

SPIRITS OVER

ARKHAM

(c) Terry White (1987)



SPIRITS OVER ARKHAM

(c) Terry White (1987)

INTRODUCTION.

This scenario is intended for use with the **Call of Cthulhu** role playing system. The adventure itself is set in Massachusetts in the year 1920 and is designed for a party of 2-5 players. The players should try to resolve this case by the use of stealth and not rely upon the use of excessive force.

INVESTIGATORS INFORMATION.

It is Monday, 13th September 1920 when you are contacted by Selwyn Robards. Selwyn is a mutual acquaintance of yours, who has asked you to investigate the apparent suicide of his young nephew Jeremy Lombard.

During your conversation with Selwyn he explains the situation to you. The local police are of the opinion that Jeremy Lombard committed suicide by leaping from his 4th floor apartment. The unfortunate event took place just 3 days ago (Friday 10th September).

Although the police have found nothing to cause them to suspect foul play Selwyn Robards is unwilling to accept that his nephew committed suicide. The reasons that he gives for believing this are as follows;

- (1) Although a suicide note was found in Jeremy's apartment, Jeremy had a zest for life and was not the type of person 'to do such a thing.'
- (2) Jeremy, who worked as a reporter for the **ARKHAM REPORTER** kept on referring to the 'big case' which he was working on. He was firmly of the belief that once the story broke it would be so important that he would become a household name.

At this point the players may ask Selwyn any questions which they may wish to put to him. The information that he knows that is of any use to the investigation is as follows;

- (a) Although he doesn't know what Jeremy was specifically up to he does know that over the past 2 weeks or so his nephew had been camping out (On most nights.) somewhere to the east of town.
- (b) The address of Jeremy's apartment is Apartment 52, Ashton Block, Curwen Street, Arkham. (see map on **page 77** of the **Call of Cthulhu** rulebook for further details.)
- (c) Selwyn will give the party his phone number so that they can keep in contact with him.

The Keeper should note that it is Selwyn who has hired the party to solve the case, and not the other way round. The Keeper should only let Selwyn intervene in an advisory capacity, and only then if the party is hopelessly stumped as to what they should do next. Selwyn will not participate any further than this in the case, after all he does have a busy schedule to keep.

KEEPER'S INFORMATION.

The case appears to be a relatively straight forward investigation, but it is in fact a can of worms. The scenario itself has 3 sections with which the Keeper should be familiar with;

- (1) The suicide of Jeremy Lombard.
- (2) The occupants of the Hoesynth house.
- (3) Elias Hobart.

All of the events revolve around a supposedly haunted house that is currently being used by mobsters as a base to unload illicit Canadian liquor. Once unloaded the liquor is sent to New York where it is in great demand. It was Jeremy's discovery of this operation that caused the mobsters to murder him.

In order to obtain a better view of the situation the Keeper should make himself familiar with the history of the Hoesynth house. The house has a long history of strange happenings, the present occupation by the mobsters being the latest.

KEEPER'S INFORMATION-A SUMMARY OF THE SITUATION.

Despite the situation as it appears at the introduction to the scenario, the players will eventually find themselves investigating a supposedly haunted house that is situated to the east of Arkham.

The present house which is now occupied by the mobsters was built by the Hoesynth family in 1866. The house was built upon the foundations of a ruined house that was erected by the Hobart family in 1701. The Hobarts were a 'strange' family of immigrants from Dorset (England) who emigrated to the New World in order to avoid religious persecution by non believers in the **Church of the Astral Essence**.

The head of the household, **Elias Hobart**, was a wizard whose life was devoted to gaining knowledge from other times and dimensions. It was his belief that the secret of immortality could be gained by travelling along the corridors of time and space.

In order to be able to carry out his experimentation he had to become a worshipper of **Yog-Sothoth**. In order to facilitate his dealings with the deity Elias built a 45' tall stone tower, some 300 yards away from the house.

It was at this time that his work began in earnest, and consequently it was not long before Elias Hobart was engaged in the process of making human sacrifices in exchange for trips into different time zones. With the knowledge that was gained Elias was soon able to gather together some of the ingredients that were needed so as to create an elixir of eternal youth. (See the Tower **Area 7b** for further details).

However, the nature of his work soon attracted the attention of the locals and reports of missing persons were soon linked with the screams, shouts and strange flashing lights that emanated from the Hobart house.

Shortly after the first visit from the local militia Elias decided to abandon his work in the Arkham area and decided to continue his work somewhere less risky. In 1705 he purchased a house in Chatham (100 miles to the south of Arkham) and constructed an identical tower to that at Arkham. Shortly after work had been completed on the tower he set up a **Church of the Astral Essence** and established a gate between the two houses.

During the following 7 years Elias carried out all of his activities in the Chatham area, as a consequence there were many unsolved murders and disappearances in the locality during this period. Having a gate link between the two houses meant that Elias was able to transfer much of his work from Chatham to Arkham without letting anyone in the Arkham area suspect that anything was amiss.

In 1712 the Chatham militia decided to put a stop to the activities of the witches (**The Church of the Astral Essence**). A long bloody battle ensued during which the cultists were systematically killed by the enraged locals. Seeing that all was lost Elias attempted to escape through the gate to Arkham. By this time the tower had been blown up and the house was well aflame. Elias rushed into the burning building and made his way to the gate. As a consequence of the damage inflicted upon him by the flames he became disfigured and grotesque in appearance. Without hesitation he leapt into the gate. Owing to the fact that the burning gate area at Chatham had caused the gate to malfunction he never fully materialised at Arkham. Unable to exit from the gate at Arkham Elias was faced with the prospect of being seemingly trapped in a state of limbo for the rest of

eternity.

During his time in confinement in the gate area he discovered that by expanding **POW** he was able to make things happen (See the section on Elias's Magical Powers for further details). Having discovered that by expanding **POW** that he was able to move in non-corporeal form anywhere within a 200 yard diameter of the gate he set about seeking a means of escape. Over the years he has driven himself totally insane trying to escape but he has discovered a means of escape. All that he has to do is to capture enough **Essence of POW** to be able to break through the barrier imposed by the malfunctioning gate.

NOTE – The **Essence of POW** is that **POW** which escapes from all humans at the time of their deaths. The malfunctioning gates have given Elias the power to collect this **POW**.

Over the years Elias has been collecting this **POW** and there now only needs to be 4 more deaths within his area of influence for him to break through the barrier.

Three days after he became trapped in a state of limbo one of his experimental animals, a Tyrannosaurus Rex, escaped from the pit (See the Tower Area 6 for further details). Once out in the countryside the hungry dinosaur managed to devour 3 people, 2 cows and a sheep. The local militia were quickly assembled by a devout clergyman who mistakenly identified the dinosaur as a gargoyle. After destroying the beast the militia were able to trace its trail back to Hobart's tower.

Once inside the tower they found no sign of Elias or his family, but they uncovered much evidence of sorcery and witchcraft. Whilst exploring beneath the tower they discovered a pit containing another 5 'gargoyles'. The militia destroyed all of the chemical apparatus, incinerated the 'gargoyles' and then sealed off the passageway beneath the tower. Since they could find no trace of the Hobart family they assumed that the 'gargoyles' had devoured them.

Following the episode of the 'gargoyles' rumours soon spread that the house was haunted by the ghost of a burning man and the house soon fell into disuse. Although no one knew why a ghost of a burning man would wish to haunt the house the locals all assumed that it had something to do with the gargoyles.

Over the years the house developed a long history of unfortunate happenings and fatal accidents that had befallen travellers who had passed through the area.

On a stormy night in 1826 the house was accidentally burnt down by 2 vagrants who were being haunted by the 'burning ghost'. In the course of trying to escape from the ghost an oil lamp was knocked over, and the house was burnt down. Not wishing to be arrested for arson the 2 vagrants attributed the blame to the 'burning ghost'. The citizens of Arkham accepted the story, relieved that the evil place had finally been destroyed.

In 1866 the Hoesynth family decided to build a new house on the foundations of the Hobart house, much to the consternation of the local residents. The Hoesynth house had a history of unhappy events culminating in the murder of a child in 1913 (See the section on Clues for further details). The house was abandoned not long after the tragic affair and the property fell into the hands of **J. Watson Ltd, Real Estate Dealer**.

RECENT EVENTS.

Three months ago the Hoesynth house was sold to an out of state buyer for quite a lot of money, with a no questions asked proviso attached to it. The house is now occupied by a gang of mobsters from New York, led by **Grazziani Verducci**. These mobsters are using the haunted house as a base for their smuggling activities.

The house is ideal for the mobsters because it has a reputation of being haunted and as such keeps local snoopers away. Owing to the terrible events of 1913 (See the section on clues for further details) the local

police are not too keen on going anywhere near the house. The illicit liquor arrives by ship once per week (Sunday) and is stored in the house's secret cellar (**Area 14a**). The liquor is then transported to New York by a truck on the following Thursday.

Ever since the time when they took up residence in the house the mobsters have been plagued by a whole series of unfortunate accidents. Recently one of their number has apparently committed suicide. Not wishing to attract unwanted police attention, Verducci hid the body at the bottom of an overgrown well that is situated approximately 60 yards south of the house.

Verducci believes that the mysterious accidents and Antonio's death (The dead mobster) may be the work of a rival gang attempting to muscle in on his operation. It was Verducci's paranoia that led to the subsequent murder of Jeremy Lombard. Jeremy Lombard was writing a story that would have destroyed Verducci's operation. Unfortunately for him, he was unlucky enough to be seen observing the house. Verducci quickly jumped to the conclusion that Jeremy Lombard was somehow responsible for Antonio's death. Verducci, Emilio and Luigi followed Jeremy to his apartment where they easily managed to subdue Jeremy. Once they had discovered what Jeremy was up to and how much he knew about the operation they decided to silence the reporter. After removing all of the incriminating evidence that they could find, Verducci forged a false suicide note and then pushed the hapless reporter out of the open window to his death.

NOTE - Despite removing all of the evidence that they could find the mobsters still left enough evidence for the investigators to uncover to give them a good start on the case.

Because of one his unstable mental condition, the mobster Luigi forgot to remove the missing diary pages (See Jeremy's apartment for further details) from the inside of his coat pocket. The missing pages contain details about the mobsters operations in the area. If these missing pages were handed over to the local police then the police would jump to the right conclusion that the mobsters murdered Jeremy Lombard because he knew too much.

Having already murdered Antonio, Elias is now concentrating all of his energies on trying to kill Luigi. As a result of this Luigi is in a nervous wreck who loathes being left alone. In particular he hates being left alone when the others go to town on their twice weekly shopping trips (Monday and Friday). Luigi often babbles on about seeing the ghost of a burning man, but none of the others believe him since he is the only one who has ever seen it.

Luigi has even fired shots at the ghost in an attempt to kill it. This only succeeded in bringing the activities at the house to the attention of the local police. But Verducci managed to convince them that the shots that had been heard were due to them hunting rabbits in the vicinity of the house.

PART 1.

THE SUICIDE OF JEREMY LOMBARD.

The death of Jeremy Lombard was described by the local police as being a straight forward case of suicide. After searching through his personal possessions (Diaries, notebooks etc.) and reading his suicide note, they found no reason to suspect foul play.

