eat up. Considered even more dangerous is the 4/4 tempo non-stop screaming piano driven tunes of Little Richard, whose Esquerita-style pompadour and wicked right hand pounding the ivories truly terrify parents. For several years Richard employs an unknown axe man named Jimi Hendrix.

Rock is seen as "colored" or "negro" music with authorities and parents alike condemning it with the mantra "rock and roll has got

to go!" Obviously this music is contributing to juvenile delinquency. Artists like Perry Como and Julius LaRosa are seen as passé to the kids, and Pat Boone is practically created by record companies as a safe, Caucasian alternative, performing songs like "Tutti-Fruti," with no soul, emotion or energy.

In 1954 Bill Haley coins the term Rock-n-Roll, scoring a number one hit with "Rock Around the Clock," as the music becomes an unstoppable force. From 1954–1958 the only non-rock performer who charts decently is Ray Charles. In 1955 Little Richard takes the

BIGGEST SONGS OF THE YEAR

1950

"The Fat Man," Fats Domino; "Please Send Me Someone to Love," Percy Mayfield; "Teardrops From My Eyes," Ruth Brown.

1951

"Sixty Minute Man," Dominoes; "Rocket 88," Jackie Brenston; "Dust My Broom," Elmore James.

1952

"Lawdy Miss Clawdy," Lloyd Price; "Jambalaya (On the Bayou)," Hank Williams; "Have Mercy Baby," Dominoes.

1953

"Money Honey," Drifters featuring Clyde McPhatter; "Your Cheatin' Heart," Hank Williams; "Cryin' in the Chapel," Orioles.

1954

"Rock Around the Clock," Bill Haley and the Comets; "Shake, Rattle and Roll," Joe Turner/Bill Haley and the Comets; "Earth Angel," Penguins.

1955

"Tutti-Frutti," Little Richard; "Maybellene," Chuck Berry; "Bo Diddley," Bo Diddley;

"Why Do Fools Fall in Love," Frankie Ly-mon and the Teenagers; "The Great Pretender," Platters.

1956

"Hound Dog," Elvis; "Long Tall Sally," Little Richard; "Blue Suede Shoes," Elvis; "Don't be Cruel," Elvis.

1957

"Jailhouse Rock," Elvis; "Whole Lotta Shakin' Goin' On," Jerry Lee Lewis; "That'll be the Day," Buddy Holly and the Crickets; "Great Balls of Fire," Jerry Lee Lewis; "Bye Bye Love," Everly Brothers.

1958

"Johnny B. Goode," Chuck Berry; "Summertime Blues," Edie Cochran; "Good Golly Miss Molly," Little Richard; "Sweet Little Sixteen," Chuck Berry; "La Bamba," Ritchie Valens; "Yakety Yak," Coasters.

1959

"What'd I Say," Ray Charles; "I Only Have Eyes For You," Flamingos; "Mack The Knife," Bobby Darin.

number one song of the year with “Tutti-Frutti” and Chuck Berry second with “Maybellene,” and another architect of the sound, Bo Diddley, is third with “Bo Diddley.”

“Doo Wop,” a more harmony driven sound, also takes off. Some of the top acts of this music are Frankie Lymon and the Teenagers, The Platters, The Coasters, The Moonglows, The Five Keys, The Cadillacs, The Channells, The Flamingos, The Harptones, The Cleftones, and The Spaniels.

Many mistake Elvis as another black performer until they see him on television, most famously on the Ed Sullivan Show. Another worry hits the nation as Elvis won't stop shaking his hips, earning him the nickname “Elvis the Pelvis.” Although he possesses a phenomenal voice, Elvis is barely a capable musician and writes none of his own music. This does not prevent him from becoming one of the most famous men in the world. Other white artists, such as Dion, Bill Haley, Buddy Holly and Jerry Lee Lewis are also successful. Ritchie Valens is a rising Hispanic star when he dies in a plane crash with the Big Bopper and Buddy Holly on February 3, 1959 (known as “The Day the Music Died”). Although enjoyable musicians, they never reach the intensity and sheer manic joy of the two true kings of the genre.

Radio

Rock DJs are incredibly popular, strongly influencing the music scene and the youth of America. With no nationally broadcast stations, several jocks cut up the country. As serial programs move off of radio and onto television, Murray “Murray the K” Kaufman and Alan Freed have New York (though Freed starts his successful career in Cleveland), Arnie “Woo Woo” Ginsberg in Boston, Dick Clark in Philadelphia on WFIL, start spinning the newest records to their rabid fans. Clark's television show *American Bandstand* goes on ABC in 1957 and is a huge hit. The show allows black and white teens in the same audience and dance floor, though not as partners, and is a large step in teaching the new generation about racial harmony.

Atomic Age Cthulhu

Although often credited as a fifties jock, Wolf Man Jack does not arrive in California until the start of the next decade. Many radio stations and jocks steadfastly refuse to play black artists over their airwaves. In the Miskatonic Valley, it is the mighty WBZ from Boston which is the most powerful and clearly received station.

Hops

Many of the popular DJs run “hops,” which are dances with the newest records being spun for teen fans. Many, but not all, are segregated. Around Boston, Arnie Ginsburg runs the “Adventure Car Hop” on Route One. Smaller hops are run by either local jocks, or older teens fanatical about the music. In Massachusetts, throughout the Miskatonic Valley, one of the most famous hop DJs is GM Hooker. He is a mad man on the microphone imitating chitlin' circuit DJs and is an expert on rock and roll and the blues. His hops are some of the first to be de-segregated.

Movies: The Cowboy Rides Into the Sunset

If the decade is known for one genre above all others it is the sci-fi movie. As fears of the nuclear age rush in, they are dealt with on the silver screen. No longer is the stoic cowboy the hero of youngsters (though western themed shows do become very popular on TV), but the space pilot, and to some, the brainy scientist who knows just how to destroy the extraterrestrial menace (or for some reason control the military). Themes of these movies are usually the horrors of nuclear radiation, and/or invasion by an outside force (communism). Gimmicks such as 3-D are used in hopes of putting even more people in the seats (though the technique is pioneered in the early 1920s). Movies are still an event, and most theatres show an A and B film, newsreel, cartoon and quite often a weekly serial, oft-times not of the best quality. Memorabilia such as glasses, dishes and other tokens can be won, or bought, at the theatres.

Drive-Ins

With Americans' love of movies and cars, the drive-in is a natural invention. Charging up to \$1.00 for a carload of people, drive-ins become a rage, usually showing movies aimed at teens. Other places charge by the person, and many a teen is snuck in via the trunk. They are infamously known to adults as "necking areas" where what is going on behind steamed up

windows is not for polite conversation! They are also other places for juvenile delinquents to congregate!

Fashion

Young men wear their hair in flat-tops and pompadours, or add grease, creating duck-tails. High school letterman jackets become the rage. Blue jeans start to come into vogue with

NOTABLE SCI-FI MOVIES OF THE FIFTIES

These dates indicate American theatre openings. Special thanks to Bill Warren's wonderful book *Keep Watching the Skies!* (McFarland Press, 2010). Not all of these are great, but many are famous, and all are worth watching for a good flavor of the times, and ideas for one-night-stand adventures.

1/50: The Flying Saucer

4/27/50: The Thing from Another Planet

3/9/51: The Man from Planet X

9/15/51: The Day the Earth Stood Still

12/10/52: Invasion USA

4/9/53: Invaders from Mars

6/14/53: The Beast from 20,000 Fathoms

8/13/53: War of the Worlds

3/54: Creature from the Black Lagoon (in 3-D)

6/19/54: Them!

12/23/54: 20,000 Leagues Under the Sea

3/29/55: Revenge of the Creature

2/5/56: Invasion of the Body Snatchers

3/11/56: Forbidden Planet

4/26/56: The Creature Walks among Us

4/27/56: Godzilla, King of the Monsters!

7/56: Earth vs. the Flying Saucers

7/25/56: It Conquered the World

12/26/56: Rodan

2/22/57: The Incredible Shrinking Man

6/19/57: I Was a Teenage Werewolf

6/25/57: Curse of Frankenstein

7/57: The Monster that Challenged the World

7/57: 20 Million Miles to Earth

8/27/57: The Amazing Colossal Man

11/23/57: I Was a Teenage Frankenstein

5/19/58: Attack of the 50 Foot Woman

7/11/58: The Fly

8/3/58: Attack of the Puppet People

8/7/58: It! The Terror From Beyond Space

12/12/58: Plan 9 from Outer Space!

6/2/59: Teenagers from Outer Space

6/25/59: The Giant Gila Monster

8/59: Wasp Woman

8/5/59: The Tinger

9/8/60: The Angry Red Planet

teens. Young women sport poodle skirts, saddle shoes, and put their hair into pony tails. Tight pink sweaters are fashionable, and the conical bra is made famous by Jane Russell in *The Outlaw*. Women almost *never* wear pants.

AMERICAN INTERNATIONAL PICTURES

Known as A.I.P., this motion picture company pumps out films for the masses like no other during the decade. With mastermind Samuel Z. Arkoff behind the scenes, theatres barely go a week without receiving new reels from the company. The movies jibe with all the most recent fads and trends and are aimed right at the growing teen and drive-in market. With films ranging from *Shake, Rattle and Roll* (1956), *Reform School Girl* (1957) *Portrait of a Sinner* (1959) or *High School Hell Cats* (1958), A.I.P. always plays to the masses.

Fads

Moving towards the Plastic Age, the decade is certainly not without its share of fads. Children love Hula Hoops (1958) and Barbie (1959) for girls, Davy Crockett Coonskin caps for boys, astronaut outfits, Lego, Slinky, Ant Farms, Mr. Potato Head (1952), and Frisbee (1957). For teens it is the dance hops they love, along with the craze of stuffing people into phone booths or Volkswagens. Weight lifting is becoming popular and will explode in the next decade. Tiki culture, along with Hawaiian shirts, is fashionable. In 1955 Disneyland opens.

Comics and William Gaines

They are bright children, but those who want to prohibit comic magazines seem to see dirty, sneaky, perverted monsters who use the comics as a blueprint for action.—

Atomic Age Cthulhu

William Gaines in his testimony to the U.S. Congress.

Comic books are still tops for young readers. There is no Marvel Comics—no Spiderman, Hulk, or Fantastic Four, and its predecessor Atlas Comics is sputtering. D.C. Comics is around with Superman and Batman as top heroes. *Dick Tracy* is slightly past its prime, but is still a popular strip in the papers along with *Peanuts*, *Little Orphan Annie* and *Beetle Bailey*. But the decade is remembered for one thing above all—E.C. Comics.

When visionary William Gaines takes the helm from his abusive father, Entertaining Comics moves away from titles like *Modern Love* and *A Moon, a Girl... Romance*, unleashing *Tales from the Crypt*, *Vault of Horror*, *Haunt of Fear*, *Weird Science*, *Weird Science Fantasy*, *Crime Suspense Stories* and *Shock Suspense Stories*. *Weird Science* falls right in line with the U.F.O. craze, and often openly challenges government reports on the topic. With a stable of top talent such as Johnny Craig, Jack Kamen, Al Feldstein, Wally Wood, Harvey Kurtzman, Jack Davis and “Ghastly” Graham Ingles, the graphic action practically leaps off the page, grabbing the reader by the heart. The intense mags are incredibly popular with young boys—so much so that the Catholic Church and the Feds take notice.

