

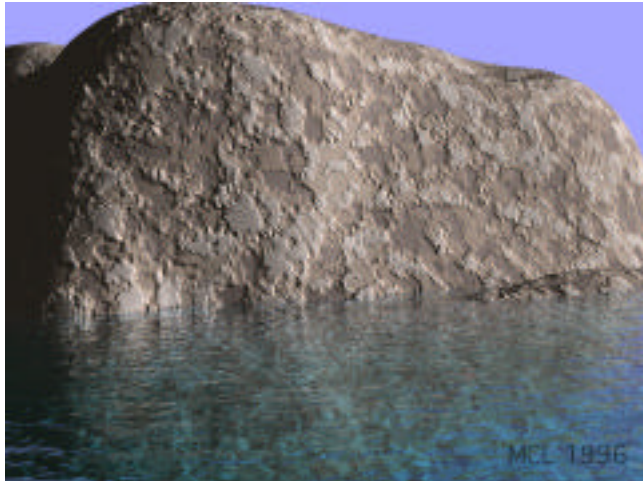
Sea Food©1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1999 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc.,

950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Introduction

This adventure pits a group of investigators against a terrible foe, one who has been raised up from death into a grisly and hideous form by a descendent. While the investigators' ultimate enemy is the grisly revenant, they will have to cut their way through several levels of deception, not to mention several potentially dangerous opponents. Success will free the town of Bracken, Maine from a great evil. Failure will result in the destruction of the town and death (or worse) for its innocent inhabitants.

This adventure is fairly challenging for normal investigators and a minimum of three investigators is suggested. The adventure is set in 1996 and the action takes place in Maine. However, with some effort, it could be modified for an earlier time period or another setting.

Keeper's Background

The following section details the actual history of the area and the background for the adventure. The majority of the following information will be unavailable to the investigators without sufficient investigation and some of it might never be known by them.

This adventure has some historical ties to the incidents in Innsmouth, Massachusetts. Keepers might find Chaosium's adventure book *Escape from Innsmouth* a useful "historical" source for this adventure.

The History

Keeper's Timeline

Date	Event
1821	Obediah Gates joins the crew of the Marsh ship <i>Sumatra Queen</i> as a young sailor.
1822	While serving as a third mate, Daniel Bracken meets Calyso, a man who claims to be a witch hunter, in Europe. Bracken thinks Calyso's tales are far-fetched, but something about the man makes Bracken take him seriously.
1823	Obediah Gates accompanies Obed Marsh during his negotiations with the natives of the Tuamotu Archipelago. Intrigued by the natives, Gates begins to delve into their secrets.
1837	Captain Daniel Bracken, a successful trader and a friend of Captain Gardner Averill of Innsmouth, builds a house on the coast of Maine. Crew members also build houses there, starting up the small town of Bracken, Maine.
1838	Obed Marsh and Obediah Gates are dismayed to learn that the natives of the Tuamotu Archipelago they were trading with have been exterminated by neighboring islanders.
1839	Obediah Gates continues his studies of matters that are best not delved into and begins trying to talk Obed Marsh into contacting the Deep Ones of the coast of Innsmouth.
1840	Obed Marsh contacts the Deep Ones living off Devil Reef in their city of Y'ha-nthlei and begins trading with them. Obediah Gates spends long hours studying with the Deep Ones and learning their vile magics.
1846	Obed Marsh and the Deep Ones secure complete control over Innsmouth. Interested in gaining influence over more human populations, the Deep Ones send Obediah Gates, now a powerful sorcerer, to find a small coastal town which would be suitable for the Deep Ones. After some investigation, Gates chooses the town of Bracken, Maine.
1847	Some people from Innsmouth, mostly loyal members of Marsh's former crews, go to Bracken. The Deep Ones begin to interfere with the fishing in the area in the hopes of making Gates' job easier.

1848	Gates succeeds in gathering a small following of desperate fishermen who are willing to deal with him in return for better catches. Bracken opposes Gates, but not with any great enthusiasm.
1849	The son of Gardner Averill visits Captain Bracken and tells him of the events that occurred in Innsmouth. Horrified, Bracken contacts sends out his two sons to find Calyso.
1850	Calyso returns with Taylor Bracken to Bracken. The day Calyso arrives, several fights break out between Gates' followers and the normal inhabitants. Seeing the writing on the wall, Obediah Gates secretly sends his wife and son off to Boston in the night. The tension between Gates' followers and the normal citizens grows and finally erupts into violence on September 24. Calyso surprises Gates in his house and defeats him in combat. Calyso then chops Gates' body into pieces and throws it into the sea. To top things off, Calyso burns Gates house to the ground. Without their leader, Gates followers leave town and many go to Innsmouth.
1851	Obediah Gates' widow, Sarah, marries Samuel Jones of Boston, Mass. They have four children together. Their children bear a faint touch of the Innsmouth look, thanks to Sarah's tainted bloodline. Sarah decides to put the past behind her and lead a normal life. She does, however, keep her promise to pass on Obidiah's locked chest and a talisman to his son, Jeremiah.
1927-1928	The US government investigates Innsmouth and eventually levels the waterfront warehouses, rounds up the inhabitants into special camps and attacks the Deep Ones' city with a submarine.
1949	Jack Bracken, a retired naval officer who served in WWII, starts the Bracken Restaurant in Bracken.
1978-1980	While serving aboard a navy frigate Andrew Gates is washed overboard during a storm. Expecting to die, he is surprised and horrified to be rescued by Deep Ones who recognize the talisman he is wearing. Driven mad by the experience, Andrew agrees to open his ancestor's locked chest and delve into the family secrets. The Deep Ones bring him to a nearby island from which he is rescued by a navy search team. After serving out the rest of his term (and making contact with various Deep Ones and other Mythos agents around the world) Gates returns home and begins his studies.

1981-1991	Andrew Gates studies his ancestor's work and enlists the aid of various Mythos agents and beings in his delvings into things best left alone.
1992	Seeking revenge for his ancestor's death, Andrew Gates does research on Bracken and begins his preparations. He learns that the Deep Ones living off the coast recovered his ancestor's bones and seeks to find a way to revive his ancestor. Andrew Gates also begins taking steps to corrupt some of the inhabitants of Bracken. He manages to win over Carl Denson.
1993	Andrew Gates finally learns the terrible process by which the bones of a sorcerer can be re-animated by the spirit of the dead sorcerer. In a blasphemous ceremony, Andrew Gates raises up the bones of his ancestor using the slimy and small creatures of the ocean. The two of them begin to plot the destruction of the town. One of Andrew Gates agents, Carl Denson, manages to win over some of the teen agers in the town and secretly leads them into Satanism, he also has the Deep Ones start affecting the fish populations in the area.
1994-1995	A combination of over fishing, pollution and the action of the Deep Ones severely reduces the number of fish in the area. The Bracken's business begins to suffer greatly. Nell Bracken leaves her husband, but is found and driven insane by Andrew Gates. Andrew Gates moves to Bracken. Nell Bracken gradually wears John Bracken down by playing on his fear and desperation. He agrees to participate in his rituals in return for improved fishing. Andrew Gates contacts the Deep Ones and they teach him spells to draw fish to the Bracken's ships. Andrew Gates begins killing victims for the spell and the fishing improves.
1996	The adventure begins.

Deaths near Bracken, Maine

Months Ago	Name	"Official" Cause of Death
5	Jane Carlson	Accidental drowning.
5	John Carlson	Accidental drowning.
4	Carl West	Accidental drowning.
4	Diane Smedley	Accidental drowning.

3	David Cane	Accidental fall.
3	Linda Smith	Accidental drowning.
2	Fred Cliff	Car accident.
2	Gloria Cliff	Car accident.
1	Jack Wilson	Boating accident.
1	Danielle Brown	Motorcycle accident.
This month	Jim Walt	Homicide.
This month	Kelly Walt	Homicide.

Getting the Players Involved

Calyso will be the one to get the investigators involved in the action. The investigator who is the most experienced will be the one contacted by Calyso's agent. The investigator will receive a call, fax or email asking him to come to a meeting at an expensive, exclusive restaurant (probably one the investigator could never get into). The meeting will be set up in such a way that it is extremely plausible and exceptionally appealing to the investigator. For example, it might be a job offer, a commission for an artistic work or whatever is appropriate. The investigator should think that the event is just an aside in the campaign, perhaps a brief bit of role-playing to flesh out the way the character gets her income or some such similar thing.

The meeting will begin pleasantly and the vast majority of it will involve exactly what was promised. If the investigator comes across as competent and suitable, the agent will, in fact, make good on the offer. At the conclusion of the meeting, the agent will give the investigator a list of the victims (players' handout #1), a map to Bracken, a letter (players' handout #2) and an old key. He will suggest that the investigator look over the papers and take a trip to Bracken. If the investigator agrees, the agent will permit him to keep the items and hand to him a number of airplane tickets equal to the number of people in the investigator's group (assuming they are not already in Maine) and a cellular phone pre-set with the agent's number. If the investigator takes the items and does not go to Bracken, Calyso will not be pleased.

The Letter

The following letter, or one like it, will be provided to the investigator chosen by Calyso's agent.

xx/xx/19xx

Dear x,

It has come to my attention that a series of "accidents" has occurred in and near

the town of Bracken, Maine. This town has a rather dark spot staining its history and it might well be the case that this stain has spread into the present day.

I request that you travel to Bracken, perhaps with some trusted compatriots, and investigate the murder of Jim and Kelly Walt. I have some apprehensions that these unfortunate people might have been the latest victims of a very ancient evil.

One of my agents, Jeb Jackery, lives in Bracken. When you arrive in Bracken, contact him and he will aid you.

The key my agent provided you with is to an old sea chest. This chest is located in the town museum in Bracken. Politely request to see the chest and show the person tending the museum the key and they will certainly allow you to open it. The documents in the chest should prove useful to you, if things are as I fear.

If things are, in fact, as I fear, you might find a grave threat to the people of Bracken. In such an eventuality, contact one of my agents and help shall be forthcoming.

In closing, I am obligated to warn you that you might be entering into a very grave situation. Exhibit due caution, keep your wits about you and seek the aid of my agents.

Investigation

Murder of Kelly and Jim Walt

Kelly and Jim Walt were be murdered by their daughter, Sarah, shortly before the adventure begins. Sarah killed them with a knife while they were sleeping and then two other Satanists helped her carry the bodies to the old stones. The bodies were then taken by the Brackens and their minions to be used in the ceremony. After that, the bodies were returned to the house. The bodies were discovered by Jim's friend, Dave Jones, who was supposed to go fishing with him. Since the murders, Sarah has been hiding from the police in the woods.

