

# CALL OF DUTY

“Call of Duty” is a *Call of Cthulhu* scenario set in the fictional city of Durban, Rhode Island, in the year 1925. The investigators play agents from the Federal Bureau of Investigation trying to shut down Antonio Marchesi's illegal operations, which include nefarious acts such as bootlegging and the release of Gods from beyond space and time. So! Pull down your fedora, check your badge, load another drum in your Tommy Gun, and get ready to put your sanity to the test—your superiors will never believe this.

## *Background*

Federal authorities believe that Antonio Angelo Marchesi leads a liquor bootlegging ring out of the small town of Durban, Rhode Island. Recent information from an informant in the area, as well as the testimony of several “snitches” elsewhere, has provoked the FBI to try and link Marchesi and the alcohol trafficking, in the hopes of bringing down his organization. His method of liquor import or brewing is unknown. Huge amounts of liquor, however, are known to come and go from Durban.

Marchesi has not been seen since 1918, although he still maintains his official address at a large house in Durban. Several known accomplices of his have been positively identified as common sights on the streets of the town. It is widely assumed that local law enforcement in Durban has long since been supplanted by Marchesi's underlings. In fact, several dozen properties in the town are legally owned by Marchesi. To most in the town he is seen as a generous, if flawed, benefactor.

It is known that Marchesi maintains a small “army” of immigrants, most of which for some strange reason originate from the Orient. Marchesi himself is Italian and (as far as is known) has never been closer to the Orient than Chicago. These immigrants are legal, however, and have been brought to America at great expense to Marchesi for unknown reasons. It is thought that his strange obsession with the occult may have something to do with his fascination for the “mystical” Far East.

Marchesi subscribes to dozens of parapsychological journals, as well as several medical and military medicine magazines, and a strange assortment of lurid “trash titles” featuring pictures of car crashes, murder scenes, and strange deaths. Among his large purchases of the last four years are several extremely valuable antique books (purchased by an agent in New York), covering such disparate subjects as natural history and magical resurrection.

Marchesi's associates are a strange lot. **Chester “Shells” Walsh** is a known criminal with a record pages long of violent (and often twisted) crimes; even in organized-crime circles he is given a wider berth as he tends to put personal interests before those of his employer. Marchesi seems to enjoy his work however, as Chester has been confirmed by the local informant to have been living in Durban for more than three years. Chester despises his first name, and prefers his moniker “Shells.” It is rumored that he once killed a man for calling him by his first name.

**Dr. Otto Schmiddt** has been living in Durban since 1920. Wanted on several charges of fraud and for numerous debts, he fled to Durban from New York at the invite for Marchesi. Schmiddt was once the managing editor and chief researcher for one of the less sensational para-

psychological journals, *The Hidden Sciences* – one of the titles Marchesi subscribed to. The journal sold poorly, and soon Scmidt found himself in debt. A German national, he has only recently been granted citizenship, and the charges against his name have been cleared by Marchesi's attorneys in New York. It is unknown what he has done in exchange or what role he plays in Marchesi's organization.

Stephiana Aldercott , a young and beautiful lady, is Marchesi's apparent consort. She is known to have been associated with Dr. Schmidtt in some occult circles. Her specialty is cartomancy, though she also practices several other types of divination. Aldercott has been living in Durban since 1919, and shares the same address as Marchesi. The true nature of their relationship remains unknown.

The town of Durban is assumed to be an extension of Marchesi's organization, and no one there is to be trusted. Definitive evidence linking Marchesi (or at least one of his compatriots) to the illegal liquor is necessary before any further moves can be made by the FBI. Also, any insights into the method of smuggling or brewing used to get the huge amounts of liquor in and out of Durban is high priority.

### ***The Truth***

Antonio Marchesi is a blind servant of Yog-Sothoth, the All-In-One, and a member of a cult dedicated to Yog-Sothoth's release. The illegal import and sale of liquor is used to further the will of his God, in the hopes of someday releasing it from its prison in Space/Time.

Marchesi has remained in hiding. Since 1918. This is due to his strange affliction, caused by over-exposure to his lord Yog-Sothoth during communion. Marchesi's skin can no longer stand exposure to sun-light, and bright light of any sort disturbs him. He lives in a rambling mansion, leaving only, on moon-less nights for rituals on the marsh.

Of Marchesi's seamless smuggling of-alcohol is made possible by the Make Gate Boxes spell, imparted to him big Yog-Sothoth This spell connects two points in space/time, so that any matter traveling through one will instantaneously appear at another no matter the distance. With these boxes, Marchesi imports huge amounts of alcohol from Canada, distilled there by the remains of a large inbred family who also worship Yog-Sothoth.

Marchesi is the leader of this worldwide, cult of mad men, chosen by the will of the God Yog-Sothoth itself. As such, he has access to thousands of followers world wide who will do anything to complete the goal of the cult: the freeing of their god.

To cast the spell to release Yog-Sothoth requires three hundred followers, all knowledgeable of the spell, and a ghastly tower constructed partially from mortar and stone and partially from human corpses killed in ritual sacrifice.

To this end, Marchesi has been moving members of the Chinese Yog-Sothoth cult ( they know the god as Ne Pang the All-Father) to Durban. The Chinese cult of Ne-pang is the only, cult in the world to maintain the spells of release, found in a Chinese manuscript known only as The Great Book or The Key. No other copies of the spell are known to exist.

The learning of this spell requires years of constant study and discipline. Marchesi received copies of the spells from his Chinese allies in 1919 and has only recently mastered them. Most western members of the cult have not had access to the spells. The Ne-Pang cult, however,

sees the learning of the spell as a rite of passage, and so all their members study it for years before being accepted into its highest orders.

To perform the ritual properly, every member of the congregation must know the spell in its entirety so Marchesi has spared no expense in moving an entire community from China to Durban. The Chinese often act as servants and guards for Marchesi's dangerous operations. Marchesi now has enough knowledgeable cultists on hand to cast the spell, and he is almost ready to make it happen. One thing remains before the spell can be attempted, however: the stone tower must be finished. The tower when complete, will be a hideous thirty-foot-tall obelisk of poured concrete and rotting bodies. At carefully measured intervals, bodies have been embedded in the stone with only their heads and hands exposed. These victims are often left alive in the obelisk for days before they are ritually scarred and then sacrificed. This obelisk gathers the power from the sacrificial victims to help in the summoning of Yog-Sothoth. Only two more bodies are required for it to be completed. The selection of victims is a tedious and time-consuming process, as the chosen one must be of high POW or Luck.

Dr. Otto Schmidtt and Chester Walsh, neither of whom knew anything of Yog-Sothoth when first employed by Marchesi have slowly been inducted into the cult. The power granted by their new lord has been more than enough to win their loyalty. They are the captains of Marchesi's cult, and hold a great deal of power in Durban.

The strangest member of Marchesi's organization is Stephiana Aldercott. She was summoned magically in 1919 by Marchesi, utilizing a spell given to him by his lord Yog-Sothoth. She is an Avatar of Nyarlathotep, and as such, serves the will of Yog-Sothoth. Her beauty and calm demeanor hide her true power. She has provided Marchesi with contacts in the cult of Yog-Sothoth, spells and a network of criminals and buyers. It is unknown how she comes by this information. No one else in the cult knows of her strange past.

Marchesi hopes to complete the spell to release his lord before June 15, 1925. The scenario begins on May 27, as such, the investigators have twenty days to discover and disrupt his operations.

### ***Getting Started***

Investigators for this scenario must be either police or federal agents. Most leads and plot threads are through either of these two sources. Agents of the FBI in the Treasury/Bootlegging task-force are highly recommended. Each agent should possibly have some type of specialty in addition to basic law enforcement skills (i.e. Surveillance, Sharpshooting, cryptography). This lends itself to individuality and prevents homogenization.

### ***Notes on Law Enforcement***

The Volstead Act of 1920 prohibited the production or sale of liquor in the United States. For the first time, federal law enforcement was put to the test on a large scale.

The Volstead Act was the springboard needed for organized crime to become truly huge. Being a federal act of the U.S. Government, the act was federally enforced when bootlegging became a national problem. Agents of the Treasury department and the FBI were sent out to help organize police forces around the United States to deal with the problem.

The official powers of federal agents in 1925 are sketchy at best, and private citizens can be readily convinced that most any action short of murder is acceptable. However, jurisdiction is still a touchy matter and federal agents may encounter prejudice from local law enforcement. As such, it was standard for an advisor from local law enforcement to be assigned to the federal investigation to smooth things over.

The Keeper and players will need to put some thought into setting up this aspect of the scenario. What roles will the players take, and what connection, if any, will they have with local law enforcement.

### ***The Assignment***

The investigators are assigned the task of taking down Marchesi and his operation. Solid proof linking Marchesi to the illegal liquor or to any federal crime must be discovered before any arrests can be made.

The FBI wants a conviction on Marchesi or his men, and the more damaging the evidence is, the better. Any records of illegal transactions, such as are found in accounting books, cyphers, or doctored ledgers, are of the highest priority for recovery.

The investigators are to remain undercover in Durban for fear that Marchesi might skip town, and are not to reveal their identity to anyone under any circumstance. The details of their cover story are left up to the agents to create. Local law enforcement in Durban is assumed to be under Marchesi's influence and should not be consulted or relied upon.

The investigators have the authority to carry deadly weapons, and are given free access of the Bureau's weapons locker. A federal car (Model T) is also assigned.