Bearing in mind the erratic lifestyle that he had been leading in the 2 weeks prior to his death the police failed to attach any significance to the fact that 2 pages had been torn out of his diary. The police believe that Jeremy Lombard's mind had obviously been unstable for 2 weeks and the suicide note tends to reinforce their viewpoint.

SOURCES OF INFORMATION

THE APARTMENT This is the first place that should spring to the investigators minds of where to look for clues pertaining to Jeremy Lombard's death. Unfortunately the players will experience much difficulty in trying to get into the apartment. Selwyn Robards does not have a set of keys to the apartment. Worse still, owing to Selwyn's constant calls for a more thorough investigation the police have sealed off the apartment just in case anything new turns up.

NOTE - Nothing new will turn up unless the players uncover it themselves.

On closer inspection the players will discover that the apartment appears only to have been sealed off as a matter of procedure.

In order to enter the apartment the investigators have 2 courses of action open to them. They can either break in through the window or the door. Whichever way the investigators try to enter the apartment they must make a successful **Sneak** roll to avoid attracting the unwanted attention of the other residents in the block.

If the investigators choose to enter the apartment by way of the window then they will have to lower a rope from the roof. The Ashton block is some 6 storeys high, but providing a sensible amount of precautions are taken then the players shouldn't experience too much difficulty entering the apartment.

The door can be opened by making a successful **Lock Picking** roll (See the **Cthulhu Companion** for details of this skill), or by any other means which the investigators may devise. Any loud noise such as the smashing of a window or the battering of a door will certainly cause the other residents of the block to take notice. The apartment door has a resistance of 15.

If the investigators come into contact with any of the other residents then they can attempt to allay their fears by making either a successful **Fast Talk** or **Oratory** roll. Failure to do this will result in a phone call being made to the police. Two policemen will arrive at the scene some **3d6** minutes later.

If the investigators are inside the apartment when the police arrive they will have to act fast if they are to avoid being arrested. To avoid being arrested they can either make a successful **Law** roll or attempt to bribe the policemen. A reasonable bribe of \$25 - \$50 would suffice. Either way the policemen will turn a blind eye to the activities of the investigators.

However, if the investigators are arrested they will be taken to the station and held in custody for the night. On the following morning they will receive a verbal warning not to do it again, and then be released without being charged. From this point on the police will maintain a heavy surveillance of the investigators who they will regard as being the main suspects in the Jeremy Lombard 'suicide' case. In order to avoid this situation the investigators will have to convince the police that Selwyn Robards has hired them to investigate the case. A quick phone call to Selwyn will be sufficient enough to cause the police to call off the surveillance.

Once inside the apartment the investigators will have quite a selection of evidence to look at;

(1) **Jeremy Lombard's Diary** - This covers the year 1920 and contains the writings that one would associate with a local reporter. (Eg. Club and association meetings, summarised reports and local scoops etc.)

There are 4 entries in it that will be of interest to the investigators;

Monday, August 16th: 'Isiah Turnbull has reported the loss of a cow in the most mysterious of circumstances. I went out to see him and was not surprised to see that he was upset at his loss. There was a huge pool of blood in the field. I followed the

trail of blood as far as the main road before I lost it.'

Wednesday. September 1st: 'Turnbull has reported the mysterious disappearance of 2 chickens and a sheep. Yet again I found a trail of blood that headed North towards the road. I must take the time to investigate what is happening. Turnbull has now taken to openly carrying his shotgun.'

Friday. September 3rd: 'Whilst talking to Turnbull earlier this morning, he told me about a truck that goes to the house once every week without fail. I saw it last night and I also saw what they were up to.'

Thursday. September 6th: 'Tonight, before writing my article I will go out and check that my facts are right. Who knows, perhaps the old Hoesynth place will prove itself to be my big break after all.'

Beyond this point the diary contains no more entries, although anyone -reading it will notice that a page has been torn from it. The missing page contains the space for Friday 10th and Saturday 11th of September.

(2) Jeremy Lombard's Appointment Book - This can be found inside the top drawer of his desk. It contains the following information for the month of September.

3rd September: 9AM. Turnbull's Farm - Check up on the missing animals.

4th September: 9AM. McCormick's Farm.

6th September: 1PM. J. Watson Ltd Real Estate Dealer - Check up on the house.

9th September: 2.15PM. Dr Wade - Gunshot wounds?

10th September: Midnight. Deadline!

The diary and the appointment book should give the investigator enough clues as to where to look next. However, if the investigators search the moderately well furnished apartment even further they will have a good chance of uncovering even more clues.

(3) The Waste Bin - If the players make a successful **Spot Hidden** roll they will notice that the bin is full up of discarded pieces of paper. If the bin is emptied and the papers are read through then the investigators will discover half a dozen versions of Jeremy's story.

The mobsters didn't think of checking the bin for any incriminating evidence before they left. The most useful version of the story reads as follows-

SPIRITS OVER ARKHAM.

'The recent flurry of activity that has taken place at the Haunted house is only the latest in a long history of strange events that have plagued the locality. The strange events have included such things as the Arkham gargoyle, the ghost of the burning man numerous unexplained disappearances and many tragic accidents. The new residents of the house

are engaged in illegal and secretive night time activities. These evil men-

NOTE - At this point the writing abruptly ends and the words '**TOO SLANDEROUS**' have been written across the page.

(4) The Ash Tray - This contains a cigar butt. If the investigators check with Selwyn they will discover that Jeremy didn't smoke. If the remains of the cigar are taken to a tobacconist for examination they will be told that it is a high quality Havana type. If further questioned the tobacconist will reveal that it is of a rare type, only ordered by Mr Verducci who lives at the Hoesynth house.

NOTE - Any evidence gained by investigating the apartment would have to be used very carefully. Although the evidence might cast doubt upon the suicide verdict, the fact that the investigators had broken into a sealed room would not go unnoticed by the local police.

OTHER SOURCES OF INFORMATION.

THE EDITOR OF THE ARKHAM REPORTER - The Arkham Reporter is a local paper that is struggling to avoid a take over from the much more popular Boston Globe. The editor will tell the investigators that he was upset by the news of Jeremy's suicide. If questioned further about Jeremy he will reveal that Jeremy was 'too noseey for his own good and more often than not he became too involved in his assignments.' He had no idea what Jeremy was working on, but whatever it was, it was most certainly taking up most of his time. Jeremy used to regard himself as 'a bit of a detective.'

JEREMY LOMBARDS' NEIGHBOURS. - All of them will say how much he seemed to be enjoying life. Further questioning will reveal that he was a clean living person who didn't even smoke. (This is a very useful piece of information when used in conjunction with the evidence found in the ash tray). If any of the investigators makes a successful **Luck** roll then one of the neighbours will mention that a few minutes before Jeremy's body was found he observed 3 men leaving the reporter's apartment. The neighbour will also reveal that it was too dark in the hallway to reveal who the men were.

THE SUICIDE NOTE. - This item is kept at the local police station and a successful roll in any of the following skills, **Debate, Fast Talk, Law** or **Oratory** will allow the investigators to gain access to it. If the investigators compare the writing with that in the diary, and make a successful **Spot Hidden** roll they will notice that it is slightly different. The police attributed this to Lombard's unstable mental state at the time of his suicide, although the investigators will no doubt jump to the conclusion that the suicide note was forged.

How the investigators manage to compare the two pieces of writing is a problem that they will have to overcome. On no account will the police let the suicide note out of their sight. Either one of Lombard's notebooks will have to be smuggled into the police station or they will have to take a photograph of the suicide note. The investigators will have to obtain police permission to photograph the suicide note, a successful **Fast Talk** or **Law** roll will achieve this. In order to obtain a clear photograph a successful **Photography** roll will have to be made.

Although by this time the investigators may have collected some information that could possibly cast doubt on the suicide verdict, the evidence is only circumstantial. A quick conclusion on the part of the investigators or a phone call to Selwyn will reveal that their next course of action should be to observe the occupants of the Hoesynth house in the hope that something useful will turn up. (Namely the missing diary pages and the details of the mobsters smuggling operation.)

PART 2.

THE OCCUPANTS OF THE HOESYNTH HOUSE.

The Hoesynth house is currently occupied by 5 mobsters, who are using it

as a base to smuggle illicit Canadian liquor into the country.

THE MOBSTERS.

GRAZZIANI VERDUCCI (Age 46)

STR 16 CON 14 SIZ 13 INT 14 POW 12 DEX 15 APP 11 EDU 11 SAN 85 HPS 14

SKILLS; SHOTGUN 55%, KNIFE 42%, REVOLVER 72%, DRIVE 45%, SPOT HIDDEN 45%, SNEAK 50%, FAST TALK 60%, LAW 50%, HIDE 40%.

NOTE - Verducci is the leader of the mobsters, he is slightly paranoid that another mob is attempting to muscle in on his operation. He carries a .45 Revolver with him at all times. He is sufficiently clever enough to twist the letter of the law to suit his own purposes.

LUIGI (Age 27)

STR 17 CON 15 SIZ 18 INT 11 POW 4 DEX 14 APP 9 EDU 7 SAN 17 HPS 17

SKILLS; CTHULHU 8%, SHOTGUN 30%, KNIFE 60%, REVOLVER 25%, DRIVE 20%, SPOT 35%, SNEAK 20%, FAST TALK 12%, HIDE 35%.

NOTE - Luigi is currently on the verge of a nervous breakdown. He carries a shotgun 20 gauge with him at all times. He is also armed with a butcher knife. If he notices anyone sneaking about in the shadows he won't hesitate to blow them away.

ANTONELLA (Age 19)

STR 9 CON 14 SIZ 9 INT 13 POW 13 DEX 11 APP 18 EDU 8 SAN 42 HPS 12

SKILLS; SHOTGUN 30%, KNIFE 39%, PISTOL 45%, DRIVE 35%, SPOT HIDDEN 25%, SNEAK 50%, FAST TALK 35%, HIDE 45%.

NOTE - Antonella is Verducci's moll, she accompanies him wherever he goes. Her favourite weapon is a .22 Automatic pistol which she keeps upstairs, inside a false bible.

EMILEO (Age 25)

STR 14 CON 12 SIZ 10 INT 10 POW 6 DEX 17 APP 7 EDU 10 SAN 80 HPS 11

SKILLS; SHOTGUN 46%, KNIFE 46%, REVOLVER 56%, DRIVE 54%, ACCOUNTING 55%, SPOT HIDDEN 70%, SNEAK 35%, FAST TALK 21%, HIDE 30%.

NOTE - Emileo is Verducci's accountant. He usually carries a .38 revolver with him whenever he leaves the house.

ROSSI (Age 37)

STR 13 CON 14 SIZ 15 INT 8 POW 8 DEX 13 APP 9 EDU 12 SAN 63 HPS 15

SKILLS; KNIFE 62%, PISTOL 37%, DRIVE 67%, SPOT HIDDEN 55%, SNEAK 70%, FAST TALK 35%, LAW 27%, HIDE 25%.

NOTE - Rossi is the mobsters **Wheelsman**. He always carries a .22 Automatic pistol and a butcher knife.

THE MOBSTERS ROUTINE - Due to the recent inexplicable events and Grazziani Verducci's rapidly developing state of paranoia the mobsters are on the lookout for members of a rival gang. If they come into contact with anyone who act like rival mobsters (Eg. A party of gun blazing adventurers) then they will most likely take action against them.

