

NAMELESS HORRORS

SIX SCENARIOS AGAINST THE UNKNOWN

COLLECTED PLAYER HANDOUTS AND MAPS

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APPENDIX

A

COLLECTED PLAYER HANDOUTS AND MAPS

AN AMARANTHINE DESIRE

Handout: Amaranthine 1



An Amaranthine Desire Setting the Scene



January 25th, 1895. Smuggling was once a major operation in England, but that was two centuries ago when heavy duties were levied on imported goods as a means to finance wars being fought in Europe. Now, smuggling is much less widespread, but still takes place. Chief amongst the smuggled goods are alcoholic spirits and tobacco.

You are all part of a smuggling operation, transporting a shipment of tobacco from Holland to be brought ashore near the small coastal town of Dunwich in Suffolk, three miles south of the port of Walberswick. A small handful of locals, assisted by a bribed customs official, are on hand to help with the landing, whilst one of the ringleaders of the operation, Captain Louis Gerd, oversees his crew and hired hands ferrying the goods from his steamer, the *Wave Rider*, to the shore.

It is approaching 2 AM and the crossing has been relatively calm for the most part. A breeze is building, heralding a possible storm. Dunwich is just appearing over the horizon, little more than a couple of points of light in the distance. The mood amongst the crew is tense, as the sea grows more restless. At that moment, the lamps to guide the ship to shore are lit on the cliff-top overlooking the beach, a little way south of the town.

Handout: Amaranthine 2

Legends of the Three Crowns for Tobias Levett

The potential for power here is amazing. In 1895, much of Dunwich has been lost to the sea, and it is more than likely the crown has gone with it. To recover the crown from 1287 and take it back to your world, if its power still holds, would grant you the power to dictate the safety of East Anglia. That is something that could be exploited for money, for political power, or for anything you wanted. All you need is the crown and to be able to bring it back for yourself, and no one else.

Handout: Amaranthine 3

Legends of the Three Crowns for Elizabeth Devereux

Your family has held land in East Anglia since the Norman Conquest. This is your home, your birthright. The crown, should the legend be true, represents a tangible force that protects everything you hold dear. In 1895, much of Dunwich has been lost to the sea, and it is more than likely the crown has gone with it. However, if you could bring the crown back to your world, or if your actions here could alter the future, then protecting it and keeping it buried would keep your family heritage safe. Anyone interfering with the crown threatens everything you hold dear.

Handout: Amaranthine 4

Legends of the Three Crowns for Marie Martindale

Suddenly, the dreams you had become clearer. Helping the smugglers on the beach meant that you would be here, now. It was not God that answered your prayers, but the crown. It protects East Anglia, and it protected your son, giving him back his life. In return, you are meant to find it and save it from this purgatory and bring it back to your world to continue its role. In 1895, much of Dunwich has been lost to the sea, and it is more than likely the crown has gone with it. This is your way of defying the force of the ocean and reinforcing the protection of your homeland. Bring it home, bury it, and let it continue the role it has been trying to do for centuries. Then, your debt is repaid.

Handout: Amaranthine 5

Legends of the Three Crowns for Theodore Maynard

You've heard stories of these three crowns before. One was supposedly lost to the sea in an old Saxon Kingdom, which, you guess now, is probably Dunwich. Another of the crowns, supposedly that of King Redwald, King of the East Angles, was unearthed in Rendlesham in 1687 and melted down for its silver. It was worth a lot of money to those who discovered it. Either they didn't know of its supernatural power, or they didn't care—they were only thinking about the money. That's exactly what you are thinking right now. A relic of silver that old, it could pay off your debts to the gang in London several times over. No need to betray the smuggling operation here, no need to get anyone hurt. All you need to do is take the crown and get it to London.

Legends of the Three Crowns for Emmanuel Beaulieu

In 1895, much of Dunwich has been lost to the sea, and it is more than likely the crown has gone with it. However, this is not 1895. Maybe the crown still works its magic, out at sea? Maybe your actions in 1287 can change the future? What if someone were to try to take the crown back to your world to re-establish its power there? This is the chance you've been waiting for. You could strike a real blow at England, weakening its defenses should an invasion eventually take place. All you need to do is destroy the crown or at least make sure it doesn't make it back with you. It's simple, and you will finally be able to taste true vengeance.

Legends of the Three Crowns for Richard Garrett

Your family, much like Elizabeth's, has been in East Anglia for centuries. This is your home, your birthright. The crown, should the legend be true, represents a tangible force that protects everything you hold dear. In 1895, much of Dunwich has been lost to the sea, and it is more than likely the crown has gone with it. However, if you could bring the crown back to your world, or if your actions here could alter the future, then protecting it and keeping it buried would keep your family heritage safe. Anyone interfering with the crown threatens everything you and Elizabeth hold dear.

Dunwich



Areas of Interest

1. The "Daine"
2. The Port
3. Haven
4. Covent Gardens
5. The Palisade
6. The Palesdyke
7. City Jail
8. The Harbor Inn
9. The Market Place
10. The Guild Hall
11. Cock Hill Beacon

The Churches

12. St. Bartholomew's Church
13. St. Michael's Church
14. St. John's Church
15. St. Nicholas' Church
16. St. Martin's Church
17. St. Peter's Church
18. St. Leonard's Church
19. All Saints' Church

Chapels & Religious Orders

20. St. Katherine's Chapel
21. St. Francis' Chapel
22. St. Anthony's Chapel
23. Hospitaller's Cell
24. Blackfriars' Cell
25. Benedictine Cell

