

Adventure Notes 9/11/05

Part One:

The Cast finishes brewing the potion. Now they just have to figure out how, when, and where to use it. Ebonor shows up with a usual cryptic hint. Something about “you’ll need the crystal urn to make that work. And to get that...you’ll have to descend into the Well.”

A call comes in from Joe. The State Police have found a hunting camp in Tionesta, where apparently a group of teenagers had gone to party for the weekend. The problem is that all the teens are dead, their bodies completely drained of blood. Joe’s just returned from the scene and doesn’t think it’s vampires. There are no bite marks on any of the bodies. Worse, it looks like they were performing some kind of cult ritual when it happened.

He hates to bother the group, knowing what they’re dealing with at the moment, but he thinks this might be important. Several of the students were identified as students of Alan Collins at CMU. He’s got a journal entry from one of the students that points to a direct involvement with whatever Alan might be up to. He wants to know if he can stop by the Hive and drop off the journal, then have the Cast go take a look. He’s informed the State Police that they might be coming, and has cleared them as an independent task force on occult affairs.

He also asks them to take care, because the local Seneca Indians are up in arms about this whole thing.

As the Cast are preparing to leave, Ebonor shows up again, advising Anita that they might need “that children’s version of Al-Azif you’ve got laying around.”

Part Two:

The Cast arrives at the crime scene in Tionesta. There are six bodies, with five arranged as the points of a pentagram, and the sixth sitting cross-legged and rigid at the center. All are ash-gray, completely drained of blood, but there is no evidence of any puncture wounds. They look horrified. Anyone who doesn’t have Nerves of Steel should make a Fear Check here, or be forced to turn away from the scene.

An Intelligence + Occult roll reveals this to be some sort of summoning ritual, but oddly, it seems the participants offered themselves up as sacrifices. An Intelligence + Mythos roll reveals that they were summoning some sort of Mythos creature, an Independent Race known as a Blood Guardian. Three or more success levels on the Mythos Roll (if Anita consults the Necronomicon, add +3 to the roll) reveals that certain passages in the Necronomicon refer to a type of creature that guards the tombs and spirits of powerful sorcerers and necromancers. Summoning them is a precursor to releasing the souls of these ancient beings.

There aren’t any records of ancient sorcerers being active in this area, but the journal entry seems to point to a Native American burial ground. The State Police detective will inform the Cast that yes, they’ve found such a place not too far off, and this is where the local Seneca population are giving them trouble. The Indians have set up a protest, blocking access to the ground, and their

shamans have started performing “some kind of ritual nonsense to cleanse the area or some crap.” He will be willing to send a uniformed officer to guide the Cast to the burial ground.

Upon arriving, the Cast will find another gruesome sight. The Seneca shamanic circle has been slaughtered, along with the contingent of five police officers watching them. The police have been drained of blood like the students in the cabin, but the Indians look to have been torn to pieces. Movement from all around will alert the Cast to trouble, as six mummified corpses shamle forth from the forest, along with six, huge, wolflike creatures. The monstrous hounds are covered with a sort of bluish pus. A successful Int + Mythos roll will reveal these monsters as Hounds of Tindalos.

After the battle, the Cast can approach the center of the burial site, where there looks to be some sort of shrine constructed beneath a squared-off archway with Elder Signs carved on the pillars. Approaching the arch, they find themselves looking down into a vast, deep, circular cavern which is illuminated by an eerie bluish glow, and extends as far as the eye can see. There are strange, boxlike structures inserted into the walls all the way down and all the way around.

“That,” says a voice outside the shrine, “would be the well. The Deeper Well.”

The voice outside the shrine belongs to Ebonor, who won't enter, due to the Elder Signs on the shine, but he'll tell the Cast they need to go in there to get the Crystal Urn. He makes a tossing gesture with his hand, and a bunch of rappelling equipment materializes out of thin air, landing at the Cast's feet. “A few hundred yards down,” he says, “you'll find a landing. That landing leads to a tunnel. Go in; you'll find the urn hidden in a tomb inside. Have fun...and try not to wake up the Old Ones. Oh...and remember my name. It could help you.”

Then he's gone.

As the Cast descend into the Deeper Well, they all come to the realization that they're surrounded by the bodies of thousands upon thousands of Old Ones, all in deep slumber. As they reach a landing hundreds of feet down into the shaft, they will be attacked by the Blood Guardians.

The shaft leads into a tunnel that descends into pitch darkness. The Cast will experience a sense of vertigo, of up and down and left and right becoming reversed, then switching back, of time standing still, flying forward, turning backwards and twisting sideways, for what sense that makes. They are treated to views of bizarre, non-euclidean geometry and have a sense of falling through space and time itself. Require Willpower (Doubled) rolls here at -3; failure indicates a Madness Point.