### ***Durban, Rhode Island***

Durban was settled late in the state's history, around 1855, due to the advent of a sluice way and drainage system emplaced in Goat's Foot Marsh. It grew from the center of two cross-roads and soon became a thriving town known for its fish and coal. Occasionally, the drainage system overflows and the town floods.

Durban is named for town founder Andrew Durban, a man of Dutch descent and a fisherman by trade. It was for many years quite an ordinary rundown town, populated by reasonably happy people wary of outsiders and content with their lives.

When Antonio Marchesi arrived in 1918, things began to change. Many out-of-town thugs arrived, along with dozens of foreigners. Under the direction of Marchesi, his "soldiers" began to rough up the townsfolk and buy out those in authority. By 1925, Marchesi's operation has reached its height—at this time the entire town, except for a few individuals, is totally under his thumb. Strange shipments in unmarked boats arrive at the docks at odd hours, men in dark suits patrol the streets, and shacks full of foreigners dot the wastes of Goat's Foot Marsh. Police cars remain inert and the sheriff stays home all day.

Marchesi remains in his mansion, the Manchester House, nearly all the time now. He is never seen by townsfolk.

## **Geography & Commerce**

The town of Durban is little more than forty buildings cut down the middle by a cross-roads on a small peninsula in the Narragansett Bay. A single modern paved road runs towards Kingston, some ten mile northwest, but it is the only large road in the area. Durban sits on a high point just north of the Goat's Foot Marsh, which borders Conshen Bay.

In the past, the mining of coal and peat were a large industry in Durban, but fishing has replaced them both. The well-maintained bay is known to be rich in lobster and crab when in season and just off the coast there are large schools of fish including bass, flounder and snapper. Today, five large fishing companies make their home in Durban, with more than thirty large fishing boats between them. Seafood is the second largest -- and the only legal --Durban export.

## **The Cooper Hotel**

The Cooper Hotel has fifty rooms and is easily the largest building in Durban. Built in 1899 by Emmet Cooper, the hotel has enjoyed an active history. Most of the occupants from its heyday were business representatives for coal-mining firms, fishing conglomerates, and the like.

Today, although mostly empty, it enjoys a useful existence under its current owner, Antonio Marchesi. It is used mostly as a safe house for Marchesi's men, and often the more important members of the cult of Ne-Pang stay there. In addition, large kegs of whiskey are stored in the basement, and important papers and valuables are kept in the large office safe. Only Chester Walsh, Dr. Schmiddt, and Marchesi know the combination to the safe.

The hotel's clerk and bellhop is Randolph Aaron (age 23) who is in the employ of hotel manager Chester Walsh. If researched or questioned, it will be discovered that the contract Aaron works under holds him responsible for anything found on the premises, therefore the connection between Marchesi and any illegalities found at the hotel are tenuous at best.

Although he's a local boy, Aaron is despised by the townsfolk —nobody likes a snitch. Anything said in his presence is certain to end up with Marchesi. Aaron is known to monitor telephone calls through the switchboard downstairs (a halved Listen roll will detect breathing on the line). Randy knows all about the booze and related illegal activities, but he does not know anything about the Mythos. He believes that Marchesi has somehow constructed a tunnel from the shacks on Goat's Foot Marsh to the Manchester house, where the illegal liquor is moved back and forth.

Chester Walsh resides in the hotel, in room 199. His room is unremarkable except for its cleanliness, which is odd for a disheveled man like Chester. His obsession with cleanliness was ingrained in him in prison, and has stayed with him to this day.

Dr. Schmiddt makes his home in the back of the hotel, where one of the storage rooms has been converted to a sparse bedroom with no personal items of any sort. Dr. Schmiddt chose this location due to its proximity to the Hotel Office, so he may work uninterrupted at odd hours.

## **The Five and Dime**

This general store is located across the street from the Cooper Hotel. Knickknacks and sundry goods of all sorts can be bought here, and the store even maintains a Sears special order catalog for its more wealthy customers. It is also the only place in town to sell gasoline, as the towns' station closed in 1921.

The store's owner is Louise Warshburn (age 31), the town's most prolific (and creative) gossip. She keeps tight tabs on all occurrences in town, and can often be found at the Quality Cafe trading secrets with Sally Cooper. She has extensive knowledge of the schedule of the trucks coming in and out of Durban, where they go, when, and so on. Unfortunately, she will not reveal any of this information unless threatened. Chester Walsh once heard her talking about Marchesi, and the next day she found her dog Misty impaled on a fencepost in her front yard. Her compulsion to snoop was not overcome, but she is much more quiet about it and confines her gossiping to legal activities except with the aforementioned Sally Cooper.

Several kids staff the store including Emma Clifton (age 16), the daughter of the Sheriff. Walsh, Dr. Schmiddt, and Stephiana Aldercott are often to be found shopping at the Five and Dime, although they never seem to pay for anything.

### **The International Telegraph Company**

This small shop is run by the Elain family—more specifically, by Tommy Elain (age 20). Earlier this year Tommy's father took ill, and is now bed-ridden. The children of the Elain family have taken over running the shop. Mindy (16), Luke (12), and Timmy (11) can often be seen sorting telegrams or even running the desk if Tommy is busy. In the past, Tommy has seen several suspicious telegrams to and from Walsh, Aldercott, and Dr. Schmiddt, but has no wish to go digging up trouble. Marchesi's crew initially feared that Tommy would attempt to go to the authorities, but he kept his mouth shut and is now ignored. Under no circumstances will Tommy reveal the contents of any of the telegrams for fear of reprisals against his family.

### **The Quality Café**

This is a small cafe on the roadside leading to Kingston. It is owned and run by Samuel Wolrough (age 32), a gruff war veteran who served in France. Wolrough lives in Kingston and prefers not to become involved in Durban matters. He knows little or nothing about Marchesi and he likes it that way. The Café is often packed, as it is a local hangout for the youth of Durban. It serves a select variety of shakes, ice-cream, and malteds, and is just about the only restaurant in town which doesn't serve sea-food.

Sally Cooper (22) (granddaughter of Emmet Cooper, the founder of the Cooper Hotel) works at the Café as a waitress. Off shift, she can often be seen with Chester Walsh, and sometimes sports bruises on her arms and face. Sally knows as much about Marchesi's operation as Louise Warshburn, as the two often trade secrets. They don't share their Marchesi gossip with anyone but each other.

### **Mareorifs Bakery**

Vincetto Marconi (age 51) is the last of his family and is the sole employer, employee, accountant, and delivery man for the bakery. A widower for fifteen years, he lost a son to the Great War in 1918 and is looked upon with pity and kindness by the locals.

Marconi's greatest secret is that he is the federal informer responsible for bringing the FBI into Durban. He called the FBI anonymously from Kingston and revealed all he knew about the Marchesi operation (which is not much). As a child in Sicily, Marconi experienced the terrors of organized crime and since he had little to lose, he thought he would do some good.

### **The Sheriffs Office**

This small office is set in the center of town. Obviously in disrepair, it has not seen use since the summer of 1922. The police cruiser, an old Model-T, sits under a tarpaulin on the side of the office with two of its tires missing and the axles up on blocks.

The Sheriff, Garett Clifton (age 32), stays indoors at his home near Goat's Foot Marsh. He has not set foot outside in three years. Garett has long since abandoned the position of sheriff, and cares nothing about Marchesi or his operation. His daughter, Emma, has taken care of him since the death of Mrs. Clifton in 1922.

Although Garett doesn't speak about it, his wife Claudine was killed by the shoggoth on Goat's Foot Marsh in the summer of 1922 (see "The Guardian of the Crick," on the next page). The shock of seeing this has driven Garett over the edge. He sits alone at home drinking whiskey and listens to the radio. Most of the town believes that Claudine was killed in a car wreck, caused by Garett's drinking.

### **The Old Gas Station**

This station was abandoned in 1921 after the owner, Louis Stratner, turned up dead. His body was discovered by Samuel Wolrough on his way home to Kingston late one night. Stratner had been torn limb from limb, and many portions of his body had been spread about the garage. Crushed and splintered bones lay in heaps, separated from bags of muscle in careful piles. His head was never found. It is widely believed that Marchesi was responsible for the murder of Stratner, who was once a police officer in Boston.

In fact, Stratner was killed by the shoggoth which roams Goat's Foot Marsh (see "The Guardian of the Crick," p. 86), which now makes its home at the station in an empty underground gasoline tank. Marchesi had nothing to do with his death.

It is rumored in town that the gas station and the adjacent area near the Marsh are haunted by the ghost of Louis Stratner. This comes from the shoggoth's natural propensity for mimicry, and its long memory. Like a parrot, the shoggoth repeats noises it has heard. The death screams of Louis Stratner can often be heard near the gas station, and the area is avoided by the townsfolk.

### **The Manchester House**

Built in 1861 by local coal magnate Andrew Wallace Manchester, this huge mansion was put up for auction in 1901 after the last of the Manchester line had died. It remained empty for seventeen years, at which point it was purchased from the town by Antonio Marchesi. In the intervening years the house was untenanted and uncared-for. It was soon thought to be an impossible sale due to its horrible condition. The house sits on the crest of Potter's Hill, with an ocean-side dock to the east and a utility road into Goat's Foot Marsh passing directly in front of it.

Today, although the basic structural damage has been repaired, the house still remains in grave disrepair. The paint, once bright red, has faded to an uneasy and peeling pink.

The only person seen coming and going from the house (always by the front door) is Stephiana Aldercott. She can often be seen bringing in parcels of mail, books, and other sundries from the Five and Dime. Only on moonless nights will the hunched figure of Marchesi be seen to leave the house.