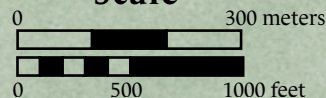
Hospitals

26. Maison Dieu
27. St. James' Chapel

City Gates

28. Bridge Gate
29. Middle Gate
30. Gilden Gate
31. South Gate
32. East Gate

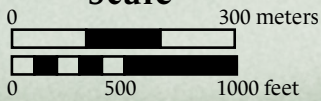
Scale





Dunwich

Scale



A Message of Art: Setting the Scene

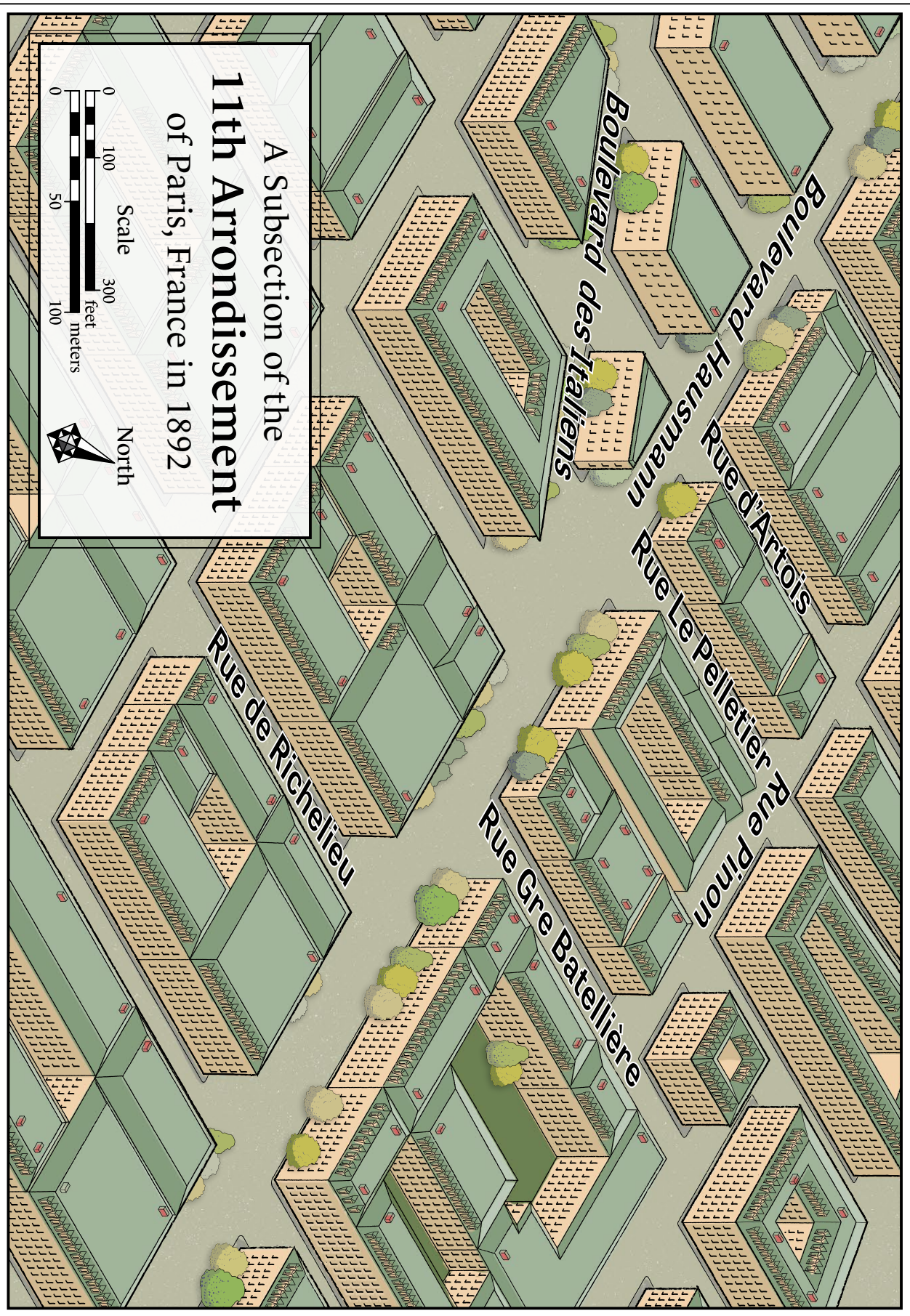
Sunday 10th April 1892. Paris, France. The Belle Époque, a period of peace across Europe in which scientific discoveries and technological advancements are being made amidst emerging artistic fashions. In Paris, the arts are flourishing.

The Salon de la Rose + Croix, is a new art and music salon, which has been hosted by Joséphin Péladan. Running from 10th March to 10th April 1892, with the center of the exhibition being the Durand-Ruel Gallery at 11 Rue le Peletier, in the 9th arrondissement of Paris. Several galleries and opera houses can be found in the district. It is the beating heart of the artistic community in the city.

The Salon de la Rose + Croix emerged from the Mystic Order of the Rose + Croix, which was also of Péladan's creation. The Mystic Order is a religious, almost cult-like, movement created in Paris after Péladan left a Martinist order. The majority of the Salon's artists are comprised of Symbolist painters, writers, and composers that are coming to prominence at this time.

Péladan himself is a well-known art critic who celebrates the works of artists who focus on the themes of myths, dreams, and allegory. The core of Péladan's doctrine is that art should be of an esoteric flavor. He hopes that this new wave of art might eventually overcome what he sees as "European materialism" exemplified by the influential artists of the Académie des Beaux-Arts that continue to support Impressionism. The Salon de la Rose + Croix is the vehicle by which he hopes to make this dream a reality.

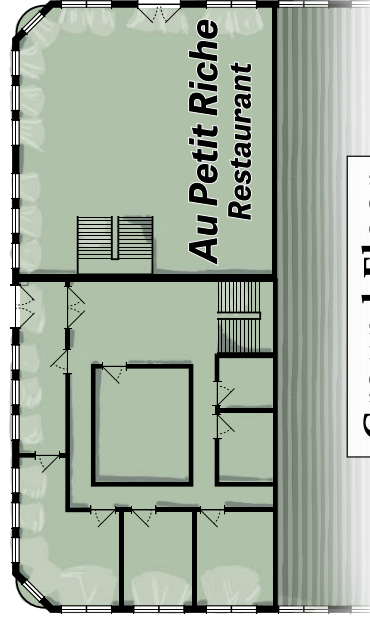
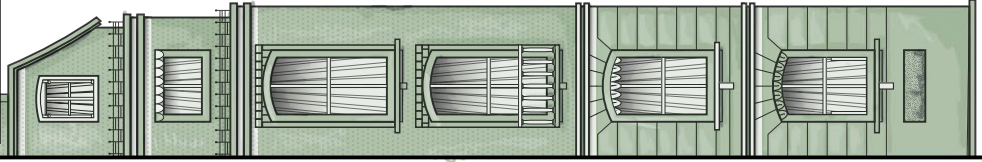
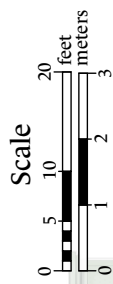
A MESSAGE OF ART



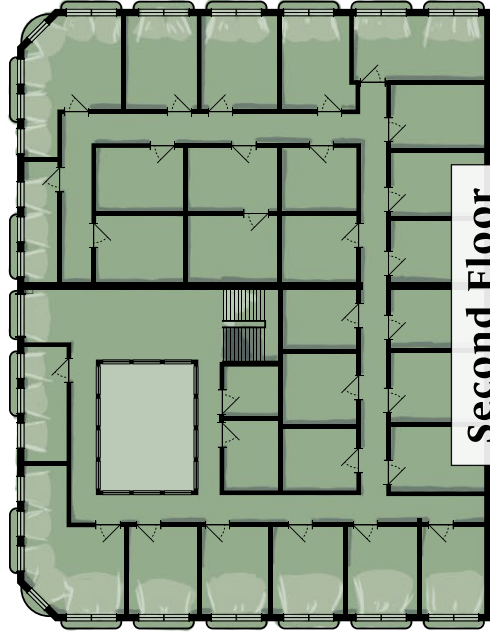
A Subsection of the 11th Arrondissement of Paris, France in 1892



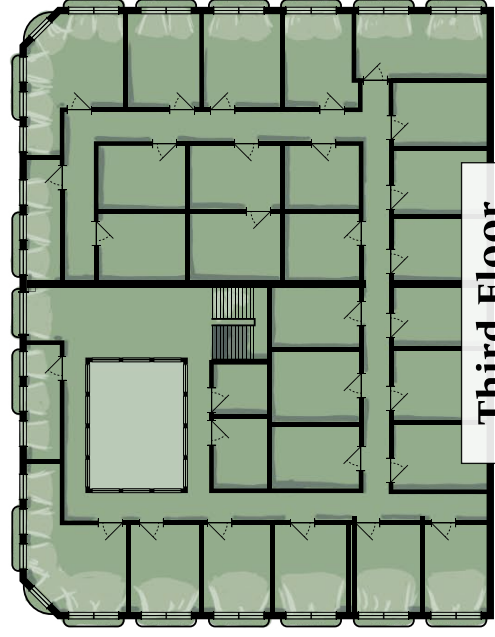
Péladan's Residence ***on the Rue Pinon***



