

Malice Everlasting

Trail of Cthulhu Conversion notes

“Malice Everlasting” is a *Call of Cthulhu* scenario written by Oscar Rios and published in *New Tales of Miskatonic Valley* by Miskatonic River Press in 2008. *New Tales of Miskatonic Valley*, which marks the return of Keith Herber to writing and editing for *Call of Cthulhu*, is a new collection of scenarios taking place in the Lovecraft Country of the Miskatonic River Valley in the 1920’s.

This scenario uses locations and characters appearing in Chaosium’s Kingsport sourcebook (published as *Kingsport*, *The City in the Mists* and *H.P. Lovecraft's Kingsport*). The sourcebook is not required to run this scenario. Keepers can adapt the scenario to another setting, but must place it in a coastal town. The town needs to be old enough for the historic events of the scenario (in the late 17th century) to have happened there, unless the Keeper intends to modify that history accordingly. The scenario can easily be set in the 1930’s.

Keepers will note that the scenario may culminate in an encounter with Y’gononac, one which the Investigators have a chance (however small) to fight their way out of (and statistics for Y’gononac are provided for this battle). Defeating gods and titans may seem contrary to Trail of Cthulhu, but to clarify, the Investigators are combating a worshipper of the entity, not the entity himself. It is, in effect, an extreme form of possession, causing the worshipper to transform into a (fairly powerful) avatar. Y’gononac’s glowing, corpulent body still waits behind the wall; his time is not yet come.

The early investigation is composed of interviews with the victims (and possibly with a potential victim), digging through records, and following up on the red herrings supplied by the warlock. The warlock will harass the Investigators constantly with supernatural attacks, both to dissuade them and to dispose of the evidence itself.

The scenario does not have a particular concluding scene. The final climax could take place in a number of locations, under a number of circumstances. The investigation will likely lead the Investigators to the Funt House. If they never discover the Funt House (or if Ronnie Pine is not

there when they investigate it), they must realize that the seemingly helpful paperboy is actually their quarry; they will probably suspect him after the ambush in the warehouse, if not before. Once they have either exorcised or killed the boy, driving the possessing warlock out, they will either follow the clues to the *Silver Seahorse* in search of the warlock’s hand or they will discover that their work is not complete when the warlock returns.

Investigators without Library Use will find themselves at a disadvantage. A number of clues are uncovered with the use of that ability, many requiring point spends. The easiest way to track down the warlock’s original home requires at least a 2-point spend. If they do not find this clue, they will only find out about the Funt House and its location by following Ronnie Pine. The Keeper can either leave it up to the Shadowing test as written or allow the Investigators automatic success in following him. Since finding the Funt House is not required, Keepers can allow Investigators who suspect the paperboy but fail to follow him other ways to confirm their suspicions and confront him.

Part One: Elusive Links

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The Investigators can speak with all of the victims easily enough, without relying on Interpersonal abilities to get them to talk. But while speaking with John Placard, Investigators with **Assess Honesty** realize John is lying about his recovery, probably for the sake of his mother and Abigail.

Information Gained

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- Investigators who question all four victims may realize they have several things in common. They may discover that all the victims are currently the last male of the family line and that all are descended from old Kingsport families that date back to colonial times. This can be done by asking the right questions. They will also find (or confirm) these facts by visiting the library and Talbot Hall. Also, each of these facts is available with **History 2-point spends** (if the Investigator is a native of Kingsport, it is

a **1-point spend**) if the Keeper deems that the Investigators need some new leads, either because they haven't visited the library or Talbot Hall, or they don't have the ability to find some or all of the clues there. The Keeper could treat these History spends as Floating Clues, letting Investigators get mired in red herrings for a while first.

The Paperboy

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- Travelling home, usually on his bike, the warlock never takes a direct path. Instead he takes a round-about path, trying to identify and shake anyone who might be following him. Under most circumstances, it is a **Shadowing test against difficulty 8** to follow him.
- The warlock is an accomplished liar and is immune to the **Assess Honesty** ability.

Ronnie Pine, possessed teen

Firearms 5, Fleeing 6, Health 7, Stability 15, Weapons 5

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +1 (.38 revolver), -1 (knife), -1 (blackjack)

The Warlock's Spells

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The Warlock has a number of spells at his command.

One of these, Call/Dismiss Y'gononac, won't be cast during the course of the scenario. See page 170 of *Trail of Cthulhu* for more information about Calling and Dismissing Deities.

Cloud Memory, Enthral Victim, Nightmare, and Summon/Bind Fire Vampire appear in the *Call of Cthulhu* rulebook. The conversions of their mechanics follow; additional information can be found in the *Call of Cthulhu* rulebook.

