

CRC02: THE CHAOS ITERATION

A Cthulhu Rising adventure for civilian Investigators
by John Ossoway: Summer 2004

KEEPERS INFORMATION 1

Introduction

The Chaos Iteration is a *Cthulhu Rising* adventure for a small group of investigators, with the requirement that one of them is a *Computer Specialist*, having a background in computer hacking / security. The corporations involved in the adventure are Hallidor Corp and Cenargo Corp, but feel free to change this to suit your own campaign.

The adventure starts with a plea for help from a hacker friend of the Computer Specialist Investigator. If they respond, they will soon be drawn into a web of intrigue, involving industrial espionage, two rival corporations, a piece of software called The Chaos Iteration, and a group of Nyarlathotep cultists.

KEEPERS INFORMATION 2:

The Chaos Iteration

The Chaos Iteration is a piece of computer software that the Cenargo Special Projects Division have been working on for the past 18 months. It is based on source code contained in the writings of one Dr Jonathan Monroe (see Keepers Information 3 below for more details). Cenargo researchers believe that the obscure writings Monroe based his work on contained information about an alien race that visited Earth millennia ago, and the code he was working on was an attempt at creating a means to contact them.

The program that Cenargo have created is in fact a version of the 'Contact Nyarlathotep' spell.

KEEPERS INFORMATION 3:

The Prophecies Of Science/The Science Of Prophecy

This obscure book was one of the few titles published by the ill-fated Human Horizons Press, which closed when its offices burned down in the early morning of May 1 (Beltane), 2183. Research will disclose that the book's author, Jonathan Monroe, was arrested in connection with the fire, but committed suicide

while in police custody. The book never actually went to the printers before the fire, but bound galleys were sent to several reviewers.

The book appears to be a translation by a certain Jonathan Monroe of an earlier set of obscure writings.

Monroe appears to have had access to a mostly-complete copy of Dr. John Dee's English translation of the "Necronomicon" in the preparation of this work. He draws parallels between the rituals that Abd al-Azrad describes and algorithmic descriptions of computer programs. Pseudocode and fragments of source code are included from one of Monroe's attempts to electronically re-create a worship service of the Outer Gods; a competent computer programmer who learned the spells from this book might be able to construct a program to aid in their casting (Keeper's option).

Unfortunately, Monroe does not appear to have truly understood the significance of the "Kitab Al-Azif", and his explanations and descriptions are fragmentary, confused and heavily adulterated with New Age mysticism.

Sanity loss 1D3/1D6; Cthulhu Mythos +5%; spell multiplier x2 (recommended spells: Contact Nyarlathotep, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods).

KEEPER'S INFORMATION 4:

Timeline

There follows a timeline of important events during the adventure. Remember the current year is 2271:

21 June 2271:

Charli, Zeph and Ariel, 3 hacker friends from the Zion hacker community, hack into a server address given to them by a member of an environmental group whom Zeph knows called the Tree Of Life. Unknown to them, the Tree Of Life is a front for a Hallidor Corporation project to recruit hackers in the European Federation. The hackers are actually stealing data from a Cenargo Corp R&D server.

The server is an unknown IP, with some serious security. It doesn't defeat the friends though, who gain access and download some files before the leak is spotted and the server isolated. The stolen data includes some compilers and data files.

22 June:

The hackers compile the stolen data files, creating a program: 'The Chaos Iteration'. Individually they run the program, which just seems to generate fractal patterns. Unfortunately the fractals are the visual manifestation of a *Contact Nyarlathotep* spell. The program also adds a bookmark FedNet address to the hackers' browsers. The address is that of a site belonging to the 'Order of the Bloody Tongue', an offshoot sect of the Starry Wisdom cult.

Later that night, Nyarlathotep contacts the unfortunate hackers, via dreams and e-mail messages from an apparently non-existent mail address. The net result is that the victim(s) become seduced by the Mythos and join the Sect. Eventually the sendings (dream or electronic) command the victim to prepare for a journey to the throne of the Ruler of the Universe and to prepare offerings. The victim is to become a sacrifice to Nyarlathotep, allowing him into the world for a limited period.

27 June:

Charli, is seduced by the spell and travels to Arkham, and joins the Sect. He doesn't tell anyone where he is going.

28 June:

Zeph is arrested by a 'Federal Officer' – in fact Michael Harper, a Cenargo Internal Security officer. They both travel to Arkham on the trail of Charli. Zeph leads Harper into a trap, and he ends up a prisoner at Arkham Sanatorium.

29 June:

Ariel contacts the Computer Specialist Investigator via the Zion hackers community.

30 June:

The Computer Specialist Investigator receives Ariel's message. The Investigation begins.

Ariel begins to succumb to the Chaos Iterations spell. She leaves a hidden message for Jack, then is captured by cultists. Nyarlathotep has chosen his 'bride'.

1 July:

Cenargo Internal Security discover Ariel's identity: Monica Kostovicz, and raid her

student accommodation in Paris. Finding no Ariel, but finding messages to/from the Computer Specialist Investigator on her computer, they decide to set up a meeting, with an agent pretending to be Ariel.

A missing persons report is filed for Monica Kostovicz with EuroPol. Unknown to Cenargo or EuroPol, Ariel has already been secreted out of Europe – to Arkham in the United Americas.

2 July:

'Ariel' contacts the Investigator to arrange a meeting, the following day, at a library in Paris.

3 July:

Investigator(s) meet 'Ariel'.

7 July (date flexible as Keeper sees fit):

Ariel is taken from Arkham Sanatorium by Dr Ziberi to her cult's place of worship, where she is to be sacrificed to Nyarlathotep.

KEEPER'S INFORMATION 5:

The Hackers

The three hackers Ariel, Charli and Zeph have been friends for several years now, and generally trust each other. Ariel and Charli have met in person on several occasions, but Zeph has never met Ariel. Charli and Zeph, both being American, have met many times.

Ariel, aka Monica Kostovicz:

Ariel is a 24 year old Czech postgraduate student, studying computer security systems in Paris. She lives a double life as hacker called 'Ariel'. Friend of Charli and Zeph, gets on better with Charli.

Charli aka Marty Dale:

19 year old American computer science student at NY State university. He lives a double life as hacker called Charli. Friend of Ariel and Zeph. Secretly fancies Ariel.

Zeph aka Nelson Reeves:

24 year old Canadian computer systems analyst working for small software firm (Logikal Systems Development Inc.) in Boston. He lives a double life as hacker called Zeph. Friend of Charli.

INVESTIGATORS INFORMATION 1: Introduction

The following events take place on 30 June. Read / show the boxed text to the Computer Specialist Investigator.

Of all the online hacker's communities you are registered with, Zion has to be your favourite. You are a regular poster to the message boards, and have struck up e-friendships with several other users, including one by the name of Ariel.

Ah, Ariel, Angel of the network. An idealist, known for hacking only for political and environmental gains.

You consider yourself very privileged - Ariel is known to be very private. After several postings to the same message threads, you considered yourself privileged to then receive private messages from her.

Ever since you have maintained an irregular email relationship with Ariel. Emails sent to each others at stupid hours, once a month or thereabouts. The emails have never been too intimate - links to cool sites, rare music files by Mars band The Miscreants and the like.

Lately you've not heard from her as much. Until this morning. After a particularly long night playing *Space Pirates Online™*, you check your email before going to bed. An email from Ariel drops into your inbox...

Give the player *Investigators Handout 1: Ariel's' Email*. The text is included below for your reference:

Investigators Handout 1: Ariel's Email:

Hey there

I need your help. I think Zeph and Charli have got me into something way over my head. They hacked a server a couple of nights ago - unknown IP, some serious security - corporate quality. Zeph said he was doing it on behalf of some environmental group - I think it was to get in the pants of their leader - he can fuck off - anyways - we downloaded some files, including some compilers and data files. Dunno what it's all about.

Thing is, Zeph has been picked up by some guys who I think were the Feds, and Charli has disappeared.

I'm scared. Someone is watching me. Can we meet? I'll try to be on Zion tonight. If not, the night after. Hopefully, we can arrange something.

Ariex

THE INVESTIGATION 1: Ariel

Although the Computer Specialist Investigator has exchanging email with Ariel for months, (s)he knows little about her, if indeed Ariel is actually a 'she'. Hackers prize their anonymity, and it is common practice in hacker communities to use an alias when conversing online. If previous emails are looked through, it will take several hours to view them all, and a *Data Analysis* check will reveal the following:

1. Ariel once sent the Investigator an image of herself - an intentionally blurred image of a blonde woman, smiling while apparently lighting a cigarette. Despite all attempts to 'clean up' the image, it was impossible - the file had been protected at source. Any attempt to run the image through filters resulted in a message flashing up saying '*Naughty Naughty!*' and the Investigator's computer crashing.
2. Ariel is a big fan of Mars band *The Miscreants* - a popular band amongst alternative music enthusiasts. She and the Investigator swapped music files on several occasions. If the *Data Analysis* check was a *Special* success or better, the Investigator will find a reference to Ariel saying that she had seen the band play the night previous to her email - dated 15 January 2271. If the Investigator checks, they will be able to find out that the band were on a whistle stop tour of Earth Capital cities, including Paris on 14 Jan.
3. Ariel is obviously well educated, and knows a lot about computer systems.
4. Ariel is a supporter of several political groups, including several environmentalist organisations who continually lobby the Federal Assembly for tighter controls and restrictions on corporations in their colonisation projects.
5. Ariel is friends with two other hackers who are regulars on Zion: Charli and Zeph. Both seem to be American. Charli has made mention that he is a student, Zeph seems to be older, but there is no way to be sure.
6. Ariel has met Charli, but has never met Zeph.

THE INVESTIGATION 2: Making Contact

If the Computer Specialist Investigator logs in to the Zion Hacker Community later that evening, Ariel will not be online. She will be

online the following night, and will apologise for missing their rendezvous the previous night, but will give no reason, only saying cryptically that 'it wasn't safe'.

Ariel will continue to be brief and cryptic, and will not answer questions directly about what is wrong. She wants to arrange a meeting with the Investigator – in person - in a Paris café the following day. She says she will explain all once they meet.

KEEPER'S INFORMATION 6: The Double Cross 1

The person whom the Computer Specialist Investigator spoke to on Zion was not actually Ariel, it was one Alyson Stromen, a member of Cenargo Corps' Internal Security Branch.

Cenargo Corporation have been conducting a private investigation into the data heist on 21 June.

A colleague of Stromen's, Michael Harper, disappeared 4 days ago after tracking down one of the perpetrators: Nelson Reeves aka Zeph. His hotel room in Boston (United Americas) was located and searched by Cenargo, and although no sign of Harper was found, information regarding two other suspects was discovered: Marty Dale aka Charli, and Monica Kostovicz aka Ariel.

Cenargo raided Monica Kostovicz's student accommodation in Paris, to find her missing, no one having seen her since 28 June. After searching her computer files and personal belongings, they have discovered emails to and from the Computer Specialist Investigator.

Stromen is taking a gamble: hoping that Ariel and the Investigator have never met, she has arranged the meet, hoping that Ariel's friend knows how many people were involved in the raid on the R&D servers, and the location and number of copies of the stolen data.

Stromen knows as much about the Investigator as the Investigator knows about Ariel. She knows the names of the other hackers, but she doesn't know if the Investigator received a copy of the stolen data, or was in fact involved in the data heist.