Since these books must be destroying young minds, Gaines is brought before the United States Senate Subcommittee on Juvenile Delinquency where he is the lone man in a battle against many. As the committee challenges him to defend drawings on paper, the editor stands his ground, and comes out looking like the only sane man. His desperate fight for free speech is not enough. The government, so obsessed with communists, decides that it knows best and that what young people read must be regulated. In order to survive and stave off further government intervention, American comic book publishers create a set of content regulations, known as the Comics Code. Most of E.C.’s best titles

are retired, and only *MAD* gains long life in the next wave.

Books

Science fiction is very popular throughout the decade. Classics such as Ray Bradbury's *Martian Chronicles* (1950) and *I, Robot* by Isaac Asimov (1950) are released. Popular writers of the time are J.D. Salinger, Truman Capote, James Michener, Eudora Welty, Ayn Rand, Herman Wouk, Mickey Spillane, Langston Hughes, Ernest Hemingway and William Faulkner. Jack Kerouac and Alan Ginsburg helm the Beat movement in literature. William Burroughs publishes *Naked Lunch* in 1959 in what could be the most important book in English since James Joyce's *Ulysses*.

Magazines

There are many publications on the stands and plenty of opportunities for freelance journalists and writers.

Popular: *Life*, *Time*, *Newsweek*, *Harpers Bazaar*, *Look*, *Good Housekeeping*, *Vogue*, *Ladies Home Journal*, *Saturday Evening Post*, *Colliers*, *Cosmopolitan*, *New Yorker*, *American Magazine*, *TV Guide*, *Sports Illustrated*, *Popular Mechanics*, *Popular Science*, *Boy's Life*, *Mechanix Illustrated*, *Science and Mechanics*.

Hollywood and Celebrity: *Photoplay*, *Movieland*, *Screen Guide*, *Look*, *Screen Stories*, *Picturegoer*, *Confidential*.

Men's: *Playboy* debuts in 1953 and men's mags are never the same. There are also "Sweat Magazines," showing cheesecake photos and wildly violent and erotic stories, publishing fiction articles as non-fiction: *Man's Life*, *True Adventure*, *Man's Adventure*, *Rage*, *Peril*, *Man's Exploits*, *Hunting Adventures*, *Fury*, *For Men Only*, *Rugged Men*, *Men*, *Men's Pictorial*, *Real Life Adventures*, *True War*, *Sea Adventures*.

Sci-Fi and Horror (Fiction): *Weird Tales*, *Amazing Stories*, *Universe*, *Galaxy*, *Fantastic Universe*,

Space Science Fiction, *Astounding*, *Startling Stories*, *Super Science Fiction*, *Orbit*.

Sci-Fi and Horror (Non-Fiction): *Amazing Fate*, *Sea*.

ATOMIC POWER—THE GOOD

The United States knows that if the fearful trend of atomic military build up can be reversed, this greatest of destructive forces can be developed into a great boon, for the benefit of all mankind.—President Eisenhower.

In his 1953 "Atoms for Peace" speech Ike states he believes the use of the atom can move beyond just weaponry. He states that an Atomic Energy Agency should be created and the sharing of atomic research can be a boon for all of mankind:

The more important responsibility of this Atomic Energy Agency would be to devise methods where by this fissionable material would be allocated to serve the peaceful pursuits of mankind. Experts would be mobilized to apply atomic energy to the needs of agriculture, medicine, and other peaceful activities. A special purpose would be to provide abundant electrical energy in the power-starved areas of the world. Thus the contributing powers would be dedicating some of their strength to serve the needs rather than the fears of mankind... The United States would be more than willing—it would be proud to take up with others principally involved: the development of plans where by such peaceful use of atomic energy would be expedited.

By today's knowledge some of the plans for this power seem absurd, such as the widening of Panama Canal using nuclear explosions, and placing small reactors in every high school in the country for study purposes and perhaps power. Ike has no intentions of backing down to the Russians, but does have a peaceful vision,

and in the speech proclaims: “We will never say that the people of Russia are an enemy with whom we have no desire ever to deal or mingle in friendly and fruitful relationship.”

Very little of this nuclear sharing ever comes to fruition, making cynics view this idea as a ruse to cover America’s wish to stockpile more atomic weaponry in its escalating competition with the Soviet Union. However, Ike is backed up by Lewis Strauss, the Chairman of the United States Atomic Energy Commission, who speaks of electricity “too cheap to meter.”

The first commercial nuclear reactor goes online in Sellafield, England in 1956. In 1954 Eisenhower breaks ground for America’s first plant by waving a neutron wand over a detector sending a signal to a robotic bulldozer. On December 18, 1957 the country enters the nuclear power age, when the Shippingport Reactor in Pennsylvania, 38 miles northwest of Pittsburgh, goes online. Westinghouse Corporation President Gwilym A. Price states that the country has entered into a “golden age of electricity.” However Shippingport is a technical success, with scientists using its vast instrumentations as study tools, but a financial disaster, costing \$36,000,000 over budget to construct.

THE UGLY AMERICA: DUCK AND COVER

The shadow of the new sun runs over America long and cold, stretching across the country, and although many refuse to acknowledge this darkness, everyone’s life is affected to some degree. Minorities, gays and lesbians, and the poor are still treated as not quite first class citizens. Many see prosperity and happiness around them, in the media and the suburbs, but eluding them. A slow anger is boiling up in America, ready to erupt during the next decade.

THE GOLD WAR

On September 3rd, 1949, the USSR detonates a nuclear bomb, and everything changes. Now both superpowers have nuclear capabilities and an atomic arms race begins, upping the stakes in the Cold War to ghastly proportions. This war is waged on numerous fronts, many without weapons. The space race becomes a propaganda tool and a matter of pride for each country. Many Americans utter the words “dirty commies” when speaking about Russians. Paranoia is supreme and behind every corner lurks a “Russky” spy. As the American government keeps a sharp eye on things like labor unions, novelists and fraternal organizations, both countries begin stockpiling enough arms to set off a world-ending nuclear holocaust.

To up this horrific ante, Truman approves the development of the hydrogen bomb (H-Bomb), and the first one is detonated at Eniwetok Atoll on November 1, 1952, exploding with 450 times more force than the bomb dropped on Nagasaki, but leaving much less radioactive fallout. The U.S. government does not reveal the weapon to the public at first. The next year the Russians explode theirs. (Somewhere, Nyarlathotep is smiling...)

During the decade, “under God” is inserted into the Pledge of Allegiance to differentiate Americans from the godless communists. Nuclear war is perhaps the greatest fear of every American, and children are terrified in their schools with bomb warning sirens commanding them under their desks. Kids are shown “duck and cover” films in case of an attack. Bomb shelters are built in backyards and stocked with provisions, awaiting World War Three.

The Chinese are seen as the “Yellow Menace.” However, they are not yet a nuclear power, and therefore not as great of a threat as the Russians. The east is looked at as a mystical and strange place, with a culture and way of life almost unknowable to Americans. Russia is the true enemy.

Propaganda is disseminated throughout every media outlet possible. In the late 1940s

and throughout the fifties cartoons with titles like *Make Mine Freedom*, and films such as *1947: Year of Division*, *What is Communism?*, *Responsibility of American Citizenship*, *Red Nightmare* (with Jack Webb), and *He May Be a Communist*, are shown, mainly aimed at kids, about the horrors of communism. In 1953 Topps releases the “Red Menace” trading card series with titles like “Visit by the Police,” “Fleeing the Reds” and “U.N. Counterattack.” The tops of the backs of the cards read: “Children’s Crusade against Communism,” at the bottom in large blue and red letters: “FIGHT THE RED MENACE.” In 1947 the Catechetical Guild disseminates the comic book *IS THIS TOMORROW* showing America under attack from Russian and Chinese soldiers.

The Cold War continues until around 1989, when the USSR begins to crumble and the Berlin Wall is torn down on November 9th, as a symbolic end to this era.

ATOMIC POWER—THE BAD

That new language is the language of atomic warfare, . . .—President Eisenhower, 1953.

During the decade America begins inventing more and more powerful nuclear weapons. In the early part of the decade airburst bombs such as the Mk-4 and W-4 are tried out. These lead to the more potent Mk-5 bomb. The devastating Mk-7 “Thor” bomb is a lightweight piece. The W-7 warhead is produced in 1953 and its hydrostatic derivatives are manufactured until 1956. The first nuclear artillery shell is the W-9 manufactured from 1952–1953 and retired in 1957 after a total of 80 are produced. This is followed by the W-33 shell which is begun in 1957 and retired in 1992, with 2000 stockpiled. 1200 MK-15 are created and kept in service until 1961. It is the first “lightweight” bomb, with a parachute attached to it. From 1957–1960, 3,150 W-25 warheads are created with delay timers and environmental sensors built in. 4,500 Mk-28 bombs are made. It has the second largest

production run of any American weapon, with the last one being retired in 1991.

Russia does its very best to go step for step with America and during the 1970s pulls ahead in the race. However, by the end of the 1950s both countries have amassed enough of these weapons to end humanity many times over, making the race pointless and a waste of resources. Over the years these very expensive pieces of death-machinery sit in their silos and airplane hatches, decaying, and eventually are retired.

Many stone or brick buildings with large basements are designated fallout shelters in case of war, and almost every citizen knows the closest one to where they work and live. Quite often these are schools, churches, federal or state government buildings. These places are marked with black and yellow signs which citizens can easily see and indentify, reminding them every day that “The Bomb” could be on its way over from Russia at any moment....

The Korean War—America’s Bloody Morass

America is barely a half decade removed from World War II when it undertakes another military excursion. On June 25, 1950 communist North Korea invades (relatively) democratic South Korea, bringing about a “police action” by the U.N. Although military leaders feel this will not be a milk run, a three year conflict is not predicted. America is particularly concerned as this seems to be the first wave of communist aggression in the Cold War, fueled by China and Russia.

On September 15, 1950, after discovering that the North has stretched its supply lines too thin, the U.N. force stages an amphibian raid at Inchon, routing the North Koreans. The troops, led by America, move rapidly, shoving the northern army right to the Yalu River. The terrain is hard on the men, with one hill leading to another hill, leading to another... Fearing invasion and agitated after General Douglas MacArthur threatens

to use nuclear strikes, China enters the war. Human waves of Chinese soldiers overwhelm the American military by sheer numbers and the U.N. forces are pushed back to the 38th parallel which divides the two Koreas. Gun barrels actually bend from the intense heat of constant firing. By the middle of 1951 the front lines are almost where the fighting began, and two more years of brutal, body stacking combat follow.

MacArthur's behavior during the conflict is seen by some in Washington as outrageous, obstinate and insubordinate. Upon meeting with President Truman he refuses to salute, drawing the ire of his Commander in Chief. On April 10, 1951, Truman relieves him of his post, replacing him with Matthew Ridgway. Ridgway is another larger than life leader, sporting a hand grenade and a first aid kit on the blouse of his uniform.

