

Lozdra©1998
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Call of Cthulhu

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Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>. This adventure was inspired, in part, by "The Little Finger on the Left Hand," by Ardath Mayhar. It is copyright 1990 by the Ardath Mayhar. The copy I read is in *100 Twisted Little Tales of Torment*, which contains tales selected by Stefan Dziemianowicz, Robert Weinberg, and Martin H. Greenberg. It was published by Barnes & Noble Books in 1998.

Introduction

This adventure is set in 1920s Scotland. It pits the intrepid investigators against a horror from the 12th century and is intended for a moderately experienced group. The adventure provides the opportunity to gain access to an ancient book and is suitable as a side-adventure for investigators in search of information. The adventure also serves well as a stand-alone adventure and can be set in other times and places with suitable modification.

Getting the Investigators Involved

If the adventure is being run to allow the investigators to find information they need, the investigators can learn of the existence of a book which might contain this information. The source or sources the investigators consult will reveal that the book is reputed to be located in the village of Kenburrough in Scotland.

If the adventure is being run as a stand-alone, the following letter (handout #1) can bring them into it:

Dear x,

I hope that this letter is appropriate. A mutual associate informed me that you and your fellows are intrepid and skilled at solving various problems and resolving difficult issues. Because of my physical condition I am unable to travel and I wish to employ you in a noble endeavor.

In the course of my research into various matters, I have learned of the existence of a rather interesting book. According to the histories and records I have consulted, this book was written in the 12th century by a Christian thinker named Joseph. According to the descriptions, this book contains a great deal of metaphysical information pertaining to "devils mentioned not in the Bible."

The contents of this work would be priceless in my ongoing research into these topics. I have managed to track the work by the legends and tales associated with it. To the best of my knowledge, it is currently located in the village of Kenburrough in Scotland.

If you would undertake the recovery of the text, my university will provide you with passage and a suitable finder's fee for the work.

Sincerely,

Dr. K. Phileus
Harvard University

If the investigators decide to search for the book, they will need to arrange transport to Scotland. If the investigators accept Dr. Phileus' offer, he will make good on his offer of passage. The investigator and his fellows will be booked on a steamer bound for England. From there, they will be able to travel by land to Scotland.

Keeper's Information

Untold years ago a Mi-Go expedition landed on Mars in search of minerals and other things the Mi-Go value. Unfortunately for the Mi-Go, they stumbled across a clutch of hibernating creatures. These creatures, known as the Lozdra, came out of their hibernation and implanted parasites into the Mi-Go. Transformed into hideous undead fungi, the Mi-Go bore their new masters through space to the more hospitable world of Earth.

The horrid Lozdra found many suitable hosts for their parasitic brood among the indigenous life forms of earth. The Lozdra thrived on the primitive earth until they began to intrude into the lands claimed by the Elder Things.

After the Lozdra overran and infested a small town, the Elder Things took swift and devastating action. Using weapons that produced a radiation extremely harmful to the Lozdra, the Elder Things swept down upon the town and slew all the Lozdra present. For good measure, the Elder Things sought out and exterminated as many Lozdra as they could find missing only a few that went into hibernation to hide from the onslaught.

Over the centuries, some of the hibernating Lozdra were distributed by natural events. The first encounter between the Lozdra and humans took

place in 121 Ad when Roman road builders unearthed a Lozdra. Thinking it to be some sort of artifact, the soldiers took it to a nearby official. The Lozdra came out of hibernation and soon had control of the official's villa and a force of legionnaires. Fortunately, one of the official's children was able to escape and bring warning. Legionnaires were dispatched to retake the villa, but they were killed, taken over, or driven away.

Luckily for the Romans, a Greek thinker named Phaedruss was in the area. Phaedruss knew a man named Philo the Mad who had read books of pre-human origin. Philo informed Phaedruss that the Romans would need "Elder Metal" and that a small quantity of the metal could be found in a temple in Egypt. The metal was brought to Phaedruss, who had smiths quickly work it into arrowheads and a crude sword. Armed with these weapons, another group of legionnaires was sent to attack the villa. Armed with the metal, they were able to defeat the Lozdra and drive it into hibernation.

Phaedruss agreed to become the keeper of the Lozdra and was given the surviving weapons as well as support from the government. Some of the metal was worked into wire, which was wrapped around the Lozdra's hibernating form. Other bits of metal were worked into hinges and used in the Book of Phaedruss in which the keepers of the Lozdra kept their record as well as other things they learned.

