

The Missing Psychic

**A Call of Cthulhu[®] Scenario for 4 to 6
Investigators**

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Introduction

This is an unashamed rip off of the Doctor Who story “The Image of the Fendahl” by Chris Boucher. It does however mean that the plot has been twisted ever so slightly so as to confuse several of the more whovian orientated investigators Keepers may get. But before we start, a word of warning. This is an extremely dangerous story. The chances of the investigators surviving is very slight, so be warned.

Investigators Introduction.

The Dream Sequence.

For the past four days you have had the same dream every night. It starts with you standing outside a house, whose windows are heavily boarded up. From between the boards you can see a bright orange light streaming out into the night. Walking forward, you push on the door, which opens of its own accord and you find yourself in a large hallway. The hallway is dimly lit, and standing before you is a woman. This woman is of medium build, with long hair of the reddest colour you have ever seen. She is wearing a long flowing white robe, which flutters in some kind of etheric breeze. In her hands, she holds a large human skull. She looks at you, and her face whilst attractive seems locked in an expression of pain and horror. Her deep green eyes hold yours and she mouths something. The words could be “help Me”, but you are not sure. Then something, some shape flows out of the darkness towards you. Yet the woman stands in its way so you don’t get a clear look at the thing. However you feel that this thing doesn’t belong in the waking world as it is composed of the utmost evil.

The woman turns to face the monster and screams, a scream of the purest terror, a terror so intense that you awake with a feeling of great foreboding and dread. But this dread multiplies when this morning you see a face in the morning paper. It is the face of the woman from the dream, and you just know she is in mortal danger. [Player Handout 1]

So What Has Happened To Lisa Masters?

The woman in the dream is indeed Lisa Masters. She has indeed been kidnapped, and by forces working for a great evil, the Fendahl. Her kidnappers are members of a misguided sect called the Brothers of the Moribund Shadow. These cultists have through a member of an archaeological society stumbled upon the Hibernation Unit of the Fendahl. Shaped like an ancient human skull, is believed by the Brothers to be the key to everlasting power, they have taken Lisa because they need her to open a psychic link to the Hibernation Unit. They do not know that in doing so, they are condemning the entire world to death!

Visiting Inspector Morgan.

Inspector Morgan, will see the investigators, if they are persistent enough; e.g. they make a good **persuade roll** or they simply say that they are close friends of the Lisa Masters. The inspector, who is a slightly balding man in his late forties is basically of the opinion that Miss Masters has “simply gone off with a young fella”. He knows from her friends that she recently suffered a sudden bereavement but he doesn’t know who it was. He is willing to let the investigators do a little digging of their own because he has more important cases to see to, and as a sign of his good faith will give the investigators a letter giving them access to Masters house; 11 Worcester Road.

The Bristol Psychical Research Society

Based in Priory Road Tyndall’s Park, The BPRS has its offices in a small but sumptuously appointed townhouse. Any investigators who arrive there, and express their interest in the case will be shown in to the Directory, Dr Hobbs. Dr Hobbs, a very fat man will heave himself up out of his chair and waddle towards the investigators. He will say that he extremely worried about Lisa Masters since the death of her fiancé. He will offer to help the investigators in any way he can, and if told about the dream sequence will interpret the dream. However, he believes that the dram means that Lisa Masters is simply sublimating her grief into this strange skull type motif. He is a grade A fruit cake.

11 Worcester Road, Clifton Downs.

Worcester Road is a series of small rented properties owned by the Grover Property company of Whiteladys Road. The house Lisa has been renting is number 11 and can be spotted due to the fact that it is the only one with a Policeman on duty outside. Talking to the Policeman, the investigators will discover that the owners, believe the property to be under threat and so have asked the police to put a guard on the door. Only an official letter from the Bristol Psychical Research Organisation or Inspector Morgan will allow access to house unless each investigator can make a successful **persuade rolls**.

