



H. P. Lovecraft
1890-1937



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Chaosium publication 2397
ISBN 1-56882-174-3

Published in August 2004
Printed in the United States



SHADOWS OF YOG-SOTHOTH



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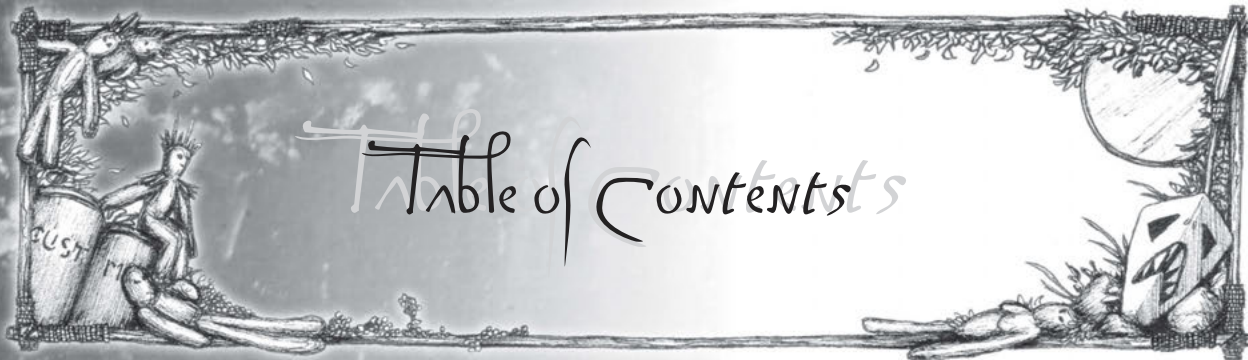
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The

he following scenario is the first of the seven that comprise the original

Shadows of Yog-Sothoth campaign. Published in 1982, the campaign was the first supplement for *Call of Cthulhu*, and was reprinted at least once. Then it was reset but printed without significant change in 1989 as part of a larger book, *Cthulhu Classics*.

The era for all of the scenarios in *Shadows of Yog-Sothoth* is the 1920's. The adventures can be set in the 1890's with little or no change. There are mentions of political tension between Chile and Bolivia in "Watchers of Easter Island". With considerable work, the campaign also could be played in the present day.

The present text is corrected, updated, and expanded, particularly in the handouts, statistics, and physical descriptions of characters and settings. Several relevant glitches concerning the Arc of Vlastos and the R'lyeh Disk have been addressed and, one hopes, put to rest.

Tom Sullivan's original art has been preserved, including his cover painting; Michel Misset, Andy Hopp, and Meghan McLean contribute new thumbnails and additional illustrations. Some maps and plans have been adjusted and clarified. Despite the busy-work, these adventures are little changed in play from the original publication. Most of the effort has been to make the material easier to comprehend and present.



As a book, *Shadows of Yog-Sothoth* has two sections. The first part is the modest campaign of seven scenarios, from which the book takes its name. There are also two independent scenarios. They do not connect to the Yog-Sothoth campaign or to each other, though they could be retrofitted into the campaign with some work on the keeper's part. "People of the Monolith" is a genteel introductory scenario for new players, probably playing out in an hour or two. "The Warren" is a much more dangerous set of encounters that may take up to three sessions to complete.

The campaign scenarios were originally published in the order presented in this book:

- (1) *The Hermetic Order of the Silver Twilight*
- (2) *Look to the Future*
- (3) *The Coven of Cannich*
- (4) *Devil's Canyon*
- (5) *The Worm That Walks*
- (6) *The Watchers of Easter Island*
- (7) *The Rise of R'lyeh*

These items are also appended:

The Warren
People of the Monolith
Handouts

In the course of play, the player characters penetrate the outer layers of a secret sinister occult





organization, led by the evil lords of the Silver Twilight. These entities, who range from living wizards to undead horrors and alien monsters, plan to raise dread R'lyeh (the city of Great Cthulhu) from the sea bottom and unleash the Great Old Ones upon a terrified world. If the players' investigators do well, they will prevent this horrible event from occurring. If they do poorly, well — !

If your play situation is not suited to ongoing linked adventures, such as in this book, then the scenarios may be played as unrelated adventures. The keeper will need to omit references to previous events, and examine non-player character motives. The final two scenarios, "People of the Monolith" and "The Warren", stand by themselves.