Phaedruss' successors safeguarded the hibernating Lozdra as the Order of Phaedruss until 1140 ad. In that year some of the members were murdered and the Lozdra was stolen and taken to Scotland. One of the surviving member of the Order, Joseph, was able to track the Lozdra to the village where it was taken, but not before the Lozdra was freed.

Joseph arrived in the village in 1141 ad and faced the Lozdra and its servants. In the battle, Joseph was mortally wounded after defeating the Lozdra. He told the surviving villagers to wrap the Lozdra in the wire and keep it and the book safe.

The book and the Lozdra have resided in the village ever since.

Trip to Scotland

Unless the Keeper has special plans for the investigators, the trip to Scotland should be uneventful. The investigators will arrive safely in the village of Kenburrough after a trip by ship, train and local bus. The village is located about two hours by bus from the nearest city.

Investigation

There is a variety of information that might become available to the investigators. The two main sources are old texts and the inhabitants of the village they will be visiting.

Texts

If the investigators decide to investigate the situation, they might be able to find the following information. If they are working for Dr. Phileus, he will be able to provide them with all of this information.

One source is *Obscure Legends of the Isles* written by Dr. Charles Winters and published in 1908. The book is available in most major and academic libraries in Britain and America. The University of London has a copy. The text contains the following relevant passage:

One story that is similar to many lake and sea monster tales speaks of a serpent creature referred to as a Lozdra or Losa. In the tale, a thief steals an egg that belonged to this serpent and took it into the village of Kenburrough. Outraged by this theft, the serpent creature rose from the nearby lake and

attacked the village. As happens so often in these tales, a heroic stranger appears at the last minute and vanquishes the serpent. This stranger is referred to as Joseph. According to the tale, he is mortally wounded by the serpent and leaves behind a book and his sword for future generations. The similarity to other such legends is clear and a further analysis reveals...

The information in Winters' book can lead the investigators to an older book which refers to the Lozdra. The book is fairly rare, but most large university libraries, including the University of London, will have a copy or access to a copy. The book is *Lesser Cults of Rome* by Dr. Julian White, 1821. The relevant text is as follows:

One of the smallest cults of Rome was the Order of Phaedrus. While the name Phaedrus is no doubt familiar to those who have read the works of Plato, there is no evidence of a connection between this order and the Phaedrus mentioned by the father of philosophy.

The Order of Phaedrus is first mentioned in a work by the obscure and minor historian Citius. According to Citius, the Order was founded in 121 ad and supported by the Roman government. The Order appears to not be religious in the usual sense and they are not associated with any god. Citius notes that the Order was "dedicated to protecting the people of Rome from the Lozdra, which laid waste to a villa and greatly threatened the region." Phaedrus was said to have defeated the Lozdra by using a special "elder metal" which was the bane of the Lozdra.

The last relevant textual source is the work of Citius in 162 ad. Only fragments of Citius' work remains and only a few libraries, including the University of London, have copies. The text is in Latin and it has not been translated into English. The text (in English) is as follows:

The story, as told to me by an old man who witnessed the event, is as follows. A crew digging up earth for a road came across an egg in the earth. Recognizing its rarity, they brought it to the villa of Sallus, a local official. The egg soon hatched, bringing misery to the people. The young son of Sallus alone escaped, bringing word to legionnaires nearby. A brave band of them set out and only two returned, screaming of flying horrors and worse. A Greek named Phaedruss came to the aid of the legionnaires, bringing elder metal from the lands of Egypt. Armed with the metal, the brave fighter defeated the serpent Lozdra and Phaedruss was given the egg, which was somehow made whole again, to guard.

The Village

Provided the investigators are polite, the villagers will be willing to talk to them. Most of the villagers work raising and shearing sheep or fishing and know little beyond the old stories. The typical villager will be able to tell the following tale:

Quite some time ago, back in the Dark Ages, a great evil came from the lake in the form of a serpent. It plagued the village terribly until a stranger from a faraway land came and did battle with it. This stranger, known only as Joseph, smashed the head of the serpent, but was bitten in the leg. Dying of its foul venom, Joseph entrusted his book and sword to the village. He was buried in yonder tomb and his book is kept in the small stone tower nearby.

The villagers will, of course, be able to show the investigators the location of the tomb and tower. If they investigators seem interested, the villagers will suggest that they talk to the keeper of the tower and tomb, David Lynn.