Inside, the house has been thoroughly ransacked, but a successful spot hidden roll will find a letter from Robert Moberley asking if she would examine a skull discovered on their expedition to Central Africa [Player Handout 2], the letter is dated 23rd March 1927.

Other items that can be found are; a small .32 revolver, a letter from Sir Charles Thackery - dean of Archaeology at St Cedd’s explaining the tragic death of Robert Moberley from Yellow Fever dated 20th February 1927 [Player Handout 3], a small fragment of parchment detailing a bit about the Skulls of Death [Player Handout 4], and a stack of love letters addressed to Lisa Masters from Robert Moberley. It may be noted that the handwriting does not match with that of the later dated 23rd March.

Translating the Parchment

A **Languages Roll** will tell investigators that the parchment is written in Arabic. It can be translated by someone who knows Arabic, or by taking it to a translator. If they take the parchment to the Bristol museum, then the investigators will be informed that the parchment is of a very strange nature. It is of no known material, and appears to be over 50,000 years old. The parchment clearly predates both the language and the skills of producing writing.

A translation of the fragment is:

Ware the Skull of the pentagrams, for it is corruption. Ware those twelve who bath in its power and above all ware the key. For the Skull is the lock, and the key is the way.

14, Gatehouse Avenue Withywood.

This is another rented property, and as coincidence would have it, 14, Gatehouse Avenue is also owned by the Grover Property Company. If the investigators gain entry to the building, they will find nothing at all out of the ordinary in any of the rooms. The only useful piece of information is that a Mr Alan Pemberton rented the house about a month ago, and that Mr Pemberton left a forwarding address for any mail. That address is Marsdene Priory, Maiden Wells Pembroke.

The Dinner Guests

The people Masters should have met for a dinner engagement were two fellow psychics; a Miss Cullpepper an elderly house bound woman and her companion Janet Talca, an attractive woman in her mid twenties. Both women live in a small house in Hotwells. If talked to they will reveal that Lisa should have met them for Dinner, but when she didn't arrive they became concerned but did not at first alert the police. These two ladies only called the police when the dreams started.

Through their in to inconsiderable psychic powers they have tried to discover Master's whereabouts, but have been defeated. They say there is a cloud of evil that doesn't let them see her. The cloud seems to be centred over South West Wales. A clue if ever there was one.

Library Searches

Doing a library search will turn up the following snippets of information:

Searching for Lisa Masters

- An article detailing the crime fighting career of Lisa Masters. Several years ago she assisted the London Metropolitan police by helping to capture the vicious Limehouse Stalker by a psychic reading of one of the corpses. She has since then, helped the police on numerous occasions with their enquiries, and has a estimated success rate of around 60%.

- An engagement announcement between Lisa Masters and Robert Moberley. Who express their intention to marry shortly after Moberley returns from his expedition to Cairo.

Searching For Robert Moberley

- A newspaper article, dated 9th December 1926, about the St Cedd's expedition to Egypt. The expressed intention is not to search for the Pharaohs but for evidence of older civilisations in and around the Valley of the Kings. They hope to return sometime in mid June 1927.
- Another Newspaper article, dated 29th March 1927, detailing the sad death of the entire St Cedd's expedition to the Valley of the Kings. The party was brutally murdered by Arab brigands and that something should be done about it. The British government promises to take punitive action.

Search For Skulls of Death

Three references to this rather cryptic clue may be found.

. . .from space it came, brought on the wings of death. Within the skull it sits, but the race knew and stopped it for all time. . . [Taken for the Eltdown Shards]

There is a strong significance between death and the skull. For this is where the brain sits and ergo this is where the soul lives. Many savage races believe that there is such a thing as the Skull of Death. A Skull which has the power to make the dead rise from their graves. [Golden Bow]

*The twin brought the Skull forth,
but the Skull was jealous.
The Skull wanted all,
but it couldn't have all.
Heat stopped it,
but it will persevere.* [People of the Monolith]

The Brotherhood of the Moribund Shadow

Founded in 1919 after the Great War the Brotherhood of the Moribund Shadow aims to bring about world peace through the destruction of the human race. They are an extremist group, comprising of eighty or so members and have close links to several other cult groups within the British Empire.