To use this book to the fullest extent, please read it through in order, from first to last. Re-read the first scenario that the player characters will embark upon, prepare any play-aids that you prefer to use and go to it!

At the end of this book are some pages of player handouts, gathered together for convenient photocopying. You are invited to photocopy them or to cut them apart. Some version must be given to the players when their investigators reach cer-

tain obvious points in the adventures. Handouts mainly consist of letters sent to the investigators, quotes from books they come across, maps and plans, and similar items. The players may use and abuse their handouts as they see fit. Copies of the handouts also exist within the appropriate scenarios, so the keeper always has his or her copies of all the player material built into the adventures.

Shadows of Yog-Sothoth is intended for groups of fairly experienced investigators. Inexperienced investigators should comprise no more than half the party. Players and keeper should be prepared to lose some party members — this campaign, even more than most *Call of Cthulhu* adventures, is deadly. If the investigators are radically reduced in number, then new player characters should be created and introduced to the old-timers. If this is not done, then by the time the last few scenarios are reached, there will not be enough investigators to offer a hope of survival. This is especially true for the fifth scenario, "The Worm That Walks", which is intended in itself to kill a few investigators.

Have fun!

Sandy Petersen, 1982.



*Wherein the investigators join a new, very exclusive lodge in Boston
and uncover many horrifying secrets.*

Depending on keeper and player style, “Hermetic Order” can be finished in one or two evenings of play.

Keeper Information

The year is 1928, or whatever date the keeper prefers. A new fraternal organization has come to Boston. The organization is the Hermetic Order of the Silver Twilight. Its members are drawn from the city’s upper crust, including several respected community leaders. The Order has erected a fine new lodge hall ~~across the Charles~~ in Cambridge for its increasing membership. The Order has a growing reputation for its discussions of philosophy, politics, and important matters in a congenial atmosphere of brotherhood. It is also exclusive and accepts only men of high quality as members, with Credit Ratings of at least 51%. There are also customary initiation fees and dues, plus voluntary donations, in the range of \$500 to \$1000.

As is common in the 1920’s, the Hermetic Order of the Silver Twilight is an all-male club. The Order does not solicit nor allow female members, nor may women attend its meetings. Spouses may join the Order’s sorority, the Hermetic Order Auxiliary, a small group devoted purely to charitable efforts. Female investigators who wish to enter the lodge hall must do so in disguise, or else enter surreptitiously after hours.

Encourage the players to have their investigators join the Order. Though the lodge does require high standards of membership, it is also eager for members. The keeper can point out that the word *hermetic* means, among other things, “relating to or characterized by occultism, alchemy, magic, or whatever is obscure and mysterious”. The keeper can also disclose that the investigators will need help in the coming scenarios, and that in the Order they can meet powerful and wealthy men who may join them in their efforts. (Actually only one should offer help — Edward Call, the wealthy physician. All the other members are either secretly devoted servants of evil, or simply not interested in stories of monsters and grand conspiracies.)

The investigators can learn of the evil in the Order on their own. If they are curious, they will prowl the third floor or the basements of the Order’s lodge hall after everyone else has left; if they are scholarly, their researches in city libraries or newspaper offices will bring the evil to light. If the investigators move too slowly to suit the keeper’s taste, he or she can have them initiated into the higher degrees, or have Dr. Call inform them of his suspicions. This requires the investigators to be members of the Order. The player characters should find it difficult to break into the lodge hall, but once they have reached the degree of Master, they should find it easy

THE HERMETIC ORDER OF THE SILVER TWILIGHT





to stay after everyone else has left, and then search the building. Any information they find in the library may be meaningless until they are members and know other members, especially John Scott and Carl Stanford.

Leaders of the Boston Lodge

John Scott, known as the Noble Philosopher, is the titular leader of the Silver Twilight lodge in Boston. He is also called Wizard or Chief Wizard by those initiated into the secret degrees of the Order. Scott appears young, but his skin is coarse and pocked. He tells anyone who asks him about it that he suffers from a rare family disease. In reality, his appearance is due to the fact that he died in 1721 and in 1912 was resurrected by a spell cast by Carl Stanford. The lodge building's site once was John Scott's farm. There he practiced the arcane arts until his life was taken by an angry mob. Scott had found ancient underground caverns then, and now has positioned the Order's new lodge hall to connect with those caverns once again.

