

THE BRIDE OF HALLOWEEN HORROR



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NINE DREAD ENCOUNTERS ON ALL-HALLOWS EVE





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THE BRIDE OF HALLOWEEN HORROR





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Our web site www.chaosium.com always contains the latest release information and current prices.
Chaosium publication 0364. ISBN 1-56882-284-7. Published in October 2008. Printed in the United States.





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Chapter One:

THE BELOVED DEAD

Scenario by Sarah Newton



*Tie a ribbon to the door
And light a candle in the glass
For all the dead that died before
Are coming home this Belomas
- Children's rhyme, Korudav Province*

Autumn is the time of Belomas, the Festival of the Dead, when the veil between the worlds is thinnest and prayers to ancestors easiest made. The Festival takes place over the nights of the four Sayibdis (Saturdays) of the month of Galom, and each Sayibdi evening families get together to enjoy each other's company and remember the dead. Pumpkin cakes are left in the Ancestors' Niche in every house, and children tie black and orange ribbons to the doors of their houses and put candles in the windows so their dead ancestors can easily find their way home. It is a quiet time after the harvest before the first snows of winter arrive.

This year the tiny fishing village of Mormouth sits uneasy at Belomas, the quiet good cheer of previous years replaced by fear of strangers and the dark. Since the start of the Festival three villagers have died in horrible circumstances, their bodies found in the early morning drenched in water and lakeweed, their lungs filled with water, a look of stark terror on their faces.

It is a terrible omen, and no one knows what to do. Desperate, the village council has sent to the city of Korudav, a day's ride hence, for help. The PCs - either sent by their superiors or simply travelling through - arrive in the village the day after the third body has been found.

GM SUMMARY

The Beloved Dead is a love story a century old, now approaching its conclusion. Whether it ends peacefully, or in tragedy, is in the hands of the PCs.

Several weeks ago Lord Verepane, Chelarch (baron) of Mormouth, mounted an expedition to the nearby island of Starrit Cay, in search of an ancient shipwreck and the key to a long-unsolved matter of family honor. He found the shipwreck, but in doing so unearthed long-buried remnants of one of the undead "Legions of Staros". Several of the expedition members were slain by the undead Legionnaires, and the Chelarch possessed by a malevolent spirit, before the expedition could escape back to the mainland.

Since then, the spirit possessing the Chelarch has taken control of his body by night to roam the village, searching. Those who encounter this Restless Soul are found dead in the morning - but what is it looking for?

The spirit possessing the Chelarch is the ghost of one Fymor, a young man kidnapped by the Legions of Staros a century ago and transformed into one of its undead legionnaires. Fymor was about to marry his lifelong love, Elessa; driven to despair by Fymor's disappearance, Elessa killed herself by plummeting to her death from the cliffs of Lady's Point, which she now haunts as the ghost known as the White Lady. Fymor's revenant is searching for his long-lost love.

In the course of this adventure the PCs piece together clues to understanding this mystery, and in so doing bring this century-old tragedy to its fateful conclusion.

WHERE IN THE WORLD?

As written The Beloved Dead takes place in the Chronicles of Future Earth Chaosium campaign setting, on the world of Urth, the fantastic, far future of our planet Earth, a world of ancient civilizations, weird sorceries, and half-



forgotten technologies. At the same time the events of *The Beloved Dead* are sufficiently setting-neutral that GMs can easily transpose them to other campaign settings. The Short Glossary at the end of this adventure explains any terms particular to the Chronicles setting.

Mormouth is a village of a few hundred souls eking out a meager existence on the shores of the Falais, a large freshwater lake some 150 kilometers long by 30 kilometers wide. It lies a day's travel from the ancient and magnificent city of Korudav, capital of the northern Province of Korudav in an empire known as the Venerable Autocracy of Sakara. In addition to humans, the Venerable Autocracy is home to a host of non-humans, including humanoid races known as the Jeniri, or Cousins of Man, and non-humanoid races referred to as the Esteri, the Not-men of Urth. PCs may hail from any of these races.