They will finally emerge from the vortex into a long, dark tunnel. This tunnel will emerge into a sort of central chamber, with a shaft at the center, and five tunnels leading off at (you guessed it) the five points of the pentagram. As the Cast enters, they are attacked by reptilian creatures. The creatures seem to have infinite numbers; the more the Cast kills, the more emerge to do battle. After a few rounds of combat, call for Intelligence + Mythos checks. Successful checks will point to the Necronomicon, p. 122. Uttering the phrase, *Iä! Nyarlathotep!* Drives the creatures

screaming from the room, where they wait in the hallways, hissing and spitting. This provides the Cast time to descend the shaft at the room's center, which has ladder rungs carved into the sides. They will emerge at the bottom of the shaft into the tomb of Nectanebus (Necronomicon, p. 129-130). Another successful Int + Mythos check will point to the appropriate page reference in the Necronomicon.

In this case, however, moving the seal is precisely what has to happen. Once the seal is moved, Cyan will drop to the floor, unconscious. The spirit of Nectanebus will speak to her, revealing himself to be an ancient enemy of Xalotun, and will offer her power useful in defeating the dark wizard, if she allows him in.

With a successful Perception + Necromancy check, Anita will see the spirit of Nectanebus speaking to Cyan's comatose form. She needs at least 6 success levels on the check to hear Cyan's responses.

What Nectanebus is offering Cyan is the ability to channel unlimited amounts of Essence (she loses her limitation on spells per day) in exchange for allowing him to experience the world again. If she agrees to his offer, Cyan's body inhales sharply, and a glow rises from the body of Nectanebus and connects with Cyan's body, which rises up off the floor, to float in the air opposite Nectanebus' body. Finally, Nectanebus will explode into dust, and Cyan will crash to the floor, suffering 5 points of falling damage, and waking up with a start. She will remember the exchange, but won't be inclined to tell the truth about it (deception drawback is a bitch).

Agreeing to this will cost Cyan 12 XP for the power (allow her to borrow against the bank if she needs to). However, in exchange for this, the spirit of Nectanebus will become intertwined with Cyan's own soul. She will gain a 1-point Cruelty Drawback, and a 1-point Antisocial Impulses (Deceit) Drawback to represent the ancient wizard's own personality drawbacks. She also gains the Occult Investigator Quality for her troubles. Last but not least, she gains the knowledge of the secret seal beneath the sarcophagus, which contains the Crystal Urn. She also has a vague idea that the potion in the Urn is a sort of mystical grenade, which can destroy portals to tainted dimensions, and she knows the exact conjunction of stars necessary for the ritual to summon Leviathan, which happens to be taking place during the height of the Arts Festival, at Point State Park.

If Cyan refuses, she gains none of the above, and Nectanebus looks to Anita, saying, "the urn is secreted beneath the sarcophagus. Simply press the Great Seal in its base. Then be gone from here, before I change my mind."

The Cast can retrieve the urn, climb up the shaft, emerge into the tunnels (where they can again hold off the lizard men with *Iä! Nyarlathotep!*), make their way back to the Deeper Well (where they must again fight two blood guardians) and get out of there. The case will likely go down as unsolved by the Local and State Police.

Adversary Notes:

Hounds of Tindalos: Use Hell Hounds (Monster Smackdown p. 43), but add to their attacks a Strength 6 Contact Poison which deals 6 points of damage every round that a successful save is not made and the goo remains on the body. Also add a tongue attack (Score 18) which does 4 points of slash/stab damage (total of 13), and inflicts a cumulative -1 to all rolls to use supernatural abilities for the remainder of the scene.

Name: Blood Guardian

Critter Type: Mythos Demon

Motivation: Guard Old Ones and Ancient Wizards

Attributes: Str 3 Dex 7 Con 4 Int 2 Per 3 Wil 4

Ability Scores: Muscle 12 Combat 18 Brains 11

Life Points: 68

Drama Points: 3

Special Abilities: Increased Life Points 3, Reduced Damage (1/5 non magical attacks; 1/2 slash/stab/bullet), Steal Life (gains LP's equal to 1/2 damage inflicted per attack; can go above base).

Maneuvers

Name	Score	Damage	Notes
Blood Tentacle	18	9	Slash/Stab
Tentacle grapple	20	6	Life drain automatic; Str 6 to hold on.

Name: Lizard Men

Critter Type: Elder Race

Motivation: Kill, maim, destroy, fear Nyarlathotep

Attributes: Str 3 Dex 4 Con 3 Int 1 Per 2 Wil 2

Ability Scores: Combat 14 Muscle 12 Brains 9

Life Points 34

Drama Points: 1-3

Special Abilities: Ambidexterity, Infravision, Natural Armor AV 6

Maneuvers

Name	Score	Damage	Notes
Swords	14	9	Slash/Stab
Tail Slap	16	9	Bash
Bite	16	6	Must Grapple First
Grapple	15	n/a	Sets up Bite