

Rosslyn Revealed

Call of Cthulu 1920's

Overview

Students take a spring break trip to Scotland, courtesy of a rich parent. They stay at Rosslyn Castle, owned by the grandfather of the rich parent. Upon arriving, the cook, secretly a member of the Knights Templar, is found dead in his kitchen. His name was Wallace. Students inspect the kitchen and his bedroom and find clues that eventually lead them to Rosslyn Chapel, not too far from the castle. There they will encounter religious and cultural symbols and artifacts that will ultimately unlock the entrance to the Chapel's crypt. Legend holds that beneath the crypt lie the treasures of the Knights Templar. While some students want to solve the mysterious murder, others are interested in making the most significant discovery in all of Christian history. Still others are motivated by financial gain. All of them will be stopped, however, by Cyaegha, the very force that the Knights Templar secretly worshipped.

Background

Wallace has been using the tunnel to travel from the castle to the chapel in secret. To his knowledge, he holds the only key. He has been a faithful member of the Knights Templar for many years, working his way up into the highest ranks of the order. No one in the castle is aware of his status, though Barnaby is also a Templar and aware of Wallace's membership in the order. Barnaby is also a Templar, but among the lower ranks, having been chosen to guard the many Templar secrets that Rosslyn Chapel holds. Barnaby thinks he knows of all of these secrets and is very well-versed in the history and symbolism of the building. What he does not know, however, is the existence of Chapel's crypt and what it holds. Sure, he's heard the same rumors as everyone else, but he's confident that the society's officials have told him everything.

Setting – Scotland, 1928

Introduction

Group of students, freshmen in Dr. Rapash's Survey of Christianity class. Going to Scotland for Spring Break. A gift from one of the students' parents. Will stay in Rosslyn Castle (also spelled 'Roslin'), owned by the great-grandparents of this student. Students will receive extra credit for writing a brief report about their trip. Students at exchange school on the continent

DARK AND STORMY NIGHT!!!! (early evening – 5 or 6pm)

Students arrive via taxi. As they drive up the winding road toward the castle, they see Ian out near the Chapel. He waves to them as they drive by.

Fiona greets them and tells them the rooms are upstairs – 2 or 3 per room (3 beds in every room) choose your room and put your bags in there, then come down to the library.

Fiona (maid)

What she says:

She is fluent in French, Scottish, English, and Italian. Native to Scotland, but her father was in the military, so she traveled during her youth.

She is spooked by the murder and does not want to be left alone.

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She found Wallace's body but did not see the killer. What she is hiding, however, is that she was also attacked by the killer, her apron was torn. The killer disappeared when he/it heard the students coming. She is too afraid to come forward with this information.

What she knows:

Her room was next to Wallace's, and she often heard him chanting late at night, in a language she did not recognize.

If asked, she will accompany the students. If she does this, and is asked, she will be able to translate anything spoken or written in her languages. However, she will be a liability because she spooks easily and is very clumsy.

In the library. Offered tea and biscuits (already in the library for them).

Students can look around the library.

Library

Bookshelves filled with old books. Ships in bottles, cuckoo clock on wall.

Today's newspaper (1)

History of Rosslyn - book is heavily creased and opens to a particular page (2)

Bible w/ passage marked (9) – Will relate to a quote about 'truth' on the wall of the Chapel. **Simon or Paul** might notice that their materials indicate that the Templars are secret guardians of the 'Truth.'
Religion Roll – It's a Christian Bible.

Ian comes into the library. Idle chitchat. Ian tells them about the horn and takes them over to the Great Room to show off the horn.

Ian Sinclair (great-grandfather – white suit – like Matlock)

What he says:

Rosslyn translates to "cliff of running water." Ross = cliff; Lyn = running water.

What he knows:

Legend says that if you stand on a special spot and blow a particular note on a special horn, a secret passage will open and reveal a treasure.

- If someone asks, he will admit that he has this horn and will go off to another room and return with the horn.
- If asked, he will allow the kids to take the horn with them.
- He does not know the spot, nor the note

Great Room

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A very old horn (23) displayed prominently on one of the shelves. Nothing surrounds it.

- Players should ask Ian about this horn. If not, Ian should bring up the subject.

Woman screams.

Ian runs toward the scream. Students can follow or not.

In the Kitchen and Fiona is standing over the stove. A pot is on the stove, with the lid half open. The stove is not turned on.

Inside the pot is the cook, Wallace, who is chopped up. No blood can be found anywhere.

