

ACT II – SEVERN VALLEY

PROACTIVE NODES

PROACTIVE 1: TOMB-HERD MACHINATIONS

- Any time after psychic link established (touched by tomb-herd, touched by Husain Soliman, reading the *Revelations*, or being inspired to create a work of art).

PROACTIVE 2: HUSAIN SOLIMAN

- May begin stalking them if a psychic connection is established with tomb-herd.
- During the day or night, could be seen around Deepfall Lake.
- At night, he might be seen in Severnford, Brichester University, or Mercy Hill Mental Institution.

PROACTIVE 3: DREAM-PULL

- Anyone sleeping at Mercy Hill might be affected.
- Anyone sleeping closer to Deepfall Lake than Mercy Hill is almost certainly affected.
- PCs could be specifically targeted at any distance due to their involvement with Y'Golovac.

PROACTIVE 4: TRICIA PIPER'S LETTER

- Can arrive at any time. (She becomes aware of them through the visions she's receiving from Glaaki.)

REVELATION LIST – MISC.

REVELATION: MARCUS LAUGHTON

- Questioning Professor Sangster
- *Revelations of Glaaki* (volume from Yellowtree Books)
- Ranting on the Wall (at Deepfall Lake)
- Marcus Laughton's Patient Records at Mercy Hill Mental Institution

GM Note: The goal of the leads pointing to Marcus Laughton is to discover the *Prop: Diaries of Marcus Laughton* which is kept by the Royal Society in London. (These can be found either directly through the Patient Records at Mercy Hill Mental Institution or through general research spend on Marcus Laughton.)

REVELATION LIST – NODES

NODE 1: DEEPFALL LAKE

- BANGKOK: Savitree’s Research
- Tracking EBA (Maps from University Library)
- Dream-Pull

NODE 2: THE CHURCH IN HIGH STREET

- Sculptor of the Deepfall Tombs
- Questioning Professor Sangster (Thomas Lee’s connection to Temphill)
- Scrap of Paper from Floorboards

NODE 3: THE ISLE BEYOND SEVERN FORD

- BANGKOK: Savitree’s Research
- Tracking EBA (Maps from University Library)
- Letters from Tricia Piper
- Obelisk at the Church in High Street

NODE 4: BRICHESTER UNIVERSITY

- Tracking EBA in Brichester
- Research on Local Mythos (to Professor Sangster)
- Research on *Revelations of Glaaki* (stolen copy)

NODE 5: MERCY HILL MENTAL INSTITUTION

- Research on Deepfall Lake (Dream Induction at Mercy Hill)
- Apparition City Visions
- Letter from Tricia Piper
- Husain Soliman’s Notes

NODE 6: YELLOWTREE BOOKS

- Unfinished Letter to Yellowtree Books
- Handwritten Revelation of Glaaki (imprint on inside backcover)
- Research on *Revelations of Glaaki* (has copy of Volume IV)
- Husain Soliman’s Notes

REVELATION LIST – NPCs

NPC: PROFESSOR SANGSTER

- Tracking EBA in Brichester
- Research on Local Mythos
- Questioning the Brichester University Librarian

NPC: TRICIA PIPER

- Letter from Tricia Piper
- Visiting Mercy Hill (Unexpected Appointment)
- Tricia Piper's Letter to Yellowtree Books
- Vision in the Apparition of the City

NPC: JOSH PARSONS (Yellowtree Books)

- Tricia Piper
- Imprint in the Handwritten *Revelations*
- Research on the *Revelations*

REFERENCE – TIMELINE OF GLAAKI

THE LOST YEARS

- 1787:** Meteorite lands in the wilderness north of Berkeley. Glaaki escapes the landing site in a crystalline conveyance.
- 1788:** Marcus Laughton is sent from the Royal Society of London to investigate. He finds an abandoned, alien city impossibly preserved on the surface of the meteor.
- 1790:** Thomas Lee and a group of cultists from Goatswood make contact with Glaaki. They become “friends” with the entity and, following its instructions, perform rituals using the reversed angles of Tagh-Clatur.

This ritual rewrites history and warps space in the Vale of Berkeley. It has the following effects:

- Glaaki’s meteor has *always* rested in the Vale of Berkeley. His influence over this world now stretches back to prehistory.
- At certain times there is a “confluence of vectors” which allow Glaaki to reach out (mentally or physically) to different locations.
- The “weight” of the angles invoked actually increases the size of the local terrain. The city of Brichester now exists in the Severn Valley. (Severn Valley itself becomes a nexus of strange occult activity with various entities drawn there by Glaaki’s presence.)
- In the places where the skein of this world has been drawn thin as a result of the angles of Tagh-Clatur, there is a distinctive sound – a horrible vibration, a shocking, muted whistling. (This sound can be found accompanying the gates beneath the Church in High Street; it can also be heard in the dimensional pocket found in “The Plain of Sound” by Ramsey Campbell.)

THE WORLD AS WE KNOW IT

- 1500 BC:** Egyptian priests travel to the Isle Beyond Severnford and perform rites necessary for binding the angles of Tagh-Clatur. A white stone seals the binding and the priests set the Faceless Sentinels to guard it. (See “The Stone on the Island” by Ramsey Campbell.)
- 1297:** A group of Knights Templar come to the Severn Valley. Under the guidance of visions from Glaaki they found a temple which will later serve as a sanctuary for the Tomb-Herd. The village of Temple Hill (now known as Temphill) grows up around the temple.
- 1673:** A cultic splinter from Goatswood travels to the Isle Beyond Severnford and perform rites irregularly for the next 117 years which complete the bindings begun by the priests of Sebek.
- 1787:** Marcus Laughton begins suffering from a curious madness in which he remembers two different versions of reality. He is eventually condemned to the Mercy Hill Asylum.
- 1790:** Thomas Lee and his Goatswood cultists, after finishing their rites on the Isle Beyond Severnford, build a row of houses facing Deepfall Lake.
- 1860:** Thomas Lee and his cult disappear, leaving the houses abandoned. (The cultists began suffering from the Green Decay and were forced to retreat to the catacombs beneath the Church in High Street. They are now known as the Tomb-Herd.)
- 1865:** Matherhorn Press in London publishes an expurgated version of the *Revelations of Glaaki* in nine volumes. (The original version of the *Revelations* were stolen from their resting place in the Deepfall Lake houses at some point between 1860 and late 1864. It’s possible their theft may have prompted the disappearance of the cult.)

- 1880:** The abandoned houses are sold at auction to Gilbert Celeste, a French gentlemen who had retired to Brichester. Celeste begins renting out the properties, but the new tenants never stay long.
- 1890:** A string of disappearances becomes known as the “Ripper of the Lake” (alluding to the recent Jack the Ripper murders in London). Celeste is eventually accused of being the Ripper and executed. The houses are abandoned again.
- 1924:** In the wake of Y’Golonac entering the world, a patient at the Mercy Hill mental hospital named Tricia Piper begins writing the 12th volume of the *Revelations of Glaaki* under the influence of Glaaki’s dream-pull. (It is meant to warn against Y’Golonac, but Y’Golonac is able to corrupt the text into a summoning ritual for him or his agent.)
- 1935:** The Emporium of Bangkok Antiquities comes to Brichester to investigate the Deepfall Lake. Husain Soliman is converted to a glakeen. With new blood, the cult begins a project to recover the original volumes of the *Revelations of Glaaki*.
- 1952:** A Brichester rental office begins renting the houses under the name “Lakeside Terrace”. (The agent in charge of the property changes at some point shortly before 1960.)
- 1960:** The artist Thomas Cartwright is killed by the cult while renting a house at Lakeside Terrace. Alan Browning, a friend of Cartwright’s, takes a severed spine to Brichester University and has it scientifically analyzed. (See “The Inhabitant of the Lake” by Ramsey Campbell. By this time, the cult has completely reconstituted their collection of the original 11 volumes of the *Revelations of Glaaki*.)
- 1969:** The 12th volume of the *Revelations of Glaaki* turns up in a bookshop in Brichester. Certain passages transform the receptive into avatars of Y’Golonac (particularly in areas where the angles of Tagh-Clatur have thinned reality), one of whom takes up residence in the bookshop eating those who read the *Revelation* but refuse to act upon it. (See “Cold Print” by Ramsey Campbell.)

OTHER EPOCHS OF GLAAKI

Ancient Egypt: Priests of Sebek in the “secret halls of Karnak” knew of the reversed angles of Tagh-Clatur and served Glaaki. They fought against the astrologer-priests of Daoloth, the Render of Veils. (Certain hybrid Egyptian mummies can be found buried with Glakeen spines.)

Enochian Magic: The ceremonial systems created by John Dee and Edward Kelley were dictated through a series of “Angelic communications” in 1582-1589. Notably, the system includes key similarities with the practices of the Lee cult and the *Revelations of Glaaki*. (This leads many to conclude that Thomas Lee based his practices on the earlier works of Jonn Dee.)

The Enochian Tablets: <http://www.bibliotecapleyades.net/cienciareal/cienciareal06.htm>

Haiti: In the mid-1600s, Glaaki manifested in Haiti. A horrible extract taken from Glaaki’s spines (a mixture of the fluid within it and the crushed, living metal itself) was used by voodoo *bokor* to create zombies. The height of Glaaki’s influence in Haiti came during the Haitian Revolution in 1791 when the *bokor*’s “Voodoo deities” reputedly made them invincible. The Masonic Founding Fathers in the U.S. identified voodoo as a serious threat and collaborated with the Spanish in Louisiana to fight against the outbreaks of the corrupt faith in New Orleans. (Although it’s possible that the cults they were fighting in New Orleans were actually Cthulhu cults driven out of Haiti by Glaaki.)

REFERENCE – GLAAKI

DESCRIPTION:

- A form of living, iridescent metal. (Literally a metal made out of living cells.)
- An oval body at least 10 feet wide at its narrowest width. A protrusion of countless, pointed spines.
- A circular, thick-lipped mouth at the center of a spongy face from which rose three yellow eyes on thin stalks.
- On the underside of the body there are many white pyramids (presumably used for locomotion).

SPINES: The spines inject fluid into the body of a victim. They leave in a place a livid red mark with a network of lines radiating from it. These fade in time, leaving behind a place on the body that will not bleed (a witches' mark).

- Snapping the spine off before the fluid injection results in death (possibly due to a partial conversion).
- A lengthy ritual of a half dozen hours or more may be required for a proper conversion. (Spending less time than that results in an imperfect conversion that's significantly less stable.)
- The injection of the spines creates a nanotech network within the recipient (microbes of chrome). See *Reference: Glakeen*.

TOMB-HERD: The Tomb-Herd is primarily composed of the original glakeen from Thomas Lee's cult. In 1860, as the Green Decay manifested upon them for the first time, they retreated to the catacombs beneath the Church on High Street in Temphill and opened gates through the flesh of Yog-Sothoth to a world where the laws of the stars would allow their glakeen nets to continue operating properly. (Or possibly gates upon which Yog-Sothoth has been placed as a guard. Or perhaps gates opened by petitioning Yog-Sothoth.)

- Physically, the tomb-herd has been further transformed into horrible, white, gelatinous shapes that can barely flop across the ground.
- Mentally, however, their powers are vast. Collectively they can actually warp space-time around Brichester. (Or at least the perception of such.) The most common manifestation occurs when someone tries to leave the Church on High Street: They will find all the streets of the village turning back to the church such that there is no escape. Glaaki can call upon them to perform a similar service upon the roads leading away from the Lake.
- In order to warp space-time for you, they have to form a psychic link: The easiest method is to physically touch the victim (which usually also prompts unconsciousness). Other methods (like inspiring works of art through visions; physical contact through a proxy agent; the delivery of certain poisons; the reading of the *Revelations of Glaaki*) are also possible.

DREAM-PULL: Glaaki creates dreams and visions that are broadcast to the surrounding area.

- They can reach as far as the suburbs around Mercy Hill in Brichester, but when people are living closer to the Lake they cannot be felt there. (Possibly Glaaki conserves his strength by reaching for the nearest minds. Or possibly the nearest minds short-circuit the transmission like an electrical arc drawn to the nearest conductor.)
- Dreams notably include the last memories of people converted by Glaaki. (Suggesting that these dreams may be non-intentional in at least certain circumstances).

JOURNEYS OF GLAAKI: Glaaki traveled from some outer sphere, stopping on Yuggoth, Shaggai, and even Tond.

- **Daoloth Wars:** "...on Yuggoth and Tond [Daoloth] is known as the Render of Veils. There his priests cannot only see the past and future – they can see how objects extend into the last dimension. That’s why if we invoke him and hold him by the Pentacle of Planes, we can get his aid in cutting out the distortion.” (“Render of Veils” by Ramsey Campbell)
 - Glaaki fought a war against Daoloth on Tond (and possibly on Yuggoth, too). He lost the war on Tond and continued it in ancient Egypt.
- **Meteor:** During the Cretaceous era, the Great Race sent forth interstellar expeditions from their city of Pnakotus. Meteors were launched into the abyss, each containing entire cities (or perhaps the same city) held within coterminus dimensional folds shackled to three-dimensional space. (The connection here are the “red, trumpet-like” extrusions which mark both the inhabitants of the meteor in Ramsey Campbell’s work and the form the Yithians took on Earth in Lovecraft’s “Shadow Out of Time”.)
 - One of these expeditions drew nigh to Tond during the failing days of Glaaki’s war against Daoloth.
 - Glaaki was either venerated or imprisoned by the Yithians. He was held behind a “crystal trapdoor” near the heart of the city (possibly a matrix related to the anchors which held the dimensional fold of the city).
 - The Yithians died: Daolothian infiltration of the City through the flesh of Glaaki. Or a failure, under the light of Sol, of Glaaki-inspired technology that had been adopted by the Yithians during the long epochs of their journey back to Earth. Or the meteor was an echo of Pnakotus and died with the Great City.
 - Glaaki remains at the center of the city behind the “transparent trapdoor”; staring up into the Earth beyond his glassy lake.
 - “His great mind guided the vessel, but even He could not revive the denizens of the dead city which formed its carapace. The city and its secrets far older than humanity were destroyed as the vessel fell to our earth.” – *Last Revelation of Gla’aki*

AKLO UNVEILINGS:

- **Aklo:** Aklo is an ancient language which predates humanity (being used by the Serpent People, among others), but which nonetheless functions as a key which opens doors within the human mind. Its symbols express not just passive meaning, but are actively viral memetics.
 - **Occult:** Recognize Aklo characters. (Requires Cthulhu Mythos spend to translate.)
 - Variations of the Aklo tongue are also reputedly used in various Black Masses and in the secret ceremonies of the true Illuminati.
- **Unveilings:** The 48 unveilings are specific expressions of the Aklo language, each designed to elicit a specific effect. The unveilings are of various lengths and it is said that a “gate” is cleared after every 6th unveiling. However, the order of the unveilings is not set. Thus there are a plenitude of potential gates and orders in which the gates may be cleared, creating a vast variety of specific effects from those exploring the paths of the unveilings.
- **Enochian Magic:** John Dee’s Enochian language is a customized form of the Aklo tongue. Dee’s system of magick features 48 Keys, which are a specific sequence of the Aklo Unveilings. (Dee wrote of these that they contained “the Myserie of our Creation, the Age of many years, and the conclusion of the World.” He claimed that God used this language to create the world and that Adam used it to speak to God and his Angels.)
 - The *Liber Loagaeth* consists of 49 great letter tables made of 49 by 49 letters. Each table has a front and back side, and the interstice between the mirrored letters refers to Enochian symbols through a complicated cipher system which, according to Dee at least, was also wrought with meaning. Dee referred to each table as a “voice” or “calling”.
 - Dee was intending to use the 48 poetic verses “received” through Edward Kelley to unlock the Keys and “open the 49 Gates of Wisdom” represented by the 49 magic squares of the *Liber Loagaeth*.
 - Edward Kelley claimed to possess the secret of the Philosopher’s Stone (i.e., immortality and the ability to transmute metals from one form to another). It is possible that some form of xenotropic “Midas touch” was one manifestation of the Enochian Keys.
 - Aleister Crowley built his own system of magick atop the work of Dee. According to *The Last Revelation of Gla’aki*, Crowley owned a copy of the *Revelations of the Glaaki* and used it as additional inspiration.
- **49th Unveiling:** The 49th Unveiling is said to occur when Glaaki “takes a servant unto himself”.
 - Without the preparation of the other Aklo Unveilings, the transformation to glakeen is unstable and/or results in a total obliteration of the subject’s mind by Glaaki’s will. (An early onset of the green decay is common.)
 - In some prophecies, it is claimed that there will come a time when Glaaki will reveal himself to the world and the 49th Unveiling will be “delivered unto all humanity”. (Presumably only those who have prepared themselves through the other Unveilings will survive this epoch; or, at least, survive it with their sanity intact.)

