

Let the Children Come to Me

Trail of Cthulhu Conversion notes

“Let the Children Come to Me” is a *Call of Cthulhu* scenario written by Mark Shireman and published in *Island of Ignorance—The Third Cthulhu Companion* by Golden Goblin Press in 2013. *Island of Ignorance* is a new collection of articles and scenarios for the *Call of Cthulhu* roleplaying game.

The scenario takes place in Aylesbury, Massachusetts, in 1926. It can easily be set in the 1930s, with no significant changes needed (Keepers might want to shift the timeline’s days or dates).

Note that the print and PDF versions of *Island of Ignorance* each have their own page numbering. For ease of use, this file references the page numbers of both versions, with the pages of the print edition appearing prior to the slash.

Play Begins

(page *print* 57 / *PDF* 59)

- **(core)** Investigators who use **Outdoorsman** or **Evidence Collection** will be able to discern that the children appear to have gone into the woods in the vicinity of the mill, seemingly by themselves and with no signs of struggle. If no investigators have **Outdoorsman** or **Evidence Collection**, they may consult with the Sheriff, who can tell them about the tracks with **Bureaucracy** or **Cop Talk**.

Starting the Investigation

(pages *print* 57-58 / *PDF* 59-60)

Margaret Ellison, age 22, Legal clerk and former resident of Sheltering Pine

Assess Honesty 2, Athletics 6, Bureaucracy 2, Credit Rating 3, Firearms 3, Flattery 2, Health 7, Law 3, Library Use 3, Locksmith 2, Oral History 1, Preparedness 4, Reassurance 3, Sanity 9, Scuffling 4, Stability 8, Stealth 5, Weapons 4

Stealth Modifier: +1

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

James Garrett, Age 24, Sergeant, Massachusetts State Police

Assess Honesty 2, Athletics 6, Cop Talk 2, Credit Rating 3, Driving 5, Evidence Collection 3, Firearms 7, First Aid 4, Flattery 2, Health 8, Interrogation 1,

Law 3, Outdoorsman 2, Preparedness 3, Reassurance 2, Sanity 7, Scuffling 6, Stability 8, Streetwise 1, Weapons 5

Alertness Modifier: +1

Weapon: +1 (.38 revolver), -2 (fist), -1 (nightstick)

Locations

The Children who Vanished and Returned

(pages *print* 58-59 / *PDF* 60-61)

- Investigators using **Assess Honesty** realize that the children are being completely truthful.

Aylesbury Municipal Library

(page *print* 59 / *PDF* 61)

- If the investigators choose to research the recent disappearances at the local library, it will take at least 4 hours of research with **Library Use** to gather all of the information listed in Table 1: Aylesbury Child Disappearances, Basic Data. This research time can be reduced to 2 hours with a 1-point spend.

Aylesbury Historical Society

(page *print* 61 / *PDF* 63)

- **(core)** With each hour of research with **Library Use**, the investigators will uncover one of the following legends and stories:
- A 1-point **Anthropology** or **Archaeology** spend will allow the investigators to identify the symbols as the mark of Stalking Wolf, a legendary Nipmuc warrior. Investigators who have seen the actual tomahawk realize that it is the same as the one in the paintings (no spend is required to make this connection, and vice versa, or to identify them a second time).
- The Historical Society also has a number of artifacts and exhibits of local historical significance on display, including some ancient Native American items. **Anthropology**, **Archaeology**, or **History** will let the investigators realize that the Indian artifacts might have considerable value to the local Nipmuc, and that acquiring one or more of them

on behalf of the tribe may prove helpful in gaining its trust and cooperation.

