

# Brave New World

Nocturnum: The Pittsburgh Chronicles season 4 premiere  
by Jason Vey

## QUICK SYNOPSIS

Anita returns to Pittsburgh just in time to leap back into the fight against evil, when the remnants of the Church of Revelations seek retribution for their defeat last season. During their battle, the Cast learns that the Church seems to be targeting Cyan and the unborn children. A leader of the cult, during their showdown with the cult, threatens John with the souls of his wife and children, then leaps through a portal that seems to lead to Market Square. John follows (even if he has to be railroaded) and finds himself thrown 20 years into the future, where things in Pittsburgh have taken a horrific turn for the worse...

## CUT SCENE

*A clawed, scaly hand emerged from the brown monk's robes to casually roll a ball of crystal between its fingers. The room, which was the very picture of anachronism, was lit by flickering candles and lanterns. Gregorian chants played from a small, hidden CD player in the corner, bouncing off the stone walls with an eerie echo.*

*He was impatient; one would think that after thousands of years, patience would be a virtue long ago learned, but he'd never been one for long-term scheming, plotting, and planning. But he was getting better. He was learning, at long last.*

*He held the crystal ball up between his thumb and fingers and twirled it in the candlelight. It started as a slow twisting between his fingers, then morphed into something else, an elegant kind of juggling that saw the ball rolling back and forth over his swaying hand, then smoothly shifting from one hand to the other and back, while he watched it throw arcs of light around the room and hummed a tune to himself that was discordant with the ominous chants filling the room.*

*The door swung open and a robed cultist entered. "My lord," he said, "I think everything is in readiness."*

*"You think?" he whispered. "Jeremy, you were not put upon this earth to think. I want to know that everything is in readiness. That fool Collins left things*

*a mess last year, and it's high time we picked up the pieces, don't you think?"*

*"Yes, my master."*

*"Splendid. And I'm certain you'll agree that in order to do that, and to take back what is rightfully ours, we need to be certain down to the last, miniscule detail, that all is in place."*

*The priest rolled the crystal ball a bit faster, and the light seemed magnified, hypnotic. Jeremy felt he could look at that light forever, but knew that to do so was death. Instead, he concentrated on the implication of the monk's words, that he needed to be far more certain than was implied by "I think." Before they could move, he had to know. And the master had to be confident that Jeremy knew.*

*Instead of arguing or looking at that light, Jeremy simply said, "Yes, my master," and turned to go.*

*"Do you like poetry, Jeremy?" the demon-monk murmured.*

*"I'm sorry, master?"*

*The crystal globe did a little hop in the air. It hung there for a few seconds, suspended by some unseen force, before it came down and rolled down the master's hand like a natural incline. "Poetry, Jeremy. You know, couplets and rhymes and sonnets. Poetry. Do you like it?"*

*"I haven't read much, to be honest."*

*"I am a fan of Lewis Carroll, myself," the master said. He popped the ball in the air again, snapped his fingers, and the globe multiplied into two dancing globes of light, which rolled in turn across his hands. "I've just discovered his writings, having not been on this world long. You do know who Lewis Carroll is, don't you?"*

*"Alice in Wonderland, and Through the Looking Glass," Jeremy replied.*

*"Yes. Did you know he was one of the prime suspects in the Jack the Ripper Killings?"*

*"No, my lord," Jeremy stammered, wondering what this had to do with their operation.*

*The monk gave a curious half-smile and continued. "Just a bit of trivia; he wasn't the Ripper, as it turns out. It's his poetry that's far more interesting. 'The time has come, the walrus said, to speak of many things. Of shoes and ships and sealing wax. Of cabbages and kings. Of why the sea is boiling hot, and whether pigs have wings.'"*

*"I'm afraid I don't understand, my lord."*

*The master smiled a horrible smile. He flipped his hands over, so that the globes rolled into his palms, clapped his hands together, and there was one crystal again, rolling over the backs of his hands. "You will, Jeremy. In*

*time, you will. Now prattle off and triple-check for me that everything is ready."*

*"Yes, Lord," Jeremy said, and left the room.*

*The entire time, the monk's juggling had never stopped. He kept it going even now, as he lay back and smiled to himself, eyes closed, meditating on the days to come and chanting quietly to himself.*

*"Beware the Jabberwock, my son. The jaws that bite, the claws that catch. Beware the Jub-Jub Bird, and shun... the frumious Bandersnatch."*

*As he finished his rhyme, he began to giggle, and the giggle became raucous, guffawing laughter that echoed throughout the halls, and sent shivers up the spine of every cultist in the building. Thousands of years were more than enough to rock one's sanity, after all...*

## ACT ONE: INTRODUCTION

### RUNDOWN

The Cast reunites. The cult makes its presence known. Research points to the remnants of the Church of Revelations, and they seem to be after something more specific than simple revenge.