All the windows of the house have been boarded up with carefully cut pieces of wood. No one in Durban knows why. In addition, the Manchester family plot in the backyard has been excavated, and no one knows what was done with the graves. (Marchesi used the remains as experiments with the Resurrection spell; the imperfect bodies were deemed useless and turned back to essential salts.)

Inside the house, a place never seen by townsfolk, the disrepair soars to a new level. Black as pitch at all times (a series of heavy rugs have even been hung in the foyer to prevent light from coming in), the house is a filthy pit smelling of human excrement and rotting meat. Every available space is taken up by moldering stacks of newspapers and parapsychological journals, occasionally broken by old empty shipping crates used as impromptu furniture.

The kitchen is an abattoir, with chunks of rotting meat left floating in the moldy waters of the sink. Strangely, no flies are present in the house. The new refrigerator is empty, except for several canteens full of sea water. Huge, open sacks of flour line the wall of the kitchen, some ripped open, some half empty (this is Marchesi's sole diet, due to his affliction). In an old bowl on a table, a mush of flour has hardened to rock with a spoon still stuck in it.

Marchesi's study is the entire second floor, and all the interior walls here have been demolished, leaving one huge open space. Hundreds of books line the wall in plain pine bookshelves, many mundane, most not. On an old card table, Marchesi performs his work, studying and translating books in conjunction with Dr. Schmidtt who works in town. Two large penny notebooks sit on the table (described nearby) Marchesi is almost always here working in the dark, except on nights of the ritual on Marsh Island.

The basement is empty except for a stack of building supplies and tools left in a disheveled pile near one corner. A large bulkhead door opens to the backyard. Unlike all other doors on the house, it is never locked. The door and the bulkhead appear unremarkable, and exiting through the door from the basement to the yard does not pose any problems. However, entry from the outside will activate the magical gate embedded in the bulkhead , transporting any matter sent through the the basement door to the Canadian Porteur Cemp (see p.90) Traveling through the gate costs 2 Magic Points (perceived as a draining sensation), and 1 SAN. Anyone observing the transfer takes 0/1SAN.

## The Bootlegging Operation

On every Thursday evening, twenty two Ford trucks from Kingston rumble up to the Manchester house. It is obvious that the drivers are from elsewhere—they are dressed too well for Durban, and all are Caucasian.

The trucks stay to the front of the Manchester house while the back swarms with Ne-Pang cultists—most armed with knives in their belts, others with shotguns or Tommy Guns. None of the out-of-town truck drivers are allowed to see the rear of the building, and all are watched by a single Ne-Pang cultist with a Tommy Gun. The drivers' discomfort is obviously visible.

Over the course of about two hours, the cultists hand-load the trucks with small plain wood boxes. Each box contains five bottles of Canadian whiskey. Very rarely a large keg will be loaded. The boxes and kegs are retrieved from the bulkhead in the back of the Manchester house, although no one enters the bulk-head at any time; instead, a pair of hands can be seen emerging from the darkness to hand out the liquor.(This, of course, is one of Marchesi's Canadian allies transporting the contraband through the massive Gate.)

When the loading process is completed, the trucks drive off towards Kingston. If followed, they switch roads and head towards Narragansett Pier, where the boxes are unloaded on a freight ship bound for New York City. The drivers then head north towards Boston. The drivers are all members of the O'Shea criminal organization of Boston, and know next to nothing about Marchesi and his operation; their bosses learned early on that those questions got people killed.

After the trucks leave Durban, the Ne-Pang cultists head off down the utility road to the shacks located on the tip of Goat's Foot Marsh.

## Goat's Foot Marsh

This marsh covers about twenty square miles south of Durban. Durban itself was also a marsh, until a sluiceway and drainage ditch were dug. They used gravity to dump water into the ocean to the south and left a patch of dry land that became Durban.

Durban still floods when the sluice way clogs (usually fall or spring), and the townsfolk are old hands at living on a flood plain. In almost every residence or business a visible water line can be seen stained into the paint or wallpaper, but it never gets very high.

The marsh is a common wetland, inhabited mostly by terns and seagulls who feed on the rampant insect life that logs the marsh during the summers. Crabs, clams, and muscles can be found near the shores of the marsh, and before the strange occurrences began, children from the town used to go clam digging there often. Now, no one except Marchesi's men go there.

In the past, the marsh was home to many natural deaths due to drowning, exposure, quick-mud, and worse. Since Durban was founded, thirty-three people have died in the marsh; since Marchesi's arrival, that number has doubled.

Movement in the marsh is halved, and if an investigator runs at full speed he must roll a DEXx5 or take 1D4 points damage from brambles, a twisted ankle in the marshy ground, or a dead fall. For every day spent in the marsh, a Luck roll for each investigator must be made; if the roll is tumbled, that investigator has stepped into a patch of quick-mud.

Quick-mud looks like solid ground—but it's really nothing more than a deep pit of thick mud covered with leaves, grass, moss and branches. Once the victim steps into the quick-mud, he is usually pulled down very quickly -- 1D4-2 rounds before full immersion. When fully immersed, the investigator must roll vs CONx10 the first round; if the roll fails, he loses 1D6 points of damage from inhaling the mud. If the roll succeeds, the investigator does not take any damage, but on the next round must roll vs. CONX9 and so on (CONX8 on round 3, CONX7 on round 4...) If the roll reaches CONx1, it remains there for subsequent rolls. Once immersed, the only way a victim can escape is to be pulled out by associates; there is no escape from quick-mud.

### **The Cult Shacks**

This conglomeration of shacks is more of a shanty {town on the southern tip of Goats Foot Marsh. Over three dozen small tin-and-wood shacks have been erected by the Ne-Pang since 1919 to house their increasing population. They now number 327.

About three hundred of the Ne»Pang cultists live here in squalor, never leaving except on the moonless ritual nights at Marsh island. From time to time however, a dozen or so will go into town for supplies, often assisted by Dr. Schmiddt. Most time passed here is done in quiet meditation or minor ritual, and the cultists can often clearly be seen performing prayer of some sort to a large statue set in the center of the camp.

Inside the shacks, filthy war»surplus cots are set on the bare ground. The predominant smells are feces and alcohol, and sometimes opium. On warm days the cult members will hunt for food-shooting terns, seagulls, or rats. Often they fish in rowboats , and dig for clams and crabs on the beach.

They maintain a large floating dock and twenty row boats. They have two other large steam-driven ships which are used only on nights of the ritual to ferry cultists to Marsh Island.

Weapons are constantly carried by all members, and rifles and sub-machine guns are openly brandished. In the marshes the cultists fear nothing, and will threaten, harass, and even shoot at investigators without cause.

Strangers carrying weapons on the marsh are subject to a full-fledged attack, with cultists numbering in the hundreds organized to overwhelm the invaders as soon as possible. If the investigators surrender or are taken alive, more fiendish plans are in store for them.

**The Statue:** This representation of Ne-Pang the All Father (Yog-Sothoth) was shipped from Shanghai at great expense by Marchesi and placed at the center of the camp. It is a six»foot, eight-hundred-pound granite sculpture of carefully interlocking discs and rings, which is fascinating to look at. Anyone looking at the statue who is not a devoted follower of Yog-Sothoth must make an Idea roll. If failed, the victim wakes from a stupor ID6 hours later (unless startled by a loud noise or similar distraction), realizing that the hours in-between were spent examining all the complex angles and forms of the sculpture. Even if startled out of the stupor, the viewer loses 1/1D4 SAN from this realization.

### **Marsh Island**

Marsh Island is a small island off the coast of Goat's Foot Marsh. About a mile wide, it has been chosen by the cult for its isolation (entry by boat from the bay is difficult due to sand-bars), and its proximity to the Goat's Foot camp. Over the last 3 years, the obelisk to Yog-Sothoth has been constructed here and is now nearly complete. Twenty-eight people have been sacrificed within the Obelisk, and only a total of 30 POW points are required to finish the consecration. Captured investigators will almost certainly end up there.

About a quarter of the island is covered in 6' reeds, but the rest has been cleared to allow all the cultists to attend the Ritual on nights of worship. The obelisk is the most visible object from the water: it stands in a clearing towards the center of the island, and a single path through the reeds leads to it from a simple dock.

At any given time, 12-20 heavily armed cultists guard the tower.

### **The Obelisk**

This hideous structure of decayed and ritually tortured bodies embedded in poured concrete costs 2/1D4+1 SAN to view. The obelisk is surrounded by a wood frame of steps that lead up to a flat stand which covers all but the very tip of the obelisk. This is where the next victim will be prepared and entombed. Often, five to ten cultist guards will lounge about on top of the scaffolding, which gives them a complete view of the area.

The wood frame can be easily destroyed; each leg of its base can sustain 15 HPs before splintering. If this occurs, the entire scaffolding will collapse. Anyone within 30' must make a Luck roll; if failed, they sustain ID6 HPS damage from falling debris.

The obelisk itself is far more difficult to destroy. Any explosive or stone-cutting damage exceeding 100 HPs total will shatter the huge structure into giant shards, releasing the contained POW in a bright flash and blinding everyone in 100' for ID6+1 rounds. In addition, anyone within 30' must make a Luck roll; if failed, they sustain ID6+1 HPs damage from concrete and debris.

### **The Ritual**

Every Saturday night, Dr. Schmiddt, Stephiana Aldercott, Chester Walsh, and Marchesi will leave the Manchester house by car and drive to the Ne-Pang shacks I on the utility road through Goat's Foot Marsh.