THE INVESTIGATION 3: The Meeting

On the day of the meeting, read the following boxed text to the Investigators. Some news items may become important in this or later adventures, others are just there to add flavour to the campaign. Feel free to add your own.

The day of the meeting is sunny and warm. The morning is bright, London's skyline shrouded in a shimmering haze of smog.

Turning on FedNet you manage to catch the news bulletin from FedNet News:

"...and civil unrest continues in the Outer Rim Territories. A spokesman for the Federal Government has categorically denied rumours that Federal troops are to be deployed to the disputed Herculis Cluster region.

In other news, rival corporations have clashed again in the resource rich Procyon star system. We have unconfirmed reports that a mining camp owned by Praxis Mining was destroyed 4 days ago by unidentified attackers. Local CMC search and rescue teams put the casualties at 347 missing or killed, and a further 516 wounded. A Praxis Mining spokesperson has been quoted as saying that evidence has been discovered at the site implicating Proxima OCM in the attack – an accusation Proxima OCM strongly denies.

And finally, Mars band The Miscreants have just announced an extension to their solar-system wide tour: yes – lock up your daughters, because Lex The Impaler and co are coming back this way in the Autumn, before finishing the tour with a sell-out Christmas gig at the Mars Viking City EnormoDome.

Time for the weather: Mary?"

Mary the smiling FedNet weather girl warns that the heatwave dominating much of Europe is predicted to continue, and with pollution levels staying high, she cheerily advises everyone to pack a filtermask.

The Investigators can make the journey from London to Paris in a variety of ways. Journey time is as follows:

Eurostar MagLev	40 minutes
Car	1 hour
Euro Shuttle	25 minutes

The café is called 'Café Piège', and is located in the Bastille neighbourhood.

**KEEPER'S INFORMATION 7:
The Double Cross 2**

Stromen is sat at a table inside the café, her blonde hair in plaits, dressed in a t-shirt and jeans, reading a copy of 'Zen And The Art Of Computer Hacking', the agreed recognition signal.

Stromen is wired, and there at least half a dozen Cenargo Security agents positioned in and around the café. There is a tactical team in a delivery van around the corner.

Role-play Stromen pretending to be Ariel carefully. You want the Investigators to suspect that something is wrong, but don't make the clues too obvious. Remember Stromen is after information about the data heist. Some possible questions and Stromen's answers follow:

Q: *What is going on?*

A: About a week ago, me and some friends hacked into a secure server and stole some restricted datafiles. Zeph and Charli have disappeared, and I am afraid that I'm going to be next. I don't know who to trust.

Notes: Stromen doesn't know that Ariel in fact took no part in the data heist, and sharp Investigators may pick her up on this.

Q: *What did you steal?*

A: Some encrypted data files from a remote sever – no idea who it belonged to – I wasn't able to unencrypt it. I don't know if Zeph or Charli had better luck.

Q: *Why did you steal it?*

A: I thought you knew? Politics. One of Zeph's friends asked us to do it.

Notes: Stromen doesn't know who Ariel and co were working for (the Tree Of Life group). Harper's notes state that Nelson Reeves (Zeph) had connections with several subversive political groups. After reading Ariel's files, Stromen has decided to say that the data heist was politically motivated.

The Investigators may pick up on this, after all Ariel mentioned an environmental group in her initial email, not a political one.

Q: *What is your real name?*

A: Monica Kostovicz** (KOST-O-vich). What's yours?

**Cenargo have gained access to Ariel's Citizen ID files.

Q: *Who are Zeph and Charli?*

A: I suppose I can tell you now: Zeph's real name is Nelson Reeves, Charli is Marty Dale. Both American.***

***Stromen may slip up here and say that 'her, Charli and Zeph go way back.'

Q: *What do you want me to do?*

A: I need to find out who exactly hired Zeph, Charli and me. I can't see the FLEAs being too sympathetic with my situation.

If the Investigators begin to suspect something is amiss, and confront Stromen, if she feels she has been compromised, she will signal for the other agents to move in. Suddenly the Investigators will be surrounded by half a dozen armed men and women.

Stromen will pull an ID from her wallet: 'Alyson Stromen: Cenargo Internal Security'. She will then say that the Investigators are under suspicion of involvement in a data heist of valuable Cenargo files.

The Investigators may have planned for an ambush, and they may try to fight their way out of the café.

Cenargo Internal Security (CIS) Agents

6x military looking men and women.

STR:	14	Move:	3	RL:	1/5
CON:	14	HP:	14	LL:	1/5
SIZ:	13	Dex SR:	3	AB:	4/5
INT:	10			CH:	4/6
POW:	10			RA:	1/4
DEX:	14			LA:	1/4
APP:	10			HD:	0/5

Attacks:	SR	A%	DAM
M11P Pistol	3/7/10	65	1d10
M44 TASER	3/10	55	2d6+6 vs CON
Punch	7	55	1d3+1d4

Armour:

Personal Body Armour (4AP)

Notes: The Cenargo Agents are armed with TASER pistols and handguns, and are wearing personal body armour beneath their civilian clothes. They have orders to take prisoners, and will prefer to use their TASERs.

Should the Investigators pursue this course of action, they will be chased through the streets of Paris by CIS Agents, until they eventually get cornered or lose them. CIS may not yet know the Investigators' identities, but anyone who went to the meeting in the café will soon be identified by EuroPol's face recognition database. Cenargo will then ask for an arrest

warrant to be issued. Roleplaying this scenario could be great fun – the wanted Investigator(s) will have to prove their innocence in some way.

If a fire fight doesn't ensue, the Investigators may be able to cut a deal with Stromen. Stromen knows that Ariel was trying to contact one of the Investigators. If they drop Harlan Wexler's name, they might gain some leverage. They will be taken from the café to the tactical unit vehicle around the corner, where Stromen will attempt to contact Harlan Wexler.

She will be crestfallen when Wexler answers her call personally, and vouches for the Investigators integrity.

Wexler tells Stromen that the Investigators are past employees of the corporation, and is sure that they will co-operate fully with her team, giving them any information that they require

Addressing the Investigators, he will say he has vouched for their innocence, and that they should not make him out to be a liar. He will be unable to guarantee what happens to Ariel and her friends once CIS has them in custody.

THE INVESTIGATION 4: Gathering the clues

However the Investigators deal with the meeting with Alyson Stromen, they may come away with some valuable information:

1. Ariel's real name: Monica Kostovicz. A successful *Data Analysis* check will reveal a news story dated 1 July 2271 (see *Investigators Handout 2: The News Story*. If the Investigators are able to access the EuroPol missing persons report, they will be able to find out Kostovicz's address, and next of kin (in Prague).
2. The victims of the data heist: From their encounter with CIS, it would appear that Zeph and Charli stole something important from Cenargo Corp.
3. Zeph and Charli's real names: If Stromen was telling the truth, Zeph's real name is Nelson Reeves, and Charli's is Marty Dale. Both are American.

Investigators Handout 2: The News Story

Police are appealing to the public for help in locating Monica Kostovicz, who has not been seen since 28 June. Kostovicz, a 24 year old Czech postgraduate student is studying computer security systems at

Paris Tech.

EuroPol and Cenargo Internal Security officers want to speak to Kostovicz in connection with an attempt to illegally gain access to restricted Cenargo data-servers that happened on 21 June this year.

If the Investigators attempt to contact Ariel's family in Prague, when they call a man will answer, and will ask who they are and why they are calling – EuroPol.

Attempting to search for all citizens of the United Americas called either Nelson Reeves or Marty Dale will take time. The *Federal Directory* is like an online version of the phone book – individuals can choose to be ex-directory. A *Computer Security* check at -15% will be required to include those citizens normally filtered out of the public database into the search. Either way, a *Data Analysis* check after 1d4 hours will give the following results:

Unfiltered Search results:

4 results for Nelson Reeves:

1. 34 year old electronics technician, living in Seattle. Currently contracted to Gulf & Bradley, a large American conglomerate. Married with children.
2. 24 year old Canadian computer systems analyst working for Logikal Systems Development Inc, a small software firm based in Boston.
3. 15 year old high school student, living in Detroit with parents.
4. 78 year old retired aerospace pilot, now living in Florida.

9 Results for Martin Dale:

1. 17 year old Mars born high school student, living in New Jersey with parents. Family moved to Earth 9 years ago.
2. 19 year old American computer science student at NY State university.
3. 23 year old Canadian, working in Montreal as a trainee chef.
4. 44 year old taxi driver. NYC
5. 57 year old engineer, employed by Cain Planetary Engineers, at their San Francisco offices.
6. 68 year old retired accountant, living in Mexico City.
7. 6 year old child, family live in American Midwest, Charlottesville.
8. 12 year old living with family in Nelson, Nevada.

- 29 year old computer programmer. Lives in Washington DC, and works for ICC. Unmarried.

Filtered Search results:

3 results for Nelson Reeves:
Result #2 is filtered out.

6 Results for Martin Dale:
Results #1, #2 and #9 are filtered out.

THE INVESTIGATION 5: Ariel / Monica Kostovicz's apartment

Monica Kostovicz aka Ariel lives in shared student accommodation in the Paris suburbs. The house is in a leafy cul-de-sac, and is quite large, of a style popular at the turn of the 21st century.

The house is being watched covertly by CIS, and a successful *Recon* check, or a *Special Spot Hidden* check will allow an Investigator to spot workmen at a house across the street from Ariel's. They seem to be taking more than a passing interest in anyone entering the cul-de-sac.

Ariel shares the house with two other students: Nicole Nuenen, a medical student, and Jack Delon, a psychology student and all round slacker. The Investigators will have to either sneak into the house, or bluff their way in.

Nicole Nuenen:

Nicole is worried about Monica (she doesn't know her alter-ego Ariel), and will be suspicious of more strangers asking questions, saying that if the Investigators are "from that damn environmentalist group again, you can just piss off and leave us alone".

If they can convince Nicole that they are friends, and not there to arrest or in any way harm Monica, Nicole will invite them in, and tell them what she knows:

1. She was out the night that Monica disappeared. Being a medical student she works long hours at the university and at the local hospital. It wasn't unusual for them to not see each other for days at a time, and first thing that she knew about Monica's disappearance was when Cenargo turned up on 1 July. They bust down Monica's door (locked) and found signs of a struggle in the room, but no Monica.

2. Monica was always staying late at the Uni, or in her room for days at a time on her computer.
3. The day before Cenargo turned up, Jack mentioned that some woman had phoned asking for Monica, but didn't leave a name. After Cenargo and the police had been and gone, the woman phoned again: Melina Jones, an American who claimed to work for an environmental group called the Tree Of Life Foundation. She said that she was hoping to speak to Monica about some work some of Monica's friends were doing for her. When Nicole told her that Monica was missing, and the police and Cenargo were involved, Melina Jones said she was sorry to hear that, then ended the conversation.

Jack Delon:

Jack is a complete slacker (think Brad Pitt in 'True Romance'). He likes Monica, and if he weren't so fucked up on recreational drugs most of his waking hours, would have made more of an effort in trying to chat her up. As it is, several drunken fumbles after parties have left things awkward between the two. The night that Monica disappeared, Jack was in his room with a young fresher named Sally, played loud music and getting up to no good. He seems to remember that he heard Monica moving about – possibly answering the door to someone, but can't be sure.