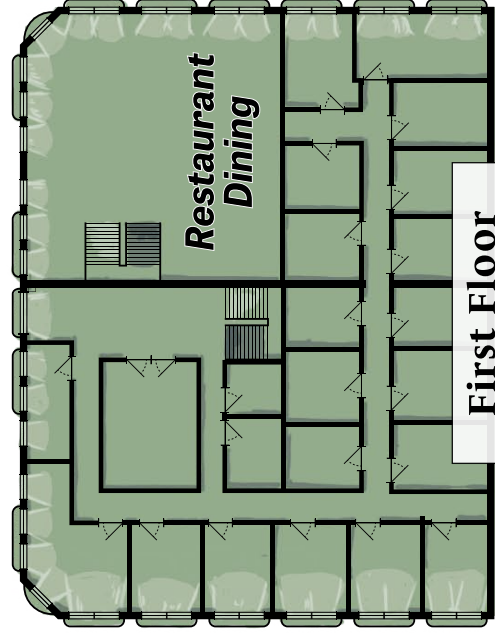
Ground Floor



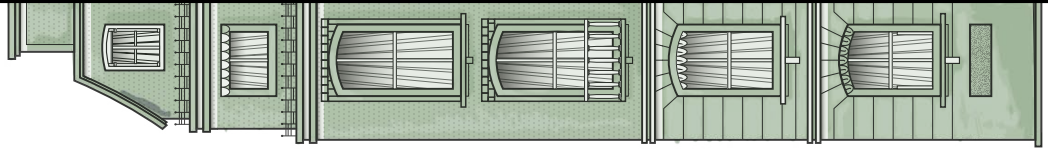
Second Floor



Third Floor



First Floor





Évocations du Dieu intérieur

(English translation: *Evocations of the Inner God*)

A slim, leather bound book, 200 pages in length, unmarked on the spine or the front cover. A small print run of 300 copies, dated from 1799, there is no author accredited to the book, although on the title page it states "Taken from the works of Jacques de Livron Joachim de la Tour de la Casa Martinez de Pasqually by one of the Reaux-Croix". The Martinist Seal is printed below the title.

The book claims to be derived from notes that were cut from the final publication of Martinez de Pasqually's *Treatise on the Reintegration of Beings*. It outlines the belief of the Reaux-Croix concerning the spiritual realms and that the gateway to God is from within, rather than from without, through the concept of the Inner God. By focusing one's will to gaze deep within one's self, with the aid of Theurgy rituals described in the book, the ritualist can achieve the Beatific Vision.

One of the rituals has been bookmarked and details the process by which the ritualist can channel the power of the Inner God from within themselves into an external vessel. The book claims that such practice was common amongst the enlightened artists of the Renaissance, imbuing their works with divine power that went on to inspire others, and this was the spark that ignited the artistic revolution.

The ritual involves many hours of chanting and the precise creation of the vessel that shall contain the power of the Inner God. This takes place inside a prepared ritual space, adorned with images and patterns of sacred geometry. The chanting and willpower involved in the creation of the vessel awaken the Inner God, and the sacred geometry draws out and focuses that power into the vessel.

Notes on the Text:

Martinism is an esoteric branch of Christianity named after its originator, Martinez de Pasqually. Its philosophy concerns itself with the fall of the first man, his divine source, and the hope of finding a means by which to achieve "reintegration" or "illumination"—a reunification with the divine from which man first came.

Martinez de Pasqually (1727-1774) was a notable figure in the French occult scene of the 18th Century. He founded the Ordre des Chevalier Maçons Élus Cohen de L'Univers (Order of Knight-Masons Elect Priests of the Universe—Elus Cohens for short) in 1765. He had been an active Freemason since the age of 28. The order had three degrees of initiation, beginning with conventional Freemasonry, but culminating in magical practices that followed Pasqually's own doctrine. The highest degree was known as the Reaux-Croix. They studied Theurgy in order to attempt to make contact with spiritual realms beyond the physical world.

Theurgy is the practice of rituals, usually considered magical in nature, that are designed to invoke spirits or gods. The intent of such practices is to achieve "henosis" (unity) with the divine and therefore allowing the caster to perfect themselves.

Pasqually's *Treatise on the Reintegration of Beings* publicized his philosophy to the wider world. The aim of the group was to attain the Beatific Vision through their Theurgical experiments and rituals. After Pasqually's death, the Elus Cohens continued to operate until divisions between several temples occurred in the early half of the 19th Century. The order completely collapsed shortly after.

The **Beatific Vision**, in Christian theology, is the name given to the direct communication of God to mankind. This usually occurs when the individual achieves a form of redemption, sharing in the communion of saints, obtaining salvation in its purest form.

The concept of the **Inner God** (also referred to as the divine presence, or presence of God) relates to the omnipotent quality of God. God is believed to be present in all things, and therefore is directly present *within* humanity itself. Most beliefs hold that gods can interact with the world through this presence, and thus mankind can find a direct channel to God within itself. However, this interaction is normally subtle, with God influencing individuals in small ways to make His will made manifest.

AND SOME FELL ON STONY GROUND

Player Handout for Wesley Frost

PLAYER HANDOUT FOR WESLEY FROST

Your sister, Glenda Ferguson, lives in town with her husband, Donald, and twin daughters, Shirley and Maxine. When you rang to invite them to dinner this evening one of the daughters (you're not sure which one) answered and declined your invitation. She said they had other plans for tonight, and when you asked to speak to your sister the girl laughed and told you to call back later. Since then your calls have gone unanswered, and that's very unusual.

Player Handout for Betty Considine

PLAYER HANDOUT FOR BETTY CONSIDINE

For the best part of a year now you've been having an affair with Arnold McDermott, a married man. Last week he pledged that he would tell his wife, Gladys, about you and ask for a divorce, but since then you've heard nothing. You've tried calling his work (Arnold works as a clerk at the lumber mill), but apparently he's not been in all week. Arnold's car wasn't parked on their driveway—have the two of them left town? This is all very odd.

Player Handout for Elois Bircher

**PLAYER HANDOUT FOR
ELOIS BIRCHER**

You've known Reverend Fitzgerald for many years now, and have always found him to be both wise and pious. You were quite shocked by his sermon on Sunday morning. The pastor talked about slavery and quoted from *Leviticus 25:44-46*: "However, thy slaves, which thou shalt have, shall be of the heathens that are round about you. Moreover of the children of the strangers that do sojourn among you, of them shall ye buy, and of their families that are with you, which they begat in your land; and they shall be your possession. And ye shall take them as an inheritance for your children after you, to inherit them for a possession; they shall be your slaves forever: but over your blessed brethren, ye shall not rule one over another with rigor."

Some members of the congregation appeared to embrace the message, but others walked out in disgust. You stayed to the end, hoping that perhaps the Reverend's message was being misconstrued. As you walked out you saw the Reverend beckoning one or two of the keener members of his flock to speak privately with him.

Player Handout for Bert Lowry

**PLAYER HANDOUT FOR
BERT LOWRY**

Your father, Raymond Lowry, has always been a proud man, and works at the local Stowell Commercial Trust and Savings Bank. Your mother, Lucile, called you a little while ago, clearly upset and concerned about your father. She says he has taken over the lounge and spends all his time playing music. He has surrounded himself with the piano, a violin, and 'some other things', whatever they may be.