REFERENCE – GLAKEEN

GLAKEEN

Also known as the Servants of Glaaki or Friends of Glaaki.

- The injection from Glaaki's spines creates a nanotech network within the recipient (microbes of chrome).
- Glaaki can remotely control their bodies (possibly through some form of magnetic impulse).
- Transformation also referred to as the 49th Aklo Unveiling. Without the preparation of other Aklo Unveilings, the transformation is unstable and/or results in the total obliteration of the subject's mind by Glaaki's will. (An early onset of the green decay is common.) (See *Aklo Unveilings* in *Reference: Glaaki*.)

MODIFICATIONS

- +10 Health
- +5 Scuffling
- 2 Armor
- **Clairvoyance:** With focus, the glakeen can see through the eyes of other members of the glakeen network.
- **Speed:** Glakeen gain a dedicated Speed pool that can be spent to create the following effects.
 - +1 Hit Threshold
 - Make an extra attack.
 - Close range by one category as a free action.
 - Seize initiative (act immediately regardless of initiative order).
 - Make a Scuffling attack against an opponent within reach. On success, all ranged attacks that miss the glakeen hit the opponent instead. Opponent also grants Armor 4 while suffering that damage themselves on successful attacks.
 - Catching an arrow out of the air. For a 2-point spend, they can catch a bullet out of the air.

GREEN DECAY

After a period of 60 years (although this appears to be variable), glakeen exposed to sunlight (and possibly other strong light sources) will manifest the "green decay". This sickly green glow leads to rapid putrefaction of the body (due to the nanotech network within the glakeen breaking down).

- Lose 2 points from their Speed pool per minute while exposed to the light.
- Lose 1 point from their Health pool per ten minutes while exposed to the light.

REFERENCE – EMPORIUM OF BANGKOK ANTIQUITIES IN SEVERN VALLEY

Savitree studied the Oracles of Sebek, recovered from the Temple of Montu by the expedition of the French archaeologist Fernand Bisson de la Roque in 1925. From these and the “dark star” orrery stelae recovered from Pompeii she was able to identify Deepfall Lake and the Isle Beyond Severnford. She thinks the probability of them being Liar sites, however, is extremely low. But studying the legendry of the Severn Valley does lead her to the *Revelations of Glaaki* and it is primarily in the hope of learning more about the *Revelations* and their origins that she dispatches the EBA to the Severn Valley.

- **12/21/1934:** Fly out of Massaua.
- **12/28/1934:** Arrive in London.
- **1/5/1935:** Take train to Brichester (London to Bristol, Bristol to Berkeley, Berkeley to Brichester). Rent rooms at the Brichester Arms.
- **1/7/1935:** Soliman keeps an appointment with Professor Orwell Sangster at Brichester University. He also speaks with the librarian at the university’s library and obtains maps of Deepfall Lake and the waterways near Severnford.
- **1/8/1935:** Luc Fauche purchases supplies, arranges rooms at the Harrison Hotel in Severnford, and charters a boat.
- **1/9/1935:** Luc Fauche hired a car. The group left Brichester and drove to Severnford.
- **1/10/1935:** They take a boat to the Isle Beyond Severnford. At Phajol’s insistence they maintain a safe distance from the White Stone, but they do erect their special equipment and take measurements.
- **1/15/1935:** Conclude that neither the iconography nor the magnetic signatures are consistent with the Liar. Soliman writes a letter to Savitree in Bangkok reporting their conclusions and intention to investigate Deepfall Lake. (*Prop: Soliman’s Letter from Severn*)
- **1/16/1935:** Return to Brichester.
- **1/17/1935:** Kramer and Phajol scout Deepfall Lake.
- **1/20/1935:** The expedition moves into one of the houses by Deepfall Lake. They erect their equipment around the lake.
- **1/22/1935:** They find their equipment has been destroyed.
- **1/24/1935:** The group is attacked by Glaaki. Husain Soliman is impaled on one of Glaaki’s spines and is converted to a glakeen. The others flee the site and return to Brichester.
- **1/25/1935:** The survivors send a telegram to Daniel Lowman and leave Brichester for London. (*Prop: Survivors’ Telegram to Daniel Lowman*)
- **1/28/1935:** Husain Soliman steals a handwritten volume of the *Revelations of Glaaki* from Yellowtree Books.
- **1/30/1935:** The survivors fly from London to Bangkok.

HUSAIN SOLIMAN – The Expert

PHAJOL KHADPO – The Mystic

LUC FAUCHE – The Negotiator

ALEX KRAMER – The Leg-Breaker

REFERENCE – SEVERN VALLEY

BRICHESTER

- **Brichester:** From *brevis* (low) and Old English *ceaster* (Roman Town, from Latin *castrum*, meaning a fortified place). Most likely named in relation to the original fort which was built on the Malacal (“cursed hill”, from the Latin *maledictus collis*). The Malacal is today Mercy Hill.
- **Center of Town:** Red-brick houses and steeples which surround the central white University buildings.
 - **Brichester University:** See *Node 4*.
 - **Brichester Arms:** The hotel where the EBA stays in Brichester. Located on Brichester Circle North, across from a small park.
- **Victoria’s Sprawl:** An unrelieved vista of red brick, studded with lines of furtively curtained windows, the spills away from the center of town towards the southwest.
- **Lower Brichester:** The seedier side of town, to the east and southeast side of town. Abandoned factories from the early industrial revolution. (It’s a relatively minor sliver of dilapidation now, but it’ll turn into full urban blight by the late ‘60s.)
- **Mercy Hill:** Northwest end of town. Brichester was built on a largely flat plain, so the hulking mound of the large hill is quite noticeable.
 - **Mercy Hill Mental Institution:** See *Node 5*.

SEVERN FORD (40 minutes west of Brichester, on the Severn River north of Purton)

- **Central Area:** Archaic buildings preserved.
 - **Severnford Inn:** At the center of the small town. Advertised as “one of the oldest inns in England”.
 - *Prop: Photo of Great War Memorial in Severnford Square*
- **Eastside:** Red-brick houses. Little of interest to the sight-seer.
- **Dockland:** Much of Severnford is dockland (on the Severn River).
- Professor Arnold Hird of Brichester University keeps a house two and a half hours walk east of Severnford (see Campbell’s “The Plain of Sound”).

TEMPHILL (80 minutes east of Brichester on the far side of the A38, in the western reaches of the Cotswolds)

- **CENTER OF TOWN (MARKET SQUARE)**
 - **Poole’s General Store:** Three-story building. Mud-spattered windows. Roof has collapsed in 1962, but the lower floor is still used.
 - **Hotel:** Blackened hotel.
- **STREETS**
 - **Wood Street:** Entered town on the northwest side.
 - **Manor Street:** “Where the forested hillside on the left of the first street ended.”
 - **Cloth Street:** Across Market Square from Wood Street
 - **Wool Place:** Filled with tall, uninhabited buildings. Crosses Cloth Street.
 - **South Street:** East of Wool Place. 3-story houses.
 - **High Street:** You take Cloth Street to High Street (although there may be intermediary steps).
 - **Bridge Lane:** Gray warehouses.
- **FAMILY NAMES**
 - **Clothiers:** John Clothier is a non-central cultist in 1962.

BOOKS ABOUT SEVERN VALLEY

- *The Vale of Berkeley* by Wilshire (usual stories about female apparitions and earthbound monks, the Witch of Berkeley, and the Berkeley Toad; the latter being an inhuman monster kept in a dungeon and fed on human corpses)
- *Legendry and Customs of the Severn Valley* by Victor Hill (1896)
- *Notes on Witchcraft in Monmouthshire, Gloucestershire, and the Berkeley Region* by Sangster (this won't be published until 1942 I've decided)

NOTES: TRANSPORTATION

- Severnford to Brichester: Bus (only in the mornings)
- Camside to Brichester: Bus
- Brichester to Goatswood: Train

RESEARCH IN SEVERN VALLEY

TRACKING THE EBA – BRICHESTER

- **Oral History / Streetwise** (half day per random bullet point)
 - 1/5: Arrived by train from Berkeley. Take rooms at the Brichester Arms.
 - 1/7: Husain Soliman seeing going into the library at Brichester University.
 - 1/9: Luc Fauche hired a car. The group left their rooms at the Brichester Arms and don't return until the 16th.
 - 1/20: The group checked out of their rooms in Brichester.
 - 1/25: The group purchased tickets for London and departed Brichester by train.
 - **Oral History / Streetwise 1:** Husain Soliman was not with them.

TRACKING THE EBA – SEVERN FORD

- **Oral History / Streetwise**
 - 1/8: Luc Fauche arranged rooms at Harrison Hotel and hired a boat for the 10th.
- **Following Up with Boatman:** They took the boat to the Isle Beyond Severnford. (The boatman did not accompany them.)

DEEPFALL LAKE

- **Bureaucracy:** There's a row of six houses built facing Deepfall Lake. They appear to have been abandoned in the 1890's and their current ownership is unclear, but most likely derelict.
- **Bureaucracy 1:** The last recorded owner of the property is Gilbert Celeste, who appears to have been arrested and executed in 1893 following a series of disappearances in the area around the lake.
- **Library Use:** In the late-18th century a large body of legendry sprang up around the lake. Victor Hill in *Legendry and Customs of the Severn Valley* (1896) writes: "The odd body of meteor-crazed legends which sprang up in the late 18th century around the location of Deepfall Lake when a variety of local storytellers all seemed to spontaneously claim that an apocryphal meteor had fallen there." Witch-cults holding satanic sabbaths around the lake are another common element in these stories. There's no record of any actual meteor having fallen in the area, although it is true that Deepfall Lake is a meteoric lake (most likely resulting from an impact several thousand years ago or more).
- **Library Use 1:** A string of disappearances in the area around Deepfall Lake in the early 1890's became known as the "Ripper of the Lake" (alluding to the recent Jack the Ripper murders in London). A man named Gilbert Celeste was eventually caught and executed for the crimes.
- **Oral History:** The lake (or something in the lake) is said to cause nightmares in people who sleep near it. The effect is said to extend as far as the Mercy Hill suburbs on the northeast side of Brichester, particularly among the inmates of Mercy Hill Mental Institution.

MARCUS LAUGHTON

- **Library Use:** Marcus Laughton was a member of the Royal Society in London. 1787 he began suffering from a number of “strange delusions” regarding the Severn Valley region, claiming that he was privy to a “secret history” that had been “erased from the minds of men”. He began frequent pilgrimages to Brichester (which he referred to as “an unnatural city of mass delusion”) and was eventually condemned to the Mercy Hill Asylum.
- **Library Use 1:** Laughton’s diaries are kept by the Royal Society in London.
 - *Prop: Diaries of Marcus Laughton* (if they are retrieved)

REVELATIONS OF GLAAKI

- **Library Use:** Published in nine volumes by Matterhorn Press in 1865 for a subscription base of less than 200. Any one of its volumes is said to contain vile secrets and arcane lore. It appears to be highly sought after by a certain class of spiritualists, who believe that it transcribes the true words of spirits from the other side.
- **Library Use 1:** Brichester University is known to have a full set. Yellowtree Books is known to have individual volumes in stock and has a professed interest in obtaining more.
- **Library Use 2:** Brichester University’s copy of the *Revelations* was stolen in 1930. Yellowtree Books recently had one of its volumes stolen within the past few weeks.

MYTHOS-RELATED TOPICS

- Research on any Mythos- or occult-related topics in the Severn Valley, including many of the topics above, will also point investigators in the direction of Professor Sangster at Brichester University, who is the local expert in such matters. (See *Node 4: Brichester University*.)

PROACTIVE 1: TOMB-HERD MACHINATIONS

PSYCHIC CONNECTIONS:

- **Touched by the Tomb-Herd:** Anyone affected by a tomb-herd's mind-lashing touch automatically has a psychic connection to the tomb-herd.
- **Touched by Husain Soliman:** Husain Soliman is linked to other glakeen (including the tomb-herd) through Glaaki. Anyone touching Soliman will begin to see Soliman in their dreams. This triggers a 1-point Stability test. On a failure, the vision of Soliman in their dream will be surrounded by glimpses of the tomb-herd and a psychic connection will have been created. The dreams will reoccur each night, but three successes in a row will sever connection.
- **Revelations of Glaaki:** Anyone failing their Stability test from reading the *Revelations* while near Deepfall Lake or Temphill will begin experiencing the dream-pull of Glaaki and/or establish a psychic connection with the tomb-herd.
- **Inspiring Works of Art:** Artists in the area of Deepfall Lake or the Church in High Street should be offered a spend to create a great work of art. This art will provide a context-appropriate clue (the appearance of Glaaki or the tomb-herd; the location of the violet cube; etc.), but this also prompts a 4-point Mythos Stability test. On a failure, a psychic connection is formed.
 - *Apparition of the City:* Any investigator with points in Art or Photography must make a Stability test (difficulty 4) to avoid an immediate compulsion to create a piece of art depicting the City. On a failure, a psychic connection is formed.
- **Breaking the Connection:** Getting at least 50 miles away from the tomb-herd will break the immediate connection, but the character will still have to make weekly Stability tests (difficulty 3, +1 per failure) to resist the compulsion to return to Temphill or Deepfall Lake. Three successes in a row will break the compulsion.

WARPING SPACE: The tomb-herd can turn space back on itself.

- **Destinations:** Most likely Deepfall Lake or the Church in High Street.
- **Effect:** Success is automatic with psychic connection. Afflicted characters (and those traveling with them) will find that roads seem to turn back. The effect may be literal or it may appear that they're always heading in the same direction but nevertheless end up back where they started.
- **Escape:** Breaking the psychic connection by any means will end the warping of space. Unconscious or blind-folded characters can be led out of the area (thereby breaking the connection) by those who are not affected.

REVELATION OF THE HERD: The tomb-herd might instead use their connection to pass a message to the investigators. The afflicted investigator will awake from a disturbed night's sleep to discover that they have written a scrawled text in their sleep.

- *Prop: Revelation of the Herd*
- **2-point Stability test:** The handwriting resembles that found in the original copies of the *Revelations of Glaaki* (if any of those have been seen).

TOMB-HERD: Athletics 4, Health 10, Hypnosis 10, Scuffling 10, Hit Threshold 4, Alertness +1, Stealth +2

- **Soporific Hypnosis:** Stability test (difficulty 2 + Hypnosis points spent). On failure, victim enters a trance-like state and is held rapt by the tomb-herd.
- **Mind-Lashing Touch:** Health test (difficulty 6 + Hypnosis points spent). On failure, fall unconscious. On success, remain conscious as the tomb-herd begins rifling through memories (5-point Stability test).
 - *GM Note:* When Young is knocked out by the mind-lashing touch in “The Church on High Street” he awakes with a strange fungus clinging to his clothes and growing even on his face and at his lips. (This could be part of a glakeen preparation rite; it could be an inevitable byproduct of contact with the tomb-herd; or it may have served some other purpose.)
- **Gelatinous Body:** Can squeeze into places that would apparently be too small for them. Squeeze under a door in 15 minutes; through a letterbox in 30; between floorboards in an hour. Impossible to restrain with handcuffs, rope, or similar devices.