Lynn is in his sixties and has been taking care of the tomb and the tower for the past four decades. If the investigators are polite, he will be willing to show them the inside of the tower and show them the book. He

knows quite a bit more than the other villagers, thanks to the oral tradition of the keepers. Lynn knows that Joseph did not actually kill the Lozdra and that it's "egg" lies in the tower. Lynn also knows that only the special metal of Joseph's sword can harm the Lozdra. However, Lynn does not speak of these things because it would frighten the villagers.

If asked about the book, Joseph will be willing to show it to the investigators, as long as they seem honest. He will not allow anyone to take the book or even look at it, as it is old and delicate. He will, however, say that a scholar in a nearby town has a copy of the work that was made about a century ago. The scholar, he will say, would probably be willing to part with the book for a suitable price.

Lynn will not allow the investigators to disturb the tomb or the tower. If they insist, the villagers will step in to stop them.

At the end of their conversation, Lynn will remark that someone else has recently come to the village to ask about the book. Lynn will say that the man gave his name as "Donald West" and that his card said he is a collector of antiquities. If asked about West, Lynn will say he did not like the man's looks and thought he was a shifty character.

The Scholar

For the adventure to work properly, it is important that the investigators all go to see the scholar. If some or all of the investigators decide not to go, then the events of the adventure will need to be modified. In such a situation, the players whose investigators remain in the village will need to play out the situation until the other investigators return.

The scholar lives in a nearby town which is six miles away. His name is Eric Walters and he is a retired

university professor. He lives in a modest cottage with two dogs and six cats. He will be happy to have polite visitors, especially if they are educated. If the investigators ask about the copy of the book, he will tell them he has it and that he would be willing to part with it, provided that it is being purchased by a reputable party. At this point he will mention that a rather “shifty philistine” named Donald West was here earlier asking about the book. Walters will say “I could see that he was no honest man, so I sent him packing.”

If the investigators seem to be on the up and up, Walters will sell them the book. He will tell them it is a careful copy of the original and was done by a scholar named Henry McRay. The text, Walters will explain, is in coded Latin. The book comes with a key written by McRay. Walters will say “According to some, McRay went off his rocker after publishing an article about completing a key to this text. His wife supposedly found him one morning in the bath, dead by his own hand. I think he cut his own throat with a straight razor. Unpleasant business, that.”

Walters will admit that he has never actually read the book. He checked its accuracy by comparing the pages to that of the original.

Maps

The following details the maps used in the adventure.

The Village of Kenburrough

The village is a small, pleasant place with traditional cottages, some small businesses and fishing docks. The other main features of the town are Joseph’s tomb and the tower. Beside the town is Loch Joseph, named after the hero of the village.

1. **Grazing Area:** This is the main grazing area of the village sheep.

During the day there will be a few flocks of sheep and their attending shepherds. After West frees the Lozdra, this will be a scene of carnage.

2. **The Village:** This is the village proper. It consists of traditional buildings. Once West frees the Lozdra, the streets will contain bodies.
3. **The Tomb:** This is the tomb of Joseph. Grass grows thickly on the tomb, except for one section that is bare. Village lore says that Joseph watches out for the return of his enemy and that his stern gaze prevents any grass from growing there. In actuality, the radiation from his sword kills the grass. The tomb is an earthen mound with a carved stone marker. If the tomb is dug up, a skeleton will be found as well as the still intact sword of Joseph. The sword is located exactly under the bare spot. Also with the remains is a badly decomposed wooden box with strips of lead attached to the interior. The box was used to protect the owner of the sword from its radiation.
4. **The Tower:** The tower is actually a fairly small building: about fifteen feet tall and ten feet wide. Joseph’s book is kept in a locked chest in the main room. Hidden beneath the wooden floor is another chest, obviously quite old. This chest contains the hibernating Lozdra. In hibernation, the Lozdra looks like a smooth black egg with strange lines. The “egg” is wrapped up in a very shiny, almost luminescent, wire. Naturally, once West frees the Lozdra, it will no longer be here. The bodies of Lynn and West will be on the floor, with chunks of meat torn from them. Seeing this sight requires a 0/1D3 Sanity Check.

5. **Docks:** These are the docks used by the local fishermen. There are several small fishing boats moored here when they are not out in the lake.

Action

The following details the key events of the adventure.