- If any of the investigators are employees of a museum or other cultural institution, they will understand that the number of items on display is only a small percentage of the total collection; other investigators recognize that fact with a 1-point **Archaeology**, **Art History**, or **Bureaucracy** spend.
- Should the investigators inquire about searching the archives, a 1-point **Reassurance**, **Flattery**, or **Bureaucracy** spend will get them access.
- Searching the Historical Society archives will take the investigators four full hours. Each 1-point spend of **Archaeology** or **Anthropology** (a spend in **Library Use** is also able to find the diary and, at the Keeper's discretion, a **simple search** will find the tomahawk and cultural artifacts if they've been described by the Nipmuc) reveals one of the following:

Ann Bishop Parker's Diary

(page *print* 61 / *PDF* 63)

Skimming this book provides 1 dedicated pool point for Occult. Poring over it provides +1 to your Cthulhu Mythos rating.

Bind Enemy

If the spell is successful, the target cannot harm the caster for one week. The spell is broken if the caster attacks the target or the effigy is broken.

Stability Test Difficulty: 5 (4 with Art or Craft spend while creating the effigy)

Opposition: The caster sacrifices a number of Stability, Magic, or Health points (or combination thereof) into a small effigy of the target. These points are used in a contest against the target's Stability. If the caster wins, the target cannot harm the caster for one week.

Cost: Variable (see above)

Time: One day

Contact Shub-Niggurath

No specific details are given for this spell. Keepers may refer to the "Contact Deity Spells" section of *Trail of Cthulhu*, p. 112 for more information.

Enthrall 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 calmly, the caster makes a Magic or 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 or Magic

Time: 1 round

Mental Suggestion

This spell can be cast at any target at long range or closer that is visible to the unaided eye of the caster. After the test to cast the spell, the caster makes a second Stability or Magic test against the target's current Stability. If the test is successful, the target is completely controlled for one round. If the test fails, the spell does not take effect. Whether successful or not, the caster may cast the spell again against the target.

Stability Test Difficulty: 5 (4 with Hypnosis)

Cost: 6 Stability or Magic

Time: Three rounds to cast.

Stalking Wolf's Tomahawk

(page *print* 61 / *PDF* 63)

- A 1-point **Anthropology** or **Archaeology** spend will allow the investigators to decipher the carved symbols on the shaft, which indicate that the weapon was crafted by the Nipmuc warrior Stalking Wolf.
- With a 1-point **Cthulhu Mythos** spend, one of the carvings on the blade can be identified as the mark of the Elder God Vorvadoss, signifying a pact has been made for granting power in return for self sacrifice.
- This weapon has a damage modifier of +0 against most targets and +2 against inhuman servitors of the Outer Gods.

Nipmuc Cultural Artifacts

(pages *print* 61 & 63 / *PDF* 63 & 65)

- Only found if the investigators made spends in Anthropology or Archaeology (or, at Keeper's discretion, with a **simple search** if the Nipmuc have described them to the investigators), these are a pipe, a bowl for grinding grain, a beaded necklace, and a turtle shell drum, all of which

have deep significant cultural value to the local Nipmuc tribe.

- If the investigators acquire any of these artifacts, it will provide a dedicated pool point to use in place of Bargain, Credit Rating, Flattery, Oral History, or Reassurance in negotiations with Chief Soaring Hawk. Only one pool point can be obtained in this way; multiple cultural artifacts do not increase the dedicated pool.

(page *print* 63 / *PDF* 65, continuation of “Aylesbury Historical Society)

- Acquiring any of the items owned by the Historical Society will require either a 1-point **Bargain** and/or 2-point **Credit Rating** spend (Keeper’s discretion) in order to legally purchase them; the set of Nipmuc cultural artifacts (the pipe, bowl, necklace, and drum) qualify as one “item” for these purposes. Stealing or “borrowing” any of the items from the archives will require a Difficulty 4 **Filch** test when leaving, whereas stealing any items on active display will need a Difficulty 6 **Filch** test due to the presence of the curator in the room. Also, there is a 1 in 6 cumulative chance per hour that the absence of any item stolen from the active exhibit will be noticed and reported to the local police.