NOTE - If the party decide to attack the mobsters and leave any of them alive then the Keeper should feel free to let the mobsters recruit some other men or to even let them strike back against the investigators.

The mobsters have a set routine which they follow every week;

SUNDAY - At midnight, the Englishman (A British ship carrying liquor from Canada) is signalled from the tower. A torch is flashed in a set signal so as to signal to the ship that everything is all right. The ship then lays anchor and the mobsters and the ship's crewmen begin unloading the liquor. Whilst the ship is being unloaded Antonella and Luigi keep a lookout for any sign of trouble. It usually takes 3 hours for the liquor to be loaded and stored in the secret chamber (**Area 14a**). Guns are carried by

all during the operation

MONDAY - Between the hours of 1PM and 4PM all of the mobsters apart from Luigi go into town to do some shopping.

THURSDAY - Every week between the hours of 3AM and 4AM a truck arrives at the house. During its stay at the house the truck is loaded with the smuggled liquor. All of the mobsters take part in the operation, including the driver and his mate, both of whom carry .38 revolvers. Once the loading has been completed the truck is driven to New York. Once there the liquor is then distributed to various retail outlets.

FRIDAY - Between the hours of Noon and 4.15PM Luigi remains in the house whilst the rest of the mobsters go on a shopping trip to Arkham.

THE DAILY ROUTINE AT THE HOUSE.

MORNING – During this time both Emileo and Rossi will be asleep in their rooms. The other 3 mobsters will either be in the house or somewhere in the immediate locality.

AFTERNOON – The amount of activity in the house significantly increases and all of the mobsters will be awake. Anyone observing the house will hear the noise of music emanating from the mobsters radio.

NIGHT – Emileo and Rossi will both be awake whilst the others are asleep. Both men carry loaded guns.

NOTES ON THE MOBSTERS.

The Keeper should keep a note of Luigi's declining **SAN** as he will eventually go completely insane. On observing the occupants of the house a successful **Anthropology** roll will reveal them to be city dwellers.

If the investigators become side tracked enough to follow the liquor truck it will lead them to a gang of mobsters based in New York. The running of these mobsters is left entirely to the Keeper's discretion.

If the crew of the Englishman suspect that anything is amiss they will flee rather than fight.

PART 3

ELIAS HOBART

Elias Hobart is an 18th century wizard who is trapped in non-corporeal form within the immediate vicinity of a gate. As such he is restricted in his wanderings to an area within 200 yards diameter of the gate (**Location 15** in the house). Elias needs to kill/or have killed 4 more people within the area to which he is confined before he can break through the barrier that has been created by the malfunctioning gate.

If a person is killed within the area then Elias can capture the **Essence of POW** released at the time of the person's death, and use it to break through the barrier. If Elias succeeds in doing this then a huge explosion will tear location 15 apart. Locations 1, 4, 5, 9 and 14b, together with the front door and the northern end of the upstairs corridor will feel the effects of the explosion. Anybody caught in location 15 at the time of the explosion will suffer 8d6 damage. Those caught at locations 4 or 14b will suffer 4d6 damage, whilst those unfortunate enough to be at locations 1, 5, 9, the front door or in the upstairs corridor will suffer 2d6 damage. Elias will take no damage from the force of the blast. During the ensuing chaos Elias will stealthily try to sneak out of the house, whereupon he will head directly to the tower. Once there he will commence removing the rubble that blocks the stairs. After he has completed this task he will make his way down to the secret chamber

(Location 7b) and then drink the contents of one of the potion bottles. He will then commence the second part of his plan (See the section entitled **If Elias Escapes** for further details).

After the explosion has occurred all of the mobsters who have survived the blast will rush out of the house. The Arkham police will arrive on the scene some 30-60 minutes later.

NOTE – The explosion will have caused some major structural damage to occur at the northern end of the house.

If the police arrive and the mobsters are still alive the mobsters will spend approximately 2 hours convincing the police that the explosion was caused by a gas leak. (The house is not fuelled by gas).

The mobsters will now be convinced that another gang are trying to rub them out and will only remain in residence at the house just long enough to secure the delivery of another consignment of liquor. Once the liquor has been despatched to New York the mobsters will vacate the premises for good.

ELIAS HOBART (Age 46)

STR 14 CON 16 SIZ 10 INT 16 DEX 11 APP 2 (5 after Imbibing the potion) EDU 14 POW 17 (But can rise to 21) HPS 6 (13 after imbibing the potion) SAN 32.

SKILLS; KNIFE 75%, WOOD AXE 45%, SMALL CLUB 46%, SNEAK 35%, HIDE 49%, ORATORY 48%, SPOT HIDDEN 32%, ASTRONOMY 37%, ARCHEOLOGY 41%, BOTANY 10%, CHEMISTRY 63%, FIRST AID 67%, PHARMACY 87%, TREAT DISEASE 22%, TREAT POISON 23%, ZOOLOGY 71%.

SPELLS; SUMMON DIMENSIONAL SHAMBLER, BIND DIMENSIONAL SHAMBLER, CALL YOG-SOTHOTH, CREATE GATE, CREATE ANIMATED SKELETON.

POSSESSIONS; WOODAXE, SACRIFICIAL SILVER KNIFE, AMULET OF SKELETON CONTROL.(See the next page for further details).

NOTE - Once he has broken free of the malfunctioning gate Elias will lose all of his special magical abilities which were created by the malfunctioning gate. Elias will use the Amulet and all of his spells to the best of his ability. He has a +5% chance to Call Yog-Sothoth. The Sacrificial knife that he carries only has a +10% chance to summon a Dimensional Shambler. Elias would much rather use the other such knife which is to be found in the kitchen (**Room 3 of the house**).

THE AMULET OF SKELETON CONTROL - This is a special magical device which he created himself. It consists of a large emerald which is set in a silver holder. This item would fetch a price of around \$600 on the open market. Elias made two of these devices, one of which he wears whilst the other lies hidden amongst the rubble in the basement of the house at Chatham.

The purpose of the amulets was to protect the wearer from being attacked by his skeletal guardians. The amulets have the following powers;

(1) The wearer is protected from attacks by any of the animated skeletons that Elias has created.

(2) The wearer can only be attacked by any other skeleton which is able to successfully pit its **POW** against half of the wearers **POW** on the Resistance table. (Page 15, **CofC Rulebook**.)

(3) The wearer never loses any **SAN** when viewing any skeletons.

(4) The amulet has a base 50% chance of attracting any animated skeletons within a 50 yard area of it towards the wearer. The Keeper should note that this last property of the amulet has its uses, but it could also cause more trouble than what it is worth, especially for any of the wearer's unprotected colleagues.

NOTE - None of the properties of the amulet are immediately obvious, consequently the wearer will have to experiment if he wishes to discover

whether or not it possesses any magical powers.

ELIAS'S ACTIONS WHEN HE IS IN NON-CORPOREAL FORM.

Elias will spare no effort in trying to cause the deaths of anyone who is in his area of influence. At the start of the scenario he is concentrating all of his efforts on Luigi, however he will gladly turn his attention on the investigators if he sees the chance of success.

Whilst in this form Elias can only use the magical powers that have been caused by the malfunctioning gate.

ELIAS'S MAGICAL POWERS.

Elias is normally invisible and confined to the area within the pentagram (**Location 15**). If he wishes to engage in activity outside of the pentagram then he must expend magic points. Initially he has 17 magic points, but with each death that occurs within his area of influence he gains another magic point (**+1 POW**). When his **POW** reaches 21 he will be released from his imprisonment.

Whilst trapped in the malfunctioning gate Elias can use the following special magical powers;

MOVE AT NORMAL SPEED - This costs 1 magic point per 4 minutes to use, and gives Elias the power to move up to 200 yards away from the pentagram. Whilst in this state he can pass through solid objects such as walls, floors, people etc. If Elias passes through the body of a person the person will give an involuntary shudder as though some one has walked over his grave. If Elias is visible at the time then the person affected will lose 1d3 **SAN**. (or only 1 point if a save is made.)

MOVE AT DOUBLE SPEED - This costs 3 magic points per 4 minutes to use, and gives Elias the same abilities as those granted by moving at normal speed. But in addition to this Elias can move at twice his normal speed.

CAUSE A GUST OF WIND - This costs 1 magic point per 2 minutes to use and gives Elias the ability to create a strong draft of wind. Elias will use this to slam doors, ruffle curtains and blow papers about. Which should be enough to unnerve the investigators.

MINOR ANIMATION - This costs 3 magic points per 4 minutes to use. It gives Elias the ability to animate small objects. He will use this to do things such as turn on taps, turn keys or even switch on the radio.

ANIMATE MEDIUM SIZED OBJECTS - This costs 1 magic point per minute to use, and gives Elias the ability to animate medium sized objects, eg. Knives, tools, etc. Elias can use this ability to attack with weapons at a base 40% chance to hit. Anyone witnessing the sight of a medium sized animated object will have to make a **SAN** roll if they wish to avoid the loss of 1 point of **SAN**.

ANIMATE LARGE OBJECTS - This costs 3 magic points per minute to use. It gives Elias the ability to animate large objects. (Eg. Tables, chairs etc.) With this ability Elias can throw/push objects at people. His base chance to hit is 25%. Anyone being hit by such an object will suffer 1d4 damage. Anyone witnessing the sight will lose 1d4 **SAN**. (No **SAN** will be lost if a save is made.)

ANIMATE DEAD BODIES - This costs 3 magic points per minute to use. Once a body has been animated it will be able to attack at a base 25% chance (MOVE 8.) Anyone seeing an animated body will lose 1d6 **SAN** unless a **SAN** roll is made, in which case they will only lose 1 point of **SAN**.

BECOME VISIBLE - This costs 3 magic points per minute to use, and it gives Elias the power to become visible.

Anyone viewing Elias will see the figure of a grotesque burning man. Unless a **SAN** roll is made the viewer will lose 1d4 **SAN**.

CREATE A SMELL - This costs 3 magic points per minute to use and it can be of any type ranging from the fragrance of roses to the most loathsome of odours.

AUDIBLE LAUGH OR GROAN - This costs 4 magic points per minute to use and it will be used by Elias when he either wishes to attract attention or scare people away. Both the scream and the laugh are somewhat disturbing, and anyone who hears them will have to make a **SAN** roll or lose 1 point of **SAN**.

ANIMATE MACHINERY - This costs 4 magic points per minute to use. This gives Elias the ability to automatically take control of cars and trucks causing them to increase in speed by 10MPH per minute. To wrest the vehicle from Elias's control the driver must make a successful **Drive Automobile** roll. Elias will try to ram the vehicle into the side of the house. If he takes over a driverless car he will try to run over everyone he comes across. Players facing this situation must make a **Dodge** roll to avoid being run over. The damage that will be inflicted by being run over = 2d6 +1d6 per 5MPH of speed. The damage will be halved if a successful **Luck** roll is made. Anyone witnessing such an event will lose 1d4 **SAN** unless a **SAN** roll is made. Those making a successful **SAN** roll will only lose 1 point of **SAN**.