PROACTIVE 2: HUSAIN SOLIMAN

BACKGROUND

- **1/24/1935:** The EBA is attacked by Glaaki at Deepfall Lake. Husain Soliman is impaled on one of Glaaki's spines and converted to a glakeen. The others flee the site and return to Brichester.
- Husain Soliman was not prepared for the transformation. His brain is a jumbled tangle of Soliman's fractured memories and Glaaki's will.
- **1/28/1935:** Husain Soliman steals a handwritten volume of the *Revelations of Glaaki* from Yellowtree Books.
- Soliman's current actions are an effort to reconstitute the Glakeen cult. If he survives the PCs, he'll end up "recruiting" additional glakeen and leading the effort to reconstitute the original copies of the *Revelations of Glaaki*. (If he survives long enough, he might even be the guiding force that sets up the "Lakeside Terrace" rental company in the '50s. One could even imagine him as being among the glakeen appearing in Campbell's "The Inhabitant of the Lake".)

HUSAIN'S NOTES: In the breast pocket of his suit (which has a hole in it from the spine stabbing him), he carries *Prop: Husain Soliman's Notes*.

GREEN DECAY: Husain is surrounded by a dim, sickly green glow. (It will grow stronger the longer he is exposed to daylight.)

- Lose 2 points from Speed pool per minute exposed to sunlight.
- Lose 1 point from Health pool per 10 minutes exposed to sunlight.

HUSAIN'S TOUCH: Husain Soliman is linked to other glakeen (including the tomb-herd) through Glaaki. Anyone touching Soliman will begin to see Soliman in their dreams. This triggers a 1-point Stability test. On a failure, the vision of Soliman in their dream will be surrounded by glimpses of the tomb-herd and a psychic connection will have been created. The dreams will reoccur each night, but three successes in a row will sever connection.

HUSAIN SOLIMAN (GLAKEEN): Anthropology 3, Archaeology 2, Athletics 4, Cthulhu Mythos 4, Evidence Collection 2, Health 18, History 4, Interrogation 1, Library Use 6, Scuffling 8

Armor: 2

Alertness Modifier: +1

Weapons: -2 (fists)

Clairvoyance: With focus, glakeen can see through the eyes of other members of the glakeen network.

Speed (5 pool): Can spend dedicated Speed pool to create following effects:

- +1 Hit Threshold
- Make an extra attack
- Close range by one category as a free action.
- Seize initiative (act immediately regardless of initiative order).
- Make a Scuffling attack vs. opponent in reach. On success, all ranged attacks that miss glakeen hit opponent instead. Opponent grants 4 Armor and suffer that damage themselves on successful attacks.
- Catch an arrow out of the air. 2-point spend = catch bullet out of air.

PROACTIVE 3: DREAM-PULL

LOCATION: Glaaki's dream-pull is felt by those near Deepfall Lake.

- Can reach as far as the suburbs around Mercy Hill in Brichester. (But these are generally not experienced if nearer targets are available.)
- PCs could be specifically targeted at any distance due to their involvement with Y'Golonac.
- **Revelations of Glaaki:** Anyone failing their Stability test from reading the *Revelations* while near Deepfall Lake or Temphill will begin experiencing the dream-pull of Glaaki and/or establish a psychic connection with the tomb-herd.

EFFECT:

- A dream showing the dreamer traveling to Deepfall Lake.
- Images of Deepfall Lake (possibly manifesting one of the occurrences described in *Node 1*).
- A lingering sense after waking that something is waiting for them, along with an unerring magnetic bearing that guides them to Deepfall Lake. (Possibly affects actual compasses.)
- The last memories of people converted by Glaaki. (Husain Soliman)

1-POINT STABILITY TEST

PROACTIVE 4: TRICIA PIPER'S LETTER

THE LETTER: Tricia Piper becomes aware of the PCs through the visions she's receiving from Glaaki. She mails them a letter from *Node 5: Mercy Hill Mental Institution*.

- *Prop: Tricia Piper's Letter*

NODE 1: DEEPFALL LAKE

LOCATION

- Several miles north of Brichester.
- Off the Brichester Road to Purton. (Purton is on the Severn River south of Severnford.)

DEEPFALL LAKE

- *Prop: Photo of Deepfall Lake*

LAKESIDE STREET

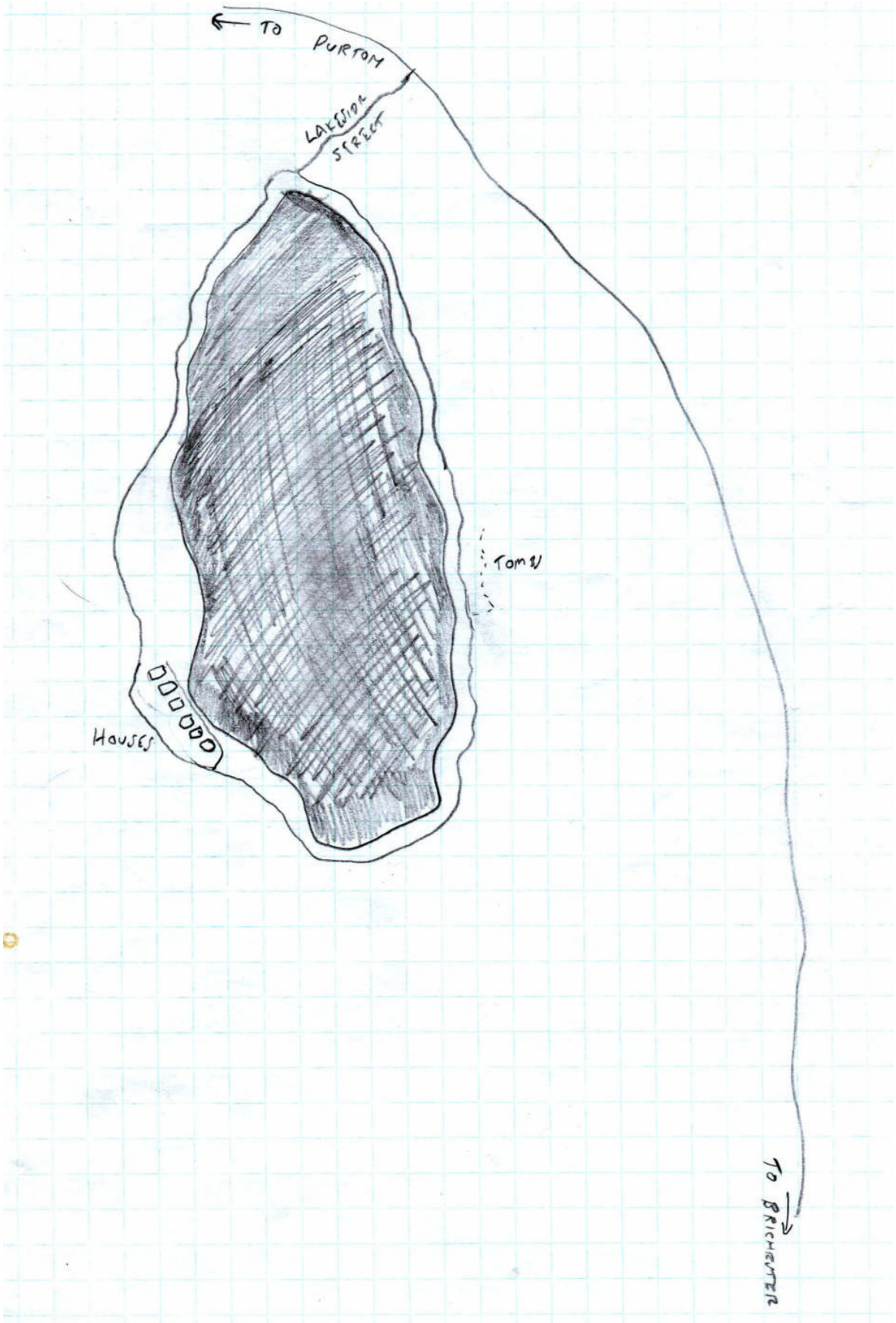
- Ill-kept dirt road. Circles the lake.

DESCRIPTION

- Surrounded by forest. Trees march down the surrounding hills and ridgeline like an army of prehistoric survivors guarding a primeval hollow. (Primeval jungle where horrors are stalked and killed.)
- Fringed by large ferns that protrude from the water.
- Water is absolutely stagnant. (Ebon depths. So opaque it might as well be mud.)
- Little light reaches the deepset lake. A sense of perpetual twilight even at midday.

OCCURENCES

- Lake begins to throb like an enormous heart.
- Procession of figures as stiff as bones glimpsed among trees on far side of the lake.
- Globular growth on a stalk in the middle of the lake. Turns to keep viewers in site.
- Sensation that the trees around the lake are leaning in to gaze at their black reflections.
- A great stench seems to rise from the stagnant waters; a miasmic cloud.
- Glimpsing the apparition of the city from a specific angle (which cannot be recaptured) while looking down into the lake.



SIX HOUSES

STREET

- Grey-cobbled street running the length of the six houses.
- Grass grows luxuriously between the street and the edge of the lake.

GENERAL FEATURES

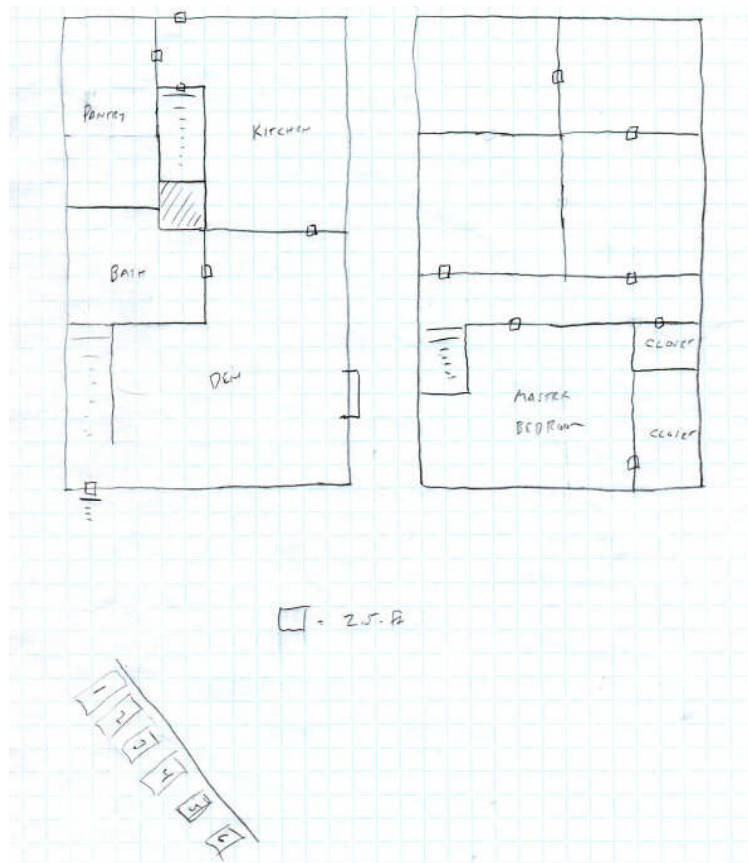
- Three storeys high. Black-walled.
- Yellowed paper peeled off in great strips.
- Gaping holes in the bare floorboards.

ENTRANCES

- **Front Door:** Wooden steps leading up to it. Tarnished knocker.
- **Back Door:** Directly onto the gently sloped ground.

ROOMS

- **Den:** Fireplace cracked and cobwebbed.
- **Kitchen:** Stove next to the kitchen cabinet. Door to the cellar.
- **Cellar:** Unfinished dirt floor.
- **Upstairs:** Each house has a *Prop: Aklo Unveiling*. (8 keys times 6 houses)
 - **Cryptography / Occult:** Reveals that each is a fragment of one of the Watchtowers of John Dee's Enochian magick. (Point spends might indicate the connection with Aklo Unveilings, see *Glaaki Reference*.)



HOUSE 1:

- **Cellar:** Half-tumbled remains of a root cellar.

HOUSE 2:

- **Den:** There's a piece of paper wedged between the floorboards. *Prop: Scrap of Paper*
- **Upstairs Closet:** There is a large, dark stain on the floor. (Very old blood.)

HOUSE 3:

- **Den:** Ruined remnants of the “base camp” the Emporium agents set up here. Investigators may recognize items from Axum (a ruined field typewriter; broken traveling benches of wood and canvas).
 - *GM Background:* This is where Glaaki assaulted the Emporium expedition and converted Soliman.
- **Upstairs:** Each of the stairs leading upstairs has the word “the” scrawled on it in alternating colors. In each room upstairs (including the closets), a word has been written on one of the walls.
 - *Prop: Ranting on the Wall*
 - *GM Note:* These words can be assembled into two phrases: THEY HAVE STOLEN THE BOOKS and LAUGHTON SAW THE HELIX TRUTH. The former is written in a slightly phosphorescent silver (which, upon inspection, appears to be some sort of cellular metal) and the latter in a phosphorescent green.
- **Master Bedroom:** The door has been hacked apart as if someone had taken an axe to it.

HOUSE 4:

- Soliman has begun repairing this house and even had some furniture delivered. However, his arrangements have an unsettling and inhuman characteristic.
- **Kitchen:** A bed has been set up at a cockeyed angle in the middle of the kitchen. Crisp sheets and blankets are neatly tucked around the mattress.
- **Bathroom:** A new English Electric refrigerator sits in the bathtub. It is not plugged in. The food within is rotten.
- **Master Bedroom:** Three toothbrushes and a disassembled razor have been laid out very carefully and precisely on the floor in front of the windows overlooking the Lake.
- *GM Background:* This house is fully furnished by 1952. Concrete steps leading to the front door, doorbell replacing knockers, clean wallpaper, stair carpet. (See “The Inhabitant of the Lake” by Ramsey Campbell.)

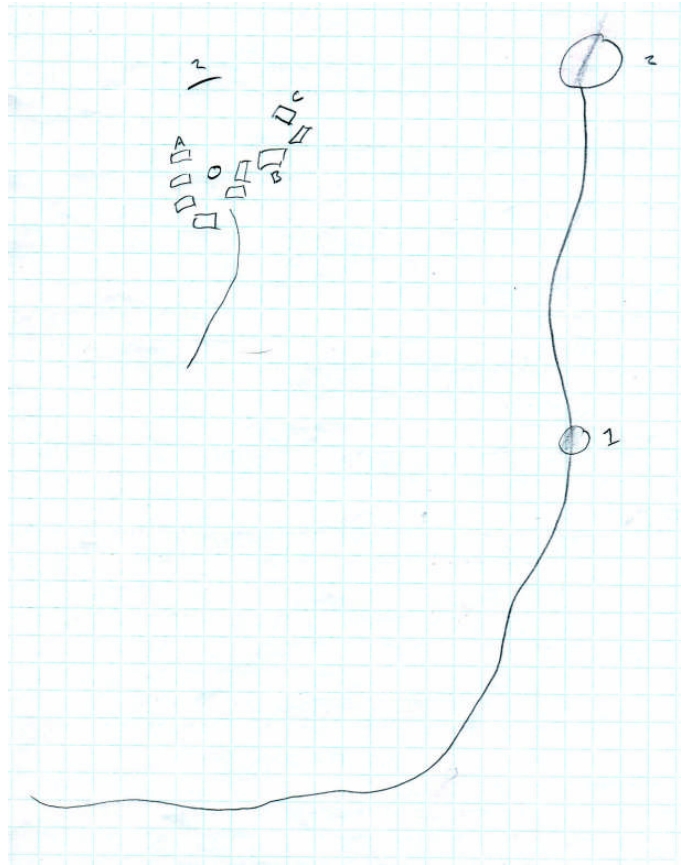
HOUSE 5:

- **Basement:**
 - **Bookshelf:** Near the base of the stairs. Open at the top and front. Sides are joined by a piece of cord which can serve as a handle for carrying it. A single dusty, yellowed volume sits on its top shelf. *Prop: Handwritten Volume of the Revelations of Glaaki.*
 - **Archway:** An archway is built into the wall of the basement (facing the Lake). It has been bricked up.
 - **Violet Cube:** Inspecting the bricked up archway will reveal that the central stone is actually a small cube of black metal. There are strange hieroglyphics on the face of the cube (some of which can be identified from the *Necronomicon* as giving protection against demons). (If its surface is scratched, it will reveal a strange violet luster which suggests that the black metal is merely a gilt coating.) If it is removed from the wall, the opposite side is inscribed with an elder sign.
 - *Prop: Faces of the Violet Cube*
 - *GM Background:* The cube isn't really containing Glaaki, but it does keep the glakeen from accessing the tunnel. If it's removed, Soliman will tear down the wall within 4-5 days.
 - **Beyond the Archway:** See *Apparition of the City*, below.
- *GM Background:* This same bookshelf is filled with the original volumes of the *Revelations of Glaaki* in 1960. The archway stands open in that year. A cube identical to the one found here is described in Campbell's "The Room in the Castle" (where it is used to seal a demon within a crypt).