### ACTION

**Reunion Day:** The date is April 14, 2006. John and Cyan (a very pregnant Cyan) arrive at the Hive with news that Drake is flying into town that afternoon. As they get there, Dana, looking worried, says, "You'd better get upstairs, John. There's a problem. Someone went into Anita's office last night. The door was wide open this morning; Klaus is in there now, trying to get sorted out."

Going upstairs, John and Cyan will discover that someone was indeed in Anita's office: Anita, and she's still there, now. There's a sign on the door in bold letters that reads, "BLAKE INVESTIGATIONS OPEN FOR BUSINESS," and Anita sits with her feet up on the desk, sipping coffee and reading the morning paper. Klaus is there as well, grinning.

Chances are, playing out the reunion will take some time. Anita has to re-unite not only with the Cast, but with notable NPC's such as Sandra and Carrie as well, and

they need to pick Drake up from the airport. This is where the Cast shines, and is a prime opportunity for them to get back into character. Let them go until they start to slow down, then move on to the next step.

**The Job:** At some point the day after Drake (and perhaps Walter) arrive in town, Joe shows up at the Hive. He'll be surprised and gratified to see Anita, having not realized Blake Investigations was open again. He'd hoped to convince John and Klaus to help him out on an investigation. Joe's character has altered since last season; after the events of the season finale he spent several months in Western Psychiatric, recovering, then a few more months in outpatient therapy before the P.D. let him back on the job. But the police force takes the supernatural much more seriously, now, even if they don't admit that publicly. Joe is now heading up a special unit on supernatural investigations (SUSI), and he considers the Cast his primary contacts and (freelance) agents. This provides them some degree of leniency, but also still requires a measure of discretion because the general public still refuses to believe in the supernatural, even after live news footage of vampire killings and demon incursions aired. Most people think it's a *War of the Worlds*-level hoax and just can't accept the existence of demons, vampires,

and other supernatural creatures. Even still, the streets are quieter at night, these days.

When Joe finds out that Anita has just returned to town, he's apologetic, but asks for their help on a case. A new series of ritualistic murders has popped up in the city, and it smacks of the supernatural. The killers have left more clues each time as to their identity, and things have gotten steadily more and more out of hand.

The victims, as is all too often the case in occult slayings, have been children. In this case, twins. Or rather, every other slaying has been twins. The even-numbered ones, as it were, have been the mothers. The M.O. seems to be that the mother and children are abducted, the children are abused and slain, and the mother then found slain three days later. There have been three sets of slayings thus far. After the first mother was found, the initials 'V.F.A.C.3' were found at the crime scene in blood. At the second mother's slaying, the phrase, "Know the Gate. Be the Gate. The Key and the Guardian of the Gate, past, present, and future, all are one," was cut into the mother's flesh. A successful Intelligence + Mythos roll reveals some information about this phrase:

**1 Success:** this is a reference from the *Necronomicon* to the Great Old One, Yog-Sothoth.

**2 Successes:** The exact phrase from the book is, "Yog-Sothoth knows the gate. Yog Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, and future, all are one in Yog-Sothoth."

**3 Successes:** the full passage from the *Necronomicon* is available (the success allows the Cast Member to locate it in the book). See *handouts*.

**4 or more Successes:** Yog-Sothoth is associated with the gates between dimensions both physical and temporal.

Things got completely out of hand at the third set of murders. This time the cultists killed all three at once, and when police arrived to investigate the scene, there was a tripwire set up, which triggered a reel-to-reel recording of an incantation in some ancient language. Before the police could react to shut it off, all three dead bodies leapt to life, screaming "We'll swallow your souls!" and tore into the investigators. Joe and one other cop survived; the other cop was a uniform who already had a shotgun handy. Joe ran to get his own, and they re-killed all three of the victims. The uniformed cop is currently gibbering incoherently in Mayview State Hospital.