Though John Scott appears to be the most powerful and important man in the Order, Carl Stanford is his master. Stanford is a leader of the international Lords of the Silver Twilight. An immensely charismatic man, he purposefully maintains a low profile, letting John Scott draw attention from him.

Like Scott, Stanford appears to be a young man. In reality, he is over 300 years old. He seems to be kind and benevolent, but he maintains his life by sacrificing humans to his obscene gods. Regardless of what happens to the Order and John Scott, Carl Stanford should escape to show up later in other scenarios. Statistics and further details about both of these men appear in the "Characters" section, near the end of this adventure.

When this scenario concludes, the investigators should understand that the Silver Twilight is an organization of monstrous evil, dedicated to destroying the world by recalling the alien Great Old Ones. The investigators also should know that the organization's tentacles stretch elsewhere. Since Carl Stanford has escaped, he may well be plotting the investigators' deaths. Self-preservation alone should send the investigators after him.

Investigator Information

Disquieting rumors about the Hermetic Order of the Silver Twilight have reached the investigators. The whispers imply that the Order is more than just a convivial fellowship practicing the fine art of conversation.

Some information about the Order can be found in the Boston Public Library — each clue requires a separate successful **Library Use** roll. The first clues are found using general library resources *before* the investigators visit the Order's lodge hall for the first time.

- No "Hermetic Order of the Silver Twilight" appears on a standard list of fraternal organizations.
- An obscure and rather weird book on demonology mentions a group called the "Knights of the Silver Twilight".
- The investigator with the lowest Luck roll mentions the Hermetic Order of the Silver Twilight to a friend, who replies

Hermetic Order Papers 1

The Narrative of Clyde Whipple

Do you dare imagine things as they can be? As, indeed, they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu striding the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves then, for these and greater things await you who are members of our terrible Order!"

— Cultist speech overheard and quoted.

"Scott's farmhouse stood just one hundred rods north of the old Anglican graveyard, near the Cambridge Road. That cemetery was later moved nearer to the bay."

— Whipple locates the farmhouse beneath which were caverns.

"Redoubled in their volume, the noisome complaints bit so grimly at our hearts that we feigned retreat from the cavern so that we might reload our weapons in semblance of order. Our minds determined, we returned and volleyed into those horrors, then held up our lamps in survey. Men with many heads, men with twisted features, things with the features of frogs and outright demons twisted and died on the floor, loosing a stinking exudate. Others whined and fruitlessly tugged against their chains. We silenced them all."

— Whipple's party finds the caverns.



Keeper's Guide to this Adventure:

Why Join the Order?

The Hermetic Order of the Silver Twilight is a big organization with approximately 90 cultist members and at least a similar number of 'normal' members who are unaware of its true purpose. In the course of investigating the Order, it's very likely that your players will strike up conversations with random members. This is an excellent spot to introduce a minor NPC who might show up later in the campaign, either as an agent of the Hermetic Order, Carl Stanford, or perhaps even as a terrified "normal" who has stumbled upon the horrible truth and somehow managed to track down the investigators for help. Don't ignore this excellent opportunity! Make sure you note who your players spoke to, what they discussed, etc. That NPC may come in handy later on!

The Hermetic Order of the Silver Twilight also could provide a good way to introduce new player characters later in the scenario, even if the original investigators have moved on to a different corner of the globe. A new character could stumble across the Order's sinister purpose and perhaps find a link to the current player characters (either an overheard conversation, written clue, words from a prisoner, etc.) This, of course, assumes the Hermetic Order survives intact after the players have had at them!

Here are a few sample members of the Hermetic Order of the Silver Twilight, two despicable cultists and two innocent members who take the Order as a normal secret society. Motivated Keepers could easily design side adventures or red herrings around these NPCs to extend this chapter. In any event, these characters will give some depth to the Hermetic Order, and perhaps provide allies or enemies as your investigators stick their noses where they don't belong.

Barry W. Pollard, 37, Sadistic Headmaster at Hollinsgate Academy for Girls, KoTOV

STR 13 CON 12 SIZ 13 INT 14 POW 08
DEX 10 APP 12 SAN 0 EDU 19 HP 13

Damage Bonus +1D4

Skills: Rifle 55%, History 60%, Latin 65%, Mathematics 40%, Listen 70%, Steely Gaze 30%, Persuade 60%, Fast Talk 40%, Accounting 20%.