On July 27, 1953 with a new regime in the USSR, stalemated fighting, and a huge human toll, a cease fire is called. The war is never officially declared over. In three years America suffers 54,229 deaths, 103,248 wounded, 3,746 captured, and 8,142 missing, and spends over \$20 billion on the mission. (England suffers the second most casualties within the U.N. forces with 710 deaths). South Korea loses 227,800 soldiers, has 717,000 injuries and 43,500 missing in action (some are obvious defections). North Korean casualties are not truly known, but are estimated around 520,000, with 900,000 for the Chinese. Over 2,000,000 civilians are killed in the affair. The war is incredibly brutal and costly for both sides, resulting in victory for neither, and is the first military clash in this new Cold War.

The House Committee on Un-American Activities—America the Hypocritical

We must not confuse dissent with disloyalty. We must remember always that accusation is not proof and that conviction depends upon evidence and due process of

law. We will not walk in fear, one of another. We will not be driven by fear into an age of unreason, if we dig deep in our history and our doctrine, and remember that we are not descended from fearful men.—Edward R. Murrow.

The House Committee on Un-American Activities is created in 1938 to look into subversive and disloyal citizens believed to have communist ties. It has the power to subpoena and hold individuals in contempt of Congress. Actor Ronald Reagan voluntarily informs often on who he believes is a communist in Hollywood. Richard Nixon is the most famous member having served on the committee. In 1959 former President Truman calls it the “most un-American thing in the country today.” By the end of the decade the committee has lost its credibility with the public, but not before destroying many lives.

Senator Joseph McCarthy and his sleazy assistant Roy Cohn begin a reputation-wrecking witch hunt for communists in 1950. In a speech by McCarthy to a women's Republican group in Wheeling, West Virginia, the senator states he has the names of 57 members of the State Department who are communists. These accusations open up congressional hearings, but by July 17, 1950, the committee finds no evidence supporting these charges. Seizing the spotlight, McCarthy and Cohn continue accusing people in the government, dragging them before congress, smearing their names, yet never presenting hard evidence. In 1953 McCarthy angers President Eisenhower, claiming his administration is harboring communists. Still, Ike does not publicly denounce the senator. However, when McCarthy attempts to smear Secretary of the Army Robert Stevens, Ike works behind the scenes to take him down.

In the fall of 1953 McCarthy opens up investigations of the Army Signal Corps, but fails to uncover anything. On March 9, 1954 Edward R. Murrow's TV show *See It Now* attacks McCarthy's methods. The Army jumps in (seemingly with Ike's blessing), releasing

a report that Cohn pressured the military to give preferred treatment to one of McCarthy's former aides after the draft board refused to defer his status. From April 22–June 17, 1954 the McCarthy-Army hearings are televised, with McCarthy constantly interrupting on a “point of order.” This becomes a catch phrase of ridicule towards him throughout the nation. On June 9, McCarthy attacks Joseph Nye Welch, the Army's Chief Counsel. Welch fires back with the now famous line: “Have you no sense of decency, sir, at long last?”

In August of 1954 the Senate begins to investigate McCarthy. On September 27, the report is released calling his behavior “vulgar and insulting,” “inexcusable” and “reprehensible.” On December 22, by a 67–22 vote, the Senate passes a resolution condemning him for abuse of power. Although not removed from his position, he is ruined. On May 27, 1957 McCarthy dies of acute hepatitis after years of drinking heavily. His name lives on, synonymous with abuse of power, disgrace and modern day witch hunts. Cohn is forced to resign after the censure, but lands a job at a high priced law firm in New York. He makes a lot of money from the hearings, and the IRS moves on him for \$3 million in unpaid taxes. In the 1980s he is disbarred for unethical practices, and in 1986 dies of complications from AIDS, with a legacy of disgrace from a lifetime of devious behavior.

Racism/Segregation—The Greatest Divide

I believe as long as we allow conditions to exist that make for second-class citizens, we are making of ourselves less than first-class citizens.—Dwight D. Eisenhower, 1953.

I think one man is just as good as another so long as he's honest and decent and not a nigger or a Chinaman. Uncle Will says that the Lord made a white man from dust[,] a nigger from mud, then He threw up what was left and it came down a Chinaman. He

does hate Chinese and Japs. So do I. It is race prejudice I guess. But I am strongly of the opinion that negros [sic] ought to be in Africa, yellow men in Asia and white men in Europe and America.—Harry S. Truman, 1915, age 27.

Racism is still rearing its ugly head as the golden age burgeons. Minorities, especially in the south, are treated as second class citizens, harassed, targeted with violence, denied basic human rights, and have little or no legal recourse. As African American troops come home from the war, they find little reward for their hard work. Schools and lunch counters in many states are segregated, and dignified jobs are hard to find.

Although the above quotes might give us a good view into the hearts of the two presidents, they really do not. It is Truman who begins the civil rights movement. After hearing about black soldiers being attacked upon returning from the war, Truman writes: “My forebears were Confederates... But my very stomach turned over when I had learned that negro soldiers, just back from overseas, were being dumped out of army trucks in Mississippi and beaten.” He puts into action the first executive order ever issued on civil rights, creating the President's Committee on Equality of Treatment and Opportunity. Never mentioning segregation, the committee is nonetheless the first step on stopping this nationwide scourge. Several years after the order is given, the army becomes racially integrated. Truman's actions also make it illegal to racially discriminate against an applicant for a civil service post, and in 1952 race can no longer prevent one from becoming a citizen. Interracial dating is still one of the ultimate American taboos.

Eisenhower is not as proactive. Although called “gutless” on the subject by the always non-controversial Louis Armstrong, Eisenhower does take steps to make all people first class citizens. He does sign into law the 1957 Civil Rights Bill guaranteeing African Americans the

right to vote. The bill is highly controversial, and put into committee to die a slow death, but is forced through and brought to vote by the powerful Texas Senator Lyndon B. Johnson.

Until 1954 it is legal to have “separate but equal” schools. However the Warren Supreme Court rules this unconstitutional in *Brown v. the Board of Education of Topeka Kansas*. Schools are desegregated and violence erupts. Eisenhower sends in the National Guard to protect African American students, but hate and intimidation continue for years to come. Ike does not completely agree with integration. His use of National Guard troops to quell the violence is strictly because he believes in upholding the decisions of the Supreme Court. In many ways his refusal to use his position to speak out against racism makes things more difficult in the following decade.

However, one group which is afforded no legal protection from persecution is homosexuals.

Homophobia—The Unspoken Words

During the decade most heterosexuals view homosexuals as suffering from mental illness, and there are many psychiatrists who agree. There are no laws protecting the rights of gays or lesbians during this time, and ruthless persecution and violence towards them is widely accepted; many times the police are at best indifferent and at worst vicious. In the Navy WACS over 500 women are dishonorably discharged when their sexual orientation is discovered. Milton Berle is on TV in drag openly mocking homosexuals as objects of scorn and ridicule. Teachers are relieved from their jobs, no matter how competent, if they are even believed to be gay. In many states sodomy is a crime. Comedian Lenny Bruce is perhaps the only public figure who dares to take a stand for gay rights. He forthrightly criticizes Berle for his views and blasts school districts for firing gay teachers, connecting with a hipper crowd which is a very small minority at this point. He is arrested several times for graphically stating his opinions on this, and many other controversial topics.

Poverty—40 Million Are Hungry

Every gun that is made, every warship launched, every rocket fired signifies in the final sense, a theft from those who hunger and are not fed, those who are cold and are not clothed.—Dwight D. Eisenhower.

By the late 1950s roughly 39.5 million people live in poverty. A good majority of these people are in cities and more often than not minorities. There are no active social services and the inner cities begin spiraling into urban decay, providing an environment of hopelessness to its residents. This poverty affects northern cities more acutely, as masses of African Americans move from the prejudice of the south to a “better life” in the north.

Polio—A Disease Is Defeated

Although eradicated in America after Jonas Salk invents a vaccine, which is administered throughout schools starting in 1955, this crippling virus, which began in ancient Egypt, terrifies the country. Affecting children mostly

BOYS BEWARE

In the fifties the Inglewood Police Department and the Inglewood Unified School District shoot a propaganda film to be shown in schools titled *Boys Beware*. The public service announcement sums up the feelings of the time on American's views on homosexuality, calling gays “mentally ill.” With “Lieutenant Williams” warning young healthy American boys that gays are constantly on the prowl, ready to groom you for sex or worse. “All homosexuals are not passive!” it warns. The film strongly equates homosexuality with pedophilia. And never forget, “Public restrooms can often be a hangout for homosexuals.”

under the age of five, the virus invades the nervous system through the mouth and can cause total paralysis. Places like swimming pools are viewed as breeding grounds for the disease. Most carriers never show any signs, but there are plenty of children who walk with a limp or are in a wheelchair for life due to this epidemic. Salk becomes an international hero and is catapulted into stardom. He is awarded the Congressional Medal for Great Achievement in the Field of Medicine, the Lasker Award, and is nominated, but does not win, the Nobel Prize for medicine.

CRIME AND CRIMINALS

Crime is no more or less extreme in the country than today. However, only the truly most ghastly crimes are the ones reported by the national media. Joseph Bonnano (Joey Bananas) becomes a well known mafia don, and the televised Kefauver Committee Hearings on organized crime makes many mobsters famous, much to their

chagrin. Literate and charismatic rapist Caryl Chessman, also known as the “Red Light Bandit,” gains the sympathy of many famous citizens as they unsuccessfully campaign to halt his execution for kidnapping. After a long and public struggle, this career urban terrorist is sent to the gas chamber. Charles Starkweather becomes the epitome of youth-gone-bad by gaining a reputation as one of America’s first well known serial killers. With his 14 year old girlfriend Caril Ann Fugate by his side, the 21 year old racks up 11 murders during a two month frenzy from December of 1957–January 1958. He is executed five months after his capture.

Juvenile Delinquency!!!

By the beginning of 1956, there are 13 million teens out of a population of 168,903,031, and there is a large generational rift during the decade. Many elders look at the new generation as one that does not share their values of thrift, financial prudence and hard work. These kids want nothing more than fast cars, rock-n-roll

MOMMA’S BOY AND AMERICAN PSYCHO—ED GEIN

Ed Gein becomes one of the nation’s most notorious individuals, after this unassuming farmer (and grave robber) is arrested in 1957 for the murder of a local store clerk. The killing is not as unusual as what police find at his Plainfield, Wisconsin home: At least ten female skulls with their brains removed, four human noses, chairs covered with human skin, women’s heads in bags, a pair of human lips on a window shade drawstring, skulls on his bedposts, women’s sexual organs, dissected bodies, and at least one vivisected corpse hanging in his barn. Gein admits after being arrested to sexually defiling the corpses. He also uses the women’s skins to make a “transvestite suit,” as Ed wanted a sex change. Almost all of these bodies are not women he murdered, but

ones plundered from local cemeteries. Ed only took the bodies which reminded him of his dearly loved and deceased mother.

