

“Goddess” ©1992

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Call of Cthulhu

"I've always been for the environment, only a fool wouldn't be. Of course, you always have to remember that Nature isn't all sweetness and light. It has a dark side and some parts of that dark side are truly dark indeed."

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Introduction:

This modern era Call of Cthulhu adventures pits the intrepid investigators against an ancient evil hiding behind a facade of environmentalism. This adventure is fairly dangerous for the involved investigators and is recommended for an experienced party with a good mix of fighting and magical skills.

This adventure may be set in almost any location, provided the required woods are available. While the adventure is written in a North American context, it may be modified for other locations and ambitious Keepers may modify it for use in other times.

Keeper's Background

Six months ago an ancient priestess of Shub-Niggurath came to the city in which the adventure is set, posing as a young professional named Jennifer Drake. Drake soon joined a local environmental group named Earth Friends with the intent of gaining followers for her dark goddess. The willful leader of the group, Amanda Pierce, prevented Jennifer from taking over her organization, but Jennifer was able to draw away several female members of the group (she didn't want any men) to form her own group, the Daughters of Earth. The cover story for DOE is that it is a women's organization dedicated to purifying the world and serving the Earth Goddess. In actuality, the group is Shub-Niggurath cult made up of women who have been driven insane by the horrors Jennifer exposed them to.

Jennifer is not simply content with forming a cult in the city. She hopes to take advantage of the upcoming Festival of the Earth in order to provide a special gift for her goddess. Her plan is to summon Shub-Niggurath, with the aid of her cultists, during the festival. She expects that the appearance of Shub-

Niggurath will cause many people to accept her as their goddess. Those that fail to "see the light" will serve the goddess as blood sacrifices.

Getting the Investigators Involved

If there is a woman investigator, she will receive a disturbing letter from a friend, Jill Dyson. If there is no woman investigator, pick one of them at random. The letter explains how she left EF and joined a women's environmental group(DOE), then began suffering odd lapses in her memory and strange attacks of extreme fear. A week after the investigator receives the letter, he or she will learn that Jill Dyson was found dead in her apartment, apparently from an overdose of heroin . The investigator friend of Jill knows she hated drugs and would never use them (her brother was killed when a person high on marijuana hit him with a car while he was biking) so he or she will suspect foul play. Jill was in fact, forced to kill herself by Jennifer who used her spells to bring about the event. The investigators can be drawn in by their own curiosity and concern for one of their number's friends or they may be hired by Jill's parents to investigate her death (the police think it is an open and shut case).

Investigating the Death

If the investigators decide to check on the details of Jill's death they can learn what is available in the news quite easily. According to these reports, a young woman from a fairly wealthy family died of a drug overdose. If the investigators talk with the police, successfully using Persuade or Law will enable them to learn that Jill's body was found in her chair. The syringe was still in her hand and there was no indication that she hadn't injected herself.

If the investigators talk to Jill's local friends, they will learn that she was a mostly happy, intelligent person who was well liked by those who knew her. They can also learn that she volunteered her weekends at the local drug rehabilitation clinic. If the investigators ask about any odd behavior on her part, her friends will say she complained about lapses in her memory and that she would sometimes freak out a bit. One friend will recall that she almost fainted when they went into the park (the trees reminded her of the Dark Young).

If the investigators decide to check her apartment, they will find that it has been cleaned out, but has not been rented. All of her stuff has been given to GoodWill. However, on their way out of the building, the investigators will see Simon Washington working in the garden. Simon is a bit slow, but is a very kind man. He will stop the investigators and say he saw them at Jill's apartment. He will tell them how much he liked Jill and will ramble a bit. If the investigators are patient he'll finally say "Before she went on to a better place, I saw this awful woman bring her here. Poor Jill looked really tired. The woman was bad. She looked at me strange and my head hurt. I don't like her." If asked, he can provide a rough description of the woman. In fact, he did see Jennifer bringing the bewitched Jill into her apartment. Jennifer tried to cloud Simon's memory, but it didn't work very well on him.

