

# **The Corruption of G'Hyr**

**A Call of Cthulhu<sup>®</sup> Adventure  
For 4 to 6 Investigators**

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## **Introduction**

What follows is a short adventure designed for a party of four to six investigators. It is set, as are most of my adventures in England. It details a series of bizarre and ghastly disappearances of five people who years ago witnessed something they shouldn't have done.

## **Keepers Introduction**

This sorry tale starts about five years ago, on board the Ship the Eastern Empress, a packet steamer out of Liverpool, heading for Argentina. During that journey something dreadful happened, because within three days the ship was lost with nearly all hands. Only six people survived and were rescued after four days in an open boat.

So, what was the dreadful 'something'? Simply put, the ship became the nexus for a break-through attempt by the foul half brother of Great Cthuhlu, Hastur. He was convoked by a small number of cultists, but somehow the captain, another crewman and three passengers managed to put a stop to this foul happening. Yet, the price was high for nearly every one on board the ship was killed with the exception of the brave band of people and one other seeming non-combatant.

This sixth person was the leader of the cult of Hastur, and he has sworn revenge on the captain and his crew for their bravery. It has taken him three years of careful research to discover the means of his revenge; the foul Corruption of G'Hyr.

After a further two years of preparation he is at last ready to strike a blow starting with the three passengers and one crewman until only the captain of the ship, who the cultist feels was the leader of the group, is left.

The investigators are going to stumble onto the trail after the fourth victim disappears. This victim was a wealthy banker and his wife is advertising for investigators to help catch the killers of her husband.

## **Players Introduction**

*London this season seems to be a dreary place, suffering under the heat of an unnaturally hot summer. The place seems listless, the town is boring with not even the prospect of a scandal in the newspapers to look forward to. You seem to be spending most of your free time at the club, discussing the non-events of the day with fellows who seem to be like yourself bored with the whole thing. That is until one day the boy brings you a paper containing a rather interesting item. [Player Handout One & Two]*

## **Meeting The Widow**

Mrs. Angela Wilson is in here late thirties, a tall attractive woman who seems to be not too upset by her husband's death. She is not wearing black as is the custom and seems to be wearing a light floral print dress. The servants all seem scandalised by this behaviour.

However, she sees the party briefly and says the following:

*Thank you for coming so promptly, my problem is that I believe that my husband was murdered because he knew something he shouldn't. I met my husband two years ago, and we've been happily married now for eighteen months. Yet, I always had the feeling that he had seen something or done something that he shouldn't have done. I never asked him what his dark secret was. John never volunteered the information but last year he came down with Influenza, and in the midst of his fever, he kept repeating the phrase "beware the Yellow King." This I found strange to say the least, but I soon let it pass. That was until four days ago, the day John 'disappeared. On that day, we had a parcel delivered. John opened the parcel and removed from it a small wooden box. He took one look at it, and I'll never forget the look on his face. He went grey, truly ashen, and I heard him mutter, the Yellow King. Then he bundled me out of the house, with no explanation what so ever.*

*I left because John seemed so insistent, but when I returned John and dog had vanished, and Masie the upstairs maid was screaming incoherently about a purple haze, and puddles. The poor child was so disturbed that we've had no choice but to have her committed.*

Since then, the police have been to investigate but could find nothing save for a strange square of pottery.

She will produce the pottery square, and hand it to the players. [Player Handout Three]. If asked about the box she will say that it has totally vanished. She is at a loss as what to do, but will offer the investigators a sizeable chunk of money to find her husband.

If asked about the maid, she will say that the girl was the only one in the house apart from John and the dog as the other servants were out helping a neighbour with the spring cleaning. The servants arrived back shortly after Mrs Wilson, and helped her to get the terrified girl into the bed. When the girl was questioned, all she could do was point towards the study and gurgle about a purple haze and mist. Mrs Wilson's Doctor, Dr Willams, was called and he diagnosed that the girl was suffering from a kind of dementia and had her removed to the Ashville Mental Institute in Woodgreen, London.

If the investigators enquire as to whether the wrapping-paper was kept, Mrs Wilson will produce it. The parcel was posted on the 14th April 1928 from Exeter. The address label was written using a stencil.