The fact that the murder occurred is fairly common knowledge and will receive some slight national coverage. The press will allude to the fact that the prime suspect is Sarah Walt, who has gone missing. If the investigators are able to get access to police reports, they will learn that Jim and Kelly died from multiple stab wounds. The bodies were found in the house by Dave Jones, who is not a suspect. The coroner's report indicates that the bodies are missing more blood than would be expected and that they were obviously moved from the site of the murder. The forensic report indicates that there were pine needles and blades of grass on the bodies. The police consider Sarah to be a potential suspect, since she is missing and there is no evidence of a forced entry.

If the investigators talk to David Jones, who lives in a town near Bracken, and persuade him into telling his story, he will tell them that he found the bodies when he went to pick up Jim to go fishing. He will say that his friends had been stabbed over and over again. He suspects that Sarah is somehow involved because of her past behavior.

Other Deaths

There are ten other deaths on the list given to the investigators. The investigators

will probably want to check on these cases. Because the deaths took place some time ago and they were all ruled to be accidents, there is not a great deal of information available. Unless the investigators have considerably clout, they will have considerable difficulty trying to get the remains exhumed. However, they should be able to find out something about the cases.

Months Ago	Name	Information
5	Jane Carlson and John Carlson	Jane Carlson was a lawyer from Connecticut who was vacationing in the area. She and her husband were on their boat and the Deep Ones told Obediah Gates were they were. Gates had them steal personal items off the boat at night and Gates used the Water Lungs spell to kill them. The bodies were taken by some of Bracken's fishermen and used in the ceremony. Afterwards their bodies were returned to the boat which was dragged against some rocks by the Deep Ones until the hull was breached. The official report is that they drowned when their boat capsized. The wounds found on the bodies were attributed to injuries sustained when the boat struck the rocks. The vessel was found drifting off the coast, half sunk. There is no mention of any foul play in any of the reports (the Deep Ones have a lot of experience in faking accidents). While almost all of the relatives believe that the deaths were an accident, John Carlson's cousin David Kendar believes that the deaths were not an accident. He believes that his cousin was too good a sailor to simply crash onto the rocks. Officially, the deaths are still listed as accidental and the case is listed as closed.
4	Carl West	Carl West as a lobsterman who fished near Bracken. According to the official report, he fell overboard while fishing and drowned. His body washed up on shore a week after his death. Officially, West's death was an accident. In actuality, he was killed by the Deep Ones and his blood was used in the ceremony.

4	Diane Smedley	Diane Smedley was a tourist who was boating near Bracken. She worked as a graphic designer in NYC and was trying to get away from all the stress, pollution and crime. She had the misfortune of encountering one of Bracken's boats. They killed her and used her blood in the ceremony. Her small sail boat washed up on shore in Massachusetts. Officially, she is still missing. However, her family believes she is dead.
3	David Cane	David Cane was a wanderer who made money by doing various odd jobs. The Bracken's hired him to do some small repair jobs at their restaurant. According to the official story, he fell off a ladder and on to the picket fence around the restaurant. He did I, fact die on the fence, but his death was actually arranged by Josh Hynes as a sacrifice to his "master." Naturally, Hynes did not realize he was actually providing blood for the ceremony of the catch.
3	Linda Smith	Linda Smith was a somewhat well known local artist who made a decent living selling her paintings of coastal scenes. Carl Denson came across her while he was out shooting. He killed her with a blow to the head and took her blood for the ceremony. Officially, she fell off a small cliff and drowned when she was knocked unconscious by the fall. Her body was found by two fisherman.
2	Fred Cliff, Gloria Cliff	Fred and Gloria Cliff were driving near Bracken when Fred fell asleep at the wheel and the car hit a bridge pylon. Or so the official report says. In actuality, Andrew Gates cast Blood Claws on Fred Cliff. When the claws started erupting from his skin, he lost control of the car. Gates then took their blood and used it for the ceremony.
1	Jack Wilson	According to the official story, Jack Wilson was smoking when his boat's fuel tank sprung a leak. He didn't see the fuel in time and he accidentally blew himself and his boat up. His body was never recovered, but his boat was found by the Coast Guard. What truly happened was that one of Bracken's boats took Wilson from his boat and blew it up.

1	Danielle Brown	Danielle Brown has a motorcycle accident while driving through Bracken. She was knocked off her motorcycle by a cable Hynes had strung across the road where he was waiting for her. Brown had come to town looking for Hynes, since he had stolen a great deal of money from her younger sister. Unfortunately for Brown, she thought he was completely vile but harmless and so she underestimated him. Some of the people in town know that Brown came looking for Hynes and that she had words with him. He police suspect her death might not have been an accident, but they have not been able to find enough evidence (Hynes threw the front tire, which hit the cable, off into the woods and it has not been found).
---	----------------	--

Old Stones

The old stones have something of a reputation. There are five stones that make up the old stones. Four of them were moved there in 1925 by a group of spiritualists and one is a meteor which fell to earth untold years ago. The stones themselves are detailed below.

The following writings are available which relate to the stones.

If the investigators look for the oldest available information about the stones, they might be able to find a copy of *Myths of the Native Americans*. This book is a collection of actual writings from the time periods covered in the book.

-From *Myths of the Native Americans* edited by John Hadley (1973).

“Daniel Smith, 1734

The natives of this land have many interesting stories about monsters, magicks, and cursed places that in some respects match those of the ancient Greeks. One interesting story was told to me by a warrior who had traveled far. He told me of a stone that fell with fire from the sky and drew to it the men of the underwater lands. This warrior told me how these men of the underwater lands came to the people of the area and vexed them with their wickedness. Some of these men from the underwater were killed by brave warriors, but the kept returning so the people left the area to these bad men.”

If the investigators look for information about the old stones, they might be able to find the book *Spiritualism in the Twenties*. This book can be found at most major libraries. This book is a well written work and provides fairly detailed coverage of spiritualism in 1920s America.

-From *Spiritualism in the Twenties*, David Coldwell (1948)

“The general increase in spiritualism in 1920s caused specific incidents in various parts of the country...One of the more unusual occurrences in New England was the transportation of four stones to a secluded area on the Maine coast. The stones were positioned around a fifth stone, which was supposed to have ‘fallen from the stars.’ According to a local story, the stone was examined in the 1930s by a university professor. This professor is reported to have confirmed that the stone was not from this earth. Unfortunately, this report has not been confirmed.

The four stones in question were moved by the wealthy, but eccentric, William Desantis. According to a newspaper article, Desantis had the stones moved there to ‘accentuate the focus of the spiritual energies.’ He and his associates conducted secret rituals there for four years until Desantis’ death in 1929. Although there are various stories about how Desantis died, the coroner’s report listed the cause of death as a heart attack. As Desantis was old and in poor health at the time, this is not surprising. Some of his follows claim that his heart gave out when spiritual beings appeared among the stones.”

Old Captain Jebediah Jackery

Town Museum

The museum, which is described below, has one item that will be of interest to the investigators. This item is the chest Calyso left in town when he was last there. The chest is stored with several other chests. The key that Calyso will provide to the investigators has a very distinctive decorative etching (a sea lion) and the chest has a matching etching. If the investigators have the key to the chest (from Calyso’s agent) and seem trustworthy, they will be allowed access to the chest. Unless they are very persuasive, they will have to examine the contents of the chest in the museum. Naturally, the museum does not have a photocopier. Andrew Gates does not know about the chest, but if he finds out about it, he will arrange to have it stolen.

The chest contains several interesting items.

The people that tend the museum tend to be fairly talkative and will like to gossip a bit, if the investigators are friendly. All of them know about the murders of Jim and Kelly Walt. The generally accepted theory is that Sarah, who was known to be a “bad girl” killed them for drug money. None of the people who tend the museum know about what is really going on in town.

The Chest

The chest is made of iron and is still remarkably sturdy. Short of smashing it apart with a sledgehammer or cutting it open, the only way to get into it is to use Calyso’s key. The chest contains several items which might prove useful to the investigators.

The items in the chest were written by Calyso and an examination of the handwriting in these items and that in the letter given to the players will reveal that they are almost identical. Calyso left these items in the chest in Bracken because he feared that some day the evil would

The first item is a rolled piece of parchment which contains some detailed sketches of Deep Ones and shows their vulnerable areas with red ink markings.

Investigators who know martial arts might recognize it as the sort of anatomical diagram used in traditional martial arts instruction. While the players might expect some sort of magical bonus from studying it, all it will do for the investigators is show that Deep Ones can be killed. Anyone who studies the parchment will easily recognize a Deep One if he sees it.

The second item is a scrap of paper bearing rough directions to Obediah Gate's house. The directions require that the investigators first know where the old stones are. Naturally, these directions refer only to the original stone. The directions read: "The house of Gates lies on the coast, about an hour and a half walk to the Northeast of the stone."

The third item is Calyso's notes. The notes describe Calyso's battle with Obediah Gates. The notes are fairly long, but the key passages are as follows:

...In 1822 I met Daniel Bracken. He seemed to be a man of moral fortitude and had a keen ear for my tales. After he left to return to the New World, I never expected to hear from him again...

...In 1849 Daniel's two sons came to me. Fortunately for the Bracken's and the town they started, I was still dwelling in the same city and they had little trouble locating me. The three of us made our way back to the New World and in 1850 we reached Bracken. The journey was difficult, but we made decent time despite the storms...

...When we arrived I learned that a man named Obediah Gates had all but taken over the town of Bracken. After some short investigation, I learned that these people were in league with something truly evil. My arrival gave Daniel and his fellows a great boost of confidence and several fights broke out between them and Gates' followers. Gates' fellows, though treacherous and wicked, were soundly thrashed in the streets...

...Over the next few weeks, the town was a boiling cauldron. Small acts of violence were a regular occurrence. Daniel urged me to act against Gates directly and immediately, but I convinced him that it would be best to act with due care...

...In the course of the investigation, I learned that Gates was in an alliance with some terrible things that dwelt beneath the ocean. Fortunately, I knew ways to deal with such wretched things.