PC professions typically include priests from the empire's many temples, soldiers from its legions, and sorcerers from the arcane and mysterious sorcerous colleges. Thieving PCs are best represented by the somewhat dubious House of the Respectful Explorers of Antiquity, better known as Tomb Robbers.

POSSIBLE EXPLANATIONS

The ghostly truth behind Mormouth's troubles is not immediately obvious, and PCs may pursue a number of false leads before unraveling the mystery, including:

- 1. The deaths are the work of some kind of monster:** the depths of the Falais are known to be the haunts of dangerous monsters, including the sea demons known as Nimirrim. Some such monster may be prowling the village streets by night.
- 2. The deaths are caused by Deep Ones:** the Atalaq, or Deep Ones, are a race of malign aquatic humanoids who prey on the weak and the unwary. However, Deep Ones are creatures of the oceans, not freshwater lakes like the Falais.
- 3. The deaths are the work of an evil cult or coven:** Urth's wilderlands are havens for worshippers of the Great Hegemonist, the Dark Lord of Despair, and the Reaver Gods of Chaos. The deaths could be ritual murders committed by their evil followers - although it is unusual that they have left the bodies.

HOW TO PLAY

Investigation is the primary driver of *The Beloved Dead*, although opportunities for combat abound. Arriving at Mormouth, it is immediately obvious that something is wrong; a third body was discovered only this morning, and is being kept at the Place of Bones (see area 3 in *The*

Village of Mormouth, below) awaiting burial; the locals are terrified, and refuse to leave their houses at night; the Chelarch, Lord Verepane, has not been seen in two weeks, and is said to be terribly ill. People mutter about monsters, and strange lights seen at night on the isle of Starrit Cay in Mormouth Bay. "Lord Verepane ought not to have disturbed the dead..."

The Beloved Dead is a free-form scenario; the PCs may investigate locations in and around the village, interviewing key personalities, piecing together what is happening to this terrified community. Four key "encounters" are presented; whilst open-ended, there are several likely conclusions to the scenario, presented in *Resolving the Story*, below.

MORMOUTH AND ENVIRONS

The Beloved Dead takes place in and around the village of Mormouth, including: the village itself; the Chelarch's Manse; the cliffs of Lady's Point; and the island of Starrit Cay.

The season is autumn. Leaves are falling from the trees, and despite bright spells during the day, mornings and evenings are cold, chill winds blowing down from the snow capped Kadram Mountains to the north. Every home has ribbons on its door for Belomas, and candles in its windows by night, but people are nervous, jumpy, and afraid.

THE VILLAGE OF MORMOUTH

Mormouth was once a much larger settlement, and traces of its former greatness are everywhere. Old walls surround parts of the village, and the presence of a Chelarch is unusual for a village of its present size. The village council, a shadow of its former self, comprises:

- Senelea Afrand, Priestess of Emeldias (area 4);
- Zastraban the Seer of Nimur (area 7);
- Tormius Wallane the Innkeeper (area 10);
- Yamli the Storekeeper (area 12);
- Sharralee the Salter (area 14);
- Annis Martal, farmer (area 17);
- Beret Amlach, farmer (area 17);
- Yammerfast Mnar, Captain of the Guard (area 21).

1. The Chelarch's Manse

Home of Lord Verepane, hereditary Chelarch of Mormouth, and his faithful retainer Byzel. The Chelarch has not been seen in two weeks, and is rumored to be deathly sick.





2. Lady's Point

A headland ending in precipitous cliffs overlooking the Falais, said to be haunted by a ghost known as the White Lady (see *Encounter Three*).

3. Place of Bones

Burial place for Mormouth's dead, the Place of Bones includes a large vault for the Chelarch's family (which has one conspicuously empty niche, should anyone investigate). It is visited by an itinerant priest of Belom every 2-3 weeks. The bodies of the three victims are kept temporarily in the Belomite Shrine here; a member of the village council will escort the PCs if they wish to inspect them.