### **Dr Williams**

Dr Williams will agree to see the investigators but will refuse to allow the investigators to see Masie, as she is in such an unstable condition as anything the investigators might say could possibly drive her over the edge. A successful **persuade roll**, or an impassioned appeal will sway the Doctor, as long as that appeal comes from a medical

person, but as a sign of goodwill will give that person a letter of introduction for Professor Wheeler, the proprietor.

### **The Ashville Mental Institute, Woodgreen**

This is a large rambling mansion on the outskirts of Woodgreen. From the outside, it looks forbidding, and you should convey a sense of dread to your investigators. To the investigator's it appears to be run down and dreary. After knocking on the door, it is opened by a surly man wearing an extremely filthy and stained white lab coat. He will take the letter of representation with extremely good grace and motion the investigators to come inside.

Once inside he will introduce himself as Professor James Wheeler, and that this is his establishment. He will lead the investigators down a long corridor, whose paint is peeling and will show them into a small padded room. The room smells dreadful, and is in somewhat of a state. The padding is ripped and torn, the glass in the window is broken, and the bars look old and rusty.

Masie Samson is strapped down to a bed that looks nearer a wrack than a bed. Investigators will notice that the straps are so tight, that her hands and feet have an almost bluish tinge to them, and her face is covered with a series of large bruises. If this is brought to the attention of Professor Wheeler, he will say that she fell after suffering some sort of a seizure. A successful Medical roll reveals that these bruises are more consistent with a beating than a fall.

Anyway, once he has shown them in he will leave the investigators saying that he is a busy man. He will lock the door behind the investigators and tells them to ring the bell when they have finished

With Wheeler gone, they can turn their attention to Masie. She appears to be in a catatonic state. However she is constantly shivering and seems to be terrified beyond the capacity for rational thought. A medical examination shows evidence of repeated physical and sexual assaults. If an investigator moves to touch her, she will try to shy away from their touch, and if that investigator is a man, she will burst into tears. Clearly, the investigators will find themselves dealing with a very traumatised young woman.

The party will get nothing coherent out of her, unless they try hypnotism, at which point they will be able to glean the following information.

*"I was dusting on the stairs after the mistress had gone and I saw that master walk into his study, his dog at his heels. He was carrying a box, and to me he looked very scared. It was as if the box contained some sort of snake. I hate snakes, they are horrid slimy beasts, and not fit to be suffered. Then five minutes latter, his dog started to bark, but then the poor creature stopped real sudden like. I stopped dusting and looked towards the door. Then I heard this cry. Oh 'twas the sound of the devil hisself. And I feared. I ran towards the door and, oh purple 'twas it, purple and fearful. The master was on the floor, tearing at his skin, the dog was no where. Then I saw...I saw...he turned, became, just flowed away till nothing was left..."*

At this she will break off and become raving again. No attempt to bring her back can be made and the party must decide what to do next.

### **Library Searches.**

A successful library search will reveal following information on the following topics.

#### **Professor James Wheeler**

Professor Wheeler was a Professor at Cambridge College medical school before he was disgraced by the Purple Violet Scandal. His medical license was revoked and he has since retired.

#### **The Purple Violet Scandal**

This is involved Prof. Wheeler and his illegal experiments into the causes of extreme dementia. Prof. Wheeler believed that an extract from a rare South America Orchid could reverse the effects of such extreme dementia. However, his peers thought that it was utter tripe, and permission to try a series of controlled experiments on patients was refused. Prof. Wheeler ignored this moratorium and carried out the experiments anyway. These experiments lead to the deaths of a number of patients and Prof. Wheeler was struck off by the BMA.

#### **Mr John Wilson**

Nothing remarkable can be found save for the fact that he disappeared three days ago.

#### **Strange Disappearances**

Here they will find a host of other disappearances, most of them run of the mill but three should catch the eye of investigators.

- Dr Alan Jacobson disappeared from his Liverpool town house on the 20th April 1928 after receiving an unsolicited gift through the mail. This gift was some kind of Pottery tile.
- Able Seaman Peter Clark vanished from the vessel he was on, on the 20th April 1928 as it was about to sail from Southampton. He had apparently gone on deck to open a small parcel he had received just before the ship weighed anchor. Harbour authorities believe that he fell over board.
- Miss Jane Ann Richardson. This venerable lady went missing from her home in Buxton on the 20th April 1928 shortly after she received the gift of a small wooden box. Both her and the box vanished.