ANIMATE PLANTS - This costs 6 magic points per minute to use. When in use this will give Elias the ability to control plants ranging in size from a mere blade of grass to a small sapling. He can cause boughs to attack at a base 25% chance (Inflicting 1d4 damage.) and the plant to move at the movement rate of 1. This is Elias's least favoured form of attack but he may be tempted to use it against the investigators if he notices them prowling about in the bushes For instance he may wish to move the branches of a bush so as to lead the investigators into a trap, or even cause them to trip and expose themselves. The Keeper should use this magic power so as to give the scenario a haunted feeling (Eg. Rustling bushes, swinging branches etc.) Anyone witnessing such events will lose 1d6 points of **SAN** if a **SAN** roll is not made. If a **SAN** roll is made then only 1 point of **SAN** will be lost.

PHYSICAL TOUCH - This costs 6 magic points per minute to use and gives Elias the power to physically touch a person. The recipient of the touch will feel a cold clammy hand press against his flesh, and will involuntarily emit a scream. The affected person will have to make a **SAN** roll if he is to avoid the loss of 1 point of **SAN**.

SONIC ATTACK - This costs 8 magic points per minute to use. Using this ability will enable Elias to emit a high pitched

hum which will cause fragile objects such as plates and window panes to shatter. So far Elias has only used this when Luigi has been alone in the house. By simply directing his attack at a solitary object Elias automatically hits it doing 1d3 points of damage. (Which is enough to shatter any normal pane of glass or piece of pottery.) This attack can also be directed against a person, causing him 1d3 points of damage and making his body quiver. Anyone witnessing this form of attack will lose 1d2 points of **SAN** unless a **SAN** roll is made. A successful **SAN** roll means that no **SAN** is lost.

NOTES ON USING ELIAS'S MAGICAL POWERS

All of the powers can either be used separately or cumulatively providing Elias has enough magic points remaining to achieve the desired result. Once his magic points reach 0 all of the effects stop and Elias is drawn back within the confines of the pentagram.

Once back within the area of the pentagram Elias can recuperate his lost magic points at the normal rate (ie. One quarter of the user's POW per 6 hours).

When in non-corporeal form Elias cannot use any of his weapons or any of the spells that he knows. He can only use the powers that have been created by the malfunctioning gate. In this form he can't be successfully attacked by any normal means.

DESTROYING ELIAS WHEN HE IS IN NON-CORPOREAL FORM.

There are 2 basic ways of achieving this, although ingenious players may discover other means to achieve this (subject to the Keeper's ruling).

(1) THE COMPLETE DESTRUCTION OR REMOVAL OF THE PENTAGRAM - It will take the investigators approximately 3 hours of continuous hard work to remove all traces of the pentagram. More drastic measures such as the complete destruction of the chamber will achieve the result much quicker. Elias will always try to maintain enough magic points to cover for this eventuality arising.

(2) BY SUMMONING A DIMENSIONAL SHAMBLER - If such a monster is summoned by an investigator then it will be able to enter the area of the pentagram and directly engage Elias in combat. In such a combat as this Elias would only be able to use either his knife or wood axe. A spell **Summon Dimensional Shambler** can be found in the storage room (**Room 4**), whilst the dagger needed to cast the spell can be found in the kitchen (**Room 3**).

If Elias is destroyed by the investigators they will each regain 1d6 **SAN**.

IF ELIAS ESCAPES.

Once Elias has successfully escaped from his confinement and made his way to the secret chamber at the base of the tower (**Area 7b**) he will commence part 2 of his plan. During the following 2 days he will set about salvaging as much of his chemicals and apparatus as is possible so as to create 4 more **Animated Skeletons** (Which are identical to those found at **area 7a**). Once his skeletons have been completed he will order them to kill all the inhabitants of the house and everybody else in the immediate vicinity. It is Elias's wish to kill all of the intruders on his property. If this measure fails he will wait to midnight before attempting to **Call Yog-Sothoth**. He has a 65% chance of achieving this. (The tower has a 60% enchantment and he has a +5% bonus whenever he tries to cast this particular spell).

Seconds before attempting to cast this spell he will instruct the 2 guardian skeletons (from **area 7a** beneath the tower) to attack the occupants of the house. It is Elias's belief that the skeletons will create a large enough diversion to keep everybody occupied long enough for him to successfully cast his spell.

Assuming the spell is successful, once **Yog-Sothoth** arrives Elias will direct the deity against the occupants of the house. Yog-Sothoth will then choose one person from the house at random to be its victim. Unless attacked Yog-Sothoth will just take the victim and depart. However, if Yog-Sothoth is attacked it will attempt to kill everybody that it can see. (**NOTE** - This includes **Elias**.) Once it is certain that everyone is dead it will then depart.

There are 4 ways that the investigators can avoid being killed by Yog-Sothoth;

(1) If they concentrate on stopping Elias from casting the spell then Elias would not be able to call Yog-Sothoth. In order to spot what Elias was up to the investigators would not have to be in combat (with either the mobsters or the skeletons). Any such investigator would have to make a successful **Spot Hidden** roll.

(2) The destruction of the tower before Elias has finished casting his spell would cause Yog-Sothoth not to appear.

(3) The failure of the spell would result in the non-appearance of Yog-Sothoth. Elias would then return to his secret chamber to rethink his next move. The playing of Elias from this point on is completely up to the Keeper, but his most likely move would be to either **Summon Dimensional Shambler** or **Create Animated Skeletons**. If given the chance he will create 4 more animated skeletons identical to those at **area 7a** within a week.

(4) If Yog-Sothoth does appear then the party would be wise to flee the scene, failing that they could attempt to hide. In order to hide from Yog-Sothoth they must make a successful **Hide** roll.

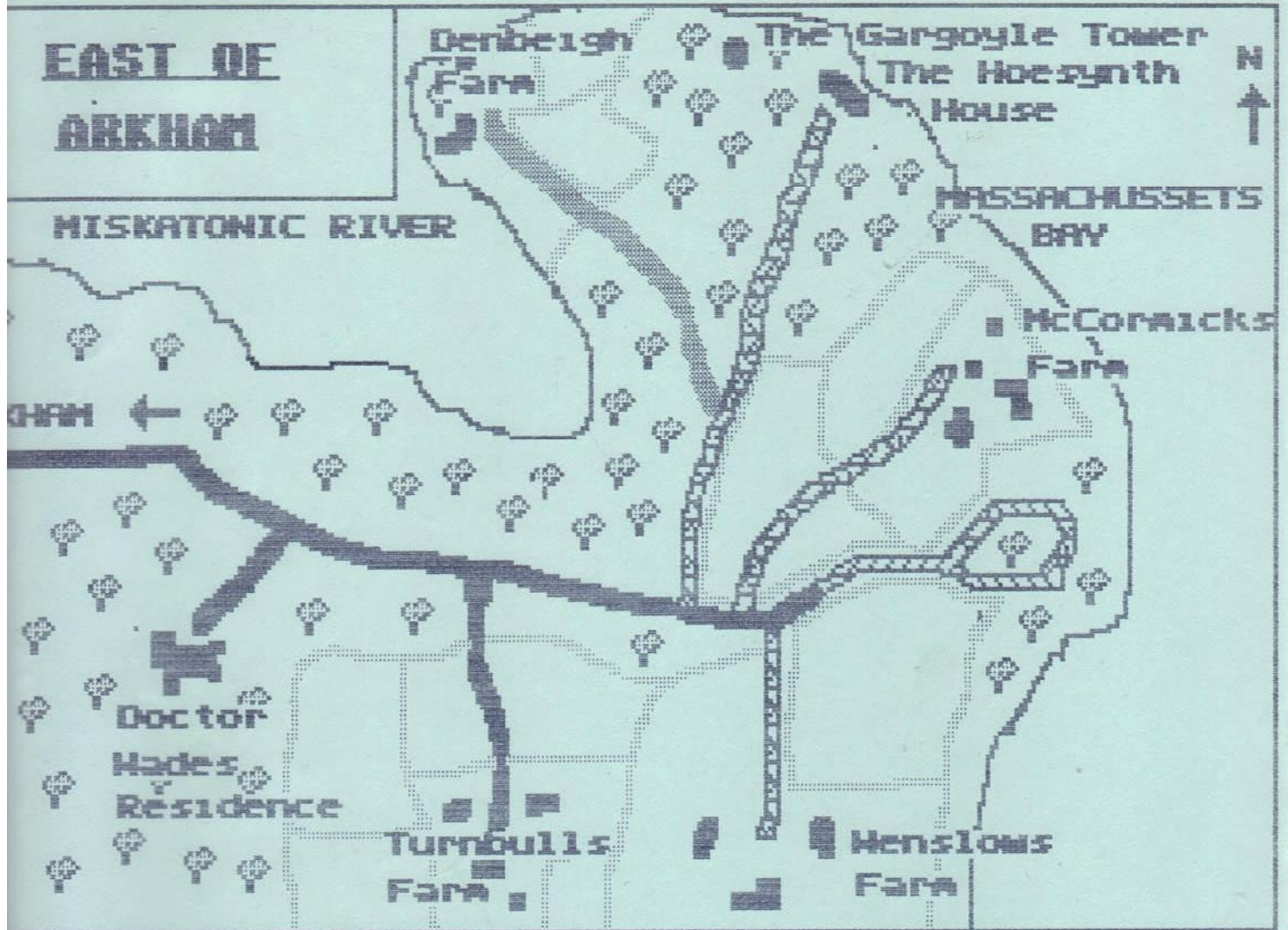
FINAL NOTES ON ELIAS.

Once Elias has been released from his confinement in the malfunctioning gate, he will lose all of the powers bestowed by the malfunctioning gate. He will be able to use his spells and his weapons. In this form he can be killed by normal weapons. If Elias can reach the relative safety of his chamber then he should prove himself to be a powerful adversary. Any noises of gunshots or explosions that occur at the house will most certainly attract the attention of the local police. They will arrive on the scene some 30-60 minutes later. If he is not killed during the course of the scenario then Elias will recommence his work on trying to discover the secret of immortality.

INVESTIGATING THE CASE IN MORE DETAIL.

THE IMMEDIATE LOCALITY - The evidence collected in Jeremy Lombard's apartment will lead the investigators to believe that a murder has been committed. All of the evidence will point towards the occupants of the Hoesynth house. The occupants may wish to gather evidence about the house and its occupants from the neighbours. (Please refer to the map **East of Arkham** for a more clearer view of the geographical situation of the house).

Denbeigh Farm - This is a derelict farm that was abandoned at the turn of the century. It shows much signs of recent use. The house is currently occupied by 3 vagrants, 2 men and a woman. All of them carry switchblade knives, and one of the men has a .32 revolver. Upon the first sign of anyone approaching the farm, they will all attempt to hide themselves in the wooded area to the west of the farm. If the investigators check inside the buildings they will discover the carcasses of a cow and a sheep. The vagrants are the ones who are responsible for stealing Turnbull's



KEY TO THE MAP

- | | | |
|-----------------|-------------|----------|
| Tarmac Road | Gravel Road | Hedges |
| Unsurfaced Road | Buildings | Woodland |

livestock. If the players make a **Spot Hidden** or a **Track** roll they will discover where the vagrants are hiding. Once the vagrants have been discovered the investigators should use the threat of informing the police (or Turnbull) to make the vagrants talk. The vagrants will reveal that they have seen strange flashing lights shining out to sea from the gargoyle tower on every Sunday night without fail. They have also heard the sound of a truck travelling up the road towards the house in the small hours of every Thursday morning.