All three had a distinguishing mark appear on the palm of their left hand...the mark of Leviathan. Joe believes this is some kind of revenge scheme by the CoR, or someone else is trying to set the CoR up to take the fall for something big.

He will not allow the Cast to listen to the tape; the police tried to analyze it in the lab, and the technicians were both possessed by the same chthonic entities that inhabited the dead bodies of the victims. They had to be killed as well. Joe's not willing to allow the tape to be played aloud again. There is a partial transliteration that Klaus, with a successful Intelligence + Crypto-linguistics roll, will recognize as a sort of proto-Sumerian dialect. Klaus will also know that reading it aloud, even in this partial form, would be Bad with a capitol "B."

**The Crime Scenes:** Joe will be glad to take the Cast to investigate the crime scenes, but there's not much to be seen there; the police have been thorough in their investigation. If Anita uses her necromancy to detect or try to contact the spirits of the dead, have her make a Willpower (not Doubled) roll at -2 to avoid collapsing in shock and sorrow, as she realizes that these spirits have indeed been destroyed.

At least one of the crime scenes has a surprise left behind: in anticipation of the Cast's involvement, three Deadites, and three blind, knife-wielding cultists (use *Bringer* stats) attack from the shadows. The cultists are blind, but have the ability to fight while blinded, and have had their tongues cut out (just like Bringers). Questioning them via Necromancy doesn't yield much information: they don't know their master's name. They call him "The Faceless One," and know that he has promised vengeance for their defeat at the hands of the Cast a year earlier. One of the spirits ominously threatens Cyan and her children, saying they will be the final sacrifice.

## TROUBLESHOOTING

**The Mad Cop:** The Cast may decide to go talk to the mad cop at Mayview. He doesn't have much in the way of useful information; he's a red herring. Have him gibber madly and cause a stink that gets the Cast expelled from the hospital. Or, if the Cast can't figure out "V.F.A.C.3," have the cop, as they get thrown out, hiss, "Collinsssssss....yessssss.... Vengeance...." Possibly turn him into a Deadite, just for kicks.

**They read what!?** The cast may be foolish enough to read the transliteration aloud. This results in random patrons (and possibly a named NPC or two) getting possessed by Deadites, who sense they can't perpetrate violence inside

the Hive, so they run outside and attack people in the streets. The only way to stop 'em is to kill 'em, since the Cast doesn't have the *Mortuorum Demonto*.

## ACT TWO: COMPLICATION

### RUNDOWN

An encounter with some vampires and other demonic nasties leaves Cyan with late-term prenatal problems. The revelation comes down that the CoR is after John and Cyan's unborn children for some nefarious purpose. They also seem to have a new, charismatic, powerful, and mysterious leader who somehow knows all about the Cast...

### ACTION

**Don't Let the Bed Bugs Bite:** Bad guys love nighttime attacks, and these ones are no different. Their methods, however, are. That evening, as the Cast sleeps, they all experience a sudden sense of vertigo that jars them awake, with a splitting headache, nausea and dizziness. Everyone who fails a Constitution (Not Doubled) roll will be at -2 to all actions this scene as they fight off the effects. Allow Anita an Intelligence + Necromancy roll to determine that their souls have all just been sucked out of their bodies for a few seconds (well, she'll only know what happened to her but will put the pieces together later). At just that moment, windows break and vampires burst through the windows, their need for an invitation revoked by the cast's sudden and temporary "death." Along with the vampires are cultists. Their agenda is to kill the Cast and kidnap Cyan. Failing this, one of them will punch her in the stomach, resulting in a need to get her to the hospital, stat. An Intelligence + Occultism roll will reveal that using magic of any kind (even healing) on herself while pregnant could seriously endanger the children, and she's far better off trusting to conventional medicine to deal with the problem.

This oughtta send SOMEONE off the deep end. And they know where the local CoR branch is: on the South Side, in the old St. Vladimir's church (If no one thinks of this, an Intelligence + Notice or Intelligence (Doubled) roll will call it to mind). Going there, however, reveals an empty building...albeit an empty building that looks like it was

vacated in a hurry. The stink of Taint still lingers in the place when the Cast enters, and of course the CoR didn't leave them without a goodbye present.