Visiting Earth Friends

If the investigators decide to visit Earth Friends (which Jill mentioned as the group she left in her letter to the investigator) they will find the organization in an office over a local gaming store. The office is staffed mostly by young people working phones but there are people writing reports and analyzing soil and water samples. There are posters up everywhere announcing the Festival of the Earth that will be occurring next weekend. If the investigators talk to the people, those that knew her will say that they liked her and were sorry when she left. They are all very sorry that she died. If an investigator makes a Psychology skill roll, they will notice that some of the people they talk to seem to grow a bit angry when they talk about her death and if they mention the Daughters of the Earth, they can make their Psychology rolls at a +20% bonus. With very little prodding, the investigators can learn that DOE is a split off group from EF and that the parting was not a friendly one. If the investigators talk to Amanda (she will talk to them if they say they are friends of Jill or if they persuade her to give up some of her time) she can tell them that Jill left with several other woman from the EF to join DOE. If the investigators can get her talking (using their Persuade skill) they can learn that there was a showdown between Amanda and a woman named Jennifer Drake. Jennifer left EF but took several women with her. Amanda will say, if the investigators have gained her confidence, that she thinks Jennifer is either a religious nut ("She was always talking about her great goddess") or a scam artist (or both). With a little persuasion, she will give the investigators Jennifer's address, especially if she thinks the investigators will cause Jennifer some trouble.

As the investigators leave, I young man will come in with a jar of green goo. He will say "Look at this." to the investigators and unscrew the top. This will release a smell like an open grave. All investigators that are present can check against their Cthulhu Mythos skill to see if they recognize it as Dark Young ichor (if the investigators have met Dark Young before they will recognize it). An analysis of the material will reveal that it is very odd stuff. If the man is asked, he will say he found clumps of it in a clearing in the park.

Visiting DOE

If the investigators visit DOE, they will find that the organization is located in a building located between a herbal medicine shop and a Grateful Dead style shop (sells tie-dyed T-shirts, beads, incense, etc.). The first floor of the building contains telephones, three Macintosh computers, and other office equipment. The young women here are working the phones, typing up reports and so forth. Most of the young women have no idea what is going on, they are just working a summer job. Some of them are insane cultists. If the investigators ask about Jill, the sane woman will say that they liked her and that she was a happy person, but started complaining about memory loss and she wouldn't go to the meetings in the park. One of the cultists will take the investigators aside and tell them, with feigned reluctance, that Jill had been very depressed about something and that she had seen her meeting a man out front of the building and she gave him

some money in return for an envelope. This story is, of course a fabrication. The fact that the investigators are asking questions about Jill will be reported to Jennifer who will arrange to have the investigators observed.

If the investigators ask to see Jennifer, she will be called down from the second floor, which is for members only. Jennifer will be friendly with the investigators and will express her sympathy. She will pretend to let herself be persuaded into talking about Jill. She will say that Jill was depressed for some time and then started suffering memory lapses and exhibited odd behavior on occasion. Jennifer will say that she suspects Jill was using drugs. She will finish by saying "I only wish I knew. I only wish I could have helped her." She will arrange for the investigators to be observed and will take action if they keep digging.

If the investigators get onto the second floor (by sneaking in late at night or by some other means) they will find that it has three rooms. The first is a storage area, the second contains all sort of New Age stuff, incense holders and so forth. This is where the special meetings of the Chosen Daughters (the cultists) meet. The third room is Jennifer's business office. It contains standard furniture and a Macintosh computer. Everything in these rooms is above board and contains nothing incriminating (Jennifer is an old hand at this game).

Only female investigators have chance of infiltrating DOE. What the investigator learns and what happens is left to the Keeper. However, it should be kept in mind that Jennifer is not easily duped. She may kill an infiltrator or, worse, she may turn her against her own friends.

Investigating the Park

The park itself is quite large (it can be a state or national park, but must be large enough to have thick woods) and admission may be charged for admittance. The park closes at dark.

If the investigators encounter the young man with the jar, they may wish to investigate the park. He can tell them where he found the stuff, or direct them to it. According to the young man, the stuff was located in a clearing off from one of the hiking trails. If the investigators go there, they will find a clearing in the woods. This dark and dank part of the forest will feel quite eerie and any investigator making an idea roll will notice that the area is devoid of animals. In the center of the clearing is a stone that seems to have been worked at a bit, giving it a roughly cubical shape. According to a plaque set beside it, the stone was used by a group of Native Americans for religious purposes. The plaque also says that the tribe was latter killed off. If the investigators decide to check up on the stone, they can learn in a library, using their Library Use skills, that the tribe in question worshipped a dark goddess called the "She of the Forest with a Thousand Daughters" and sacrificed humans on the altar in the park. This tribe was wiped out by Europeans and members of another tribe (many of those sacrificed were members of this tribe). If the investigators get the politically corrected version, they will learn that a group of Native Americans practiced an "alternative form of goddess worship" and were massacred by white Europeans.

