The investigators finally got to kill something! In fact, they seemed to really relish the opportunity to commit first-degree murder.

The evening began with Sully and Dirk sharing a hospital room, both of them with multiple casts and bandaged up like mummies. The last thing they remember was crashing their stolen car into the back of the car being driven by the German spies. The nice nurse with the morphine shots told them that they had been brought in by the police, along with four Germans in a similar state of injury. The Germans were under guard in another wing of the same hospital. The nurse didn't know anything about Father Claude.

Late that night, another woman dressed in white came into their room. She lit some strange-smelling incense and performed a bizarre, eldritch chant. Dirk later remembered one word from the chant: "Shub-niggurath." Her odd performance completed, the woman left. Dirk and Sully immediately felt completely healed and full of energy. They checked themselves out of the hospital (leaving the nurse on duty rather befuddled) and woke up Prof. Quirk out of bed.

Quirk knew even less about the event of the previous night than Dirk and Sully. They called Mina on the telephone (she was not pleased about being woken before noon), who told them that Father Claude and a man named Flaherty had driven up to the library just as she was passing by. She and Dr. Shaw (who was acting very strangely) were being pestered by two Canadian servants of Davis, the owner of the Ice House. She told Dirk and Sully that Armitage (the librarian), Fr. Claude, and Dr. Flaherty took Shaw and the recovered arcane book back inside the library and left all the unconscious car passengers for the police. Dirk and Sully were a bit non-plussed by that choice, but Mina didn't feel a need to justify herself to them.

Dirk and Sully next visited the library, finding Armitage (who was sleeping on the couch in the office). He showed them Dr. Shaw, who was being kept in the closet. Armitage explained that Shaw's brain had been removed by a being "From Beyond" and replaced with a non-quite convincing artificial duplicate. Last night, Father Claude had said that he would try to help Shaw and left. Dr. Flaherty simply left.

Dirk and Sully next visited St. Stanislaus's Church (where Fr. Claude's quarters were). Fr. Iwaniki showed them into Fr. Claude's quarters -- it seemed like he had been there and left again. Fr. Claude's cat was uncommunicative.

Sully resolved to give Fr. Claude the kitten he had recently purchased.

Armitage told Dirk and Sully some rather vague information he had obtained (he didn't say how) of where Dr. Shaw's brain might be held. He told them to search down by the river, and look for a peculiar sign (an Elder Sign). Dirk and Sully took Shaw's body along with them.

Some truly spectacular Search rolls by the players resulted in the quick location of a mostly-boarded up warehouse that had the Elder Sign marked in chalk on a doorframe. Easily breaking in, they found a stairwell going deep underground (and noticed a resonant, heartbeat-like throbbing that they really didn't want to think about).

They found a glass jar with Shaw's brain, who communicated through some sort of speaker apparatus. Realizing that his body was there, he thought he knew how to get his brain back in. He would have to summon a strange being who would perform the operation. The danger was that the being would, instead of putting Shaw's brain back in his body, remove Dirk's and Sully's brains, and then the three of them would all be sitting in jars on the table. However, the spell-casting (or perhaps code-signalling would be a better description) worked well, and Shaw was rendered whole again. Well, sort of. He was in a deep hysterical shock after the operation, and they carried him back to the Crowninshield Club, where Quirk administered copious amounts of liquor.

While at the Crowninshield Club, Detective Sandy Peterson arrived and questioned everyone. Because of the Germans, he had called in the Boston head of the Enemy Aliens Registration Division of the Bureau of Investigation, Mr. J. Edgar Hoover. (Celebrity cameo!) Far from threatening the investigators with arrest, they applauded their actions in bringing the spies to justice.

The investigators were somewhat worried about Father Claude, but Sully realized that he had an appointment with a wealthy patron, a Charles Egan Stodges, so they went there first. Stodges had previously hired Sully as a hunting and safari guide on a few foreign expeditions. This Stodges was also the brother of Nathaniel Stodges, the late husband of Mina Scarlett, but that didn't seem important at the moment. Stodges needed Sully and Dirk (whom he knew by reputation) to work with a local "businessman" named Angus Durre tonight. Durre was in fact well known to Dirk -- Dirk often found employ by doing various odd jobs for Durre, usually driving and delivery jobs of somewhat dubious legality. This job would also be quite dubious. Stodges, as was well known to Sully, was a fervent Irish nationalist, as was Angus Durre, and they had gone so far as to procure two crates of firearms for delivery to the republican forces. The crates were buried inside a barn on Stodges property. Durre was to arrive tonight and remove the crates -- what he was to do next was not discussed.

Stodges made it clear that he would be far away from the house during this job, but that Sully was to be there and make sure that things "went well." He was worried, since Durre had been "talking wildly" lately, and, like Stodges himself, was an enthusiast of the occult.

Returning to the Crowninshield Club and discussing the matter with Shaw, they decided that this was a serious matter indeed. Stodges's house was built on a location of arcane significance, the astrological configuration that night was particularly perilous, and some of the things Shaw experienced during his stay in Carcosa all pointed to extreme danger emanating from Angus Durre. While none of the investigators had any problem whatsoever with the illegal gun-running, they resolved to stop Durre from causing any kind of mystic disaster.

That night, Shaw, Sully, and Dirk met Durre's truck and men at Stodges's barn. Sully rather aggressively took charge, directing the movements of all concerned. Shaw, who was supposed to be watching Durre, was called in to help figure out how to lift the crates out of the ground -- Durre's men were somewhat helpless.

Sully suddenly realized that Durre had gone off somewhere and, spotting footprints heading towards the family graveyard, charged in pursuit, brandishing his pistol. Dirk grabbed two cans of gasoline and followed. Shaw grabbed a rifle and a shotgun and also followed.

The three of them no doubt made quite a picture running through the foggy night.

They found Durre standing on top of a flat-topped crypt, screaming a blasphemous incantation into a surrounding cloud of swirling black smoke. Things began to get a bit strange after that. One of Durre's arms became a black tentacle, twenty feet long, that slapped Sully around, almost knocking him unconscious. Sully shot Durre at least twice, but to no effect. Shaw used his new-found occult knowledge to increase the toughness of Sully, while decreasing Durre's (this had a pivotal effect on the die rolls). Shaw also used his shotgun to good effect, seriously wounding Durre. With Durre kept busy by Shaw and Sully, Dirk soaked his former boss in gasoline and set him alight. He burned up real good, exploding in a shower of sparks.

Wandering back to the barn, they told Durre's men that Durre had gone up to the house to talk with Stodges. They believed this, and left with the crates.

The investigators congratulated themselves on a night's work well done and left for the Crowninshield Club.

They still wondered what might have become of Father Claude, though.