The Ne-Pang camp will be buzzing with activity, and dozens of cultists will be in row-boats preparing to leave for the island. Marchesi and his lieutenants will board one of the steamers and leave for the island, followed by the other steamer, packed full of cult members. This steamer will return twice to pick up more of the Ne-Pang. By 9:30, Marsh Island will be packed with the Ne-Pang, and Marchesi will lead the ritual to consecrate the obelisk. While cult members encase the victim in concrete, a small sigil is cut into the forehead of the victim (this costs 1 / 1D4 SAN to observe if no action towards rescue is taken). Then Marchesi will start the group chant from the "Free Ne-Pang from his Celestial Prison" spell. This chant will last about an hour. When the ritual is complete, most of the Ne-Pang will leave (excepting the standard contingent of guards). Marchesi leaves with his group after praying for a time alone at the base of the obelisk.

The consecration ritual must only occur twice more before the Obelisk is complete, then the full ritual will be cast by Marchesi. This gives the investigators a couple of opportunities to observe the ritual without it being the final one. Marchesi will attempt the final ritual on June 15, 1925, if unhindered by pesky investigators.

## **The Investigation**

“Call of Duty” presents a free form investigation. It is a milieu, in which a set of NPCs are at work on their varied plans and lives. The investigators enter this milieu and are free to act. It is up to the investigators to formulate their plans, to uncover clues, and to bring things to a conclusion. There are no pre-planned scenes or other narrative requirements. The only regular events are the Saturday night rituals, which may well never be witnessed. The players should constantly feel like they are intruders on someone else’s story—which they are.

Given the openness that is intrinsic to this scenario, it is difficult to prepare the Keeper for all of the harebrained schemes that players are likely to come up with in the course of play. Selected notes on what to expect follow, written to the best of the author’s ability but certain to fall short of your group’s febrile brains.

### *The Cover Story*

The “cover story” under which the investigators enter town is important. Any story which involves the investigators staying in town (especially at the Cooper Hotel) will rouse the suspicions of the cult. Phone calls will be monitored, as will mail. The cult’s paranoia of strangers will soon lead to the ransacking of rooms, the mugging of lone investigators, and other harassments. If information is found linking the investigators to law enforcement agencies of any sort, the attacks will become deadly, calculated affairs. Sometimes the cult will construct fake leads to usher the investigators into an ambush where the entire cult will descend on them.

The safest cover story is one that places the investigators out of town, perhaps in Kingston, although this does not automatically rule out an attack by the cult.

### *The Manchester House*

If the house is openly approached during the day, no one can be roused from within with even the strongest blows on the doors or boarded windows. Anyone who is persistent, or approaches in a group (ie, is not a lone salesman), will be marked for later assault by the cult.

If Stephiana Aldercott is followed from town and confronted before entering the house, she will talk to the investigators at length outside. She will openly talk of Marchesi, claiming that he is bed-ridden with tuberculosis and that she is a hired nurse. She will not allow the investigators to see him or enter the house, using deadly force to prevent their entry if necessary.

The most convenient form of access to the Manchester House is the bulkhead door, which is actually the gate to the Canadian camp. This will cause no end of difficulties for the investigators who go charging into the basement and emerge in British Columbia.

### *Chester Walsh*

This wild-card is the most dangerous element of the cult. His past experience with the law has given him a good eye for spotting G-Men, and he understands that if he is caught it's all over, most likely in the electric chair. If he even suspects that the investigators are Feds or police, he will most likely open up with a Tommy Gun or shotgun, regardless of location, in the hopes of finding favor in the eyes of Marchesi and getting rid of John Law.

### *Translating Chinese*

If the investigators come by some of the Chinese manuscripts in the Cooper Hotel, the closest available translator (unless one of the investigators is fluent) is located at the University of Boston, some 78 miles distant.

Several professors there are fluent in Classical and Mandarin Chinese. They will gladly assist if they are informed that it deals with a federal criminal case.

### *Townsfolk*

Anyone asking questions around town is bound to be noticed by the Cult. In fact, the townsfolk may turn the investigators in to Marchesi's men, just to be safe. That's the default situation, at least; depending on circumstances and the Keeper's narrative needs, perhaps one of the townsfolk develops a guilty conscience and will agree to testify against Marchesi in exchange for protection.

The townsfolk are a narrative tool. They are primarily here to make it clear how much control Marchesi has, by being uncooperative and paranoid. But if the Keeper needs it, they can help the investigators to some degree, perhaps just by warning of an upcoming attack.

### *Disrupting the Ritual*

The goal of the cult is to bring Yog-Sothoth to Earth and free the God from its space/time prison. There are several methods which are all equally effective in preventing or delaying this:

- Destroy the obelisk on Marsh island. This is a difficult task due to its proximity to the Goats Foot camp and numerous guards. However, this will guarantee the cult cannot perform the ritual any time soon.
- Make sure the cult does not complete the consecration -- prevent the deaths of the sacrificial victims. Or even better, release one who has already been encased in the obelisk (and is still alive). This will render the obelisk useless in the summoning.
- Kill at least 32 members of the cult. This is a sure fire way of stopping the ritual. Without 300 members, the ritual cannot occur.

- Eliminate Marchesi. This can be done with bullets or with subpoenas, but either way, if Marchesi is out of action the rest of his operation will sputter for a few weeks. Eventually, though one of the high priests of the cult will step forward and take the reins.
- The Raid on Durban, If enough evidence can be accumulated, the investigators superiors will authorize an all-out raid on Marchesi's operation, calling in U.S. Marines to round up the foreigners and using federal agents to storm the Cooper Hotel and the Manchester House.

### ***Sanity Rewards***

Kill the shoggoth	+1D6 SAN
Destroy the obelisk	+1D10 SAN
Destroy the gate	+1D3 SAN
Kill Marchesi (once it's clear what he is)	+1D6 SAN
Apprehend Marchesi	+1D6 SAN
Convict Marchesi	+1D6 SAN
Kill Chester Walsh	+1D4 SAN
Apprehend Chester Walsh	+1D4 SAN
Destroy the whiskey stills	+1 SAN
Stop any more sacrifices on the obelisk	+1D6 SAN
Capture and turn Aden Porteur over to the authorities	+1D4 SAN

### **The Canadian Camp**

Through the gate embedded in the bulkhead of the Manchester house is the camp of the Porteur family in Tweedsmuir Provincial, British Columbia, nearly 2,300 miles distant. Although travel through the gate is instantaneous, note that it will be three hours earlier at the Canadian camp than it will be in Durban (owing to time zones). Traveling through the gate costs 2 Magic Points and 1 SAN point; upon discovering that they have teleported to Canada, the investigators lose an additional 0/1D4-2 SAN. (No, not because being in Canada intrinsically causes SAN loss.)

Tweedsmuir Province is an unsettled backwater about two hundred miles north of Vancouver. It is a range of forest and rivers north of the Coast Mountains. Almost completely unsettled except for the occasional trapper or hunter's cabin, it sees very little human activity. Roads other than simple cleared forest paths are nearly non-existent. The closest town to the Porteur camp is Kimsquit, some forty miles distant. Kimsquit is the closest town with facilities to contact the outside world.

The land is rocky and treacherous, and covered almost completely with fir trees and small ferns. Many mountains can be seen on the horizon, the largest snow covered even in summer. Animals are everywhere: Deer, Moose, wildcat, hare, and dozens of types of birds. The area of Tweedsmuir remains almost completely untouched by human hands.

Upon exiting the gate into the Canadian camp, the investigators will find themselves standing in a huge cut-down clearing in the woods. The gate in Canada appears as a large standing door-frame, the same size and dimensions of the bulkhead in Durban. It will only activate when entered from the south.

A stack of \$15 boxes covered with tarpaulins are arranged neatly about thirty feet from the gate; on Thursdays, there is another stack of 515 right next to the Crate. These are the standard whiskey crates seen shipped out of Durban.

On every day except Thursday the clearing is empty. On Thursday, the young boys of the Porteur clan remain here all day, moving boxes and preparing for the transport.

On the hill opposite the clearing (about a quarter mile away), the Porteur Lodge can be seen—a sprawling house constructed of cut logs. It is feverishly maintained by the owners, and appears in perfect condition. Smoke is almost always pouring from one of its four chimneys.

### **The History of the Porteur Family**

This Porteur hunting lodge was constructed in 1895 by Andrew Porteur, a wealthy Vancouver businessman. It was the fulfillment of his dream to live on untouched land, “roughing it.” Porteur purchased the land from the Tsituli Indians for an extremely low price. Not only was the price unusual, the sale itself by the Tsituli was unheard-of. The Indians confessed that the land was “Dirty with blood,” and was consecrated ground for the “Great Devourer,” Arwaneteho. Porteur considered this superstitious nonsense, and over a period of two years the house was constructed in the endless forest north of the Coast Mountains.

Porteur, his wife Emily, and his sons Foster and Cooper would travel every year first to Kimsquit, then downriver to the lodge where they would stay for the summer. Winters were not spent there, as it was feared that the isolation in the lodge (despite its size) could be maddening. Andrew and Emily Porteur died in 1903. Their car was struck by a train in Vancouver, killing them

and two others. The lodge and the contents of his father's estate were left to Foster, then 22.

Grief-struck by the loss of their parents, Cooper and Foster retreated to the lodge for over two years, including the winters. Little is known of what occurred during that time. Although the outfitter in Kimsquit would see them come and go, often purchasing heavy digging equipment and excavation tools, just what they could be doing up there remained a mystery.