He becomes instantly infamous and will later become the inspiration for H.P. Lovecraft disciple Robert Bloch’s novel *Psycho* (as well as the germ for *The Texas Chainsaw Massacre*’s Leatherface and Buffalo Bill from *The Silence of the Lambs*). Gein’s house of horrors is burned to the ground soon after his arrest by a never-caught arsonist. He is later found guilty of murder, sent to the Central State Hospital for the Criminally Insane and remains incarcerated until his death in 1984 of heart failure complicated by cancer at Goodland Hall at the Mendota Mental Health Institute in Madison, Wisconsin.

and to go necking! In 1953 F.B.I. head J. Edgar Hoover states: “persons under the age of 18 committed 53.6 percent of all car thefts; 49.3 percent of all burglaries; 18 percent of all robberies, and 16.2 percent of all rapes.” It is dubious whether these statistics are at all accurate. More than likely the distrust comes from older citizens having suffered through two of the most difficult decades the United States ever experienced and viewing these young people as having it too easy. There is almost a fear of these teens, and movies (such as 1950’s *Asphalt Jungle*), television (especially *Dragnet*), and other media only add to this hysteria.

On the whole the teens of the fifties are the same as any other generation, well behaved young people craving their own generational identity, and often suffering the scornful eye of their more close-minded elders. They are also the first generation that has easy access to automobiles, and this freedom worries adults even more. And despite what the television has told us, someone like *Happy Days*’ Fonzie would have been considered about as cool in the fifties as a thick-glasses-and-pocket-protector-sporting-nerd would be considered cool today.

Drugs—Don’t be a Hop Head

Drug use is frequent but much more underground than it would become by the end of the next decade. Marijuana remains popular, and many WWII vets discover it as a way to soothe nerves destroyed while overseas. There is a high level of alcoholism amongst the vets, as well as dependency on opiates such as heroin and morphine, especially in injured vets. There is no so-called “War on Drugs,” and fewer federal laws attempting to place anyone with a drug habit behind bars. Any outstanding citizen caught intoxicated on anything but alcohol may very well discover himself or herself embroiled in quite the controversy. LSD is an experimental psychiatric drug that is yet to hit the streets.

Atomic Age Cthulhu

MYTHOS ADVENTURING

OBTAINING FIREARMS

Adults can obtain weapons without much problem, with many firearms available through mail order in such magazines as *GUNS*. (And with some work, underage people can receive them too). Since the Bill of Rights is signed in 1791 there are very few federal restrictions on obtaining guns. In 1927 congress makes it illegal to mail concealable weapons. The National Firearms Act of 1934 regulates only fully automatic weapons such as the submachine (Tommy) gun in hopes of battling mobsters. The Federal Firearms Act of 1938 is more restrictive, but is the last such law passed for 30 years. This bill affects the sale of firearms. Sellers must obtain a Federal Firearms License for \$1 a year, and keep records of names and addresses of the buyers. Guns cannot be purchased by anyone previously convicted of a violent felony, but there are no background checks.

LIBRARIES

Don’t join the book burners. Don’t think you’re going to conceal faults by concealing evidence that they ever existed. Don’t be afraid to go in your library and read every book...—President Eisenhower.

Due to the McCarthy reign of terror a few libraries either ban or burn books that are seen as supporting communism. Most of the major libraries do not agree, and stock whatever they want. Some librarians might contact the Federal Government if they believe someone is studying left wing, communist material. Some places might have this as an unwritten policy; others might have a concerned, nosy librarian wishing to score points with the Feds.

TRANSPORTATION

Planes

Travelling by airplane begins taking off in the decade. Fares are not outrageous, and the airlines aggressively advertise to families and businessmen to avoid long train rides and join them in the skies. The Federal Aviation Administration does not exist until 1958, after several mid-air collisions occur. Passengers walk on the tarmac and up a flight of stairs to board. There is no screening and those being at all careful hiding weapons (or other items), will have no problems smuggling them aboard. However, those conspicuous with their firearms will be escorted off by law enforcement. During the decade there are no hijackings of commercial flights in America.

There are many airlines fighting for passenger dollars. Some of the major ones are:

- American Airlines advertises towards families flying with children boasting flights to 77 cities in “Luxurious 4-engine Flagships!” Using DC-6, 1954 prices are: from New York–California or Mexico \$99, Arizona \$93, Texas \$63, Chicago \$33. Starting in 1952, American flies to Chicago every hour on the hour.
- Capital Airlines: “From the Atlantic to the West, from the Great Lakes to the Gulf.”
- Continental Airlines: “Linking Chicago and LA.” Coach fares: Denver-Chicago \$42, LA-Denver \$43, Chicago-LA \$76, plus tax.
- Delta-C&S Air Lines uses the DC-7 early in the decade and the DC-8 by 1959.
- Eastern Airlines is a discount air coach. In 1950 it goes from New York to Boston in 0:55 hours, New Orleans 5:40, Atlanta 3:19, Miami 4:00, Houston 6:39, St. Louis 5:49, non-stop.
- National Airlines offers a DC-6 Daylight Coach to Miami, as the “Airline of the States.” From New York it’s 3:30 hours to Miami, 3:20 to Palm Beach.

- Northwest Orient Airlines flies to Canada, Alaska and China, Japan, the Philippines, and flies coast to coast and overnight to Hawaii. Flies straight from New York City to Manila.
- Pan-American-Grace Airways is for South American travel. In 1953 SF or LA to Hawaii (\$125 coach/\$168 first class), from Portland (\$151.20/\$168), Seattle (\$157/\$168).
- TWA is the first to employ African American pilots and flies to Europe, Asia, Africa; departs Boston, LA, NY, Chicago, SF, LA, Phoenix, Albuquerque, Philly, Baltimore, DC, KC and Pitt. Non-stop coast to coast, non-stop trans-Atlantic.
- United Airlines in 1954 boasts NY at noon/LA before 5 p.m. In 1953, NY to Chicago is \$45.10 (3:25 hours), Cleveland \$26.10, (2:25), SF \$158.85 (11:35). In 1954, \$99 coast to coast.

Some of the European lines are SAS (Scandinavia), Italian Airlines, British Overseas Airways Corporation (England to Europe), Air France, Lufthansa.

Trains

Trains are still one of the most popular ways to travel, but the airlines are becoming competitive in price, and people are losing their fear of flying. There are many companies servicing different parts of the nation: Union Pacific, Northern Pacific Railways, Pullman Rail Travel, Southern Pacific (covering the southwest with its Sunset Route of New Orleans-El Paso-Los Angeles), Santa Fe System Lines (serving the west and southwest), Western Pacific (using the Vista-Dome California Zephyr from Chicago-Denver-Salt Lake City-Oakland), Amtrak, and Canadian Railways (which, in 1954, charges \$85.57 coast to coast).

Averages in 1953: NY to Chicago \$49.79 (16 hours); to Cleveland \$31.45 (11:27); to SF \$147.40 (60:30 hours).

Communications

There is only one phone company and it is Ma Bell. It has four subsidiaries: AT&T for long distance service, Western Electric Co. for manufacturing its products, Bell Labs for experimenting and Bell Operating Companies for local calls. In the early part of the decade an operator is needed to place calls, as most phones do not have a dial tone (but will by 1960). On sections of each street or in apartment buildings, many have party lines. Several people share one line, and eavesdropping on a neighbor can be very easy. Each residence has a specific ring pattern for its phone, but all calls buzz on the line. There is no international calling.

UFOs

In the threatening situation of the world today, when people are beginning to see that everything is at stake, the projection-creating fantasy soars beyond the realm of earthly organizations and powers into the heavens, into interstellar space, where the rulers of human fate, the gods, once had their abode in the planets...—C. G. Jung, on Flying Saucers.

The above quote from Jung seems to hit directly on the paranoia America is feeling during the decade. The overwhelming fear of nuclear annihilation and communist takeover is manifesting itself in the seeing of unidentified flying objects in the sky. The first major sighting coincides closely with the beginning of the Cold War. In June of 1947 Kenneth Arnold reports seeing a flying saucer, and the craze begins. In 1950 the movie *The Flying Saucer* links these celestial discs with Russian aircraft. By the middle of the decade George Adamski and Buck Nelson become minor cult figures claiming to have actually been taken aboard spacecraft. Marine Corps naval aviator Donald Keyhoe is the first military man to publicly state that the government is covering things up on this issue.

UFOs become a cottage industry with comics, books, magazines, salt shakers, models and other ephemera selling well and making money for keen marketers. An alleged crashing of a space ship in Roswell, New Mexico propels the town into fame. Kenneth Arnold writes “The Truth About Flying Saucers” for the premiere issue of *Fate* magazine, published in the spring of 1948. His article kicks

TRUE BELIEVER—

DONALD KEYHOE

Considered the leader in “UFO-ology,” this former Marine Corps naval aviator does more to convert people to believing the government is covering up things than any other person over the decade. The former pulp writer, who most famously inked the overtly racist *Yen Sin* stories (inferior knock-offs to the *Fu Manchu* tales), he is a one man force using every available type of media to convince the public the skies are full of flying saucers which he has personally witnessed. His tales are given gravitas when he begins speaking on a January 22, 1958 episode of *Armstrong Circle Theatre* when the sound is muted, as the producer fears he might be breaching national security. On March 8th that year, he is interviewed on ABC’s *The Mike Wallace Interview*, during which he blames the Air Force for killing the sound during his talk on the Armstrong program. He would be someone who would be most interested in hearing from rational and well behaved UFO contactees, and would more than likely give knowledge to these people more than anything else. He passes away in 1988 at the age of 91, a true believer to his last breath.

off a string of “True Stories of the Strange and Unknown,” such as “Texas Saucer Contact,” “UFO Buzz Train,” “Canada Builds Flying Saucer,” “The Mystery at Marignane, and Other Saucer Articles,” “World Famous Astronomer Sees Flying Saucer,” and “Mystery of the Green Fireballs.” Donald Keyhoe pens “Flying Saucers Are Real,” for the January, 1950 issue of *True* magazine, which hits the stands on December 26, 1949, attempting to add some military credence to the topic. The term “Men in Black” enters the public lexicon during this period.

Book racks are crowded with the newest releases about the phenomenon from above: *They Knew Too Much About Flying Saucers* (1956—first talks about the infamous Men in Black), *Flying Saucers on the Attack* (1954), *Flying Saucers Uncensored* (1955), *The Coming of Flying Saucers* (1952), *The Flying Saucer Conspiracy* (1955), *The Case for the UFO* (1955), *Flying Saucers Have Landed* (1953) and *Inside the Space Ships* (1955, contains blurry, later debunked photos), are some of the more popular titles of the time.

MEDICINE

Although not a decade of tremendous medical breakthroughs, at least two major events occur besides Salk’s vaccine. The first open heart surgery is performed and the first cardio pacemaker is created. Although breakthroughs, they are still years away from being common practice. Also of note is that in 1953 James Watson, Francis Crick and Maurice Wilkins (with the aid of Rosalind Franklin) are able to describe the helix formation of DNA. Fluoride is being considered as an additive to water to change the crystalline structure of teeth, helping to prevent or slow decay. This outrages some who call the move “communist!”

Surgery is much safer than in the past several decades, and many surgeons have returned from the wars with a great deal of experience on how to handle gunshot wounds,

stabblings, and burns. Those who receive severe intestinal or stomach wounds are still not very likely to survive. There is blood typing and transfusions are much safer, though the plasma is still not usually tested for things such as hepatitis (or the Innsmouth Taint). Individuals losing a limb have no chance of having it reattached, although it might be possible to reattach a severed finger if the wound is clean and the cut is in a fortuitous spot such as a joint. More than likely the person will receive an unrealistic prosthetic limb or have a stump.