HOUSE 6:

- **Den:** Hidden in the fireplace is *Prop: Journal of Thomas Cavanaugh.*

THE TOMBS



FOOTPATH

- Footpath leads away from Lakeside Street, seeming to cut cross-country towards the Brichester Road.
- After a short distance, however, it curves back towards the lake.
- 50 yards past this bend, one can glimpse a blue glow coming from Area 1.

AREA 1: THOMAS LEE'S TOMB

- **CLEARING:** Path widens.
- **TOMB:** Center of the wider space. Oblong piece of stone – 7 feet long, two wide, and 3 feet high. The stone is phosphorescent, giving off a dim blue light.
 - **INSCRIPTION:** Words scribed on top of the stone. Too worn to make out, except for “Thos. Lee” roughly chipped near the foot of the writing.
 - **CARVINGS:** The sides of the tomb are carved into strange, fluted shapes and curves that seem to defy each other. *Prop: Sculptor's Signature* can be found near the base of the tomb.
 - **INSIDE:** The top of the sculpture is grooved. If the lid is removed, a sarcophagal hollow will be found. It is empty.

AREA 2: THE TOMB SIGIL

- The path turns and then dips into a hollow, beyond which a blue light can be seen 70-80 yards past Area 1.
- **CENTRAL STONE:** A twisted, kaleidoscopic rearing of stone perhaps 7 or 8 feet tall. Carved as if in the style of the latest modernists, but horribly worn with impossible age.
- **TOMBS:** Most of the tombs are topped with effigies rendered in half-melted or strangely warped forms. It's possible that these deformations are merely caused by odd patterns of weathering and age.
 - **SEALED PASSAGE (A):** Contains a small cube of black metal. There are strange hieroglyphics on the top of the cube (some of which can be identified from the *Necronomicon* as giving protection against demons). The bottom of the cube is inscribed with an elder sign. (If the surface of the cube is scratched, it will reveal a strange violet luster which suggests the black metal is merely a gilt coating.)
 - **Passage:** The bottom of the tomb swings open to reveal a stairway leading down. See *Apparition of the City*, below.
 - *Prop: Faces of the Violet Cube*
 - *Gm Background:* The cube keeps glakeen from accessing the tunnel. A cube identical to the one found here is described in Campbell's "The Room in the Castle" (where it is used to seal a demon within a crypt).
 - **SOLIMAN'S TOMB (B):** The lid of this tomb is askew. The interior of the tomb is filled with a viscid, translucent sludge.
 - *GM Background:* Soliman's transformation was carried out in this tomb.
 - **HORRIFIC OCCUPANT (C):** A desiccated, mummified corpse of a woman.
 - **Simple Search:** Deep scratch marks on the inside of the tomb's lid (consistent with someone trying to claw their way out).
 - **Archaeology / Medicine 1:** To determine that the body is at least 100 years old. (If a thorough examination / dissection is performed, a long Glakeen spine will be found lodged in her left lung. The lung itself appears to have been partially transmuted into some sort of metal.)
 - *GM Background:* The woman's transformation into a Glakeen failed for some reason and she was left to die in the tomb.
 - **OTHER TOMBS:** Empty.
 - *GM Background:* Those converted into glakeen are often placed in these tombs during the period of their transformation. Those suffering from the green decay will retreat to these tombs during the daylight hours.
- **SCULPTOR'S SIGNATURE:** *Prop: Sculptor's Signature* can be found on the central stone and all of the tombs here.

RESEARCH – SCULPTOR'S SIGNATURE

- **Library Use 1 / Art History:** The signature belongs to an 18th or early-19th century sculptor named Simon Ulysses Birch. His curious, half-melted human forms gained a certain cachet in the 1920s when the Dutch sculptor Cris Agterberg cited them as an inspiration for his Art Deco works. (Agterberg has recently joined the National Socialist Movement of Anton Mussert.) However, the only known examples of Birch's work are found in the Church on High Street in Temphill.

APPARITION OF THE CITY

TUNNEL: Passes from House 5 to Tomb A beneath Deepfall Lake.

- Murk and muck. A floor of mud interrupted with half-rotten wooden boards.

APPARITION OF THE CITY: Midway along its length, the tunnel enters an ovoid chamber made of either crystal or some iridescent metal (it seems to shift from one to the other in the edges of vision).

- **REFLECTED CITY:** Looking up within the ovoid chamber will show a reflection of the city. The Investigators will see themselves reflected; walking through the streets of the city.
 - Black, spiraling steeples.
 - Walls at obtuse angles to the curved and half-domed streets.
 - Dead things – horrible, hard, shiny, all red and covered with bunches of trumpet-shaped things.
- **IN THE STREETS OF THE CITY:** 5-point Mythos Stability test. On failure, they will begin to see the City around them in addition to having it reflected.
 - Tomb-herd flopping just out of sight around distant corners that can never be reached.
- **INSPIRATION:** Any investigator with points in Art or Photography must make a Stability test (difficulty 4) to avoid a compulsion to create a piece of art depicting the City. (This also creates a psychic connection with the Tomb-Herd.)
- **VISION OF TRICIA PIPER:** In the reflection above them (but never by their side), they will see Tricia Piper walking alongside them. She will be looking “up” at them in return.
 - It’s clear that she’s wearing an asylum uniform clearly stenciled with the “Mercy Hill Mental Institution” logo.
 - *Prop: Mercy Hill Logo*

“What is the apparition of the vanished city but a token of His power to shape His domain through His dreams?” – Ramsey Campbell, *The Last Revelation of Gla’aki*

LEAVING THE CITY:

- **Blindly Groping:** The Investigators can intentionally close their eyes or blindfold themselves. If they do so, their sense of touch will reveal the muddy walls of the tunnel around them. If they proceed thus for a span of time, they will find themselves back in the tunnel.
- **Encounter with the Tomb-Herd:** The tomb-herd flops out from between the buildings, seeking to touch them and render them unconscious. If they do so, the PCs awake amidst the Tombs.
- **Led by Soliman:** Soliman appears some distance away and beckons to them. If they follow, he is always two or three turnings ahead of them. As they follow, the city slowly fades away around them and they’re on the far side of the ovoid chamber.
- **The Eye of Glaaki:** Although they see themselves reflected on the streets above, their eyes reel though an inverted doubling and now they are also peering up into the sky above the city. The sky is filled with three yellow eyes on silver, iridescent stalks – eyes which

peer down and seem curiously distorted, as if they were ants staring up through the lens of a magnifying glass. The city is plunged in utter darkness... and when their light returns, they are standing in the muddy tunnel.

RETURNING TO THE CITY: After leaving the city, Investigators will find that the Tomb-Herd are using an inversion of their powers to turn them away from it.

- Journeys through the tunnel end up skipping to the other side. Or leading them back out of the same side they entered.
- Going down the basement stairs in House 5 might take them to the basement of a different house.
- They might even be forced to avoid the Tombs (lending the impression that the Tombs do not exist at all).

NODE 2: THE CHURCH IN HIGH STREET

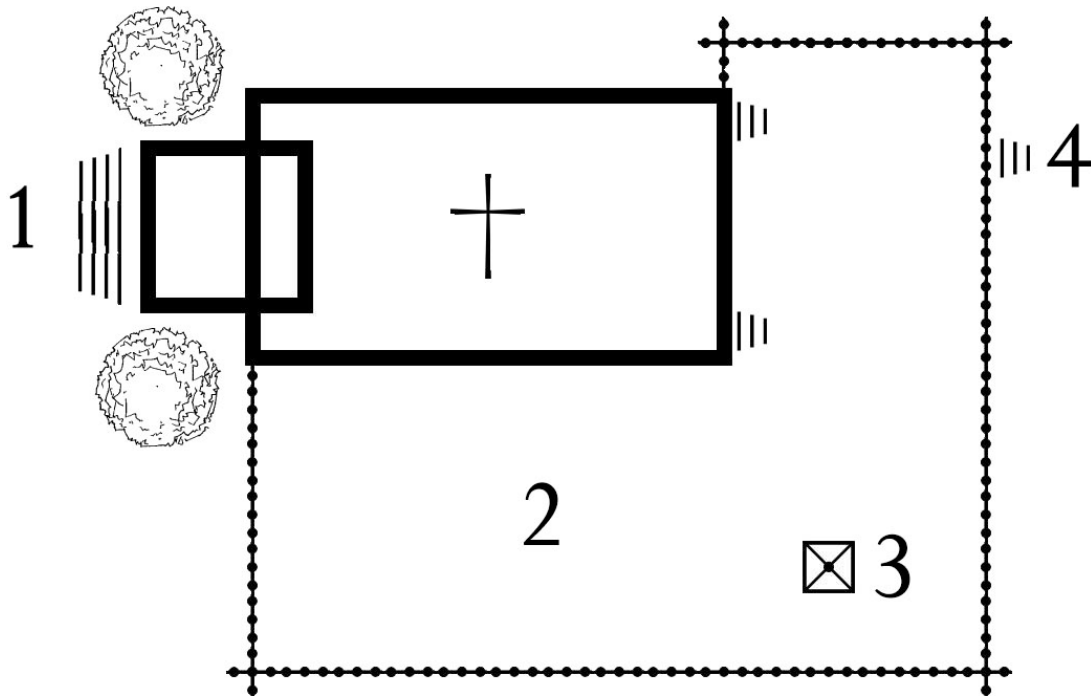
BRIEF HISTORY

- 1297: A group of Knights Templar come to the Severn Valley. Under the guidance of visions from Glaaki they found a temple which will later serve as a sanctuary for the Tomb-Herd. The village of Temple Hill (now known as Temphill) grows up around the temple.
- 1534: Henry VIII seizes church property throughout England. The priest sent to Temphill is murdered.
- 1559: Elizabeth I restores the Act of Supremacy (repealed by Mary I). Church officials sent to Temphill the following year returns to London in 1562. From that date forward, it appears that the Church in High Street is no longer technically part of the Church of England (although it is often assumed to be).
- c. 1800: The medieval church is rebuilt with a new exterior. The spire is extended by several levels.
- 1860: Thomas Lee and his cultists, suffering from the Green Decay, retreat into the catacombs beneath the church. The church is effectively abandoned.
- 1875: The Church of England takes possession of the abandoned church. Alexander Copeland is sent to become the parish priest.
- 1879: Copeland destroys his own sanity unraveling the secrets of the device left behind by the Lee cult in the sanctuary of the church. Copeland's teachings become heretical and a secret cult infests the church.

THE TEMPHILL CULT

- Copeland's original cult expands its influence over time and the entirety of Temphill is now more or less dedicated to its worship (or at least fearfully cognizant of its presence).
- The modern cult are not directly associated with Glaaki, nor are they glakeen. They directly worship the visions seen through the gates which open in the sanctuary. They understand that these gates "pierce the flesh fo Yog-Sothoth" and believe that the Church stands coterminously with a temple of Yog-Sothoth which lies "outside the world".
- The leadership of the cult is unclear: No one appears to actually be in charge of the church, but the majority of Temphill nevertheless gather regularly to perform communal rites during certain "seasons". These seasons do not appear to correlate to an Earthly calendar with the exception of the Yule rites (see below). (It is possible that Copeland's cult has become grafted to some form of extradimensional energy which memetically infests the cultists. Or it's possible that there is a secretive inner circle which guides the cult's practices without openly displaying their positions.)
- Yule Rites: Unlike the Copeland rites, these rites are attested in various sources back to the 14th century (and most likely originated with or shortly after the Templars constructed the temple). They open a connection to the tomb-herd, who the modern cultists refer to as *They*. In the aftermath of these rituals, *They* often choose someone and hold them in Temphill. Within a fortnight of the Yule Rights, *They* will come for them and take them *Outside*. This is marked by strange colors in the sky above whatever residence the victim is taken from. (The fact that these rites predate Thomas Lee's cult becoming the tomb-herd is either a temporal oddity or suggestive that the Lee's cult merely joined the existing tomb-herd.)

EXTERIOR OF THE CHURCH



Prop: Photo – Church in High Street

1. STAIRS

- Covered in a slimy green moss.
- Flanked by large, dark trees with boughs of ink-green leaves that seem burdened by the weight of the world.

2. CHURCHYARD

- Surrounded by low walls of rough, yellow-grey stone with iron rails atop them.
- Tottering gravestones.
- Fungus-strewn grass overgrown with repulsively decaying vegetation.
- **Simple Search:** The cornerstone of the church reads “THOS. LEE 1790”.

3. OBELISK

- This queer, age-worn obelisk does not appear to be a grave-marker. Or, at least, not an English one. A number of what appear to be Egyptian hieroglyphics surround a large, central glyph at the center of one face of the obelisk.
- *Prop: Hieroglyphic Monad*
- **Occult:** Identifies the glyph as the monad hieroglyph described by John Dee in his *Monas Hieroglyphica*. From top to bottom Dee claims it represents the moon, the sun, the elements, and fire. Obscure passages within the *Monas Hieroglyphica*, however, suggest that the monad is the key to unlocking the “celestial astronomy” which is the “source and guide of our inferior astronomy”.
 - **Archaeology:** The carving here, however, is far older than the 16th century.
- **Archaeology 2:** To identify the *Prop: Obelisk Compass* as an example of New Kingdom mapping. It can be coordinated with badly damaged cartographic drawings higher on the obelisk to indicate the location of an island in the Severn River (*Node 3: The Isle Beyond Severnford*). The inscriptions are too badly damaged to ascertain why the island was of interest.