If the investigators examine the clearing carefully, they will find traces of the green ichor on the ground. An investigator with tracking skill who checks the area carefully can roll to see if he or she spots what appear to be huge goat prints on the ground from a massive bipedal animal (the tracks are, paradoxically too big to notice, the mind automatically classifies them as natural depressions). A successful Cthulhu Mythos skill roll will reveal that the tracks are those of a Dark Young. If the investigators have encountered a Dark Young before, they will recognize the tracks.

A spot hidden roll made while examining the altar will reveal the presence of rusty colored material on the ground near the altar and an idea roll will reveal that the altar looks particularly clean. The rusty material is blood and the altar looks clean because the cultists clean it off after each sacrifice to avoid attracting attention. Jennifer and her cultists have been consecrating the altar (requires 200 size points of sacrifice) at night when the park is closed. It is left up to the Keeper as to how much more blood she needs to consecrate the altar and whether there will be sacrifices during the course of the adventure.

Sacrifice in the Park

If the Keeper decides that the consecration is not finished before the investigators arrive in town, the investigators may have a chance to interrupt a sacrifice. When a sacrifice is to be done, Jennifer will gain a victim from the ranks of those not likely to be missed. She will then drive to the park in a rented van along with 3-9 cultists. All of the cultists will wear dark robes and hoods. Jennifer has a key to the park and will let herself in, locking the gate after her. She will then park the van in the park and the group will go to the sacrificial site where Jennifer will summon a Dark Young to aid in the sacrifice and take care of the body afterwards. If the investigators interrupt, they will be in for a stiff fight, especially if the Dark Young is present. If the investigators kill off the cultists and Jennifer and get rid of the Dark Young (if it is present) then they will have saved the day, unless the Keeper decides that another cultist goes through with the summoning. If Jennifer escapes, she will seek revenge using all her abilities and it is likely that either she or the investigators will be dead by the time of the festival. If she cannot kill off the investigators in time, she will consecrate another altar in another location and Shub-Niggurath will have to trek to the festival, wreaking havoc on whatever lies in between her and the festival.

Jennifer's Apartment

The investigators may wish to check out Jennifer's home address. She lives in a modest apartment building. The front door is locked and there is an intercom system for contacting people in the apartments. There is a 30% chance that the door is propped open or that someone will let the investigators in. If they can't get in that way, they may have to break in.

Jennifer's apartment is # 302 and it is on the third floor of the building. Jennifer is at her office from 9am to about 5pm and is often away at night. The door is fairly secure (strength 16), but the lock can be picked. Breaking it down

has a 65% chance of attracting the attention of a neighbor who has an 80% chance of calling the police who will arrive in 11-20 minutes.

Kitchen/Living Room: Contains compact kitchen appliances, furniture, a TV, VCR and stereo. There is nothing unusual about the room.

Bedroom: Contains the usual things found in a bedroom, with nothing unusual. There is a 9mm parabellum automatic under the pillow and there are two boxes for shells for it in the dresser drawer.

Closet: Contains various articles of clothing as well as a 20 gauge pump shotgun with two boxes of shells.

Bath: A standard bathroom.

Secret Room: This room can be found by a spot hidden roll made a 1/4 the normal value. Such a roll might involve noticing a small mismatch in the paint or razor thin lines in the wall. Another way to find it is to look at maps of the building or see another apartment which will reveal that a large chunk of the bedroom is missing. Access to the room is via a cleverly designed door which is opened by pushing in the proper place. The wall can also be bashed down. Bashing it down has a 20% chance of attracting a neighbors attention, with a 10% chance they will investigate the noise. These chances can be modified based on how the investigators open the wall or door.

The room contains a desk with a Macintosh PowerBook and a bookshelf containing several books. A dark robe and hood hangs on a wall hook and a bucket with several scrub brushes (stained with human blood) is on the floor. The desk holds a sacrificial knife (razor sharp and is considered an enchanted weapon), as well as \$25,000 in cash, and a kg of pure heroin. The book shelf contains a variety of books. Some are fairly mundane: law books, map books of the area, and so forth. Others of them are hard core occult books. Two of the books are Mythos books. One is the horrible Cultes des Goules (spells left up to the Keeper) the other is The Book of the Dark Goddess see below). If the computer is checked, it will be found to have MS Word and Access on it. The hard drive contains part of the text of the Cultes des Goules, which Jennifer has been typing into it in French. Her work is backed up on disk (she's insane, not stupid).