4. The Wisewoman

Senelea Afrand of the House of the Planters of Jillaru is Priestess of Emeldias, goddess of growth and fertility, and wisewoman for the village. Rotund yet energetic, she lives alone with a couple of hoary old bantoor who pull her wagon when she tours the village fields and livestock bestowing her blessings. She knows nothing about Verepane's illness or the recent deaths, but wishes

something could be done for the ghost of the White Lady (see *Encounter Three*). Senelea has recently been busy with the harvest festivals, and her house is filled with offerings from the faithful. She is on the village council.

5. Timber Yard

Logs from local forests are processed here, some for local use but most for transportation by water to the markets of Korudav.

6. Caves

Rumored to be the haunts of bandits, smugglers, troglodytes, and worse, these caves are occasionally visited by Yammerfast and the village guard.

7. Temple of Nimur

A large temple to the goddess of moon and sea, roofed with blue-painted wooden shingles carved in the shape of shells and waves. An aluminum weather vane, partly lacquered blue, stands on top. Services are run by Zastraban the Seer, who draws up astrological charts, performs auguries, and blesses boats and nets for his congregation. He knows the Sorcery spells Summon Undine, Summon Nimirrim (Sea Demon), Bounty of Nim, Breath of Life, Portent, and





Scry (treat these last two as the psychic abilities Divination 70% and Clairvoyance 50% respectively).

Zastraban is a member of the village council. He is worried by the recent deaths, particularly with their watery aspect, and is about to embark upon a Divination ritual to ask Nimur for guidance. This will reveal that the deaths are not linked to any watery creature, but to “death by water” and the Legend of the Shipwreck (see *Encounter Four*).

8. Fishmarket

There is a sale of freshly-caught fish here at least once a day, most going to Sharralee the Salter (area 14) and factored on to Korudav, Abitolanda, or beyond.

9. Boatyard

Boats are built and repaired here using wood from the timber yards. Manitai the Boatwright is a black-skinned Aiforian from the sweltering south who wears his hair in a Manchu-style queue. He has been in Mormouth for over 30 years, and is widely respected for his boat making skills.

10. The Ship Inn

Tormius Wallane of the House of the Steersmen of Palanqa is innkeeper of the village’s only inn. A former mariner, he sports a wooden leg and a nautical demeanor, his inn bedecked with old nets, floats, ship’s wheels, stuffed fish and water birds. Stables for the Autocracy’s varied mounts are in the east wing.

Tormius is a member of the village council, which usually meets here. Concerned by the deaths, he (wrongly)

suspects they are linked to the shady goings-on at Old Raven House (area 23), which he hates with a passion.

11. Old Kes’ House

Old Kes (real name Kestelen) is a weather-beaten old cove who still takes his boat, *The Painted Lady*, out fishing despite his sixty-odd years. Terrified by the deaths, he believes they are due to something the Chelarch unearthed on Starrit Cay (see *Encounter Four*).

12. Tinker and General Store

Yamli the Storekeeper is on the village council. An itinerant tinker visits for a week or so each month to mend goods for the villagers. Yamli found the first of the dead bodies, and still has bad dreams about it. He thinks the victims were somehow frightened to death.

13. Net Maker

Eblinard the Net Maker and his ancient wife Calenn have made nets here since before anyone can remember. They are simple folk, but passionate about their craft; they can produce nets to custom specifications.

14. Salter

Sharralee the Salter and her downtrodden husband Horchi live here, processing fish from the Fishmarket and salting it in barrels. Factors from Korudav and Abitolanda pass through Mormouth at least once a week to transport Sharralee’s stock.

Sharralee is on the village council. She has no interest in the origin of the deaths, but wants the danger unearthed and destroyed as soon as possible.



15. The Old Walls

Around the village stand stretches of the two-meter thick, four-meter high walls which protected Mormouth during its heyday. They are patrolled by Yammerfast and his guards once a day (see area 21).

16. Rubble Fields

Mormouth was once much larger, and the Rubble Fields are part of its former precincts where traces of building can still be seen. Masons and craftsmen plunder these fallen stones freely, but there are always more to be found. Tales tell of an underground complex beneath the Rubble Fields filled with treasure and perilous traps.