Player Handout for Annabelle Hearn

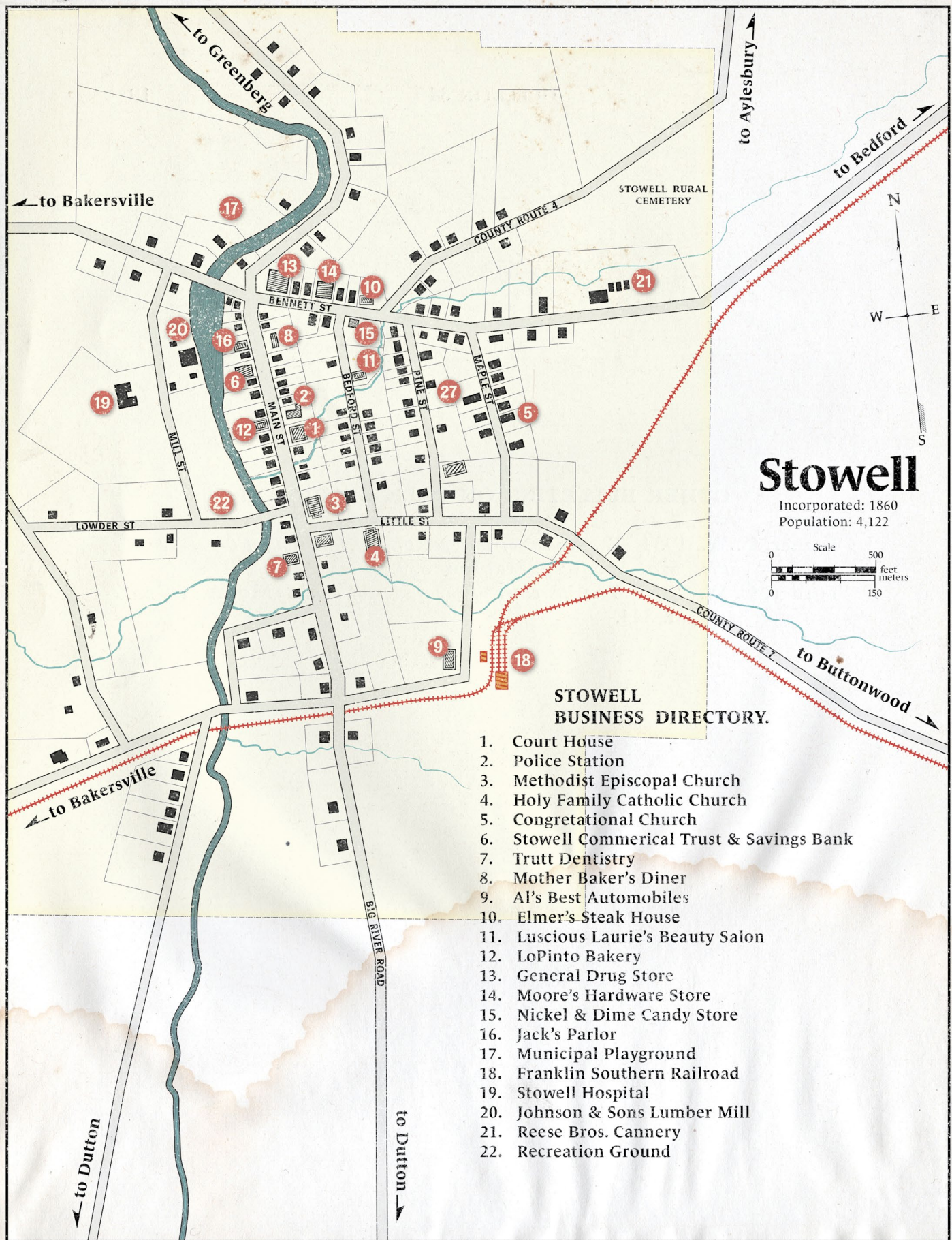
**PLAYER HANDOUT FOR
ANNABELLE HEARN**

You've been struggling of late to make ends meet, and have taken a job washing plates at Elmer's Steak House. It's a wonderful place, with food that is second-to-none. However when you arrived for work today you were turned away by the headwaiter, Feliks Taaramae. Feliks told you that your services were no longer needed. When you asked about being paid he simply shrugged and slammed the door in your face. Something is clearly wrong. Perhaps you should speak to the boss, Leonard Elmer himself.