Searching on for the others will reveal a small article dated November 12th 1923 [Player Handout Four]. It details that Seaman Clark was one of only six survivors of the Eastern Empress disaster. Only he and the captain, Joshua Bond, are named as the

others wish to withhold their identities. To discover more about this incident they will need to consult Lloyds Register. If they do this, they will find only a list of survivors [Player Handout Five], and every person who has disappeared is on that list. Only two of those on the list remain alive at the moment, the Captain and the man responsible.

Searching on the Captain will discover that the man is a resident in London, and that he retired some months ago. The Captain lives at 12 Belmont Terrace, Hotwells Bristol.

As for Alan Westinghouse, he seems normal except for a small article in the Richmond & Twickenham times detailing his arrest for what neighbours described as ungodly practices. His address is given as 7, St-Martin's road West, Twickenham.

### **The Yellow King**

If the party do a standard search inside the library, they may turn up a fragment of knowledge about the Yellow King, namely that the name refers to a deity worshiped by the primitive people of the East Indies. And the following little poem:

*“The robes are bright,  
Their colours gay,  
Yet Evil Destruction,  
Are his today.”*

But if the party have access to any of the serious tomes of occult knowledge then they should find that the Yellow King is mentioned as *“There is a wholly evil cult who worship the Yellow King, he who shalt not be named. Praying for the day when the signs are removed and can once more encircle the earth with his fearful influence.”*

### **Getting the Pottery Tile Analysed**

If the party think to have the tile analysed, they will find out that it is made from a particular type of clay found in the North Cornish region. As to the writing on the tile, it seems to be in some sort of ancient script, possibly proto-sancript. The inscription says *“G’Hyr”*

### **Searching for G’Hyr**

Once the party have had the pottery analysed, they may wish to search for G’Hyr. Again standard works may turn up a reference to G’Hyr: *“G’Hyr, a half mythical figure from ancient Tyre. Supposedly a mage who, according to Von Juntz kept the city under his thrall by use of some fearful magic.”*

If the party have access to a copy of Von Juntz's book, they may wish to check the reference. The Golden Goblin Edition of *Unaussprechlichen Kulten* carries the following entry: *“And so, in Ancient Tyre, did the evil mage G’Hyr rule. The Yellow King put him there, and that his corruption kept G’Hyr. For woe-betide any man who would cross the foul G’Hyr. For the purple mist would rise up and reduce the man, till nothing was left save the essential salts and the mark of G’Hyr.”*

## **What Happens Now?**

At this point, the investigators have two options. They can either visit Captain Bond, or they can go and see Alan Westinghouse.

### **If They Visit Westinghouse First**

If the investigators decide to visit Westinghouse, they will find that the house in which he lives is unoccupied. There is a For Sale notice posted discreetly in one of the windows. If the party enquire with the Estate Agents who are handling the sale, they will learn that Mr Westinghouse has recently moved to Exeter on the advice of his Doctor. The Estate agents will not be willing to divulge Westinghouse's address unless they are heavily persuaded.

Westinghouse has taken up residence at the Millers Arms Hotel in Exeter. He will, however be out for the day when the investigators come to call. If the investigators break into his room, they will discover a single square box whose lid has been weighted with a small revolver and under which is a note [Player Handout Six]. It is inadvisable that any investigator lifts the revolver to get to the note, as this is holding the box lid shut. It will take an extremely difficult Dexterity roll to free the note without disturbing the revolver. If the revolver is removed, then the Corruption of G'Hyrr will be released, and I'm sorry to say, all investigators within a 15 foot radii are going to die. No rolls, nothing. They will die.

If they survive this encounter, they will find that Westinghouse has just simply vanished. No trace of him will be found, because Westinghouse left for Ireland some hours previously.

### **If They Visit Captain Bond First**

Captain Bond lives in a small cottage overlooking the Severn Channel at Hotwells. On arrival, you find that the Captain is in and alive. He has this morning received a strange parcel from Exeter. He has, however not opened it, because he too has noted the strange disappearances of those brave souls who helped him all those years ago. He will see the investigators, but once they have been seated, in his small front room will demand some form of identification.

Once, the Captain is satisfied that the investigators are genuine he will briefly tell the players the following tale.