THE INVESTIGATION 6: Ariel's Room

Ariel's room is medium sized, the walls covered in posters and printouts – some relating to various environmental issues, some depicting Mars band The Miscreants. There is a single bed, a desk, a chair, several beanbags. Clothes are strewn around. Her computer is missing from her desk (Cenargo went over the place and took certain items to examine further), but a *Search* check reveals a secret panel in the floor, inside which is a backpack containing:

1. A PDA – this is the computer that Monica Kostovicz used for her illegal activities as 'Ariel' the hacker. There are encrypted files on here in a folder titled 'The Chaos Iteration: pre-compile', and a message for the Computer Specialist Investigator – a video file addressed to him/her.
2. A Polaroid of a pretty blonde girl in her mid-20s, smiling and wearing a Miscreants t-shirt who can only be Ariel. On the back

is written a message, addressed to the online handle of the Computer Specialist Investigator: "Investigator's name – Come find me please!"

3. A hand TASER.
4. a couple of printouts (see 'Investigators Handout 3: The anonymous email').

The Video File:

If the Investigators want to view the video, a *Computer Security* check is first required. If they succeed, read the following:

The video looks like it has been filmed in Ariel's room, and is dated 30 June. The file seems to have been corrupted - there are strange bright colours across it.

Ariel sits in front of the camera looking slightly spaced, dizzy. Her eye makeup is smudged, like she has been crying. She smiles vaguely.

"Hi (Investigator's name)

If you're as good a hacker as you say you are, I know that you will find this file. I just hope you're not too late. You see I'm in trouble. I'm sorry. I wish we could have met in person, but they're coming for me, and I don't think I have much time left. I should run, hide, b-but something is stopping me.

The file Zeph and Charli stole, I don't know what it was, some kind of program. We all ran it individually. It seemed to be nothing but a screensaver that created some nice fractals. I tried running some diagnostics on the source code, to see if anything was underneath, but it was encrypted using a key I've never encountered before.

I think the program must have installed something malicious on my computer, because ever since running it, I started getting emails from someone called Harlo Y Patten.

If that wasn't weird enough, I started having bad dreams. There was a definite Egyptian theme, but that's all I can remember. I spoke to Charli and he said he'd been having similar dreams."

Ariel suddenly looks past the camera, at something out of sight. Her face clouds with fear.

"The compilers for the program are on this PDA. I tried to save the emails, but they deleted themselves after I read them. I managed to print one off."

Suddenly a shadow passes across Ariel's face and she looks up past the camera again.

"Oh god. He's here."

The file ends.

The Printouts:

Give the Investigators 'Investigators Handout 3: The anonymous email'. Its contents are as follows:

*And at the last from inner Egypt came
The strange dark One to whom the fellahs bowed;
Silent and lean and cryptically proud,
And wrapped in fabrics red as sunset flame.
Throngs pressed around, frantic for his commands,
But leaving, could not tell what they had heard;
While through the nations spread the awestruck word
That wild beasts followed him and licked his hands.*

*Soon from the sea a noxious birth began;
Forgotten lands with weedy spires of gold;
The ground was cleft, and mad auroras rolled
Down on the quaking citadels of man.
Then, crushing what he chanced to mould in play,
The idiot Chaos blew Earth's dust away.*

No reference to the verse can be found on FedNet, but a Special *Data Analysis* check will reveal that the British Museum in London has references to the verse in one of the books in its restricted section: A 16th Century German edition (in Latin) of the *Necronomicon*. It is off-limits. Perhaps Miskatonic University can help? If the Investigators met Ethan Caine in previous adventure 'Fragmented Sanity', they can contact him and he can provide information about Nyarlathotep.

The PDA:

On Ariel's PDA are compiler files in a folder called 'The Chaos Iteration'. Checking the history files of her browser will reveal nothing untoward, but there is a shortcut on her desktop called 'Bloody Tongue' - a FedNet address of the home page of the *Order of the Bloody Tongue*, a quasi-religious group who hold all kinds of odd beliefs.

An astute Investigator good at *Computer Programming* can trace the owner of the website to a virtual P.O. box with a *Computer Programming* check. With a *Special* success, a really astute Investigator can try to backtrack where FTP requests to the site's webserver come from (tracing the IP address of the PC responsible). This leads to a computer subnet address belonging to the Arkham Sanatorium, located in Massachusetts, in the United Americas.

Compiling and running 'The Chaos Iteration' will generate beautiful fractal patterns on the screen (0/1 SAN loss). It will also alert the Bloody Tongue cultists to its activation, and

they will trace the IP address of the PDA. The PDA will be watched for usage and any wireless activity traced. If the cult can identify who the Investigators are, they will hire some goons to intercept them if they head for Arkham. The goons won't know who hired them. It is to the Keeper's discretion whether the Investigator who activates the program falls under the spell of Nyarlathotep...

INVESTIGATORS INFORMATION 2: The Order of the Bloody Tongue

If one of the Investigators makes a successful *Data Analysis* check, give them '*Investigators Handout 4: The Order of the Bloody Tongue*'. The information is given below for Keeper's reference.

The Order of the Bloody Tongue:

Little is known about the Order of the Bloody Tongue, beyond several articles suggesting that it may be an offshoot of the long-defunct Starry Wisdom Cult.

The Starry Wisdom Cult was a quasi-religious order founded by Professor Enoch Bowen in 1844 in Providence, Rhode Island. Upon his return from Egypt, Enoch purchased the Free-Will Church atop Federal Hill and began the cult.

Soon after its founding, other churches in the area began warning their flocks about the evil of Starry Wisdom, both through whispers and in sermons. By the end of 1845, the sect had grown to 97 members. Then, in 1846, 3 people disappeared from the surrounding neighbourhood. Seven more disappearances occurred in 1848, and the first whispers of blood sacrifices within the walls of the Free-Will Church surfaced. These rumours did not stop the sect from growing. By 1863, the sect had a standing membership of over 200.

In 1869, though, things started to turn dark for the sect. After the disappearance of a neighbourhood boy named Patrick Regan, a group of Irish boys mobbed the church. After 6 more disappearances in 1876, a secret committee called on the mayor to do something about the sect. In February 1877, the church officially closed. Later, a gang of Federal Hill boys had a run in with the remainder of the sect and, by the end of the year, over 181 persons left Providence for points unknown.

Artefacts recovered from the church are said to have been Egyptian in the main.

KEEPERS INFORMATION 8: The Order of the Bloody Tongue

Not to be confused with the African 'Cult of the Bloody Tongue', this is one of the many cults dedicated to the worship of Nyarlathotep, the Order of the Bloody Tongue has existed for almost 3 centuries in one form or another, and in fact used to be an offshoot of the Starry Wisdom cult.

The Arkham Chapter of the cult is a close knit group, conducting their ceremonies in caves below an abandoned cliff top property at Lizard Point, NE of Arkham. They are led by a High Priest and High Priestess. Dr Anila Ziberi from Arkham Sanatorium is the high priestess. The identity of the high priest will be revealed in a later adventure.

The cult actively seeks new recruits. Voluntary converts are vetted before contact is made, and if they seem genuine, are readily welcomed into the cult at one of their often bloody initiation rituals. There are also those who come into the fold via kidnapping.

The cult regularly offers girls up to Nyarlathotep in frenzied ceremonies. Those he rejects are torn apart by the cult, raped and murdered. Those he takes a liking to (and Nyarlathotep has taste) he proposes to. If a girl accepts, she becomes his bride and resides in the Daemon Sultan's court for the rest of eternity. Those that refuse are devoured by one of Nyarlathotep's more hideous manifestations: The Bloody Tongue – an enormous monster with clawed appendages and a single, long blood-red tentacle in place of a face.

Eventually Nyarlathotep becomes bored with his bride, and it is time to choose another.

THE INVESTIGATION 8: America

Whether the Investigators wish to investigate the computer at Arkham Sanatorium, try to track down Charli and Zeph, visit the offices of the Tree of Life environmental group, or all of the above, the logical thing to do next is to head for the United Americas.

Traveling from a European Spaceport to an eastern American Spaceport takes about an hour on board a commercial scramjet.

The Investigators may approach the wrong Nelson Reeves / Martin Dale at first, but when they hit paydirt, use the information below:

Zeph aka Nelson Reeves:

Nelson Reeves hasn't turned up to his day job at Logikal Systems Development Inc in Boston for several days. Asking around town will alert the local police, who are investigating his disappearance, along with that of a CIS Agent.

Nelson has several casual friendships with work-colleagues, but none of them know about his alter-ego as Zeph. He lives in a nice apartment in the centre of town. The doorman will not allow the Investigators in, saying that Nelson is missing, and it is a police matter now.

If they manage to somehow gain access to his apartment, they will find it is sealed off with police tape. Nelson's computer equipment has been taken away for analysis by the police. There are no clues here.

Gaining access to the police missing persons report will require a *Computer Security* check at -15%. This will reveal:

1. On 30 June the local police dept were contacted by Alyson Stromen— an agent for CIS. She was looking into the disappearance of a colleague – Michael Harper, who had hadn't filed a report for the past two days. The last Stromen heard was that Harper had Reeves in custody, charged with industrial espionage, and was working on him to reveal the location of Marty Dale, a suspected accomplice.
2. CCTV footage shows Reeves and Harper leaving Reeve's apartment building on the morning of 28 June.
3. GPS positioning located Harpers hire car abandoned on the Interstate 10km north of Boston.

Charli aka Marty Dale:

Marty Dale disappeared on 27 June, and there is a police missing persons report filed. He lived in student accommodation on the grounds of NY State University. Asking around the University campus or approaching his family will alert the local police, who are investigating his disappearance, in connection with another disappearance from Boston on 28 June.

The Investigators won't be able to find out much about Marty Dale – any lead they follow here will lead to a dead end. Marty hitched his

way to Arkham, so there is no record of him entering the public transport system. So far, no one who gave him a lift have come forward.

The Tree of Life Group:

This environmental action group appeared out of nowhere about 12 months ago, with offices in Boston, UA. They have a website, with contact details, but trying to contact the organisation will be in vain: all emails will bounce back and the phone account appears to have been disconnected.

Visiting the offices in person will reveal that they have been empty since the end of June, although the building manager has no idea when exactly the premises were vacated: he is owned several months in unpaid rent, and has not been able to track down the groups leader, a Melina Jones.

Try as they might, Investigators will not be able to track down Melina Jones or any other members of the group – it is as if they just disappeared off the face of the planet.

KEEPER'S INFORMATION 9:

Melina Jones and the Tree of Life Group

Melina Jones, if that is her real name (which it probably isn't), is an agent for Hallidor Corporation Internal Security.

Hallidor Corp, an American megacorporation, set up the Tree of Life Group 12 months ago as a project to help Jones and other agents infiltrate anti-government and anti-corporate groups and possibly try to recruit hackers to perform jobs for Hallidor.

Since Cenargo launched an investigation into the data heist on it's R&D servers, Hallidor pulled the plug on the Tree of Life project. Jones has been ordered to attempt to gain copies of whatever Nelson Reeves et al stole, but not at the risk of exposing the corporation.

Melina Jones will feature more later in the adventure, and may even save the Investigators lives and/or sanity.