...On September 24 we were ready to act. Armed men moved against Gates' followers in the town and drove them out. While this move was being made in the early hours of the day, I surprised Gates in his house and shot him with my pistol and then hacked him down with my sabre. Knowing the way of such evil men or things, I chopped Gates' body into pieces and threw it into the sea. Fearing what might be dwelling in his house, I burned it to the ground.

... Without their leader, Gates followers left town and it seems that evil has been

laid to rest...of course, evil often lies festering like a foul fungus...

Maps

Keeper's Maps

Area Map

This map shows the area in which the action and investigation will take place. The map details an imaginary area of the Maine coast. The area shown is about a half hour from Portland, which is the largest city in the state.

Ocean: This is the Atlantic ocean.

Bracken: This is the location of the town of Bracken. Bracken is one of many fishing towns along the coast of Maine and is described in greater detail below. A map of the town is provided.

Old Stones:This area contains four stones which have clearly been moved into position. This area has several myths and legends associated with it, all of which are unpleasant. The area is detailed below and some of the myths and legends are discussed above.

Foundation: This area contains the foundation of an old house as well as the sea cave in which the remains of Obediah Gates continue to "live" on. This area has its own map and is detailed below. There are some myths and legends associated with the house and its owner, which are discussed above.

Bracken Map

1. Town Museum:The town museum is located in an old house and is run by volunteers from the town, mostly retired people. The building contains a wide assortment of items and artifacts from the town's history. Naturally, most of the items relate to ships and fishing. The only item that will be of interest to the investigators are the chest Calyso left in the town.

2. Bracken House: This is a large, expensive and well kept house which was built in the previous century by Captain Daniel Bracken, a successful sea captain. John Bracken and Nell Bracken live here. Nell and John are careful to keep any evidence of their activities out of the house and they are keeping the rest of their family in the dark. The Brackens are almost always out of the house during the day. The Brackens own a restaurant and two fishing boats, which is their primary source of income.

3. Fish Processing Plant/Restaurant:This building holds the Bracken's seafood restaurant. The restaurant was established by Jack Bracken in 1949 and has been

extremely successful since then, at least until two years ago, when the Deep Ones and over fishing severely reduced the number of fish in the area. It is well known that the restaurant was in a lot of trouble last year when the Brackens had to buy fish instead of catching their own. Many local restaurants suffered a similar slump and many never recovered, but the Bracken ships have a reputation for being very lucky now. The restaurant is excellent and offers a variety of seafood meals at good prices. The restaurant decor is very tasteful. The restaurant is very popular and people will drive long distances to have dinner there. As with their house, the Brackens are very careful to not leave any evidence of their activities in the restaurant.

4. Andrew Gates' House: This is where Andrew Gates lives. Gates knows full well what happened to his ancestor, so he is careful to keep evidence of his true nature hidden. Gates' house is quite normal. The only unusual items he has are two notebooks full of his notes on various Mythos texts, and a loose collection of papers that are his notes on the spell Raising up the Small of the Sea. The two notebooks are in English. Each one costs 1D3/1D6 Sanity points and +6 to the reader's Cthulhu Mythos. Each notebook also has a spell multiplier of X2. The first notebook contains the spell Contact Deep One and the second contains Contact Cthulhu. The notebooks deal mostly with the topics of the Deep Ones and Cthulhu. Gates keeps these notebooks in a trunk in his attic, under several old text books. Reading the loose notes on the spell costs 1/1D3 Sanity points, but adds nothing to the reader's Cthulhu Mythos skill. The notes are very well written and provide a spell multiplier of X4. The only spell in the notes is Raising up the Small of the Sea.

5. Jeb Jackery's House: This is the house in which the retired Captain Jackery lives. Jackery's house is a normal house and is well kept. Since one of his favorite hobbies is building ship models and ships in bottles, the rooms of his house are well stocked with such items. Jackery is one of Calyso's agents and will be the investigators' main contact in the town.

Foundation Area Map

Trail to Town: This is a fairly faint trail that leads to the town. Andrew Gate's is careful to not leave town the same way repeatedly so as to avoid creating a clear trail. However, he has grown a bit lazy and follows a set trail once he gets about a mile from town. This trail has been worn over the months and can be followed fairly easily.

Foundation: The foundation is clearly quite old and weatherworn. There is still some evidence that the house burned down. Some foundation stones are cracked from heat and some are, amazingly enough, still blackened from the fire. There are also some pieces of wood that have survived as hard charcoal. There are clear signs of the trail leading into the foundation and the trail ends at a stone slab. The slab is about three feet long and two and a half feet wide. It is fairly heavy, being made of stone, but is set on a couple logs which makes it easy for one person to roll it out of the way. Beneath the stone is a way into the sea cave. The worn stone steps are

slippery and covered with moss. The way down is fairly cramped as the passage is narrow. Investigators over average or greater height will have to crouch down when going down the steps. Keepers who are feeling particularly cruel can make players roll under their Dex X5 to avoid falling down the steps if they engage in violent actions, such as trying to run up them or engaging in combat while on them. Falling down the steps would inflict, at most, 1D4 in damage.

Sea Cave: This is the cave in which the remains of Obediah Gates “live on.” The cave was originally used by Gates as a place where he could conduct his dark rituals in private. The cave was chiseled from solid granite by Mythos beings and leads down to the ocean. It is about six feet high and fifteen feet wide at the upper end. It narrows at the lower end to about seven feet wide. The lower end of the cave floods during high tide and the mouth is halfway under water during low tide. The cave mouth is wide enough for a small row boat to enter during low tide. The upper end of the cave is fairly damp but only floods during extremely high tides or severe storms. Engraved deeply into the floor are various symbols. A successful Cthulhu Mythos roll will reveal that the symbols are associated with Mythos magic, specifically with Cthulhu. Any mythos spell cast from within the engraved area will be twice as effective, but cost twice as many Sanity Points.

In his new form, Gates must spend most of his time immersed in sea water, so he spends his time in the sea cave, plotting a way to get a new body. Andrew Gates has brought a variety of items to Obediah, such as waterproofed books, several waterproof lanterns and some works of art that have been sealed in clear plastic. Andrew Gates has also brought several coolers into the cave in which he puts food for the sea creatures which compose Obediah’s body.

Ocean: This is the Atlantic ocean.

Old Stones Map

The old stones are located in the woods some distance from town. Josh Hynes and his Satanists have worn a faint trail from the town to the stones. Finding this trail would require a conscious effort and successful use of the Tracking skill. Hynes is intelligent enough to take some effort to avoid being followed to the stones. Locals have grown use to him trekking out into the woods carrying his painting supplies. Most of them assume he is painting, which is what he often does.



There are five stones in the area. There are four stones laid out as the corners in a square pattern. These stones are made out of native granite and were moved there in the 1920s by a group of wealthy (but eccentric) spiritualists). The center stone is

composed of stone that is not native to earth. The stone is, in fact, an ancient meteor. The stone appears to be fairly normal, but will have an unpleasant look to the eye, for some reason. The area around the stones always feels a bit colder than the surrounding area and being near the stone will make people feel a vague sense of unease.

The Deep Ones in the area consider the center stone to have some significance and they have kept it from being covered by earth over the centuries. Because of their activities, which have not always gone unobserved, the area has various legends associated with it.

The stones were used in the 1920s by the spiritualists and the four corner stones show marks where they were etched with various occult symbols. These symbols have no Mythos significance. The area around the stones is littered with items from Josh Hynes' rituals as well as things like beer cans, whiskey bottles and cigarette butts. The bones of several small animals (mostly cats and dogs) can be found in the area. These unfortunate animals were used in Hynes' rituals.

Sarah Walt is staying in small tent near the stones. She is somewhat afraid of the stones, but she wants to stay near them because she still harbors some belief that her reward is coming and that it will be delivered at the stones.

Action

The action begins when the investigators arrive in Bracken. Obediah Gates, whose death at the hands of Calyso is still bright and fresh in his mind, has warned his followers that people might come to town to cause trouble, hence they will be on the look out for unusual strangers. Once Gates becomes aware that the investigators are in town, he will do his best to steer them into danger. In order to triumph, the investigators must avoid being misled and avoid being killed. Obediah, who wants to avoid getting killed again, has placed several barriers between himself and the investigators. It is these barriers that will almost certainly define the course of action for the adventure.

Andrew Gates has been instructed to make sure that everyone keeps a low profile, so Obediah Gates' first line of defense is keeping the investigators in ignorance. This is unlikely to be effective (otherwise the adventure will come to a very rapid and dull end).

The Satanists

The Satanists are Gates' second line of defense. The investigation of the Walts' murders should lead the investigators to the Satanists, provided they go looking for Sarah. The investigators' contact, Jackery, thinks that Josh Hynes is involved with something suspicious and will suggest that the investigators check up on him and his fellows. Jackery knows that the young Satanists (he does not know them as such, of course) are associates of Hynes and will suggest that the investigators also check them out.

When Gates realizes that the investigators are in town, he will arrange to have the Satanists go after him them. Hansen and Taylor will be willing to engage in acts of violence against the investigators, but will probably not work up what it would take to kill them. Hynes, as noted below, sees himself as powerful and great and will be

over confident when acting against the investigators. He has no qualms about killing the investigators. He is not completely stupid, so he will come up with a plan before acting. He also has the need to satisfy his artistic desires, so he is likely to plot something dramatic. For example, he might send an anonymous note to the investigators telling them to meet a contact at the stones for the truth about what is going on in Bracken. Naturally, Hynes will have set up a dramatic trap at the stones involving lights, masks on poles and such. The actual trap will be fairly mundane: Hynes will shoot at the investigators with rifle from the woods.

The Satanists will probably only be a minor nuisance to the investigators. If the investigators defeat the Satanists, Gates will lay really low in the hope that the investigators will think they have solved the mystery and hence leave the town.

The Cult and Andrew Gates

The cult consists of the Brackens, the two sea captains and the crew members who participate in the ceremonies. While most of these people do engage in mundane criminal activities on the side, they have been directed to not do anything illegal that would attract undue attention. If any member of the cult attracts the attention of the police, the other members will “sacrifice” him to the law, so as to avoid an extended police investigation which could expose the whole cult. Individual members who are arrested are unlikely to talk, since they believe they will meet a terrifying fate if they reveal any cult secrets. This is, of course, true. Of course, clever police or investigator interrogation might get a cult member to reveal some information, probably in the forms of threats. For example, a crew member might brag that there is a great power that will avenge him.