As they enter, the Cast hears a quiet chanting coming from the sanctuary. With an Intelligence + Crypto-Linguistics roll, Klaus will recognize the chant as the same one that was written in fragments by the dead cops. In the sanctuary itself, 3 Byakhee and 1 Shantak roost in the shadowy rafters, and five deadites wait hiding among the pews. The offices are on the other side of the sanctuary and the Cast must go through to get there.

Hidden in the office (Perception + Notice to search) are the names of several demonic contacts that John and Anita will recognize as snitches in the demon underworld. The right snitch asked the right questions might be able to shed some light on this situation. Unfortunately, most of the snitches they track down don't know anything, and will be surprised to learn that the church building is empty. These are just guys who track down minor talismans, provide rumors and information, maybe score some extra-dimensional recreational chemicals...

**The Snitch:** As it turns out, however, a parasite demon named Louie heard through the grapevine that the CoR is out for revenge for what the Cast did to Alan last year, and that they've got a new leader, some powerful faceless monk that spouts nonsense poetry all the time. This guy wants Cyan and the kids for some reason (Louie doesn't know why, just that they're supposed to be special) and these murders were all like practice for what they're going to do to her. Louie heard they're holed up underneath City Books on the South Side, but that the shopkeeper there is or has some kind of badass demon guard. An Intelligence + Crime or Influence roll reveals that Louie can't be trusted to keep a secret (he's a snitch, after all) but his information is known to be generally reliable; he has his own twisted code of ethics, or as he puts it, "set too many people up and you start to lose business." Louie's stats should be identical

to those of Merl (*Angel*, p. 181). Louie has also heard that the CoR is planning some ritual to tear open the Hellmouth tomorrow at midnight. It's a powerful spell, one that they'll cast right from their sub-basement, and that will rip asunder both gateways (Point State Park and Panther Hollow) simultaneously.

### TROUBLESHOOTING

If the Cast doesn't go after the CoR, and/or consequently doesn't go looking for snitches, either Louie can come looking for them (he likes the city as-is and has no desire to see the Hellmouths torn open) or Silas can put in an appearance, telling them that the killings and signs point to something big on the horizon, and that he suspects Cyan might be a major target. He's not privy to many rumors these days, but the CoR might know something, or one of a number of demonic snitches might have more info.

## ACT THREE: CLIMAX

### RUNDOWN

Our heroes track the cult down to a sub-basement beneath City Books, where they battle their way into the inner sanctum to put down the CoR once and for all. But the CoR is never one to go away that easily, and the mysterious villain appears to steal Cyan's soul and the souls of the children, before leaping through a portal to Market Square. John either follows or gets sucked through...

### ACTION

The Cast have been to City Books before, on an errand for Alan, before he was revealed as the Black Wizard. This time when they arrive, not only do they have to contend with the re-activated Guardian, but with the new owner: a powerful demon who is half-Biblos demon and half Tarrack Daemonling. As with last time, they will need to cast a spell to cause the Guardian to manifest physically. This spell is a Quick-Castable version of "Make Corporeal" (*Angel Core Rulebook*, page 154). The ability to Quick Cast the spell raises its Power Level to 7. In addition, the store's owner can call upon 3 cultists and (in dire necessity 2 Deadites).

He's been told to give the Cast a chance to leave or surrender, but he'll ask them not to (he's part Tarrack Daemonling, after all, and really wants a fight).

After the Cast defeats him, they must gain at least 6 Success Levels on a Perception + Notice Task (Sight-based, Situational Awareness applies) to find the trap door leading to the sub-basement, where they then must battle their way to the inner sanctum and face down with Jeremy and the Faceless Monk. The Faceless Monk has been anticipating their arrival (indeed; he has set it up from the

start) and is saving a special treat for the Cast. At first, the Cast will only see Jeremy. The Monk is hiding, using his Shadow Walk ability. He will, at an opportune moment, step forth from the shadows, grab Cyan from behind, and recite an incantation. There will be a flash of light, and Cyan falls to the ground, unconscious. Call for a Perception + Necromancy roll from Anita. Success indicates that Cyan and the kids no longer have their souls. The Monk sneers at John, holds up a glowing orb, and leaps through a portal, the other side of which appears to be Market Square. By this point, there should be no hesitation for John; he should follow the Monk through, at which point the portal closes, and Anita is able to sense souls in the children again, though not in Cyan, who is comatose...and her water has broken on the floor.

