

A Father's Pride

This scenario can be used as a stand-alone adventure, or inserted into any campaign. It has been designed for a group of 3 to 4 1st level characters, but can easily be altered to other levels. The scenario takes place in modern day, but can with slight alterations be adapted to other eras.

BACKGROUND

A year ago several women disappeared without a trace at random intervals. The police has been unable to find any clues to these disappearances, and local authorities have not found reason to link these disappearances until a few months ago when the missing women started turning up dead and heavily mutilated.

The Coroners have been unable to identify the cause of these mutilations, and some speculate that the mutilations have been caused by attacks by wild animals and/or the typical mutilation a body would suffer from being left in the wild for a long period of time.

The police have no clues as to treat this as a homicide case dealing with a potential serial killer, or to keep the women listed as missing persons cases.

Still more women are listed as missing persons every week all over the country, and the police have no idea how many more mutilated bodies will turn up.

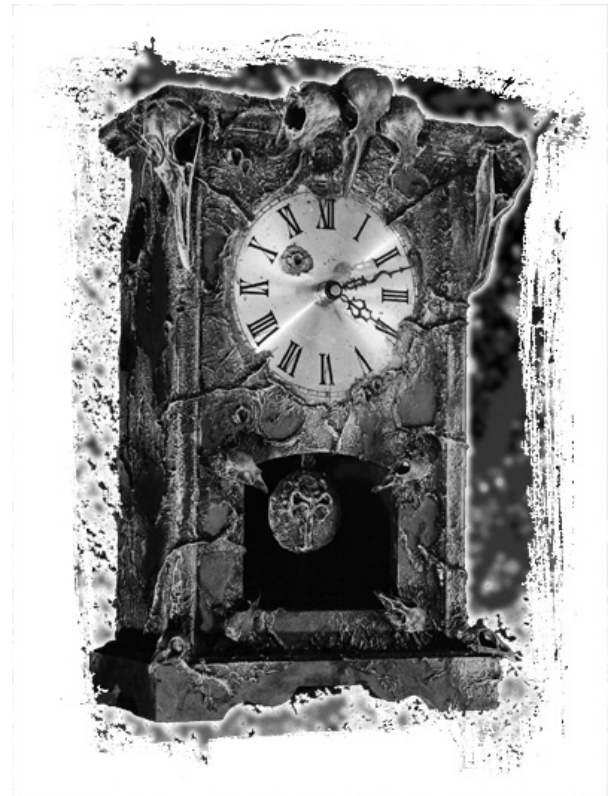
The investigators must find the source of these killings, and fast, before too many dead women turn up.

PUBLIC FACTS

The following are facts about the case known to the public through various media.

The police have so far found five mutilated women who have been identified as five women who went missing approx 11 months ago. At that time there were a series of mysterious disappearances of women in the mid twenties, and the police fear that the other women will turn up dead as well.

Reading a coroner's report will reveal that the women have been torn to pieces in the abdominal region, almost as if they had exploded from within. Their bodies are shredded from the vagina to the solar plexus, some of them even all the way up through the throat. Small bite marks are evident not only in and around the gaping torso wound, but also on various places of the arms, legs and head. The bite marks have thus far been identified as those of a small animal, about the size of a cat or small dog.



GETTING STARTED

Your first task as GM is to work out how and why the investigators become involved with this case. Here are some suggestions.



THE O.P.R.I.

This scenario and the next to come will be based around a group known as O.P.R.I. (Office of Paranormal Research and Investigation). The O.P.R.I. is a private organisation founded by multi millionaire and occult fanatic Richard Hayes. The O.P.R.I. consists of numerous private persons with an interest in the occult, and all with unique skills that qualify them for membership. The organisation's first and foremost objective is to investigate and through scientific means catalogue and prove the occult.

When playing with the O.P.R.I. the players gain certain benefits, such as having an M.L.U. (Mobile Laboratory Unit) at their disposal, which is a big truck fitted with a high tech laboratory. The investigators also have headgear communications that function within 1 mile of the M.L.U. plus various equipment at the GM's discretion. The O.P.R.I. members are still private persons who lead private lives, and maintain their daily professions, but their unique skills and talents make them suitable for this kind of job. Though the O.P.R.I. is a non-profit organisation, the GM may chose to award the investigators with some form of payment upon completed missions.

When playing this scenario as O.P.R.I. team members, the team will have been called in by founder, Richard Hayes, to investigate the mysterious deaths, and to scientifically investigate all if any occult involvement.