The cult members are careful to restrict their unusual activities to the ceremonies and the occasional cult meetings. The ceremonies take place once a month at night, where the Brackens’ boats are kept. While the ceremony is taking place, there will be armed crew members on guard. The first part of the ceremony, which is a farce, is conducted by Nell Bracken. She will chant and paint blood onto the boats and then the cultists will depart. The second part of the ceremony is conducted by Andrew Gates. After the cultists have finished the pseudo ceremony, he and Carl Denson will go to the boats and Gates will conduct the real ceremony. At this time Gates will be very vulnerable. After casting the spell for the ceremony, he will have significantly fewer Magic Points than usual. If the investigators catch him after the ceremony, he will be forced to fight almost entirely with mundane means and a well armed party should have little trouble defeating him and Denson, provided they act quickly and decisively. However, it should be kept in mind that Gates might sacrifice secrecy for safety and bring along the two captains and two of the more trustworthy cultists as guards. In that case, the investigators will have a much more difficult time.

Aside from the ceremony, Gates will generally only engage in mundane activities. The only exceptions will be his research into finding a means of getting a new body of Obediah and his meetings with Obidiah for counsel. His research is conducted in his house, using books, faxes and photocopies sent to him by others associated with the Mythos or scholars acting in ignorance. Since these activities are not illegal, they would not serve as evidence to be used to have him arrested. When he is in his

house, he keeps the doors locked and his gun close at hand. He has an alarm system set up and will call the police if the investigators try to break in. Since breaking and entering is illegal, Gates would have such incautious arrested and continue with his plans unimpeded.

Andrew Gates will go alone to meet with Obediah Gates, since Obediah does not want anyone to know of his existence. Andrew Gates will be extremely cautious when going to visit Obediah, especially if he is aware that there are investigators in town.

Andrew Gates will not want to sacrifice the cult members, unless he has to. If the investigators defeat the Satanists, Gates will direct the cultists to go against them. He will first have some of the crew attack them in what appears to be a robbery attempt. If that fails, he will escalate his attacks against them. If the investigators vanquish all his minions, he will attempt to summon Deep Ones to attack the investigators, should the situation permit. If the investigators defeat the Deep Ones he summons, it is likely that Andrew Gates will warn Obediah and flee for his life. Obediah will be forced to go to the Deep Ones and Bracken will be safe, at least for a while.

The Old Wizard

In order to reach Obediah, the investigators will almost certainly have to defeat the Satanists, the cult members and Andrew Gates. If the investigators are able to take Obediah by surprise, they will have the opportunity to attack him in his tunnel. Naturally, he will fight. If the investigators seem weak, he will simply kill them. If the investigators pose a serious threat, he will flee the tunnel and head out into the sea. He will attempt to make it to the Deep Ones' city. Unless the investigators have a military submarine or depth charges, Gates will be safe in the underwater city.

Defeating Obediah Gates will require very fast and decisive action. The investigators will either have to destroy Obediah quickly, before he can escape, or prevent his escape long enough to destroy him.

Conclusion

The adventure comes to an end when the investigators are either defeated, defeat their opponents or chose to leave town.

Leaving Town

If the investigators leave town without accomplishing anything, the Deep Ones will eventually move against the town and will probably take it over. Those who are not brought over to madness will be eliminated in an "accidental fire" that will sweep part of the town. The survivors will be left as thralls of the Deep Ones and Bracken will slide into corruption and madness. The investigators should lose 1D4 Sanity Points each if they learn what took place. They can redeem themselves by returning to the town and freeing it, which will be extremely difficult. It is likely that the Deep Ones will be able to find a spell to provide Obediah Gates with a new body.

Defeating the Satanists

If the investigators are able to defeat the Satanists by killing them or getting them

arrested, they will have won a small victory over evil. The investigators should receive one Sanity point each. If the investigators leave town after this, thinking that it is over, the events mentioned above will take place. If the investigators continue their investigations past the Satanists, they will still get the reward for defeating them.

Defeating the Cultists

Defeating the cultists involves killing or otherwise neutralizing the members of the cult. These people include the Brackens, the two captains, the crew members and Carl Denson. The investigators will face some serious difficulties trying to kill all these people. Investigators who are not up to large scale violence might find it wise to try to expose the cult's illegal activities and get them arrested. If the investigators can tie the cult to any of the murders, the police will investigate. This will severely curtail Gates' activities. If the police investigation becomes very robust, Andrew Gates may be forced to stop his activities. If the cult is defeated, Gates will suffer a severe setback and it will take him some time to find a new group of people to use as his minions. Without his minions, Gates and the Deep Ones will not move against the town. However, Gates will continue with his plan to aid Obediah Gates in regaining a body and the two of them will go on to create a great deal of evil. Depending on what the investigators learn of these activities, they might suffer a Sanity loss for failing to stop them. Of course, the investigators can be redeemed by defeating the Gates.

Defeating the cultists should give the investigators a Sanity point reward. This should be no more than 1D6 Sanity points.

Defeating the New Wizard

The investigators can defeat Andrew Gates by killing him or finding some way to get him arrested. Since Gates has been very careful to not get any blood on his hands, it will be difficult to have him arrested. It is likely that the investigators will have to kill him, unless they can manage to frame him or actually get enough evidence to have him arrested. Needless to say, the investigators might have to deal with the law if they kill him.

Defeating Andrew Gates will prevent the Deep Ones from taking control of Bracken as his minions will be without effective leadership and will eventually be caught by the police, if the investigators do not defeat the cult prior to dealing with Andrew Gates. Without Andrew Gates, Obediah Gates will not have any way of interacting with the human world and will be forced to join the Deep Ones in their city. He will eventually return to plague humanity, but Bracken will be safe for a while. The investigators should receive a reward for defeating Andrew Gates. A 1D4 Sanity point award is suggested.

Defeating the Old Wizard

Defeating Obediah Gates will probably be the most difficult part of the adventure. Since Obediah is no longer human, the investigators will find it wisest not to attempt to get the police involved. On the plus side, if they destroy him, they need not fear any official action (after all, all that will be left will be some very old bones

and dead marine life.

Defeating Obediah Gates will almost certainly put an end to the activities in Bracken. If the investigators somehow kill Obediah Gates without defeating Andrew Gates or the cultists, Bracken will still be doomed, although without Obediah's evil guidance the process will take longer. Since Obediah is a true mythos being, the investigators will definitely get a Sanity point award for defeating him. The reward should be 1D10 Sanity points.

NPCs

Andrew Gates, Young Sorcerer

STR: 12 Con: 13 SIZ: 14 INT: 15 POW: 16 DEX: 12 APP: 11 EDU: 16 SAN: 00 HP: 13 DB: 0

Drive Automobile 45%, Hand Gun 45%, Latin 65%, German 34%, Listen 37%, Mechanical Repair 36%, Navigate 41%, Occult 45%, Cthulhu Mythos 21%, Pilot Boat 37%, Spot Hidden 28%, Swim 34%

Weapons: 9mm Shots/Rd: 3 Damage: 1D10 Range: 20 Shots: 8 Malfunction: 99, 2 clips.

Spells: Blood Claws, Ceremony of the Catch, Prepare Blood, Water Lungs, Raising up in the Small of the Sea.

Description: Andrew Gates is a middle aged man of average height and appearance. He has thinning brown hair and brown eyes. He also wears glasses. Although his appearance is average, his mind is twisted, insane and evil.

Gates history is given above, in the relevant sections. In sum, he is a descendant of Obediah Gates who has discovered his true heritage.

Gates is very intelligent and a careful planner. He has taken many steps to stay in the background and has done his best to avoid drawing undue attention to himself. To preserve himself, he has put a few layers between him and those who might come to stop him. He knows full well that there are people who might come for him, so he has taken steps to prepare for them. He will use his minions against the investigators and will enter into the fray himself only if he has no choice. He knows that Obediah Gates is using him, but Andrew Gates has also been using Obediah to increase his own power.

In combat, Gates will use his pistol and will only resort to magic if necessary. He will do his best to talk his way out of such situations and wants to stay alive a long time.

Calyso, Ancient Witch Hunter

STR: 15 Con: 10 SIZ: 13 INT: 15 POW: 20 DEX: 16 APP: 14 EDU: 21 SAN: 46 HP: 13 DB: +1D4

Accounting: 45%, Anthropology: 55% Archaeology: 55%, Bargain: 95%, Biology 30%, Chemistry: 35%, Credit Rating: 75%, Cthulhu Mythos: 25%, Fast Talk: 75%, First Aid: 70%, History: 85%, Law: 35%, Library Use: 85%, Martial Arts: 90%, Medicine: 20%, Natural History: 85%, Occult: 85%, Chinese: 70%, Latin: 85%, German: 75%, Japanese: 45%, English: 105%, Spanish: 35%, Psychology: 75%, Ride: 50%, Sneak: 55%, Spot Hidden: 75%, Swim 45%, Track: 35%, Fist 90%, Kick 90%, Grapple: 90%, Handgun: 65%, Rifle 65%, Sword: 65%, Knife: 75%

Weapons: 9mm Shots/Rd: 3 Damage: 1D10 Range: 20 Shots: 15 Malfunction: 99, 2 clips.

Fighting Knife: 1D4+2+1D4

Fist: 1D3+1D4

Kick: 1D6+1D4

Items: Tortoise Shell Matrix holding 20 Magic point, one small Elder Sign stone on a neck chain.

Spells: Deflect Harm (1 Sanity point, 1 Magic point + 1 per point of damage)

deflected), Dominate (1 Sanity point, 1 Magic point), Dust of Suleiman, Elder Sign, Contact Nodens, Summon/Bind Nightgaunt

Description: Calyso is 5 feet, 10 inches tall and has black hair and a beard which are tinged with gray. His eyes are blue, with a faint hint of milkiness to them (from the effects of the potion). He has deep lines worn in his face and appears to be in his early forties and in excellent shape. He always dresses in conservative, tasteful clothing of excellent quality.

Calyso was born in 1636 in England to a family of minor nobility. In 1650, his family was falsely accused of being involved in “witchcraft, devilry and misdeeds” by a more powerful noble who wanted their land and also happened to be a true Mythos warlock. When the case against the family failed, the warlock summoned up a Dimensional Shambler to kill them. Of the family, only young Calyso (then known as Henry) survived. He was rescued by a loyal servant, who perished in the attempt. Shaken by his horrible experience, young Henry wandered the country until he was taken in by a kindly priest. The priest called him “Calyso” because that was what the boy muttered over and over in his madness, for some unknown reason. Eventually, Calyso recovered from the ordeal and grew up to be a strong young man. He joined the military and served with distinction. When he was twenty six, he and several loyal men slew the noble who had killed his family. The noble had a considerable amount of power, so Calyso and his men fled the country to become adventurers. Calyso ended up in China in 1674 and studied under the Taoist Master Lin Yung, from whom he learned the martial arts, the ways of magic, and how to brew the potion of immortality. Armed with Lin Yung’s teaching, Calyso set out to do battle with the Mythos and other forms of evil.