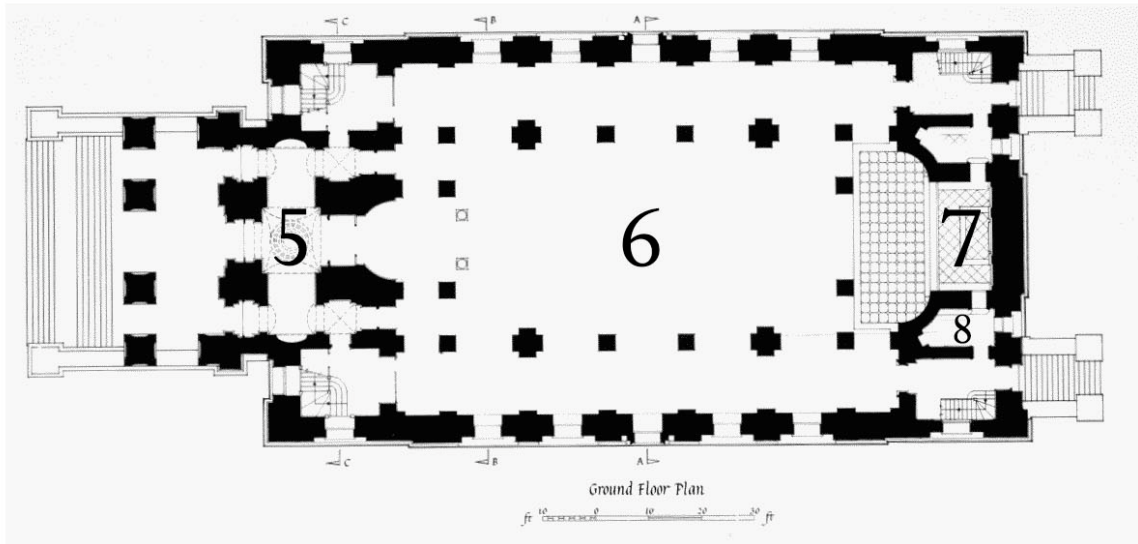
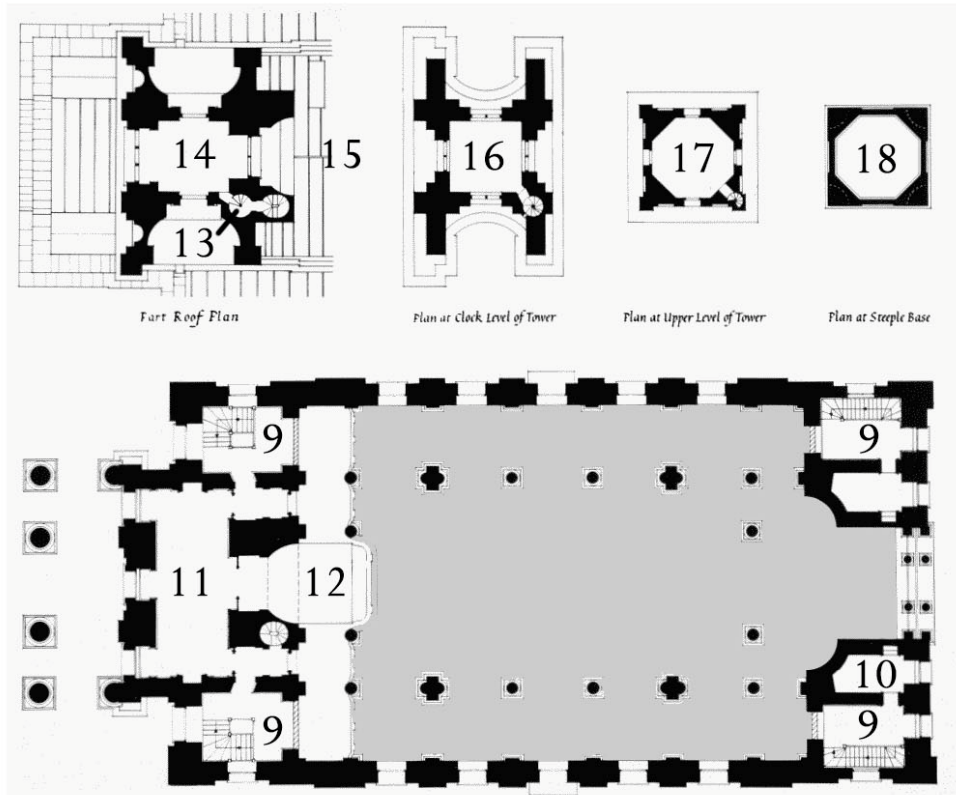
4. REAR GATE

- A thick, rusted chain has been looped around the gate multiple times and padlocked.

5. ENTRYWAY

- Large cross of dark stone is inlaid on the floor.
 - **Architecture:** The stone has been recut in order to reverse the direction of the cross.
 - **Theology:** Symbolically, the crossing of the threshold in a Christian church is the passing from a world wounded by sin to the world of salvation. Reversing that threshold would symbolize a departure from this world.
- Hanging from the ceiling are a tightly-packed circle of bizarrely twisted statuary: Half-melted figures (almost as if they’re transforming to or from something amorphous) reach down towards those passing through the lobby beneath them.
- **Simple Search** (@ level of the statues): *Prop: Sculptor’s Signature*. See *Node 1: Deepfall Lake – The Tombs* for researching the signature.

INTERIOR OF THE CHURCH



<http://www.british-history.ac.uk/survey-london/vol27/plate-32>

6. SANCTUARY

- The stone of the sanctuary is older; worn with silent stories of untold care. (At night, there is a certain glow – a kind of iridescence – within the sanctuary, as of moonlight.)
 - **Architecture:** The difference in the age of the stones between the entrance and the sanctuary is stark. The church was upgraded, but for some reason the stonework of the sanctuary was left undisturbed.
- Wooden shutters have been closed over the tall, narrow windows recessed beneath the arches running down either side of the sanctuary.
- The air is thick and still; filled with a kind of charnel musk.
- Mounded dust between the pews; some of the pews are broken and slanted with age.
- Piles of half-toppled hymnals squat against one of the arch-pillars like grotesque, huddled beings, long forsaken.
- **WINDOWS:** Medieval stained glass behind the wooden shutters. Behind the curiously lifeless depictions of Catholic saints, queer symbols twine around bizarre and horrific scenes beneath impossible cosmologies. (Many depict multiple moons or suns in the sky. Strange devices warping and twisting flesh.)
 - **Theology:** The symbols are not Catholic, Anglican, or Christian of any kind. Oddly, each of the pieces of stained glass include a Star of David.
 - **Occult:** The “Star of David” is actually a kabbalistic depiction of the Seal of Solomon, or at least seemingly derived from that. Symbols within each chamber of the star appear to be derived from John Dee’s Sigillum Dei (Seal of God’s Truth).
 - **Occult 2 / Cthulhu Mythos:** The symbolism is an invocation of Yog-Sothoth. The symbols “strengthen his flesh”.
 - *GM Background:* The seals in the windows help to contain the dimensional energies of the gates. Significantly damaging them will cause strange effects to “leak” into Temphill during the cult’s rituals. It’s possible a Hound of Tindalos could be drawn by the unshielded rupture.
- **ARCH KEYSTONES:** Each of the arch keystones have a large crystal built into the center of them. (If someone crawls up and looks through these crystals, they can see the otherwise invisible device in area 12 above.)
- **SECRET TUNNEL TO THE CATACOMBS:** The first pew on the left before the altar, along with the floor below it, can be tilted up from the aisle to reveal stairs leading down to the *Catacombs* (an unlit abyss below).

7. ALTAR

- Altar cloth has Egyptian hieroglyphs along its inner hem. (They’re copied from the obelisk outside and are nonsensical arrangements.)
- Removing the altar cloth reveals *Prop: Monad Crest* attached to the back of the altar.

8. PORTRAIT OF COPELAND

- Hanging on the wall of the vestry is a portrait in a late-19th century style of an Anglican priest. His green eyes bulge somewhat; his hairline recedes in thin wisps. A small, brass plate reads “Alexander Copeland”.
 - If compared to the portrait in area 11, it’s clearly the same person but with startling physical differences.

9. BIRCH STATUES

- On each of these balconies there is a sculpture by Simon Ulysses Birch:
 - *Prop: Birch Sculptures*
 - *Prop: Sculptor's Signature.* See *Node 1: Deepfall Lake – The Tombs* for researching the signature.
- From here you can also more clearly see the crystals in the arch keystones of the sanctuary (see area 6).

10. FUNGAL VESTRY

- This upper vestry has stacks of bibles covered in a white, powdery fungus.
- **HERD FUNGUS:**
 - Disturbing the fungus risks inhaling it: Health mitigation test, enter trance-like state for 10 – result minutes. (Forms psychic connection with tomb-herd.)
 - If fungus is burned or consumed: Health mitigation test, on failure fall unconscious for 12 – result minutes and suffer as per mind-lashing touch from tomb-herd.

11. CHAMBER OF CHAIRS

- *Prop: Photo of Church in High Street (Area 11)*
- **STONE EGRESS:** In the ceiling there is a stone egress (see area 14). There are curious, dark stains all around the edge of the stone.
- **PORTRAIT OF COPELAND:** A late-19th century portrait of an Anglican priest. He has a slight smile and confident, blue eyes. A small, brass plate reads “Alexander Copeland”.
 - If compared to the portrait in area 11, it's clearly the same person but with startling physical differences.
- **FIREPLACE:** The ash in the fireplace has a curious green tinge and a coppery scent.

12. ORGAN BALCONY

- The balcony of old, dusty stone appears to be completely empty.
- **BRASS BOLTS:** Seven large, brass bolts are driven into matching plates in the stone floor. They suggest that a large organ was once installed here.
 - **Architecture:** But if it was an organ, it was certainly an oddly shaped and proportioned one.
- **UNPHASED DEVICE:** There is a device on this balcony which is partially out of phase with our reality and can be used to open dimensional rifts. Those crossing the balcony have a 1 in 6 chance of running into the invisible machine (only to find that it is not there when they feel for it again).
 - *GM Background:* Copeland spent half a decade shredding his own sanity to figure out how the device operated. Experimentation may allow PCs to figure out the rough proportions of the device and that it has baffling intricacies, but they are unlikely to accidentally trigger it. With he Copeland's annotated copy of the *Revelations of Glaaki* (see area 13), however, they might be able to manage it. This could create a portal to the Tomb-Herd's world (see below), Golxumal (see 2.5 *Yucatan*), or any other realm of the GM's choosing. It also offers an alternative path for shuffling Edgar Jobs off-planet at the end of the campaign.

13. STEEPLE STAIRS

- Stairs from area balcony level lead through a small, circular chamber of old stone with another staircase (of newer stone) winding up.
- In a niche on the wall there is a porcelain statue of a saint with its head smashed off.
- **Simple Search:** There is a loose stone beneath the porcelain statue. If lifted, there is a small hollow containing a book wrapped in old cloth.
 - *Prop: Revelations of Glaaki (Annotated by Copeland)*

14. THE STONE TRAP

- Circular trap door of stone in the floor (opens into the ceiling of area 11) surrounded by a hump of raised stone. A curious mechanism of sliding brass causes the stone of the trapdoor to iris open. There are dark stains all around the trapdoor.

15. ROOF

- **TILES:** The tiles of the roof are each imprinted with a “Star of David” marked with a number of strange runes.
 - **Occult:** The “Star of David” is actually a kabbalistic depiction of the Seal of Solomon, or at least seemingly derived from that. Symbols within each chamber of the star appear to be derived from John Dee’s Sigillum Dei (Seal of God’s Truth).
 - **Occult 2 / Cthulhu Mythos:** The symbolism is an invocation of Yog-Sothoth. The symbols “strengthen his flesh”.

16. THE NEW TOWER

- The stonework transitions here from the old, medieval tower and the new spire erected by Thomas Lee.
- A number of symbols have been carved into the stone here; they are old and age-worn.
- **Architecture:** The symbols would have appeared at the top of the original tower; the spire above was added to the building at a much later date (probably in the late 18th or early 19th century).
- **Occult / Theology:** To recognize the symbols as belonging to the Knights Templar, including the Templar cross and the Grand Seal of Hugues de Payens.

17. CLOCK

- There are strange, crystalline growths within the mechanisms of the clock. (They do not appear to interfere with the mechanism in any way and may even be integral to its operation.)

18. BASE OF THE STEEPLE

- Mullioned windows look out across the countryside surrounding Temphill.
- It’s possible that someone standing here might see a strange vision through the skein of Yog-Sothoth: Perhaps a vision back in time. Or to the Yule Rites. Or to the worlds of the tomb-herd.
 - Accompanied by a horrible vibration; a shocking, muted whistling. (The distinctive sound associated with the angles of Tagh-Clatur.)

CATACOMBS

THINNY: The sound of the angles of Tagh-Clatur begins as they descend the stairs. (A horribly vibration; a shocking, muted whistling.) It grows in strength as they explore the tunnels.

- If they move towards it (or if the tomb-herd guides them to it), it will eventually lead them to the Portal (see below).

STAIRS DOWN:

- Flight of steps, twisting down between dripping walls.
- A certain glow – a kind of iridescence – begins to grow. Like moonlight reflected from the mullioned windows.
- Spiraling steps of stone give way to steps of dirt, out of which grow bloated, dappled fungi.
- Roof of the tunnel supported by only the flimsiest of arches.
- Then a transition to gray-roofed, strangely-colored steps, uneroded by time with edges still sharp and unmarred.

TUNNELS

- The stairs spill out into a vaulted tunnel.
- Six grotesque statues, life-size, leering blindly into the passage. Opposite an identical and equally repulsive sextet lining the hall.
 - *Prop: Photo of Grotesque Statue* (<http://www.monstercaesar.com/Store/>)
 - *GM Note:* These are sculpted by Simon Ulysses Birch. They could begin to shift and move (or appear to) under the influence of the tomb-herd. (*Prop: Photo of Grotesque Statue Shifting to Life*)
- Proceeding through the tunnels, there are other archways opening onto countless stairs leading down at various angles into inconceivable depths.

THINGS IN THE TUNNEL

- **SARCOPHAGI:** A vast chamber filled with rows of gray stone: Slabs reaching limitlessly into darkness with corpses laid out atop them.
 - If you go far enough into the chamber, the corpses are no longer human. (Exiting through the stairs in those areas won't bring you back to High Street.)
- **HLAUTBOLLI:** A shallow, elongated bowl of bronze. Stained with blood.
 - **Archaeology:** It's marked with Norse runes intermixed with Egyptian hieroglyphics.
 - **Occult:** To recognize a *hlautbolli* from Norse mythology. It catches blood from a sacrificial victim and a *hlauttein* is used to sprinkle it across those present.
- **HEAD OF STONE :** A large chamber with no other means of egress. At the far end of which is a large head of stone.
 - Its expression shifts (subtly at first, but perhaps then more horrifically – a scream of pain or rage; tears of blood running down its cheeks; etc.) whenever no one is looking at it.
 - If they linger, other stone heads (these without faces will appear). Then these faces will begin to adopt the features of the investigators, as their own features begin to melt and fade.
 - *Prop: Photo of a Head of Stone*

THE PORTAL

- The portal exists at the point where the sound of the angles of Tagh-Clatur originates. As one draws near, the sound grows into a prolonged explosion (like a record played at the wrong speed) and there is a sudden glowing of pale green light.
 - The light begins as a circular illumination, hardly larger than a hand.
 - Grows slightly. Then vanishes. Reappears larger than before.
 - It repeats the disappearing act three times, and on the third reappearance there is a bright white light at its center which is *pulled* apart and open, revealing a portal or window or doorway.

BEYOND THE TOMB-HERD'S PORTAL

- A trembling star hangs in a sky across which drift elliptical clouds. The star is the ultimate source of the green light.
- Black, triangular rocks scattered amongst vast metal buildings, globular in shape.
 - Most of the buildings seem to be in ruins.
 - Whole segmentary plates are torn from lower walls, revealing twisted, peeling girders partially melted by some unimaginable force.
 - Ice glitters greenly in crevices of the girders; great flakes of vermilion-tinted snow.

COVEN OF THE TOMB-HERD: 13 members of the tomb-herd emerge from between the buildings.

- They'll weave an energy net and force them into unconsciousness.
- The PCs may be able to resist for a round or two, but the tomb-herd will pool their Hypnosis points and create a difficulty 10, 15, and then 20 test to eventually drive them unconscious.
 - The tomb-herd now has a psychic connection to them.
- They'll awake in the sanctuary above. The tomb-herd will bend space to prevent them from returning to the catacombs. (If they go down the stairs, they'll find that they're actually descending the stairs from the church's steeple.)