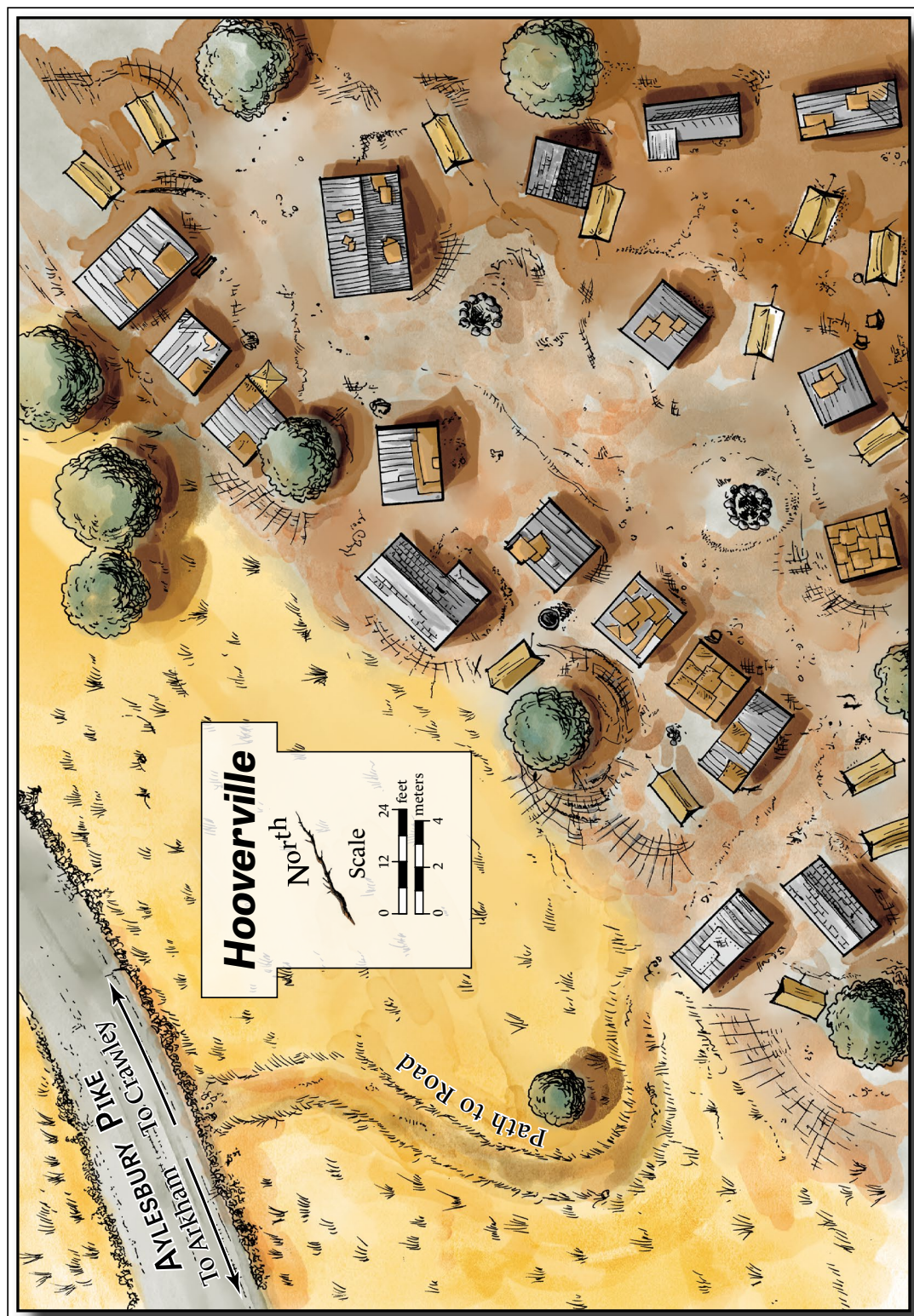
Player Handout for Fred Schenck

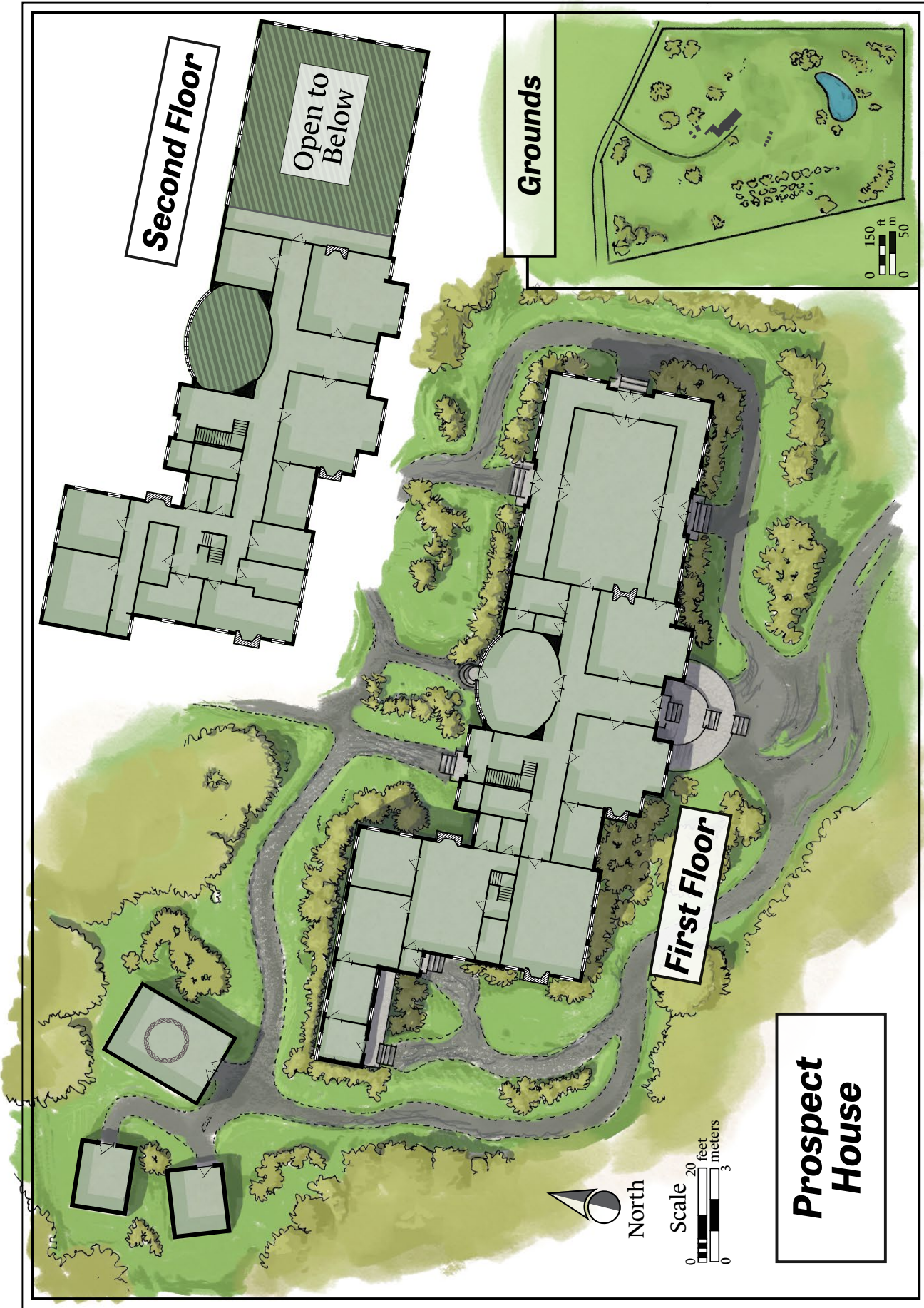
**PLAYER HANDOUT FOR
FRED SCHENCK**

When you visited the Stowell Commercial Trust and Savings Bank you were told that your loan was being called in. Since you don't have the money, they are going to claim your house; leaving you homeless. This just isn't right. The Bank is run by Mr. Bingham, who is well known for his kindness and support of the town's people. Perhaps someone else has taken over the bank?