17. Fields

Fields of wheat and barley, staples of the Autocracy's northern provinces, surround the village, tended by the two main farming families, the Martals and Amlachs. Strips of legumes are tended by villagers, and fallow fields given over to Kenek pasture. The heads of the Martal and Amlach bloodlines are on the village council.

18. Village Square

The true center of the village lies somewhere towards the Fishmarket these days, but this wide, cobbled area is still used for seasonal fairs and markets, and for merrymaking during the twice-yearly Long Dance.

19. Mormouth Bridge

This triple-arched stone bridge runs halfway across pastures to the south, which are frequently underwater when the Mor floods. The main channel of the river usually flows only through the northernmost arch.

20. Docks

This wharf is used principally by fishing boats landing their catch for the Fishmarket, although visitors arriving by water will also find berths here.

21. Guard Tower

Yammerfast Mnar of the House of Denebolas of Kan is Captain of the Guard, commanding a militia of ten part-timers from the village. A former legionnaire of the Legion of Lord Regos, Indomitable, he has seen service throughout the province and on the northern frontier. Yammerfast is a member of the village council; torn between patrolling the village and possibly losing his men to the unknown danger, his militia patrols the Old Walls in pairs by night, keeping a lookout.

22. Sailmaker

Noros Tenesten of the House of the Steersmen of Palanqa produces good quality sails from imported canvas. Noros has repeatedly refused to join the village council, declaring

that he would rather mind his own affairs.

23. Old Raven House

Next to the Chelarch's Manse, Old Raven House is the oldest building in Mormouth, dating back at least 750 years. It is inhabited by a reclusive scholar known only as Xandragor, said to be a powerful sorcerer. He has at least one servant, a tall, taciturn figure called Melethras who usually appears in public hooded and cloaked and surrounded by a strange odor. Occasional closed wagons and carriages make visits to Old Raven House in the dead of night, and Melethras has been seen digging great holes in the grounds. No one has any idea what is going on at Old Raven House, but everyone supposes it bodes no good.

ENCOUNTERS

The following encounters are key to understanding what is happening in Mormouth. They may be played through in any order, depending upon the PCs' actions, providing extra clues to unraveling Mormouth's mystery.

ENCOUNTER ONE: THE CHELARCH'S MANSE

The Chelarch's Manse is an ancient stone-built edifice dating back to the Crusades a thousand years ago. It is inhabited by Lord Verepane of the House of the Emerald Shield, Chelarch of Mormouth, and his faithful retainer Byzel.

Rumors and Legends

Lord Verepane is an honorable and respected man who has always ruled the village peaceably. A month ago he became obsessed with visiting the abandoned isle of Starrit Cay in Mormouth Bay, insisting that it held the key to righting an ancient family dishonor. His expedition to the isle returned two weeks ago, close-mouthed and missing several of their number, the Chelarch apparently afflicted with a mysterious illness. He has been confined to his house since then, and Byzel lets no one see him.

Dramatis Personae

Lord Verepane: Fifty years old and formerly strong and healthy, the Chelarch of Mormouth is currently prostrate and delirious in his bed.

Sorcerous or psychic powers such as Witch Sight detect that the Chelarch is Possessed by a malevolent spirit - the Restless Soul (see Encounter Two). By night, the Restless Soul forces the Chelarch's fever-wracked body to search the village for its long-lost love - causing the



ghoulish deaths and the Chelarch's exhausted condition. A trained observer (Medicine or Special First Aid roll) will conclude that the Chelarch's body will not last much longer - a week or two at most.

Byzel, the Butler: Byzel, Verepane's faithful batman and loyal retainer, will allow no one to see his master, insisting he is "too ill", and keeping him from prying eyes "for the sake of his honor".

Locations

The only way to the Chelarch is by subterfuge. At night two Bloodstalker hounds in the Manse grounds will attack intruders and alert Byzel, who will ring the bell in the belltower and alert the village guard - two of whom will promptly come running, with the remaining nine (including Captain Yammerfast) within 1D3 Turns. Byzel occupies the small antechamber across the mezzanine from

Verepane's chambers on the second floor, although he will retreat to the currently closed-off servants' quarters in the attic should the Chelarch ever have guests. PCs breaking into the Manse will first have to "neutralize" Byzel: the GM should emphasize that murdering the Chelarch's faithful old retainer should be avoided!