If the investigators leave evidence of their presence (they smash a hole in the closet with an ax, for example) Jennifer will know someone is on to her and will act accordingly. She will call the police (owning a knife and weird books is not a crime, but taking them from their owner is) and will arrange her own investigation. She can easily persuade the building manager that she received permission to build the room, if the police ask her about it. Clever investigators may wish to make it look like a simple robbery, this might throw Jennifer off the track. She will call the police, but may not be suspicious (unless she has reason to be suspicious of the investigators).

A Trap

If the investigators draw too much attention to themselves, Jennifer will arrange a trap for them. The investigators will receive a call from one of the cultists who will say, between sobs, that she knows something horrible,

something that the investigators need to know. She will say that she is afraid to talk on the phone, but is willing to meet the investigators at public place. She will meet with them there and say that she will give the investigators a plausible story about something they are curious about is at a nearby warehouse (examples: heroin or an altar).

If the investigators fall for this, they will be brought to the warehouse by the young woman. She will take them through one of the large front doors which is open. Once all the investigators that are going in are in the building, the door will close (its powered) and the lights will go out. The investigators will notice a smell like an open grave (Cthulhu Mythos roll, or experience with Dark Young to recognize it as the smell of a Dark Young) and hear boxes being knocked aside and crushed as something huge and horrible closes in on them. The Dark Young will attack until it kills all the investigators or is itself killed or driven off. Investigators that remain outside will be attacked by a group of cultists (2-3 per investigator) armed with knives and handguns who will fight to the death. If the investigators survive, they will have to be careful to avoid leaving any clues that might link them to the dead bodies as the police may suspect the investigators of committing some crime. The warehouse is owned by a rental company. If the investigators survive to investigate, they can learn that it was rented by Jennifer Drake.

Main Room: This room contains all sorts of boxes and containers. The main doors are quite large and Will be locked by the cultists once the investigators are inside. They have a strength of 25. The smaller door is weaker (strength of 18) and will also be locked. The doors can be unlocked from the inside, but this will be hard in the dark with a monster loose in the room. The cultists will be watching the exits.

Office: The office is reachable by a set of stairs going up (they won't hold the Dark Young, it will have to tear through the floor to get at people inside) and is empty. The door is locked, but only has a strength of 14.

Storage: An empty storage room, the door is unlocked.

Boss' Office: An empty room, the door is unlocked.

A Clue

The investigators will receive a phone call from one of the cultists. She will be sobbing and will occasionally "loose it" (and start shouting into the phone, singing to herself, etc.) she will however, make a lucid statement "The bitch is going to call Her in the park during the concert. I'm evil, I'm evil, like my parents said I would be. I must die..." she will then hang up the phone. Her body will be hooked by a fisherman in a river a week latter. The paper will report the death of Madeline Parks, who was employed by DOE, as a suicide.

Festival

The festival is to be a three day event that begins Friday night and ends on Sunday. It is supposed to feature live music from a variety of bands, food, crafts, speeches, and all sorts of other stuff. During the festival the park will be open until midnight, but will be patrolled by rangers and police with a low tolerance

for trouble. The festival is largely confined to the open areas of the park. Friday night will see only a moderately sized crowd, but Saturday will be packed. On Saturday night a popular pro-environment band (Keeper's choice) will hold a concert which thousands will attend. While everyone else is heading to the show, Jennifer and her cultists will be heading for the woods to prepare the sacrifice.

During the course of the extremely long show, Jennifer will summon four Dark Young to aid her and then she will cast the spell to summon Shub-Niggurath after sacrificing four people on the altar. The surviving cultists will chant along with Jennifer, each donating one point of power. Jennifer will put in enough power to make the chance 100% (reserving the rest in case something goes wrong).

Resolution

If the spell works (which is will, unless the investigators stop it), Shub-Niggurath will be summoned. She will then move into the concert area followed by the Dark Young and the cultists causing many people to go insane. Any who resist her, or do not go insane, will be attacked by her. After hundreds have been killed and thousands driven mad, she will return "home". The park will then be frequented by Dark Young and a large cult will form in the area drawing upon those who went insane due to seeing Shub Niggurath for its membership, with Jennifer as its head. Any surviving investigators will lose an additional 1D10 SAN for failing to stop the situation.

If the investigators stop Jennifer from summoning her goddess and kill her and wipe out her cult(which will soon collapse without her anyway) , they will receive 2D10+2 in SAN points. If they stop Jennifer, but she escapes, they only gain 1D8 points (they know she is still out there, waiting for another chance). If Shub Niggurath is summoned and banished by the investigators, their reward will depend on how much damage she does beforehand and whether or not they kill Jennifer.

If Jennifer escapes, she will go far away, assume another identity and plot the deaths of those who thwarted her.