*"I remember that night all right. It was night I lost a lot of good men and one extremely close friend. She was a good ship, a real trooper. But on that night, evil came to see us. That night, there was murder and mayhem that night, but the thing I remember the most was the chanting. It started soon after 10pm, and went on and on. It fair drove some of us mad. I saw friends f ten years and more turn on each other with knives.*



*It was, diabolical, truly diabolical. Then we found them. Ten of them there were, stood in a circle wearing masks. Those of us who still had our wits about us charged them. It was pandemonium for this fellow in Yellow seemed to appear for a minute and vanish. Crying "Brother, Brother help me". Then the ship just sank. In all my years, I've never seen anything like it. It was as if the ocean reached out and swallowed my poor ship. How we survived I know not, but we did."*

He will then hand over the parcel to the investigators so that they may dispose of it. If the investigators ask him to come with them to find Westinghouse he will decline saying that he has brushed away evil once, and once is enough for him.

After that, it is a matter of going to Exeter and finding the room in the Millers arms. Inside, they find no sign of any furniture at all, the room is entirely bare except for a small pottery tablet and layer of a strange bluish dust. If the investigators examine the tile, they will find the usual G'Hyr marking on one side and on the other a short message [Player Handout Seven].

### **Resolution**

- If the party visit Westinghouse in Exeter before going to see Captain Bond they will, if they survive, soon hear that Captain Joshua bond disappeared from his house shortly after receiving a strange square parcel. In short, the investigators have failed in their actions.
- If the party discover Westinghouse is dead, and the Captain has survived, they have succeeded in establishing who killed Mr Wilson and the others. Mrs Wilson may take some comfort in knowing that her husband was indeed murdered and that the murderer was brought to book. Each investigator should receive 1d6 SAN and 1d4 Cthuhlu Mythos Knowledge.
- If the investigators also take some pains to improve the lot of the maid Masie Samson then they deserve an extra 1d8 SAN.

### **The Corruption of G'Hyr**

The corruption of G'Hyr is an extremely unpleasant way of killing someone. Thought to have been devised the devilish mage G'Hyr, back in the fifth century, the corruption of G'Hyr shows the employment of certain chthonic artifice.

The Corruption was created as a to do away with rivals, by dissolving all manner of organic life within a certain radius. Basically the, device looks fairly innocent being a small box made of some light wood, possibly balsa, yet it has a pottery base.

If anyone lifts the lid on the box, they will release a strange cloud of a purplish gas that smells a lot like damp morning air. From this moment, the opener and all those within fifteen feet are doomed.

For within the minute the haze will settle on the victim and begin to act. At first they feel nothing, except maybe a slight tingling sensation upon their skin, but then the tingle grows and becomes a maddening itch as the skin turns red then begins to blister. Scratching the blisters causes intense pain, followed by convulsions then the person will begin to deliquesce there rapidly. The process is not painless by any means, and in those last minutes, the victim is tormented by the most dreadful agonies. The end however is swift, the entire process does not last more than five minutes.

Eventually nothing of the body remains except for a semitransparent puddle of sticky fluid which, dries quickly to leave a pale bluish powder which will disperse if there is the slightest breeze.

The gas will also stick to the wood of the box, dissolving it also, and leaving nothing behind except the pottery base, which has a strange symbol embossed there. The Corruption is mentioned in several tomes, the most notably the *Cylinders of Telic*;

*“...And Foul G’Hyr didst for take the powders of sky and with those didst he cast a strange magic upon the box. Watchful was the Yellow King, for to the powders he didst add unto the box the corruption of his foulness. And lo the box grew dreadful and soon all of Telic knew of its power, and they lived in its shadow as eighty moons cycled and waned....”*

It is also rumoured that knowledge of the Corruption was passed to the Dervish for it was suspected that certain of the Dervish’s more bizarre assassinations seem to smack rather too closely with those of the Corruption of G’Hyr.

Any investigator who sees someone killed by the Corruption of G’Hyr must make a SAN roll. Success means the loss of 1d6 SAN, whilst failure will cost 1d12 SAN.