In truth, the dreams had begun the first winter they stayed there, with Foster and then with Cooper. Over the winter, as their minds decayed, the meaning of the dreams became clear. An isolated group of Tsituli in ancient times had attempted to free Arwaneteho, the Great Devourer, from his prison behind the stars. This group had been destroyed by the surrounding tribes before their spells could be completed. But their tribute remained, buried near the Lodge: an incomplete stone obelisk, built with stone, mud, and bones.

That first spring, Cooper and Foster worked tirelessly digging where the dreams told them, and the obelisk was indeed there. Then they waited. The Indian revealed himself one night at the obelisk, an old and withered man. The last descendant of the worshippers of Arwaneteho, he told the men that a woman would soon come and reunite the cult to free Arwaneteho, as he was known by many names in many lands. He taught them the rites of the cult, of Arwaneteho, and was gone.

They waited as instructed. Cooper took a wife from a small Indian village in 1904 and she joined them in madness that winter. The six children born there, five boys and a girl, were raised with the teachings of Arwaneteho and have known no other life except insanity.

The woman messenger, Stephiana Aldercott, arrived on a summer's day in 1920, telling of her master Antonio Marchesi and the needs of their lord in common, the one behind the stars. The Porteurs never hesitated. The construction of the huge whiskey stills was completed in under three months. After the gate to Rhode Island was completed, weekly shipments of whiskey began to finance the operation in Durban. Now the Porteurs wait for the completion of the new obelisk in Rhode Island, and the release of Arwaneteho.

### **The Porteur Lodge**

A sprawling twenty-four room three-story lodge, it is perfectly maintained by the family even in the depths of madness. The lodge is constructed completely of cut timber logs, interfitted and insulated by an adobe-type mixture; the roof is a sharp angled wood-shingled snow roof, which prevents accumulation over the winters. The interior floors are polished wood, with plain wood paneled walls and vaulted cross-beam ceilings.

The Porteurs have recently installed electric lights and a water heater which are run by a small gasoline-powered electric generator. Besides these, the lodge has little else in the way of modern amenities.

The male children of the family share a large room downstairs, which is heated from a central stove. The Porteur brothers, Foster and Cooper, share a large bedroom upstairs which is heated similarly. Cooper's wife is shared by the brothers.

The most disturbing thing about the house is the perfection to which cleanliness is taken. Anyone making a successful Psychology skill roll will realize there is a severely disturbed mind at work in the lodge. Everything is symmetrical: hung paintings, rugs, even everyday objects placed on a table are even and square with the edge of the table. Nothing is in disorder. Even the cut wood is stacked in a pattern.

### **The Whiskey Stills**

These huge stainless-steel drums are kept in the barn south of the Porteur Lodge. Usually a single family member keeps a careful eye on the many dials and gages which measure heat and pressure within the airtight vats. The processed whiskey is dumped into a third smaller vat which has a small spout. Sometimes family members can be found filling glass bottles with whiskey here. Careful piles of empty glass bottles and empty boxes line one side of the barn, while filled and finished boxes line the opposite side. (These boxes are moved by hand to the gate clearing

by the boys of the family every Thursday.) Brewing supplies and chemicals are kept in a small shed on the north side of the barn.

Any gunshot or direct hit to the airtight vats with a cutting tool which does more than 5 HPs will cause an explosion. In addition, any gunshot in the barn which misses its intended target has a 10% chance of striking the vats due to their large size.

If an explosion occurs, the barn will collapse and everyone within 50' will take 2D6 HPs damage, and must make a luck roll or incur an additional 2D6 HPs damage from shrapnel or falling timber.

### **The Old Obelisk**

A beaten path from the gate clearing leads to the pit of the ancient Tsitsuli Obelisk. Anyone who has seen the Marsh Island Obelisk will immediately recognize this as an almost exact duplicate, except it did not even come close to completion. The stone was shattered in ancient times, releasing the consecrated POW of the sacrificial victims and causing the land to become tainted and affected by the will of Arwaneteho.

It was this Object which caused the degeneration of the Porteur brothers into madness. Anyone remaining in the area of the lodge for more than a year or just touching the obelisk must make a SAN roll; if failed, that night dreams begin of Arwaneteho and the consecration of the obelisk. In these dreams, dozens of sacrifices are observed at a cost of -1/ID4 SAN per night of sleep. After more than 6 SAN points are lost, the victim then must make a successful SAN roll or be unable to leave the area, or if taken from the area return there under an intense compulsion. This compulsion will not be obvious to the victim, and all manner of excuses and rationalizations will be provided by his deranged mind to stay or return to the lodge.

### **THE PORTEUR BOYS**

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	HP	DB
Merrickman	10	12	10	12	11	11	10	9	11	-
Warren	11	9	12	11	11	12	14	10	13	+1D4
Bob	15	11	10	14	9	11	10	10	12	+1D4
Jordan	10	14	12	12	10	11	11	9	12	-
Toren	11	13	12	11	11	13	10	10	11	-

Skills in Common: Art (Folk Music) 95%, Astronomy 23%, Chemistry 49%, Dodge (DEXx2)+10%, English 50%, French 57%, Hide 41%, Listen 37%, Mechanical Repair 27%, Land Navigation 44%, Sneak 41%, Track 32%

Attacks:

Punch 57%, 1D3+DB damage.

Wood Axe 59%, 1D8+2+DB

Hatchet 49%, 1D6+1+DB

Hatchet (Thrown) 58%, 1D6+1+hal{DB}

Spells: Call Arwaneteho (Call Yog-Sothoth), Smite (Wrack)

Notes: All the Porteurs have 0 SAN.

## THE PORTEUR FAMILY

Cooper Porteur

Canadian Loonie, age 41

STR 14 CON 14 SIZ 10 INT 11

POW 12 DEX 11 EDU 12 HP 12

Damage Bonus: 0

Occupation: Distiller

Skills: Astronomy 41%, Chemistry 51%, Cthulhu Mythos 10%, Electrical Systems 12%, Electrical Repair 24%, Listen 39%, Locksmith 59%, Mechanical Repair 46%, Land Navigation 51%, Pharmacy 39%, Spot Hidden 34%, Track 33%

Languages: English 60%, French 41%

Attacks:

Fist/Punch 58%, 1D3

Wood Axe 61%, 1D8+2

Spells: Call Arwanetheo (Call Yog-Sothoth), Smite (Wrack), The Hand of God (Fist of Yog-Sothoth), The Sign (Mindblast)

Note: Cooper will use the Wrack and Mindblast spells if engaged suddenly in combat. He will then attempt to get to his favorite axe.

Physical Description: Cooper—5'3" and 159 lbs.—is an imposing presence despite his height. Completely immaculate from head to toe, he looks much like a shaved gorilla in a fine suit. He often nervously rubs his hands together and he speaks with a lisp. Cooper defers to his older brother Foster in all things, although Cooper is the spokesman. He will do everything in his power to kill anyone discovered on his land, no matter their demeanor, dress, or authority. Those captured alive (when possible) will be fed through the gate to the Ne-Pang cult for the Marsh Island obelisk.

Cooper is a harsh father and often beats his children, enforcing his brother's teachings and cleanliness on them with a little Pavlovian violence to make sure the lessons stick.

Cooper is a talented handyman, and all functions to this capacity at the lodge are tended to by him.

Foster Porteur

Another Canadian Loonie, age 44

Race: Caucasian

STR 13 CON 15 SIZ 11 INT 13

POW 14 DEX 11 EDU 18 HP 13

Damage Bonus: 0

Occupation: Distiller

Skills: Accounting 41%, Astronomy 49%, Chemistry 38%, Cthulhu Mythos 14%, Listen 51%, Mechanical Repair 31%, Land Navigation 61%, Pharmacy 45%, Spot Hidden 57%, Track 68%

Languages: English 90%, French 46%

Attacks:

Fist/Punch 61%, 1D3

Wood Axe 77%, 1D38+2

Wood Axe (Thrown) 54%, 1D8+2

Spells: Call Arwaneteho (Call Yog-Sothoth), Smite (Wrack), The Hand of God (Fist of Yog-Sothoth), The Sign (Mindblast)

Note: Foster will attempt to use Wrack on a target secretly, and pretend that the investigator has become naturally ill. If he can cast the spell from a distance on multiple investigators, he will do so to as many as possible before confronting them.

Physical Description: Foster (5'5" and 151 lbs.) appears almost identical to his brother, but is much more sedate and rarely speaks. If encountered first at the Lodge, he will act surprised to see strangers but will not be hostile. He will invite the Investigators to tea, and then attempt to bury an axe in one's back.

Foster is quite insane and everyone in the house, Cooper included, are terrified of him. At the lodge he is seen as the voice of Arwaneteho, and his word is law.

**Aden Porteur**

Prepubescent Canadian Loonie, age 8

Race: Caucasian

STR 9 CON 7 SIZ 8 INT 8

POW 9 DEX 13 EDU 1 HP 7

Damage Bonus: 0

Skills: None

Languages: None

Attacks:

Claw 41%, 1D3

Bite 39%, 1 HP damage

Notes: 50% of the time Aden will behave exactly like a cornered wild animal, attacking anything preventing her escape.

Physical Description: The only Porteur daughter, young Aden was unfortunate enough to touch the

Obelisk when she was only 5 years old, and has been completely insane since. She jumps between two

mental states: in one she is completely sedate, almost catatonic, while in the other she is a vicious little

animal who will attack anything in sight or flee.