The Textile Mill

(pages *print* 63-64 / *PDF* 65-66)

Curtiss Evans, Age 39, Textile mill foreman and rapist

Athletics 7, Driving 3, Firearms 5, Health 9, Scuffling 5, Weapons 4

Stealth Modifier: +1

Weapon: +1 (.38 revolver), -2 (fist), -1 (knife)

- Investigators making a 2-point **Assess Honesty** or **Psychoanalysis** spend notice symptoms of paranoia and anxiety in Evans’ behavior.
- Shortly after they enter the mill, one of the investigators with **Streetwise** will notice a young woman, Holly Jeffers, trying to attract their attention surreptitiously before they speak with Evans.

Stanley Barstow, Age 32, Crooked Aylesbury Police Officer and Cousin to Curtiss Evans

Athletics 5, Driving 3, Firearms 6, Health 9, Scuffling 6, Weapons 3

Alertness Modifier: +1

Weapon: +1 (.38 revolver), -2 (fist), -1 (nightstick)

Nipmuc Indian Reservation

(pages *print* 65-66 / *PDF* 67-68)

As they are being led through the camp to meet with the chief, investigators with **Architecture** or **Archaeology** notice a unique wigwam, tucked back away from the main group of structures.

- **Occult** reveals that many of the symbols and fetishes are variations on ancient protective wards, while **Cthulhu Mythos** identifies at least one of the symbols on the wall as a variant Elder Sign.

Chief Soaring Hawk, Age 47, Nipmuc Tribe Chieftain

Athletics 9, Cthulhu Mythos 1, Firearms 5, Health 9, Weapons 4

Alertness Modifier: +1

Weapon: +1 (M1903 Springfield rifle), -1 (hatchet), -1 (knife)

Average Nipmuc Warrior

Athletics 9, Firearms 4, Health 8, Weapons 3

Alertness Modifier: +1

Weapon: +1 (M1903 Springfield rifle), -1 (hatchet), -1 (knife)

- A 1-point **Assess Honesty** spend will reveal that he is very unnerved by the disappearances.
- Chief Soaring Hawk will be very resistant to the idea of allowing the investigators to speak with Nisquamem, the tribe’s principal medicine man; it requires a 3-point spend of **Bargain, Credit Rating, Flattery, Oral History, or Reassurance** (the cost can be spread out across 2 or 3 abilities).
- As noted in the Historical Society section, any items of cultural significance to the Nipmuc that the investigators have already acquired may improve their negotiations with Soaring Hawk; having any of the cultural items provides a dedicated pool point to use in place of Bargain, Credit Rating, Flattery, Oral History, or Reassurance.
- ❖ If any of the investigators can speak with any level of proficiency in the Narragansett, Massachusetts, or Mahican dialects, they can make spends in the related **Languages** abilities in place of spends in Bargain, Credit Rating, Flattery, Oral History, or Reassurance.
- ❖ If any of the investigators shows solid knowledge of Nipmuc culture by discussing it

with **History** or **Anthropology**, the respect that such knowledge engenders in Soaring Hawk allows the investigator to make spends in those abilities in place of spends in Bargain, Credit Rating, Flattery, Oral History, or Reassurance.

- ❖ Any overt disrespect to the tribe or breach of their hospitality (getting caught sneaking around the reservation, stealing, etc.) will result in having to spend an additional point in all negotiations.
- ❖ If any of the investigators has any weapon larger than a small knife concealed on his or her person, the investigator must make a Difficulty 5 **Conceal** test. If Soaring Hawk notices the concealed weapon, he will refuse further negotiations and demand that the investigators leave the reservation.

Nisquanem, Age 61, Nipmuc Tribe Medicine Man

Athletics 4, Cthulhu Mythos 1, Health 6, Magic 2, Weapons 4

Alertness Modifier: +1

Weapon: -1 (knife)

Spells: Deflect Harm, Elder Sign, Powder of Ibn-Ghazi, Warding

Deflect Harm

Until dropping an outstretched hand, the caster can deflect successive attacks by spending Stability or Magic equal to the damage of each attack.