The Freeing of the Lozdra: While the investigators are visiting the scholar, Donald West will return to the village. West is a criminal who makes a living by stealing valuable historical and artistic items. He typically sells them to wealthy and unscrupulous collectors. While West is trying to steal the book, he will be surprised by the arrival of Lynn. In the ensuing struggle, Lynn will be killed and part of the floor of the tower will be broken away. West will investigate and find the chest. Opening it, he will see the Lozdra. Knowing he won't be able to smuggle the whole thing out, he will take off the wire, which he suspects is made of a valuable metal. While he is carefully folding up the wire, the Lozdra will revive and attack him. Starving, the Lozdra will gorge itself on West and Lynn. It will then go out into the village.

Once in the village, it will start attacking the villagers. It will infect some of them with its parasites. Once it kills everyone in the village, it will gorge itself on their bodies and then turn to the sheep. It will also use some of the sheep as hosts for its flyers. The Lozdra will then settle down to rest and to finish digesting its meal.

If some or all of the investigators are in the village when the Lozdra awakens, they will be caught up in the action. The Lozdra will attack those who appear to be the greatest threat first.

Sheep: When the investigators return, the first evidence they will have that all

is not well is the sight of sheep carcasses in the field. The sheep appear to have been ripped apart and eaten alive. A man is staggering about the field along with four sheep.

The man is actually dead and is inhabited by a Lozdra parasite that is using the body for locomotion and food. The sheep are infected with parasites as well. These parasites are consuming the sheep from the inside. As the horrified investigators watch, the sheep will start bleating terribly, then they will begin to swell at the midsection. Blood will start spilling out of their eyes, noses and ears. Finally, each of the sheep will shudder, fall to the ground and then burst open with a horrible popping noise. The horror of this scene requires a 0/1D3 Sanity check. From the shattered carcasses will emerge four Lozdra Flyers, which will shriek, shake off the blood and entrails, and fly at the investigators. Seeing the Flyers requires another Sanity check. The infected man will also attack.

If the battle takes only a short time, the other infected villagers will not have time to join the battle. If the investigators are able to kill the creatures quietly, nothing will come from the village.

Village: When the investigators enter the village, they will see torn up corpses in the street. This requires a 0/1 Sanity check. Staggering about in the street will be five of the villagers, controlled by the Lozdra parasites.

Fighting the Lozdra: The Lozdra will have retired to the shallows of the lake to rest and digest its food. Because of this, it will not be aware of what is going on in the village. If the investigators are smart, they will head for the tomb as soon as possible to get Joseph's sword. Without the sword, the investigators will not stand a chance.

When it becomes aware of their presence, the Lozdra will rise from the lake and attack. It will keep fighting until it kills everyone or is defeated.

Conclusion

The adventure concludes when the investigators defeat the Lozdra or they themselves are defeated. If they defeat the Lozdra, each investigator should receive a 1D10 Sanity award. They will also have to do something with the hibernating Lozdra. A museum would probably be an excellent choice.

If the investigators flee, the Lozdra will continue be able to create more parasites and will expand its influence. The investigators should lose 1D4 Sanity points for their cowardice.

If the investigators return, the Lozdra will have even more minions. If the investigators do not return, the Lozdra will kill quite a few people until another group of investigators eventually defeats it. Alternatively, the Lozdra might chose to retire to the lake, only occasionally venturing forth for a quick meal.

Mythos Beings

Lozdra, Lesser Independent Race

Description: A Lozdra is a large being with a worm like body. The body is dark gray in color and is oddly textured (similar to Giger's Alien). Unlike worms, a Lozdra has two tentacles extending from its upper body. These tentacles end in a gripping "hand" with sharp, bony talons. The head of a Lozdra is devoid of any obvious eyes or other sensory organs. Despite this, the Lozdra have extremely acute senses, including excellent hearing and the capacity to sense heat. The mouth of the Lozdra is small relative to its head, but is filled with needle like teeth. The mouth also contain an extendible tendril like growth which the Lozdra uses to inject its parasites into its victims.

In combat, a Lozdra will slash at its victims with its talons and rip at them with its teeth. If a Lozdra bites a victim, it will attempt to inject parasites into the victim. To do this, the Lozdra must match its POW against the victim's POW. If the Lozdra succeeds, the parasites enter the victim and begin consuming his flesh. The parasites will inflict 1D3 points of damage for 1D3 rounds. Seeing the parasites writhing in the wound costs 0/1 Sanity points. Being a victim of the parasites costs 0/1D3 Sanity points.

While a Lozdra can be harmed by normal weapons, it regenerates three hit points each round. Further, when it is "killed" it will condense itself into a virtually indestructible hibernation pod (the "egg" described above). Once "killed" the Lozdra will regenerate one hit point a day until it reaches half its original hit points. At that point, it will expand itself and begin regenerating normally. A Lozdra cannot regenerate damage inflicted by a special metal until it enters into hibernation. If a Lozdra is in contact with the metal while hibernating, it will be able to regain half its hit points but will be unable to expand itself. A Lozdra can also hibernate to survive harsh climate changes or when the food supply runs low.

