What dread circumstances surround those who hear...

TELL A STORY of intrigue and insanity using the elements on this page. Although it is set in 1930s Bermuda, it’s easy to move it to any time and place.

HOOK THE PCS into the story:
- The signal from a radio repeater station in the Bermuda islands has fallen silent.
- Flashes of light are seen on the night ocean. No ships are present.
- All correspondence has stopped from a reclusive author. His editor is worried.

HAMILTON, Bermuda’s main port of call, is a sleepy town where PCs can re-supply and chat up the locals: Caden Stinson pilots a Short S23 flying boat for both private charters and scheduled service. Devery Zintz, owner of St. George’s Antiques, bought old coins from McNamee, and sold some curiosities including a China-head doll.

PERSONALITIES suitable for use as PCs or NPCs:
- Capt. Ellis Broussard of the Happy Ladd
- Gib Dunstan, semi-delusional sailor and avid reader of adventure tales
- Lloyd Hobsworth, snobbish sailor and treasure seeker
- Tallulah St. Clair, Caribbean pearl diver and treasure seeker
- Max Sparringer, British intelligence officer
- Hensley Wiggans, nosy reporter

HERMIT ISLAND is a tiny wind-swept isle 17 miles south of Bermuda. It has had only one permanent resident for the past year: J.T. McNamee.

J.T. McNAMEE (Jessie to locals) is a reclusive author of spy thrillers living in a cabin on Hermit Island.
- Widely assumed to be a man, Jessica found it easier to navigate the male-dominated world of publishing by using her initials.
- Had served as a war correspondent in Spain for three years.
- Operates the radio repeater station on Hermit Island to pass radio signals across the ocean.
- Her most famous stories are The Heir of Fortune, A Duchess Without Fear, and Guardians of the Dark.

THE CABIN amid a stand of trees on the highest point of Hermit Island is a jumble of conjoined huts and ramshackle buildings cobbled together from weathered planks. No one is home.
- The island’s vegetation and wildlife parede the cabin. Only two rooms are fully protected from the elements: the study and the radio room above it.

- Reading the revealed words results in possible SAN loss of 0/1d6 and a corresponding gain in Mythos Love of 1/1d6.
- The author appears to be a 17th century pirate named Garmella Fiske, who hid her treasure in a sea cave on Hermit Island.
- The text describes interactions with creatures that invaded the island ‘from the outer darkness’.
- The book devolves into indecipherable madness after the pirate resolves to ‘sail the waters’ with the beings.

THE CHARTS are hand-drawn. They may be mundane navigational charts; perhaps something interesting:
- These sea charts show the most common shipping routes near the island on the way to Britain.
- They form a treasure map of Hermit Island. Following clues on the charts leads to a hidden sea cave.
- They are star charts showing known constellations, but slightly altered as if from a different perspective than the Earth.

THE SIGNAL received during the night seem like noise but could be intelligent communications. Possibilities:
- The Germans are using a new type of code machine, and breaking the code would be an intelligence coup for the British.
- Mi-Go, intelligent fungi from Yuggoth, communicate on this frequency. Listening to them for too long causes hallucinations, paranoia, and finally catatonia.
- The signal is a voice out of time. A talented operator could modulate the signal into recognizable speech from none other than the ghost of Garmella Fiske haunting the island.

THE SEA CAVE, concealed by a jumble of rock on the west coast of Hermit Island hides a large dry chamber in its deepest recess. What may be found:
- The decomposing body of J.T. McNamee, her skull opened and bereft of its brain.
- Incomprehensible devices made of metal and glass, incredible to behold, dangerous to investigate.
- A fortune in treasure hidden since the 17th century. Was a curse laid upon it by the pirate-witch?

CARMELLA FISKE, feared female pirate from the late 17th century, preyed on merchant vessels throughout the Atlantic aboard her captured slave ship, the Szywgo Witch.
- Legends hint at Fiske’s use of voodoo witchcraft to ensure success in raids and loyalty among her crew.
- She identified with the voodoo goddess Yansa.
- Fiske’s treasure was never found.

ESCALATE TENSION half-way through the adventure with the arrival of Xandir. Nessel seeks to harness occult powers for his Third Reich. His orders are to locate and influence the Fungi from Yuggoth to ally with Germany, or fail.
- Vicious to capture and return alien technology to Berlin.

BUILD TO A CLIMAX of frantic fear as beings resembling winged crab-descend during the night:
- A mist rolls in from the sea.
- A faint mind-numbing drone (the same signal from the radio) fills the air but from no identifiable direction.
- Floating shapes are glimpsed, darting past windows or among the trees.
- Someone off by themselves is whisked away with only a brief shout for gunshot, if awaied.
- Soon enough the creatures show themselves, causing potential SAN loss of 1/1d6. Even so, encounters are brief and tend to result in victims having bursts of electricity coursing through their bodies or having various parts of their bodies shaved clean off.
- Capt. Nessel may attempt to communicate with the Mi-Go. As a result, they will remove his head and take it to Yuggoth for further study.
- At this point, fleeing the island amid the chaos is really the best option!

PJ CUNNINGHAM was the sender of the hideous signal you hold in your hands. If you dare, send a signal of your own to him at irrregnum@gmail.com.

CAPTAIN HANS NESSEL, commander of U-56, is a member of the Third Reich. Nessel is bent on harnessing occult powers for his Third Reich. His orders are to locate and influence the Fungi from Yuggoth to ally with Germany, or fail.
- That, to capture and return alien technology to Berlin.