She has been starved and extensively beaten and is a pathetic sight to anyone who comes upon her in her catatonic state (0/1 SAN loss).

## NEW SPELLS

### SUMMON FAMILIAR

This spell must be cast on the night of the new moon. The spell caster must be a true and loyal believer in one of the Outer Gods. or Nyarlathotep himself. or the caster is placing himself in mortal danger.

In an isolated place, all the names of Nyarlathotep must be recited (once the first four are said the recitation becomes automatic); this takes about an hour. 4 POW points are then expended (either from the caster or a bound victim with a POW over 14 ) and  $2/1D6 + 1$  SAN is lost. If the victim is insufficient to power the spell ( i .e. POW under 14 ), the spell fails and may not be cast again that night.

The familiar will appear in the form of someone the caster has known who has died, or as an idealization of the caster's desires. This familiar will serve the caster until death.

The familiar ( an avatar of Nyarlathotep -- not actually one of Nyarlathotep's many forms) need not sleep, eat. or perform any life functions including breathing or excretion; however it can be slain by the usual physical means. The familiar's senses, intelligence, and magical power are far more advanced. than the average human (see Stephiana Aldercott for average statistics of a familiar).

If its human guise is killed. , the familiar reverts to its true form, a monstrous giant tentacled nightmare ( which costs  $1D10/1D100$  SAN to view), and unless assaulted further, vanishes.

The familiar will have knowledge of secret and hidden events which have to do with the Outer God that the caster worships and Nyarlathotep. It will provide this information to further the will of that God.

If the canter is not a true believer, the monstrous form of Nyarlathotep appears and consumes the caster. This drawback is not mentioned in the text of the spell.

#### FREE NE-PANG FROM HIS CELESTIAL PRISON

An ancient spell. To perform the ritual contained within first requires that an area be consecrated to Ne-pang (Yog-Sothoth). This requires a thirty-foot-tall obelisk. During the construction of the obelisk, a sacrificial victim must be embedded in the concrete or mortar, tortured while still alive, and then killed. The victims' POW is then released into the obelisk. This process must be repeated until the obelisk contains 450 POW.

Once the obelisk is constructed, three hundred believers who know the spell must recite it at night. Upon completion the entire congregation loses 3 Magic Points each. Yog-Sothoth appears and after consuming  $1D100 \times 2$  of its followers, disappears. It costs  $1D10/1D100$  SAN to see Yog-Sothoth. This spell does not release Yog-Sothoth from his "prison" in space/time as it promises. However, it does allow Yog-Sothoth to manifest on Earth whenever it pleases for short periods without being called. and the effects of the dismiss Yog-Sothoth spell are rendered permanently useless on Earth.

It is a difficult spell to understand and often takes years to fully comprehend. To learn it once studied, one must make a successful Idea roll and a Cthulhu Mythos roll.

#### CREATE PERPETUAL MOTION MACHINE

This "spell" is actually,- a simple hyper geometrical formula well known to the Mi-Go, However. being difficult for the human mind to comprehend, it is a difficult spell to complete.

First a mathematics skill roll must be made, then an idea roll. If both are successful (or either is a critical success) a POWx5 roll is made. If successful. the caster loses 10 Magic Points and 1 SAN, rendering the instructions of the spell extremely clear. Lastly, a physics roll is made. The amount by which it exceeds 01 and still succeeds is the amount of days the machine takes to construct.

Example: The investigator rolls a 10 on a Physics skill of 51% succeeding. A roll of 10 exceeds a 01 by 9, so the machine takes 9 days to construct.

Once activated. the small wagon-wheel-like machine will not cease movement (rotating) unless shutdown with a specific sequence of movements described in the spell. Anyone observing the object at length loses 1 SAN. Anyone with a physics or Mathematics skill over 35% loses 1/ ID6 SAN.

The machine has no motors or engines of any sort, and is moved by the incomprehensible relationships of hyper geometry.

It is functionally useless, however, as the device may not be connected to any other device, or it will cease to operate as the hyper geometrics it relies upon will be invalidated

## THE BAD GUYS

**Angelo Marchesi**

**Gangster and Cult Leader, age 66**

**Race:** Caucasian

STR 10 CON 11 SIZ 12 INT 14 POW 27 DEX 11 EDU 16 HP 12

Marchesi's POW has been increased through devotion and study of Yog-Sothoth.

**Damage Bonus:** +0

**Occupation:** Real Estate Developer (supposedly)

**Skills:** Accounting 39%, Archeology 41%, Astrology 55%, Astronomy 42%, Cartography 44%, Chemistry 57%, Cthulhu Mythos 43%, Dodge 22%, History 59%, Intimidate 13%. Physics 58%, Theology 36%

**Languages:** Classical Chinese 54%, Mandarin Chinese 51%, English 88%, Italian 80%, Latin 76%

**Attacks:**

Touch 43%, drain 1D4-2 CON corruption damage

Fist of Yog-Sothoth 67%, 1D6 STR per MP spent (this is a spell he often attacks with)

**Spells:** Summon/Bind Hunting Horror, Summon Familiar (see p. 79 ), Summon/Bind Servitor, Free Yog-Sothoth (see p. 79 ), Call Yog-Sothoth, Create Gate, Fist of Yog-Sothoth, Make Gate-Boxes, Resurrection.

**Magic Items:** Marchesi always wears a silver pendant, which can "drink" Magic Points from a target. When the pendant is placed on the chest of a restrained victim, the jewel set within will drain all Magic Points from the victim, rendering him unconscious. The pendant can hold a reservoir of Magic Points equal to the wearer's current POW which are available for the wearer's use. If the pendant is removed from the wearer, all stored Magic Points are lost. Blanches almost always keeps the reservoir full.

**Note:** Marchesi takes 1D6 points of damage each round that he is exposed to sunlight.

**SAN Loss:** It costs 1D4 SAN to view Marchesi in his cancerous, unclothed form.

**Physical Description:** Thin of build. Antonio Marchesi stands 5'4" and weighs 128 lbs. Due to prolonged contact with Yog-Sothoth, he has mutated into a horrible cancerous cadaver of a human being. He rarely leaves the Manchester house, and if he does, he covers all of his skin and wears sunglasses even in the dead of night. Due to the changes in his senses.

Marchesi can see in absolute darkness and on a POWx2 roll can smell a living target: within 300' even if the target is completely hidden from sight.

**History:** Research into Marchesi's past reveals very little until he came to America in 1912. Before that, the only record of his existence is a seminary record impossible to come by (a critical Library User success would do it). He was arrested several times for involvement with organized crime in Boston during the years of the Great War (once for accomplice to murder, twice for theft), but never convicted. He was believed dead for a time until it was discovered by federal authorities that he was lying low in Durban.

### Chester "shells" Walsh

#### Hair-Triggered Killer, age 29

**Race :** Caucasian

STR 16	CON 14	SIZ 14	INT 11
POW 14	DEX 11	EDU 6	HP 14

**Damage Bonus:** + 1D4

**Occupation:** Gangster, Cultist

**Skills:** Astronomy 15%, Climb 52%, Cthulhu Mythos 9%, Dodge 61%, Drive Automobile 54%, Hide 31%, English 35%, Land Navigation 39%, Rope 28%, Sneak 58%

**Languages:** Mandarin Chinese 15%, English 48%

#### Attacks:

Fist/Punch 61%, 1D3+1D4

Handgun 52% 1D10 (Model P08 Luger, kept in shoulder holster.)

Shotgun 44%, 2D6 (Remington 17A, sawed off and concealed on sling under jacket. 5 rounds.)

Submachine gun 66% 1D10+2 (Thompson submachine gun)

**Note:** Without his glasses all of Walsh's physical skills are at -30%

**Physical Description:** Tall, muscular, and wild-eyed, Walsh is 6'2" and weighs 182 lbs. His coat bulges barely containing concealable weapons of all sorts; at night, in the safety of the town, he carries his Thompson everywhere in plain sight. He is never without his battered golf cap and glasses.

**History:** Chester Walsh left Massachusetts state reformatory in 1917 to join the Marines. He jumped ship in Shanghai in 1917 and disappeared for two years. Returning to Boston in 1920, he fell in with several gangs. Through Stephiana Aldercott he was introduced to Marchesi, and was bent to the will of Yog-Sothoth.

He is now a fervid servant of Yog-Sothoth and as such would sacrifice himself for his lord. Chester dislikes his first name and has in the past killed quite a few people over the matter. He habitually carries a Thompson submachine gun and is never far from it.