Pollard is a smartly-dressed stocky man with a firm jaw and a neat crewcut. He is a teacher and headmaster at "an exclusive all-girls academy" near Boston. Pollard likes his cognac and expensive French cigarettes. He tends to be condescending and/or patronizing in conversation. Pollard is a despicable cultist who is also a sadist and pedophile. His cultist brethren cater to his loathsome tastes. Should the investigators confide in Pollard, he will cunningly lure them into a trap where a mob of custodes will overwhelm them.

Sample conversations:

"Society is far too soft on criminals."

Pollard likes to embellish his war stories from the Western Front, making his role as a regimental payroll clerk sound far more dangerous than it really was.

Gregori Bernauer, 41, Talkative German Engineer, Initiate

STR 13 CON 14 SIZ 09 INT 13 POW 11
DEX 15 APP 13 SAN 55 EDU 17 HP 12

Damage Bonus +0

Skills: English 65%, German 85%, Mechanical Repair 45%, Engineering 40%, Spot Hidden 45%, Physics 55%, Chemistry 20%, Operate Heavy Machinery 30%.

Gregori is an animated and energetic man who almost seems out of place in the Order in his bulky wool sweater. He is an easy figure to spot with his slight stature and scruffy hair and beard. He speaks excellent English with a noticeable German accent. He loves conversation, especially on the deeper subjects of philosophy, politics, and religion (he is a Lutheran). Gregori is a master machinist and engineer at a local shop, although he doesn't like to talk about work.

Sample Conversations:

"I think it is wonderful the Hermetic Order of the Silver Twilight welcomes immigrants such as myself! Most secret societies are so intolerant..."

"Science has become the 'new God', don't you think?"

Gregori will talk to anyone about anything, so long as the conversation is intelligent and engaging. He will listen attentively to any stories about a 'sinister cult', magick, resurrected sorcerors, or the like so long as the investigators are able to offer some sort of concrete evidence to back their claims. In this regard, Gregori is the most likely NPC to become an ally (along with Dr. Call).

Philip Valerio, 25, Naïve Accountant, Neophyte

STR 08 CON 09 SIZ 09 INT 14 POW 08
DEX 10 APP 15 SAN 40 EDU 18 HP 09

Damage Bonus -

Skills: Accounting 80%, Mathematics 45%, Classics 55%, French 20%, Law 35%, Throw 35%, Library Use 45%.

Philip is a slight, bespectacled young man with brilliantined hair

(continued...)





and a baby face. He obviously has money and dresses crisply in pressed trousers and suspenders. After graduating cum laude from Yale, Philip married into old Boston money and went to work at his father-in-law's firm. His 250 pound wife, Annabelle, would not be happy if she knew he was here. He is here because he thinks joining a secret society is 'the thing to do'. Philip is a nice enough man, but he is dull and unimpressive.

Sample Conversations:

"If Annabelle (that's my wife) knew I was here, she'd leave me and return to Mother's! She detests these 'men's clubs'. We were married last year, you know..."

Philip will endlessly participate in any conversation about the minutiae of accounting or tax law. Any discussion of the supernatural goes over his head.

Logan Terry, 35, Crooked Police Sergeant, KotSG

STR 14 CON 13 SIZ 14 INT 12 POW 12
DEX 14 APP 09 SAN 0 EDU 11 HP 14

Damage Bonus +1D4

Skills: Fast Talk 70%, Revolver 70%, Grapple 75%,
Fist 60%, Spot Hidden 55%, Listen 60%, Hide 50%,
Psychology 20%, Drive Auto 30%, Consume
Liquor 80%.

Terry is a massive, broad-shouldered man with curly dark hair and

a ruddy complexion. This second-generation Irishman says he is "a policeman" in Boston, although he is actually a sergeant at a station near the Old Harbor. He is soft-spoken and polite in conversation, preferring to listen to people. He is quite shrewd and observant, and will always take note of something he can use later. He would be an excellent NPC to follow a suspicious investigator around the mansion. Terry has his hands in several illegal schemes: prostitution, drugs, and bootlegging among them. He extorts money where he can, and helps cover up these operations as a policeman. Terry is addicted to cocaine. He is attracted by the promise of power offered by the Hermetic Order, although he thinks the supernatural angle is just so much mumbo-jumbo.