Lord Verepane's Chamber: The Manse is a rambling affair of many rooms, crannies, casements, and staircases. On the second floor, with a view over the village and bay, is Lord Verepane's Chamber.

The Chamber contains a four-poster bed, washstand, chests of clothes, the Chelarch's strongbox, a reading desk, candelabra, and so on. Searching (successful Spot roll) will reveal a book called the Annals of Dantomon (from the Manse's Library) with a bookmark for entries a century ago detailing movements of a ship called The White Crystal, bound for the nearby town of Abitolanda from the distant city of Tanoc. A margin note (successful Literacy roll to read), presumably by Verepane, reads "Never arrived. Bearing remnants of lost battalion? Honor."

PCs may glean the following from the Annals of Dantomon and Verepane's marginalia:

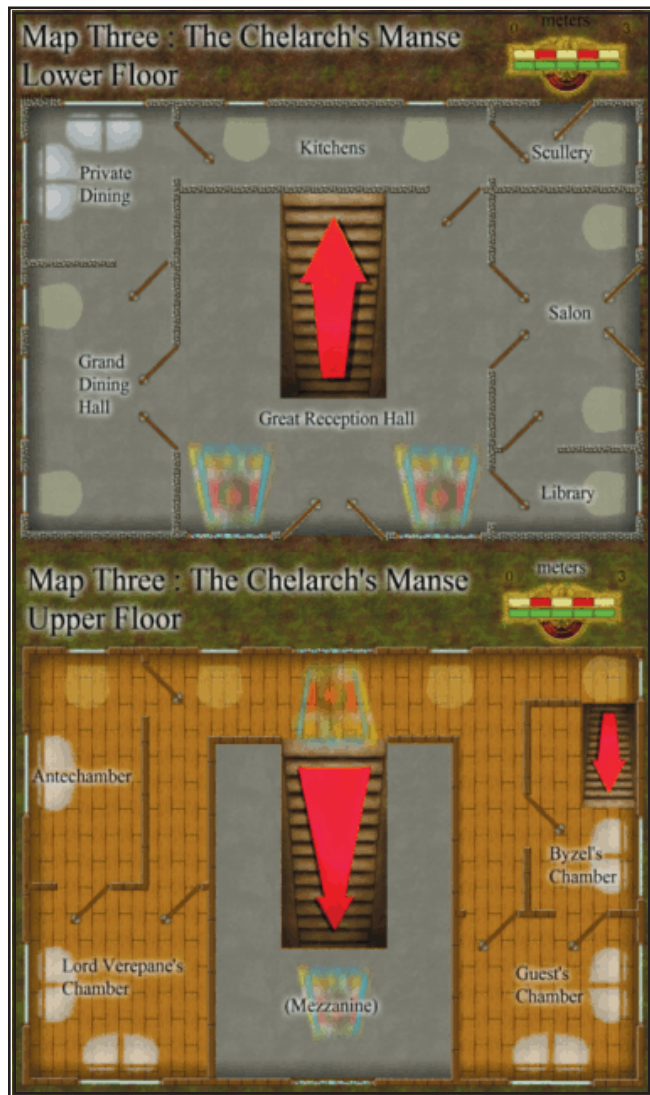
- "White Crystal" is a reference to the holy symbol of Staros, God of Life and Unlife (successful Knowledge (Autocracy) or Knowledge (any Religion) roll).
- The "Lost Battalions" were from the Legion of Lord Regos, Indomitable, veterans of the wars with the Tung Mai in the furthest south, some two centuries ago (successful Knowledge (History, any Legion) roll).
- The reference to "honor" implies Verepane's family had some connection to the Lost Battalions. A family member lost and unburied would certainly constitute an outstanding matter of honor - at least until the remains could be retrieved and properly interred (Idea roll if required).