WE DEMAND JUSTICE

The investigators may be a mix of police officers, federal agents and/or private persons who seek justice for these murders. Either way the investigators may work individually or as a group, depending on the circumstances and GM's discretion.

THE DARK TRUTH

The sinister truth behind the disappearances and mutilated bodies is more dark and corrupt than anyone could try to comprehend.

Gregory Thompson had lived most of his life as a reject and an outsider. He was shunned by his comrades and never had any real friends or girlfriends. He became more and more secluded and by sheer coincidence developed an interest for the occult. His researches lead him to a tome called *Versus Atri*, which introduced him to the horrors of the Mythos.

As his mind slowly succumbed to the madness contained within the *Versus Atri*, his hatred towards the humanity that had rejected him grew to perverse proportions, until he became so obsessed with fathering the perfect demon child, which would be a hybrid between man and the Great Old Ones. A Hybrid in which he could transfer his soul and become the tool of his own vengeance.

The nightmarish dream he had prophesised for himself started to become a reality as he kidnapped a series of young women who would serve as mothers for this hybrid child.

He chained the women in his basement where he performed obscene sexual rituals upon them.

After he had filled his basement with women, he stopped kidnapping women and waited in anticipation of the birth of his demonic spawn. But after the first nine months, the first few women gave violent birth to a catastrophe, which he had not anticipated.

With screaming and bloodied explosions, the children carved their way out of their mothers, leaving nothing but half dead screaming husks as the children started eating away at their unwilling mothers. But the children were all female.

Gregory desired a male child, and enraged with the fact that all the children were female, he flooded the basement, drowning all the women and children. He then started dumping the bodies of the women on various locations, while he buried the children in his own

garden. The demonic children had small sharp teeth, red glowing eyes and some of their limbs were exchanged for dark green tentacles writhing and whipping at anything within range. Surely it would be madness to leave such bodies to be found.

But Gregory remains passionate about his vision, and he has started kidnapping more women, only this time he seeks them from all over the state rather than to arouse suspicion by starting a second series of disappearances in the same local area.



CAST OF CHARACTERS

This will be a brief summary of some of the key persons in the game. These are the ones with important clues etc.

The GM is free to add more persons if he wishes, but should try not to leave out any of the ones mentioned.

Gregory Thompson

Medium Human

HD: 1D6+2 (8 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 9 (-1 Dex)

Attacks: Ritual Dagger -1 Melee

Damage: Ritual Dagger D4

Saves: Fort +4, Ref -1, Will +3

Abilities: Str 12, Dex 8, Con 15, Int 14, Wis 12, Cha 13

Feats: Iron Will

CR: 1

Sanity: 65

Gregory Thompson has gone insane from a troubled life subjected to the Mythos. He has retired from public life long ago, and will not come out in public unless somehow drawn.

He is fanatical and unstable, and should he be engaged in combat, he will lunge at his opponent with the ferocity of a wild animal.

Gregory Thompson is the mastermind behind the mysterious kidnappings and murders, and should he be killed or apprehended a great part of the puzzle has been solved.

Sergeant Gabriel Shaugnessy

Male 4th level, HD 4D6-4; hp 10; Init +1 (Dex); Spd 30 ft.; AC 11; Atk +2 melee or +3 ranged; SV Fort+0, Ref +5, Will +3; Str 12, Dex 13, Con 9, Int 16, Wis 9, Cha 12.

Skills: Computer use +10, Heal +6, Knowledge (law)+10, Listen +8, Move Silently +8, Gather Information +10, Knowledge (street) +10, knowledge (psychology) +10, repair +10, Research +10, Spot +8.

Feats: Point blank shot, Precise shot, Alertness.

Sergeant Shaugnessy is the officer assigned to the case of the deaths, and he is the one the investigators should speak to for information. He is a by-the-book cop, so he is hard to get any classified information from unless you are a police officer or other government official. Should the players go for the O.P.R.I. game, Shaugnessy will have been informed of the investigators and asked to cooperate fully.

EVENTS

Time does not stand still while the investigators look into matters. Here is a list of events that might occur. The GM is free to add other events or to leave some out, depending on how the game progresses.

THE SPAWN AWAKENS

Although Gregory Thompson drowned and buried the demonic female babies, they are indeed far from dead.

At some point during the game, the children will dig their way out of the soft lawn in Thompson's garden and roam the area.

Reports will come in to the police of murderous children and strange beasts attacking innocents.

Depending of the tension of the ongoing investigation, this will add to the chaos and serve to confuse the police.

The awakening of the Spawn will also serve as a clue for the investigators, as to the occult nature of the investigation (should they not have learned this already).