TOMB-HERD CHASE

- If the PCs flee from the portal instead of going through it, the flopping, maggot-like tomb-herd will emerge from the dark shadows of the catacombs and pursue them.
- Resolve a chase normally. If the tomb-herd catches them, they'll use mind-lashing attacks to try to force them into unconsciousness.

NODE 3: THE ISLE BEYOND SEVERN FORD

TIMELINE

The island can be researched with Library Use or History. For each entry on the timeline below, include 1 bullet point per point spent.

Pre-Roman: According to Sir Walter Scott's *Letters on Demonology and Witchcraft*, the island has been continuously a site of worship since Pre-Roman times. Unfortunately, Scott's reference is only oblique, including the site in a list of many such to demonstrate the widespread pre-Roman religious practices of the British Isles.

- Tacitus' *Agricola* attests that there was a "moon stone" on the island which, according to the locals, had been there since "before Caesar came to the white cliffs".
- In 1882, the Brichester Herald published excerpts from Ignatius Donnelly's *Atlantis: The Antediluvian World* "including passages of great local interest". These passages apparently were not included in Donnelly's actual book (they may not even have been written by Donnelly), but they include explicit references to the island along with a complex theory that the island had been visited by Atlantean elders, "the same precursors who taught Egyptians the art of their writing and their worship of strange suns".
- (*GM Background:* Around 1500 BC, Egyptian priests of Sebek traveled to the island and performed the rites necessary for binding the angles of Tagh-Clatur. A white stone sealed the binding and the priests set the Faceless Sentinels to guard it.)

592: An obscure monastic chronicle of the Severn Valley refers to a "fertility temple" on the island.

- According to a brief interview with Alan Thorpe published in the Brichester Herald in 1890, the temple was originally Roman, although it's unclear what worship perpetuated there after the Roman withdrawal from Britain.

1309: After King Edward II, under orders from Pope Clement V, arrested Templars in England, among the accusations made within the trial records is that the Templar had "unnatural relations" with a witch who lived on the island.

- It seems unlikely that a reference to "one of the cunning folk" living on an "island in the midst of the Severn, near Severnford" in the mid-15th century could refer to the same witch.
- The Templar trial records also indicate that the order had built a temple in the Severn Valley in the late 13th century. (*GM Background:* This temple became the Church in Temphill. See *Node 2: The Church in High Street.*)

1690: Testimony at a witch trial in Berkeley refers to a supposed witch cult that met on the island and "invoked elemental spirits of water".

- Reports of strange lights in the air and water around the island continue through the 18th century. In 1790, according to *Severn Sermons, a Collection of Holy Thought*, Nevill Rayner, a clergyman in Severnford, declared that God had "struck down" the cult, which was apparently no longer gathering on the island.
- The leader of this supposed cult is named by the same priest, in a different sermon, as "Thomas Lee of Goatswood".
- (*GM Background:* A cultic splinter from Goatswood traveled to the island in 1673 and performed rites irregularly for the next 117 years which completed the bindings begun by the priests of Sebek. They left of their own accord and made contact with Glaaki in 1790.)

1803: Joseph Norton reportedly goes to the island to worship. Soon after he was found mutilated in Severnford.

- Various stray witches are reported as visiting the island between 1790 and 1860.
- According to a reporter in the Brichester Herald, Norton was raving about “going too near the stone”. He was later taken to the Mercy Hill Asylum.
- (*GM Background:* Thomas Lee’s cultists would continue irregularly visiting the island until they withdrew to the catacombs beneath Temphill in 1860.)

1804: An article in the Brichester Herald reports on recurring stories in Severnford regarding pale objects floating over the island. The objects are said to be “vaguely globular” and inexplicably disturbing.

1826: Nevill Rayner, an aging clergyman at Severnford, goes to the island to “rid my flock of this evil”. He is found in his church the day after, alive but mutilated.

1856: An unknown tramp steals a boat in Severnford and spends the night on the island. He returns to Severnford raving about something “fluttering at him”. He is not seen in Severnford again.

1866: A prostitute was strangled and dumped on the island, but regained consciousness. She was taken off the island by dockside workers and transported to Brichester Central Hospital.

- Two days later, she was found horribly mutilated in the hospital ward. The attacker was never located.

1870-1880: A recrudescence of rumours about pale globes on the island.

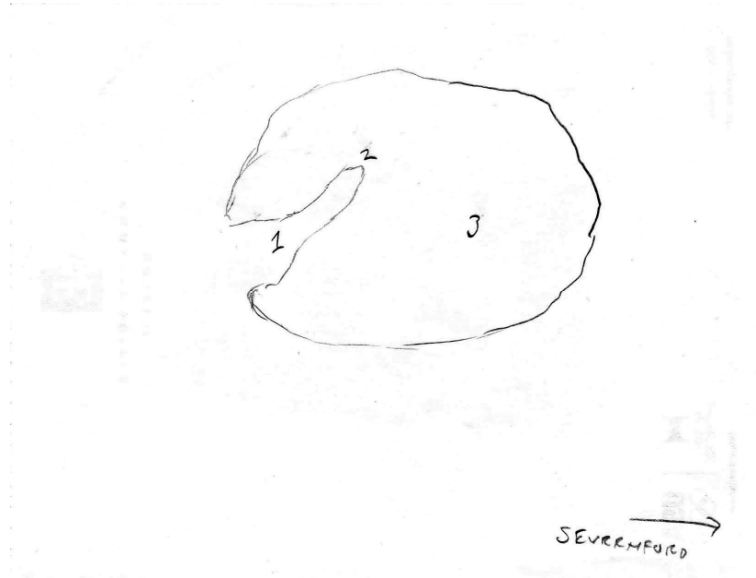
1890: Alan Thorpe, investigating local customs, visits the island. Three days later he is found horribly wounded in London. Thorpe’s notes were returned to Brichester University by his mother.

- Thorpe had reportedly removed a stone artifact from the island and had taken it to the British National Museum for study. After the attack, the stone was missing.

1930: Brichester University students visit the island. One is stranded by the others as a joke. In the morning, the afflicted student was taken off the island in a hysterical condition.

- Four days later, the student runs screaming from Mercy Hill Mental Institution and is run over. The mutilations on his body are not all accounted for by the car accident.

THE ISLAND



- Approximately 200 feet across, roughly circular
- Little vegetation except short grass: A green dome faintly reminiscent of the contours of a woman lounging in a bath.
- A fragment of temple wall thrust up from the top of the dome.

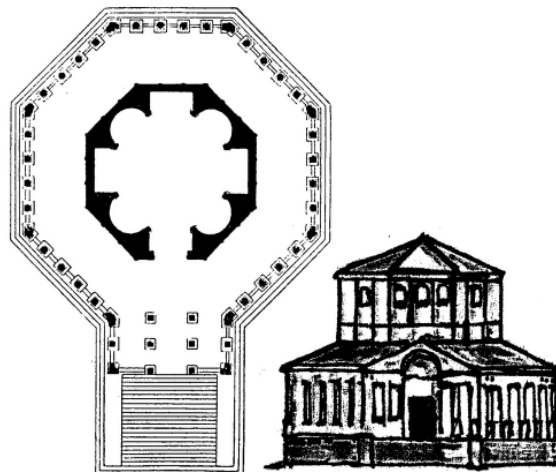
1. THE COVE: On the far side of the isle from Severnford there's a small cove of sorts. Within this cove, you can look up a narrow channel. At the end of this channel, perhaps twenty or thirty feet above the water and perhaps twice as far back up a steep hill, one can see the stone.

2. THE WHITE STONE

- About 35 feet down from the top of the hill there's an artificial hollow extending back 10 feet and containing the stone. (Beyond this hollow, there's a steep incline leading down to the cove.)
- **WHITE STONE:**
 - Carved in the shape of a globe supported by a small pillar. Vaguely luminous in quality. It seems to flicker dimly, almost as if continually appearing and disappearing.
 - As one draws near, they feel a sense of warmth. The touch of summer on the skin, even if it's out of season.
 - **Evidence Collection:** At a distance of approximately thirty feet, there are deep impressions in a semi-circle around the stone (as if equipment on tripods had been recently erected.)
 - *GM Background:* These impressions are from the equipment used by the EBA (see *Reference – Emporium of Bangkok Antiquities in Severn Valley*).
- **ENERGY FIELD:** Within 2 feet of the stone there is a palpable sense of a force pushing back against anyone approaching the stone. It can be pushed through, but only with effort.
 - If the stone is touched, the sense of summer turns to a cold, dark autumn.
- **SOUND:** In a moment of silence, one may hear a horrible whistling, thrumming sound that seems to echo through the hollow.

3. THE RUINS

- One tall wall of pale stone half-stands atop the hill. There's an inscription above the lintel of a half-collapsed doorway.
 - **Archaeology:** Recognizes the symbols as New Kingdom hieroglyphics within a cartouche, completely anachronistic in Britain.
 - **Archaeology 1 / Language (Ancient Egyptian):** The inscription is a blessing invoking the name "Tagh-Clatur". The absence of any other hieroglyphics around this symbol is also anomalous. It calls to mind Colonel Richard William Howard Vyse's discovery of Pharaoh Khufu's name within the otherwise barren Great Pyramid of Giza.
- This wall is surrounded by the low-lying ruins of roughly circular walls.
 - **Archaeology:** The apparently circular wall, although badly damaged, was actually octagonal. In fact, there were two walls: One forming the inner sanctuary of a Roman temple and the other the ambulatory around that sanctuary. Although clearly of Roman design, such temples were only found on the continent. Roman temples in Britain were always simpler square or circular designs.
 - *GM Background:* In the 1940s, the octagonal Pagans Hill temple would be excavated in Somerset, but it was unknown at this time.
- **Evidence Collection / Archaeology:** Find a half-buried sheet of lead with Latin writing.
 - *Prop: Curse Tablet*
 - One of the symbols on the tablet matches a portion of the hieroglyphics on the lintel. (*GM Background:* This is the name "Tagh-Clatur".)
 - **Archaeology:** Recognize this as a curse tablet. Found throughout the Greco-Roman world, these tablets were used to ask the gods to harm another on your behalf.
 - **Language (Latin):** *Prop: Curse Tablet – Translated*
 - *GM Background:* An archaeology dig here would turn up dozens of curse tablets, their contents and the curses they desire all of a curious bent. (Such efforts could easily draw the attention of the Faceless Sentinels.)



Original appearance of the ruins

4. CULT TREE. A Goatswood cult symbol is carved into a tree here.

FACELESS SENTINELS

- The sentinels guard the White Stone. They can be seen around the island, but will only attack and hunt down those who touch the stone.
- They swarm immediately if the stone is threatened. For those who merely touch the stone, they will gather slowly over time (see *Flocking Madness*).
- They remove the face of their victims. These faces are then transformed into new Faceless Sentinels.
- **DESCRIPTIVE PHRASES:** Pale wavering. Faint shifting noise. Fluttering movement. Rippling horribly in a stray breeze.
 - **ATTACK:** One settles over the face. Followed by another. Sensations of the grave. A clammy film choking the mouth and nose. No chance to scream, even to breathe, until they finish.
- *GM Note:* “Knew he could not bear the thing’s voice.” (Is there something actually terrible about their lost voices?) In “The Stone on the Island”, the victim also falsely identifies a stranger as being a faceless sentinel and murders him before realizing his mistake. This is most likely a manifestation of the character’s growing madness,

FACELESS SENTINEL: Athletics 4, Health 10, Scuffling 10, Hit Threshold 3

- **Alertness Modifier:** +1
- **Stealth Modifier:** +2 (+6 vs. those who have not been near the Stone)
- **Weapons:** +1 (bite), +2 (tentacle)
- **Constrict:** If the sentinel hits with a tentacle, it may make a Scuffling contest (opposed by victim’s Scuffling or Athletics) to twine the tentacle around the victim. If the sentinel wins the contest, it automatically hits and deals damage with each action for as long as its grip lasts. The victim can take an action to free themselves by succeeding on an Athletics or Scuffling contest.
- **Face Ripper:** If the sentinel scores a 6 on a constricting damage roll, the target must make an immediate Health test (difficulty 8). On a failure, the faceless sentinel has removed the face of its victim. The Health damage from the attack becomes a permanent loss from the victim’s Health pool. The horrific disfigurement will probably inflict a penalty on many social interactions.
- **Flocking Madness:** The faceless sentinels pursue those who touch the White Stone and gather over time. First one will appear; then two, three, four, and so forth. The appearance of each additional face causes a cumulative +1 stability loss. (In “The Stone on the Island”, after driving their victim into paranoid delusion, the faces attack after the fifth appears. They spread into a semicircle; then a circle. The circle closes, rustling pallidly.)

NODE 4: BRICHESTER UNIVERSITY

Located near the center of Brichester. The university buildings are white, surrounded by a sea of red-brick houses and steeples.

PROFESSOR ORWELL SANGSTER

- See *NPC: Professor Orwell Sangster*.

STUDENT RECORDS

Library Use / Bureaucracy: In 1930, Daryl Owens visited the Isle Beyond Severnford with a number of fellow students. Daryl was stranded by his fellow students as a joke. In the morning, he was taken off the island in a hysterical condition.

- Owens had no physical injuries. He was taken to the Mercy Hill Mental Institution.
- Four days later, Owens ran screaming from Mercy Hill and was hit by a car. Mercy Hill informed the university that he had been killed.
- **1-point Dedicated Pool:** Identifying Owens as the student acts as a 1-point dedicated pool for accessing his patient records at *Node 5: Mercy Hill Mental Institution*.
- **Oral History:** Daryl Owens was a member of the Brichester Boat Club and the other students with him in 1930 were members of the club. Most of them have graduated and moved away, but Johnnie Weaver is now pursuing a graduate degree in Physics.
 - **Johnnie Weaver:** Very defensive about the whole stupid thing.
 - It was just meant to be a harmless prank. They often hazed the freshmen. They had no way of knowing that Owens had such a fragile personality.
 - He remembers that Owens was raving. “I should have listened. God! The paleness of them! They are the remnants of the faceless!” And some sort of bunk about a White Stone. “I should have listened. I shouldn’t have touched it.”

UNIVERSITY LIBRARY

Small, squat building on the outskirts of the . Murk of industrial pollution clinging to its red brick walls.

- A murkiness that the electrical lights don't seem to fully penetrate.
- Massive, mid-19th century oak desk seems to dominate the entire first floor of the library.

ERNEST COWLE: Head Librarian

- Shorter man. Husky, with his neck disappearing into his shoulders and a couple of extra chins hanging down in a dangling slab of flab.
- Heavy breathing. Ornery.
- Has worked here in Brichester since 1923.

Emporium of Bangkok Antiquities:

- Soliman got maps for Deepfall Lake and the waterways around Severnford.
- Soliman mentioned that he had just met with Professor Sangster.
- Soliman also asked about the *Revelations of Glaaki*. He'd heard that the University had a copy.

Revelations of Glaaki:

- The Library's copy of the *Revelations of Glaaki* were stolen in 1930.
 - *GM Background:* Professor Arnold Hird stole the *Revelations* in 1930 and took it to a house near Severnford where he was performing experiments with the thinnies created by the angles of Tagh-Clatur (see "The Plain of Sound" by Ramsey Campbell). This copy of the *Revelations* is restored in 1964, but with pages missing from it. It is later destroyed entirely in 1999.
- Recalls that someone else (Husain Soliman) was asking after the *Revelations* recently.

Alan Thorpe: People researching *Node 3: The Isle Beyond Severnford* may encounter the name Alan Thorpe. He visited the island in 1890 and, three days later, was found horribly wounded. His notes were returned to Brichester University by his mother.

- *Prop: Alan Thorpe's Notes on the Isle Beyond Severnford*
- Soliman also asked about the *Revelations of Glaaki*. He'd heard that the University had a copy.

Other Research: See *Research in Severn Valley*.

- The Brichester University Library is well-stocked, with a number of eclectic collections of Eastern philosophy, occultism, anthropology, and fringe science (the result of a number of the university's professors succumbing to strange obsessions over the years).