Calyso is over 300 years old and has been fighting the Mythos for three centuries. Hence, he is extremely competent, cunning and dangerous. Calyso has survived so long because he is extremely cautious, plans carefully and knows when it is best to run away to fight again another day. Because of his increasing age and blindness (he has used 33 potions, so he is 33% blind) he acts increasingly through hired agents. However, he is still more than capable of taking a hand in the action.

Calyso is quite wealthy from his past investments and own a great deal of property and many businesses. This great wealth allows him to easily re-create his legal identity every few decades so as to avoid undue attention. Calyso sees his wealth as a means to an end, but will not spend it foolishly. Calyso’s style is to work behind the scenes, aiding those who fight the Mythos with information and his resources. He generally tries to avoid attracting too much attention to himself because he knows that the beings of the Mythos are eager to find and kill him (or worse).

Jeb Jackery, Retired Captain

STR: 11 Con: 11 SIZ: 13 INT: 12 POW: 14 DEX: 13 APP: 13 EDU: 15 SAN: 67 HP: 11 DB: 0

Drive Automobile 29%, First Aid 35%, Hand Gun 45%, Listen 35%, Mechanical Repair 53%, Navigate 75%, Natural History 55%, Pilot Boat 77%, Sneak 26%, Spot Hidden 26%, Swim 40%

Weapons: .45 Automatic Damage: 1D10+2 Range: 15 Shots:7

Description: Jackery is sixty seven years old, bald and has a white beard. He is in very

good shape for his age and keeps fit by walking everyday and swimming in the summer when the ocean is only mildly freezing.

Jackery used to work as a freighter captain for one of Calyso's companies and had a reputation for being a brave and trustworthy officer. After Jackery retired, Calyso offered him a special "retirement plan." In return for a house and a monthly pension, Jackery agreed to live in Bracken and keep an eye on things. When he learned of several deaths in the area, he sent a message to his contact in Calyso's organization. Based on Jackery's report, Calyso decided to send the investigators in to check things out.

Jackery has had some minor experience with the Mythos, due to his work as Calyso's agent. He will help the investigators to the full extent of his abilities, although his age makes him less inclined to enter into extended periods of combat. He will be acting mainly as a source of information for the investigators as he will be serving as the go between for Calyso and the investigators.

John Bracken,

STR: 13 Con: 14 SIZ: 13 INT: 12 POW: 10 DEX: 12 APP: 12 EDU: 14 SAN: 24 HP: 14 DB: +1D4

Drive Automobile 35%, First Aid 25%, Hand Gun 35%, Listen 35%, Mechanical Repair 33%, Navigate 35%, Natural History 55%, Pilot Boat 57%, Spot Hidden 26%, Swim 30%

Weapons: .357 Revolver Damage: 1D8+1D4 Range: 20 Shots: 6

Description: John Bracken is a forty year old man with black hair and beard. He has the weathered look so common among men of the sea. Unlike most, he has a haunted look in his eyes when his guard is down, as if he knows things best not known and as if he has done things best not done.

John Bracken is the owner of two fishing vessels and the sea food restaurant in town. He used to be a hard working, decent man until his business fell on hard times and he was drawn into evil by his wife. He still feels some remorse about what he has done and might be turned against her and Gates with a considerable amount of effort.

John Bracken participates in the rituals, but does not know about the Gates. Andrew Gates wears a mask during the rituals and does not speak. John Bracken thinks that his wife is the one in charge of what is going on and that the masked person (Andrew Gates) is working for her, which is just how Andrew Gates wants it. He knows a bit about the Satanists, but he does not participate in their activities. The Satanists do not know about his activities. Bracken has been told to blame everything on the Satanists if he is caught and interrogated. Unless the investigators are very persuasive, this is what he will do. He has been told to act normal and to avoid attracting any attention to himself, which is exactly what he will try to do.

John Bracken has a license to carry a concealed weapon, which he acquired legitimately. He almost always carries a .357 Magnum revolver. He practices regularly with it, often envisioning Andrew Gates' face on the target.

His daughter, Jessica, is a detective in Miami so he is exceptionally careful when corresponding with her.

Nell Bracken

STR: 9 Con:10 SIZ: 9 INT: 13 POW: 14 DEX: 13 APP: 15 EDU: 13 SAN: 00 HP: 10 DB: 0

Accounting: 55%, Bargain: 45%, Fast Talk: 65%, Persuade: 55%, Handgun: 33%

Weapons: .25 Semiautomatic Damage: 1D6 Range: 15 Shots: 6

Description: Nell Bracken is an attractive woman in her early thirties. She has blonde hair and brown eyes. She is in decent shape, but is fairly small.

Nell Bracken is John Bracken's second wife. His first wife died of cancer three years ago. Nell Gibson was his accountant for the restaurant and she eventually married him. She left him for a while when the restaurant was suffering difficulties. She was contacted by Andrew Gates who offered her a job. The "job" turned out to be a ruse and Nell was exposed to several mind blasting experiences which drove her over the edge. Her insanity, combined with her greed, made her a willing agent of Andrew Gates. She returned to Bracken and helped Andrew Gates get John Bracken involved.

Nell Bracken is quite insane and evil at this point. Her main concern is accumulating as much money as possible, no matter what she has to do. She is also very interested in power and hopes to get it from Andrew Gates, so she is doing her best to do what he wants, at least for now.

She is careful to maintain a facade of normalcy and plays the role of a normal housewife very well. If she is questioned by the investigators, she will pretend to know nothing about what is going on. If she is caught while being involved in something incriminating, she will pretend to break down into tears and will say how happy she is that the investigators have freed her. She will say that John Bracken and the Satanists are to blame for everything, and that she is just a pawn.

Carl Denson

STR: 15 Con: 16 SIZ: 15 INT: 11 POW: 9 DEX: 12 APP: 10 EDU: 10 SAN: 00 HP: 16 DB: +1D4

Drive Automobile 35%, Fast Talk 30%, Listen 45%, Shot Gun 45%, Hand Gun 45%, Knife 55%

Weapons: .44 Magnum Shots/Round: 1 Damage: 2D6+2 Range: 30 Shots: 6

12 Gauge Shotgun Shots/Round: 4D6/2D6/1D6 Range: 10/20/50 Shots: 5

Combat Knife 1D4+2+1D4

Fist 1D3+1D4

Description: Carl is 6 feet tall and has black hair, a bad moustache and grey eyes. He is large, heavily muscled and tough looking. Hoping to make some money, Denson left Bracken as a young man. Things didn't work out well for him and he turned to crime. After serving time for theft, he returned to Bracken and worked as a fisherman. He didn't like his job that much and decided to turn back to crime. Before he could get his old career underway again, he was recruited by Andrew Gates. At first, he just did some minor deeds for Gates, but he was gradually brought into the realm of madness by systematic exposure to the horrors of the Mythos.

Since Denson is not an intellectual powerhouse, Andrew Gates employs him primarily as muscle. He will be used, along with the Satanists, as cannon fodder against the investigators. Naturally, Andrew Gates has no qualms about sacrificing

Denson and the others to further his ends.

Denson is a loyal minion of Andrew Gates and his loyalty is guaranteed by his madness and his fear of Gates' power. Denson will do anything that Gates asks him to do without question, since he knows that nothing that happens to him could be worse than what Gates could have done to him.

Captain Kevin Taylor

STR: 13 Con: 14 SIZ: 13 INT: 11 POW: 11 DEX: 12 APP: 12 EDU: 13 SAN: 22 HP: 14 DB: +1D4

Drive Automobile 27%, First Aid 23%, Hand Gun 29%, Listen 29%, Mechanical Repair 27%, Navigate 32%, Natural History 22%, Pilot Boat 64%, Spot Hidden 22%, Swim 35%

Weapons: .38 Special Shots/Round: 2 Damage: 1D10 Range: 15 Shots: 6

Description: Taylor is 5 feet, 9 inches tall, He has graying black hair, a full beard and blue eyes. He smokes a pipe regularly. Taylor is the captain of one of Bracken's fishing vessels and is involved with the ceremonies that have been improving the catch.

Like John Bracken, Taylor participates in the rituals, but does not know about the Gates. Taylor thinks that Bracken is in charge. Like Bracken, Taylor knows a bit about the Satanists, but he does not participate in their activities. Taylor has also been told to blame everything on the Satanists if his is caught and interrogated. Unless the investigators are very persuasive, this is what he will do. He has been told to act normal and to avoid attracting any attention to himself, which is exactly what he will try to do. He does not feel as guilty as John Bracken, primarily because he does not know as much about what is going on as John Bracken and he rather likes his increased income.

Taylor does not live in Bracken and drives in each morning from a nearby town.

Captain John Gussell

STR: 14 Con: 15 SIZ: 14 INT: 12 POW: 12 DEX: 13 APP: 12 EDU: 12 SAN: 00 HP: 15 DB: +1D4

Drive Automobile 28%, First Aid 25%, Hand Gun 48%, Listen 32%, Mechanical Repair 41%, Navigate 47%, Natural History 32%, Pilot Boat 74%, Spot Hidden 42%, Swim 35%, Rifle 35%

Weapons: 9mm Semiautomatic Shots/Round: 3 Damage: 1D10 Range: 20 Shots: 15
AK-47 Shots/Round: 2 or burst Damage: 2D6+1 Range: 90 Shots: 30

Description: Gussell is 5 feet, 10 inches tall, He is bald and has brown eyes. Before working for Bracken, he was involved with drug running in Florida. He is now the captain of one of Bracken's fishing vessels and was specifically brought in by Andrew Gates .

Gussell participates in the rituals and also serves as one of Andrew Gates' minions. Like Denson, he has been driven insane by Gates and is his loyal minion. If he is captured and interrogated, he will blame everything on the Satanists and will never reveal anything about Andrew Gates. He doesn't know anything about Obediah Gates.