Kitchen

Dead body in pot	SANITY ROLL – Anyone that lifts the lid and looks inside.
torn cloth w/ part of KT cross on it (10)	Idea Rolls <ul style="list-style-type: none">• Simon may recognize this as a piece of the garments worn by his fellow Templars during his secret initiation ceremony. (give player #11)• Barney will hear the voices in his head getting louder. (give player #12) - AUTOMATIC• Any other character will not recognize this item. (give player(s) one of the papers in #13)
Atbash Cipher (24)	<ul style="list-style-type: none">• Hebrew Roll – Anyone who makes their Hebrew roll (only one player is likely) should be given the explanation of this Cipher (26)• If someone attempts to decode the paper found in Ian's pocket, they should roll to discover its translation. Give player prop 27.
Broken rope necklace (5)	<ul style="list-style-type: none">• If someone asks, any of the characters who live in the castle can tell them that Wallace always wore a key around his neck on this string. He said it was given to him by his late father as a token of remembrance. Does not actually unlock anything.• The key is never found by the players (it was stolen by the murderer).

Students can search kitchen/body. Fiona says she didn't see anything or anyone. She's freaking out, afraid to be alone.

Phones are not working because of the storm. Lights go out because of storm, too. Fiona gets candles for everyone.

When candles are lit, someone should roll a **spot hidden and notice that Ian is missing.**

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Great Room

Ian's dead body. Hole through his head (all the way through). No blood anywhere.

In his pant's pocket – coded message (4)

Spot Hidden Roll – Horn is missing!

Fiona's Room

broken cross (6)	Just a broken cross. Evidence of a struggle, perhaps? Religion Roll – Christian Symbol.
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Ian's Room

- Knights Templar Pendant (20)
 - **Simon** should recognize the name on the pendant from his materials.
 - **Latin Roll** – Any player making his Latin roll (should only be one) should be given the translation of the words on this pendant (28).

Wallace's Room

Place on the wall where the crucifix used to hang.

skull (3)	Religion Roll – skulls are a reminder of mortality and the sin of vanity. All look the same once flesh goes away. Simon will recognize the following as templar symbols. Additionally, someone with a particular skill may perform the indicated roll: Crosses – Religion/History Roll – Christian symbol/the means of crucifixion. Lions – Religion Roll - Lions, particularly male lions, symbolize strength and protection. A lion and a unicorn symbolize the protection of the true faith. Richard I, known as 'The Lionheart(ed)', was a Templar himself. History Roll – The Lion is the royal symbol of Scotland. Knight Shield – History Roll - originally charged with protecting the passage to the Holy Land, this shield is a representation of the shields used by the founding Templars. Their shields were made of wood, not metal. No one will know what the roses mean but if someone asks the
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	<p>caretaker at the chapel, he might tell them what they mean. Depending on a persuade roll, he will say one of three things:</p> <ol style="list-style-type: none">1. He says they sure are pretty flowers, but roller senses that he's hiding something.2. He looks longingly towards the sky and says "Je me souviens, que née sous les lis je crois sous le rous¹."3. He says they're indicative of the Rose Line, which is "Rosslyn" in Scottish. In France, the Rose Line is the site of the former local meridian. It is thought that the town of Rosslyn could be home to another meridian. However, the players should remember the translation that Ian told them earlier.
Black pouch with Knights Templar pin (21)	<p>Simon will recognize that as identical to the one that he received during initiation.</p> <p>History Roll – 2 knights on horseback is a Knights Templar Symbol.</p> <p>Latin Roll – The words translate to "sign of the army of Christ."</p>

In Wallace's room, someone should notice that the dresser is not exactly where it should be. Moving the dresser, they will find the door to the tunnel.

Go down the stairs, through the tunnel.

Tunnel

- Jammed in the door to the tunnel is the Bloody lace from Fiona's apron (14)
 - **Idea Roll** – anyone can remember that they noticed the tear in Fiona's apron earlier (or now, if she's with them). They can question her about what she saw. She will continue to deny being attacked or seeing the killer.

Entrance to tunnel is locked (Wallace's key could open this, but it is missing). Door is made of steel.

Upon opening the door, players see only darkness. Upon illumination, a staircase is seen, but the end cannot be seen.

Players who journey into the tunnel will travel down the staircase for exactly 1 mile before hitting the ground, surrounded by very narrow walls.

The tunnel is cold, damp, and smells of vomit.

The tunnel is 500 yards from end to end. As players near the halfway point, they sense they are climbing upward.