Turnbull's Farm - This farm has suffered from the recent loss of some of its livestock. Joshua Turnbull is understandably upset at his loss and has taken to patrolling the estate. If he comes across anyone trespassing he will more than likely open fire on them. He carries a 20 gauge shotgun, but his weapon skill is only 20%.

If questioned he will reveal that he often hears the sound of a truck making its way to the Hoesynth house every Thursday morning, but like most farmers in the district he minds his own business.

He will give a reward of \$25 to the person who informs him that the vagrants at Denbeigh Farm are responsible for the loss of his livestock.

McCormick's Farm – This is a small, moderately prosperous farm that has a small herd of cows, a flock of sheep and an orchard. If questioned about their neighbours Samuel McCormick and his wife will reveal that they have often heard the sound of a truck making its way to and from the Hoesynth house early on Thursday mornings. They have also seen lights flashing from out to sea. They believe that something may be amiss, but they want to keep their noses out of it.

Wenslow's Farm - This is a normal farm which is run by Josiah Wenslow and his wife. Wenslow has neither seen or heard anything which is suspicious. He has heard of his neighbour's recent bad luck.

Doctor Wade's Residence - Doctor Nathan Wade is a middle aged practitioner who has lived in the area all of his life. He knows the following pieces of information which may be of use to the investigators;

- (1) He recently treated one of the occupants of the Hoesynth house for a .38 gunshot wound. The person 'Antonio' put it down to a hunting accident.
- (2) Another occupant of the house 'Luigi' seems to be on the verge of a nervous breakdown.
- (3) He has heard a truck every Thursday morning for the last 3 months going past his residence making its way east, but only to return approximately 2 hours later.
- (4) He has seen a large bonfire lit most nights at the old Denbeigh farm.
- (5) He knows that the Hoesynth house is supposed to be haunted, and that it is built upon the foundations of a much older house.

OTHER SOURCES OF INFORMATION RELEVANT TO THE CASE.

The case has an abundance of clues for the investigators to uncover. This section contains enough information to help the investigators to unravel the mystery of the Hoesynth house and the nature of its occupants (Both Elias and the Mobsters).

LOCAL GOSSIP - By listening in on local conversations, or simply conversing with the inhabitants of Arkham the investigators will uncover the following items of interest;

"Recently shots have been heard coming from the Hoesynth house. The current residents 'A suspicious group of people' claim that they were hunting rabbits, but I'm sure that the sound of a gun was from a revolver."

"The new residents of the house keep themselves to themselves. They only come to town twice a week, but they are never short of money."

"I don't mind them that much, but what I do mind is the comings and goings of those damned vehicles (unspecified) every Thursday morning without fail."

"They must be insane to live at that place!"

"Strange bonfires have been seen at the Denbeigh Farm."

"Old Joshua is pretty upset at the loss of his livestock."

J. WATSON REAL ESTATE DEALER - Unlike the local gossip which is easily overheard the investigators will have to make a successful **Fast Talk** or **Oratory** roll to convince Watson to reveal anything about the new residents of the house.

If the investigators make a successful roll then Watson will impart the following information.

"Three months ago I was approached by Mr Grazziani Verducci, a New York business man, he wished to purchase a secluded residence in the neighbourhood. Mr Verducci informed me that the residence was to be used as a place for him to relax from the pressures of living in the city. I notified him about the Hoesynth house, and a contract was quickly drawn up. I am not prepared to discuss how much Mr Verducci paid for the residence but what I will tell you is that Mr Verducci was quite happy to pay well over the going rate of such a property. The strange thing is that he was even more keen to purchase the house when he discovered that it was supposedly haunted."

ARKHAM REPORTER - A successful **Fast Talk** or **Oratory** roll is needed to gain access to the old newspaper files. Once inside the investigators will discover an article written in June 1919 entitled "**Things that go bump in the night**". The article was written by Jeremy Lombard, and concerns itself with the legend of the **Ghost of the Burning Man**. The thought provoking article is very ambiguously written and asks why?, when? and how did the legend arise? Although no answer is given the author links the origin of the ghost with the arrival of the **Arkham Gargoyle** in 1712.

BOSTON LIBRARY - A successful **Library Use** roll is needed to find each of the following 2 articles;

(1) A front page article in an old newspaper dated 1826 entitled "**House buns down as the Ghost of the Burning Man goes on the rampage.**" It states that "The 'Ghost of the Burning Man' was at its most destructive last night when it burnt the old Hobart house down to the ground. The witnesses of this event were two out of state vagrants, who were unaware of the ghost's presence until it actually set the building alight. Said Mr Hickford, one of the vagrants involved, 'That's the last time that I'll ever try and kip down in a deserted building.'"

(2) An article dated 1866 tells the story of a Mr Hoesynth, an immigrant from overseas. Apparently Mr Hoesynth experienced much local opposition to his plan to erect a new house upon the foundations of the Hobart house. He seems to have refused to give in to local pressure, and refused to accept their story that the old house was haunted. He decided that the house was

ideally suited for his purposes, it gave him a clear view out to sea. He went ahead and built the house.

THE BOSTON GLOBE - A successful **Fast Talk** or an **Oratory** roll is needed to gain access to the building. Once inside, a successful **Library Use** roll is needed to uncover the following useful articles;

(1) An unpublished article entitled "**Witches and Madmen.**" written in 1890 (and deemed to be in bad taste by the editor at the time) details the events that lead up to the destruction of the **Church of the Astral Essence** in 1712. The church itself was based in Chatham. The article makes numerous references to bloodrites and human sacrifices, all of which were carried out by the High Priest, a person by the name of Elias Hobart.

The article makes numerous references to the activities of the church members. And poses the interesting question of whether or not the High Priest of the church was the same Elias Hobart as the Elias Hobart that reputedly lived at Arkham. The writer of the article believed that this was indeed the case, since it is a documented fact that Elias Hobart was never seen alive after the storming of the church at Chatham. It was only after the slaying of the **Arkham Gargoyle** that it was discovered that Elias and his family had vanished without a trace. The author puts forward the assumption that Elias and his family were consumed in the fire at Chatham, and were not devoured by the Arkham Gargoyle as local legend would have people believe. However, the writer of the article does admit to being at a complete loss of how to explain how it was possible for Elias Hobart to have been in 2 places at the same time.

(2) An article dated February 13th 1913 explains how;

'Once again tragedy has befallen the Hoesynth house. Jasmine Hoesynth, aged 8, was mysteriously murdered today. The local police have no real clues as to who perpetrated the hideous crime, but they did find a strangely decorated knife at the scene of the crime. A police officer has been assigned the task of remaining in the house to protect the other members of the family tonight.'

NOTE - This was the latest news at the time.

(3) An article dated February 14th 1913 states that;

'Officer Grahams, who only yesterday was assigned the task of protecting the Hoesynth family from the further attentions of the mysterious murderer, was this morning driven to the Boston Mental Asylum. A police spokesman declined to comment on the bizarre happenings at the Hoesynth house, but it is understood that officer Grahams was found cowering and weeping in the basement.

Claims that officer Grahams was just the latest in the long line of victims of '**The Ghost of the Burning Man**' have been dismissed by the local sheriff as being yet another piece of over imaginative journalism designed for the sole purpose of selling more copies.'

NOTE - The reading of any more recent articles will reveal that the Hoesynth family sold their house to J. Watson LTD Real Estate Dealer, and went to live with relatives in Canada some 2 weeks later.

BOSTON MENTAL ASYLUM - If the investigators visit the asylum they will be allowed to see Grahams. If he is asked any questions about what happened on that fateful night of February 13th - 14th 1913 he will begin to babble incoherently about moving objects, a flying dagger and a burning ghost that flew straight through his body.

CHATHAM LIBRARY - If the investigators travel this far and they make a successful **Library Use** roll they will discover that the library has a special archives section which concentrates upon the **Church of the Astral Essence**. By spending a whole day in research the investigators will

uncover the following pieces of information.

(1) The church was set up in 1705 by Elias Hobart in his house to the north of the village. The church quickly gained the reputation as being a witches' coven.

(2) During the time of the functioning of this so called church there were at least 25 disappearances in the locality. Many of the local people firmly believed that the missing people had been sacrificed by the witches.

(3) In the year 1712 the local militia put a stop to the unholy activities, by destroying the church, the tower and burning down the Hobart house.

(4) Elias Hobart was reported to have died when he rushed into the burning building in a desperate bid to avoid the local militia. Although his remains were never found the local militia were certain that he and all of the other witches were killed in the attack.

(5) There were no more reported disappearances once the **Church of the Astral Essence** had been destroyed.

THE ELIAS HOUSE AT CHATHAM - This is situated approximately 2 miles to the north of Chatham on the coast. The area is completely overgrown and shows all the signs of not having been disturbed since 1712.

Any character making a successful **Archaeology** roll will notice that the layout of the ruined house and the ruined tower are almost identical to the present Hoesynth house at Arkham. (Assuming of course that they have previously seen the Hoesynth house).

If the investigators search through the large rectangular basement of the ruined house and they make a successful **Spot Hidden** roll (at half normal chance) they will discover an old amulet. The amulet consists of a large emerald set in a silver holder. It is an **Amulet of Skeleton Control**, this acts and functions in exactly the same manner as that which Elias wears (See description on **page 10** for further details).

There is nothing else of interest here for the investigators.

CIVIC RECORDS - The investigators will discover the details of 3 members of the Hoesynth family, all of whom were committed to the Boston Mental Asylum over the years. There are; Samuel Hoesynth 1876, Charles Hoesynth 1892 and Jonathon Hoesynth 1903. All of them are now dead, but at the time they all claimed that they were being haunted by a ghost. No one present in the house at the time reported hearing or seeing such a thing.

Any investigator making a successful **Fast Talk** or a **Law** roll will be allowed to read a confidential report which hints at the possibility that hereditary insanity is manifesting itself in the family.

THE MISKATONIC UNIVERSITY - The university has a well stocked library of occult books. On no account should the Keeper allow the investigators to get hold of any of the books. The investigators only interest at the university should be to gain more information on the **Arkham Gargoyle**. An account of the activities of the gargoyle is kept in the library. The account is stored in a locked cabinet, and the investigators will have to make either a successful **Fast Talk** or **Oratory** roll to enable them to get read it.

The account of the Arkham gargoyle, was written in 1712 by Captain Norris, the leader of the local militia at the time. The account is written in a very imaginative style.

The account tells of "A 6' tall demon from the very darkest pits of man's nightmares, whose blood spattered maw was a sight that no man should ever behold."

NOTE - At this point the Keeper should briefly retell the story of the

escape of the Tyrannosaurus Rex from the viewpoint of a militia man (Omitting any reference to a Tyrannosaurus, but instead using the term gargoyles/foul demon).

The account ends in the following manner; "And then filling the pits full of timber we did set light to those unearthly creatures. All of us fled that dark domain of evil beneath the tower, paying as little heed as possible to the hideous screams of those foul spawn of darkness. After spending the rest of the day blocking the passage with boulders we fled from the tower, before the tentacles of darkness descended upon us."