NPCs

Amanda Pierce

STR: 12	DEX: 14	INT: 16
CON: 13	APP: 14	POW: 17
SIZ: 12	SAN: 85	EDU: 17
HP: 13		

Damage Bonus: none

Weapons: Pistol (9mm parabellum) 50% 1D10, Martial Arts 45%

Skills: Accounting 60%, Computer Use 34%, Credit Rating 60%, Fast Talk 60%, Law 50%, Persuade 60%

Personality / Description: Amanda is an athletic woman in her mid thirties. She has black hair and brown eyes. She was very pro-environment and pro-women's right when she was in college and after law school she acted upon her convictions and formed EF. She also publishes several women's rights

magazines. She is best known for her incredible stubbornness and iron will power. The powers that be are a bit worried about her, because she doesn't talk that much (they don't worry about the people that talk a lot or write for scholarly journals, they know these people won't do anything). Amanda is very open minded and if the investigators can persuade her, she will help them against Jennifer, whom she hates.

Jennifer Drake

STR: 13 DEX: 16 INT: 19

CON: 13 APP: 17 POW: 21

SIZ: 13 SAN: 0 EDU: 21

HP: 13

Damage Bonus: +1D4

Weapons: Shotgun (20 gauge pump) 90%, Pistol (9mm Parabellum) 90% 1D10, Knife 110% 1D6, Martial Arts 85%

Skills: Bargain 90%, Climb 80%, Chemistry 70%, Computer Use 25%, Conceal 90%, Cthulhu Mythos 90%, Hide 90%, History 80%, Law 85%, Library Use 95%, Listen 90%, Occult 95%, Sneak 80%, Spot Hidden 90%, Swim 75%, Track 40%.

Languages: English 90%, French:105%, German 75%, Latin 70%, Greek 40%

Spells: Summon Dark Young of Shub-Niggurath, Bind Dark Young of Shub-Niggurath, Call Shub-Niggurath, Shriveling, Voorish Sign, Cloud Memory, Dominate, Enthrall Victim, Mental Suggestion, Steal Life.

Personality / Description: Jennifer currently has dyed blonde hair and blue contact lenses (her natural hair color is brown and here eyes are green) as part of her disguise. She is very attractive and dresses well. While Jennifer appears to be a perky young professional, she is actually a centuries old priestess of Shub Niggurath. She learned of the Mythos when she seduced an old wizard in France back in 1523. After learning all he knew, she used Steal Life to kill him and then set out on her own. She is ruthless and completely evil, but possess a great intellect, augmented by her years of life. While she is competent in the ways of personal violence, she prefers to use her magical abilities to defeat opponents. Her favorite tactic is to turn members of an enemy group against one another and let them destroy themselves. She also likes to turn former enemies into slaves.

Jennifer hasn't lived this long on luck alone. She is extremely intelligent and talented and will be a very dangerous foe for the investigators.

Typical Cultist

STR: 11 DEX: 12 INT: 13

CON: 11 APP: 13 POW: 10

SIZ: 9 SAN: 0 EDU: 13

HP: 10

Damage Bonus: none

Weapons: Knife 35% 1D4, Pistol 30%

Skills: Computer Use 15%, Cthulhu Mythos 20%, Fast Talk 25%, Persuade 20%

Description: The cultists are twenty young women who have been driven insane by Jennifer exposing them to the Dark Young. The woman who went too insane was eaten by the Dark Young. These women are cunning and are completely dominated by Jennifer.

Typical Dark Young

STR: 44 DEX: 16 INT: 13
CON: 23 POW: 17 Move: 8
SIZ: 41 HP: 33

Weapons: Tentacle (4 attacks / round) 80%, 4D6 damage + permanently drains 1D3 points of STR each round thereafter.

Armor: None. Most firearms do 1 point of damage per hit, while an impaling shot only does 2 points. Shotguns do minimal possible damage while crushing or slashing weapons do full damage.

Spells: Call Sub-Niggurath, Shriveling.

Sanity: 1D3/1D20.

The Book of the Dark Goddess

Title	Language	+ to	Spell	Effect on SAN
		Knowledge	Multiplier	
Book of the Dark Goddess	English	+6%	X3	-1D8

Description: This book, written in England by Sir John Roth in 1614 (he was later executed under mysterious circumstances) focuses primarily on Shub-Niggurath and her Dark Young. The book contains the spells Summon Dark Young of Shub-Niggurath, Bind Dark Young of Sub-Niggurath, and Call Shub-Niggurath.