AMERICAN PSYCHIATRY

IN THE 1950s

With so many returning veterans suffering from post traumatic stress disorder (also called “shell shock”), the seeking of psychiatric help begins to, very slowly, lose its stigma. Still, many people, especially men, look at going to a “head shrinker” or a “fifty minute an hour doctor” as weakness or an admission of being totally insane. But over the decade this will ease. During the Second World War many men were inducted into the military with serious mental illness. This problem reaches a crisis when almost as many are discharged for mental illness as healthy recruits inducted. Veteran and state hospitals are becoming crammed; by 1955 around 560,000 people are institutionalized, and changes are needed.

From 1939–1951 between 18,000 to 20,000 lobotomies are performed in the States, mostly on convicts and problem children. In 1950, the USSR bans the procedure on moral grounds, stating it is “contrary to the principles of humanity.” Oft times the surgery is used on rebellious teens or uncontrollable patients in mental health hospitals. During the decade there is much protest and the procedure is less and less frequently used as electroshock (ECT), verbal and drug treatments come into vogue.

Theories

There are several schools of thought on the treatment of patients. The most predominant are:

- Cognitive therapy—Honing in on information and processing the patient.
- Behaviorism—Perhaps the most dominant psychological theory of the decade. This process focuses on observation, stating all behavior is due to external and not internal influences. Moving away from Freudian theory, psychologists like B.F. Skinner feel one can be programmed into new behavior.
- Humanism—Focusing in on personal growth, self-identity, and the search for meaning.
- Existential psychology—Finding meaning in oneself through myths and narrative patterns.

Drugs and Research

Thorazine is created in 1952, but this powerful sedative is not used widely until the mid-fifties. Long term use can cause brain damage... In 1955 the drug imipramine is found to be the first tricyclic anti-depressant. In the same year American scientists begin research on whether levels of serotonin dropping can effect depression in a person... Monoamine Oxidase Inhibitors (MAOI) are created to fight depression. However, they have rather unpleasant side effects with certain foods, some being near fatal. Doctors give patients strict dietary regimens with these drugs.

Lobotomies are still used, but nowhere near as frequently as electroshock treatment. It is also used to keep unruly patients in line. Long-term shock therapy usually does more harm than good, often resulting in brain damage and permanent memory loss. Cold water immersion and ammonia therapy are considered therapeutic. Ammonia is later proven quite dangerous to the brain.

Some psychiatrists are giving their patients a new drug known as Lysergic Acid Diethylamide, also known as LSD, in hopes of opening them up for psychotherapy. This drug has incredibly varying results in therapy yield and effects on the individuals ingesting the chemical compound. It is thought for a short while to perhaps have potential for curing alcoholism.

POLICE POWERS

Rights are not read to those arrested. One might not know if they are arrested (cannot leave), or are just being detained (free to go). Few watchdog groups exist, and police in many cases are poorly trained. Many are hired on physical prowess alone. Very few police departments talk with one another, and an individual with a warrant in one state, if stopped by police in another, might not be detained strictly due to lack of information.

J. Edgar Hoover continues to head the F.B.I. throughout the decade, and refuses to acknowledge the existence of organized crime. However, the televised 1950 Kefauver Committee senate hearings on organized crime crush this notion, as mobster after mobster's grilling is brought right into the American living room. Despite the overwhelming evidence, Hoover does not budge from his stance. It has been widely speculated that Hoover's denial was due to the fact the mob had incriminating photographs of him. The F.B.I. is still very powerful and widely respected.

Should law enforcement come across a set of fingerprints that neither they nor the state police have, they might send them to the F.B.I. for a match in their databases. Identifying fingerprints is a long process, taking weeks and perhaps many months of time.

NEW SKILLS

Computer Use (01%)

This modern skill really gets its start in this decade. You are able to operate and program modern electronics in the 1950s. If in the military, you are trained on the radio tube ENIAC computers of the 1940s and you are able to use the new magnetic core memory EDVAC. If in the civilian field, you are able to program and operate the UNIVAC as well as IBM 600–700 series of punch card computers. Modern computers often fill a large room so 1–4 technicians are needed to fix any physical problems.

Cryptography (01%)

With this skill you are conversant in many types of computational and coded cryptography. On your own with a cipher or with mechanical aid you can crack and decrypt most forms of encryption. To use this skill effectively, investigators should also have reasonably high Education scores. If in the military or government sector, you are able to operate and decipher the KL-7 or ADONIS rotor machine encryption system or the KW-26 or ROMULUS encryption system for teletype circuits, both designed by the NSA.

Physics (01%)

In addition to its other applications, this skill enables an investigator to understand the growing field of nuclear science, including nuclear energy, physics and weaponry (such as the hydrogen bomb). The study of nuclear science, as a category of physics, is a cutting edge field that will expand during the decade. With Physics one might be able to get a job at one of the few nuclear power plants in the country. Also with Physics, jobs such as college professor and government advisor will be available. All scholars of nuclear science should have high Physics skill scores (50 percentiles or higher), and will be quite familiar with ideas like Einstein's Theory of Relativity. This skill also allows the investigator to identify the strength of any nearby radiation, its threat level, and how to best protect

oneself from it. These are all handy things, since to most people radiation is still a mystery.

UFO Lore (05%)

A high score indicates one is up to date on all the recent sightings and activities that are occurring almost daily throughout the country. This score can be increased by reading the scores of magazines and books flooding the racks during the fifties.

In addition to those new skills, others can be created that easily fit into the decade if the Keeper wishes. Rocket Science would be such an appropriate skill. Other new skills would be specializations of existing ones. Pilot: Jets and Pilot: Helicopters are two such examples. TV Repair would be another form of Electronics. Other variants are sure to exist.

NEW INVESTIGATOR OCCUPATIONS

Here you will find some examples of very 1950s-centric occupations for the investigators to play. Doubtless there are many others, although some might just be variations on a previous occupation. A jet pilot would be mostly like his prop plane counterparts, albeit perhaps a bit more of an adrenaline junkie.

Occupation descriptions include optional “Special” modifiers to investigator characteristics and/or incomes, for gamers who want to add a twist to the character creation process. Keepers and players should agree about whether or not to use the “Special” modifiers. If such modifiers are used, gamers will have to work out for themselves what modifiers apply to occupations from the core rules.

BEATNIK—Who can stand the tedious conformity of post war America? Not a beatnik, that's for sure. These counter-culture poseurs develop their own clique and dialect without causing much uproar in mainstream society.

They cut their hair short, wear bohemian style clothing (women wear pants), work as little as possible, experiment with drugs and certainly smoke marijuana. Homosexuals and minorities are not considered second class to most open minded Beats. Coffee houses are the rave for these poets and musicians to tryout their new experimental sounds; talent is nowhere as necessary as the correct attitude and look. "Sick Comedian" Lenny Bruce is someone they admire. Jack Kerouac and Alan Ginsberg's works are almost biblical until "old man" (drug seeker and non-beatnik) William Burroughs publishes *Naked Lunch* through Grove Press, setting the literary world on fire.

Earnings (1955): Varies, but probably very little, unless you have a square job!

Contacts and Connections: Writers, poets, and other counter culture people.

Skills: Art, Conceal, Craft, Fast Talk, Other Language, Pharmacy (Drug Use), any two other skills as personal specialties.

Special: -3 when rolling for income.

DISC JOCKEY—Kids can't get enough of the newest sounds, and local DJs become celebrities in their own right. They run hops, keep wild hours and pitch products on the air. Record companies need them since many DJs often overrule station managers and play the songs they themselves want. Because of this, bribes (the amount depending on the size of the market), are frequently (and illegally) offered to the jocks. Not many of them say no to the money.

Earnings (1955): Varies greatly depending on the market. Small-time jocks might take home \$2,000 yearly. Big timers in big cities might be able to pull in \$10,000. (And then there are the pay offs.)

Contacts and Connections: Radio station personnel such as engineers and station managers, musicians, record company low-lives.

Skills: Credit Rating, Electronics, Fast Talk, History (Musical), Listen, Persuade, any two other skills as personal specialties.

Special: +1 POW.

GOVERNMENT AGENT—With commies creeping around every corner plenty of Government Agents, or G-Men, are needed. Most will work for the FBI under the tight control of J. Edgar Hoover, who is a micro-managing control freak. Agents might be asked to investigate a kidnapping, or perhaps go undercover to report on and/or disrupt a local meeting of communists (or trade unions). An agent must carry himself with the highest level of professionalism and an intense background check will be needed to obtain the job. Most will not have a top secret clearance and probably will not know what is going on inside the Pentagon. Because of Hoover's slanted positions, it is not until 1964 that African Americans work for the FBI and 1972 when the first two women become agents.

Earnings (1955): \$4,500–\$7,500.

Contacts and Connections: Other government agents, organized crime, labor leaders.

Skills: Dodge, Drive Auto, Hand Gun, Law, Library Use, Listen, Persuade, Spot Hidden.

Special: +1 STR, DEX, and CON.

GREASER—Taking gobs of hair grease and creating the ducktail is the look most aimed for with this group. They wear leather jackets (many with club logos), love hot rods, drag racing and staying out past curfew. The police are the enemy and James Dean will eventually become their idol. They are rebels without causes, most of whom will grow out of the phase and either be drafted into the military or pick up a trade. But for now it is fast women, fast cars, switch blades, motorbikes and rock-n-roll.

Earnings (1955): Varies. Working in a garage as a mechanic can earn you around \$3,500 yearly if you are a master mechanic.

Contacts and Connections: Auto shop people, diner owners, small time hoods, hot rod enthusiasts.

Skills: Dodge, Drive Auto, Fast Talk, Fist, Kick, Knife, Mechanical Repair, Ride Motorcycle.

Special: +1 STR and DEX, -1 APP.

NAZI HUNTER—Some of the worst humans to ever stand erect were the Nazis. Their genocidal crimes, though perhaps not the worst during the war (the Japanese brought new levels of sadistic brutality to the conflict), must never be forgiven. Nazi hunters are self-appointed, work outside the law, and will travel any place, usually South America, to find the remaining Nazi criminals seeking shelter. Many lost family and loved ones in the Holocaust, and perform this kind of work out of a desire for revenge and a sense of justice. Focused and determined, they will not be deterred by law or other force.

Earnings (1955): Whatever money they are given by supporters.

Contacts and Connections: Other Nazi hunters, sympathetic government agents, Holocaust survivors, financial backers.

Skills: History, Library Use, Other Language, Persuade, Spot Hidden, any three of the following skills as specialties (Accounting, Conceal, Credit Rating, Disguise, Fast Talk, Fist, Handgun, Locksmith, Photography, Sneak, Track).

Special: -2 to Income, +1 STR, +1 POW.