Recently, the Fendahl Hibernation Unit touched the mind of one of the group's members, Alan Pemberton. The Fendahl Hibernation Unit informed Pemberton where it could be found. Pemberton then worked his way onto St-Cedd's archaeological dig and after a couple of weeks in the Valley of the Kings he successfully recovered the skull. With the skull in Pemberton's position, he next murdered the remaining members of the expedition. He then made his way back to

England, with the Fendahl Hibernation Unit. Here, the skull informed the Brotherhood, through Pemberton, that it would require a stronger psychic than Pemberton to open the way to the tremendous power it controlled.

Pemberton, knowing of Masters through her association with Moberley decided that she would be the perfect conduit for the Fendahl Hibernation Unit and successfully kidnapped her. With Masters safely in their hands, the Brotherhood has retreated to Marsdene Priory in Maiden Wells Dyfed. It is here, in the isolated wilds that they will attempt to bring about the resurrection of the Fendahl.

Pembroke

Getting to Marsdene Priory is no simple matter, for although there is a very good rail service to Pembroke for both the army camp and the dock yard, there is no taxi service or bus service to the district that the investigators will need to go. So if they didn't take a car with them, they'll be forced to walk. For those rich investigators who own cars, the journey from Bristol will take about a day and a half, and no matter what mode of transport employed, the investigators should arrive at around ten o'clock at night. This is because the investigators are in for a surprise. . .

Time Line

20:00 Arrive at the priory.

23:15 The lights in the Priory go out.

00:10 The ceremony is completed and the Fendahl enters the world. A large psychic shriek echoes around the world. All investigators must take a SAN roll. Failure costs 1D4 SAN.

00:15 The Fendahleen move up from the cellar and into the house.

02:04 The village of Maiden Wells is exterminated.

Marsdene Priory - The Grounds

In the grounds of the priory there is to be found a corpse. The body is that of a twenty two year old man, a poacher by name of Shaun Rattle. A successful **Medical Roll** will show that the body is nothing more than a withered husk, suggesting that it was subjected to some kind of mummification. Yet the shotgun that lies next to the body is still warm suggesting that the death occurred within the last half hour. A successful **Spot Hidden** roll will find a strange type of greenish white slime around the body. A **Zoology Roll** will tell that it was made by no known animal. If anyone touches the slime they will need to make a STR roll or lose 1D3 POW. Failing a SAN Roll when seeing the body will cost the investigator 1D6 SAN.

The Trail can be followed using a successful **Track Roll** and will lead the investigators towards a small shack. This is the poachers shack. Inside is the usual collection of junk that poachers keep, including ferrets, dead rabbits and other stuff. A successful **Spot Hidden Roll** will find a box contains some extremely unstable gelignite.

Marsdene Priory Itself

Kitchen

Nothing special except for the door to the cellar which is locked. If a critical **Spot Hidden** is made, the investigators will be struck by the absence of salt.

The door to the cellar is locked, and the key is inside the lock on the inside. A successful **Listen roll** will detect the sound of ritual chanting coming from the cellar. Trying to knock the key onto a piece of paper will have a 60% chance of dropping down the stairs instead of onto the paper.

Library

Usual collection of normal books plus two of interest. One is the English translation Nameless Cults, and the other is a strange book of about notebook size. Written in Arabic it has the single word Phyndll written on the cover. Two pages have been ripped out, one matching the one found in London and the other can be found in one of the bedrooms. The book is the history of the Fendahl written by the Great Race of Yith and contains the ritual to activate the Fendahl as well as a means to stop it if activated. If anyone is to read the book it will take 2D6 months, cost 1D8 SAN and will gain 1D12 Mythos knowledge.