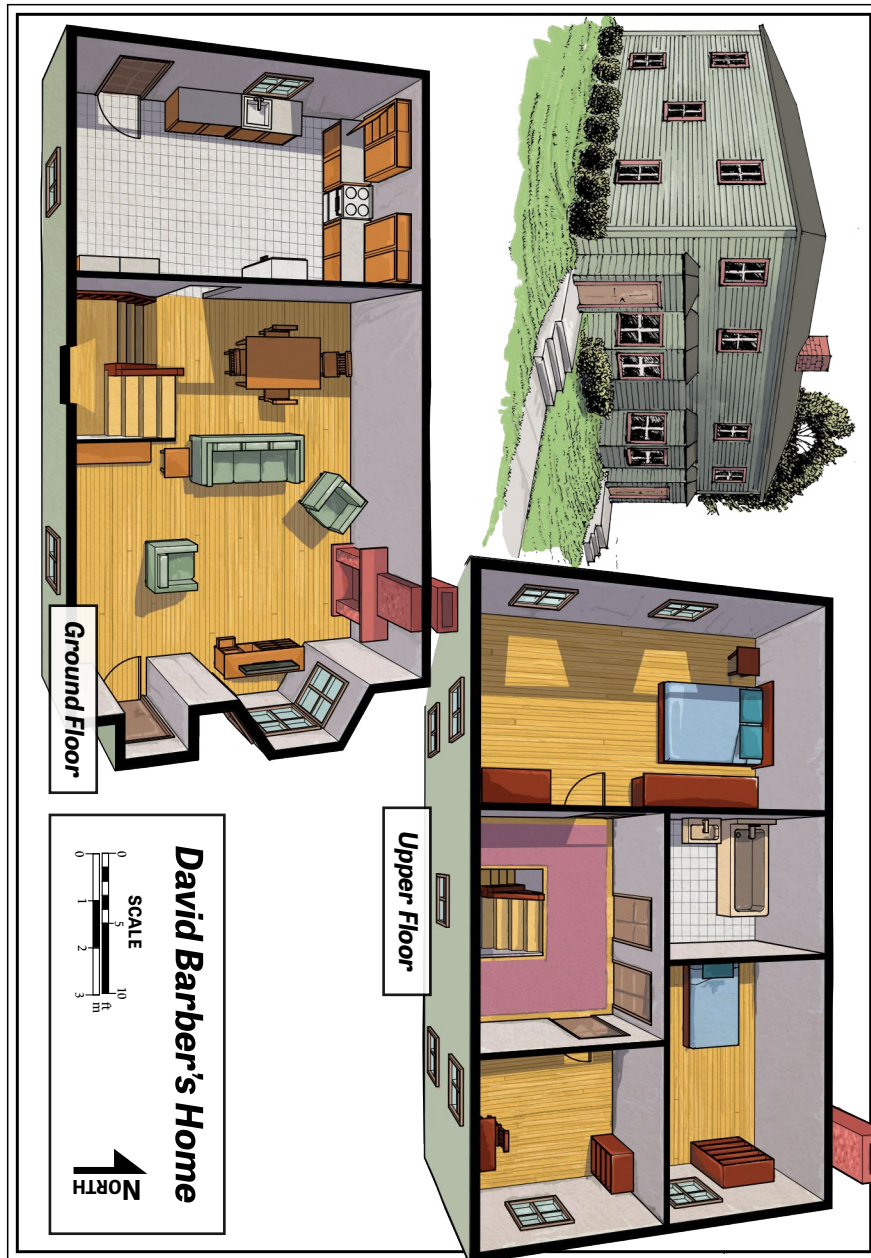


BLEAK PROSPECT

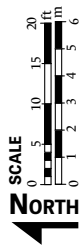




THE MOONCHILD



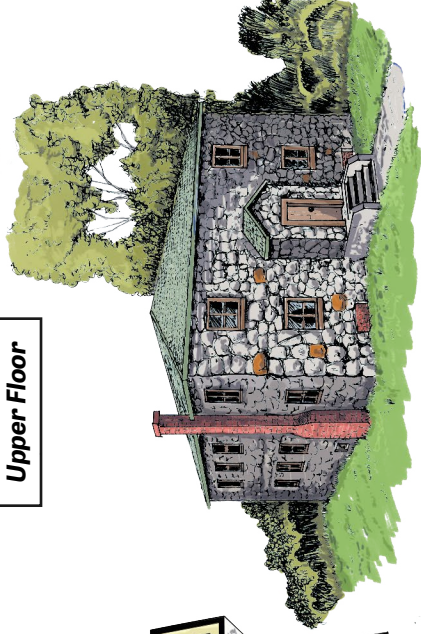
Mari Cubine's Home

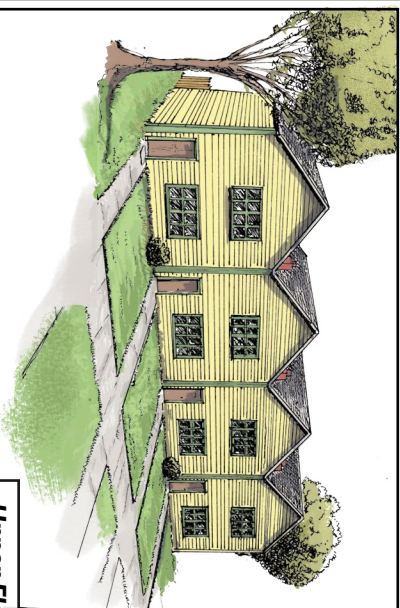


Ground Floor

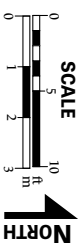


Upper Floor





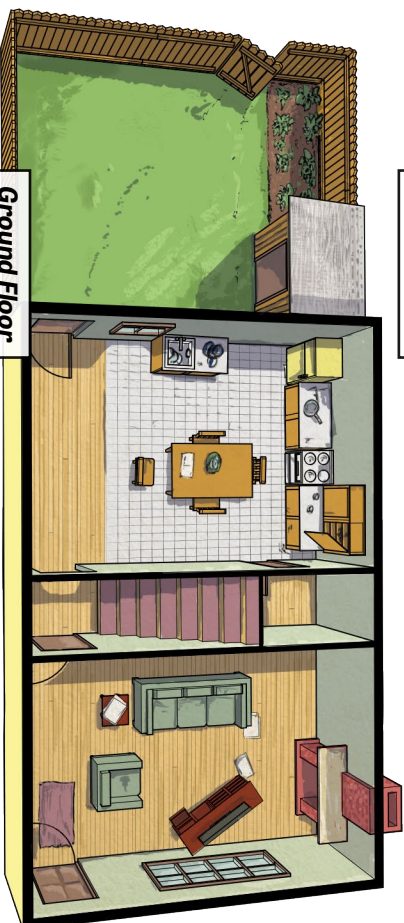
Sarah Moore's Home



Upper Floor



Ground Floor

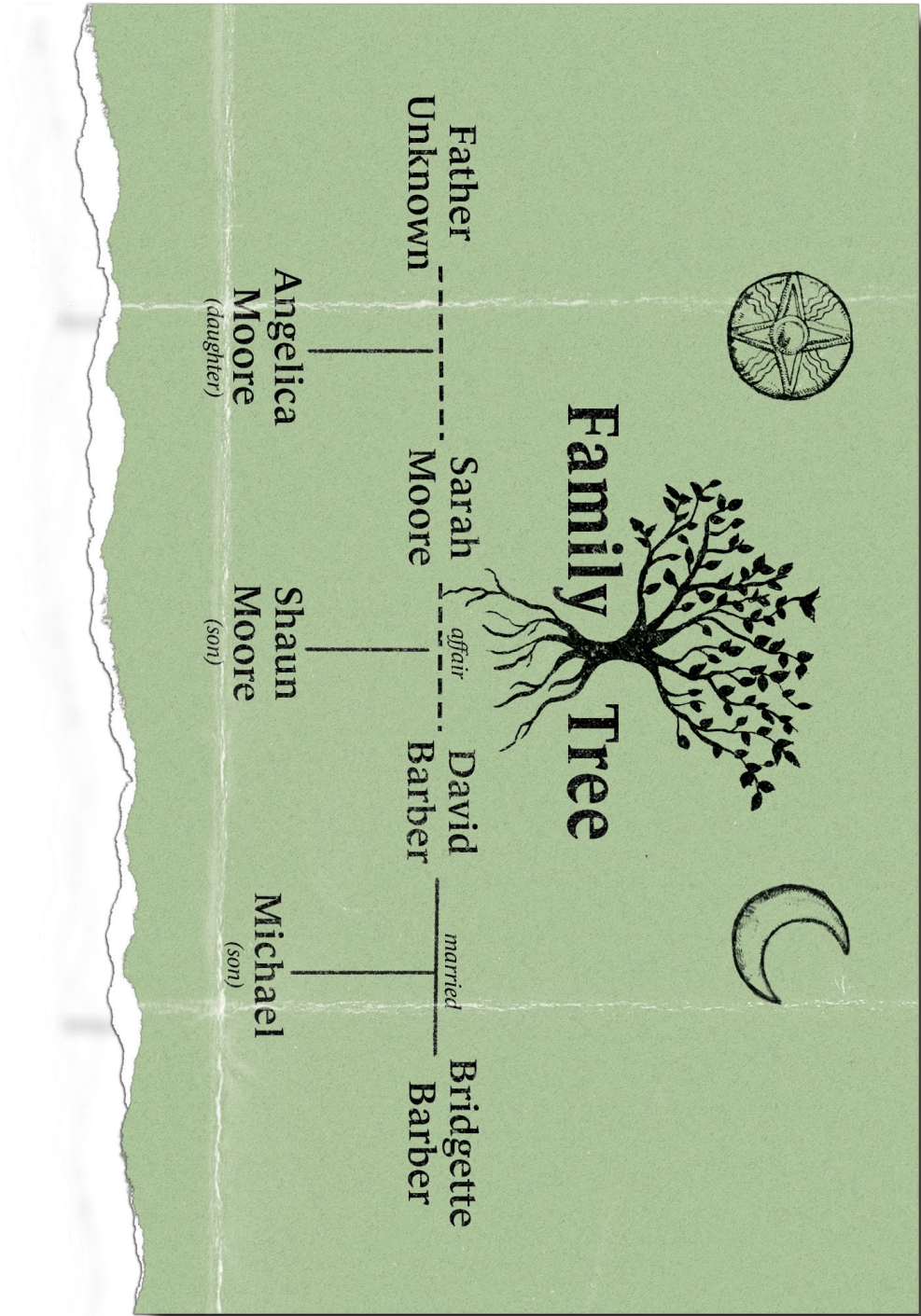


Player Introduction

This scenario takes place in present-day Milton Keynes and Northampton, England. You are all in your early forties. Many years ago you were at Northampton College together—in fact you were all members of the college occult society. This was largely an excuse to socialize, meet in the bar, and listen to heavy metal music!

Well, of course you all left college and mostly lost touch with one another. Over the last few years, with the rise of social networks, you've each been contacted by old school and college friends whose names you'd almost forgotten. Whose idea was it to propose a reunion?

Your old friend Sarah Moore has been in contact, and seemed desperate to talk with you all. Our story will begin with you all sitting in a cafe as she tells you her story.



THE SPACE BETWEEN

Handout: Space 1A

HOLLYWOOD MOVIE NEWS

AN OVERVIEW OF THE SCRIPT

On the surface, *The Space Between* tells the story of Clarissa Hollows, who has recently divorced and moved to a new city to try to rebuild her life. Her isolation and emotional turmoil cause her to start examine aspect of her life, which confuses her further. She becomes friends with her next-door neighbor, a woman named Yvette Sommers. Yvette teaches Clarissa to Empty herself of her Woes using a number of thinly-veiled Church techniques, although she never mentions the Church by name. Clarissa finds herself dreaming of Yvette, and in the dreams the allegories and techniques Yvette has shared become tangible realities which empty her mind and her life of all their problems. The climax of the film is Clarissa discovering that the apartment next door has been empty all the time.

Handout: Space 1B

EXCLUSIVE REPORT

CHURCH JARGON

- **Sunyata:** the Buddhist concept of emptiness.
- **Sunyata Central:** the Church headquarters on Ventura Boulevard.
- **Woes:** the human troubles and concerns that clutter the mind and block enlightenment.
- **Empty:** free from Woes and all human concerns.
- **Emptying:** the counseling process whereby someone is talked through examining their Woes and negating them.
- **Full:** filled with Woes and in need of Emptying to operate at peak efficiency.
- **Shadows:** people who are not Church members.
- **Infections:** enemies of the Church.
- **Cleansing:** the process of neutralizing an Infection by any means necessary.

HOLLYWOOD MOVIE NEWS

THE CAST AND CREW

While dozens of people work on the production, the ones you are most likely to interact with are listed below. If you are using the pre-generated characters provided, names marked with a (*) are investigators.

Jared Woodward, writer, director and editor

Originally an indie-film wunderkind, Woodward has been making movies in Hollywood for over 20 years, and his work is generally well-received and financially successful. He is believed to be quite senior within the Church.

Woodward has not been on set since Harrow disappeared four days ago and is reported to be working in his private editing suite. You know that a screening of a rough cut of the movie has been scheduled for tomorrow evening (April 9th). The guest list includes selected Church members, including yourselves, and a handful of friendly journalists.

Woodward can be erratic and difficult to work with, but his position within the Church and the boost that his movies have given to various careers have earned him respect.