NUCLEAR SCIENTIST—This profession can be learned at only a handful of institutions and the trade is passed down by other scientists who are learning on the job themselves, as it is a burgeoning field. Most of these positions are top secret and a rigorous vetting process is necessary to obtain this job. The FBI will no doubt be looking into the applicants' pasts and talking with their neighbors. Any transgressions or the slightest leanings towards leftist thought can get one immediately fired. And once fired, the government can't run the risk of having them falling into the hands of the commies, now can they...

Earnings (1955): \$6,000–\$8,500.

Contacts and Connections: Government agents, scientists, professors.

Skills: Chemistry, Computer Use, Electrical Repair, Electronics, Library Use, Mechanical Repair, Physics, any one other skill as a personal specialty.

Special: +2 INT, +3 EDU.

ROCK-N-ROLL/DOO WOP MUSICIAN—

Rockers are heavily influenced by the bluesmen who came before them, speeding up the tempo, volume and energy. Doo wop groups need at least three people to sing the melodic and catchy harmonies. Clubs are always on the lookout for new acts to draw in customers, and some local groups develop quite a following. The rock dress style is more rebellious with leather and blue jeans as opposed to the more sweater-oriented fashion of the cleaner cut doo wop bands. If one does not play in a major market, receiving a record deal (usually for a pittance no matter how big the single becomes), is a mighty task. The large stadium, nationwide tour is almost unheard of until The Beatles enter America in the early sixties. Many musicians still play to segregated houses, although many break through and mix freely with others during the show, no doubt alarming parents and police alike.

Earnings (1955): Not a real lot. Even top artists are getting ripped-off for nationwide hit songs. (Example: In his record contract, Little Richard allegedly received \$100 for every 10,000 singles sold).

Contacts and Connections: record company low-lives, musicians, music store owners, sound engineers, fast women, disc jockeys.

Skills: Art (Sing, Instrument, and Dance), Credit Rating, Fast Talk, Pharmacy (Drugs), Persuade, Read/Write Music.

Special: +1 APP, +2 POW, -2 EDU.

SPY/INFILTRATOR—With Russia ready to invade the country at any moment, agents are needed domestically and abroad. Spies might have mundane tasks such as sitting in organized meetings of local groups or unions, or perhaps they are transformed into Russian citizens and infiltrated into the country, reporting back what they can to their handlers. It is a dangerous, yet mundane, existence. These agents work for the State Department and not the F.B.I. Many have military training and are vetted carefully before being hired. Their training will be intense and

secretive and they will more than likely lose all contact with family and their former life.

Earnings (1955): \$6,500–\$8,000.

Contacts and Connections: Other government agents, and a wide spectrum of people depending on their assignment.

Skills: Fast Talk, Handgun, Other Language, Persuade, any four of the following skills as specialties (Conceal, Disguise, Dodge, Drive Auto, Electronics, Fist, Library Use, Locksmith, Martial Arts, Photography, Pilot, Rifle, Sneak, Spot Hidden).

Special: +1 POW, +1 INT, +1 DEX.

UFO HUNTER—The skies are full of flying ships from other planets, and even though the government might not want the public to know, the hunter knows. Driving around in a station wagon or camper full of self-published pamphlets or books about the topics, they run

down any tip and spread the good word about our friends from space and the government that wants to keep wondrous new information and science from us. There are local gatherings and small conventions, mostly in the southwest of the country where these people meet and trade information about their passions.

Earnings (1955): Whatever one gets from selling their pamphlets or books on a person by person sales basis. Many will have had careers that they have left to pursue their new calling.

Contacts and Connections: Other U.F.O. hunters, fringe believers, pilots (and some government agents might just know them).

Skills: Astronomy, Fast Talk, Listen, Persuade, Photography, Spot Hidden, U.F.O. Lore, any other skill as a personal specialty.

Special: –1 POW.



Handouts

VILLAGE PAPERS

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RELIABLE PAPERS

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DIABOLICAL PAPERS

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PARADISE PAPERS

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Village Papers #1

I need your help. I don't know where else to turn. I can't trust anyone here. I don't trust myself. There are things hiding here, and they're always watching me. I left town in order to send this, because I'm worried that someone might read it. But I can't say much more, because they might find out anyway. It's sleeping right now, so I hope it doesn't find out, but I can't be sure. I'm really taking a chance here, but I have to stop it. Please come. Don't get in touch with me first. It's not safe. Come to my house and talk to me while the sun is shining. Please come.

Sincerely,

George Stirwell

Village Papers #2

I have to do it while the sun is up. I have to do it while it is quiet. I can't think when it isn't quiet. It does the thinking for me. I can't hear the singing, not the singing I want to hear. I can't live one more night like this, when I'm not alive. If I'm already dead, why shouldn't I just do it. Being alive only half the time isn't right. I'm going to let them all down. I don't want to, but I have to. They're afraid of the commies. That's not what they should be afraid of. They're just people not monsters. Except when they are. Wait until they see the monsters. Wait until they're everywhere. Wait until the universe devours itself. The sun is going down and if I don't do this now, I'm sorry I'm sorry I'm sorry

Village Papers #3

PARK RANGER LAID LOW BY MYSTERIOUS ILLNESS, MOSQUITOES TO BLAME?

When Brian Kirkpatrick, a park ranger at Sacajawea State Park, came in with a strange ailment, the doctors were baffled. Was it possible he'd somehow contracted radiation poisoning? Was it something else? The poor man could barely speak and was clearly delirious, but he claimed to have been swarmed by mosquitoes.

Residents of the area have long suffered from our seasonal mosquito infestations. Standing water from the development of the area has proven time and again to be just what these pests need to breed in overwhelming numbers. The government has pursued a relentless assault on these infestations, using DDT to great effect, while urging precautions for Tri-City citizens.

It seems unlikely that mosquitoes were responsible for Mr. Kirkpatrick's

predicament. This isn't the season for them, and while exterminators went to the ponds in the northern part of the park where Mr. Kirkpatrick claims he was attacked, they didn't find an infestation.

Unfortunately, Mr. Kirkpatrick fell into a coma and died shortly thereafter. Doctors are still unsure of what caused his death, but it does not appear to be contagious. He experienced a high fever, vomiting, and purple sores over his body, which caused him great pain. As always, residents are urged to follow procedures to combat our mosquito problem. Our prayers and condolences go out to Mr. Kirkpatrick's family.

—Pasco Herald, December 6th,
1949.

Village Papers #4, Part 1

July 13, 1936

My summer abroad has born wondrous fruit. England has been pleasant enough, but today I had a most fortunate find in a little bookshop in Brichester. Many of my fellow students scoff at my interest in the alchemical roots of our modern science, but I find nothing to be so instructive as history. I've been happily browsing through this dusty tome, puzzling out its curious contents. Much of it is preposterous, though intriguing. The science is sound enough for the era, and I can almost believe some of the prophecies are the real McCoy.

July 16, 1936

I just turned up something interesting in my reading. Apparently, there was some sort of witch cult in a place called Goatswood that worshipped this "Azathoth" thing from the book. It's not that far from here. I should take a little trip. Probably won't come to anything.

August 4, 1936

When it goes to sleep during the day, I'm in control again, and the visions start to fade. I fancy myself to be fairly intelligent, but I just can't make sense of all of it. Other worlds, alien races, horrors beyond comprehension, I'm losing my mind. My pain is sweet to it. I should have never gone near Goatswood.

August 8, 1936

It's time to return home. It's amazing what the human mind can learn to accept, even grow to love. My new friend is coming with me, nestled deep in my head. It and its fellows have waited a long time to venture out into the world again, but now the time is right. I have a promising future ahead of me. Actually, I'm going to help make the future.

March 28, 1941

The promise of alchemy, the transmutation of one element into another, continues to unfold. Here today at UC Berkeley, Dr. Seaborg demonstrated our discovery of element 94. Soon, Azathoth, soon.

December 4, 1949

The Green Run experiment was a success, both for Hanford and for me. We vented an enormous amount of unfiltered radioisotopes into the atmosphere. While the government analyzed the effects, I summoned the Bringer of Pestilence. The Great Old One is unable to remain in this place for long, but long enough for me to anchor some of its brood. They'll scatter across the area, our secret assassins against any potential enemies.

Village Papers #4, Part 2

March 8, 1955

My leukemia may be inconvenient, but it's allowed me to finally get away long enough to help find the complete opera. Finally, we found the last piece in a dusty warehouse outside of Florence. Richland and Harwell will both have copies. Hearing tales of the playground the shan have made out of isolated Harwell makes me and my companion envious. Nonetheless, we both have the same plan. Instead of simply summoning Azathoth we'll use the performance to enhance our radioactive materials. After we've perfected the process here and in England, we'll spread it to the rest of the world, and the radiation saturating our planet will slowly but surely make this corrupt world a proper home for our God.

Althea returns with a shan within her own mind, though it will not stay there long. Once we've found our star, he will be the host for the shan, who will whisper its wisdom to the lucky man.

Village Papers #5

Seekers in to the Mysteries of Alchymy know well of the Principle of Azoth, the pure Mercury from which all other Substances descend. It is the very Thing We seek. More learned Seekers know that this Prima Material has another, hidden Name, the understanding of which will bring Enlightenment. The Worthy have divined but one more Syllable of this Name, and know it now as Azathoth. He who should learn the fullness of the Name will rule. The Brazen Head does know much of Azathoth, but is chary with its Secrets. Here are writ some of which it does speke--

THERE SHALL COME A TIME WHEN MAN SHALL MASTER MANY ARTES. GREAT MAGICKS SHALL BE DONE OVER THE EARTH'S SURFACE. THERE BE METALS UNKNOWN BY MAN OF THIS AGE, BUT IN CENTURIES TO COME, THEY SHALL BE DISCOVER'D BY CLEVER ALCHEMYSTS. THEY SHALL BE NAM'D FOR PLANETS YET UNKNOWN BY YOU. THEY SHALL BE AS FUEL FOR GREAT WONDERS. OF MORE POWER THAN GUNPOWDER, THESE METALS WILL BRING GREAT CITIES LOW. AND THESE METALS SHALL WORK OTHER WONDERS STILL. MAN SHALL BREATHE OF THEM. MAN SHALL EAT OF THEM. MAN SHALL BECOME OF THEM. MAN SHALL WITHER. MAN SHALL BIRTH MONSTRES. MAN SHALL HOLD THE KNIFE TO HIS OWN THROAT AND MAN SHALL SHED HIS OWN BLOOD UNKNOWING. AND MAN SHALL MAKE THIS FALLEN WORLD ANEW AND READY IT FOR THE COMING OF AZATHOTH.

Reliable Papers #1

Please meet me at the Astro Diner on SR528 on Monday December 22nd, at 11 a.m. I am a scientist with the National Aeronautics Space Administration and a patriot, but things are racing out of control. I do not know whom to trust. There was a cover-up concerning the Jupiter AM-13 launch earlier this month. The capsule and test subject WERE recovered. A former Nazi scientist with possible ties to the Thule Society has performed unauthorized tests, resulting in some sort of preternatural aberration. I will have photos and documentation to support my claims with me. You must go public with this information, before it's too late.