Dining Room

The only thing immediately obvious is the corpse slumped in the armchair. This was the owner of the Priory and she is also a withered husk. In the corner of the room is a sea water aquarium. The point that it is a sea water aquarium is not immediately obvious and can only be detected by a successful **Zoology** or **Spot Hidden**.

Bedrooms

All looks to be in use, as there are 14 people in the house. One of the rooms has ropes attached to the bed. This is the room in which Lisa Masters has been held. A **Spot Hidden** will discover two things. The first is an empty syringe which a **Medical roll** of some time contains the residue of some sort of opiate. The second is the missing scrap of parchment from the book in the library [Player Handout 5].

The Second Fragment

The translation runs thus:

When the arms walk abroad they cannot be stopped except by the crystal from the ocean. Yet the nucleus is only susceptible to the light of thunder.

And means that the Fendahleen can only be killed by salt. Dispatching the core is a different matter, and possibly this means lightning, fire or explosives. I'll let you choose your own method.

The Cellar Before 23:15

Opening the door by stealth will allow the investigators into the cellar unnoticed. the steps descend into a wide space in the Centre of which stands Lisa Master. She looks drugged, and holds in her hands is the skull. Alan Pemberton is keeping her hands in place by force. Around her the Brethren move in a slow march chanting rhythmically.

If the investigators wait to see what happens then one by one, the brethren make the circuit and the Fendahl is free. The arms are transformed into the Fendahleen, (SAN roll 1D4/2D8) and Pemberton is turned by the core into nothing more than a withered husk. The investigators are instantly spotted by the core who orders the Fendahleen to destroy them. The investigators are now in for a fight for their lives.

A none stealth entry will attract the attention of the Brethren. Alan Pemberton will produce a gun and say that Lisa gets it unless the investigators surrender. If they do then the circle will be completed etc. . .

The Cellar After 23:15

The door is open, and there is a thick trail of slime leading up the stairs and through the house and the back door. In the cellar, the investigators will find 2 Fendahleen guards and the core as well as the withered body of Alan Pemberton.

From then on there is a running battle with the Fendahleen. But I don't hold out much hope for their chances.

The Fendahl Ritual

Actual this is a near pointless ceremony as all required to activate the Fendahl is for the core to hold the skull and the twelve arms to link arms until the circuit is completed.

Outcomes

There are four possible outcomes to this adventure, ranked from the most serious to the most trivial.

The Fendahl enters the world and isn't stopped. The world will cease to exist very, very quickly. The investigators will probably flee in mortal terror, losing 4D8 SAN in the knowledge they had doomed the world to failure. That is if any are still alive.

The Fendahl enters the world and is stopped. However Lisa Masters is dead, so the investigators will lose 1D4 SAN and gain 2D6 Mythos Knowledge.

The Fendahl fails to enter the world but Lisa Masters dies in the process. The investigators lose 1D6 SAN and gain 1D4 Mythos Knowledge.

The Fendahl fails to enter the world and Lisa Masters lives. The investigators gain 2D8 SAN and 2D4 Mythos Knowledge and Lisa Masters will take possession of the Skull for disposal.

The Fendahl



An entity that feeds on life itself. The full spectrum of life, killing all, consuming all, destroying all till there is nothing left but ash. The Fendahl originated on the fifth planet of the solar system before moving to Mars shortly before the Timelords time looped its home world. After consuming all life on Mars, the Fendahl travelled to earth some 12 million years ago. However, before the Fendahl could leave its hibernation device it was buried under a lava flow, possibly caused by the Great Race of Yith.

The Fendahl itself is a gestalt, a creature composed of a Hibernation Device. The Core and The twelve arms or Fendahleen. The Core starts out as a being, normally of great magical ability, but is converted to the core by being exposed to the Fendahl Hibernation device in the presence of twelve other beings. Once converted, the Core takes on the appearance of a Medusa like creature. The Hibernation Device is currently the shape of a human skull, with a pentagrams energy star embossed upon it. It

will transfer the stored Fendahl energy once the required number of arms have been assembled.