### TROUBLESHOOTING

This is where things can go really bad in a number of ways. **First**, the Cast can refuse to let Cyan come along, leaving guards with her at the hospital. If that's the case, have one of the guards (preferably Sandra) fight their way into the sanctuary during the battle with horrifying news: the faceless monk attacked them at the hospital, beat the crap out of them (Sandra is bloodied and bruised) sucked light out of Cyan, and leapt into a shadow and vanished. At that point, he'll emerge from a shadow in the basement, open his portal to Market Square, sneer at John, hold up the orb, and jump through as above. **Second**, John could decide not to follow him through the portal. If this happens, invoke When Bad Things Happen to Good People. John gets struck by a bolt of energy when the portal closes, and sucked through. He gets 2 Drama Points for his trouble. The important thing here is to make sure John goes through that portal.

## ACT FOUR: RESOLUTION

### RUNDOWN

John finds himself in Market Square, but not the Market Square he knows. The town is devastated and abandoned, and there's a shaft of bright green light shooting straight into the sky, apparently at or near Point State Park.

### ACTION

John gets through the portal just in time to see the Faceless monk step into a shadow...and disappear. Once this happens, he has time to take in his surroundings. The portal through which he came is gone; he's alone, here. A hot wind blows through the night air (which may unto itself be strange, if he left in the afternoon), and there's a

constant *whooshing* sound filling the air. Everything is bathed in green light, which seems to be coming from a shaft of green light erupting into the sky somewhere off to the front and left of him (the direction of Point State Park). The sky is dark, due to a ceiling of thick, black clouds shot through with arcs of green and blue electricity. A Perception + Notice Task will reveal a second shaft of green light that seems to be erupting off to the East some distance. He gets a feeling via his mystic Spider Sense that going to check out those shafts of energy alone might just be a Bad, Bad Thing.

### TROUBLESHOOTING

No troubleshooting, here. This is how the episode ends.

**Name:** Guardian  
**Critter Type:** (Mythos) Lesser Servitor Race  
**Motivation:** Guard the bookstore

**Attributes:**  
 Str 6 Int 0  
 Dex 4 Wil 3  
 Con 7 Per 5  
**Ability Scores:**  
 Muscle 18 Combat 15 Brains 14

**Life Points:** 82  
**Drama Points:** 5



**Special Abilities:** ½ damage slash/stab, 1/5 damage bullets, Incorporeal, Increased Life Points, Phasing, Natural Toughness, Regeneration (per round), Supernatural Senses (Basic, the Sight, Heat Sense), Unique Kill (Spell to make corporeal), Vulnerability (Elder Sign)

Attack	Bonus	Damage	Notes
Claw	15	16	Slash/Stab, physical form only
Bite	15	22	Slash/Stab, Must Grapple First, physical only
Grapple	17	(claw)	Sets up Bite, physical only
Soulfire	15	24	See notes

**Notes**

Guardians are strange beings and vary greatly in appearance, although most appear like abstract, distorted and translucent three-dimension images of terrestrial creatures. This particular guardian resembles a giant, semi-bipedal Newt. It is not known whether Guardians are summoned or created, but in any case they have only appeared in conjunction with mythos magic. Guardians exist on a plane that only intersects the mundane plane in a very limited manner-they can sense and be sensed by mundane creatures and can attack them. They themselves, however, are all but invulnerable to attack by material means. They can, however, be assailed by magic, repelled by the Elder Sign and could be harmed by suitable energies producible by human science. Guardians are always bound to a particular area or item. When the area or item is disturbed, the Guardian is released or summoned and attacks everyone within the area, with the exception of its master (the one who cast the spell).

**Soulfire:** Guardians attack by intersecting the body of their target and altering their state ever so slightly. This creates a disruptive effect that leaves welts and burns on the target's body. This attack bypasses armor and damages the flesh and organs directly. The attack may be dodged, but not parried. If the Guardian is forced to manifest physically, it can use this power at a range of up to twenty feet; this manifests as a "breath weapon."