Sample Conversations:

Terry inquires about the investigator's 'line of work'. He is always looking for a new scheme to hook on to. If the reply is promising, Terry will press the issue and even go so far as to follow up on the story (without incriminating himself, of course). If the reply is not something Terry can use, he excuses himself and goes to the lounge. He will notice any kind of suspicious story or actions and keep an eye on that investigator.

Should the investigators confide in Terry, he will listen to them with skepticism. If they offer any incriminating evidence, he will ostensibly join the investigators. Never beyond blackmail, Terry is only interested in finding some dirt on the Order's officers. They've obviously got some dough.

that he recently visited the lodge hall. "Everyone was friendly and well-spoken. Many who have joined are very well off, I can tell you, and they are of high intelligence, too. I came away with a most favorable impression of the Order and of the sort of quality person who they want as a member. And yet I could not help finding it an odd place. There are many more employees than seem to be necessary, and they are not necessarily of the best sort. There are also entire floors of the building that are sealed off even from the prospective members, perhaps even the initiates. The place has about it an air of unusual secrecy."

Once these first clues have been absorbed by the investigators, the group should visit the Silver Twilight lodge hall. More clues will be available once the player characters visit the Order's lodge hall and meet some of its notables.

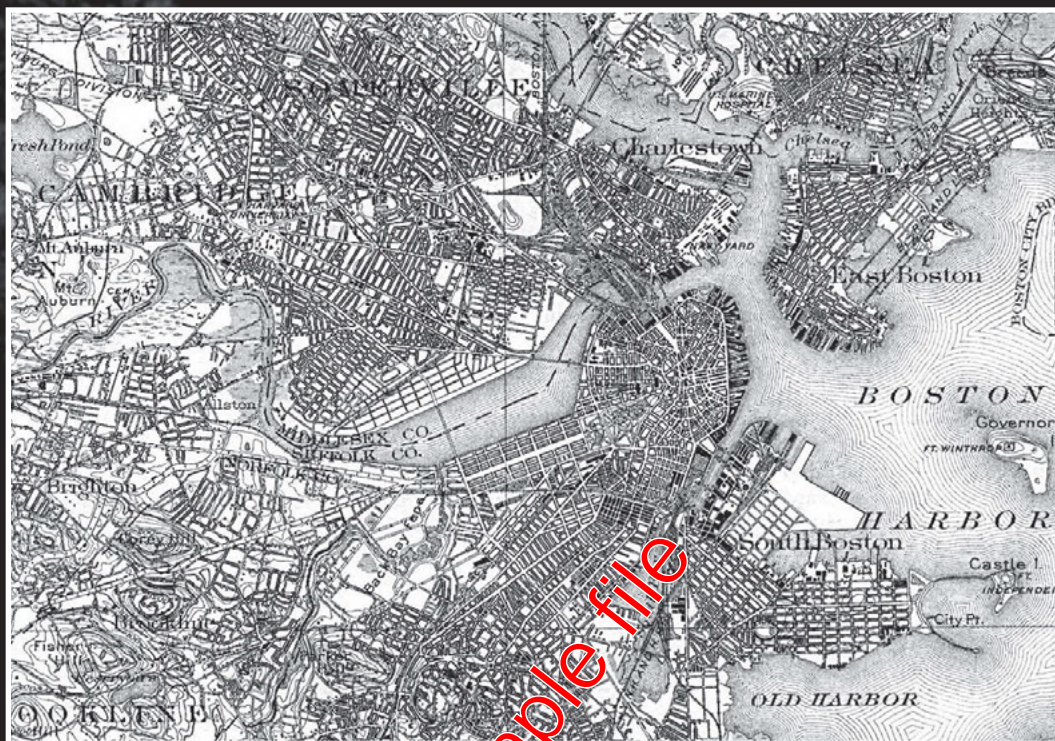
During the visit, let the investigators explore the ground floor, and converse with John Scott or Carl Stanford. To catch either man's particular attention requires a successful

Occult roll for the player character. If perceiving the investigator as a knowledgeable occultist, Scott or Stanford will pressure him to join, but only with the utmost delicacy. In this fashion, some or all of the investigators become worthy candidates for membership. Naturally the player characters' references must be confirmed before they can be accepted. If accepted, a candidate also must write a largish check to the Order for their first six months of membership — the keeper can determine the fee.