INVESTIGATORS INFORMATION 3:

Arkham Sanatorium

Whatever leads the Investigators pursue, the trail of evidence should eventually lead them to Arkham Sanatorium.

Arkham, Massachusetts, is 8km north of Salem, and 40km north of Boston. It's population is 60,000. With the inevitable urban sprawl making it more of a genteel residential suburb of Boston, Arkham is less isolated than in earlier CoC settings, but the coastline in this region is still quite remote.

Arkham Sanatorium itself lies on the northern side of the Miskatonic River, a grim and imposing structure set back in it's own grounds overlooking the north road out of town (see picture below). The current building dates from 2084, and is built on the site of the original sanatorium that burnt down in a fire in 2061.

KEEPERS INFORMATION 10: Arkham Sanatorium: Dramatis Personae

Dr Wrenn:

The current administrator of the sanatorium is one Dr Wrenn. A 58 years old psychologist originally from Seattle, Wrenn spends far too much time away from Arkham at conferences and conventions, and as a result is blissfully unaware of the more nefarious goings-on at the sanatorium. He was recently persuaded to hire an assistant administrator: Dr Anila Ziberi.

Dr Anila Ziberi:

Unknown to Dr Wrenn, the sanatorium has been infiltrated by the Order of the Bloody Tongue. A recent addition to the staff roster at Arkham Sanatorium is the new assistant administrator, Dr Anila Ziberi, who joined the sanatorium staff just over 8 months ago.

A Russian parapsychologist specialising in altered reality disorders, Ziberi is actually High Priestess of the Arkham Chapter of the Bloody Tongue cult, and a powerful sorceress. Under her direction, unwilling 'initiates', and prospective sacrifices for the cult pass through the sanatorium as either John or Jane Doe's, 'pacified' during their short stays using a cocktail of mind-altering drugs and tranquilizers, before being transported to the cult's local headquarters at Lizard Point.

Ziberi is aided in this operation by several other employees at the sanatorium. Chief amongst these is Howard Folkman. See '*Keepers Information 16*' for statistics.

Howard Folkman:

Howard Folkman maintains the Bloody Tongue website and there is much circumstantial evidence pointing to him as the leader of the

cult. Actually Folkman is a frontman and scapegoat for the cult at the sanatorium.

Folkman is a deranged hebephrenic psychology postgraduate (hebephrenia is a type of schizophrenia characterized by foolish mannerisms, senseless laughter, delusions, hallucinations, and regressive behaviour) from Miskatonic Uni who works as a research assistant at the sanatorium, in return for which the sanatorium provides him with term-time accommodation in one of it's first floor guest rooms. Lately he has been spending a lot of time at a his laptop plugged into the Sanatorium network...

If questioned, he will deny all knowledge of the website, unless the Investigators can produce hard evidence linking him to it. If confronted with such evidence, he will confess to being in charge of updating the Bloody Tongue website, and will rave about "playing but a small part in a greater scheme". If pressed about what this greater scheme is, he will smile, and say "when it is time for me to know, I will be told."

Folkman will claim that he has no direct contact with his employers, saying all communications are via emails and phone conversations, of which he has no records.

Folkman is scared of Ziberi, and will not name her, or volunteer his knowledge of the John and Jane Doe's passing through the Sanatorium. It is up to the Keeper if he reveals any more information. A successful *Interrogation* check will force Folkman into revealing that he knows that the John Doe in room H7 at the Sanatorium is related to the Bloody Tongue, but not what this relationship is. See '*Keepers Information 16*' for statistics.

Styles and Jackson:

Styles and Jackson, who are orderlies at Arkham Sanatorium, hired by Dr Ziberi, are also cultists. Both are borderline sadists, who enjoy inflicting pain on their 'charges' at the sanatorium. See '*Keepers Information 16*' for statistics.

Dr Sapperstein:

Sapperstein is an anally-retentive man, who loves the power that being a doctor at the sanatorium gives him. He enjoys his job, and is generally unaware of the cultist's activities. In the absence of Drs Wrenn and Ziberi, Sapperstein is in charge of signing in/out all new patients. In fact using a combination of the spells *Mental Suggestion* and *Cloud Mind*, Ziberi has worked it so that Sapperstein has

signed in/out all the recent John and Jane Doe 'patients'. Sapperstein has no recollection of doing this.

Dr Sapperstein will be quite easily manipulated by female Investigators, as he has few social skills around women. See 'Keepers Information 16' for statistics.

Venwood:

One of the sanatorium security guards, Venwood is a cultist, a big brute of a man who is loyal to Ziberi. See 'Keepers Information 16' for statistics.

THE INVESTIGATION 9:

Arriving in Arkham

Quite what the Investigators do when they reach Arkham is up to them. They have a contact in the shape of Dr Ethan Caine, but he has no influence on sanatorium staff and cannot help them gain access (although he can be a source of useful information about the cults of Nyarlathotep).

All the Investigators should be sure of by this point is:

1. Arkham Sanatorium contains a computer somewhere within it's walls that is somehow connected with the 'Bloody Tongue' website.
2. Nelson Reeves and Michael Harper disappeared from Boston while heading north out of Boston, in the direction of Salem and Arkham.
3. The 'Order of the Bloody Tongue' are somehow involved in the various disappearances related to the Investigation.

Their first port of call will be either Arkham Sanatorium or Dr Ethan Caine.

THE INVESTIGATION 10:

A visit to Dr Ethan Caine:

Dr Ethan Caine lives in a small townhouse on the NW outskirts of Arkham. He moved to the United States 3 years ago, and is a researcher at Miskatonic University, and also a member of the Wilmarth Foundation. He has access to the Miskatonic Library Restricted Section.

If the Investigators played *CRC01: Fragmented Sanity*, they will already have met Caine, and

he will be eager to hear of their exploits on Mars.

Caine cannot really help with any enquiries about Arkham Sanatorium, but if they ask him about the Order of the Bloody Tongue, he will draw the curtains of his study, and tell the Investigators to be careful who they speak to about such things. He will then proceed to tell them what he knows:

"The Order is but one of the many cults dedicated to the worship of Nyarlathotep, the crawling chaos, and has existed for almost 3 centuries in one form or another. I believe that it used to be an offshoot of the Starry Wisdom cult.

They keep alive rituals and ceremonies from ancient Egypt, and are rumoured to perform live human sacrifices to their 'God'."

Caine will then rummage through a pile of books and papers on his desk, eventually bringing forth an ancient leather bound book, entitled 'Prehistory in Egypt' by Harold H Copeland. Opening the faded pages at a previously marked page, Caine will read the following:

"And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh.

The fellahin knelt when they saw him, yet could not say why. He said he had risen up out of the blackness of twenty-seven centuries, and that he had heard messages from places not on this planet.

Into the lands of civilisation came Nyarlathotep, swarthy, slender, and sinister, always buying strange instruments of glass and metal and combining them into instruments yet stranger. He spoke much of the sciences—of electricity and psychology—and gave exhibitions of power which sent his spectators away speechless, yet which swelled his fame to exceeding magnitude.

Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of a nightmare."

THE INVESTIGATION 11:

Gathering information

The Investigators cannot simply walk into the sanatorium and demand access to whatever information they need. They have no idea how far the complicity in cult activities runs at the

sanatorium, and so should use more subtle methods.

Arkham Sanatorium has a secure, though quite archaic, computer network on site. An astute Investigator with the *Computer Security* skill can attempt to probe the network for security 'holes' that can be exploited. The hacking attempt will take 1d3+3 hours, and what is accessible on the network depends on how well the Investigator rolls:

Critical success: Access to floor plans of the building, administrator access to personnel records, full access to the patient database. Able to identify exact computer in Sanatorium Subnet (a computer network point located in one of the sanatorium staff apartments) being used to upload data to the Bloody Tongue website, and a record of who has used the computer in the past 7 days – one name comes up regularly – Howard Folkman).

Special success: Access to floor plans of the building, user access to personnel records and the admissions/personal details sections of the patient database. Able to identify exact computer in Sanatorium Subnet (a computer network point located in one of the sanatorium staff apartments) being used to upload data to the Bloody Tongue website.

Normal success: Access to floor plans of the building, user access to personnel records and the admissions section of the patient database. Able to identify section of Sanatorium Subnet that computer being used to upload data to the Bloody Tongue website. It is a computer located somewhere on the upper floor.

Failure: Unable to gain access. Can try again in 24 hours.

Fumble: Unable to gain access. Network breach is detected by the company to whom the sanatorium outsource their IT needs. If Investigator tries again, their IP will be traced by the IT staff.

INVESTIGATORS INFORMATION 4: Stolen Information

Floor plans:

Give the Investigators *Investigators Handout 5: Arkham Sanatorium*. The map does not detail each individual room, merely displaying where various departments are based. Areas marked are:

- Administration
- Guest Rooms
- Maximum Security Wing
- Medium Security Wing
- Minimum Security Wing
- Reception
- Security Control
- Staff Apartments
- Storage
- Support Services (IT, Kitchens etc)

Personnel Records:

The personnel records database contains information about the staff employed at the sanatorium, including home address / contact details, qualifications etc. The kind of access the Investigators have to the database affects how they can interact with it.

Administrator Access allows existing records to be altered (even deleted) and new ones to be created. A *Computer Security* check is required to perform any changes in the database without alerting the company who run the sanatorium's computer systems.

A new orderly or admin temp appearing on the personnel roster may be overlooked. A new doctor will definitely arouse suspicion. The nurses and security guards all come from contract agencies, and any new staff arriving are checked up on immediately.

User Access allows the personnel database to be viewed but not altered.

The current staff roster is as follows:

Doctors	4
Nurses	7
Orderlies	6
Groundskeeper/Janitor	1
Catering	4
Admin	4*
Security	4

*this is number of permanent admin staff. The sanatorium regularly employs temps from a Boston temp agency.

Patient Database:

Arkham Sanatorium has capacity for a maximum of 58 patients: 29 Low Security, 21 Medium Security and 8 High Security.

The current patient database contains three main sections: admission/discharge dates, personal information and medical information.

Admissions/Discharges has records of all patients entering/leaving treatment at the sanatorium going back 50 years. Records

before this are archived and not available on the network. Searching on any of the missing hackers or the missing CIS agent will prove fruitless, but a successful *Data Analysis* check will reveal a marked increase in admissions of John and Jane Doe's in the past 6 months. 18 in fact, compared to just 5 for the 12 months before that. In a world where identification procedures now incorporate retinal scanning and DNA matching, such a high frequency is quite unusual.

The most recent 2 are:

Admission Date:	28 June 2271
Name:	John Doe
Age:	Early 30s
Sex:	Male
Nationality:	English?
Reason for Admission:	Found by police officers wandering the interstate west of Arkham. Identification failed to find match in FPRD. Unresponsive to questions.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	N/A
Discharge Doctor:	N/A
Discharged To:	N/A

Admission Date:	1 July 2271
Name:	Jane Doe
Age:	Early 20s
Sex:	Female
Nationality:	Eastern European?
Reason for Admission:	Found by beaten and unconscious on interstate west of Arkham by passing driver. Identification failed to find match. Admitted when became violent towards police officers.
Admitting Doctor:	Dr Sapperstein
Admitted By:	Officer Murphy
Discharge Date:	[The day before the Investigators arrive]
Discharge Doctor:	Dr Sapperstein
Discharged To:	The Patten Institute

A little digging will discover no record of an Officer Murphy working locally, or any police records relating to the discovery of both patients on the interstate.