Andrew Gates employs Gussell as an agent to keep an eye on John Bracken while

Bracken is at work or fishing. John Bracken suspects that Gussell is Andrew Gates' agent and keeps a careful eye on him.

Gussell prefers to live a life of decadence, so Bracken is not to his taste. He lives out of town and either drives to work or sleeps over on the fishing boat he captains.

Crew Members

Not all the crew members of the Bracken ships are aware of what is really going on. The ones that are ignorant of the truth just show up and do their jobs and go back home and do not ask any questions. They are glad to have jobs and want to keep them. Some of the crew members are involved with what is going on, at least in some degree. There are nine crew members who are involved enough to actually take violent action against the investigators. These men were drawn into the conspiracy by the promise of good money and were gradually pulled out of their depth and into Andrew Gates' maelstrom of madness. Gates always wears a robe and mask when conducting the rituals, so the men do not know who he is. They refer to him as the "One who knows the Deep", a title Andrew Gates made up for himself.

The men will typically only be carrying working knives, but if they are prepared for violence, they are likely to arm themselves with handguns, rifles and shotguns.

Most of these men are people Gussell brought with him from his drug dealing days. Like Gussell, most of these men find Bracken too boring and live out of town.

Characteristics	#1	#2	#3	#4	#5	#6	#7	#8	#9
STR	13	12	11	13	14	11	14	12	15
CON	12	11	14	13	12	10	12	14	14
SIZ	13	14	12	13	11	12	15	12	13
INT	11	10	9	9	11	12	10	11	10
POW	10	9	8	11	10	9	9	11	12
DEX	13	14	12	11	12	8	7	12	15
HP	13	13	13	13	12	11	14	13	14
Damage Bonus	+1 D4	+1 D4	0	+1 D4	+1 D4	0	+1 D4	0	+1 D4

Move: 8

Weapons: Fist 50%, Damage 1D3+db.

Knife 25%, Damage 1D6+db.

Sarah Walt, Young Satanist and Murderer

STR: 8 Con: 11 SIZ: 8 INT: 13 POW: 11 DEX: 13 APP: 13 EDU: 11 SAN: 23 HP: 10 DB: -1D4

Drive Auto 24%, Fast Talk 15%, Handgun 22%, Hide 14%, Knife 27%, Listen 30%, Latin 3%, Occult: 15%, Sneak 14%

Weapons: .25 Automatic Shots/Round: 3 Damage: 1D6 Range: 15 Shots: 6
Knife Damage: 1d4 +db

Description: Sarah is a sixteen year old girl. She is thin, has long black hair and haunted blue eyes. Sarah used to be a quiet, gifted child, but she got involved with witchcraft and gradually followed a path that led into drugs and finally to membership in the town's Satanists.

Sarah was told to kill her parents to prove her loyalty to the Devil and she was promised great power in the afterlife for doing the deed. She hesitated a bit, but eventually killed her parents while they slept. She expected the Devil to protect her after she committed the deeds and she was sadly disappointed when she had to flee from the police and go into hiding in the woods. She still hopes that she will get her "reward" someday, but her faith is starting to waver. She is extremely depressed, angry and likely to be violent if confronted.

Thanks to visits from some of the Gates' Deep Ones, Sarah fully believes in the existence of demons and Satan. She knows the other Satanists, but she does not know about the Gates or the Brackens.

Bill Hansen, Young Satanist

STR: 13 Con: 11 SIZ: 10 INT: 11 POW: 12 DEX: 12 APP: 11 EDU: 11 SAN: 50 HP: 11 DB: 0

Hide 15%, Knife 31%, Listen 30%, Occult 15%, Sneak 13%

Weapons: Knife Damage: 1d4 +db

Description: Bill is a young man with brown hair and a scraggly moustache. He wears jeans and a jean jacket that has been decorated with magic markers.

Hansen is very much into Satanism and believes that Satan will give him power over the world, especially over women. Hansen is fairly dysfunctional, but is not particularly violent. He has seen the "demons" and has faith in his "religion." Bill likes Sarah, since she is the only girl who talks to him. He has been taking care of her by bringing her food and such.

Hansen is not particularly brave and is would be likely to knuckle under to threats. He knows the other Satanists, but does not know about the Gates or the Brackens. Hansen lives in town with his aged grandmother. She has no idea what he is up to and thinks he is a boy who has gone bad. She is a bit afraid of him, so she won't say much about his activities expect to people she sees as authorities.

Timothy Taylor, Young Satanist

STR: 13 Con: 13 SIZ: 15 INT: 12 POW: 10 DEX: 13 APP: 11 EDU: 9 SAN: 50 HP: 14 DB: +1D4

Dodge 43%, Fist 65%, Jump 32%, Martial Arts 15%,

Weapons: Fist 1D3+1D4

Description: Timothy is a large boy with short blonde hair and blue eyes. He was

interested in boxing when he was younger, but left it when he got hooked on drugs. He was lured into the Satanists by Josh Hynes, who promised him the opportunity for easy money to support his habit.

Timothy is not a “true believer” when it comes to Satanism, but he is into the associated violence and the chance to steal to support his habit. Timothy is more or less a petty criminal and is the most likely to turn on the others to get a better deal for himself. He only participates in some of the ceremonies and has not seen any of the “demons.” Hynes uses Timothy as muscle to threaten and subdue people. Timothy lives out of town with his parents, but spends most of his time at Hansen’s house, since he can pretty much do what he wants there.

Josh Hynes, Older Satanist

STR: 13 Con: 12 SIZ: 13 INT: 13 POW: 13 DEX: 13 APP: 12 EDU: 14 SAN: 00 HP: 13 DB: Art 21%, Bargain 11%, Cthulhu Mythos 3%, Fast Talk 34%, Handgun 27%, History 26%, Library Use 55%, Occult 65%, Latin 45%, Photography 23%, Psychology 26%, Rifle 34%, Sneak 7%

Weapons: 9mm Semiautomatic Shots/Round: 3 Damage: 1D10 Range: 20 Shots: 15
“AK-47” Shots/Round: 2 Damage: 2D6+1 Range: 90 Shots: 30

Spells: Contact Deep Ones

Description: Josh Hynes is a thin man with a somewhat nervous disposition (his hands are always active and he smokes constantly). He has long brown hair, brown eyes and wears glasses. He favors jeans and sports jackets.

Josh Hynes was a frustrated and failing student in graduate school when he decided to try to cash in on the New Age phenomenon. He drifted around, making some money off various scams. After a few years of such low income, Josh decided to try to find a way to pull off a big scam. Unfortunately for Josh, his preparation for the scam included reading a real Mythos book and casting a real spell from the text. He had planned on putting on a good show for a group of gullible Californians, but instead he caused their deaths when Deep Ones answered his call. Hynes pleaded for his life and offered to serve them, and has been serving them ever since. Hynes thinks that the Deep Ones and related beings are demons and he does not really have much of an idea about the truth of the Mythos.

Andrew Gates contacted Josh through the Deep Ones and had him sent to Bracken to aid him in his plans. Hynes does not know about Gates and takes all his orders from the “demons.”

Hynes is still a greedy man and is hungry for power. His main desires are to prove that he is right about all of his theories and to create art that captures the “true horror of existence.” Hynes is not a particularly good artist, even though he thinks of himself as a genius. His over confidence and need to gloat over people are serious weaknesses that can be exploited by the investigators.

Although he thinks he is powerful and important, Josh is an unwitting lackey of Andrew Gates. Gates has carefully set it up so that Josh thinks that he (Josh) is in charge and so that Josh has no idea about the Gates and the Brackens. Josh is not aware that Andrew Gates is employing him and his Satanists in two roles: to occasionally get victims for the sacrifices (Josh thinks he and his Satanists are giving the victims to the demons) and to serve as scapegoats in case something goes wrong.

Since Josh has a huge ego and has been kept in ignorance of the true situation, he ideal for the role.

Josh has a 9mm and a semiautomatic Chinese knock-off of an AK-47. While Hynes considers himself a student of the magick arts, he has no real powers so he has to rely on shooting people with guns.

Mythos Beings

Small of the Sea Revenant

Characteristics	Rolls	Averages	Obediah Gates
STR	2D6	7	9
CON	3D6	10-11	14
SIZ	3D6	10-11	13
INT	3D6*	10-11	16
POW	3D6*	10-11	17
DEX	2D6	7	5
HP		13-14	15
Damage Bonus		0	0

*Because Small of the Sea Revenants are created from people(or things) who were once magicians, they tend to have higher than average INT and POW. Keepers should feel free to adjust these scores upwards.

Move: 6

Weapon: Punch, 50% 1D3+db

Armor: None, but impaling weapons do half damage.

Skills: Small of the Sea Revenants retain the skills they possessed in life. Obediah Gates has the following skills: Bargain: 20%, Fast Talk: 23%, Natural History: 21%, Latin: 24%, Navigate: Persuade: 21%, Pilot Boat: 34%, Handgun: 36%, Rifle 31%, Knife: 37%

Spells: Since Small of the Sea Revenants are created from those who have cast spells all Small of the Sea Revenants know at least one spell. Obediah Gates knows the following spells: Blood Claws, Ceremony of the Catch, Prepare Blood, Water Lungs, Contact Deep Ones, Contact Cthulhu.

Sanity Loss: 1/1D10 Sanity points to see a Small of the Sea Revenant.

General Description: Small of the Sea Revenants are beings created by use of the Raising Up in the Small of the Sea spell. As described below, these beings are raised up from the remains of dead sorcerers using the small creatures of the sea (crabs, sea

worms, small fish, small squid, etc.) in place of their flesh. Because of this, they are terrible to behold as they look like a skeleton writhing with horrid little sea creatures that form the rough outline of a human form.

Small of the Sea Revenants retain their memories, skills, knowledge and intelligence. However, their horrid condition will affect them, so that if they were not insane and terrible to begin with, they almost certainly will be when they are raised up.

In combat, Small of the Sea Revenants can fight with any weapon they know how to use or they can flail away with their "fists." Since Small of the Sea Revenants have to stay in water, they will typically not be armed with weapons that are vulnerable to water. Small of the Sea Revenants can be killed in combat. If a Small of the Sea Revenant is reduced to 0 HP or fewer, the enchantment maintaining its physical existence will fail and it will "die."

Description of Obediah Gates :Obediah Gates was thoroughly insane and evil at the time of his death. When he is raised up by his descendant, he almost immediately began plotting his revenge and trying to find a way to acquire a human body to replace his current "flesh." His current condition has driven him even further into the realm of madness and evil, hence he has no limits as to what he will do to reach his ends.