NODE 5: MERCY HILL MENTAL INSTITUTION



Prop: Mercy Hill Logo

HISTORY

- **69:** Roman fort established on the hill. The hill would become known as the Malacal (“cursed hill”, from the Latin *maledictus collis*).
- **867:** The first recorded hanging on the Malacal (although the gallows-ground likely predates this reference). At some point, the ironic name of “Mercy Hill” is given to the hill.
- **1098:** A prison is built atop Mercy Hill.
- **1267:** The prison hospital is expanded to serve the local community.
- **1533:** The prison is shut down, but the hospital remains and is refounded as Mercy Hill Hospital.
- **1632:** Part of the hospital burns down in an unexplained fire.
- **1787:** Marcus Laughton is incarcerated.
- **1801:** Became Mercy Hill Asylum.
- **1895:** The “New Building” is constructed to house a Magdalene Asylum for “wayward girls” and “fallen women”.
- **1915:** After the third riot at the Magdalene Asylum, the Magdalene Society relocates and the general asylum begins transitioning patients into the facility.
- **1921:** Renamed Mercy Hill Mental Institution.
- **1922:** Tricia Piper is incarcerated.
- **1924:** Tricia Piper begins writing Volume 12 of the *Revelations of Glaaki*.

UNEXPECTED APPOINTMENT

- Regardless of when the PCs arrive, they’ll be expected: Tricia Piper told the staff they were coming.

STAFF

NURSE JANE SCHULTZ

- Stern-faced brunette.
- Deeply skeptical of Tricia’s “nonsense”. Disturbed if the PCs are here without having received Tricia’s letter and try to convince her that they don’t know her.

TOBY WEAVER (Ward Attendant)

- Friendly and affable.
- Completely corrupt.
- Diddles the comatose patients.

LAWRENCE PATTERSON (Tricia Piper’s Doctor)

- Has worked at Mercy Hill since 1928.
- Insatiably curious about how Tricia knows them.
- Will ban them from the Asylum if he feels they’re feeding into her delusions.

NATE WARD (Front Gate Guard)

- Surly guard who has worked here for 50 years.
- Remembers when the New Building was home for “wayward girls” and “fallen women”. They shut that down after the third riot back in 1915! Magdalene society packed it in and went somewhere else, but there were plenty of crazy people to move in.

GENERAL FEATURES – EXTERIOR

- **Approach:** Mercy Hill Mental Institution is separated from the rest of the hill by a parkland of sorts. The road to it curves up past the building.
 - *Prop: Photo of Mercy Hill*
- **Gate:** On the far side of the property, there is a gate (generally open during daylight hours; locked at night).
 - *Prop: Photo of Mercy Hill (Gate)*
 - Nate Adams will shuffle out if people are looking uncertain of things and point them up the road towards the entrance to the Old Building just up the hill.
- **The Old Buildings:** A tangled together morass of brick work, with several buildings that originally were freestanding now joined together through sheer force of later architecture.
 - *Prop: Photo of Mercy Hill (Old Building)*
 - **Front Desk / Admissions:** Is located in this building, just inside the “grand entrance”. Nurse Jane Schultz is on duty during the day.
- **The New Building:** Built in 1895, the “New Building” is of a cream-colored stone (somewhat marred by smoky grime). It lies across the courtyard from the Old Buildings, just beyond a small rise. A wide walking path curves around to it.
 - *Prop Photo of Mercy Hill (New Building)*
- **The Walls:** The walls are about 8 feet high. In the Back Yard (on the far side of the New Building), the wall is on top of a cliff that drops 40 feet.
 - *Prop: Photo of Mercy Hill (New Building – From Behind)*
 - *GM Background:* Periodically escapes are attempted by climbing the back wall and falling down. This often results in broken bones (and even death), although there have been a few successes over the years.

GENERAL FEATURES – INTERIOR (OLD BUILDINGS)

- Narrow halls turn corners at strange angles.
- The plaster of the wall is much-patched and frequently discolored in inconsistent ways.
- Hallways studded with old gates of heavy, creaking iron.
- Noises echo oddly through its halls, often carried from great distances away.
- Rooms are small and cramped.

GENERAL FEATURES – INTERIOR (NEW BUILDING)

- Wide hallways. Pale green linoleum. Rounded walls of mint green and cream.
- Antiseptic smell clings to the air.
- White-barred windows.
- Sun pierces in, but seems to take on a curiously muted quality through the yellowish panes of glass.

PATIENT RECORDS

Fishing expeditions in the patient records won't result in much. There tens of thousands of them dating back four hundred years (although the earliest records are filled with a number of gaps). Through their other investigations, however, the PCs may have encountered the names of previous patients.

HISTORICAL PATIENTS

- **Library Use:** To track down the appropriate file. (Mercy Hill is not concerned with the privacy of the long dead.)
- *Prop: Patient Records for Joseph Norton*
- *Prop: Patient Records for Marcus Laughton*

1930s BRICHESTER UNIVERSITY STUDENT

- **Bureaucracy 1 / Reassurance 1:** To identify Daryl Owens as the student who visited Severnford Isle in 1930 and was institutionalized briefly before being killed in a tragic accident. (He died in 1930, but there are still privacy concerns.)
- *Prop: Patient Records for Daryl Owens*

TRICIA PIPER

- **Credit Rating 1** (bribe for Toby Ward) / **Tricia's Permission**
- *Prop: Patient Records for Tricia Piper*

DREAM-PULL AT MERCY HILL

- **Oral History:** Periodically there are “nightmare periods” at the asylum.
 - Members of the staff refer to it as a kind of “mass hysteria”. You expect to see that kind of behavior in a body of patients like this; they “synchronize” some times. It's like the full moon at an emergency room.
 - Among the patients, it's a ghost story: There are visions of a lake. And *something* living in that lake (an old man, a monster, a vampire, a giant fish). It “sends out nightmares” to lure people to it. Some patients are driven to answer that call (occasionally leaping off the back wall).
 - It seems to have the biggest effect on the young – particularly children.

TRICIA PIPER

- Getting access to Tricia Piper requires running a gauntlet: Nurse Schultz will reluctantly have them meet with Doctor Patterson, who will pepper them with questions until he's satisfied.
- Tricia's room is located in the New Building. She has a window looking out over Brichester.
 - **Simple Search:** *Prop: Unfinished Letter to Yellowtree Books*
- See *NPC: Tricia Piper*.

NODE 6: YELLOWTREE BOOKS

ENTRANCE:

- Located in Victoria's Sprawl, near where the decay of Lower Brichester is beginning to gnaw away.
- Door is sunken below street level, a short flight of stairs with gleaming white railings (which also form a low fence of sorts along the front of the building) leading down to it.
- The building is of red brick, with an attractively painted sign reading "The Yellowtree Antique Bookstore – Established 1825".

SHOP:

- *Prop: Photo of Yellowtree Books*
- An accretion of random shelves haphazardly breaks up the layout the pleasantly musty shopfloor. Long unit with wooden drawers contains magazines.
- Electric lights jut out from the walls (clearly repurposed from old gaslight fixtures), casting a haze of yellow light.
- Long shopkeeper's counter runs down the right side of the shop.
- Behind the counter, a door with frosted glass leads to the back office.

BACK OFFICE:

- A cramped space with an abused desk of heavy wood.
 - *Prop: Tricia Piper's Letter to Yellowtree Books*
- Precipitous stacks of books and magazines taking up most of the surfaces.
- Two chairs – one behind the desk and one in front of it.
- Another door, leading to a narrow set of stairs curling up to

REVELATIONS OF GLAAKI:

- Yellowtree Books is known to have individual volumes in stock and has a professed interest in finding more.
- Currently have Volume 4 in stock, locked inside a glass display case near the back.
 - *Prop: Revelations of Glaaki – Volume IV*
- Had a rare handwritten volume of the *Revelations of Glaaki*, but it was stolen on the night of 1/28/1935.

THE PROPRIETOR: See *NPC: Josh Parsons*.

NPC: PROFESSOR ORWELL SANGSTER



APPEARANCE: Carrying a tan uncharacteristic of England. A cigarette loosely flopping between his lips. A soft, white linen shirt ruffled from a lack of ironing but spotlessly clean.

- *Prop: Photo of Professor Sangster*

ROLEPLAYING NOTES

- Gregarious, but paranoid of someone stealing his unpublished work.
- Flips cigarette from one side of his mouth to the other.
- Gestures exclusively with his left hand.

BACKGROUND

- Went to school at Cambridge.
- Professor of Classical Languages and Literature.
- Currently researching *Notes on Witchcraft in Monmouthshire, Gloucestershire, and the Berkeley Region* (which will be published in 1942).

CLUES

- **Reassurance** (won't steal unpublished work) / **Anthropology** (building a professional rapport): Sangster is an expert on local mythology and can provide some commentary on a number of local legends. If just quizzed randomly about local mythology, he'll produce the anecdotes below, but it will require a spend to get him to open up about a core clue.
 - *GM Note:* Some of Sangster's information (particularly when it comes to timelines) is slightly askew.
- **Deepfall Lake:**
 - Thomas Lee, a local religious leader in Temphill, led a group of cultists to form a kind of commune at the lake around 1800.
 - He was probably inspired by the queer tales of Marcus Laughton, who had been making wild claims about a meteor falling at the lake around 1790.
 - Reliable reports of the cult persist through the early 19th century, but around 1850 or so the cult dies out.
- **Temphill Temple:**
 - The church on High Street in Temphill was built by the Knights Templar in the late 13th or possibly early 14th century.
 - There are a lot of vague reports in the late 18th century about heresies and oddities around the church, but it's hard to pin down any specifics.

- It seems like a lot of weird religious cults spun out of the church, though. The most notable example would be Thomas Lee, who took a whole bunch of the more extreme members and founded a commune at Deepfall Lake.
- The church ended up abandoned and was reclaimed by the Church of England in the late 19th century.
- **Marcus Laughton:**
 - Laughton was a member of the Royal Society in London. In the 1780s he started suffering from some kind of delusional disorder and became obsessed with the Severn Valley.
 - He claimed that he was privy to a “secret history” that had been “erased from the minds of men”. Sangster has documented a local explosion of “weird mythology” – really fascinating stuff! – right around this same time, of which Laughton was only the most notable voice.
 - Stirred up a lot of trouble in Brichester and the surrounding region. He eventually got locked up in Mercy Hill.
 - Sangster has been meaning to make a trip into London to study Laughton’s diaries (which are kept in the archives of the Royal Society).
- **Isle Beyond Severnford:**
 - Sangster has only really scratched the surface of the “river myths”. He suspects there’s enough material for another whole book on the Forest of Dean, on the opposite of the river, alone.
 - There are some old ruins on the island, which excites the usual sort of local interest and dark imagination.
 - Every couple of decades there’s a new eruption of stories about the Witch of the Isle.
 - These stories bear quite a bit of similarity to the Witch Queen of Ceredigion, and Sangster suspects that’s the ultimate source of the stories (brought down the River Severn by sailors and the like).
 - Basically, the story claims that the Witch will steal your eyes if you wrong her or upset her. There’s a wide variety of such stories, each ascribing different ways in which you can piss off the witch.

MYTHOLOGY ANECDOTES

- **Berkeley Toad:** A local bluebeard figure. The Toad has been identified as various lords starting around 900 AD all the way up through the 1600s. The lord in the story is secretly evil or had an evil twin brother or became degenerate or had his evil reflection emerge from a mirror. They end up locked away in the dungeon of their castle.
 - *GM Reference:* “The Room in the Castle” by Ramsey Campbell
- **Tree Spirits of the Cotswolds:** Any number of variations on stories told about people wandering into the foothills of the Cotswolds around Goatswood and getting possessed by “tree spirits” that fly into their heart or head. In some cases the person being possessed is transported to a mystical landscape or fairy hill while the spirit rides around in their body.
 - *GM Reference:* “The Insects From Shaggai” by Ramsey Campbell
- **Malacal Twins:** A good ol’ fashioned ghost story, usually passed around among the younger generation. People up on Mercy Hill, particularly around the old gallows site that was up there when it was known as the Malacal (or “cursed hill” in Latin), claim to be approached by a pair of beautiful women conjoined at hip and shoulder. The twins will offer a shortcake – the “Malacal Cake”. If you accept the cake and eat it, you’ll supposedly be found hanged within a fortnight. Sangster thinks the story is actually based on a pair of real sisters who would sell baked goods at the hangings.

NPC: TRICIA PIPER



APPEARANCE: A tousled wave cut of blonde hair, like some rumbled remnant of the '20s. Heavy lids dampen the sea-blue pools of her eyes.

- *Prop: Photo of Tricia Piper*

ROLEPLAYING NOTES

- Exhibits a perky excitement when the investigators first show up; but it slowly tails off into a lethargy.
- Incredibly earnest.
- If met with skepticism, will simply shrug. "I knew you were going to say that." or "You'll understand soon."

BACKGROUND

- Incarcerated at the Mercy Hill Mental Institution in 1922 for paranoia. (She was convinced that strange men were following her through the streets around her home on the west side of Mercy Hill.)
- In 1924, she began writing the 12th volume of the *Revelations of Glaaki*. (In the wake of Y'Golonac entering the world, Glaaki is attempting to send a warning through the dream-pull. However, Y'Golonac is corrupting the text into a summoning ritual for him or his agent.)

CLUES

- **Volume 12:** Tricia knows that what she's writing is an important warning to the world. "There's something stirring out there; something gnawing at the under side of things. It feels like when I lost my daddy in the Great War."
 - She knows that it is a "Revelation of Glaaki" and for some reason she felt that labeling it "Volume 12" was the right thing to do.
- **Reassurance:** Tricia knows that the PCs are tangled up in whatever she's trying to warn the world about. If they can reassure her that they're trying to stop it (or, better yet, that they'll get themselves untangled and stop poking at it) she'll let them read what she's written.
 - *Prop: Revelations of Glaaki – Volume 12*
- **Assess Honesty:** When she speaks of the book, a look of worry creeps into her eyes. Something she's holding back.
 - Senses another presence; growing somehow. She feels as if it's influencing what she writes. "If the first voice is silver; then this one is hunger. I try to keep it off the page."
- **Her Letter:** If she sent the PCs a letter, it's because she saw them. (They're tangled up in her visions now.)
- **Yellowtree Books:** She may ask the PCs to help her convince Mr. Parsons at Yellowtree Books to destroy his copies of the *Revelations of Glaaki*. "They're a nexus. I've seen what they draw to his store. Not now. Not even soon. But some day. I don't want his family to pay the price for what I write."

NPC: JOSH PARSONS

APPEARANCE: Plump-faced with reddish cheeks. A thinning patch of brown hair swirled on his head. A low-hanging pot belly.

ROLEPLAYING NOTES

- Jovial smile and laugh.
- Has a real love for books; the more yellow the paper the better.
- Unnerved by Tricia’s letter and the break-in. Will lead anyone asking about those subjects into his office (“away from prying ears”).

BACKGROUND

- Born 1903.
- Married Annette Levitt in 1925. Their son, Anthony, is 5 years old. (They live upstairs.)
- Yellowtree Books was established in 1825 by Joshua’s grandfather.