When the player characters return to the lodge on the next meeting night, they are then initiated into the lodge, and also see most of the Second Floor. Let them explore as they can.

Alternate Hooks

There are all kinds of ways to draw your investigators into this campaign. As written, it assumes



Boston at the turn of the century

Selected Connections for this Chapter

Paper # Clue or Lead Obtained from Leads to

- suspicious activity gossip Silver Twilight a cult?
- not on fraternal organization list library no information
- passing mention library "K's of Silver Twilight"
- conversation friend suspicious impression
- #1 Whipple narrative library John Scott, Cambridge, caverns with monsters
- #2 Man Disappears *Globe* Hermetic Order member James Clark vanishes
- #3 C. Stanford mentioned *Pillar-Riposte* advert in New York City
- #4 Karl Sanford sought *Globe* infant disappears
- #5 J. Scott mentioned *Globe* cited as Boston witch
- #6, #7, #8 Mythos instruction ... cult manuals in lodge hall lib. used by Hermetic Order
 - Gate Box with notes Level One, Study Carl Stanford
- #9 letter from MacBain Level One, Study addressed to Carl Stanford
 - missing man Level Two wallet ID's as James Clark
 - Resurrection info Level Two spell, custodes, materia





Cambridge Man Missing

Police today sought the information from the public concerning the puzzling disappearance of Mr. James Clark from his home at 1312 Newton Circle, Cambridge, Mass. He was last seen at home by his wife at about ten o'clock on Monday night.

Mr. Clark is of medium build, brown hair, and 34 years of age. An omnibus driver reports seeing a passenger resembling Mr. Clark headed toward Boston at about 2:30 in the morning. Mr. Clark keeps a law office in Boston.

His is a public-spirited, outgoing personality. Friends at Masonic Hall and at the Hermetic Order of the Silver Twilight expressed dismay when apprised of his disappearance.

—Boston Globe.

Hermetic Order Papers 2

they will join the Hermetic Order of the Silver Twilight then discover the secrets therein on their own. This may work fine for some groups, but there are other ways to begin the adventure.

- **"YOU HAVE BEEN CHOSEN . . ."** One or two of the investigators receives an invitation to join the Hermetic Order. Select an investigator with: the highest **E.O.T. + INT**, highest Credit Rating, or a single academic skill of 10 or more. The invite specifically asks you to "please extend this invite to another gentleman of strong moral caliber, and high intellectual and philosophical curiosity."
- **SCOOP!:** At least one of the investigators is a reporter or writer doing a story on secret societies. He is joining the Hermetic Order specifically to learn any and all 'forbidden knowledge'. The other player characters could be along in a supporting role (photographer, muscle in case things get ugly). The story could be for a reputable magazine or paper, or it could be financed by a sensationalistic tabloid.
- **UNDERCOVER:** At least one of the investigators is a law-enforcement official working undercover. The Hermetic Order has been under surveillance for several weeks, but a man is needed "on the inside". This can be an exciting way to introduce the characters to the power of the Mythos, but it will require some extra work. Keepers using this hook should be careful about backing up the investigators with the power of the Law! (See 'Raid on Innsmouth' for an example of the Government vs. The Mythos.) Alternately, one or more player characters is a private investigator infiltrating the Lodge to pursue a missing person, or stolen piece of artwork.

- **WOMEN:** As the Hermetic Order is fraternal, female investigators will certainly have to disguise themselves. This should provide ample role-playing possibilities. If your group has several female player characters, you may want to focus this chapter on the Hermetic Order of the Silver Twilight Auxiliary, the Order's sorority for wives. Surely, there are cultists in their ranks! Perhaps the Annual Formal Christmas Dance, 4th of July Boston Red Sox Game, or Spring Picnic is coming up, any of which will offer a good backdrop for the two Orders to work in concert.
- **'FOREIGNERS':** The Hermetic Order is unusual in that it does not restrict its membership to WASPs, nor to Americans. It is not a melting pot, however, as Europeans are accepted much more readily than foreigners of dark skin. The usual racism and intolerance of the 1920's is certainly present, although the Hermetic Order's Sovereign Charter indicates that "all men of human blood and mind are considered equally humble in the eyes of our Lord."