Dr. Cyclops



Photograph #1



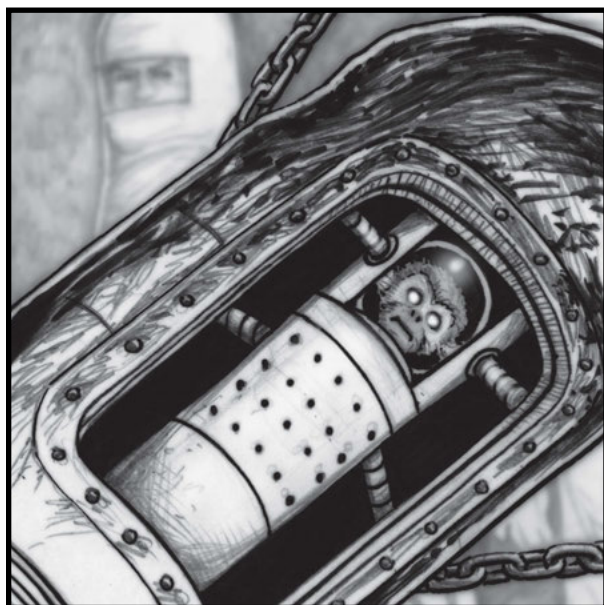
Photograph #2



Photograph #3



Photograph #4



Photograph #5



Photograph #6

Forgotten Papers #1

Brother Forester,

Make ready to depart immediately for once more we are called to aid the Travelers. We shall have to journey far and move quickly. The message I received on the Temporal was garbled so I don't know our ultimate destination. I was able to discern that we are to meet some of our Brothers from the Asian Order in Tokyo on the 5th. Leave all Traveler technology home as we will be supplied in Tokyo. Enclosed you will find tickets and traveling money. Until we meet, may we continue to aid the Travelers as they continue to illuminate The Path.

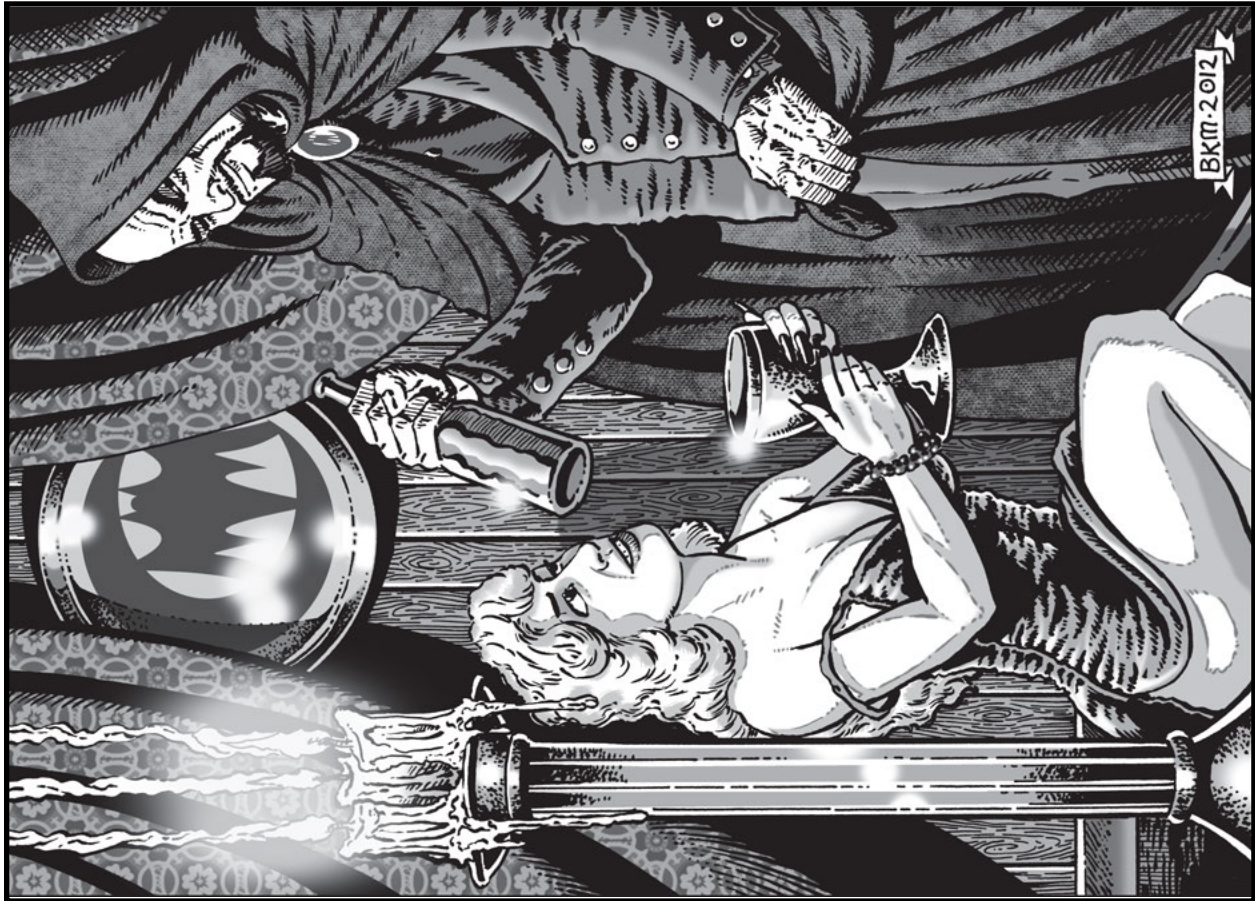
Wayfarer Le Gans

Diabolical Papers #1





Diabolical Papers #4



Paradise Papers #2

House Un-American Activities Committee

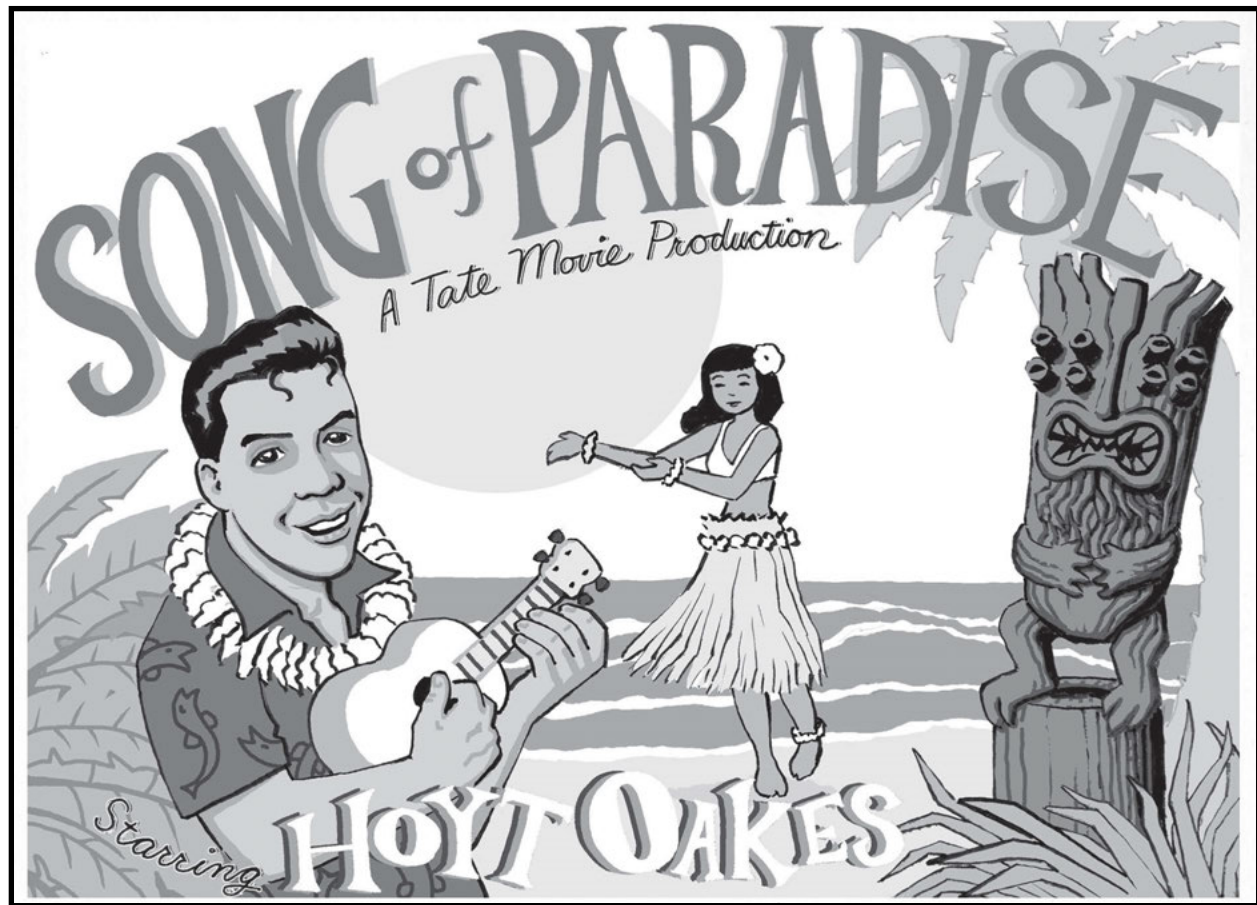
Confidential, for internal use only!

Subject: Hoyt Alan Oakes

Born to a poor family in Kentucky, Hoyt Allen Oakes appears to have been drawn to music and dance at an early age. His mother, Eunice Oakes, raised Hoyt after his alcoholic father abandoned them. Eunice moved in with relatives and became extremely religious. Growing up, Hoyt was inspired by mystical "speaking in tongues," ecstatic dancing with snakes, and church hymnal music.

In 1953 Hoyt recorded a song for his mother's birthday at Twilight Records in Louisville, Kentucky. Inspired by early church experiences, Hoyt picked up a guitar and began to sing a "rocking" song while shaking his hips. Hoyt was offered a record deal. After two years performing in small venues in the south, Hoyt became a "rock and roll" sensation. Hoyt currently supports his mother with the proceeds of his music albums. He has declared he will enlist in the military soon. No communist leanings or associations are known.

Paradise Papers #1



Paradise Papers #3

APRIL DESMITH RETURNS

HAWAI'IAN EPIC OR SWAN SONG?

by Sherry Bushnell

Word has reached this reporter's ear that once-famous screenwriter, April Desmith, has been hired by Tate Productions to direct a rock-n-roll musical with Hoyt "the Hips" Oakes as star. Desmith flew to Hawai'i in September 1956 for pre-production. This reporter has to wonder: why Desmith?

Desmith's films have an undercurrent of the supernatural and she often credits her creative process to a silver locket once owned by Madame Blavatsky. After her son, William, died on D-Day, Desmith conducted numerous séances in futile attempts to contact his departed spirit. This led to juicy scandals in Hollywood circles and eventually, her financial ruin.

True, April Desmith wasn't always the butt of jokes in cocktail chatter: she was once the highest paid executive screenwriter in Hollywood. During the 1930s and 1940s, Desmith crafted epic historical screenplays with casts of thousands.

But a musical in Hawai'i? Maybe Desmith hopes for a grand Polynesian epic of past glory. Will Tate Productions keep this former glory hound on a short leash?

—*The Hollywood Tattler*,
October 28th, 1956.