CLUES

- **Revelation of Glaaki:**
 - Has always had a fascination with the series. His father owned the full 9-volume set from Matterhorn Press, which was issued to a limited subscription base in 1865.
 - It was the only book published by Matterhorn Press. Reputedly, the publishers were mixed up with the infamous “Ghost Club” of Cambridge.
 - They were quarto-sized books, bound in soft black leather with a different colophon embossed on the front cover of each one.
 - He can tell them the titles of all 9 volumes (see *Reference: Revelation of Glaaki*).
 - He would pay handsomely for copies of any of the volumes.
 - His father was obsessed with it: He would often stay up late at night reading various sections of the *Revelations* by gaslight in the shop (they hadn’t converted to electric yet).
 - His father forbid him from reading it. Kept it locked up.
 - That copy disappeared shortly before his father’s death in 1918. (Just after his older brother, Howard, was killed in the Great War.)
 - He currently has a copy of Volume IV of the Matterhorn Press edition.
 - Late last year he came into possession of a handwritten notebook. Although holographic in nature, he saw that its text overlapped with his memories of the *Revelations*. He suspected it might have actually been a manuscript copy in the handwriting of the author.
 - Unfortunately, it was stolen on 1/28/1935.
- **Tricia Piper:** Has no idea what her letter is about, but it makes him quite nervous.
 - *Prop: Tricia Piper’s Letter to Yellowtree Books*

REFERENCE – REVELATION OF GLAAKI

THE ORIGINAL VERSION

“The original handwritten version is completely fragmentary; it’s written by different members of the cult, and where one member leaves off another begins, perhaps on a totally different subject.” – “The Inhabitant of the Lake”, Ramsey Campbell

The glakeen are largely subjugated to the will of Glaaki. They’re like individual neurons firing within the vast bulk of Glaaki’s mind, forming a sort of fractured group consciousness in which the totality of the cult is but the lesser part of something far vaster.

There are moments of lucidity. (These may be granted by Glaaki. Or perhaps they’re the result of a particular turning of the stars. It’s known, for example, that Glaaki’s flesh and technology grow weak beneath the rays of our terrestrial sun. It’s possible that solar flares weaken his connection to the glakeen.) As each glakeen experiences these moments of lucidity, they contribute to the original, handwritten version of the *Revelations*, recording fragments, images, and thoughts from the great mass-mind of Glaaki.

According to some the glakeen do this in an effort to preserve some individual legacy for themselves. According to others, the *Revelations* are simply another manifestation of Glaaki’s will (perhaps intended as a warning; perhaps as a lure; perhaps for some purpose too alien to comprehend).

In 1865, there are eleven handwritten volumes.(2) In 1962, there are still eleven handwritten volumes.(1)

- The 1962 volumes are not identical, however, because they contain notes detailing the 1865 publication.(1)

The handwritten version originally had pictures, but these were removed prior to 1962.(1)

Book 1 was an old type of loose-leaf notebook, its pages covered with archaic handwriting.(1)

MATTERHORN PRESS

Some time around 1860, the handwritten volumes were stolen and/or copied from the houses at Deepfall Lake where they were kept. Thomas Lee’s original cult disappeared around the same time (although it’s not clear if that happened before the books disappeared, after the books disappeared, or because the books disappeared).

- Some claim the defector had been charged with propagating the material.(2)

In 1865, a pirated edition of the *Revelations* was published by Matterhorn Press in nine volumes.

- Matterhorn Press of Highgate in London(2)
 - Only book published by Matterhorn.(2)
 - Founder and publishers may have been connected with the Ghost Club of Cambridge University, revived in London in 1862.(2)

- Published for subscribers, supposedly numbering fewer than two hundred.(2)
 - Because it frequently referenced other underground societies, they had to be careful where the book circulated. (1)
- “Edited, organised, and corrected by Percy Smallbeam”(2)
 - Uncertain how much of the Matterhorn edition was rewritten rather than simply reorganized. Occult writer John Strong claimed that Smallbeam dropped the apostrophe from the name Gla’aki to make for ease of reading.(2)
- Engravings in a copy of the *Revelations* obtained from a cultist (most likely the Matterhorn edition).(6)
- Volume 9 contains pages 2057-59.(3)
- Contains a page reference to the *Necronomicon*.(6)
- Volume 2 “reviled [by the press] as betraying the furtiveness of anyone associated with the books”(2)
- Volume 9 “seemed to promise formulas to revive the dead, to conjure forth their wakeful thoughts, to inhabit their bodies so as to use them as disposable vessels in some form of arcane exploration, even to prevent the newly dead from departing as long as they were useful to the sorcerer”.(2)
 - “The mage shall be known by the summoning of the remains...”(2)
 - If there were occult formulas, they must be lying low in the midst of the text.(2)

9 Volumes. Quarto-sized. Bound in soft black leather, with a colophon embossed on the front cover.(2)

- Volume I: On Conjuraton (a hand contorted in an occult gesture, the second and fourth fingers curving inwards while the others arched bonelessly backwards and the thumb juts up from the palm)
- Volume II: On the Purposes of Night (a hand that bears a lantern from which black rays are streaming)
- Volume III: Of the World as Lair (the world held aloft by a claw with many digits)
- Volume IV: Of the Secrets Behind the Stars (unfamiliar constellations)
- Volume V: Of Humanity as Chrysalis (an anatomical diagram, showing a muscular skeleton next to a body parted down the middle)
- Volume VI: Of Things Seen By the Moon (a full moon where a lunar sea resembled the pupil of an eye)
- Volume VII: Of the Symbols the Universe Shows (a circle that appeared to be blank until fingertips trace a series of irregularities that might form a secret diagram or motif)
- Volume VIII: Of the Dreaming of Creation (a night sky in which unfamiliar constellations hint at the features of an inhuman face)
- Volume IX: Of the Uses of the Dead (a coffin framed by a pair of open hands)

Ghost Club in Cambridge rejected opportunity to publish the book due to the objection of religious members.(2)

- Members include founder E. W. Benson (later Archbishop of Canterbury and father of several writers of supernatural tales, including E.E. Benson and A.C. Benson).(2)

VOLUME 12

1924: In the wake of Y'Golonac entering the world(5), a patient at Mercy Hill Mental Institution named Tricia Piper begins writing the 12th volume of the *Revelations of Glaaki* under the influence of Glaaki's dream-pull.

- The volume is meant to warn against Y'Golonac, but Y'Golonac is able to corrupt the text into a summoning ritual for him or his agent.

Written by a man at the top of Mercy Hill, guided through his dreams.(4)

- *Note:* It's possible that the "man" was actually Tricia Piper (the source of information was not reliable). Or it's possible that Tricia Piper was not the only person writing Volume XII.

1969: Possibly found in an attic in '60s. Bookseller recognized it and bought in a job lot.(4)

- Reading specific passages within the book can transform the receptive into avatars of Y'Golonac (particularly in areas where the angles of Tagh-Clatur have thinned reality). These avatars are headless and have mouths in their palms of their hands.
- One of these avatars takes up residence in a bookshop in Lower Brichester, eating those who read the *Revelation* but refuse to act upon it. He seems to be seeking for a High Priest capable of performing his rites.(4)

ENDPAPER PASSAGES

- In *The Last Revelation of Glaaki*, a cultist being drawn into the cult by reading the volumes of the Matterhorn Press edition in a specific sequence while also being made to move through a small village to certain sites in a specific pattern, begins unconsciously writing additions to the text on the blank endpapers at the end of the book. A not complete collection of them:
 - "The mage need not speak the words nor shape them in his mind, for reading them has made of him a conduit for their power." (*On Conjuraton*)
 - "Embrace the night, that the old dreams may walk by day." (*On the Purposes of Night*)
 - "Gaze not upon the stars but into the gulf beyond, where you may glimpse eternal watchers whose sport is the shriveling of worlds." (*Of the Secrets of the Stars*)
 - "While Cthulhu makes Himself known to men through their dreams, Gla'aki fastens on their minds so as to make their dreams His own and shape them to His will... The Ancient Ones are not restricted to Their lairs, since a simple thought of Them may summon Them to seep through the very substance of the world. As Gla'aki came to know the minds of men, so He ceased to need to bind them physically to Him..." (*Of Humanity as Chrysalis*)
 - "Where the power of Gla'aki has been concentrated He uses all life for His dreams. In these places shall be seen the eldest ways, where whatever lived was uncertain of its form and consumed its like in a bid for vigour..." (*Of the Uses of the Dead*)
 - "The grimoire is a tool for the unmaking of the world. What are these volumes save a nexus of ancient power? Happy the land which is bounded by them, for it shall be irradiated and transformed. Happy the denizens of that land, for they shall renew the oldest ways of shaping, when all that lived partook of a single creation.

More powerful still is the mage through whom the old words find their voice, and happiest is he whose lips Gla'aki uses to address the world. Wherever He is heard He shall manifest Himself to His worshippers..." (*Of the Dreaming of Creation*)

- Doesn't take much to imagine he's not the only one, allowing various copies to be found with additional revelations scrawled into them.
- Another possibility is that these are parts of the original, holographic *Revelations* which were expurgated from the Matterhorn Press edition. (The author rechanneling original truths as his connection to Glaaki grows.)

PASSAGES FROM THE REVELATIONS

Many are the horrors of Tond, the sphere which revolves about the green sun of Yifne and the dead star of Baalblo. Few come near to humanity, for even the ruling race of yarkdao have retractable ears in humanoid bodies. Their gods are many, and none dares interrupt the priests of Chig in their ritual, which lasts, three years and a quarter, or one puslt. Great cities of blue metal and black stone are built on Tond, and some yarkdao speak of a city of crystal in which things walk unlike anything living. Few men of our planet can see Tond, but those who know the secret of the crystallisers of Dreams may walk its surface unharmed, if the crystalliser's hungry guardian does not scent them. ("The Inhabitant of the Lake", Ramsey Campbell)

"The book does mention 'heretics' who insist that the spines can be found buried in certain hybrid Egyptian mummies, and say that Glaaki came before – through the 'reversed angles of Tagh-Clatur' which the priests of Sebek and Karnak knew. There are suggestions that the zombies of Haiti are the products of a horrible extract from early cult-members who got caught in sunlight, too." ("The Inhabitant of the Lake", Ramsey Campbell)

- Also discusses the 48 Aklo Unveilings, and "the 49th shall come when Glaaki takes each to him".
- Includes discussion of Glaaki's journeys – "crossed the universe from some outer sphere, stopping on such worlds as Yuggoth, Shaggai, and even Tond."

"...for even the minions of Cthulhu dare not speak of Y'Golonac; yet the time will come when Y'Golonac strides forth from the loneliness of aeons to walk once more among men..." – Revelations of Glaaki, Volume 12 ("Cold Print", Ramsey Campbell)

Volume 12: Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'gonolac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolac; but when his name is spoken or read he comes forth to be worshipped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y'gonolac return to walk among men and await that time when the earth is cleared off and Cthulhu rises from his tomb among the weeds, Glaaki thrusts open the crystal trapdoor, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the moon-lens, Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind. ("Cold Print", Ramsey Campbell)

"Beyond the Zone of the Thirteen Faveolate Colossi lies Yuggoth, where dwell the denizens of many extraterrestrial realms. Yuggoth's black streets have known the tread of malformed paws and the touch of misshapen appendages, and

unwiseagable shapes creep among its lightless towers. But few of the creatures of the rim-world are as feared as that survival from Yuggoth's youth which remains in a pit beyond one of the cities. This survival few have seen, but the legend of the crustaceans tells of a city of green pyramids which hangs over a ledge far down in the dark. It is said that no mind can stand the sight of what occurs on that ledge at certain seasons." (But nothing can battle the power of the other name of Azathoth.) ("The Mines of Yuggoth", Ramsey Campbell)

Scrap of paper found in the houses at Deepfall Lake, written in a similar fashion to the *Revelations* or perhaps torn from them:

sundown and the rise of *that from below*. They can't come out in the daytime — the Green Decay would appear on them, and that'd be rather unpleasant — but I couldn't walk far enough for them not to catch me. They can call on the tomb-herd under Temphill and get them to turn the road back to the lake. I wish I hadn't got mixed up with this. A normal person coming here might be able to escape the dream-pull, but since I dabbled in the forbidden practices at Brichester University I don't think it's any use trying to resist. At the time I was so proud that I'd solved that allusion by Alhazred to 'the maze of the seven thousand crystal frames' and 'the faces that peer from the fifth-dimensional gulf.' None of the other cult-members who understood my explanation could get past the three thousand three hundred and thirty-third frame, where the dead mouths gape and gulp. I think it was because I passed that point that the dream-pull has so strong a hold on me. But if this is being read it means that there must be new tenants. Please believe me when I say that you are in horrible danger. You must leave now, and get the lake filled in before *it* gets strong enough to leave this place. By the time you read this I shall be — not dead, but might as well be. I shall be one of the servants of *it*, and if you look closely enough you might find me in my place among the trees. I wouldn't advise it, though; although they'd get the Green Decay in broad daylight they can come out in the daytime into the almost-darkness between the trees. You'll no doubt want proof; well, in the cellar. ("The Inhabitant of the Lake", Ramsey Campbell)

Volume 9 of Matterhorn Press edition, pg. 2057-9, contains plans for a transdimensional translator. ("The Plain of Sound", Ramsey Campbell)

- "...the screen is attached to the central portion and viewed, while the receiver is directed toward the sounds before attachment." No power was necessary for "the very sounds in their passing manipulate the instrument."
- "The intentions of the inhabitants of S'glhuo are uncertain. Those who use the translator would be wise to keep by them the stringed sounding-board, the only earthly weapon to touch S'glhuo. For when they build the translator to complete the connexion, who knows what they may bring through with them? They are adept in concealing their intentions in dream-communication, and the sounding-board should be used at the first hostile action."

Contains information on a "crystallizer of Dream" (projects you when asleep to other dimensions) and a process for summoning Daoloth. ("The Render of Veils", Ramsey Campbell)

Does NOT contain a map of the cities of Yuggoth.(6)

MISC NOTES

- Aleister Crowley described it as "an inspiration, the source of many secret truths".(2)

APOCRYPHA

- **Folio Edition:** *Goatswood* claims that the 1865 edition was published from 1842-1865 in folio copies. *Goatswood* also lists specific contents for each volume.
- **Liverpool Edition:** An 1865 folio edition released by Supremus Press (the original source for this is unclear). According to *The Last Revelation of Glaaki*, this is spurious and “consists of a text fabricated by modern gamesters for use in role-playing games.”
- **Golden Goblin Edition:** According to *Mythos Tomes*, there is an “oft-cited (though still extremely rare)” Golden Goblin edition of the work. There were actually multiple editions from Golden Goblin, based on an error-laden copy of the original manuscript and broken into an arbitrary number of volumes (which were changed with every publication).
 - The *Miskatonic Debating Club & Literary Society* claim that this edition is based on the 1865 London edition, although this is not mentioned in the text. (*Note:* This would fit with Golden Goblin’s *modus operandi* with other Mythos tomes, but it’s also possible that they could have gotten one of the hand-copied texts that are variously reported to have circulated around before the publication of the Matterhorn Edition.)
 - The *MDC&L* also cite Golden Goblin as having produced six editions within the space of a few short years, varying in content slightly, but varying between 7 and 9 volumes. Less than 3,000 copies were produced.
- **Standish Press:** According to *Mythos Tomes*, Antonius Quine issued a one-volume edition through Standish Press. This edition includes additions made to the *Revelations* starting in 1942. (*Note:* Which I would interpret as meaning somehow publishing a copy of Volume XII at a minimum.) His edition is broken into the *Book of Servants* (which also includes passages copied from *De Vermis Mysteriis*, *The Ponape Scriptures*, and the *Necronomicon*) and the *Book of Masters* (a collection of “Writings of the Disciples of Glaaki in the Ancient World” which include the “Sigil of Green Decay”), before closing with the *Benediction of Glaaki* (a blatant parody or imitation of Christian belief, altered to fit the tenets of the cult of Glaaki).

REFERENCES

- (1) “The Inhabitant of the Lake”
- (2) *The Last Revelation of Glaaki*
- (3) “The Plain of Sound”
- (4) “Cold Print”
- (5) *Eternal Lies*
- (6) “The Mine on Yuggoth”

Mythos Tomes: <http://www.mythostomes.com/content/view/90/1/>

Miskatonic Debating Club & Literary Society: <http://mdcls.blogspot.com/2013/01/the-revelations-of-glaaki.html>