Verepane's Ancestors

There are paintings and tapestries of Verepane's ancestors throughout the Manse, including one of "Verabilis the Unburied" (name on a bronze plaque on the picture frame) on the mezzanine at the top of the stairs, with a battalion Numen standard and candles lit before it. This is the ancestor whose space in the family vault in the Place of Bones is empty.

Statistics

Byzel Zafar of the House of Hookamon of Kados, Butler to the Chelarch of Mormouth





STR	14	MOVE	10	R LEG	-/5
CON	13	HP	13	L LEG	-/5
SIZ	13	MAJOR WD	7	ABDOMEN	-/5
INT	12	DMG BONUS	+1D4	CHEST	-/6
POW	9	PP	9	R ARM	-/4
DEX	9	FATIGUE	27	L ARM	-/4
APP	8			HEAD	-/5

Weapon	SR	Att%	Damage	P%	Pts
Light Mace	8	45%	1D6+2+db	40%	20

Armor None usually

Skills Craft (Cooking) 60%, Dodge 35%, Etiquette (Chelarchal House) 70%, First Aid 60%, Insight 50%, Knowledge (House of the Emerald Shield) 45%, Literacy 40%, Perform (Play Banishez (sitar-like instrument)) 70%, Persuade 50%, Speak (Low Sakaraic) 60%, Status (Mormouth village) 55%

Possessions Wears green and brown amafor (livery) of the House of the Emerald Shield; carries the Manse keys, including the key to the Chelarch's strongbox.

Bloodstalkers

Huge, shaggy, dog-like creatures with trunk-like snouts (like anteaters) used as sentries and expert trackers. Packs of undomesticated bloodstalkers are found in the wild. Also known as Shoten.

STR	13	MOVE	10	RH LEG	1/3
CON	11	HP	10	LH LEG	1/3
SIZ	9	MAJOR WD	5	HINDQ	1/5
INT	6	DMG BONUS	-	FOREQ	1/5
POW	11	PP	11	RF LEG	1/3
DEX	13	FATIGUE	24	LF LEG	1/3
				HEAD	1/4

Weapon	SR	Att%	Damage	P%	Pts
Bite	9	45%	1D8	-	-

Armor 1-point fur

Skills Dodge 30%, Listen 70%, Sense 90%, Spot 90%, Stealth 60%, Track 90%

ENCOUNTER TWO: THE RESTLESS SOUL

The Restless Soul is the spirit currently possessing the Chelarch Lord Verepane. Each night it forces him to roam the village, seeking its long-lost love. The Restless Soul is responsible for the recent deaths.

Rumors and Legends

An almost forgotten tale explains the identity of the Restless Soul, known only to the lich-lord Verabilis on the isle of Starrit Cay (see Encounter Four), and, at the GM's discretion, perhaps one or two of Mormouth's oldest inhabitants. The tale tells of a Mormouth man, Fymor, who was press-ganged a century ago into the dreaded undead Legions of Staros on the night before his wedding. Although the tale offers no evidence, and the tale of Fymor is not common knowledge, PCs hearing it (successful Idea roll if necessary) may link it to the legend of the White Lady (see *Encounter Three*); Fymor was indeed about to marry Elessa, who consequently committed suicide to become the ghost haunting Lady's Point.

Until recently the undead body of Fymor lay buried beneath the sands of Starrit Cay (see Encounter Four); the Chelarch's expedition to that island released it, and it possessed Lord Verepane and began to search for its ancient love.

Dramatis Personae

The Restless Soul: The Restless Soul searches endlessly, unaware that Elessa and the White Lady of Lady's Point are one. At night, it roams the village, stopping any person it meets and looking questioningly into their eyes. See below for statistics of the Restless Soul.

Locations

The PCs may encounter the Restless Soul deliberately or accidentally. Most direct - assuming the PCs understand the link between the Chelarch and the Restless Soul - would be to stake out the Chelarch's Manse and wait until the Restless Soul emerges at night. Alternatively, a night patrol of the village would eventually come into contact with the Restless Soul.

Statistics

The Restless Soul

The Restless Soul attacks by creeping up behind victims and grasping their shoulder. When they turn around, it makes a Fearshock attack. It also has a Drown attack, causing the victim's lungs to fill with water.