Paradise Papers #4

CAPTAIN COOK & LONO

By Professor Marten Shay,
Department of History,
the University of Honolulu

Transcript excerpt of a presentation given March 1955, the Colloquium for Understanding the Hawai'ian People

In 1778, Captain James Cook anchored his fleet off the Kona Coast of the Big Island of Hawai'i during a period of truce amongst the Hawai'ian tribes to honor Lono (LOH-noh), the Hawai'ian god of fertility and harvest. Cook, viewed as an incarnation of Lono by the Hawai'ians, was honored with gifts and ceremonies befitting a god.

Soon after departing, Cook's ship was forced back to Hawai'i by storm damage. The Hawai'ians were angry that Cook, a manifestation of Lono, had allowed the storm to occur. Tensions between the British fleet and the Hawai'ians grew, and a savage battle erupted. Attempting to retrieve a stolen rowboat, Cook was surrounded and killed.

The killing of a manifestation of Lono may not have cursed the Hawai'ians, but Cook's arrival was indeed a Hawai'ian apocalypse. The European diseases of cholera, measles, and gonorrhea brought by the British Fleet decimated the native-Hawai'ian population of 1,000,000 in 1779 to a mere 88,000 in 1848. If you'll turn to page 612 of your packet, I have a statistical breakdown of the disease vectors...

Recommended Websites, Movies, and Books About the Decade

fifties1950s.com/

www.senate.gov/artandhistory/history/minute/Kefauver_Crime_Committee_Launched.htm

www.bookrags.com/history/america-1950s-law-and-justice/sub1.html

intranet.dalton.org/ms/8th/students/decades99/Muffins1950/Pages/index.html

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www.eisenhowermemorial.org/Civil-Rights.htm

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ps.psychiatryonline.org/cgi/content/full/51/1/7

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www.youtube.com/watch?v=acnKl_J7Qxc

www.youtube.com/watch?v=Po5GlFba5Yg

Books

America in the 1950s, Lindop, Edmund with Decapua, Sarah; Twenty First Century Books, Minneapolis, MN, 2010.

Money: Everything You Never Knew About Your Favorite Thing to Find, Save, Spend, Covet, Chororn, Sandra and Harry, Chronicle Books, 2011

"Television." *The World Book Encyclopedia*. Chicago: World Book Inc., 2003: 119.

Jordan, Winthrop. *The Americans*. Boston: McDougal Littell, 1996: 798.

Nesheim, Eric and Nesheim, Leif. *Saucers Attack: Pop Culture in the Golden Age of Flying Saucers*, 1997, Kitchen Sink Press, Los Angeles, CA.

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books.google.com/books?id=-5wvAAAAAYAAJ&q=average+income+1955+\$4292+USA&dq=average+income+1955+\$4292+USA&hl=en&sa=X&ei=f13HULTALc-p0AGIvIG4DA&ved=0CC0Q6AEwAA

books.google.com/books?id=JdAQXQjnKJUC&pg=PA3&lp=P A3&dq=america+in+the+1950s&source=bl&ots=7yTNk8B9LN&sig=m3v7hFgJlKV05ihoYn4yJTOnp0E&hl=en&ei=OxkyTlaPE4a0lQfyjom_Cw&sa=X&oi=book_result&ct=result&resnum=10&ved=0CDcQ6AEwCQ#v=onepage&q&f=false

books.google.com/books?id=lKV4ZNgdFAIC&printsec=frontcover&dq=america+1950s&hl=en&ei=4xkyTKqbK4GClAf7nozACw&sa=X&oi=book_result&ct=book-thumbnail&resnum=2&ved=0CDcQ6wEwAQ#v=onepage&q=america%201950s&f=false

good one here:

books.google.com/books?id=pt-o5xnJXvkC&pg=PA292&dq=america+1950s&hl=en&ei=4xkyTKqbK4GClAf7nozACw&sa=X&oi=book_result&ct=book-thumbnail&resnum=8&ved=0CFQQ6wEwBw#v=onepage&q=america%201950s&f=false

Selected Chaosium Titles



Fiction

Eldritch Evolutions

#6048 ISBN 1-56882-349-5 \$15.95

ELDRITCH EVOLUTIONS is the first collection of short stories by Lois H. Gresh, one of the most talented writers working these days in the realms of imagination.

These tales of weird fiction blend elements wrung from science fiction, dark fantasy, and horror. Some stories are bent toward bizarre science, others are Lovecraftian Mythos tales, and yet others are just twisted. They all share an underlying darkness, pushing Lovecraftian science and themes in new directions. While H.P. Lovecraft incorporated the astronomy and physics ideas of his day (e.g., cosmos-within-cosmos and other dimensions), these stories speculate about modern science: quantum optics, particle physics, chaos theory, string theory, and so forth. Full of unique ideas, bizarre plot twists, and fascinating characters, these tales show a feel for pacing and structure, and a wild sense of humor. They always surprise and delight.

The Yith Cycle

#6047 ISBN 1-56882-327-4 \$16.95

The planet Yith is the home of the Great Race, a place inspiring H.P. Lovecraft and other authors to pen classic tales of travel through time and space. In "The Shadow Out of Time" there is implicit a very different view of Homo Sapiens' origins, derived directly from the modern mythology of the Theosophical Society. Lovecraft often mentioned Theosophy as a kind of foil and precedent for his own Mythos in his stories. This collection includes tales of Yith both famous and obscure, replete with time travel, mind-exchange, and thrilling vistas of primordial history set in context that enables new readers and long-time Lovecraftian fans alike to enjoy them.

Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others.

Mysteries of the Worm

#6037 ISBN 1-56882-176-X \$15.95

"H.P. Lovecraft — like his creation, Cthulhu — never truly died. He and his influence live on, in the work of so many of us who were his friends and acolytes. Today we have reason for rejoicing in the widespread revival of his canon. . . . If a volume such as this has any justification for its existence, it's because Lovecraft's readers

continue to search out stories which reflect his contribution to the field of fantasy. . . . [The tales in this book] represent a lifelong homage to HPL. . . . I hope you'll accept them for what they were and are — a labor of love." —Robert Bloch

Robert Bloch has become one with his fictional counterpart Ludvig Prinn: future generations of readers will know him as an eldritch name hovering over a body of nightmare texts. To know them will be to know him. And thus we have decided to release a new and expanded third edition of Robert Bloch's *Mysteries of the Worm*. This collection contains four more Mythos tales — "The Opener of the Way", "The Eyes of the Mummy", "Black Bargain", and "Philtre Tip" — not included in the first two editions.

The Yellow Sign & Other Stories

#6023 ISBN 1-56882-126-3 \$19.95

This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These titles are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 ISBN 1-56882-147-6 \$14.95

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL. 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White People", which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood's "The Willows"). This wide ranging collection also includes the crystalline novelette "A Fragment of Life", the "Angel of Mons" (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and "The Great Return", telling of the stately visions

which graced the Welsh village of Llantrisant for a time. Four more tales and the poetical "Ornaments in Jade" are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

Call of Cthulhu RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#23106 ISBN 0-56882-181-6 \$34.95

CORE PRODUCT — The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth.

Call of Cthulhu is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium's *Basic Roleplaying* system, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the *Academy of Adventure Game Design Hall of Fame*. In 2011 *Call of Cthulhu* celebrated its 30th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This is a softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for *Call of Cthulhu*. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Call of Cthulhu Keeper's Screen

#23120 ISBN 1-56882-345-2 \$15.95

A 3-Panel Keeper's Screen mounted on thick hardcover stock that folds out to

33 inches wide. One side, intended to face the players, portrays an investigative scene. The other side collects and summarizes important rules and statistics, to help ease the Keeper's task. The package includes a 22"x34" *Mythos Vade Mecum* poster by the mad french artists Christian Grussi and El Théo, postulating relationships between the deities and minions of the Cthulhu Mythos.

H. P. Lovecraft's Arkham

#8803 ISBN 1-56882-165-4 \$28.95

"Behind everything crouched the brooding, festering horror of the ancient town . . . the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province."

It was always a very bad time in Arkham . . ."

—H. P. Lovecraft

Arkham is a small town along the Massachusetts coast—the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror. All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its esoteric and disturbing volumes residing in its library's Restricted Collection. These tomes form the foundation of all current efforts to thwart the dire desires of the Mythos legion.

H. P. Lovecraft's Arkham contains extensive background information about this haunted New England town — written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" players' map of Arkham is bound into the back, and four thrilling adventures complete the package.

Includes the H.P. Lovecraft short story "The Dreams in the Witch-house" (1933).

H. P. Lovecraft's Dunwich

#8802 ISBN 1-56882-164-6 \$25.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H.P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

Keeper's Companion II

#2395 ISBN 1-56882-186-7 \$23.95

A CORE BOOK FOR KEEPERS, VOL. 2—New to Call of Cthulhu? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

"The History Behind Prohibition" — A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories.

"The Keeper's Master List of *Call of Cthulhu* Scenarios" — Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium.

"Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats.

"Medical Examiner's Report" discusses the unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Lod*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthaus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

And More: "Mythos ex Machina" gathers about forty examples of alien technology from Cthulhu supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid". Indexed.

Basic Roleplaying

Welcome to Chaosium's *Basic Roleplaying* system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world.

Basic Roleplaying

#2026 ISBN 1-56882-347-9 \$44.95

A CORE HARDCOVER BOOK—This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

From its origin, *Basic Roleplaying* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Basic Roleplaying* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity.

The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.

Players of other game systems often find *Basic Roleplaying* to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character."

Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.

Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.

Basic Roleplaying is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.

Retail orders for Chaosium titles are filled and shipped by Fergie, our shippin' shoggoth.
To order, find us online at www.chaosium.com.



CHAOSIUM
INC.

ATOMIC-AGE CTHULHU

MYTHOS HORROR IN THE 1950S

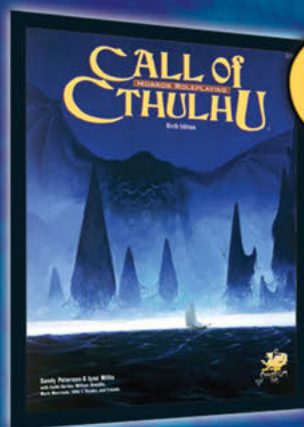
NEVER BEFORE has the world faced a threat as potentially devastating as the A-bomb—and the even more lethal H-bomb that follows. Educational films show how to “survive” a nuclear blast by crawling under a desk, as if a few inches of wood make any difference. In movie theaters, classic monsters of the ‘30s and ‘40s are replaced by atom-spawned horrors. Unseen enemies are everywhere: from devilish rock-and-roll music to morally-corrupt books such as *Lolita* and *Catcher in the Rye*. Comic-books corrupt the minds of our youths, and godless Communists constitute a red menace to be stopped using any means necessary.

ATOMIC-AGE CTHULHU brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own ‘50s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.



CALL of CTHULHU

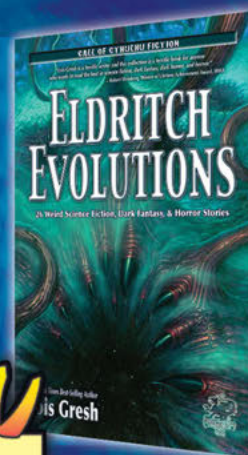
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