Things players may encounter in the tunnel:

- Well fed rats
- Sweet-smelling mist (8)

¹ Someone with French language may be able to translate this as "I remember, born under the lily, I live under the rose." The lily possibly represents France, while the rose is thought to represent England or Scotland. Prop #7 includes the French phrase and the translation and can be given to the player who makes their French language roll.

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- Human skulls

The other side of the tunnel presents an unlocked, halfway opened steel door (identical to the other door). This door opens into the chapel, just west of the South Door.

- On the other side of the door (the Chapel's side), Fiona's body is hanging on the door with a Templar cross carved into her chest, very deep. No blood is seen anywhere. Players cannot tell how she is hanging on the door, but if they try to take her down, they will not succeed.

From tunnel to the Chapel. Barnaby arrives in the Chapel after the students.

Barnaby (Chapel's caretaker)

Who he is:

approx. 50 years old

full head of dark hair

frenchman

been taking care of the grounds and the interior of the chapel for the last 30 years

stays in a small house on the property

What he knows:

Chapel was built in 1446

Chapel's Height = 40 feet, 8 inches

Chapel's Breadth = 34 feet, 8 inches

Chapel's Length = 68 feet

32 different forms of arch throughout the chapel

The horizontal arch over the side aisles connecting the pillars to the wall are hollow stone, hung by small iron rods onto a central wooden beam.

Plans for the construction of the chapel have never been found

Rosslyn Chapel

- *** Don't tell the players all of this information at once. Let them look around and disclose info as needed.**
- If players try to leave, they will die in the storm.
- Ceiling is 9 inches thick.
- Fruits, foliage, and other vegetation are carved throughout the Chapel and all stem from a single pillar in the center of the Chapel's main room.
- Among the carvings in the Chapel are images of:
 - 2 riders on 1 horse
 - Shield with cross
 - Various heads
- **The horn is sitting upon one of the altars in the Chapel's side chapels (see diagram)**

East Wall

- Green Man **heads** all over the wall– young looking (16)

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- **Religion/Cult/History/Anthropology Roll** – The Green Man was originally a pagan symbol of abundance, growth, and fertility.
- **Barnaby** can say there are more than 300 Green Man carvings on the Chapel's walls.
- Four **altars**

South Wall

- Green Man **heads** all over the wall– more mature looking (17)
- Lined with **benches** that can be sat upon.
- **Sculpture** of two angels, one holding its knees, the other holding its right breast.
 - **Simon** will know that these were poses used during his initiation ceremony.
- Sculpture of two knights on horseback (the classic KT symbol).

West Wall

- Green Man **heads** all over the wall– old man form (18)
- Signs of incomplete work. In the original design, this was the arch leading to more of the chapel.

North Wall

- Green Man **heads** all over the wall– in skull form (15)
 - **Religion Roll** – skulls are a reminder of mortality and the sin of vanity. All look the same once flesh goes away.
- Lined with **benches** that can be sat upon.
- **Grave** of William St. Clair, founder of Rosslyn. The gravestone says, in English, “William St. Clair Knight Templar”
- **Agnus Dei** – Lamb of God sculpture.
 - **History Roll** or **Simon** will know this is a symbol of the Knights Templar.
 - **Latin Roll** – Agnus Dei means ‘Lamb of God’.

Center of Room

- **Apprentice Pillar**
 - **Simon or Paul** may have information in their materials about this.
 - **Barnaby** can say that the Pillar is hollow and is adorned with long intertwined strands, resembling DNA models.
 - **Religion Roll** – similar to the pillars of Jachin and Boaz, which stood at the inner hallway of Solomon's Temple.
- **Words** on the Lintel Next to the Apprentice Pillar
 - “Forte est vinum. Fortior est rex. Fortiores sunt mulieres. Super omnia Vincent veritas.”
 - Only written words in the entire Chapel.
 - **Religion Roll** – This phrase is from I Esdras, Chapter 3.
 - **Latin Roll** – Give player translation (22).
- 2 other **pillars**

From the Chapel to the Crypt.