Both Cause Blindness and Stop Heart originally appeared in *Return to Dunwich*, and there were significant differences in the original from what appears in the current *Call of Cthulhu* rulebook. The *Return to Dunwich* versions are used for this scenario so as to be consistent with the warlock's capabilities.

Cause Blindness

Once the spell is cast, and after paying the casting cost, the caster must succeed in one test of the caster's Stability against the target's Stability. If the caster does, the spell takes effect.

Stability Test Difficulty: 5

Cost: 10 Stability to cast

Time: This spell takes two rounds to cast

Cloud Memory

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target's mind is mentally blocked with respect to one specified incident. If the spell fails, the event in question becomes vivid in the target's mind.

The spell cannot undo a Stability or Sanity loss under most circumstances. Keepers might allow an Investigator another opportunity to recover a Sanity rating point through denial if the Investigator did not do so originally (see page 75 of *Trail of Cthulhu*). If proof of the Mythos experience exists and the Investigator rediscovers it, the Sanity point is lost again.

Stability Test Difficulty: 4

Cost: 2 Stability

Time: 1 round

Enthral Victim

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell and a round or so of talking, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target stands struck, numb and dumb, until relieved from the trance by physical assault or some similarly shocking event. If the caster fails to overcome the target, he or she may try the spell the following round.

Stability Test Difficulty: 4 (3 with Hypnosis)

Cost: 3 Stability

Time: 1 round

Nightmare

This spell can be cast at a sleeping target anywhere, but the caster must know the target's name. The nightmare causes the target to automatically lose 1 point from his or her Stability pool.

A Psychoanalysis test against difficulty 5 is needed to let the target recall the contents of the dream. The Keeper chooses the contents of the nightmare, and they must be closely related to the life and habits of the caster.

Stability Test Difficulty: 4

Opposition: Sending a nightmare is a contest against dream's Inertia of 4

Cost: 3 Stability

Time: 15 minutes

Stop Heart

This horrid spell may be cast at a target in long range or closer and visible to the caster. The caster must succeed in one test of the caster's Stability against the target's Health *rating*. If the test succeeds, the spell does damage with a +4 modifier.

Stability Test Difficulty: 4

Cost: 10 Stability

Time: 1 round

Summon/Bind Fire Vampire

May only be cast at night when the star Fomalhaut is above the horizon. The caster must prepare a bonfire.

An unbound fire vampire resists binding with an Inertia of 8.

Stability Test Difficulty: 4

Cost: 4 Stability

Time: 5 minutes

Police and Doctors

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- **Medicine:** Dr. Harris will confide he has no idea what caused the condition.

Part Two:

A Window Into The Past

Kingsport Public Library

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- **Library Use** while looking for possible links between the four men, *Kingsport—A Century by the Sea* is found.

Talbot Hall

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- Once the Investigators have The Malice Papers #3, they can research three matters here. **Flattery** will get Wanda Drake to assist. She lowers all **Library Use** spends by 1 for these three lines of research. With or without her help, each clue takes four hours of research.

- **Victim's Bloodlines: Library Use** to find this clue.
- **The Appleton Bloodline: Library Use** to discover that David Appleton does have a living descendant in Kingsport. **Library Use 2-point spend** to find Wallace's address, or **Credit Rating 3-point spend** for a resident to know his address already.
- **The Warlock's Home:** The location of the warlock's home is the hardest to find, with a **Library Use 3-point spend** required. Investigators who are residents of Kingsport realize that this is the infamous Funt House. Investigators not native to Kingsport but working with Mrs. Drake learn about the house's dark reputation from her.

The Funt House, The Real Story

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- The actual reasons for the dark rumors surrounding the property at 112 Parson Street in Hilltown can be uncovered if the Investigators spend more time. Each of these three clues is a **Library Use 1-point spend**.

A Certain Attack at Talbot Hall

(Page 92)

- A trail of blood, leading from the victims to the drain, is discovered with an **Evidence Collection 1-point spend**.
- The Children of Y'golonac can be found in *Ye Booke of Monstres II, The Creature Companion*, and *Malleus Monstrorum*.

The Children of Y'golonac (4)

Athletics 10, Health 5, Scuffling 10

Hit Threshold: 4

Alertness Modifier: +2

Weapon: -3 (bite), can attack with all three mouths in one round.

Stability Loss: +0

Kingsport Historical Society Museum

The Attic

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- **Library Use** uncovers a smattering of records from the trial of Matthew Chandler.