Checking up on The Patten Institute will reveal that there is a private medical facility going by this name in Miami, Florida. The phone number given goes through to a recorded message. The address in Miami, if visited, is an empty property in a warehouse district.

If the Investigators think to check, they will find out that the John Doe still at the Sanatorium is currently in the High Security Wing, room H7.

Personal Information contains details about patients currently in the sanatorium's care. This includes physical and personal details, next of kin contact information etc. John and Jane Doe's do not feature in this section of the database for obvious reasons.

Medical Information contains details about current treatment regimens and prescriptions for patients at the sanatorium. All John/Jane Doe's admitted were sedated for most of their stay, but this medication was not entered in the Sanatorium medical records.

THE INVESTIGATION 12: Putting it all together

Hopefully by now the Investigators will have managed to obtain enough clues to convince them that the Jane Doe who was discharged from the Sanatorium could well have been Ariel, and the John Doe currently being held is probably related to their investigation.

If they have learnt that the identity of the person uploading information from the Sanatorium to the Bloody Tongue website is Howard Folkman, they may opt to approach him outside of the Sanatorium.

If the Investigators know which computer was being used, or which part of the Sanatorium network the computer resides in, a *Computer Programming* check will allow a small program to be written which can be dropped onto a branch of the Sanatorium network (*Computer Security* check), set to alert the Investigators as to when any computer in that section attempts to contact the Bloody Tongue webserver.

Whatever happens concerning Howard Folkman, the Investigators should eventually want to pay a visit to Arkham Sanatorium...

THE INVESTIGATION 13: A visit to Arkham Sanatorium

See *Keepers Maps 1-3* for detailed floor plans of the Sanatorium. Each room is not detailed separately, as most will not be of consequence in the adventure. Places of interest are detailed in '*Keepers Information 11.*'

Arkham Sanatorium is open to visitors between the hours of 10am and 6pm. At other times, Investigators will be asked to come back or make an appointment. Possible approaches the Investigators might use are detailed below:

Asking to see Howard Folkman:

Howard Folkman will do a runner as soon as he emerges from the main rotunda, attempting to flee through the kitchens and laundry and out across the Sanatorium grounds.

If the Investigators pursue and capture him, Dr Ziberi will appear flanked by Venwood and Jackson, and demand to know what is going on, saying she is prepared to call the police.

Go to 'Exposing Howard Folkman' for what happens next.

Asking to see one of the doctors:

Doctor Sapperstein will arrive at the reception, and will generally be quite helpful, more so if one of the Investigators is female. If Howard Folkman is asked for, Sapperstein will enquire why the Investigators wish to see him. Sapperstein will be outraged if it is suggested that the sanatorium is involved in some kind of kidnapping scheme, and will immediately call for Dr Ziberi, as well as paging Folkman to the front desk (see above for what Folkman does when he arrives).

**KEEPERS INFORMATION 11:
Arkham Sanatorium floor plans**

Ground Floor:

1. Entrance

Reinforced glass doors that open as approached. Can be locked from Reception (2).

2. Reception

To enter the building, visitors must first visit the reception office, which is manned 24 hours a day by a security guard. Visitors are checked against the appointments calendar, and logged in/out. All visitors must wear visitor nametags, and must pass through a security scanner that detects firearms and other weapons. No weapons are allowed inside the sanatorium, for obvious reasons.

Occupants: 1x security guard

2. Dispensary

Outpatients can pick up prescriptions from here.

Occupants: There is always a nurse or an orderly on duty here during daytime hours.

4. Waiting area

2x waiting rooms for visitors. There are comfy chairs, a magazine rack, drinks and snacks machine, a portal that usually shows bland infomercials and promotional videos for various pharmaceutical companies.

Occupants: During visiting hours there will be 2d4 visitors in here, waiting to be called in to see their relatives.

5. Rotunda

Large open hall, two sweeping staircases disappear upstairs. There is an elevator flanking each staircase, and a corridor leads underneath the staircases into the north wing. To access the patient wings, a pass-key is needed (carried by authorised staff members).

6. Elevator

Both elevators go to the first floor and basement, but a pass-key is needed.

7. Study rooms

Used by medical students on work placement to do any research/coursework.

8. Bathroom

9. IT Room

Requiring a pass-code to enter, this room contains a suite of desktop computers from where onsite network administration can be performed. The sanatorium outsource their IT needs and as a result this room is usually empty.

Occupants: None.

10. Staff room

Used by the kitchen and admin staff for smoke breaks, the staff room has a small Portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

Occupants: During office hours there is a 35% chance that a kitchen porter or member of admin staff will be taking a break in here.

11. Service elevator

The service elevator goes to the first floor and basement, but a pass-key is needed.

12. Kitchens

The kitchens serve hot meals to the staff and patients. There are 4 catering staff, two porters and two cooks, who only work office hours.

Occupants: During office hours there is a 55% chance that a kitchen porter or cook will be in here.

13. Store rooms

The store rooms are full of extra bed-linen, spare uniforms for the catering staff, nurses and orderlies, office supplies etc.

14. Laundry

15. Minimum security wing

Arkham sanatorium has facilities for 29 minimum security patients. The entrance to the minimum security wing is not generally kept locked, but is watched by an orderly 24 hours a day. The patient rooms themselves are simple but comfortable. Each has a single bed, desk, table, storage space, a tv portal and a window. The patients are not kept locked in their rooms unless there is a specific reason to.

Occupants: There are currently 16 patients staying in the minimum security wing. There is a 50% chance of meeting one of the nurses or orderlies doing rounds.

16. Patients common room

Used by the patients during the day, each common room has a small tv portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

Occupants: During office hours there is a 35% chance that 1d3 patients will be in here.

17. Nurses station

This is where the nurses take breaks during their shifts. There are lockers, a table and chairs, coffee-pot etc.

Occupants: There is a 35% chance that a nurse will be in here.

18. Treatment room

This is where patients undergo treatment, be it single or group therapy, or (in the higher security wings) something more serious, like drug treatments.

19. Dining room

Communal dining area where low-risk patients eat together.

20. Medium security wing

This wing of the sanatorium can house up to 21 medium risk patients. Access into and out of the wing is restricted to those carrying the correct code key, and the doors can be locked/unlocked from security control (25) in the event of an emergency. The patient rooms themselves are simple but comfortable. Each has a single bed, desk, table, storage space, a tv portal and a window. The patients are generally kept locked in their rooms at night, and allowed out at designated times during the day.

Occupants: There are currently 11 patients in the medium security wing. There is a constant presence of nurses and orderlies.

21. Orderlies station

Similar to the nurses' station (17) but for orderlies.

Occupants: There is a 35% chance that an orderly will be in here.

22. Maximum security wing

This wing of the sanatorium can house up to 8 high risk patients. Access into and out of the wing is restricted to those carrying the correct code key, and the doors can be locked/unlocked from security control (25) in the event of an emergency. All orderlies and nurses assigned to this wing carry personal attack alarms, stun sticks and/or tasers. The patient rooms are kept locked at all times. They can only be opened from the outside, and have a small, reinforced glass window in them. The rooms themselves are padded (no sharp edges), and have a single bed in each (secured to the floor) plus whatever else the doctors have allowed.

Occupants: There is currently only 1 patient in the maximum security wing: Michael Harper.

23. Michael Harper's room

This is the location of the missing CIS agent Michael Harper. See 'The Investigation 15' for full details.

Basement:

24. Open hall

25. Security room

The security room is manned 24 hours a day. From here, CCTV cameras show the 3 hospital wings, reception, rotunda, IT room, server room, and the interior of each of the 8 maximum security rooms. Cameras on the exterior of the sanatorium also show various views of the grounds.

Occupants: There will always be a security guard on duty here.

26. Pharmacy store

Kept locked, this is where the sanatorium keeps its medical supplies.

27. Server room

Kept locked at all times, this secure room contains the servers that are the heart of the sanatorium computer network. The room has a sophisticated security system, which will trigger

a silent alarm in the security room (25) and at the offsite company which provides the sanatorium's IT needs, should the door be forced. There is also a halon anti-fire system installed.

28. Storage rooms

Old pieces of furniture, boxes of medical sharps awaiting collection etc.

First Floor:

29. Landing

30. Staff apartment: Howard Folkman

This apartment is where Howard Folkman lives during term time. There are two rooms. One is a bedroom / bathroom, the other a lounge / kitchenette.

Search: A thorough search of Folkman's apartment will find the following:

- a. A sizable collection of books on general psychology, including several on hebephrenia, the subject of Folkman's postgraduate specialty.
- b. A laptop computer with files and information relating to the Bloody Tongue website. The computer also contains several digital images of Ariel, in what looks like a padded cell.
- c. A suitcase on the top shelf of the wardrobe contains a hooded yellow and white robe, with what looks like Egyptian hieroglyphics around the hemlines. Within the folded robe is a loaded pistol.

31. Staff apartment: Dr Ziberi

Dr Anila Ziberi lives here. There are two rooms. One is a bedroom / bathroom, the other a lounge / kitchenette.

Search: A thorough search of the apartment will find the following:

- a. Ziberi has a large book collection, covering parapsychology (including several books on altered reality disorders), psychology, Egyptology and the occult.
- b. There is a locked safe in the bedroom, under the bed. A successful *Electronics Security* check will allow it to be opened. Inside are: deeds to a property at a place called 'Lizard Point'; a copy of 'The Legacy of Nephren-Ka' (see below); E\$1000 in cash; an ornate dagger with a silver blade and an Egyptian style pommel.

The Legacy of Nephren-Ka

Written by renowned Egyptologist Professor Crawford Carrington in 2052, this book details a lost period of the history of ancient Egypt.

Also known as the Black Pharaoh, Nephren-Ka was the last Egyptian pharaoh of the Third Dynasty. Nephren-Ka began a worship of Nyarlathotep and birthed the ideas that later gave way to the Starry Wisdom that swept through Egypt and the world. In the course of this worship, he acquired the Shining Trapezohedron from merchants of Khem. Once in his possession, he built a dark temple around it, committing sacrifices to the Haunter of the Dark in exchange for the creature's limitless knowledge. It was this exchange that ultimately brought Nephren-Ka's reign to an end. Such were his deeds that his name was struck from the monuments and other records.

Sanity loss 1D3/1D6; Cthulhu Mythos +5%; Spells: Contact Nyarlathotep; Voice of Ra; Enchant Dagger; Summon/Bind Nightgaunt.

The Dagger:

The dagger is one of a pair of ceremonial blades that are exact copies of an ancient original kept in the British Museum. The other dagger is kept at the secret temple at Lizard Point. Both daggers are magical, having had '*Enchant Sacrificial Dagger*' cast on them. When used by a priest of Nyarlathotep, the blade can be used to drain POW from sacrificial victims, which can then be channelled into a binding object (an altar, perhaps) or into the wielder. The dagger also has the added ability to wound creatures normally immune to mundane weapons.

32. Staff apartment: Dr Sapperstein

Dr Sapperstein has nothing suspicious in his apartment, unless Keepers wish to add items as red herrings to put the Investigators off the scent.