Despite his madness, Obediah Gates is a very careful planner and has an amazing amount of patience. However, his patience is not limitless and he dearly wants to have a human form again.

In order to protect himself, he has set up a series of layers between him and any potential investigators. These layers include the Satanists, the Brackens as well as Andrew Gates. Obediah Gates is willing to sacrifice all of them in order to survive.

Although his body is fairly resilient, it can be damaged enough to cause the enchantment to fail so he will prefer to avoid combat. He will first attempt to avoid being found. If that fails, he will attempt to slaughter his opponents using his spells. He is fully aware of the effect of horror on people, so he will use Blood Claws to harm one opponent and induce horror in the others. If he realizes he is going to be defeated, he will attempt to bargain his way out of it by offering promises of wealth and power.

Deep Ones

There is a small community of Deep Ones located about two miles off the coast of Bracken and the Gates has been in contact with them. At some point during the adventure it is possible that several Deep Ones will be brought to shore to aid the Gates against the investigators or normal townspeople. The creatures are friendly towards the Gates and will be inclined to aid them and fulfil their requests.

Statistics are given for nine of the amphibian monsters. Keepers who need more than nine can re-use the statistics or generate additional Deep Ones. Normal Deep Ones typically do not employ human weapons, but a particularly cruel Keeper might wish to include some hybrids who feel quite comfortable employing rifles, shotguns and other firearms against the investigators.

The Deep Ones are intelligent, cunning opponents and will enter into combat with

a plan and clear, although perhaps alien, goals. They will prefer to avoid being seen by humans, and if they are seen, they will do their best to leave no living witnesses.

See pages 98-99 of the fifth edition rules for the full information about Deep Ones.

Characteristics	Rolls	Averages	#1	#2	#3	#4	#5	#6	#7	#8	#9
STR	4D6	14	11	13	11	21	16	16	21	16	9
CON	3D6	10-11	11	11	12	10	7	10	13	13	9
SIZ	3D6+6	16-17	18	15	19	21	17	14	19	15	10
INT	2D6+6	13	10	15	10	12	9	10	10	14	9
POW	3D6	10-11	7	10	8	12	13	8	10	9	9
DEX	3D6	10-11	4	11	10	13	15	7	11	7	11
HP		13-14	15	13	16	16	12	12	16	14	10
Damage Bonus		+1D4	+1 D4	+1 D4	+1 D4	+2 D6	+1 D6	+1 D4	+1 D6	+1 D4	0

Move: 8/10 Swimming.

Weapons: Claw 25%, Damage 1D6+db.

Hunting Spear 25%, Damage 1D6+db.

Armor: 1-point

Sanity Loss: 1/1D6 Sanity points to see a Deep One.

Spells

Blood Claws

This spell is cast in order to cause pain and suffering in a victim. The caster gestures at the victim while making a small cut in his own arm. The caster then flicks drops of blood towards the victim while intoning the words to the spell. If the caster overcomes the victim's POW, the blood vanishes and small, blood red claws sprout from the victim and begin tearing at his flesh. The claws form from quickly opening sores which bleed profusely, providing the material for the claws. The claws inflict 1D2 points of damage a round. In addition to the damage, the victim suffers extreme pain that lowers his chances of succeeding in tasks by 10% each round the spell lasts. This spell costs 3 magic points plus 1 point for each round it is active. The spell also costs 1D4 Sanity Points to cast. The spell will last for three rounds unless stopped by the caster. After the spell expires, the claws turn back to normal blood, but the wounds remain. Seeing a victim of the spell while the claws are in actions costs the viewers 1/1D4 Sanity points.

Ceremony of the Catch

This spell is cast in order to improve the quality and quantity of the fish caught by an ocean going vessel. The spell requires two liters of blood that have been prepared by the Prepare Blood spell. The blood is applied to the hull of the boat and allowed to run down into the water. While the blood is being painted onto the boat in the shape of various symbols the caster intones a guttural chant. Once the spell is completed those using the boat will catch 50-150% more fish than usual over the next month (30 days), as fish will be drawn to the boat by the enchanted blood. Casting this spell costs 6 magic points and 1D4 Sanity Points.

Prepare Blood

This spell is cast in order to draw and prepare human blood for use in the Ceremony of the Catch. This spell must be cast on a freshly murdered human being (dead no longer than two hours). Casting the spell involves a short ritual chant, marking the victim's skin over a major artery with a small mystical symbol, and then cutting into the artery. After the cut is made, the caster intones a monotonous chant and the blood of the victim spills out of the wound at a steady rate, stopping after about two liters of blood (an average human has 5.5 liters of blood). This process takes fifteen minutes. The blood is then ready for use in the Ceremony of the Catch. Using this spell costs the user 1 magic point and 1D4 Sanity Points.

Raising Up in the Small of the Sea

This hideous spell requires the remains (or at least most of them) of a dead sorcerer, at least a liter of fresh human blood, and access to an ocean or sea. For purposes of this spell, a sorcerer is a person who has lost at least 25% of his original Sanity Points through the use of Mythos magic. It does not matter how long the sorcerer has been dead as long as the bones remain. The caster begins by engraving various symbols into the bones with a metal implement while intoning the words to the spell. This part of the spell takes two hours and costs 4 magic points and 1D4 Sanity Points. Once the engraving is complete, the remains must be placed within a shallow area of sea water. The caster then pours the blood into the water over the remains while chanting the final part of the spell. This part of the spell takes about fifteen minutes and costs 3 magic points and 1D3 Sanity points. Once this part of the spell is finished, the blood will spread out into the water, drawing various small sea creatures (crabs, shrimp, sea worms, small fish and such) to the bones. The magic of the spell will bind the bodies of the creatures to the bones and form the hapless little victims into some semblance of the human form. Seeing this process close up costs the viewer 1/1D6 Sanity points. The newly formed creature will rise up and stagger in the water. Viewing the newly formed creature will require a Sanity check, at least for those who still have any Sanity Points left. If the sorcerer had any Sanity points left when he died, he loses 1D30 when he becomes aware of his current condition. The resulting creature is known as a "small of the sea revenant" and is described above.

Water Lungs

This spell is cast in order to inflict harm on a target by filling his lungs with

seawater. Needless to say, the spell works on creatures with lungs. In order to cast the spell, the caster needs a personal item from the intended victim that has been associated with him for at least five years. Casting the spell takes three hours. The caster must be in water up to his waist and must chant and gesture for the duration of the spell. Once the spell is cast, the caster matches his POW against the victim's POW. If the caster succeeds, the victim begins to drown (as per the drowning rules on page 32 of the fifth edition of the rules). The spell continues until the victim dies from drowning or the caster fails to defeat the victim in the POW struggle. If the caster fails his roll, the victim shakes off the spell and is able to force the water out of his lungs. Any damage that the victim has sustained remains, however. Victims who are killed by the spell appear to have drowned, even though their body, clothes and surroundings will probably be dry. Needless to say, this will probably baffle any investigating authorities. Casting this spell costs 5 magic points plus 1 magic point per round the spell is in effect. The caster also loses a number of Sanity Points equal to one half of the magic points used in the spell.

Items

Potion of Lin Yung

This potion was created in 1434 century by the Taoist Sage Lin Yung, in his search for immortality. Yung was disappointed by the way the potion worked, since it caused a gradual weakening of the person's vital energy and eventually caused blindness. In 1676, the adventurer and witch hunter Calyso met Lin Yung while Calyso was on the trail of a fleeing warlock. Lin Yung entrusted the secret of the potion to Calyso who has used it to stay alive across the centuries.

Preparing the potion is a difficult and grueling process. The creator must gather a variety of rare plants and extracts from rare animals and mix them together in a pot made out of a special and rare clay. Finding these items is always extremely difficult since they are so rare, unusual and perishable. The creator must work on the materials nonstop for two days carefully preparing them. The creator then imbues the mix with a point of POW by undertaking 12 hours of intense meditation while holding the pot. After the potion is imbued with the POW, it must be buried in the earth for ten years. After the potion is dug up, it must be consumed within 24 hours or it loses all potency. Undertaking this process requires a roll under the person's CONX5 (because of the physical toughness required) and POW X5 (because of the will power required). A single dose of the potion will prevent the aging process from affecting the individual for ten years. An individual can only consume one potion each decade. Drinking more than one will have no positive effect, but will . While the potion prolongs life, it does have some rather detrimental side effects. First, the potion causes a gradual loss of vision. Each potion consumed results in a 1% loss of vision, so after 100 potions (about 1,000 years) a person will be completely and irreversibly blind. Second, the potion creates a drain on the person's vital energy, resulting in a permanent loss of 1 point of CON for every 10 potions consumed. Third, extending one's life in this manner costs 1D3 Sanity points per potion consumed. Learning how to make this potion requires intensive training from someone who knows how to create the potion. This process takes at least 3

months and the person learning it must roll his character's Know roll, otherwise he will not understand the difficult process.

Tortoise Shell Matrix

This rare item was given to Calyso by Lin Yung. It looks like a very worn, flat stone but is actually a piece from a tortoise shell. Lin Yung enchanted it so it could hold the vital force from a person. A person who has it in his possession may attune it to himself by holding it in his hand while meditating for twelve hours. The person imbues the shell with 1 point of POW and then may use the item as his own. Each day, the owner may imbue the shell with Magic Points by expending them into it. These points will be stored indefinitely in the shell and may be drawn from the shell by the owner as long as it is on his person. The shell may store a number of Magic points equal to the POW of its owner. The shell cannot be used by another person until the current owner dies.

Player's Handout #1

Deaths near Bracken, Maine

Months Ago	Name	Cause of Death
5	Jane Carlson	Accidental drowning.
5	John Carlson	Accidental drowning.
4	Carl West	Accidental drowning.
4	Diane Smedley	Accidental drowning.
3	David Cane	Accidental fall.
3	Linda Smith	Accidental drowning.
2	Fred Cliff	Car accident.
2	Gloria Cliff	Car accident.
1	Jack Wilson	Boating accident.
1	Danielle Brown	Motorcycle accident.
This month	Jim Walt	Homicide.
This month	Kelly Walt	Homicide.

Player's Handout #2

The Letter

xx/xx/19xx

Dear x,

It has come to my attention that a series of "accidents" has occurred in and near the town of Bracken, Maine. This town has a rather dark spot staining its history and it might well be the case that this stain has spread into the present day.