A Fatal Fire

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- The fire comes as a complete surprise to Investigators, who beginning the second round of the fire, start to suffer from the effects of the suffocating smoke. The **Athletics test** to avoid smoke inhalation starts at difficulty 3 and increases by 1 with every passing round. A failed check means that the Investigator automatically loses 1d6+1 points of Health per round, but these lost point can be restored if the victim is rescued and resuscitated before he or she dies.

The Attic Window Option

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- The easiest way for Investigators to escape is to locate the attic's single window, hidden behind a stack of boxes and only located with a **simple search** behind the boxes, **Evidence Collection**, or **Architecture**.
- Only a single Investigator can exit through it per round, forcing those waiting to suffer further rounds of suffocating smoke. The window is also quite small. Very slight Investigators can wriggle through without damage, but most women and non-athletic (but thin) men will lose 1 point of Health. Muscular or portly Investigators lose 2 points of Health. Extremely large Investigators can force their way out and lose 3 points of Health.
- Once through the window, Investigators then face a drop to the ground below, losing 4 points of Health, reduced to 2 points if they make an **Athletics test against difficulty 4**.

The Second Floor Option

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- Only two Investigators per round can move down the narrow folding stairs to the second floor; the others must remain in the attic, waiting their turn while suffering possible smoke inhalation. An **Athletics** or **Fleeing test against difficulty 4** is required to avoid flames and falling beams during this passage. Those who fail take normal damage with a +1 damage modifier while those who make a successful test take normal damage with a -2 damage modifier.
- Investigators notice the elderly Mr. Hart lying unconscious on the bedroom floor. He can be rescued and resuscitated if Investigators carry him out of the burning building.
- They can use a second floor window to leap from the building, losing 2 points of Health,

reduced to 1 point if they make an **Athletics test against difficulty 4**.

Defeating the Fire Vampire

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- Fire vampires appear in the *Call of Cthulhu* rulebook. Investigators hurling the soil from the potted plant at the fire vampire do 1d6-2 damage with an **Athletics** or **Weapons test against its Hit Threshold**. Likewise, those pouring the contents of the four-gallon fish tank over the creature inflict 8 points of damage with an **Athletics test against its Hit Threshold**.

Fire Vampire

Burning Touch: Roll damage, but before applying it, make a test against the target's Health *rating*, by rolling a die and adding the damage result to it. If the test is successful, the target takes the full damage rolled. If the test is failed, the target takes half the damage rolled (rounding up).

Vampirism: In an attack, the vampire may also try to steal Stability points from the target, by making a Vampirism test against *half* the target's current Stability (rounding up). If the vampire succeeds, it steals 2 Stability from the target, adding them to its Vampirism pool. If the fire vampire fails, it loses 1 point from its Vampirism pool.

Athletics 11, Health 3, Scuffling 28, Vampirism 13

Hit Threshold: 4

Weapon: See above

Armor: Immune to most material weapons. Water costs a fire vampire 1 Health per half-gallon poured over it. A typical hand-held fire extinguisher does 1d6-1 damage, and a bucket of sand costs it 1d6-2 Health.

Stability Loss: +0

Part Three: The Final Threads

The Paperboy's Camera

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- Any Investigator with **Photography** realizes a roll of film of this type typically can make twelve exposures.

Dockside Hunt

Melvin Wade, Red Herring

(Page 96)

- Investigators with **Assess Honesty** realize he is telling the truth.

The Children of Y'gononac (16)

(Page 97)

Athletics 10, Health 5, Scuffling 10

Hit Threshold: 4

Alertness Modifier: +2

Weapon: -3 (bite), can attack with all three mouths in one round.

Stability Loss: +0

Wallace Appleton

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- No one without an appointment is admitted in to see “Master Appleton” unless they make a **Flattery** or **Reassurance 2-point spend** or have **Credit Rating 5+**. If all else fails, Investigators raising their voices will be heard by Appleton (which is a probable outcome of crass **Intimidation** attempts), who comes to the door, sorts the problem out, then dismisses Charles and invites the Investigators inside.
- If Investigators ask to see the Bible and the medallion, **Flattery** or **Reassurance** gains access to the items, if they've explained the link between the men afflicted with blindness, namely the witch trial of Matthew Chandler. If they don't explain the link, they'll need to make a **Flattery** or **Reassurance 1-point spend**.
- Unless Investigators calm Charles down with a **Reassurance 1-point spend**, he summons the authorities.

The Family Heirlooms

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- **Locksmith** can be used to break into the roll top desk.

The Amulet of Damietta

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A person holding or wearing this item is totally immune to any form of possession.