Child Spawn

Small humanoid

HD: 1d4+1 (5 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 10 (-1 Dex, +1 Size)

Attacks: Bite +3 melee

Damage: Bite d4+1

Saves: Fort +4, Ref -1, Will +3

Abilities: Str 10, Dex 8, Con 10, Int 14, Wis 12, Cha 11

CR: 1

Sanity: 1/d4

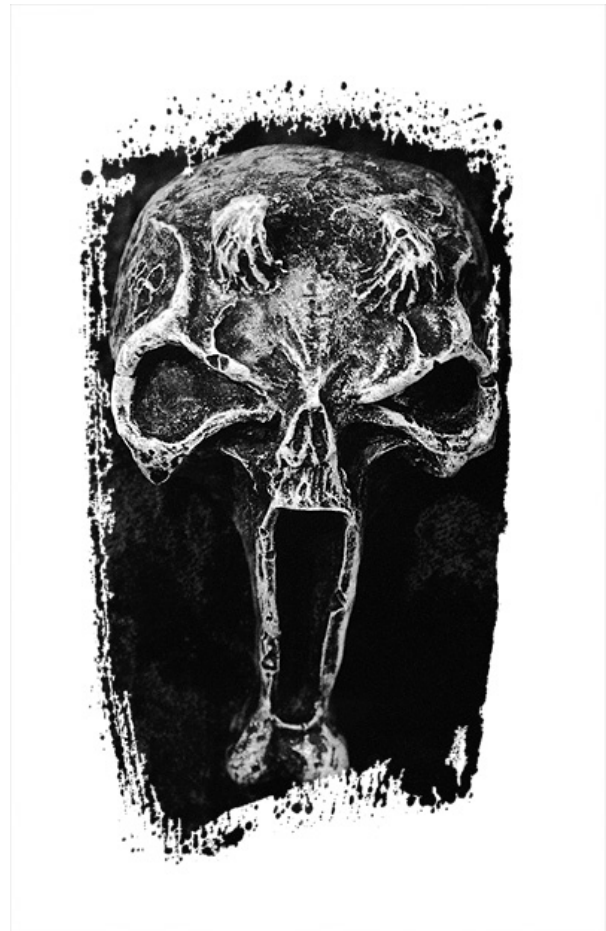
MORE BODIES

Gregory Thompson will keep dumping the bodies of the dead women. He will do so in random places, so it is near impossible to predict where he will dump one next, and if the investigators still haven't found out who or what is behind the deaths, they will have no means of stopping the dumping of the bodies. If the investigators have learned of Thompson's involvement, they will likely seek him out before or after he has dumped a body.

DESPERATE MEASURES

As the tension increases, then so does Thompson's madness. Knowing that there are people out there searching for him will cause him to act desperately, kidnapping women in the local area. These disappearances might or might not go unnoticed by the investigators and/or police, depending on the situation.

Should the investigators become aware of this, they may use this opportunity to set a trap for Thompson.



CLUES

Here is a list of possible clues that will get the investigators on the right track.



THE LIBRARY

When the investigators learn of the occult involvement in the case, they may seek to the library for aid.

A successful Gather Information check (DC 15) will reveal that the library once held a copy of an occult book entitled *Versus Atri*, but it was lost after having been loaned to a Gregory Thompson.

A further Gather Information check (DC 20) will provide the investigators with Thompson's address.

THE ONE THAT GOT AWAY

At some point the police will come across a women who managed to get away from Thompson. This was due to his deteriorating mental state, which now has him reduced to a shivering wreck of insanity.

She will not know his name, but a successful Gather Information check (DC 18) will supply the investigators with the address of Thompson.

SECRETS OF THE DEAD

Examining the bodies of the mutilated women can be an important lead to find out about occult involvement.

A successful Gather Information check (DC 18) when interviewing the coroner, will reveal that the women were torn open from the inside, and it looks like whatever did it, chewed its way from the inside out, and continued to feed on the helpless woman.

If the players examine the bodies themselves, they will find the same information on a successful Knowledge (medicine) or Knowledge (Anatomy) check at DC 18.

THE LOCATIONS

Finding your way around this scenario can be an endless maze if you don't know where to go. Presented here are the key locations of this scenario. The GM may decide to let the investigators move only between these

locations, or he may chose to add locations or have the investigators wander around the entire state looking for clues.

This scenario has not been set to any fixed area, and thus it can easily be incorporated into an existing setting or campaign.