I request that you travel to Bracken, perhaps with some trusted compatriots, and investigate the murder of Jim and Kelly Walt. I have some apprehensions that these unfortunate people might have been the latest victims of a very ancient evil.

One of my agents, Jeb Jackery, lives in Bracken. When you arrive in Bracken, contact him and he will aid you.

The key my agent provided you with is to an old sea chest. This chest is located in the town museum in Bracken. Politely request to see the chest and show the person tending the museum the key and they will certainly allow you to open it. The documents in the chest should prove useful to you, if things are as I fear.

If things are, in fact, as I fear, you might find a grave threat to the people of Bracken. In such an eventuality, contact one of my agents and help shall be forthcoming.

In closing, I am obligated to warn you that you might be entering into a very grave situation. Exhibit due caution, keep your wits about you and seek the aid of my agents.

Player's Handout #3

-From *Myths of the Native Americans* edited by John Hadley (1973).

“Daniel Smith, 1734

The natives of this land have many interesting stories about monsters, magicks, and cursed places that in some respects match those of the ancient Greeks. One interesting story was told to me by a warrior who had traveled far. He told me of a stone that fell with fire from the sky and drew to it the men of the underwater lands. This warrior told me how these men of the underwater lands came to the people of the area and vexed them with their wickedness. Some of these men from the underwater were killed by brave warriors, but they kept returning so the people left the area to these bad men.”

Player's Handout #4

From *Spiritualism in the Twenties*, David Coldwell (1948)

“The general increase in spiritualism in 1920s caused specific incidents in various parts of the country...One of the more unusual occurrences in New England was the transportation of four stones to a secluded area on the Maine coast. The stones were positioned around a fifth stone, which was supposed to have ‘fallen from the stars.’ According to a local story, the stone was examined in the 1930s by a university professor. This professor is reported to have confirmed that the stone was not from this earth. Unfortunately, this report has not been confirmed.

The four stones in question were moved by the wealthy, but eccentric, William Desantis. According to a newspaper article, Desantis had the stones moved there to ‘accentuate the focus of the spiritual energies.’ He and his associates conducted secret rituals there for four years until Desantis’ death in 1929. Although there are various stories about how Desantis died, the coroner’s report listed the cause of death as a heart attack. As Desantis was old and in poor health at the time, this is not surprising. Some of his followers claim that his heart gave out when spiritual beings appeared among the stones.”

Player's Handout #5

Item from the chest.

The house of Gates lies on the coast, about an hour and a half walk to the Northeast of the stone.

Player's Handout #5

Excerpt from the notes in the chest.

...In 1822 I met Daniel Bracken. He seemed to be a man of moral fortitude and had a keen ear for my tales. After he left to return to the New World, I never expected to hear from him again...

...In 1849 Daniel's two sons came to me. Fortunately for the Bracken's and the town they started, I was still dwelling in the same city and they had little trouble locating me. The three of us made our way back to the New World and in 1850 we reached Bracken. The journey was difficult, but we made decent time despite the storms...

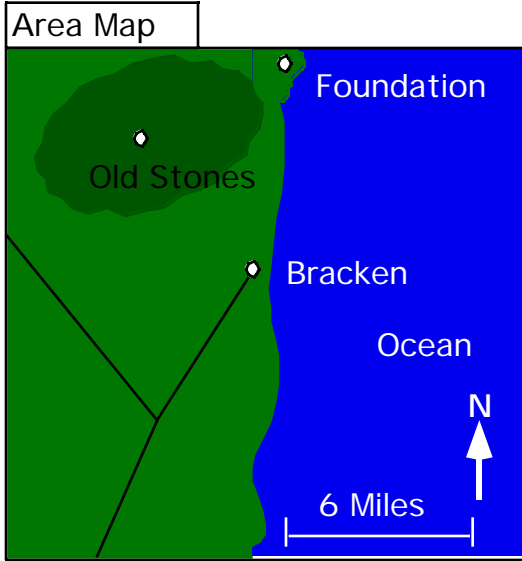
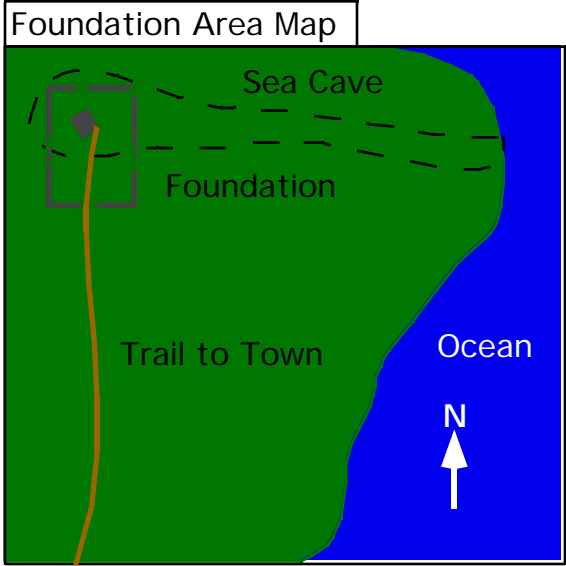
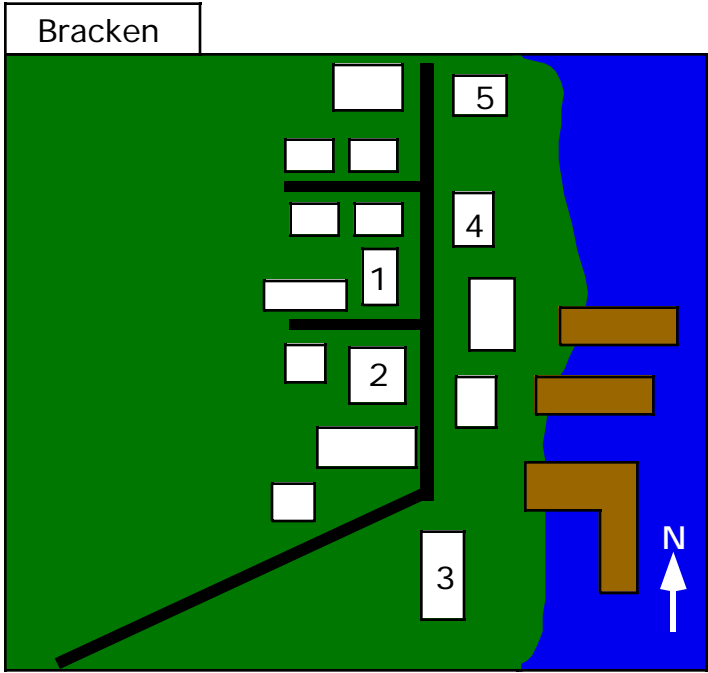
...When we arrived I learned that a man named Obediah Gates had all but taken over the town of Bracken. After some short investigation, I learned that these people were in league with something truly evil. My arrival gave Daniel and his fellows a great boost of confidence and several fights broke out between them and Gates' followers. Gates' fellows, though treacherous and wicked, were soundly thrashed in the streets...

...Over the next few weeks, the town was a boiling cauldron. Small acts of violence were a regular occurrence. Daniel urged me to act against Gates directly and immediately, but I convinced him that it would be best to act with due care...

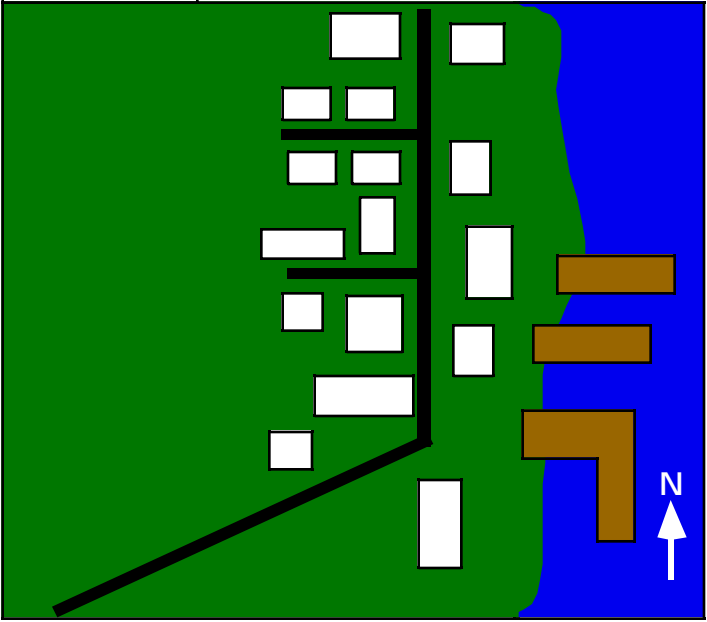
...In the course of the investigation, I learned that Gates was in an alliance with some terrible things that dwelt beneath the ocean. Fortunately, I knew ways to deal with such wretched things.

...On September 24 we were ready to act. Armed men moved against Gates' followers in the town and drove them out. While this move was being made in the early hours of the day, I surprised Gates in his house and shot him with my pistol and then hacked him down with my sabre. Knowing the way of such evil men or things, I chopped Gates' body into pieces and threw it into the sea. Fearing what might be dwelling in his house, I burned it to the ground.

... Without their leader, Gates followers left town and it seems that evil has been laid to rest...of course, evil often lies festering like a foul fungus...

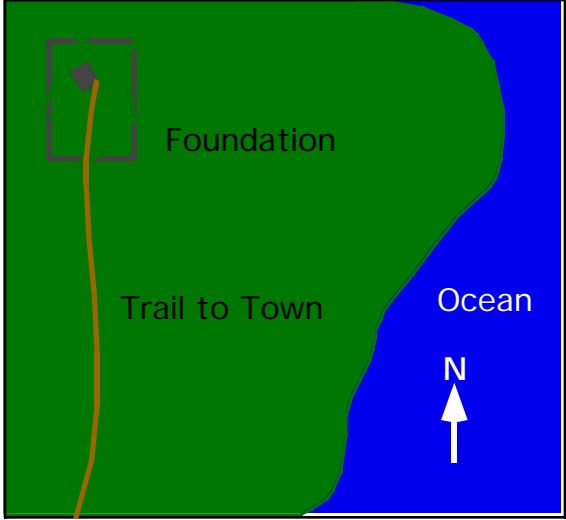


Bracken



Players' Maps
(Print and Cut)

Foundation Area Map



Area Map