The Amulet of Damietta can also be used as a weapon. If touched to someone possessed, the relic forces the invading entity out if the holder of the amulet can make a Stability test against difficulty 6 against ordinary ghosts and spirits, Yithians, and casters of Mind Exchange (if it is a permanent exchange, the Difficulty Number increases to 10).

Other forms of possession may require higher Difficulty Numbers at the Keeper's discretion. Gods and titans (such as Y'gononac) should be beyond the ability of mortals to exorcise. Touching the amulet to a possessed person and succeeding in an exorcism costs 1 Stability point. Once the Amulet of Damietta cleanses a possessed person, they are safe against further possession for the next ten days.

The item can also project its protective power as a field around, costing 2 Stability for every 5 feet of projection, per round, with a limit of 25 feet. The Stability test to exorcise the possessed victim remains the same.

The Appleton Bible (English)

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Skimming this leather-bound Bible's journal entries takes 4 hours and provides 1 dedicated pool point for any Investigative ability involving Kingsport's worshippers of Tuzscha, Oorn and Y'gononac. (This ability need not be chosen while reading; the player can decide during the adventure.) It provides no Cthulhu Mythos rating, but the dedicated pool point can be assigned to Cthulhu Mythos, even if the Investigator does not have a rating; use of the Cthulhu Mythos ability may cause Stability and/or Sanity loss as usual. Poring over the journal portions takes 12 hours.

Part Four: The Hand of Vengeance

The Funt House

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- Breaking into the house can be done with a **Locksmith 1-point spend**.

Norma Farr, loyal accomplice

Fleeing 4, Health 8, Scuffling 6

Hit Threshold: 3

Stealth Modifier: +1

Weapon: -2 (punch)

Talking to Ronnie Pine

(Page 99)

- The warlock is a very skilled liar. But Investigators may recognize Ronnie Pine and Ollie Mattock as one and the same if they make a **Sense Trouble test against difficulty 5**.

Inside the Funt House

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- **The Living Room:** Investigators making a **simple search** or an **Evidence Collection 1-point spend** find an invoice.
- **The Kitchen:** Investigators checking under the sink with a **simple search** find a small, unlocked box.

The Temple of Y'Golonac

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- It is a 1-point Stability test to look inside the closed barrel.
- A **simple search** of the statue finds something interesting: the mouth of the left hand is hollowed out, and damaged, as though something has been removed. An **Art** or **Evidence Collection 1-point spend** also discovers this.

The Sack and the Children of Y'Golonac

(Page 100-101)

- One to three Children of Y'Golonac emerge from the sack each round, with a limit of twenty per day (1 on a roll of 1 or 2, 2 on a roll of 3 or 4, or 3 on a roll of 5 or 6).
- The sack requires weekly sacrifices of at least 10 pints of blood, required to retain its power.

The Children of Y'Golonac (unlimited)

Athletics 10, Health 5, Scuffling 10

Hit Threshold: 4

Alertness Modifier: +2

Weapon: -3 (bite), can attack with all three mouths in one round.

Stability Loss: +0

Part Five: Hell Hath No Fury

The Plan

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- Within 1d6+2 days, the catatonic man suddenly awakens, apparently suffering from amnesia and showing a distinct change of personality.

Terror on Cabot Wharf

Y'gononac

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Y'gononac can attack with both mouthed hands, making Touch or Devour tests against targets' Hit Thresholds. Y'gononac also has access to most Summon/Bind and Contact spells, and whatever else the Keeper thinks appropriate.

Touch: The target loses 1 Stability *rating* point and 1 *rating* point from the Investigative ability of the target's choice. This loss is permanent.

Devour: This attack does 1d6-2 damage to the target's Health *rating*.

Abilities: Athletics 10, Devour 33, Health 39, Touch 33

Hit Threshold: 4

Alertness Modifier: +3

Weapon: -3 (bite), can attack with all three mouths in one round.

Stability Loss: +3 (2)

Sanity Loss: +2 (1)

Defeating Y'gononac

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- While 39 Health points are a lot, Y'gononac's lack of armor (and cover) is definitely in the Investigators' favor. Investigators can also take the initiative as the Great Old One charges down the deserted wharf towards them. The Investigators are about 20 yards away (close range) and will have the opportunity to unload their weapons at the entity in the first round (see One Gun, Two Combatants on page 65 of *Trail of Cthulhu*). The next round, Y'gononac's long strides finish closing the distance and Y'gononac strikes with both hands.
- Any Investigators making a **simple search** or using **Evidence Collection** below deck finds the medical bag and the hand inside.
- With Norma Farr's dead body lying nearby, it may take the Investigators some point spends in **Cop Talk** or other Interpersonal abilities to escape arrest.