**Stephania Aldercott****Avatar of Nyarlathotep, age 19 (apparently)****Race:** Caucasian**Human Form:**

STR 10	CON 10	SIZE 11	INT 30
POW 50	DEX 12	EDU - HP 11	

**Monstrous Form:**

STR 50	CON 20	SIZ 60 INT 30
POW 50	DEX 16	EDU - HP 40

**Damage Bonus:** -1D4**Occupation:** Advisor to Antonio Marchesi**Skills:** Seduce 55%, Speak Human Language 67%, Look Sincere 98%**Languages:** All**Attacks (Monstrous form only):**

Tentacle 51%, 1D6+1D6+Leech (Drains 1D6 POW per round, when target reaches 0 POW, the body turns to dust. A STR vs STR check is needed to get free)

**Spells:** Summon/Bind Hunting Horror, Call Nyarlathotep, Summon Familiar**Note:** If Stephania Aldercott is reduced to 0 HP, she automatically reverts to monstrous form)**SAN Loss:** Viewing the Monstrous Form costs 1D10/1D100 SAN.**Physical Description:** Thin and darkly beautiful, Stephania Aldercott is 6'1" and weighs 141 lbs. She often plays jokes that suit her odd sense of humor.**History:** Stephania Aldercott does not really exist. Although she has traveled in and out of many countries (Egypt, Britain, and the United States, among others), none of those countries contain any record of her citizenship.**Dr. Otto Schmiddt****Mad Parapsychologist, age 49****Race:** Caucasian

STR 10	CON 13	SIZ 16 INT 16
POW 11	DEX 12	EDU 23 HP 14

**Damage Bonus:** +1D3**Occupation:** Advisor to Antonio Marchesi**Skills:** Anthropology 45%, Archeology 31%, Cryptography 61%, Cthulhu Mythos 39%, Electrical Systems 37%, Electrical Repair 35%, Forgery 55%, History 49%, Library Use 74%, Occult 69%**Languages:** Classical Chinese 63%, Mandarin Chinese 59%, English 50%, French 75%, German 100%, Latin 98%, Sanskrit 54%, Spanish 67%**Attacks:**

Handgun 34%, 1D10 (Model P08 Luger, kept in shoulder holster. 8 rounds.)

**Spells:** Black Binding, Call/Dismiss Nyarlathotep, Call Yog-Sothoth, Dread Curse, Fist of Yog-Sothoth, Grasp of Cthulhu, Shriveling, Wither Limb, Wrack

**Physical Description:** Schmiddt is large (6'3"), but the muscle of his youth has changed to fat (221 lbs) He is a plain-looking bald man with wire-frame reading glasses. He speaks clear English with a distinct German accent.

**History:** Dr. Otto Schmiddt was a world renown parapsychologist, publishing articles in numerous journals and later starting his won, The Hidden Sciences, which folded in 1920. He met Stephiana Aldercott in 1919 and through her entered the service of Marchesi and Yog-Sothoth.

### THE BOOKS IN THE HOTEL SAFE

Most of the valuable occult tomes owned by Marchesi are kept here in the safe, because working copies have been made by Dr. Schmiddt. Occasionally, the originals are referred to for clarification. Most of these books will be of little use to the investigators unless they read Classical Chinese.

#### Free Ne-Pang from his Celestial Prison

There are others, perfect and great, beyond this gulf of life who watch the affairs of men, and like a tiger, laugh..."

**Language:** Classical Chinese; **Mythos Gain:** +3; **SAN Loss:** -1/-1D4; **Spell Multiplier:** X2; **Study Time:** 4 weeks; **Spells:** Free Yog-Sothoth (see p. 79)

This is a small rope-bound cloth book containing the titular spell, given to Marchesi by the Order of Ne-Pang in 1919. It has obviously been made very recently. The writing is small and dense, and is interspersed with charts and hand-drawn pictures of Yog-Sothoth and the summoning spell ritual, including pictures of the obelisk necessary for the spell's completion. Even if read by a highly skilled student of Classical Chinese, the

bizarre insights into time and space require years to absorb. To be able to cast this spell, one must make a successful Cthulhu Mythos roll.

#### Das Buch cler iiielen Laufe ( The Book of Many Ways)

"11.3.22: Once again in the night, he has come tome in my dream of a perfect place, a great unity where the entirety of existence is but one endless plain. Unbroken by mountain or river or house, seamless and endless, peace, all-in-one."

**Language:** German; **Mythos Gain:** +7; **SAN Loss:** -1D4/-1D6; **Spell Multiplier:** x2; **Study Time:** 15 hours; **Spells:** Call of Yog-Sothoth, Create Gate, Fist of Yog-Sothoth

A plain, penny notebook with tiny, laborious writing throughout, it is the sole diary of Dr. Schmiddt and catalogs his descent into madness. The diary documents the cult's plans, the details of the summoning spell, Marchesi's condition, and Schmiddt's increased understanding of the Free Yog-Sothoth spell. Schmiddt updates it weekly, and can often be seen writing in it in the Hotel lounge. On the inside front cover is the combination to the safe "10L-15R-22L".

#### The Scrolls of McMash-Ye

Across the wastes...(it seems)...there is nothing to contain it. To move across the realms of thought...[section missing]...not difficult to see. The order despises cities and will, given respite,...[section missing]. .the spells of release anywhere. Anytime."

**Language:** Classical Chinese; **Mythos Gain:** +4; **SAN Loss:** -1D3/-1D6; **Spell Multiplier:** X3;  
**Study Time:** 4 weeks; **Spells:** The Blood of the Dead (Black Binding), The Alignment of Eye and Hand (Bless Blade), Waxform (Body Warping of Gorgoroth), The Disordered Path (Cloud Memory), The River (Create Bad-Corpse Dust), Celestial Shield (Create Barrier of Naach-Tith), Door to the Edge of the World (Create Limbo Gate), Shun Ne-Pang (Dismiss Yog-Sothoth), The Eye of Kam-Es (Find Gate), The Way of the Ground (Gray Binding), Tiger's Curse (Wither Limb), The Sign (Wrack)

A collection of twenty-two brittle papyrus scrolls contained in a bamboo case, The Scrolls of Marrash-Ye are obviously very ancient. A DEXx5 roll is required for every day the scrolls are read; if failed, the ancient papyrus of that scroll crumbles.

The scrolls tell the story of Manash-Ye, a traveler found by the monks of an ancient monestary. He had been terribly wounded by a "dragon" and was near death when discovered. Although dying, he performed great feats of magic for the monks to convince them of his story.

The mysterious traveler claimed he was a learned wizard from a realm called Leng, and was pursuing a group who sought to free an evil dragon from a celestial temple so it could consume the Earth and the Sun. When Manash-Ye died from his injuries, the monks swore an oath to find and destroy the group he had set of scrolls contains many of Manash-Ye's Most Powerful spells, dictated to the monks before his death.

Found in an abandoned cave in Tibet in 1918, it was purchased by Marchesi's agent through auction in New York. Dr. Schmiddt is still in the process of translating these scrolls, and can often be found working on his version (listed next) in the office of the Cooper Hotel.

### **The Scrolls of Manash-Ye (translation)**

Of his demeanor and force of will, I cannot say. He surely survived more than any mortal man. . ."

**Language:** English; **Mythos Gain:** +3; **SAN Loss:** -1D2/-1134; **Spell Multiplier:** x2; **Study Time:** 2 days; **Spells:** The Blood of the Dead (Black Binding), The Alignment of Eye and Hand (Bless Blade), The Disordered Path (Cloud Memory), The River (Create Bad-Corpse Dust), Shun Ne-Pang (Dismiss Yog-Sothoth), The Eye of Kam-Es (Find Gate), The Way of the Ground (Gray Binding), Tiger's Curse (Wither Limb),

The Sign (Wrack) This is a partial translation of the scrolls written by Schmiddt in a penny notebook. It contains English translations for most of the spells, and the story of Manash-Ye up to the point where he is discovered by the monks. It is obvious the translator was more interested in the spells than the narrative.

### **Marvels of Science**

The motion of the outer rim of the machine can be said to act perpetually, while the inward spokes, at the center point, seem not to move at all.”

Language: English, Mythos Gain: +3; SAN Loss: -1D2/-1D4; Spell Multiplier: XZ; Study Time: 2 days; Spells: Create Perpetual Motion Machine (see p. 79); Grants Skill Checks In: Physics, Mathematics, Geometry

This leather bound pamphlet was written by the scientist Bertrand Morryster in 1790. It outlines some of the more obscure discoveries of his career, most of which—although astounding—failed to attract attention, fame, or wealth. His poor professional reputation stemmed mostly from the fact that he claimed to have gained much of this knowledge from alien creatures who spoke to him in his sleep. Morryster died a pauper in 1799, and his entire estate was sold at auction including his incredible “Perpetual Motion Machine,” which has since disappeared. This block-printed pamphlet was purchased at auction by Marchesi's agent in New York.

## THE GUARDIAN OF THE CRICK

Jealous of the power Marchesi wielded in the cult of Yog-Sothoth, a high priest of the cult of Ne-Pang, Yste, attempted to kill him during one of the devotional ceremonies on Marsh Island in 1920. To this end he summoned a Shoggoth, which escaped the binding. It went rampant, killing Yste and twenty-two of the Ne-Pang priests. After being struck by Marchesi's magic, it fled into the water.

It has hunted the Goat's Foot Marsh ever since, occasionally killing and eating town members and

farm animals. In 1921, drawn by the noise and activity at the gas station, it killed the proprietor (Louis

Stratner) and has since made its home there in an gasoline tank. It frequents the area around the station and the local swimming hole, The shoggoth perceives this area as personal territory, and will defend it.

In 1922, the shoggoth again killed a human. It charged and toppled the car of Sheriff Garrett Clifton as it drove towards town across a utility road through the Marsh. It ate Garrett's wife Claudine, and attempted to eat Garrett's car. Garrett escaped on foot, all but his sanity unscathed.

Over the years Marchesi has somewhat “domesticated” the shoggoth. Unable to bind it to his will, he has taught it (in a Pavlovian method) to leave cars and boats alone. As a reward, twice a week two live goats and A half dozen chickens are left in A pen on the marsh, which the shoggoth feeds on.

Without the necessity of hunting for food, the shoggoth has turned to hunting for Amusement. It has deduced that the humans on the marsh can hurt it, while the humans from elsewhere are easy targets.