More Clues

After a month or two the player characters have risen in the order. Look over the section "Character and Rituals of the Order" a little further in the scenario. It

Hermetic Order Papers 3

MOTIVATE YOUR EMPLOYEES! INSPIRE YOURSELF!



Look To The Future
and Carl Stanford
this week present

B. Ramsdale Brown
Profits in Your Own Back Yard

We are the Businessman's Friend

Meeting and Coffee every Monday morning, 50 cents

The Crullers Are on Us!

320 Back Bay Lane — 7:30 a.m. sharp



INFANT STILL MISSING; MOTHER PROSTRATE

Authorities seeking young Erin O'Malley, aged six months, today broadened their search for the missing infant by issuing a warrant of arrest for one Karl Sanford, of 18 Trimountaine Close, whereabouts presently unknown.

Neighbors give contradictory descriptions of Sanford, and have little to report of him except for his disagreeable demeanor and secretive behavior.

Lieutenant of Detectives Beneke urges all who know of this man to step forward and do their duty by City and Commonwealth. Any Boston policeman will direct the inquiring citizen to Lt. Beneke.

Friends and family report that Mrs. O'Malley is prostrate with grief and begs whomever has taken the infant to return her, with the blessings of God.

—Boston Globe.

Hermetic Order Papers 4

ume in longhand with no title on the spine. This record tells of a vigilante raid on the farm of John Scott in 1721. The writer, Clyde Whipple, was one of the armed men who led the attack. He describes the weird sounds and chants they and their families heard at night, the disquieting foreigners who began to gather in the area, and the predations of local grave robbers. The writer was horrified by what he saw during the raid. He also discusses where John Scott's farmhouse stood. With a **D100 roll equal to or less than INT x4**, the player character realizes that the Order's new lodge hall was built

Boston Witches Recalled by Historian (cont.)

... These benighted individuals seemed to their fellow colonists to be hostile to the very tenets of Christianity, and transcripts from the era of the witch trials document their confidence in their own dark powers. Though they were often put on trial, an alarmed citizenry sometimes rose up against them without the benefit of lawful arrest or trial, as happened to the Cambridge area warlock John Scott in 1721. Scott was attacked and captured, found guilty of witchcraft by acclamation, burned alive in an enormous bonfire, and buried in an unmarked, unhallowed grave, all on the same day before seven o'clock in the evening. Neighbors swore he had created monsters and brought the dead to life in secret caverns located on his farm. His farm would be fascinating to explore, but unfortunately its precise location has been lost for centuries.

—Boston Globe.

Hermetic Order Papers 5

summarizes what the investigators have come to understand about the Order.

- The investigator with the highest average of INT and POW discovers a book stuck in an out-of-the-way place among the shelves for Colonial Massachusetts. It is a slim volume

where John Scott's farmhouse once stood. See **Hermetic Order Papers 1**.

The next four clues are gathered after the investigators have visited or joined the Order, or when the keeper thinks the player characters are ready. To notice each clue requires a successful **Library Use** or **Spot Hidden** roll. All are found while poring through newspapers.

- An article mentions the Order a week after the investigators visit or join the Hermetic Order of the Silver Twilight. See **Hermetic Order Papers 2**.

- The name Carl Stanford appears in a New York newspaper advertisement for a businessman's motivational group called "Look to the Future!" The newspaper is dated a month ago. See **Hermetic Order Papers 3**. Keepers, be sure that the players get this clue.

- An article dated eighty years before says that a "Karl Sanford" is being sought for questioning in the disappearance of a missing infant. See **Hermetic Order Papers 4**.

- A feature article dated twenty years ago discusses notorious local witches of the seventeenth and eighteenth centuries. Among them is "John Scott, a reputed warlock, whose farm was destroyed by an angry mob." See **Hermetic Order Papers 5**.

Character and Rituals of the Order

The Hermetic Order of the Silver Twilight appears to be a fraternal organization concerned with matters occult and philosophical. Its members mostly come from the upper classes of society. A few are community leaders. The Order's lodge hall is a lavish building. Its members eat and drink well after their meetings. Few realize that there are also secret degrees teaching the mysteries of real magic. Fewer still know that the organization is a front for the Lords of the Silver Twilight, a fellowship of powerful wizards dedicated to unleashing malign forces upon the world.