ARKHAM POLICE STATION - A successful **Fast Talk** or **Law** roll is needed to gain access to the police records. The police have files on 8 missing people, all of whom were last seen in the vicinity of the Hoesynth house.

NOTE - After murdering all of these missing persons Elias disposed of their bodies by animating them and making them walk off the top of the nearby cliff, thus depositing them into the ocean.

If the investigators manage to persuade the police to search the grounds the house (Or they do it themselves) then the only body that will be found will be that of the dead mobster, Antonio. The body will be found at the bottom of an overgrown well, and no evidence will be found to link it to any of the missing persons on the list. The mobsters will deny all knowledge of the body, although the Keeper should be aware of the fact that Dr Nathan Wade can positively link the body with the mobsters.

Even if the mobsters are linked with the body, Grazziani Verducci will argue with **Fast Talk** and **Law** that he and the others thought Antonio had returned to New York, and that he must have accidentally fallen down the old well. The best result that the investigators can expect to receive from this situation is that Verducci will fail to talk his way out (if he fails his **Fast Talk** and **Law** rolls) and that all of the mobsters will be held for questioning, and that during this time they will be searched and that the missing diary page will be found inside Luigi's coat pocket. The Arkham police will then jump to the conclusion that the mobsters murdered Jeremy Lombard because he knew too much. Luigi will confess to this, and the mobsters will all be sent to jail.

The police also have a set of records on the livestock that has been reported as missing by Joshua Turnbull. The police have put this down to the activity of thieves (Although the investigators may believe that it is something more sinister). The police have no idea that the vagrants at Denbeigh farm are responsible for the crime. If the investigators notify the police of this then they will receive more co-operation from the police.

KEY TO THE MAP OF THE HOESYNTH HOUSE.

GROUND FLOOR

ROOM 1 – The Living Room, elegantly furnished by the mobsters. It contains a radio, piano, couch, 3 chairs and a set of shelves. The shelves contain a wide assortment of books which Grazziani keeps more for creating a good impression than for anything else.

ROOM 2 - The Dining Room, complete with a table and 8 chairs. The locked cabinet in the southwest corner of the room contains 3 bottles of whiskey, 2 bottles of scotch and a half full bottle of brandy.

NOTE - This is a potential source of evidence for the investigators.

ROOM 3 - A conventional Kitchen. In a padlocked drawer there is a **shotgun 20 gauge** and a box of 20 shells. The other drawers are all unlocked and all contain conventional cutlery. Amongst the cutlery in the top drawer there is an **ornamental silver knife**.

NOTE - This is a magic knife which when used in conjunction with the spell **Summon Dimensional Shambler** will give the caster a **+40%** chance of success.

The knife used to belong to Elias, but was discovered by the mobsters when they discovered the secret chamber (**Area 14a**).

ROOM 4 - A Storage Room which contains some of the old outdated Hoesynth furniture and a selection of 14 old tomes recovered from the secret chamber. Thirteen of the tomes have faded beyond legibility. Two of them contain fragments of chemical formulae which no character will be able to understand.

The last tome is a very ragged copy of **THE GOLDEN BOUSH (Frazer)**. The tome is written in English and when read gives **+5% Cthulhu Mythos Knowledge**, a **x1 Spell multiplier** and causes the reader a loss of **1d2 SAN**. It contains the spell **Summon Dimensional Shambler**.

NOTE - The reader must roll **INT x4** or less on a d100 to successfully learn the spell.

ROOM 5 - A Large Bathroom. Apart from the fact that it has been recently furnished the investigators will find nothing of interest here.

ROOM 6 - This room is used as an Office by the mobsters. The window is boarded up from the outside, whilst on the inside the curtains are always drawn. The door to this room is always kept locked by the mobsters. The room contains 2 chairs, a desk and a locked filing cabinet. Inside the locked cabinet (Use **Lock Picking** or brute force to open it) the investigators will discover a ledger which is written in code. The ledger contains details of the mobsters' accounts. If the investigators spend half a day studying the ledger they will be able to discover how much is paid for the liquor and the locations of where it is delivered to.

NOTE - This evidence alone should be enough for the investigators to convince the police that the present occupants of the Hoesynth house are more than likely responsible for the death of Jeremy Lombard. The investigators should be able to put a coherent case forward for this.

In the bottom cabinet there is a stash of \$10,000, the mobsters use this to pay for the liquor.

Grazziani and Emileo check the ledger twice a week, on Sunday and Thursday when Emileo updates them.

Area 7 - This is a normal Garage which contains the mobsters 5 seater car. The door leading to the central passageway of the house is always locked at night.

Area 8 - The Coal Bunker, this connects with **Area 13a** below. The bunker doors are padlocked from above.

UPPER STOREY

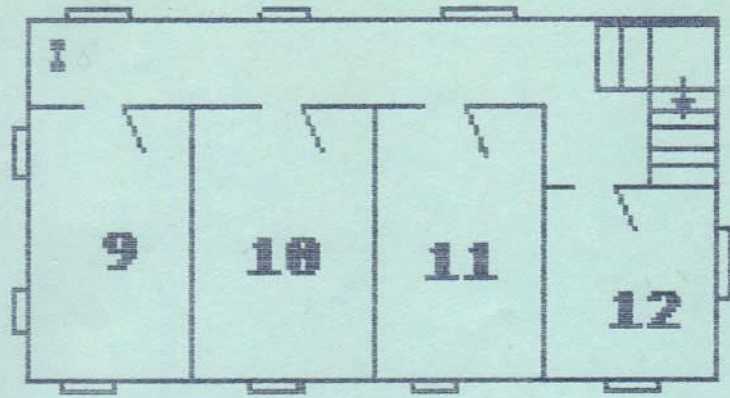
ROOM 9 - Grazziani and his moll (Antonella) share this lavishly decorated bedroom. The room contains a 4 poster bed, a thick carpet, dressing table and a bedside cabinet. Above the headboard of the bed there hangs a picture of a gaunt looking man whose eyes seem to stare menacingly at the viewer. If the picture is carefully examined (ie. If the investigators make a successful **Spot Hidden** roll) then they will be able to make out the words 'Elias Hobart, Church of the Astral Essence.'

On the dressing table there is a statuette of a strange creature. If a successful **Cthulhu Mythos** roll is made then the viewer will recognise the ivory statuette as being an artistic representation of a Dimensional Shambler.

NOTE - Both the statuette and the painting were recovered from the secret chamber.

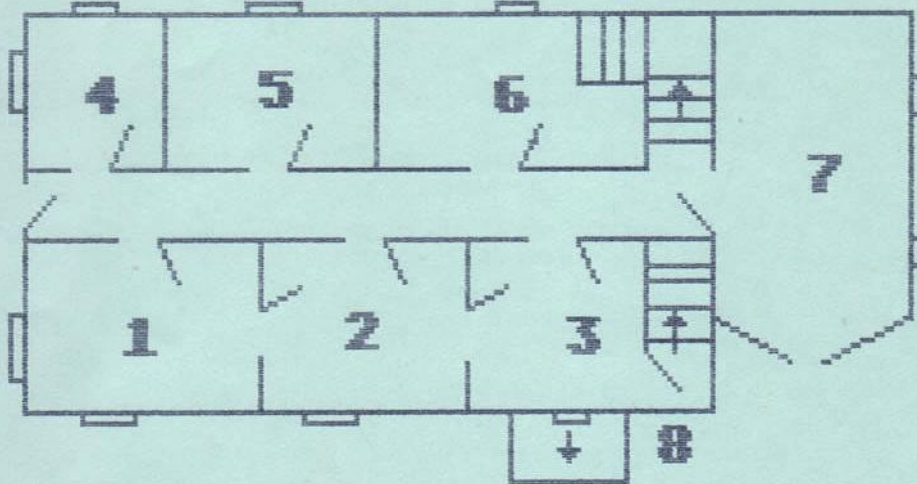
Resting on top of the cabinet is Antonella's bible. The bible is a false one, inside it there is a loaded **.22 automatic pistol**. If the cabinet drawers are searched the investigators will find a loaded **.45 revolver**, a driving license, a gun license and the deeds to the

THE HOESYNTH HOUSE

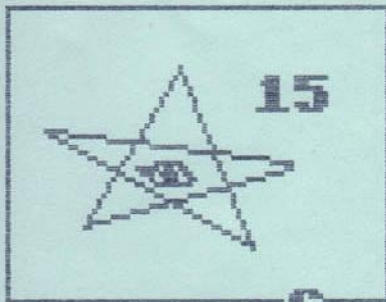


UPPER STOREY

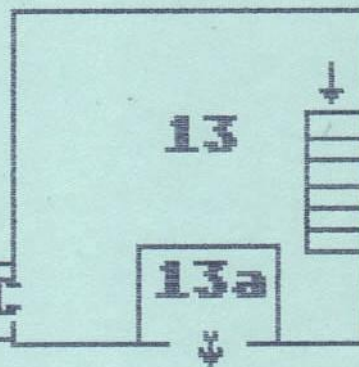
GROUND FLOOR | 15'



BASEMENT



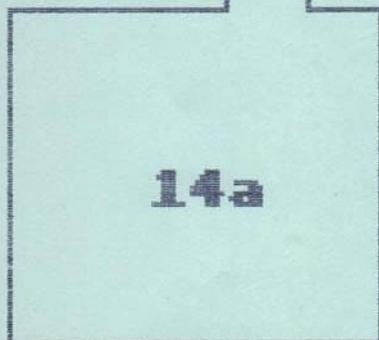
15
C
14b



13

13a

KEY



14a

- | | |
|---|----------------|
| ⊥ | CONCEALED DOOR |
| I | LADDERS |
| □ | WINDOWS |
| — | STEPS |
| ✳ | PENTAGRAM |

property.

ROOM 10 - An ordinary Bedroom containing 2 single beds and a bookshelf. This room is shared by Luigi and Rossi.

ROOM 11 - This is Emileos' room' it contains a single bed, a desk and a chair. Inside the top drawer of the desk there is the key to the filing cabinet which is in **Room 6**, and the key to the Gargoyle Tower (**Area 1** on the map of the **Gargoyle Tower**).

The key that fits the door of room 6 is carried at all times by Emileo.

ROOM 12 - The Upstairs Bathroom, unlike the other one this one has a WC.

THE BASEMENT

Area 13 - A set of well worn steps lead down into the Basement. Apart from the nearby wood and coal pile, the main feature of this area is an old boiler which is still used to heat the house. The basement exudes a range acrid smell that no amount of cleaning can get rid of. If the investigators state that they are actively searching for concealed doors then a successful **Spot Hidden** roll will reveal the entrance to **Area 14**.

Area 13a - This is the area where the wood and coal are stacked.

Area 14a - When the mobsters discovered this Secret Chamber they found it to be full of strange chemicals and primitive scientific apparatus. They moved all of this to the end of the nearby corridor (**Area 14b**) and utilised the secret chamber as a secret cellar in which to store their crates of liquor. The whole area is unusually cold due to the nearby chilling presence of the malfunctioning gate. Normally this area contains at least 50 crates of illicit liquor.

Area 14b - Behind the pile of strange chemical apparatus there is another concealed door that leads to the chamber containing the malfunctioning gate. To notice the presence of the concealed door in this condition the character should roll under half of his normal **Spot Hidden** chance.