Damage dealt by this attack also interferes with a Gifted or Supernatural creature's ability to use Metaphysical powers; each time a being is struck by this attack, it suffers -2 (cumulative) to all rolls to activate Metaphysics. These penalties abate with rest at 1 per hour. Likewise, if the total damage from Soulfire attacks exceeds 10 times the victim's willpower, the victim must make Consciousness checks with penalties equal to total penalties from the Soulfire, or is rendered unconscious until penalties abate. Unconscious victims can then be destroyed by the Guardian at its leisure.



**City Books Owner**

**Motivation:** Serve the CoR

**Critter Type:** Demon

**Abilities:** STR 7 DEX 5 CON 5 INT 7 PER 3 WILL 3

**Ability Scores:** Muscle 20 Combat 18 Brains 16 (18 perception-based, 19 Sorcery)

**Life Points:** 83

**Drama Points:** 3

**Special Abilities:** Antisocial Impulses (Violence) 2, Blind Sight, Chi Abilities (Rain of Fists, Blade Storm, Be Like Water), Chi Focus 5 (6 Chi per round), Combat Rolls +2, Fast Reaction Time, Hard to Kill 5, Increased Life Points 1, Nanjin Adept, Perception Rolls +2, Photographic Memory 2, Regeneration (Per minute), Sorcery 3

**Maneuvers**

Attack	Score	Damage	Notes
Arm Blades	18	21	Slash/Stab
Magic	19	*	Damage per spell
Soulfire	19	24	victim suffers -2 cumulative penalty to use metaphysics; resisted by Will (Doubled)
Telekinesis	19	10	Bash



**Name:** Jeremy

**Critter Type:** CoR Adept

**Motivation:** Avenge the death of Alan Collins

**Attributes:** Str 2 Dex 4 Con 2 Int 5 Per 3 Wil 4

**Ability Scores:** Muscle 10 Combat 14 Brains 14

**Life Points:** 61

**Drama Points:** 5

**Special Abilities:** Level Four Adept Powers, Hard to Kill 5, Increased Life Points 2, Situational Awareness, Sorcery 5, Zealot

**Maneuvers**

Name	Score	Damage	Notes
Knife	14	7	Slash/Stab
Soulfire	19	16	Can use Ranged; Victim suffers -2 (cum) to all actions until cleansed.
Sorcery	19	--	By Magic; 3-in-10 chance to know any Mythos Spell

**Name:** The Faceless Monk

**Critter Type:** Resurrected Sorcerer

**Motivation:** Steal Cyan's Soul, escape into the future

**Attributes:** Str 2 Dex 4 Con 2 Int 6 Per 4 Wil 7

**Ability Scores:** Muscle 10 Combat 18 Brains 20

**Life Points:** 71

**Drama Points:** 20





**Special Abilities:** Access to all Adept powers (use Sadicas instead of Taint), Fast Reaction Time, Hard to Kill 5, Increased Life Points 3, Mystical (Taint) Armor AV 25, Shadow Walk, Sorcery 15, Supernatural Attack (Soulfire), Zealot

**Maneuvers**

Name	Score	Damage	Notes
Knife	18	11	Slash/Stab
Soulfire	30	20	Can use Ranged; Victim suffers -2 (cum) to all actions until cleansed.
Sorcery	30	--	By Magic
Shadow Walk	30	n/a	Teleport through shadows; line of sight only

FROM THE *NECRONOMICON*:

"Nor is it to be thought that man is either the oldest or the last of Earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them. They walk serene and primal, undimensioned and to us unseen. *Yog-Sothoth* knows the gate. *Yog-Sothoth* is the gate. *Yog-Sothoth* is the key and guardian of the gate. Past, present, future, all are one in *Yog-Sothoth*. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's field, and where They still tread them, and why no one can behold Them as They tread. By Their smell can men sometimes know Them near, but of Their semblance can no man know, *saving only in the features of those They have begotten on mankind*; and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is *Them*. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may; not forest or city behold the hand that smites. Kadath in the cold waste hath known Them, and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones whereon Their seal is engraven, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? Great Cthulhu is Their cousin, yet can he spy Them only dimly. *IA! Shub-Niggurath!* As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold. *Yog-Sothoth* is the key to the gate, whereby the spheres meet. Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again."

Symbol at the Third Set of Murders