33. Dr Peasbody's office

The office of Dr Peasbody. Dr Peasbody lectures at Miskatonic University, and is rarely at the sanatorium.

34. Dr Wrenn's office

Dr Wrenn spends a lot of his time away from Arkham, but when he is here, this is where he spends most of his time. His office is well furnished in classic style (leather bound chair, large teak desk, towering shelves crammed with books etc).

35. Dr Ziberi's office

Ziberi's office is modern and minimal. There is a desk with a computer on it, bookshelves, a couch and 2 chairs, potted plants etc. She is careful to keep nothing incriminating here.

Anything that could link her to the cult is kept in her safe in her apartment (31).

36. Dr Sapperstein's office

Nothing of interest.

37. Guest rooms

In case relatives of patients need somewhere close by to stay, the sanatorium maintains 4x guestrooms. These are currently unoccupied.

38. Admin offices

Open plan offices, with 2m high partition walls in between desks off the main walkway. The sanatorium has 4x permanent admin staff, who are nominally assigned to each of the for resident doctors. The sanatorium regularly hires admin staff from a Boston temp agency.

39. Staff room

Used by the admin staff for smoke breaks, the staff room has a small tv-portal, drinks and snacks dispenser, a table and about a dozen chairs of various shapes and sizes.

40. Meeting room

Used for staff meetings.

41. Bathroom

KEEPERS INFORMATION 12:

Exposing Howard Folkman

See 'Keepers Information 10' for details on how Howard Folkman will react to being questioned about his involvement in the kidnappings.

Dr Ziberi will act shocked and outraged at the Investigators accusations against Folkman, but if presented with evidence, will engage in a dangerous game of bluff. She will immediately place Folkman in the 'custody' of one of the sanatorium security guards, Venwood, and if the Investigators make it know that they have information regarding the patient records of the John Doe in the high security wing, she will invite them up to her office to investigate further. Venwood will bring Folkman.

Once in her office, Ziberi will offer the Investigators refreshments (tea, coffee?) while she calls up the patient database on her computer.

There is indeed a John Doe, signed in by Dr Sapperstein, currently in room H7 in the high security wing. Ziberi will immediately call for

some orderlies to meet her at room H7, and for Dr Sapperstein to meet her in the rotunda.

Around now, the potent drug that Dr Ziberi put in the Investigators drinks should start to take effect.

Roll Investigators CON vs a POT of 20. Any who fail are unconscious for 1d4 hours. Success means that they are groggy and uncoordinated for 1d10 MR (skills reduced to half).

If any Investigators refused to take a drink, Ziberi will be forced to use her *Breath Of Hypnos* spell. As Ziberi talks about how she is outraged at Folkman's actions, Investigators will grow mesmerized by her words. Failure of a MP vs MP check against Ziberi results in the Investigator falling into a deep sleep.

Any hardy Investigators left standing must now confront Venwood and Folkman, who are joined by two orderlies, Jackson and Style, wielding stun batons.

If threatened, Ziberi will use her *Vanish* spell to escape.

Darkness will engulf the Investigators...

THE INVESTIGATION 14:

Guests of the sanatorium

Give each of the Investigators the following information on a printed out slip of paper:

You awake groggy, with a dull headache, staring at the ceiling of a small, padded room, about 3m square. Trying to stand up, you find you are strapped into an orange straight-jacket, and still dizzy.

The room is bare. A heavy door with a small window looks out into a dark corridor, lined with similar doors. A small, barred window near the ceiling opposite the door lets in a shaft of moonlight.

The Investigators should have no idea how long they have been unconscious. If any of them starts shouting, allow the others to make a *Listen* check. Success indicates they can hear the shouts.

Let the Investigators stew for a while. Trying to escape from a straight-jacket is a very difficult task. None of the Investigators are escapologists, but allow them a DEXx1%

chance if you are feeling generous. To use strength to escape the straight-jacket is even more difficult. Roll STR vs 25.

Even if an Investigator escapes from his straight-jacket, the door is reinforced, and has no lock on the inside.

THE INVESTIGATION 15: Rescue

Melina Jones arrives:

Suddenly, one of the rooms containing the Investigators will unlock from the outside and open. A pretty dark-skinned woman in a police style jumpsuit will appear in the doorway, holding a pistol.

Moving into the room, the woman will begin freeing the Investigator, speaking as she does so.

“I know who you are. You are investigating the disappearance of 3 hackers, Zeph, AKA Nelson Reeves, Charli AKA Marty Dale, and Ariel, AKA Monica Kostowicz. I have been following your investigation ever since you arrived in the UA. My name is Melina Jones, and I think we can help each other.”

Melina Jones will free each Investigator in turn, then open room H7. In the corridor outside the rooms, is the unconscious body of one of the orderlies (not Jackson or Styles).

The Investigators will probably want to know who Melina Jones is, and why she is helping them. She will tell them the following:

“I work for the Internal Security Division of Hallidor Corporation. Six months ago, my employers were victims of a data heist. The Tree of Life group was a front set up by my team to first investigate, and then to try and set up the people we suspected of conducting the heist.

When the same hackers attacked Cenargo Corp, my employers pulled the plug on my operation. If Cenargo found out we were trying to hire the hackers via a front company, well, you can guess what conclusions they may come to.

I had been following up a couple of leads on my own, including one of their agents, a Michael Harper, but the trail went cold in Boston. When you arrived asking the same questions I had, I decided to keep myself informed of your whereabouts. When you didn't return from the sanatorium, and then Dr Ziberi left, I came to investigate.”

Concerning Michael Harper:

Michael Harper lies in room H7, drugged up to the eyeballs. He has been kept in this state since he arrived at the sanatorium on 28 June, looking for Ariel/Monica Kostowicz.

It will take up to 72 hours for his meds to wear off. In the meantime, all he can do is drool and say ‘Harper’ or ‘Ziberi’.

Escape:

Melina will suggest that they leave the sanatorium before one of the staff discovers signs of a break-in and calls the police.

If the Investigators insist on looking around, perhaps for a hint as to where Dr Ziberi and her colleagues have disappeared to, or to locate their missing personal effects (which are in Ziberi's office, in bin liners, ready to be disposed of) see ‘Keepers Information 11’ for the key to the floor plans. If they encounter any security guards, use the stats for Venwood. The guards will call the Arkham Police.

Where to now?

If the Investigators searched Dr Ziberi's apartments, they may have found the deeds to the house at Lizard Point. If not, perhaps Melina has information regarding this.

A quick check on local maps will reveal that Lizard Point is a headland on the Atlantic side of Massachusetts Bay, out past the town of Gloucester.

KEEPERS INFORMATION 13: Lizard Point

See *Keepers Maps 4-5*. Lizard Point, also known as ‘The Lizard’, is the name of the isolated stretch of forested headland at the top of the peninsula that forms the Atlantic side of Gloucester Harbour. The headland gets its name from the coloured veining of the cliffs that forms remarkable serpentine-like patterns.

The cliff scenery is magnificent and attracts many visitors during the summer months. The Atlantic coast is fretted into many small bays, caves pierce the cliffs in some areas, and bold isolated rocks fringe the shoreline. Notable places of interest include the Dragon's Den – a chasm formed by the collapse of a sea-cave in 2147; the Stags – a dangerous reef stretching eastward from the point; and Penance Cove – a natural funnel in which air is compressed by the waves to be violently ejected as foam at high tide.

Because of the dangerous reef, there is a lighthouse atop Blake's Island.

Lizard Point is a conservation area, and is uninhabited save for several large houses – holiday homes mainly, each set back in its own grounds.

KEEPERS INFORMATION 14: The house at Lizard Point

The house that Dr Ziberi owns at Lizard Point lies at the top of Fort Hill Avenue (number 8), a narrow, winding road overshadowed by pine forest that leads SE from Eastern Point Blvd (the main road running up the peninsula from East Gloucester).

No map is provided, though a Keeper should easily be able to sketch something with the information provided here.

It is up to the Investigators how they proceed here. If Melina Jones is with them, she will be against calling the local police, as without hard evidence or a warrant, there is little that they will be able to do beyond knocking on the door and walking around the property. Melina could try to pull some strings, but it will still take hours before the warrant is issued, and during that time Ariel could be in danger.

The Perimeter:

Around the grounds of 8 Fort Hill Avenue is a 2.5m high stone wall topped with anti-intruder paint and security lights. The gates are securely locked, and there is an intercom system on the gatepost, which no one will answer if pressed.

The perimeter walls completely surround the grounds, including on its seaward side, though here it is replaced by concrete posts and a steel mesh fence.

From outside the gates, the house itself can just be made out, through the foliage, about 30m up the gravel drive. A successful *Spot Hidden* roll will mean several cars can just be made out through the greenery.

The Grounds:

Trees block any view of the house from the road. Beyond the trees, a gravel driveway leads across open, overgrown lawns to the house. The grounds are roughly 1km square.

The gates and overgrown lawns surrounding the house are watched from inside the house

on CCTV, and any Investigators crossing this area have a 35% chance of being spotted by one of the guards inside the house.

There are several cars parked around the back of the house. If the Investigators think to write down the number plate details, they will be able to hand this information to Melina or to the police.

The House:

The house itself is a 'Huf Haus' style building, kind of a cross between Bauhaus and an oversized skiing chalet. All the windows and doors are locked. In addition, the windows are tinted so that it is impossible to see in.

I have not included a floor plan or a room by room breakdown of the house. Unless otherwise detailed, all furniture is covered in dust sheets, and there are boxed up items (kitchen stuff, books etc). The following locations, however, must be included in the floor plans, as they are important (and in some cases integral) to the adventure.

The Kitchen

Despite the rest of the ground and first floor seeming deserted, there are signs in the kitchen that someone has been here recently. A coffee maker is plugged in, and there are cups, sachets of coffee, sugar etc. There is also a dirty ashtray, and a deck of holocards.

The Attic:

Steps lead up to a trapdoor in the ceiling. It appears to either be stuck, or locked from the other side. It is in fact bolted from above, so the Investigators will not be able to pick any lock to gain entry. To force the trapdoor from below requires the Investigator to match STR vs 20 (because of the difficult position).

Inside the attic is Venwood, who is currently assigned to watching the CCTV suite that monitors the grounds of the house for signs of intruders. Venwood will be ready for any Investigators entering the attic, behind the trapdoor armed with TASER pistol.

If Venwood sees the Investigators approaching the house, he will immediately try to contact Ziberi. Unfortunately, Ziberi is in the secret temple below the house, and has left her link in another chamber, and will not hear the call. Venwood may decide to head down to the temple, this is up to the Keeper.

If captured he will refuse to divulge the location of Ziberi unless physically assaulted, in which

case he will reveal the location of the hidden passageway in the basement.

The Basement:

The basement is reached via a trapdoor in the floor of one of the rooms (probably the kitchen). It is dusty, and appeared unused. A *Spot Hidden* roll will reveal that there are recent footprints in the dust that carpets the stone floor. They appear to head to and from the stairs to a stack of crates against the north wall, all labelled 'Patten Institute'. Closer examination reveals that the crates are not real - they are an elaborately constructed façade, that slide along the wall when a hidden catch is released (*Search* roll).

Behind the crates is an brickwork arch, through which are a set of 6' wide steps leading down into darkness.