However, if the apparatus is cleared away (A 10 minute task) then anyone searching for a concealed door need only make a normal **Spot Hidden** roll to meet with success.

Area 15 - Upon entering this chamber the investigators will notice the following two things;

(1) The temperature of the room is at freezing point, and the whole room glistens due to a covering of frost. The cold temperature is caused by a side effect of the malfunctioning gate.

(2) There is a pentagram in the centre of the room which is aglow with a blue pulsating light.

As Elias gets nearer to the point of breaking through the barrier, the strength of the pulsating light will increase. The destruction or removal of the pentagram before Elias can effect his escape will result in a bright flash of blue light and a loud explosion which will inflict 1d6 points of damage to all those present in the room. The ensuing explosion will be clearly heard throughout the house, but will instantly destroy Elias.

At the far side of the chamber there is a very decayed antique desk and chair, both of which were made in 1705. On the desk there is a pile of decayed papers relating to the activities of the **Church of the Astral Essence**. The papers contain very little information which is of any use to investigators, but they do mention the link between Elias and the

Church of the Astral Essence based at Chatham. There is also a decayed diary on the desk which is totally illegible apart from the name on the cover, '**Elias Hobart**'.

THE OLD WELL.

This is situated 60 yards to the south of the house amongst some dense vegetation. The overgrown well is hard to spot, and will only be discovered if the investigators happen to be searching in that direction, and only then if a successful **Spot Hidden** roll is made.

The dilapidated well housing is rotted beyond use. If the investigators examine the well closely they will detect an odour of decay emanating from below. To investigate any further the investigators will have to climb down using a rope, for the well is 80' deep. At the base of the well the investigators will discover the rotting body of Antonio lying in a 2' deep pool of stagnant water. The area is plagued with swarms of bloated flies, and the body is not a pretty sight to behold.

If Elias happens to be in the area, he will use any of his remaining magic points to animate the dead body just as the investigator reaches the base of the well. The Keeper should note that this could be a lethal situation for the unfortunate investigator.

Anyone witnessing the body spring to 'life' will lose 1d6 **SAN** (or only 1 point if a **SAN** roll is made). For all intents and purposes the Keeper should treat any body that Elias animates as a **Zombie**, with the exception that the animated bodies will only remain in such a state for only as long as Elias can supply the magic points needed to animate them. Once Elias has run out of magic points the bodies will slump to the ground.

The animated body has a 25% chance to hit, and does the same damage as a zombie (2d8+1d6). This particular 'zombie' has 16 hps, and can be destroyed in exactly the same manner as a normal zombie.

If the Keeper wishes to make the encounter particularly tough he could also use Elias's magical power of **Animate Large Objects** so as to attack with the rope at the same time. If the investigators make any excessive noise, Such as gunfire and shouts, then they will attract the attention of the armed mobsters.

If the investigators manage to slay the 'zombie' then all those who took part will regain 1d3 **SAN**. Apart from the body there is nothing of interest in the well. The local police would be interested to learn about the dead body. An autopsy will reveal that the man's throat had been slit, although evidence might be lost if the investigators have to attack the 'zombie' apart to save their own lives. The Keeper would be wise to bear this point in mind.

NOTE - None of the events described above will happen if either Elias has escaped from his confinement or if he has been destroyed.

THE GARGOYLE TOWER

Situated 300 yards away from the Hoesynth house there stands the Gargoyle Tower. This 45' tall, stone tower built in 1702 overlooks the steep headland that leads down to the sandy beach below. Although the tower is used as a signalling point by the mobsters it was originally built for a more sinister purpose. The tower was constructed by Elias Hobart who used it as a place for calling Yog-Sothoth. The tower is magically enchanted so that it gives a **+60%** chance of success to anyone attempting to **Call Yog-Sothoth** from it. In the year 1703 Elias was forced to abandon the use of the tower for such purposes. By the year 1705 Elias had succeeded in building an identical tower at Chatham, where the people were generally less suspicious in their outlook.

The tower at Arkham remained in use, but only in a secondary capacity. Beneath it, Elias had constructed a small series of passages and chambers. It was in these chambers that he carried out most of his experiments, using both chemicals and strange animals that he had collected during his time and dimensional travels.

After the events of 1712 when Elias had become trapped in a non-corporeal form and the Tyrannosaurus had escaped the tower fell into disuse.

When the Hoesynth family moved into the area the tower itself was used as place of relaxation and a study area. The reason for this is quite understandable when it is recognised that the actual tower is well beyond reach of Elias in his non-corporeal form.

The tower is known locally as the Gargoyle tower, although few of the local population know why this is so. A little research into local history by the investigators would soon reveal the answer. Despite its use over years, the area surrounding the tower is considerably overgrown with bushes, small trees and long grass.

KEY TO THE MAP OF THE GARGOYLE TOWER.

GROUND FLOOR

Area 1 - This area is devoid of any furnishings. It has a heavy covering of accumulated dust, although the steps that lead up to the second storey appear to be used quite often. A non too sturdy door is kept locked at all times that the tower is not in use by the mobsters. The key to this door is kept in the desk in Emileo's room (**Room 11** on the map of the **Hoesynth house**). The oak door has **20 STR** points and can either be burst open or opened by a successful **Lock Picking** roll. Inside a frequently used spiral staircase leads up to a closed trapdoor. Another such staircase leads down to **Area 1a**.

Area 1a - This is a dusty staircase that loads down to a locked door. The door is made of oak and has a **STR** of **25**, but it is partially blocked by a 4' high pile of boulders and debris. Originally the boulders were piled up to the roof, but the mobsters started to clear it away in the hope that they would find somewhere to store their liquor. The task of clearing the staircase was subsequently abandoned when they discovered the secret chamber beneath the house (**Area 14a**).

Before anybody can successfully attempt to open the door at the foot of the stairs another 2 man hours of work will have to be carried out on removing the rubble. The door will eventually open to reveal **Area 4**.

THE SECOND STOREY

AREA 2 - This room contains a desk and a chair. Resting on the desk is a torch, this is used by the mobsters for signalling the ship. A specific code is used to signal the ship, this code is written down in a code book which is kept in the desk drawer. A stone spiral staircase leads up to a trapdoor which opens out onto the roof (**Area 3**).

A trapdoor is set into the floor, beneath it a stone spiral staircase leads down to **Area 1**. The hinges of this trapdoor have been well oiled, thus it is possible to open the door and enter the room without making a noise. If some one is inside this room at the time then the investigator attempting to enter the room should make a successful **Sneak** roll if he wishes to remain unnoticed.

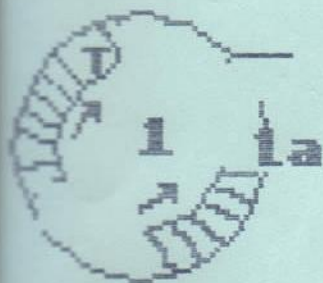
The room has 4 small windows, each one pointing in a major direction of the compass. Every Sunday night Emileo comes up to this room for the sole purpose of signalling the ship.

THE ROOF

Area 3 - The trapdoor that leads up to this area is very weather worn and will creak loudly whenever it is opened. The trapdoor has not been used for well over 50 years. Resting on top of the flat roof (and not visible from below) there is a large magnetite slab which used to act as a sacrificial altar. The large, heavy slab has been stained red by the blood of its victims. If the investigators look more closely they will see the