The caster may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. If the caster doesn't have enough Stability or Magic to deflect a particular attack, the spell ends immediately, and the attack causes its damage.

Stability Test Difficulty: 4

Cost: 1 Stability or Magic to cast

Time: 1 round

Warding

Stability Test Difficulty: 4

Cost: 1 Stability or Magic per stone used in the ward

Time: Fifteen seconds to cast the spell itself

- Upon entering Nisquanem's wigwam, any investigators who have Magic *ratings* or Sense Trouble *ratings* of at least 8 will be aware of strong wards protecting the dwelling.

- Any investigators who accept his offer will gain a dedicated pool point that can be used on any Investigative or General ability within the next 3 hours.

A Dangerous Encounter

(page *print* 67 / *PDF* 69)

- A few minutes after the investigators leave the main area of the reservation, they will hear what sounds like an Indian war cry coming from the path leading back toward town.
- While the investigators discuss how to handle the vandalized vehicle or examine the carcass, allow a Difficulty 6 **Sense Trouble** test.
- A Difficulty 4 **Sense Trouble** test (it is not technically hidden, but there will be ample competition for their attention) will allow the investigators to notice the weapon upon their arrival at the grove. If they do not notice it before combat starts, allow additional rolls at the beginning of each combat round.
- Investigators may recognize the symbols as being related to Shub-Niggurath via a 1-point **Cthulhu Mythos** spend, which causes a 2-point Stability loss.

The Original Children of the Goat

(page *print* 67 / *PDF* 69)

Gof'nn Hupadgh Shub-Niggurath, Lesser Servitor Race

See *Malleus Monstrorum*, p. 46, for more information.

Scarlet Circles: Each gof'nn hupadgh involved in the ritual spends 2 Magic or 4 Health while a chosen leader makes a blood sacrifice of victims collectively weighing 300 pounds or more. The temporary gate lasts for 1 minute per participant.

Abilities: Athletics 8, Health 16, Magic 6, Scuffling 10, Weapons 3

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2

Weapon: -1 (claw, bite, or gore), +0 (one of them has a tomahawk, two of them have war clubs)

Armor: none; regenerates 3 Health each round until dead.

Stability Loss: +0

Spells: Become Spectral Hunter, Body Warping of Gorgoroth, Call/Dismiss Shub-Niggurath (see *Rough Magicks*, pgs. 17–18), Summon/Bind Dark Young of Shub-Niggurath

Become Spectral Hunter

The target loses all Sanity *rating* points.

Stability Test Difficulty: 5 (4 with Art or Craft spend while creating the figurine)

Opposition: The ritual to turn a target into a spectral hunter is a contest against the Inertia of the target's body and its position in space-time, which is equal to the target's Health *rating*.

Cost: 1 Stability or Magic *rating* point

Time: One day to create the figurine. The ritual lasts four hours.

Spectral Hunters, Monstrous Guardians

See *Malleus Monstrorum*, p. 86, for more information.

Invisibility: A spectral hunter can become invisible at will. Its Hit Threshold increases to 8. If an attacker has a Sense Trouble rating of 8 or higher, its Hit Threshold only increases to 7 against attacks from that character. A spectral hunter's own attacks while invisible lower the target's Hit Threshold by 1.

Abilities: Athletics 8, Health 8, Scuffling 17

Hit Threshold: 4 (see invisibility above)

Alertness Modifier: +1

Stealth Modifier: +4 while invisible (see above)

Weapon: +1 (pincer), +2 (bite)

Armor: -1 vs any (thick hide); while immaterial, they take damage only from enchanted weapons or spells.

Stability Loss: +1

Body Warping of Gorgoroth

The caster's abilities never change (though certain forms may make ability use more difficult or impossible).

