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Caligo Accedendum Tournament



Caligo Accedendum Tournament 2004
Three Cthulhu Dark Ages Convention Adventures making up our 2004 Gen
Con Tournament.

For Chaosium's Cthulhu Dark Ages RPG
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Thank you!

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for "tolerance and forbearance above and beyond the call of duty".

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Table of Contents

Introduction	3
Island of the Damned (Round One)	5
Player Character Backgrounds (Round One)	15
Risam Vellere (Round Two)	27
Player Handouts (Round Two)	47
The Innocent (Round Three)	54
Character Information (Round Three)	58
Character Sheets for Island of the Damned	83

Introduction

You hold in your hands a monograph for Chaosium's first annual Gen Con Caligo Accedendum Tournament (CAT). The tournament showcases our Cthulhu Dark Ages Roleplaying game in much the same way our hallowed Cthulhu Master's Tournament has showcased Call of Cthulhu for more than a decade. The inaugural staffers chose the Latin name, which translates to "the approaching darkness." It also makes for a nifty acronym that fits in well with the Lovecraft Mythos.

This year's staff comprised of six fellows. Four of whom were able to physically make Gen Con. These steadfast six began working on the tournament in November of 2003. They've put in a tremendous amount of work over the last 10 months to make the first annual CAT a memorable one. We also had the help of several volunteers who were wrangled in by their friends at the last moment to act as assistant GM's or "Things." Without the tireless efforts of all these staffers, the 2004 CAT could not have taken place.

The CAT tournament allows 36 players to play through up to three rounds of well researched Cthulhu Dark Ages Adventures. The tournament is run in an elimination style format. By the final round on Sunday, only six players remain. A winner is chosen at the end of the final round by the players and staff.

We hope that you take this monograph home with you. Whether to keep it as a memento of your CAT 2004 experience or to share the adventures herein with friends at home or a local convention. With this book, you could run your own mini-Cthulhu Dark Ages Tournament.

The CAT will be back again for Gen Con 2005. We hope to see you there as a player, or perhaps as a new staffer.

Enjoy!

Dustin Wright
Chaosium Dude
August 6, 2004

What Is a Monograph?

As you can see, a 'monograph' is simply put a limited publication from Chaosium. They are works that we deem are interesting enough to a limited audience of hardcore Chaosium gamers and keepers. Our monograph collection allows us to experiment with all sorts of crazy ideas without having to risk the future of our company by printing them as a full fledged book the first time around. They are cheap enough to print that we don't lose too much money if it turns out we were dead wrong. Because of the economies of scale involved, they are only available directly from Chaosium. Some of these monographs, should they prove popular enough, may eventually see publication as a standard Chaosium book. You can find a variety of Monographs at our website Chaosium.com.

INTRODUCTION

What Is Cthulhu Dark Ages?

Cthulhu Dark Ages provides players of Call of Cthulhu with a new setting in which to face the horrors of the Mythos: 950 – 1050 AD. The book can be found at your favorite game store, or special ordered from your favorite book store. CHA 2398 Cthulhu Dark Ages \$23.95 ISBN 1-56882-171-9

Getting Involved

If you are interested in playing in next year's Con Caligo Accedendum Tournament as a player, be sure to register for the event on the first day of Gen Con registration. Our Chaosium tournaments sell out very quickly. If you would like to become a volunteer GM for the CAT, or any other Chaosium Gen Con event, email dustin@chaosium.com and ask about becoming a Chaosium Missionary. Our Missionary Forums are where we plan all our events.

Caligo Accedendum
Sample file



Tournament

Island of the Damned

Introduction

I originally wrote the “Island of the Damned” scenario because I thought it would be interesting to put tough as nails Vikings in a situation in which they were completely out of their depth. I particularly liked the idea of using Vikings because they were the scourge of the Dark Ages. Almost no country in the west was free from their depredations. It was with a certain sense of irony and satisfaction that I turned the tables on the Vikings, and had the predators become the prey.

When writing “Island of the Damned,” I was heavily influenced by cinematic works such as the “13th Warrior”. Despite these influences, I believe the story manages to carry itself independently and on its own merit.

Interestingly enough, the concept of placing the scenario in dreamlands was something of an after-thought. When I originally outlined the story, it took place on an Island somewhere in the Atlantic. The villain was going to be Father Dagon, and instead of undead villagers there would have been Deep One hybrids. I also planned to sink the island, so I was searching for an undersea volcano that could possibly have been above sea-level at the time. Unfortunately (or fortunately, since I like the final result better), one of my fellow scenario writers decided to feature Deep Ones in his round (see Charles Guise’s “The Innocent”). Obviously I had to change things if I was to avoid turning the Cthulhu Dark Ages Tournament into “pin the tail on the Deep One.” While searching for a new villain to menace our poor Vikings, I happened to be reading up on the newest edition of Chaosium’s Dreamlands. It was a genuine “Eureka!” moment. I suddenly thought, “what if a really powerful cultist were also a really powerful dreamer in Dreamlands?” Thus was born the

Island of the Damned.

This scenario introduction would not be complete without mentioning the scholar and gentleman who was my right hand man and linguistic resource. From the beginning, Chad Bowser was the guy I turned to for authentic Viking lore. When you see those odd sounding Norse names in the scenario, you have Chad to thank. He also helped provide me with proper pronunciations for a number of Viking words, names and other touches of authenticity. If there are any historic inaccuracies in “Island of the Damned,” they are wholly my own fault, not Chad’s. As fortune would have it, Chad was not able to attend GenCon with us. But his talent and scholarly expertise are written all over the scenario.

One of my favorite parts of “Island of the Damned” is the bit where the characters encounter the old hag (one of the many masks of Nyarlathotep) and receive the prophecy. Astute readers (and players) will recognize the “Baba-Yaga” influences to this character. What does Baba-Yaga, a figure from Slavic myth, have to do with Vikings? Nothing, really. But I was feeling a bit whimsical at the time, and I found myself musing about the possibility of Nyarlathotep as the source of the Baba-Yaga myth. Nyarlathotep has been known to re-use his masks in many times and places, so I inserted him/her as the mysterious source of much needed assistance on the Viking’s Odyssey. I’m sure it would amuse the vile messenger immensely to aid the them against one of his fellow mythos beings.

The ending is something of a B-grade horror twist. The old “never-ending cycle” conclusion is something I enjoy, though it is a trifle overused. It was originally suggested by Dustin Wright, head of Chaosium’s Cthulhu Dark Ages line. I latched onto it because it suited the hopeless horror of mythos fiction. Trite though it may have been, it was Lovecraft to the core.