The shoggoth is A master of mimicry, and can repeat perfectly any sound it perceives at any volume. It often does so for no apparent reason, much like a parrot. Its memory of sounds is perfect, and it will utilize this skill while stalking prey, misleading or frightening its quarry, until they are an easy kill. Note that it doesn't necessarily understand what sounds it is imitating.

ing——it's just making human noises (talking, cries, whatever) to draw attention and bring potential victims near.

The Guardian of the Crick

Free-Range Shoggoth

STR 54 CON 33 SIZ T5 INT 7

POW 10 DEX 5 HP 54

Attacks:

Crush, 100%, 7D6 (STR vs.STR or be sucked apart)

Notes: The Shoggoth will not attack any Boat or Car and will flee from Marchesi on sight.

SAN Loss: 1D6/1D20

## **OCCULT BOOKS IN THE HOUSE**

Although there are hundreds of titles on Marchesi's book shelves, a dozen are provided as guidelines in case the investigators go through everything.

The Rites of the Green God

Author: Barrister; Year: 1901; Language: English; SAN Loss: 0/-1; Study Time: 1 week; Grants Skill Checks In: Occult

Ilyak Vonic

Author: Solomon; Year: 1889; Language: English Translation; SAN Loss: 0/-2; Study Time: 3 weeks; Grants Skill Checks In: Occult

Voices of the Dead

Author: Czelur; Year: 1905; Language: English; SAN Loss: 0/-1; Study Time: 1 day; Grants Skill Checks In: Occult

A Treatise of Magnetism upon Stone

Author: Pitts; Year: 1917; Language: English; SAN Loss: 0/-1; Study Time: 3 weeks; Grants Skill Checks In: Physics

Mass Vulgatum

Author: Aleatto; Year: 1791; Language: Italian; SAN Loss: 0/-2; Study Time: 1 week; Grants Skill Checks In: Occult

The Secrets of the Sphinx

Author: Morrison; Year: 1811; Language: English; SAN Loss: 0/-1; Study Time: 1 day; Grants Skill Checks In: Archeology, Occult

Studies of the North American Mound Builders with special reference to the Dunley Text

Author: Winfield; Year: 1922; Language: English; SAN Loss: 0/- 1; Study Time: 2 weeks; Grants Skill Checks In: Archeology, Anthropology

### Harper Wallace

Author: Wallace; Year: 1756; Language: English; SAN Loss: O/-1; Study Time: 12 days

### Strange Disappearances

Author: Loomis; Year: 1911; Language: English; SAN Loss: O/-1; Study Time: 7 hours

### The Rite of Mayday

Author: Barrister; Year: 1909; Language: English; SAN Loss: O/-2; Study Time: 1 week; Grants Skill Checks In: Occult; Anthropology

### Teutonic Practices

Author: Barrister; Year: 1906; Language: English; SAN Loss: O/-2; Study Time: 2 days; Grants Skill

Checks In: Archeology, Occult

### Medical Oddities

Author: Dayida; Year: 1885; Language: English; SAN Loss: O/-3; Study Time: 2 weeks; Grants Skill

Checks In: Medicine

## **MYTHOS BOOKS IN THE HOUSE**

These are the two penny notebooks found on the card table in Marchesi's study, both of which are handwritten translations/transcriptions of two Mythos books. Marchesi is currently studying the Cultus Malfecarumk spell list.

### **A Parlay with the Demon, Belapt**

Although a prisoner, and surrounded by guard, the Demon had granted the man a demeanor of a King, and so all eyes found themselves drawn to him. He motioned not, nor made a sound, instead fixing me with such a gaze as would haunt me forever, I knew then that God was indeed far from this place."

Langauge: English (translated from German);

Mythos Gain: +6;

SAN Loss: -1D6/-1D8;

Study Time: 4 weeks;

Grants Skill Checks In: Theology

Written by Gustav Theodorous in 1681 as a report to the Holy Father, this document details the interrogation by religious authorities of the demon Belapt. This demon had posessed a man known only as S.A. in the document for over five years, and all methods of expulsion attempted in that time had failed miserably.

Gustav was directed to try to engage the demon in a discussion of theology by his direct superior, in the hopes of "scouting enemy territory" as it were although this was against church doctrine. Theodorous was an experienced exorcist, and had extensive knowledge of the occult; it was thought he would be prepared for their conversations. He was not.

In the document, Belapt discusses the true nature of the universe at length with Gustav, and much

of the book is word for word dictation. Often Belapt lectures on the "Ones of Old," and names many of them: Kthutu, Nyar-hotep, Nodens, Yugsuthoth, Shub-Niggurath. Several times Belapt points out the blasphemous similarities between Nyar-hotep and the Holy Spirit to infuriate its interrogators.

Many entities of the Cthulhu Mythos are briefly discussed in this document, and their interrelationships and intentions are made clear. To anyone recently introduced to the Mythos, this document is a startling and disturbing insight into the secret history of the world.

This book is written in the careful hand of Marchesi with a fountain pen. Blots and spills dot many pages; certain portions on Yog-sothoth are underlined or otherwise marked.

### **Cultus Malfecarum (The Sussex Manuscript)**

Movement between the far worlds and the stars they circle requires a sustenance found in the guts of a man, many times over. Once the place of the Token hath been set, and a time hath been set, it must not be missed, or the wrath of the One and that of his servants may doom thee. Being a time of torpor, the Others from Outside gain strength in their repose in this world, waiting for a time again where their kind shall cavort among the stars and lay waste to all who have come since their sleep."

Langauge: English;

Mythos Gain: +7;

SAN Loss: -1D3/-1D6;

Spell Multiplier: x2;

Study Time: 31 weeks;

Spells (those underlined are flawed and do not work): Call/Dismiss Azathoth, Dismiss Cthugha, Q/Dismiss Hastur, Call Nyogtha, Call/Dismiss Shub»Niggurath, Call/Dismiss Yog-Sothoth, Contact Elder Thing, Contact Ghoul, Contact Hound of Tindalos, Contact Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn Ghazi, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/ Bind Servitor of the Outer Gods, Voorish Sign

Grants Skill Checks In: Occult

This English copy of the Necronomicon was published in 1597 by the crazed Baron Frederick of Sussex. It is unknown where he came by a copy of the original Necronomicon to work from, but this copy deviates from it in the most important portions, the spells. Certain spells were mis-copied or distorted, rendering portions of them ineffective or dangerous (the specific effects are left up to the Keeper).

This copy is transcribed in the tiny hand of Dr. Schmiddt in quill pen, with three lines of handwritten text for every ruled line, and almost looks to be printed by machine until examined closely.

### **BOOTLEGGING CULTISTS**

STR	DEX	INT	CON	APP	POW	SIZ	EDU	HP	DB
-----	-----	-----	-----	-----	-----	-----	-----	----	----

#1	10	11	9	11	8	12	11	7	11	.
#2	12	10	10	14	10	10	14	6	14	+1D4
#3	9	11	12	9	11	11	10	10	10	-
#4	12	11	9	11	6	12	15	3	13	+1D4
#5	10	10	12	8	13	9	10	9	9	-
#6	13	12	10	10	9	9	15	5	13	+1D4
#7	9	11	15	12	16	12	11	12	12	-
#8	10	10	9	9	11	11	9	5	9	-
#9	11	9	11	15	10	10	10	6	13	-
#10	12	10	10	12	8	12	11	5	12	-
#11	18	12	11	10	10	9	9	6	10	+1D4
#12	11	9	10	12	11	11	16	5	14	+1D4

Skills: Dodge (DEXx2)+10%, Hide 35%, Classical Chinese 51%, Mandarin Chinese 55%, English 23%

Attacks:

Punch 65%, 1D4+DB damage

Knife 48%, 1D4+2

#1,3,8,10,12,2,5 Rifle 26%, 2D6 (.30 Lever Action Carbine)

#6 Submachine gun 35%, 1D10+2 (Thompson Submachine gun)

#11,7,4 20g Shotgun 36%, 2D6/1D6/1D3

Spells: Free Yog-Sothoth.

Notes: These men will not hesitate to shoot at anyone approaching the Manchester house. They will gleefully sacrifice themselves to protect Marchesi.

## 12 MORE NE-PANG CULTISTS

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	HP	DB
#1	9	12	10	13	10	10	12	5	13	-
#2	11	9	12	11	11	9	9	7	10	-
#3	18	12	9	10	10	10	12	7	11	+1D4
#4	10	14	12	12	10	11	11	5	12	-
#5	11	11	13	10	12	10	13	7	12	-
#6	13	11	11	15	16	13	10	8	13	-
#7	17	11	11	10	9	11	15	9	13	+1D4
#8	10	10	9	9	11	11	9	5	9	-
#9	11	15	10	12	8	11	13	7	13	-
#10	9	11	17	15	10	12	11	5	13	-
#11	18	12	11	10	10	9	9	6	10	+1D4
#12	11	9	10	12	11	11	16	5	14	+1D4

Skills: Dodge (DEXx2)+10%, Hide 35%, Classical Chinese 51%, Mandarin Chinese 55%, English 23%

Attacks:

Punch 65%, 1D4+DB damage.

Knife 48%, 1D4+2  
#1,5,6,7,8 Rifle 26%, 2D6 (.30 Lever Action Carbine)  
#3, 9,10,11 20g Shotgun 36% (2D6/1D6/1D3)  
#4 Submachine Gun 25%, 1D10+2 (Thompson Submachine Gun)

Spells: Free Yog-Sothoth

Notes: Due to the immense amount of Ne-Pang cultists in this scenario, it is recommended that these statistics be recycled throughout game-play.