Stability Test Difficulty: 5

Cost: 4 Stability or Magic pool points, along with 1 *rating* point

Time: 5 minutes of invocations and chanting.

The Sacrifice

(page *print* 68 / *PDF* 70)

Dark Young of Shub-Niggurath, Greater Servitor Race

Create Gof'nn Hupadgh: The Dark Young may use this ability on a target whose blood it has completely drained. It takes 1 round and costs 2 Magic or Health

pool points. On the following round, the target transforms into a gof'nn hupadgh.

Abilities: Athletics 8, Health 17, Magic 8, Scuffling 26

Hit Threshold: 3 (large)

Alertness Modifier: +1

Stealth Modifier: +2 in forests or jungles

Weapon: +5 (trampling hooves); +2 (tentacle); -2 (horrible sucking mouth); after a successful tentacle attack, in lieu of doing damage, the dark young may pull her victim inexorably toward a mouth for an automatic blood drain each round thereafter.

Armor: the thick, woody, sap filled flesh of the Dark Young means that most firearms do only 1 point of damage (2 if the attacker rolled a 6); shotguns do one-third damage; immune to fire, blast, acid, electricity, and poison, although the Keeper may decide that some alchemical herbicide (made of something truly awful) could work.

Stability Loss: +2

Spells: Alter Weather, Cause/Cure Blindness, Sense Life, Wither Limb

Alter Weather

The Keeper establishes the base conditions of the weather. Every 5 Stability or Magic points spent effects one level of change (see further below). Anyone else participating in the spell can also spend points, but those who do not know the spell may only contribute 1 point.

The effective radius of the base spell is two miles; this area can be widened by spending 5 points for each additional mile. The change in the weather lasts thirty minutes for every 5 points of the total contributed, but violent weather lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 points to change.

The levels of change can be found in the *Call of Cthulhu* rulebook's description of the spell.

Stability Test Difficulty: 4

Cost: 1 Stability or Magic from each participant to cast, plus any additional points to affect the weather itself.

Time: A half hour of chanting to cast.

Cause/Cure Blindness

Stability Test Difficulty: 5

Opposition: Once the spell is cast, and after paying the casting cost, the caster must succeed in one test of the caster's Stability or Magic against the target's

Stability or Magic. If the caster does, the spell takes effect. If using the reverse of this spell on a willing recipient, no test is needed.

Cost: 7 Stability or Magic to cast; the reversal costs 4 Stability or Magic to cast.

Time: This ritual requires a day to perform.

Sense Life

The spell may be used to sense life up to long range, as long as it is within the caster's sight.

Stability Test Difficulty: 4

Cost: 1 Stability or Magic

Time: One round

Wither Limb

This dreadful spell permanently disfigures its victim. The target must be within close range. The caster makes a Stability or Magic test against the target's Health *rating*. If the caster wins, the designated limb withers, and the victim takes 1d6 damage. His Health *rating* is also permanently reduced by 1.

Stability Test Difficulty: 5

Cost: 6 Stability or Magic

Time: One round

Finding the Sacred Grove

(page *print* 69 / *PDF* 71)

- Investigators witnessing the sacred grove phase into existence must make a 5-point Stability test.

The Sacred Grove

(page *print* 69 / *PDF* 71)

- Investigators who see the altar and statue should make a 3-point Stability test.
- Have the investigators make a 4-point Stability test as they are forced to relive a clear memory of their own births.
- Investigators who decline should also take 1 point of damage as they bleed from their navels, as though newly severed from an umbilical cord.

A Vision of the Past

(page *print* 69 / *PDF* 71)

- You are mere steps away from the altar when the tentacle of a Dark Young plunges through your chest from the back (4-point Stability test).