The Secret Stairs:

Lit by dim electric lights at intervals, the stone stairs appear to be cut from the rock of Lizard Point itself. After about 10m the stairs turn sharply to the west, proceed for another 5m then turn sharply south. The walls are now covered in damp green slime, and there is a briny smell in the air.

The Cavern:

After descending another 10m, the stairs open out into a subterranean chamber. The chamber is lit like the stairs, and there are more crates stacked in here, as well as tools lying around. At the southern end of the cavern is the entrance to the secret temple.

KEEPERS INFORMATION 15:

The Secret Temple to Nyarlathotep

The house at 8 Fort Hill Avenue has been in the possession of the Bloody Tongue cult for over a century. Below the house is a huge, natural cavern, in which the cult have built a replica Egyptian temple to Nyarlathotep. The temple looks constructed out of stone, but on closer examination will be revealed to be wood and plastic composites.

Conventions

All chambers are lit with ornate brass light fixtures, crafted to resemble archaic lanterns. The lighting emitted resembles torchlight, low, and creating many shadows. All rooms are 5m high. See *Keepers Map 6*.

1. The Entrance

An elaborate stone entrance in the southern wall of the cavern. It is trapezoidal in shape, and obviously Egyptian in design, flanked by black and gold statues of Jackal-headed men bearing ornate staffs. A *History* roll will identify the figures as Anubis, the Egyptian God. Beyond the entrance is a 3m wide tunnel of rough-hewn stone blocks, lit at intervals by ornate lanterns.

Listen: From somewhere within the entrance, chanting can be heard.

Occupants: None.

2. Chamber of Absolution

After 10m, the entrance tunnel opens out into a chamber 10m wide, 5m high and 6m across. The walls are covered in hieroglyphics. The far (south) wall is actually a row of square pillars, 1m apart, with another room beyond. In the centre of the floor are two square fonts, 1m high, each filled with fresh water.

Occupants: None.

3. Chapel of Nephren-Ka

Beyond a second set of square pillars lies the Chapel of Nephren-Ka. 10m wide and 20m deep, lit by ornate brass light fixtures, at the southern end of the chapel, in front of a 10m wide flight of stone steps, is a 4m high statue of black onyx, depicting a pharaoh on a throne.

Spot Hidden: In the shadows of the east wall is a small opening, 1m wide and 2m high. It leads into a dark chamber, 6m long and 2m wide, with another 1m wide entrance in the centre of the east wall, from which light comes.

Occupants: None.

4. Robing Chamber

This is where the cultists don their ceremonial robes over their normal clothing. 3m wide and 5m deep, the east wall is made up of a row of square pillars, each 0.5m wide. Along the north and south walls are rows of pegs, most of which are empty. A solitary set of white robes, edged with gold, hangs on one of the pegs.

Occupants: A Priest, in black robes edged with gold, is in here, with a white robed Acolyte. They have been arguing, and are late for the ceremony. They will be surprised by the Investigators, unless the Investigators have made a lot of noise. Cursing, the Priest will push the Acolyte (a goth girl, about 17 years old) through the pillars at the east end of the chamber, shouting for her to raise the alarm, while grabbing a curved ceremonial looking sword from beneath his robes.

Search: There is a small antechamber beyond the pillars, 1.5m wide and 5m deep, with 1m

wide tunnels heading out of the north and south walls.

5. Meditation Chamber

3m wide and 2m deep, this room is used by priests seeking a moment of solitude before and after ceremonies.

Occupants: None.

6. Outer Temple

10m wide and 6m deep, with a 5m wide set of steps starting in the centre of the chamber and disappearing down through a trapezoidal opening. The opening is flanking by statues of Anubis, like the entrance (1).

Listen: The chanting is much louder here, seeming to come from down the stairs

Occupants: None.

7. Cells

1m square alcoves in the walls of the tunnel here have metal grates in their floors. Each grate is locked with a heavy metal padlock and chain. A *Devise* roll is required to pick the locks, or a STR roll vs 20 to break the lock open with sheer force.

Occupants: One of the cells contains Charli, aka Marty Dale. He is dirty, hasn't eaten in several days, and scared and confused. Last thing he remembers is going to sleep after watching the *Chaos Iteration*. After that he has vague memories of a dream involving him on a highway, hitching, then something about Egypt. Charli is due to be a sacrifice if the Investigators don't rescue him.

8. Inner Temple

10m wide and 20m deep, with two rows of 1m wide, square pillars at it's north end, the inner temple resembles an Egyptian 3rd Dynasty temple perfectly. At it's southern end is a raised platform, 5m square, dominating which is a huge statue that towers almost to the ceiling, which is 8m high in here. It is a black and gold statue of a handsome, young Egyptian man dressed in regal apparel. This is Nyarlathotep, in his guise as the Dark Man. In front of the statue is an open stone sarcophagus, it's lid propped up against the statue.

Occupants: When the Investigators enter this chamber, go directly to 'The Investigation 16'.

9. Behind The Statue

Behind the statue, a 1m wide tunnel runs south for 5m before arriving at a 2m square room, with steps leading up to the east and another 1m wide tunnel running west.

Occupants: Depends on outcome of 'The Investigation 16'.

10. Chamber of the High Priestess

The 1m wide stop steps lead up into a 5m square chamber, with a sunken bath at the southern end. Next to the bath is a table, atop which is a pile of items.

Search: This is where Ziberi prepares herself and the sacrifices to Nyarlathotep. On top of the table are some personal effects of Dr Ziberi, including her name tag from the Arkham Sanatorium, and her car-keys. In an ornate wooden box, there are robes for the High Priest – golden robes and a mask resembling Ra, god of the Sun. There is no indication as to who exactly this is. Perhaps he will appear in a future adventure...

Ariel's clothes are in a pile next to the sunken bath.

11. Escape Tunnel

This 1m wide tunnel has two long flights of stone steps down, and runs west for 25m.

12. The Subterranean Dock

The escape tunnel eventually arrives at a wooden dock in a flooded cavern. Moored at the dock is a small motor boat, reached by a 5m long ladder. There is a partially flooded tunnel out of the cavern to the north, which eventually emerges out of the Lizard Point cliffs into the Atlantic.

Occupants: There is an Acolyte here, under orders to have the boat ready at all times, should Ziberi need to make a fast exit. This is also how Ziberi reaches the temple, so that none of the cultists apart from Venwood, Folkman, Styles and Jackson ever see her face.

THE INVESTIGATION 16:

Endgame

When the Investigators arrive at the Inner Temple, the final phase of the ceremony will be in full swing. Cultists in a mixture of white and black hooded robes, numbering maybe 20 in all (17 Acolytes, 3x Priests), stand in a semi circle around the raised platform, chanting an ancient, sinister litany, that booms and echoes around the chamber.

4x black robed figures, priests wearing grotesque Anubis masks, emerge onto the platform from behind the giant statue, carrying aloft a figure dressed like an ancient Egyptian princess – it is Ariel, seemingly in some kind of trance. They are followed by a figure in yellow and brown robes, wearing a mask resembling a lioness - Sekhmet, Goddess of War. This is

Dr Ziberi, high priestess of the Boston Chapter of the Bloody Tongue cult. Amongst the priests on the raised platform are Styles and Jackson. Folkman is amongst the Acolytes on the main temple floor.

If the Investigators continue to watch, the masked priests will lower Ariel into the sarcophagus and step back, flanking the high priestess, who will raise her hands and chant loudly in Egyptian.

Failing To Stop The Ceremony

If the Investigators do not interfere, or spend too long reaching the inner temple (Keeper's discretion), they will witness the arrival of Nyarlathotep. He will be in human form, and will climb into the sarcophagus on top of Ariel, who will seem to snap out of her trance and begin to scream uncontrollably. At this point the lid of the sarcophagus will rise up from where it lies, seemingly of its own volition, and land with a boom, sealing Ariel and Nyarlathotep inside. Ariel's screams will now be muffled. All at once, the screaming stops. Ariel has been taken by Nyarlathotep to be his bride at his cosmic court.

Stopping the Ceremony 1

If the Investigators decided to interfere before Nyarlathotep arrives, chaos will ensue in the temple. At the first sign of gunfire, most of the Acolytes will scatter, screaming and shouting in panic. The high priestess will flee out of sight behind the statue, followed by two of her priests. The other two priests on the platform will draw wickedly curved knives and head for where Ariel lies in the sarcophagus, meaning to kill her.

The priests in the main temple, aided by a few of the Acolytes (more if there is no gunplay), will try to stop the Investigators, pulling a motley assortment of guns and knives.

Ziberi will flee down the escape tunnel to where her boat is waiting, ordering her two priests to stop anyone following her.

Stopping the Ceremony 2

If the Investigators decided to interfere after Nyarlathotep arrives, but before he can reach the sarcophagus, the temple will still dissolve into chaos, but more of the Acolytes will stay to help fight the Investigators. Nyarlathotep, in human form, can be killed, but if this happens his corpse will mutate into the Bloody Tongue, which will destroy the temple and the house above, and consume anyone in his way. Ariel, most of the cultists and the Investigators

themselves stand a good chance of being killed in this outcome.

If Nyarlathotep is killed, Ziberi will flee out of sight behind the statue, followed by her priests. They will head down the escape tunnel to where the boat is waiting.

THE INVESTIGATION 17: Epilogue

If the Investigators manage to rescue Ariel, she will be overcome with emotion, and will hug them all and cry continually. It has been a long ordeal for her, and though she will recover, her sanity will never be the same. The Investigator who is the Computer Specialist will get the most hugs – and kisses if you as a Keeper think it appropriate.

The Investigators will emerge to find police gunships hovering – in all the commotion Melina put in a call to the police.

If Anila Ziberi escapes, this will not be the last the Investigators have heard of her.

Another thing to consider is this: Do the Investigators have a copy of the Chaos Iteration?

Rewards:

Rescuing Ariel earns the Investigators +1d10 SAN each. Stopping the ceremony before Nyarlathotep can be summoned earns an extra 2d6.

The End.

ACKNOWLEDGEMENTS:

'The Prophecies Of Science/The Science Of Prophecy' was taken from a Call of Cthulhu adventure I once read. I can't remember the adventure or author now, if you know please get in touch with the site so I can give credit where credit's due. It may have been by Dr. Michael C. LaBrossiere, who has written many superb CoC adventures, but I can't be sure.

Inspiration for the malicious program The Chaos Iteration comes both from the Chaosium adventure *'Fractal Gods'* and from my own experience of malware through working in the IT industry.

The subterranean temple to Nyarlathotep was inspired by the film *'The Young Sherlock Holmes'*.

Arkham Sanatorium and its staff inspired by the film *'In The Mouth of Madness'* by John Carpenter

**KEEPERS INFORMATION 16:
NPC Statistics**

Dr Anila Ziberi

35 year old parapsychologist. Deputy Administrator of Arkham Sanatorium and High Priestess of the Boston Chapter of the Bloody Tongue cult.

STR:	11	Move: 3	RL: 1/5
CON:	14	HP: 14	LL: 1/5
SIZ:	13	Dex SR: 2	AB: 1/5
INT:	16		CH: 1/6
POW:	19		RA: 1/4
DEX:	16		LA: 1/4
APP:	16		HD: 0/5

Attacks:	SR	A%	DAM
Dagger	7	45	1d4+2
Punch	7	40	1d3

Armour: 1pt clothing, but her 'Skin of Sedefkar' spell gives her an additional 10AP vs kinetic attacks.