THOMPSON'S HOUSE

The home of Gregory Thompson lies at the outskirts of town where it taints the horizon with its boarded up windows and woodwork in dire need of maintenance. The house is a medium size building made of brick and wood. Surrounding the house is a large garden, which seems more like a small jungle. Withered trees and large bushes stand sporadically throughout the garden, which is covered in knee tall grass and various types of weed.

Hallway

When you enter the house, a harsh odour reaches your nostrils. It is a sickening smell that resembles spoiled food, old urine and fungus mixed with blood and sweat.

The walls of the hallway are stained a light yellowish brown from water damage and nicotine. A battered yet securely locked door is in the left wall leading to the basement staircase.

Another door leads to a storage room, and yet another door leads to the large living room.

Basement Staircase

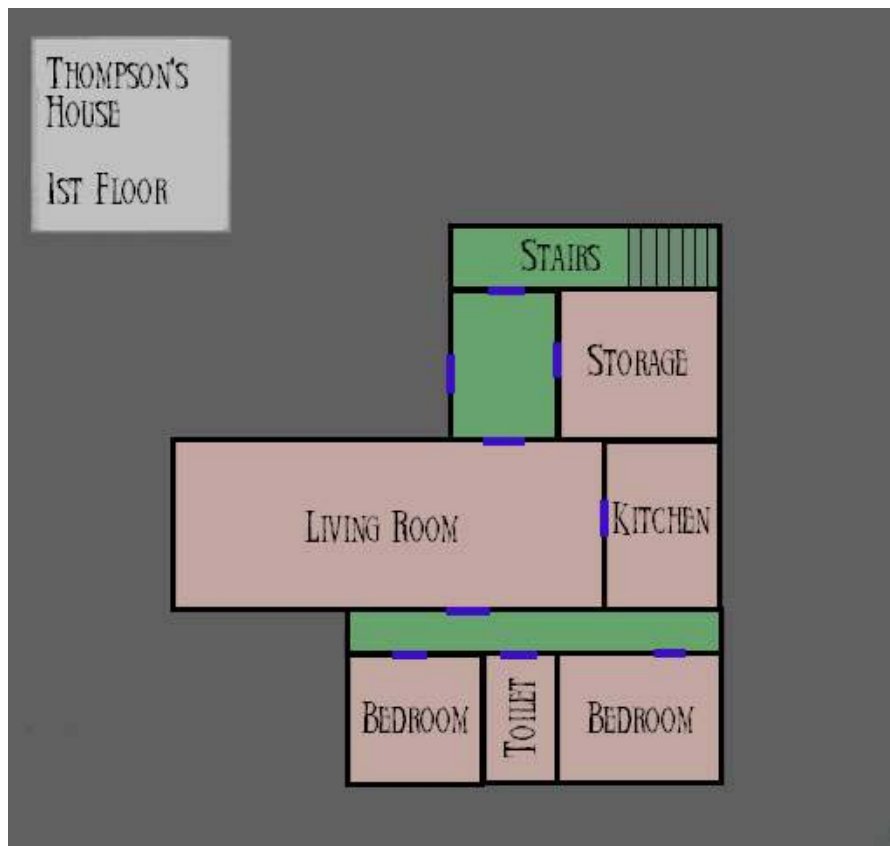
Not much can be said about this small staircase. The room is lit by a single exposed light bulb hanging from the ceiling, and the stairs are made from sturdy wood.

Storage Room

Though not intended for use as a storage room that is nonetheless what this room is currently being used for. Large boxes of canned food and non-perishable food products are littered all over the room. The single large window at the opposite wall from the door is boarded up from the outside and yellow

stained curtains have been drawn to hide the contents of the room from nosy people

peeking through the cracks in the boards.



Living Room

This large room is decorated with old worn furniture. The windows have been boarded up from the outside, and stained curtains have been drawn to minimize the amount of sunlight in the room. The walls look damp and stained from water that may have leaked through the ceiling, and the carpet clogged with water, mud and blood. A still functional TV sits in one corner surrounded by a littered table and a worn sofa. More boxes with various non-perishable products litter the corner near the exit to the kitchen.

Kitchen

This room bears no resemblance to a place where food is prepared. Maggot infested foods and dirty dishes litter the entire room. The refrigerator stands in one corner with the door open and perished foods and all sorts of

creepy crawlies spill from the interior. The mere sight of this mess is enough to turn anyone's stomach.

All who enter the kitchen become nauseated for d10 rounds, or ten minutes. Remaining in the kitchen will require a successful sanity check or a loss of 1 sanity point.