THE GARGOYLE TOWER

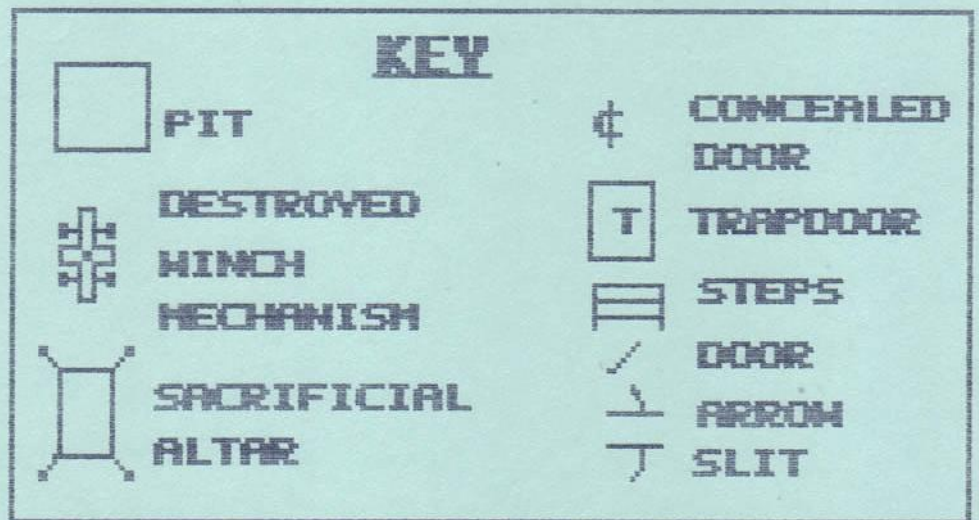
ROUND FLOOR



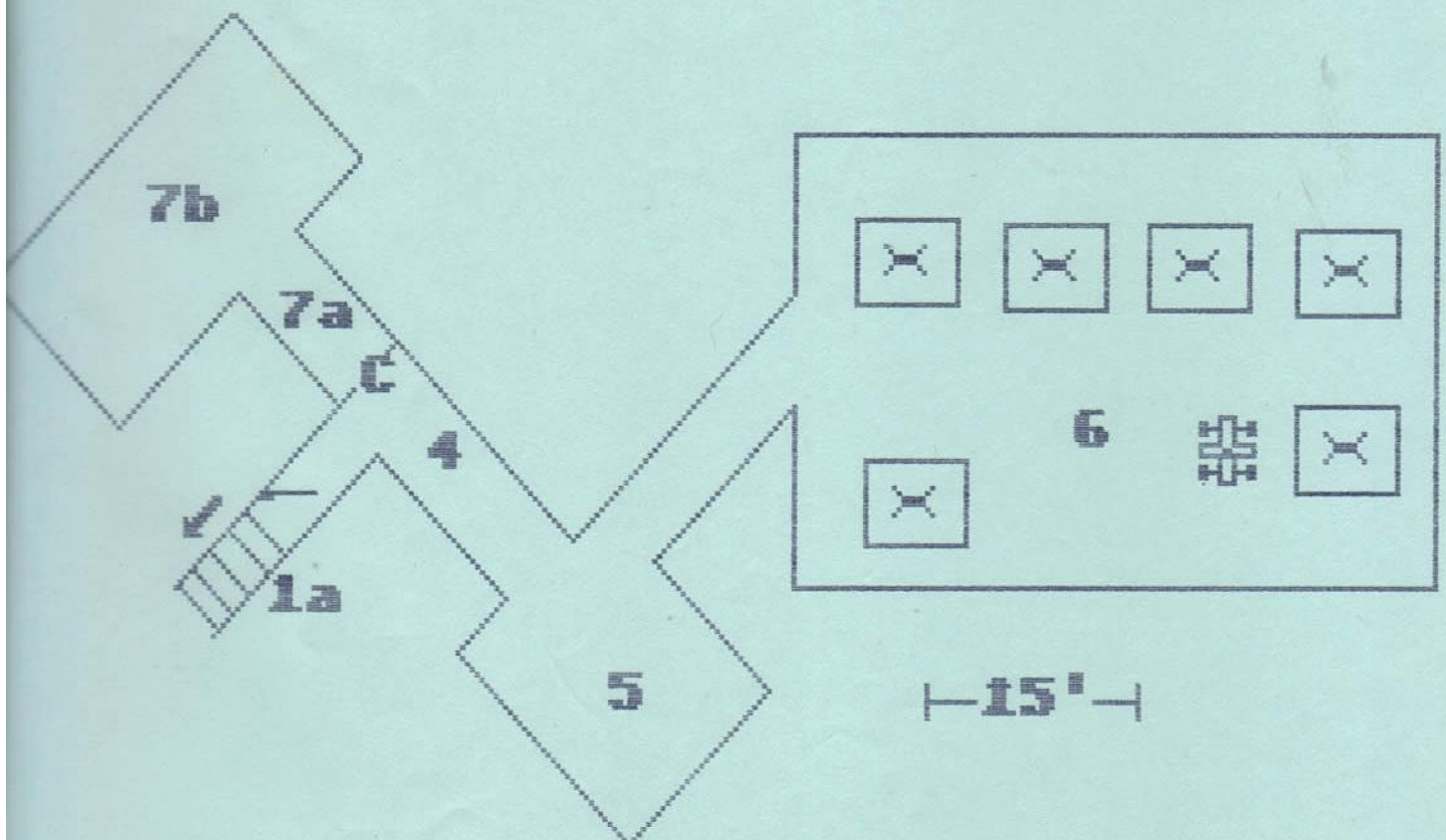
SECOND STOREY



ROOF



BENEATH THE TOWER



rusted remains of a set of chains. These chains were originally used to restrain the sacrificial victim.

BENEATH THE TOWER

Area 4 - A very dusty and web filled 10' high passage which leads to **Area 5**. The walls are lined with torch brackets. The air is very stale and the whole area shows all the signs of 200 years of non use.

If the investigators make a successful **Spot Hidden** roll then they will discover a concealed door which leads to **Areas 7a** and **7b**. The door is opened by twisting one of the torch brackets anti-clockwise.

Area 5 - This area was Elias's main Experimental Laboratory, most of his experimental equipment was wrecked by the Arkham militia in 1712. Even so, Elias will still be able to find some items that he can salvage. The whole chamber is littered with pieces of broken equipment. Amongst this equipment there is a wide selection of different sized glass jars. Most of these contain pickled organs and various parts of the anatomy of different animals. Anyone who makes a successful **Zoology** roll will be able to identify most of the organs and parts of the anatomy as belonging to either cows, sheep, dogs, cats and rats. The investigators will also come across some large pituitary glands whose origin they can't determine. The Keeper should note that these are from the Tyrannosaurs, and formed an integral part of Elias's work. For it was only from these deadly creatures that Elias could extract a vital component that was needed in his researches. The investigators should be able to sell the large pituitary glands to the Miskatonic University for about \$150.

A successful **Archaeology** roll will reveal the strange apparatus to be early 18th century in origin. A successful **Chemistry** roll will reveal that most of the remaining liquids contained in the jars are preservatives of some sort, although the investigator will be at a loss to be more specific. A successful **Pharmacy** roll will further reveal that most of the preservatives seem to possess an anti-septic nature.

The chamber is mostly devoid of furnishings, but there are two heavy duty wooden chairs that are firmly bolted to the floor. Attached to the chairs are a whole series of strong leather straps. The investigators will probably assume (and rightly so) that these chairs were used to restrain Elias's unwilling human guinea pigs.

Area 6 - This area was where Elias used to keep his experimental subjects. A series of six 15' deep pits are to be found in this chamber. Each of the pits contain an iron cage. The fact that these cages were once raisable can clearly be seen by the presence of the burnt remains of a winch mechanism. The winch is no longer functionable, and like the rest of the chamber it shows all the signs of suffering from the effects of a large fire. The evidence for such a fire includes the missing door to the chamber, the presence of a great deal of ash (particularly in the pits themselves), and the chamber's blackened walls.

This chamber is where the militia discovered the presence of the 5 other Tyrannosaurs. Owing to the nature of his work Elias had to travel back in time to the Cretaceous era (some 135 million years ago) and capture some very young specimens.

If the investigators examine the pits more closely they will see that there are blackened bones embedded in the ash. Anyone examining the bones who makes a successful **Zoology** roll will be able to identify them as belonging to a bipedal reptile of some sort. Anyone making a successful **Geology** roll will be able to identify the bones as belonging to a Tyrannosaurus Rex, but the most striking feature of the bones is that they are not fossilised.

If the investigators wish, they will be able to sell the bones to a museum for approximately \$500. If the investigators decide to issue the news of their discovery they will cause a great deal of controversy and heated

debate in the scientific community. The bones will eventually be dismissed as an elaborate hoax some 1-3 months later.

Area 7a - This passage connects **Area 4** with **Area 7b**. The passage is unremarkable but for the fact that it contains an upright pair of human skeletons. The skeletons are positioned on opposite walls, facing each other about half way along the passage. The skeletons have been magically enchanted to attack anyone who enters the passage who is not wearing an **Amulet of Skeleton Control**. Each of the skeletons will fight using their somewhat rusty fencing foils.

SKELETONS - Both have the following characteristics (See the **Call of Cthulhu Sourcebook** for further details);

STR 10 ; SIZ 11 ; DEX 13 ; 9 HPs. Fencing Foil 52% Damage 1d6

The skeletons have no armour as such, that having long since rotted away.

Area 7b - This roughly hewn rectangular chamber acts as Elias's secret chamber. Unless Elias has already arrived here then the chamber itself will show no signs of any recent occupation. Its floors are covered in a layer of thick dust.

A large functional desk is placed in the centre of the chamber, on it there rests an open tome. Unfortunately, the tome is now decayed to such a state that it will crumble apart the moment that it is touched. A nearby chair that faces towards the entrance to the connecting passage (**Area 7a**) shows very little sign of decay.

The walls of the chamber contain numerous alcoves and shelves, all of which are carved out of the stone. The shelves contain hundreds of bones. Anyone who makes a successful **Zoology** roll will be able to identify them belonging to cows, sheep, cats, dogs, rats and humans. Also contained amongst the collection of bones are some large bones which a successful **Zoology** roll will only be able to identify as belonging to a large reptile of some sort. Anyone making a successful **Geology** roll will be able to identify them as belonging to a Tyrannosaurus Rex. These bones are non-fossilised and can be sold to a museum for approximately \$600. They will attract the same reaction from the scientific community as those bones which can be found in the pits (**Area 6**).

In the southwest corner of the chamber there is a long rectangular table upon which are many pieces of chemical apparatus and numerous jars of unidentifiable chemicals. It is at this table that Elias will concentrate his efforts on building 4 new skeletons. On the desk there is a quill in a dried pot of ink. The desk has a drawer which is locked.

If the investigators decide to search the chamber and a successful **Spot Hidden** roll is made they will notice that a silver key is resting inside the open jaws of a large reptile's (Tyrannosaur's) skull. The Keeper should note that this is the key that will open the locked desk drawer.

In order to remove the key safely from the skull it is necessary for the person who reaches into the jaw to be wearing an **Amulet of Skeleton Control**. If the person is not wearing such an item then as soon as his hand touches the key the jaw will clasp shut, automatically trapping the person's arm. The unfortunate person will automatically receive 1d8 damage that round and 1d4 damage for each subsequent round until either he is dead or the skull is destroyed. The skull has 12 hps and was designed by Elias for the specific purpose of trapping any potential thief.

There are many ways of recovering the silver key from the Tyrannosaur's mouth, the easiest of which is to simply knock the skull to the floor, thus allowing the key to fall out of its jaws.

The key fits the locked desk drawer. Inside this the investigators will find 3 bottles (2 if Elias has previously been here) each of which contains a sickly red looking fluid. This fluid is the results of Elias's most advanced experiments. Each bottle contains a potion that can restore 6 hps. Although this in itself is a remarkable achievement, it is regarded by Elias as being only a step along the way to developing the elixir that will give him eternal life.

A GIFT FROM YOG-SOTHOTH

Also contained in the drawer there is a small leather pouch which contains a piece of rectangular translucent glass. Anyone who attempts to look through the glass will see it begin to shimmer. If the viewer continues to look through the glass he will be subjected to its effects. The viewer will receive an advanced course in the nature of the universe according to Yog-Sothoth.

The unfortunate viewer will lose 2d8 **SAN** (or 1d8 **SAN** if a successful **SAN** roll is made). He will automatically gain **+7% Cthulhu Knowledge**, and a chance equal to his **INT x3** to instantaneously learn the spell **Call Yog-Sothoth**. Any investigators who successfully learn the spell will receive a permanent bonus of a **+5%** chance to successfully cast the spell.

Once viewed through, the glass can never be used to affect the same person again. Elias used to use this when he initiated new members into the **Church of the Astral Essence**. He had received it as a gift from Yog-Sothoth. Looking through the glass is basically the first step in reducing the viewer into an absolute slave of Yog-Sothoth. The benefits gained are only superficial, and it is really only Yog-Sothoth who gains. He gains both potential **SAN** less slaves and the increased possibility of more ways to reach Earth, and consequently wreak havoc.

The piece of magical glass has 4 hps and can quite easily be destroyed.

FINAL NOTES ON THE ADVENTURE

The players face many problems in solving this case, the first of which is that they will not be initially aware of Elias. Once the investigators have discovered that the occupants of the Hoesynth house are probably responsible for the death of Jeremy Lombard then they will no doubt concentrate their attention on the house. It is possible to solve the case without coming across Elias, although this is most unlikely to be the case. The investigators will have to set up a routine for watching the house to find a time when the mobsters' vigil is not very high. The occupants of the house will not take kindly to anyone who comes round to the house and asks them accusing questions, or anyone who acts in a heavy handed manner.

The best time for investigating the house is either at night, under the cover of darkness or better still when Luigi is left in the house on his own. The Keeper should also remember that Elias is at his busiest when Luigi is on his own.

Elias may decide to attack the party himself by using his special magical powers. If a gunfight ensues between the investigators and the mobsters then it is only Elias that will benefit.

By the use of stealth and a little risk taking the investigators should be able to gather enough evidence to have the mobsters arrested. Once this has happened the mobsters will be searched by the police and the missing page of Jeremy Lombard's diary will be found in Luigi's coat pocket. The diary page contains the bare details of the mobsters' smuggling operation. Once the police have read the page, they will quickly come to the conclusion that Jeremy Lombard was murdered because he knew too much. Luigi will confess to the crime (due to his unstable mental condition) and all of the mobsters will be sent to jail.

Once the mobsters have been jailed then the investigators may wish to solve the case of the **Burning Ghost**.

The Keeper should use the magical powers of Elias to give the scenario a spooky atmosphere. Once the investigators have suffered the effects of a few unnatural experiences then they will probably arrive at the conclusion that there is more to the case than what they first thought.

If the Keeper wishes to update the scenario to the 1980's then he should replace the liquor smuggling operation with a drug smuggling operation.