**Player Handout One ; Article in The London Daily Post, 25th April 1928.**

Strange Disappearance of Banker

It was announced today by the Metropolitan Constabulary that Mr John Wilson, Aged 43, has gone missing from his home in St-Johns Wood. Mr Wilson was last seen entering his study on Wednesday 20th April. Since then, no one has seen either him or his dog. It was initially speculated that Mr Wilson may have gone for a walk with his dog, but as he has been absent for more than four days the police are starting to treat his disappearance as suspicious.

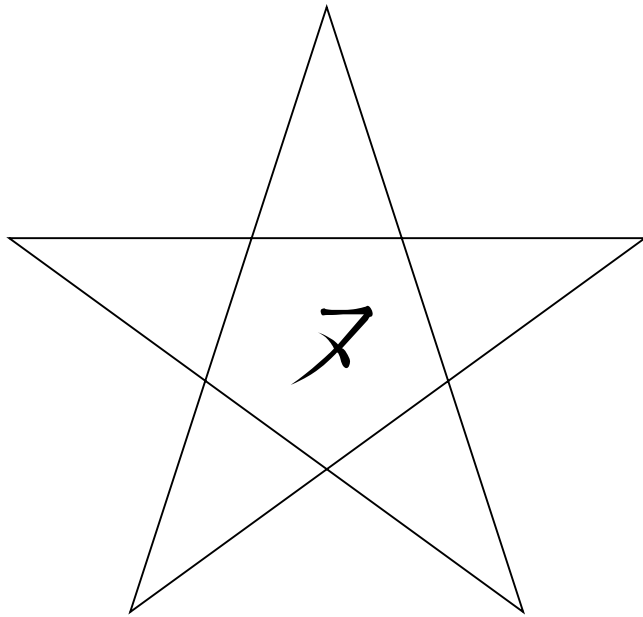
Mrs Olive Wilson has told this reporter that he didn't have an enemy in the world, but as a senior member of the St-Stephens Bank, the police have not dismissed the possibility of kidnap, yet no ransom note has been received.

**Player Handout Two: Request for Help in the London Daily Post, 25th April 1928.**

**Help Wanted**

Worried Lady Wishes Help In  
Finding Her Husband.  
Police Are Unable To Provide  
An Adequate Solution.  
Mrs O. Wilson.  
21 Hampstead Villas,  
St-Johns Wood.

**Player Handout Three: Strange Pottery Tile Found In The Study of John Wilson.**



**Player Handout Four: Article From The Times 19th August 1923.**

Loss At Sea

This morning the Empress Shipping Company announced the tragic loss of the Eastern Empress, which foundered in heavy seas some two days ago. The Empress which had sailed from Liverpool bound for Argentina ran into difficulties shortly after passing into the Atlantic.

According to our Irish correspondent, there are only six survivors listed, of which Able seaman Clark and Captain Joshua Bond are the only members of the crew to have survived. The survivors were plucked from the seas by the SS-Ohio Prize, after a short and highly garbled distress signal was received. The survivors are expected to arrive in Cork tomorrow.

**Player Handout Five: List of Survivors From The Eastern Princess.**

<p style="text-align: center;"><b>Lloyds Register of shipping.</b> The Empress Shipping Company Vessel Eastern Empress. Foundered: August 19th 1923.</p>
<p style="text-align: center;"><b>Surviving Crew.</b></p> <p style="text-align: center;">Captain Joshua Bond. Aged 56. Able Seaman Peter Clark. Aged 22.</p> <p style="text-align: center;"><b>Surviving Passengers.</b></p> <p style="text-align: center;">Dr Alan Jacobson. Aged 28. Miss Jane Anne Richardson. Aged 66. Mr Alan Westinghouse. Aged 33. Mr John Wilson. Aged 39.</p>

**Player Handout Six: Note Found Under The Revolver in Westinghouse's Hotel Room**

*Dear Whoever,*

*If you are reading this then you are already dead. This is the fate for all those who oppose the might of the King in Yellow. However, you should be comforted that your death will bring forward the return of the Unnamed One and you should feel honoured.*

*AW.*

**Player Handout Seven: Note Found on the Ceramic Tile in Westinghouse's Hotel Room**

*Dear Whoever,*

*If you are reading this then I am dead for my King does not tolerate failure. However, don't think for a minute that you have won the day. For the might of the King in Yellow is so easily thwarted. He knows you now, and soon you too will die.*

*AW.*