Craig Steele, producer

A retired big-name movie star and senior member of the Church, possibly even second-in-command, Steele is the person most outsiders would associate with the Church of Sunyata. It is common knowledge that this production is important to him, and there are rumors that he had a hand in the screenplay, or at least gave the story outline to Woodward. While he does not appear in the film, and has only visited the set twice, his influence is felt in all aspects of the production and people know to go to him with major problems.

Verity Harrow, female lead

An up-and-coming actress in her mid-twenties who made the move out of television a few years ago, but has yet to get her big break in movies. Some outsiders have made disparaging comments about her acting talent, saying that she only gets roles because of her involvement in the Church.

Harrow disappeared after leaving the set four days ago and no one has heard from her since. The police are now treating her disappearance as suspicious. Rumors are circulating that she has left the Church, gone on a drug binge or committed suicide, but the Church has refused to dignify any of this speculation with a response.

David Otera (*), male lead

Like Harrow, Otera is a minor star whose career stands to be transformed by *The Space Between*. The role he plays—Clarissa Hollows' ex-husband, Trent—is relatively minor, but there are some intense scenes where he uses emotional blackmail to try to win Clarissa back. Otera's standing in the Church is good, and while he has not reached the upper echelons, he is considered to be a rising star.

Otera has been romantically linked to Verity Harrow, and has been under pressure from the press and police since her disappearance. He maintains that he knows nothing about what has happened to her.

Julia Cortese (*), personal assistant to Jared Woodward

A young, bright and active go-getter, Cortese is another member of the Church who is considered to have a bright future. Her devotion to Church teachings and her ability to ease the process of working with Woodward have earned her much respect. When Woodward is in an especially obsessive frame of mind, he will not communicate with anyone except through Cortese. For the last few days, Cortese represents the closest thing that Woodward has had to a presence on the set.

Amanda Stenett (*), production assistant

Stenett is the Set Production Assistant, which means that she coordinates the communications between everyone involved in production. She is at the center of all the activities on set, and while she is not in charge, everyone knows and relies on her.

Stenett is a relatively new recruit to the Church. While she lacks the knowledge and status of more established members, she has shown herself keen to learn.

Tekroop Singh, assistant director

A long-time colleague who Woodward recently convinced to join the Church, Singh is still quite junior in the hierarchy, but his association with Woodward affords him respect.

In Woodward's absence, Singh has been shooting pick-up shots on the set, but most people have realized that this is just to raise morale and stop production being closed down.

Tom Bolender, head of security

Bolender is a former LAPD beat cop. While he is a devoted member of the Church, he is very worldly and openly admits that he sees Emptying sessions simply as a way to make himself happier. He is responsible for the security of the soundstage, and has taken the disappearance of Harrow hard.

You have been

EMPTIED!

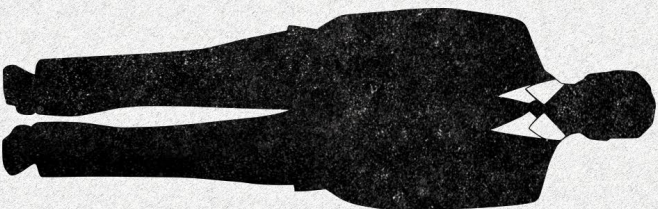
When you awake, things have changed. The turmoil of emotions you once felt now seems like voices from a distant room. You know who you are, or were, but how much of you is still there?