Public Degrees

The ritual of the lodge is divided into seven degrees. The public and general membership know of three. They believe that the public degrees of Neophyte, Initiate, and Master are the only degrees offered. These three degrees are similar and do share important features.

The candidate is first taken to the Preparation Room, and given a robe (black for Neophyte, gray for Initiate, and white for Master). Then the candidate is blindfolded and given a lecture on the noble purposes of the Order. He is told that he will learn great and mysterious things and that he will be asked to bind himself with an oath, but that he will not be asked to do or commit to do anything immoral or embarrassing. The Neophyte is taught the Hermetic Order's secret handshake, and urged to practice it and use it at every opportunity. This aside, the lectures differ slightly in specifics for each degree, but they are essentially the same for Neophyte, Initiate, and Master.

The candidate is then led across the hallway to the Lodge Room, where he is asked by the head of the lodge, the Noble Philosopher, to kneel and repeat an oath. The oaths for the different degrees are basically the same; the candidate promises to keep the secrets of the Order, to

seek after knowledge, and to live according to the principles of the Order. The blindfold is then removed, and the candidate is able to see the Lodge Room for the first time.

It is an impressive sight. The room is richly furnished, and the members wear robes representing their office and standing in the lodge. The candidate is then ritually introduced to the officers and instructed in the principles of the Order, which are Science (for the Neophyte degree), Philosophy (for the Initiate degree), and Magic (for the Master degree). Then the candidate is confirmed in his degree by the Noble Philosopher, and the meeting closes.

After the meeting the members remove their robes and go downstairs to the lounge and bar. Most members feel that this is the best part of the meeting. Most people band together for social reasons, and this Order is no exception. The Order has weekly dinners for its members and does community service.

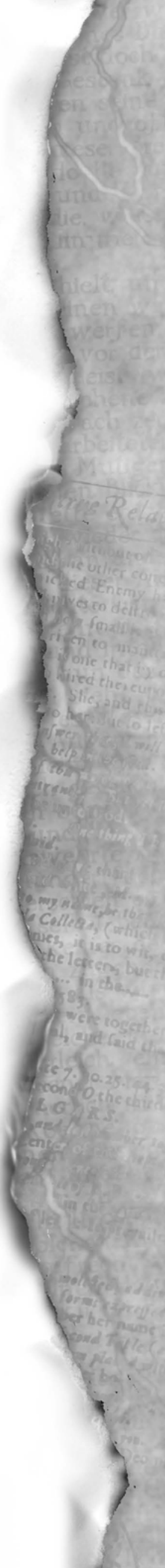
The Secret Degrees

Unknown even to most of its members, the Order also has four secret degrees, all higher than the public degrees. These secret degrees confer Cthulhu Mythos knowledge. In order of attainment, these degrees are the Keeper of the Silver Gate, Knight of the Outer Void, Son of Yog-Sothoth, and "Wizard". Candidates for these degrees are carefully selected from those with the Master degree, who are subtly asked if they would like more knowledge and power. If they seem unreceptive, the questioner (usually the Noble Philosopher) will make it out to have been a test, which the member passed.

If, on the other hand, the member is receptive, he is informed of the secret degrees and told when to show up to receive the fourth degree, the Keeper of the Silver Gate. He is also told that he must keep secret the existence of the higher degrees, or he will be expelled from the Order. Actually, something worse will happen, but he is not told that — yet. The Knights of the Silver Gate will not hesitate to use their magic to silence any threat.

These initiations are held at 3 A.M. That way, the candidate can sneak out of his house and go to the lodge hall unobserved. If he should go insane during the ritual, he can be sent to a cell in the caverns below the building — no one will ever know what happened to him.





Keeper of the Silver Gate

This degree reveals the existence of another reality to the candidate — one with insane gods and colossal monsters who roam the vastness of time with no regard for (or awareness of) humans and their affairs. This

degree teaches the ultimate meaninglessness of normal human life and activity, and points to the higher degrees which teach, they say, the true meaning and use of life. The candidate loses **2/1D8 Sanity points**. The candidate must swear that he will be faithful to the Order, or have