Bedroom 1

This room is obviously Thompson's bedroom. A large bed fills most of the room, with a small nightstand next to it. A few cupboards are placed against the back wall, containing clothes. The windows here have been boarded up too, and the rest of the room resembles most of the other parts of the house.

Bathroom

Somewhat cleaner than most of the house, but mainly due to the fact that there is murky water constantly flowing from the bathtub



onto the floor. A broken mirror hangs over the small sink, and the toilet is hidden behind a semi wall.

Bedroom 2

This room is filled with bookcases packed with various books on the occult and paranormal. A small desk is placed near one of the windows and more books and papers litter its surface.

A successful Search check (DC 10) will reveal the *Versus Atri* lying beneath a pile of paper on the desk.

Versus Atri

This tome is written by an unknown author and seems to be more of a notebook on some insane cultist's experiments with human/Great Old One hybrids. The book is written in English with few Latin passages.

Examination period: d4 days (DC 17). Contains 1d4 spells. *Sanity Loss:* d6 Initial and 2d8 upon completion. *Cthulhu Mythos:* +1 rank.

The Basement

This large concrete room has a large closable drain in the centre. All over the walls have shackles been driven into the walls, some of them still occupying the mutilated carcasses of women. Thompson has begun to kidnap women again, so some of the shackles are currently occupied by screaming mad women ranting about demons within and the horror of birth.

The entire scenery in the basement, the screaming women, the bodies etc. is enough to drive any man insane. When initially entering the basement, the investigators must make a successful sanity check or suffer 1/1d4 sanity loss.

A successful Gather Information check (DC 25) will make one of the most coherent women give some kind of feverish explanation of Thompson's plan.

HORRORS

To spice up the location, and to keep the investigators scared, here is a list of horrors to unleash upon them while they are in the Thompson house.

THE HAND

When the investigators enter the bathroom, a female hand will emerge from the murky water as if someone was drowning in the tub. When the investigators rush to help they will find the bathtub empty save for the overflowing murky water.

(This is actually the spirit of one of the dead women trying to explain what happened in the basement)

GARDEN CRITTERS

Whether or not you have played with the rising of the Child spawn in the events section, you can choose to unleash a couple of these Child spawn upon the investigators.

You can have them emerge from the garden soil as the investigators approach the house, and/or have them enter the house when the investigators have searched around inside for a while.

STAY DEAD

Some people just don't know when they are dead. When the investigators have adjusted to the scenery in the basement and perhaps while they speak to some of the women still alive, one or more of the remaining corpses suddenly spring to life in a short instant as they lunge screaming at the investigators with fierce glowing eyes and sharp teeth lining the gaping wound as if it was a giant mouth. As the shackles halt their sudden movement they collapse to the ground as dead as they were before.



THE MORGUE

Investigating the dead bodies can prove a valuable clue in solving the mystery.

The investigators can interview the coroners and other staff for clues and ideas, and if they have the skill and authority to examine the bodies themselves, they may do so (see the clues entry).

HORRORS

No place is sacred once the nightmare is unleashed, and there should be horrors to experience in the morgue too.

GONE MISSING

At some point you can either make references to the sudden disappearances of fresh bodies unrelated to the case, and/or you can have one of the female bodies suddenly disappear. Perhaps they just put the woman back into the coolers as the investigators arrive, and when requesting to see the body moments later, the body is gone.

STAY DEAD

As one of the investigators examine one of the bodies, or the investigators are present while the coroner examines the body, the body suddenly jerks to life with a sudden violent lunge at whoever is examining it, and just as the body and the examiner falls over, the body returns to being just a lifeless corpse.

NEED A DRINK?

While the investigators talk to the coroner, the body of one of the women suddenly opens its mouth and water pours from it. The water keeps pouring, spilling onto the floor until the investigators leave the room, where they find their clothes to be as dry as before, and when returning into the room, the water is gone, and the body lies on the slab as if nothing happened.

CONCLUSION

Should the investigators survive, they be thanked for their aid in the case, but all reports remain unofficial. The event will be filed as a missing persons file, and the dead women will be buried and the surviving women will receive mental treatment and abortions from the local hospital.

EXPERIENCE AND SANITY AWARDS

Typical Story goals:

- Stop Gregory Thompson.
- Save any surviving women.
- Stop the Child spawn.
- Discover Gregory Thompson's secret.
- Retrieve the *Versus Atri*

Bonus sanity awards:

Saving the women: 1d4 Sanity.

Completing the adventure: 1d6 Sanity.

CREDITS

This scenario was created by J. D. Davidsen for the Cradle of Madness website.

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