The Ritual

(pages *print* 69-70 / *PDF* 71-72)

- **Anthropology** or **Art** will allow the investigators to realize that the children are singing "Ring Around The Rosie."
- In a sudden motion, Gracie will move her hands down the center of her torso, and the vines will proceed to rip open Evans's chest in synchronized motion (5-point Stability test).
- Another 6-point Stability test occurs as the investigators witness a writhing within Gracie's distended belly, stretching it beyond the normal limits that a human body should be able to accommodate.

Defenders of the Grove

The New Children of the Goat, Missing Children (x9)

(pages *print* 70-71 / *PDF* 72-73)

A Shield of Children: The children cannot do any appreciable damage to the investigators, but they will selflessly put themselves between Gracie and any danger. If approached, the children attempt to grab onto the arms and legs of investigators. If a child successfully grabs a hold of an investigator, that investigator's movement is reduced by half and all Difficulties increase by 2. If two children successful grab an investigator, that investigator is held in place and must free him or herself before taking further action.

Abilities: Athletics 6, Health 4, Scuffling 2

Hit Threshold: 3

Weapon: -3 (grapple); see "A Shield of Children" above for more details.

- The children represent a 36 Health point protective barrier, and for every 4 points of damage inflicted on Evans, Gracie, or the altar, one of the children falls dead.
- Once investigators witness the damage transference effect, an investigator with **Occult** or **Cthulhu Mythos** realizes that, if the children of the tribe are rendered unconscious, their connection to Gracie, Evans, and the altar will be broken, and they will no longer be subject to the damage transference. If no one has either of those abilities, the Keeper may allow an investigator to realize this by succeeding on a Difficulty 3 **Sense Trouble** test.

Disrupting the Ritual

Method Two: Destroy the Altar, Kill Curtiss Evans, and/or Gracie Portman

(pages *print 71 / PDF 73*)

- The statue of Shub-Niggurath is large and immobile and has a Hit Threshold of 2. If the statue takes 16 points of damage before the ritual ends, it falls over, cracks into several pieces, and emits a foul smelling black smoke.
- Evans is held fast by the vines and has a Hit Threshold of 2. The man is barely alive after his rough treatment by the Dark Young and living vines, having only 3 Health remaining (he will die once his Health is reduced to 0).
- Investigators killing Gracie suffer a 4-point Stability test for their actions.

Gracie Portman, Enthralled Priestess of Shub-Niggurath

Athletics 5, Health 4

Armor: non-magical attacks do only half damage (round up)

Method Three: Breaking Shub-Niggurath's Hold on Gracie

(page *print 71 / PDF 73*)

- Investigators can attempt to break the Outer God's control over the child through **Reassurance**, but only if they can physically reach her. Male investigators must make a 4-point spend, due to Grace's recent traumatic experience at the hands of Curtiss Evans. Female investigators fare a bit better, but still must make a 2-point spend.

Outcome One: The Twisted Abomination

(page *print 72 / PDF 74*)

Twisted Abomination, Failed Material Manifestation of Shub-Niggurath

Abilities: Athletics 5, Health 15, Scuffling 20

Hit Threshold: 3

Weapon: +2 (tentacle); can attack twice each round, against one or two targets

Armor: the non-terrene nature of this creature protects it from physical attacks. Any successful firearm or melee attack does only half damage (rounded up). Attackers that roll a 6 do normal damage, as do those using enchanted weapons. Damage from heat, blast, corrosion, electrical discharge, or poisoning attacks are similarly reduced by half.

Stability Loss: +2

Outcome Two: The Stillborn Goddess

(page *print 72 / PDF 74*)

- Those seeing the Stillborn Goddess must make a 3-point Stability test.

Ritual Resolution

(page *print 72 / PDF 74*)

- Those witnessing the horrific glory of the birth must make a 7-point Stability test, and then suffer an additional Stability pool loss of +6 (5) and Sanity pool loss of +4 (3) for seeing the Outer God incarnate on the mortal plane.

Sanity Awards

(page *print 73 / PDF 75*)

In a Pulp game, investigators refresh 2 Sanity points for stopping the ritual.

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