A Lozdra has the capacity to create a variety of parasites. One type is injected into the bodies of dead humans (or other intelligent beings of roughly human size). These parasites spread throughout the corpse, animating it. It takes 1D3 hours for the parasites to re-animate the body. It takes two Magic Points for a Lozdra to create each such parasite. The other type of parasite is injected into the bodies of living animals. These parasites grow and consume the flesh of the host until they emerge as Lozdra

flyers. It takes 1D3+3 hours for the parasites to gestate into Lozdra Flyers. It costs the Lozdra one magic point to create a flyer parasite. Other Lozdra can produce other types of parasites.

Characteristic	Rolls	Average	Stats
STR	4D6+10	24	30
CON	2D6+6	13	16
SIZ	4D6+10	24	31
INT	2D6	7	9
POW	4D6	14	16
DEX	3D6	10-11	12
Hit Points		19	24
Damage Bonus		+2D6	+3D6

Move: 8/12 Walk/Swim

Weapons: Bite 50% Damage 1D8+Special, Claw 40% 1D6+db

Armor: None.

Spells: None.

Sanity Loss: 0/1D8 Sanity Points to see a Lozdra.

Lozdra Zombies

Description: Lozdra zombies look like "conventional" zombies, except their skin writhes with small tendrils, a bundle of small stalks replaces the eyes, and sharp, needle like growths extrude into the mouth. The writhing tendrils are part of the animating parasites body, which is wearing the corpse like clothes. The stalks are the parasite's heat sensitive organs.

A Lozdra zombie is considerably more intelligent than a normal zombie and it is capable of planning and some limited strategy. A Lozdra zombie is able to communicate with other Lozdra forms by emitting heat patterns. A Lozdra zombie cannot create parasites of its own.

Since the parasite is spread throughout the body, a Lozdra zombie is extremely difficult to kill. A Lozdra zombie sustains little damage from most weapons. It attacks by biting with its needle like teeth. The bite injects a caustic substance which inflicts another 1D3 points, unless the victim makes a successful luck roll.

Like the Lozdra, the Lozdra zombies are harmed by the special metal. Unlike the Lozdra, the zombies do not regenerate.

The parasite secretes chemical that helps preserve the flesh, enabling the corpse to remain useful for up to two weeks. At the end of that time, the body collapses into a pile of horribly rotted flesh and the parasite dies.

Characteristic	Rolls	Ave	#1	#2	#3	#4	#5	#6
STR	3D6X1.5	15-17	16	15	17	17	18	15
CON	3D6X1.5	15-17	17	15	18	16	15	19
SIZ	2D6+6	13	13	14	16	14	14	16
INT	2D6	10	8	9	11	8	7	6

POW	1D6	3	5	2	5	3	4	3
DEX	2D6	7	8	6	10	7	8	8
Hit Points		14	15	15	17	15	15	18
Damage Bonus		+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4

Move: 8

Weapons: Bite 30%, damage 1D4+Special.

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see a Lozdra Zombie.

Lozdra Flyers

Description: A Lozdra flyer has a dark gray body with a pinkish underbelly. It flies by flapping large, membranous wings. The head is mostly mouth, which splits open in four sections, enabling a Lozdra flyer to inflict rather nasty bites. Like the other Lozdra forms, the Lozdra flyer detects heat.

In combat, a Lozdra flyer swoops at its intended victim, aiming at the head and limbs. A successful bite with its teeth can inflict serious damage and injects a caustic agent. The agent inflicts an addition 1D3 points of damage, unless the victim can make a successful luck roll.

A Lozdra flyer regenerates one point each combat round, but stays dead if it is killed. The special metal will also harm a Lozdra flyer in the same manner it harms the Lozdra.

Characteristic	Rolls	Average	#1	#2	#3	#4
STR	1D6	3	4	2	3	6
CON	2D6	7	8	6	10	8
SIZ	1D6	3	4	5	6	5
INT	1D6	3	3	3	6	4
POW	2D6	7	6	10	11	8
DEX	4D6	14	15	16	17	15
Hit Points		5	6	6	8	7
Damage Bonus		-1D6	-1D6	-1D6	-1D6	-1D6

Move: 1/12 crawling/flying

Weapons: Bite 40% Damage 1D3

Armor: None.