Magic: Dominate; Mental Suggestion; Cloud Mind; Enchant Dagger; Bless Blade; Vanish; Voice of Ra; Skin of Sedefkar.

Notes:

Anila Ziberi is a cold, calculating woman, who is quite insane, although she has managed to convince herself she is immune to such effects. If cornered, she will attempt to use her *Dominate* or *Mental Suggestion* spells, coupled with her Voice of Ra (which gives her +1d10APP) if facing male opponents. If the Voice of Ra spell takes her APP above 18, male Investigators much roll POW vs APP or be unable to hurt her.

Dr Clayton Sapperstein

38 year old psychologist.

STR:	09	Move: 3	RL: 1/4
CON:	11	HP: 12	LL: 1/4
SIZ:	13	Dex SR: 3	AB: 1/4
INT:	16		CH: 1/5
POW:	10		RA: 1/3
DEX:	14		LA: 1/3
APP:	10		HD: 0/4

Attacks:	SR	A%	DAM
Punch	7	40	1d3

Armour: 1pt clothing.

Notes:

Dr Sapperstein is a red herring, and shouldn't really become involved too deeply in the adventure.

Dr David Wrenn

54 year old psychologist, Administrator of Arkham Sanatorium.

STR:	09	Move: 3	RL: 1/4
CON:	11	HP: 12	LL: 1/4
SIZ:	14	Dex SR: 2	AB: 1/4
INT:	17		CH: 1/5
POW:	14		RA: 1/3
DEX:	16		LA: 1/3
APP:	14		HD: 0/4

Notes:

Dr will be away in Boston at the time of the adventure, and shouldn't really become involved in the adventure.

Dr Ethan Caine

49 year old professor of languages.

STR:	09	Move: 3	RL: 1/4
CON:	11	HP: 12	LL: 1/4
SIZ:	13	Dex SR: 3	AB: 1/4
INT:	18		CH: 1/5
POW:	16		RA: 1/3
DEX:	12		LA: 1/3
APP:	11		HD: 0/4

Attacks:	SR	A%	DAM
Punch	7	40	1d3

Armour: 1pt clothing.

Magic: Bless Blade; Chant of Thoth; Elder Sign; Powder of Ibn-Ghazi;

Notes:

Publisher of 'Logical Languages: The Underlying Principles Behind Language Development and Evolution', Dr Ethan Caine was known as the leader in his field, up until his breakdown in 2267.

Caine is a good source of occult information for the Investigators while they are in Arkham. He works as a researcher at Miskatonic University, and is an active member of the Wilmarth Foundation (although as yet he will not disclose this information).

Howard Folkman

26 year old deranged hebephrenic psychology postgraduate.

STR:	11	Move: 3	RL: 1/4
CON:	12	HP: 12	LL: 1/4
SIZ:	11	Dex SR: 3	AB: 4/4
INT:	14		CH: 4/5
POW:	14		RA: 1/3
DEX:	09		LA: 1/3
APP:	12		HD: 0/4

Attacks:	SR	A%	DAM
Punch	7	40	1d3

Armour: 1pt clothing. Folkman also wears personal body armour when at the temple.

Magic: Chant of Thoth; Voorish Sign; Dominate

Notes:

Folkman is an Acolyte in the Order of the Bloody Tongue cult. He is paranoid, and carries an automatic pistol.

Styles, Jackson and Venwood

2x Orderlies and 1x Security Guard from Arkham Sanatorium and Priests in the Bloody Tongue Cult.

STR:	14	Move: 3	RL: 1/5
CON:	15	HP: 12	LL: 1/5
SIZ:	14	Dex SR: 2	AB: 4/5
INT:	13		CH: 4/6
POW:	14		RA: 1/4
DEX:	16		LA: 1/4
APP:	09		HD: 0/5

Attacks:	SR	A%	DAM
Punch	7	40	1d3+1d4
Spectral Razor	6	Auto	1d6
Pistol	2/5/9	60	1d10
Shotgun	2/7	70	1d6+3d6 stun

Armour: 1pt clothing. All three also wear personal body armour.

Magic: Dominate; Voorish Sign; Summon/Bind Nightgaunt; Spectral Razor; Wrack.

Notes:

Styles and Jackson are both heavy set white American males. Both have sadistic tendencies and love their role as priests in the cult. Venwood is Afro-American, tall and muscular. None of the three are particularly handsome. Venwood carries a shotgun filled with baton rounds.

Priests of Nyarlathotep

Black and gold robed cultists.

STR:	14	Move: 3	RL: 1/5
CON:	14	HP: 14	LL: 1/5
SIZ:	14	Dex SR: 2	AB: 4/5
INT:	13		CH: 4/6
POW:	14		RA: 1/4
DEX:	16		LA: 1/4
APP:	09		HD: 0/5

Attacks:	SR	A%	DAM
Punch	7	40	1d3
Sword	6	50	1d8+1+1d4
Spectral Razor	6	Auto	1d6
Pistol	2/5/9	60	1d10

Armour: 1pt clothing. All priests also wear personal body armour.

Magic: Dominate; Voorish Sign; Summon/Bind Nightgaunt; Spectral Razor; Wrack.

Notes:

Apart from Styles, Jackson and Venwood, there are 4 other priests in the temple. Three are male, one is female. All are from the Boston area. The Priests of Nyarlathotep will do everything short of sacrificing their lives to defend the high priestess.

Acolytes of Nyarlathotep

White and gold robed cultists.

STR:	12	Move: 3	RL: 1/4
CON:	12	HP: 12	LL: 1/4
SIZ:	11	Dex SR: 3	AB: 1/4
INT:	11		CH: 1/5
POW:	12		RA: 1/3
DEX:	12		LA: 1/3
APP:	11		HD: 0/4

Attacks:	SR	A%	DAM
Punch	7	40	1d3
Knife	7	50	1d4+2
Pistol	2/5/9	60	1d10

Armour: 1pt clothing.

Notes:

The Acolytes are drawn from the ranks of the young and disaffected of Boston. Student dropouts, homeless folk etc. The majority will scatter if threatened with a gun, although one or two might put up a fight. Most will be armed with ceremonial daggers, though one or two will have pistols. There are 19 Acolytes in the temple. 17 in the inner temple, 1 at the secret dock, and 1 in the robing chamber.

Ariel / Monica Kostowicz

24 year old Czech postgraduate student, studying computer security systems in Paris. Lives double life as hacker called Ariel.

STR:	10	Move: 3	RL: 1/4
CON:	13	HP: 12	LL: 1/4
SIZ:	11	Dex SR: 2	AB: 1/4
INT:	16		CH: 1/5
POW:	11		RA: 1/3
DEX:	16		LA: 1/3
APP:	15		HD: 0/4

Armour: 1pt clothing.

Notes: Ariel may become useful as an NPC in later adventures. Keepers are encouraged to generate her character as a Computer Specialist if need be.

Charli / Marty Dale

19 year old American computer science student at NY State university.

STR:	11	Move: 3	RL: 1/4
CON:	10	HP: 11	LL: 1/4
SIZ:	11	Dex SR: 3	AB: 1/4
INT:	14		CH: 1/5
POW:	08		RA: 1/3
DEX:	14		LA: 1/3
APP:	10		HD: 0/4

Armour: 1pt clothing.

Notes: Charli won't be much use to the Investigators, but his stats are given here should he come into harms way.

Zeph / Nelson Reeves

24 year old Canadian computer systems analyst working for small software firm in Boston.

STR:	11	Move: 3	RL: 1/5
CON:	10	HP: 12	LL: 1/5
SIZ:	13	Dex SR: 3	AB: 1/5
INT:	14		CH: 1/6
POW:	08		RA: 1/4
DEX:	14		LA: 1/3
APP:	13		HD: 0/5

Attacks:	SR	A%	DAM
Punch	7	40	1d3
Knife	7	50	1d4+2

Armour: 1pt clothing.

Notes: Zeph is an Acolyte of Nyarlathotep, and will be one of the Acolytes in the temple.

Melina Jones

33 year old Afro-American / Korean woman. Agent of Hallidor Corp Internal Security.

STR:	14	Move: 3	RL: 1/5
CON:	16	HP: 14	LL: 1/5
SIZ:	12	Dex SR: 2	AB: 4/5
INT:	14		CH: 4/6
POW:	10		RA: 1/4
DEX:	16		LA: 1/4
APP:	16		HD: 0/5

Attacks:	SR	A%	DAM
Punch	7	60	1d3+1d4
Pistol	2/5/9	70	1d10

Armour: 1pt clothing. Melina also wears personal body armour.

Notes:

Melina is working on her own on this case, and so cannot call Hallidor in should things go awry. She does have contacts in AmeriPol though, and if evidence of cultist activity is discovered, she will immediately 'call in the cavalry.' As in most Hollywood films though, the police will only arrive after the Investigators have confronted the cultists in the temple.

Michael Harper

Cenargo Internal Security Officer. 34 year old ex-police officer from England.

STR:	14	Move: 3	RL: 1/5
CON:	13	HP: 13	LL: 1/5
SIZ:	15	Dex SR: 3	AB: 1/5
INT:	12		CH: 1/6
POW:	09		RA: 1/4
DEX:	14		LA: 1/3
APP:	13		HD: 0/5

Armour: 1pt clothing.

Notes: Drugged up to the eyeballs, Harper won't be much use to the Investigators, but his stats are given here should he come into harms way.

Nyarlathotep: Human Form

A tall, slim figure with the young face of an antique pharaoh, around who's eyes there lurks the languid sparkle of capricious humour.

STR:	12	Move: 12	RL: 1/5
CON:	19	HP: 15	LL: 1/5
SIZ:	11	Dex SR: 1	AB: 1/5
INT:	86		CH: 1/6
POW:	100		RA: 1/4
DEX:	19		LA: 1/3
APP:	18		HD: 0/5

Attacks: SR A% DAM

Unarmed, but can use any weapon at 100%

Armour: 1pt clothing.

Magic:

Knows all Mythos spells; he can summon monsters at a rate of 1MP per POW pt of the monster. He may summon a Shantak, Hunting Horror or Servitor of the Outer Gods at the cost of a single MP.

SAN Loss: None.

Notes:

If brought to 0HP, Nyarlathotep will collapse, and change form into that of the Bloody Tongue.

Nyarlathotep: The Bloody Tongue

Enormous monster with clawed appendages and a single, long blood-red tentacle in place of a face.

STR:	80	Move: 16	RL: 0/25
CON:	50	HP: 70	LL: 0/25
SIZ:	90	Dex SR: 1	AB: 0/25
INT:	86		CH: 0/35
POW:	100		RA: 0/20
DEX:	19		LA: 0/20
APP:	-		HD: 0/25

Attacks: SR A% DAM

Claw	6	85%	10d6+10d6
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Armour: None.

Magic:

Knows all Mythos spells; he can summon monsters at a rate of 1MP per POW pt of the monster. He may summon a Shantak, Hunting Horror or Servitor of the Outer Gods at the cost of a single MP.

SAN Loss: 1d10/1d100.

Notes:

In this form, Nyarlathotep will only attack those who attack him. Instead he will smash his way up through the rock, destroying the temple and the house above in the process, before disappearing into interstellar space.