The Fendahleen are the arms of the Fendahl. These are large snake like creatures, higher than a man, with no eyes and a mass of writhing tentacles where their mouths should be. The Fendahleen lay down a slime trail which can root victims to the spot if trodden on. Requiring a STR+POW 34 roll to break free of. The Fendahleen can also root a person to a spot if they look directly at them. This will require a POW 24

resistance roll to move. If a person is touched by a Fendahleen, the victim first has their CON drained followed by their HP until nothing remains but a withered husk. Being of a none-terrestrial origin, few weapons have any effect on them. Most will do negligible damage except for fire and salt which disturbs the osmotic regulation.

The Core suffers from no such weakness, and can only be destroyed by fire once the twelve Fendahleen have perished. But if anyone looks upon the Core, then a heavy POW 40 resistance roll I needed to avoid becoming one of the Fendahleen.

	Rolls	AVG		Rolls	AVG
STR	4D6+3	44	INT	2D6+6	9-10
CON	3D6+2	10	POW	5D6	17-18
SIZ	4D6+6	15-16	DEX	3D6	9-10
			Move: 6		HP 24-26

AVG DAM Bonus : +4D8

Regen: 4 HP per round unless a weapon using salt is used.

Weapons : Tentacle 8-%, DAM DB + CON/POW/STR/HP Drain.
Slime 95% - Fixes victim to the spot.

Spells: Root to spot.

Armour: Most projectile, and other attacks do at most 1 HP of damage, except for weapons using salt in which case the damage is as normal for the weapon. Weapons that use fire will also do full damage.

SAN Loss: 1D4/1D12.

Fendahleen Stats

Fendahleen 1	25	Fendahleen 5	21	Fendahleen 9	22
Fendahleen 2	25	Fendahleen 6	26	Fendahleen 10	25
Fendahleen 3	21	Fendahleen 7	22	Fendahleen 11	22
Fendahleen 4	22	Fendahleen 8	23	Fendahleen 12	22

Psychic Investigator Vanishes

Police Suspect Foul Play



The psychic who was instrumental in helping the police capture the infamous Limehouse Stalker has, according to the Metropolitan police, vanished. Miss Lisa Masters, 22, was witnessed leaving for a dinner engagement on the 28th of last month, and has not been seen since.

Friends grew concerned when she missed a regular luncheon appointment at the Psychical Research Society last Wednesday, and when unable raise any response from her house in Worcester Road, Clifton Downs they called the police.

Inspector Morgan, of Scotland Yard who is leading the case is said to be gravely concerned for the welfare of the young lady as her house appears to have been ransacked by persons unknown at this time.

Player Handout Two : Letter From Robert Moberley to Lisa Masters

23rd March 1927

Lisa,

We have discovered something, so incredible, so outstanding that when it becomes public knowledge, the world will never be the same again. But to identify it properly, we need your help. Please meet me at 14 Gatehouse Avenue, Withywood tomorrow at 7:30pm.

Yours,

Robert.

Player Handout Three : Letter to Lisa Masters From Professor Charles Thackery.

Professor Charles Thackery,
Dean of Archaeology,
St Cedd's College,
Cambridge.

20th February 1927

My Dearest Lisa,

It is with a heavy heart that I find myself putting pen to paper. This morning, I received a wire from Dr Iain Douglas of the Cairo expedition. The news was grave indeed, saying that your fiancé Robert had after a short illness passed on.

I cannot begin to comprehend your grief, but let me say that Robert didn't suffer much, and he is to be buried on a pleasant hillside overlooking Cairo, as were his wishes.

Once more, let me extend my condolences and those of the other faculty members over this tragic loss. And if there is anything we can do, please do not hesitate to ask.

Your Dear Friend.

Charles.

Player Handout Four : Scrap of Parchment Found in The Study

[illegible]

Player Handout Five: Scrap of Parchment Found in The Bedroom

[illegible]