You still look like yourself, except you no longer have any eyes. Looking into a mirror just shows you the endless reaches of space that lie within your skin. Similarly, your mouth, when you open it, reveals no teeth or tongue, only the Hungry Void. Your skin is hollow and flexible, like a half-inflated balloon. Pressure causes your fingers and limbs to bend in inhuman ways.

They told you that you would be peaceful when Empty, but that was a lie. You can still feel the last shreds of your humanity hanging on, but you know that the Hungry Void will devour you in time. And then what will you be? Is there any way to hold on you who you are? Is there anyone who can help you? You need to find some way to cope with what has been done to you.

Keep your current stats with the following exceptions:

- Half your Sanity, rounding down.
- Half your Constitution and Strength, rounding down.
- Add 50 to your Power.
- Adjust your hit points (Constitution + Size, divided by 10).



Handout: Space 3

BREAKING NEWS

You are TRULY EMPTY!

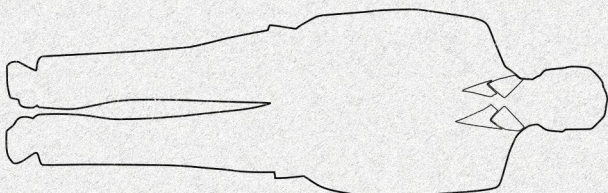
While you know the name, memories and nuances of the human whose skin you inhabit, and can impersonate them perfectly, you are not this person. You are the Hungry Void wrapped in a human shell. You are the eternity of space and time, with no more kinship to humanity than a person has to the bacteria that live in their guts.

The humans have called upon you and your kind to bring them peace, and you can grant this by devouring all they are. The void that fills you also fills the skins of Craig Steele and Brian Musgrove, and you share consciousness and purpose with them. You will see that the film of *The Space Between* reaches as many human minds as possible and that they feed your shared hunger.

You still look like the human whose skin you wear, except you no longer have any eyes. Your empty sockets show the endless reaches of space that lie within your skin. Similarly, your mouth, when you open it, shows no teeth or tongue, but only the Hungry Void. Your skin is hollow and flexible, like a half-inflated balloon. Pressure causes your fingers and limbs to bend in inhuman ways.

Keep your current stats with the following exceptions:

- Your Sanity is now 0.
- Your Power is now 150.
- Half your Constitution and Strength, rounding down.
- Adjust your hit points (Constitution + Size, divided by 10)



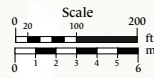
HOLLYWOOD MOVIE NEWS

THE TRUTH BEHIND THE SPACE BETWEEN

While the notes you have discovered are confusing, badly organized and filled with unfamiliar terms, you have managed to piece together a few key points.

- There is a literal state of Emptiness that Craig Steele believes he has discovered.
- He believes that this involves all sense of self being consumed by “The Hungry Void”.
- The main purpose of *The Space Between* is to bring this of Emptiness to its viewers.
- There are subliminal images of a ritual nature edited into the film.
- The ritual in question involved the sacrifice of Verity Harrow.
- Steele and Woodward believe that watching the film will bring a viewer into direct contact from an intelligence from the space between the stars.

The Grounds

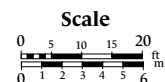
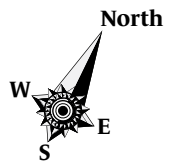


North Wing

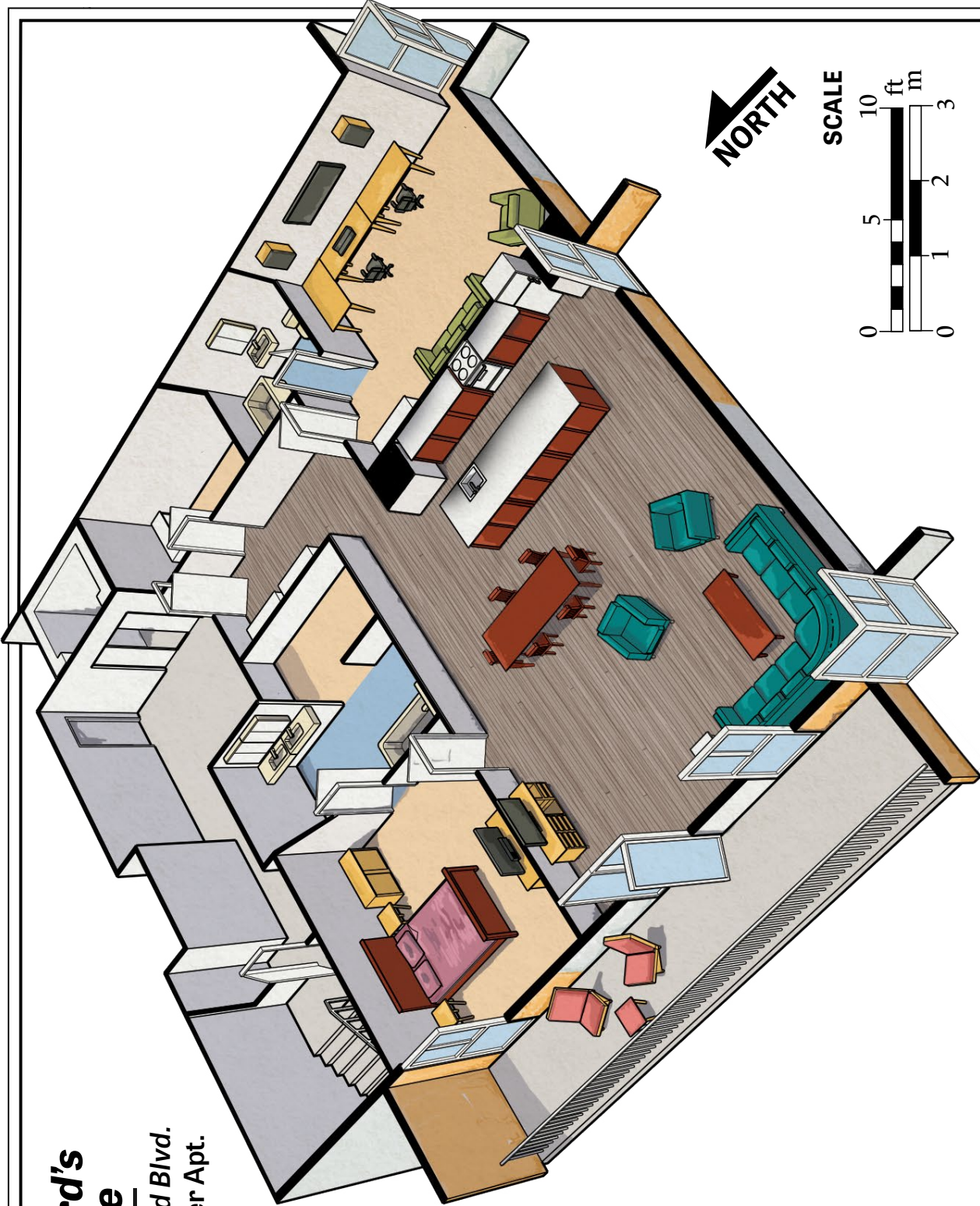
Ground Floor

Upper Floor

The Celebrity Retreat



**Woodward's
Penthouse**
5515 Hollywood Blvd.
5th Floor Corner Apt.



SCALE