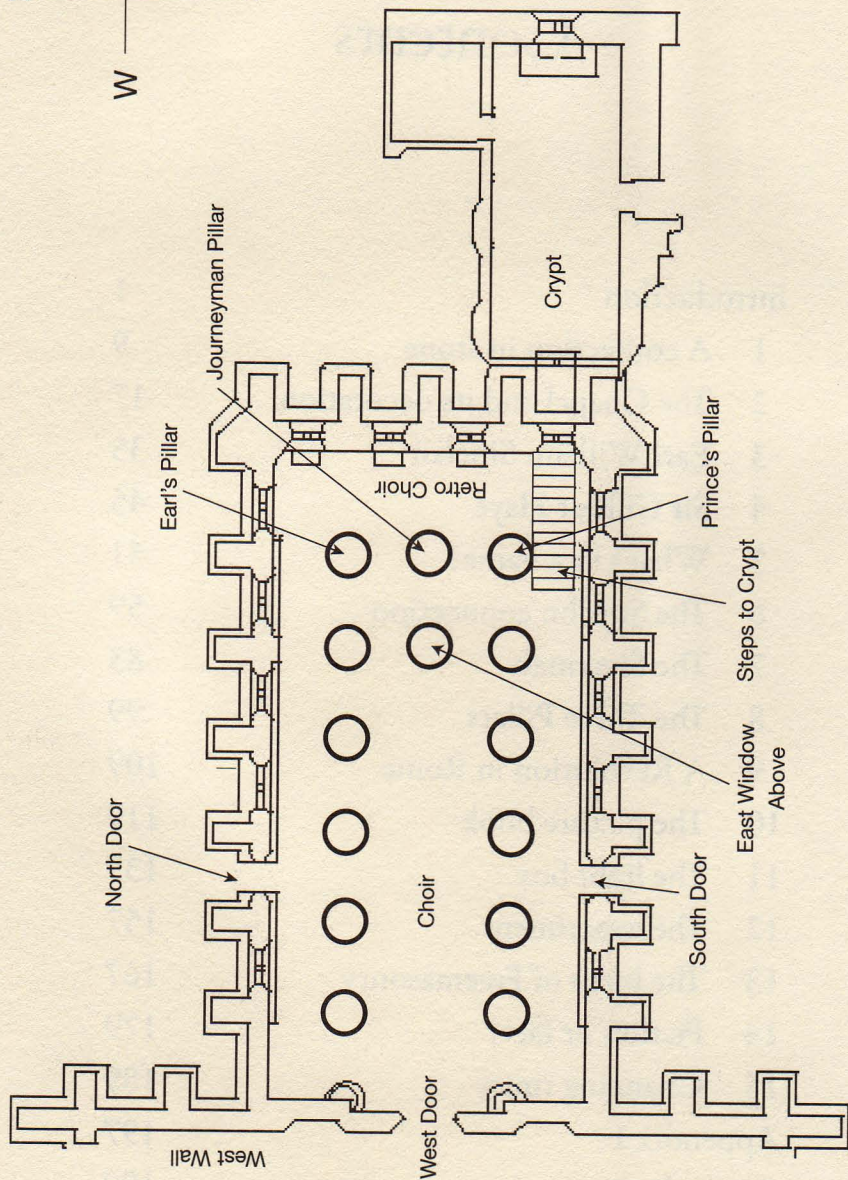
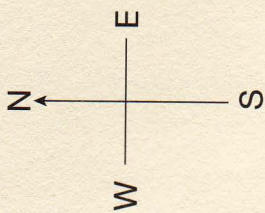
Crypt

- Green Woman **head** – very rare depiction of the Green Woman. This guards the secret entrance to the crypt.

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- **Religion Roll** – This could be a representation of Mary Magdalene or perhaps the personification of **Wisdom** (students should will find this interesting if they translated the Hebrew message).
- **Simon** must blow the horn in order to reveal the entrance to the crypt. When he blows the horn, a stone will move and a downward staircase will be revealed.
 - Sweet-smelling mist comes up from the crypt (8).
- Voices can be heard from the crypt throughout the Chapel, so anyone in the crypt can be heard by anyone still on the upper level.
- 2 rooms in the crypt.
- **Archeology Roll** – Crypt is older than the Chapel itself.
 - Second Room of Crypt***
- **Altar** on far wall with various offerings upon it.
- Carved into the stone of the altar is the word “**Baphomet.**”
 - Players should already know what this means, but if not, Paul can find it in his materials.
- Above the altar is a **head with one eye.**
 - If the students move anything on the altar, the crypt door closes and the head with one eye comes out of the wall (it is Cyaegha).
- **Final Battle:** Cyaegha appears in the crypt – it is the “head” that the Templars worship!!! See Cyaegha’s sheet for numbers needed for battle.
 - Exit #1 – go back through the tunnel to the castle
 - Exit #2 – kill the monster
 - Exit #3 – leave the chapel and die in the storm outside
 - Exit #4 – remain in the chapel but don’t go down into the crypt. Wait for others to kill monster.



Floor plan of Rosslyn Chapel showing the various parts of the building