Spells: None.

Sanity Loss: 0/1D4 Sanity Points to see a Lozdra Flyer

Artifacts

The following details the artifacts in the adventure.

Joseph's Sword

The sword is fairly rough looking. The blade looks like a gladius short sword, although it is clearly made out of very unusual metal. The metal is bright, almost luminescent. The metal is extremely tough and is almost completely resistant to almost all the elements. As a weapon the sword does 1D6+1+db and has 40 hit points. The base chance is 20%.

The metal the sword is made from is extremely harmful to the Lozdra. A Lozdra struck by the blade suffers and additional 2D6 points of damage from the radiation it emits. This radiation causes burns and scarring on the creature.

The radiation emitted by the blade is also harmful to humans. If a person is exposed to the blade for an extended period of time, he will start becoming ill from radiation sickness, In game terms,

the person will lose one point of CON every two days the person is exposed to the sword. Half the loss can be regained at the rate of one point of CON per month.

Joseph's Book-In coded Latin, by Joseph, in a single volume. A record of the Order of Phaedruss containing a history of the order. It also contains a large amount of Mythos information gathered and recorded by members of the Order over the centuries. Cracking the code requires either the key or a great deal of work (months, with language, Luck and Know rolls at the Keeper's discretion). *Sanity Loss 1D4/1D8; Cthulhu Mythos +8 percentiles; average 14 weeks to study and comprehend once translated. Spells: Bless Blade, Cast out Shan, Chant of Thoth, and Elder Sign.*

-Handout #1

Dear x,

I hope that this letter is appropriate. A mutual associate informed me that you and your fellows are intrepid and skilled at solving various problems and resolving difficult issues. Because of my physical condition I am unable to travel and I wish to employ you in a noble endeavor.

In the course of my research into various matters, I have learned of the existence of a rather interesting book. According to the histories and records I have consulted, this book was written in the 12th century by a Christian thinker named Joseph. According to the descriptions, this book contains a great deal of metaphysical information pertaining to “devils mentioned not in the Bible.”

The contents of this work would be priceless in my ongoing research into these topics. I have managed to track the work by the legends and tales associated with it. To the best of my knowledge, it is currently located in the village of Kenburrough in Scotland.

If you would undertake the recovery of the text, my university will provide you with passage and a suitable finder’s fee for the work.

Sincerely,

Dr. K. Phileus

Harvard University

-Handout #2 *Obscure Legends of the Isles* by Dr. Charles Winters, 1908.

One story that is similar to many lake and sea monster tales speaks of a serpent creature referred to as a Lozdra or Losa. In the tale, a thief steals an egg that belonged to this serpent and took it into the village of Kenburrough. Outraged by this theft, the serpent creature rose from the nearby lake and attacked the village. As happens so often in these tales, a heroic stranger appears at the last minute and vanquishes the serpent. This stranger is referred to as Joseph. According to the tale, he is mortally wounded by the serpent and leaves behind a book and his sword for future generations. The similarity to other such legends is clear and a further analysis reveals...

-Handout #3 from *Lesser Cults of Rome* by Dr. Julian White, 1821.

One of the smallest cults of Rome was the Order of Phaedrux. While the name Phaedrux is no doubt familiar to those who have read the works of Plato, there is no evidence of a connection between this order and the Phaedrux mentioned by the father of philosophy.

The Order of Phaedrux is first mentioned in a work by the obscure and minor historian Citius. According to Citius, the Order was founded in 121 ad and supported by the Roman government. The Order appears to not be religious in the usual sense and they are not associated with any god. Citius notes that the Order was “dedicated to protecting the people of Rome from the Lozdra, which laid waste to a villa and greatly threatened the region.” Phaedrux was said to have defeated the Lozdra by using a special “elder metal” which was the bane of the Lozdra.

-Handout #4 from Citius, 162 ad.

The story, as told to me by an old man who witnessed the event, is as follows. A crew digging up earth for a road came across an egg in the earth. Recognizing its rarity, they brought it to the villa of Sallus, a local official. The egg soon hatched, bringing misery to the people. The young son of Sallus alone escaped, bringing word to legionnaires nearby. A brave band of them set out and only two returned, screaming of flying horrors and worse. A Greek named Phaedruss came to the aid of the legionnaires, bringing elder metal from the lands of Egypt. Armed with the metal, the brave fighter defeated the serpent Lozdra and Phaedruss was given the egg, which was somehow made whole again, to guard.

Keeper's Maps