STR	13	MOVE	10	R LEG	-/3
-----	----	------	----	-------	-----



CON	7 (14)	HP	7 (14)	L LEG	-/3
SIZ	13	MAJOR WD	4 (7)	ABDOMEN	-/3
INT	15	DMG BONUS	+1D4	CHEST	-/3
POW	12	PP	12	R ARM	-/2
DEX	5 (12)	FATIGUE	0 (27)	L ARM	-/2
APP	9 (16)	HEAD			-/3

Weapon	SR	Att%	Damage	P%	Pts
Hands	9	45%	1D3+db	-	-
Fearshock*	4	100%	Special	-	-
Drown	4	50%	Special	-	-
Possession**	4	na	Special	-	-

*May be used on a given target once per Turn.

**Used only when disincorporate.

Armor None
 Skills Dodge 20%, Listen 31%, Sense 40%, Speak (Low Sakaraic) 25%, Spot 37%, Stealth 60%

Powers **Fearshock:** Each use costs 1PP. Match current PP versus target's CON as follows:
 - *Critical:* Victim dies, literally terrified to death
 - *Special:* Victim collapses for 20 minus CON CR. Must make a Stamina Roll or die.
 - *Success:* Victim cowers in terror for 20 minus CON CR. Effect as per the Muddle spell.
 - *Failure:* No effect on beings with normal INT. Beings with fixed or very limited INT cower in terror, as per Success above.
 - *Fumble:* Victim unaffected.

Drown: as per the Water Elemental attack (Basic Roleplaying, p357), but does not cost HP to use. Only usable when the Restless Soul is possessing a victim.

Possession: When disincorporate (only), the Restless Soul may use Ghostly Combat to try and possess a new body. It will do this if the Chelarch's body is slain.

Debilitation: On a failed CON x5 roll (check every night), reduce the possessed victim's HP, DEX, CON, and APP by 1 point each.

Disabling the Restless Soul: For several reasons (not killing the Chelarch, uniting the Restless Soul and the White Lady) PCs may wish to subdue rather than slay the Restless Soul. This may be done by using the Muddle spell, by knocking the Restless Soul unconscious, or by grappling and binding it - it will only disincorporate if its host body is slain.

ENCOUNTER THREE: LADY'S POINT

Lady's Point is the headland overlooking the Falais northeast of Mormouth, ending in precipitous cliffs high above the water. Visible from anywhere in the village, it is a looming landmark, frequently covered by cloud and fogs, said to be haunted by the ghost of the "White Lady", who appears on still, misty, moonlit nights.

Rumors and Legends

Everyone in Mormouth knows the legend of the White Lady, the woman who threw herself from the cliffs of Lady's Point many years ago. Further research (successful Research (Streetwise) roll) in the village reveals the White Lady supposedly killed herself after her lover vanished dramatically the night before their wedding. The Lady waited night after night on the cliffs for him to return, but her hope gradually turned to despair, and she jumped to her death.

PCs who have uncovered the story of Fymor (see *Encounter Two*, above) may realize the two stories are different views of the same event - see Resolving the Story below for how this information may be used.

Dramatis Personae

The White Lady: The White Lady is the ghost of Elessa, the lover of Fymor. She manifests as a classic "ghostly apparition" in white robes, wailing and lamenting atop the cliffs. Whilst terrifying, she is harmless.

Locations

The White Lady can be encountered along the cliff tops of Lady's Point on any night where the moon is visible in the sky and mists are rolling in from the Falais.

Statistics

The White Lady, Elessa's Ghost

Statistics are presented for the White Lady in the event the PCs decide to attack her. She will not initiate attacks herself.

INT	12	HP	-
POW	15	MOVE	15

Attacks Ghostly Combat (POW vs POW), 1D3PP damage
 Notes Immaterial; only affected by sorcery, demon / divine powers, or ghostly combat.

ENCOUNTER FOUR: STARRIT CAY

Starrit Cay is a crescent-shaped low-lying island about





a kilometer offshore from Mormouth. It has long had a sinister reputation, having been the site of a famous shipwreck a century ago - there was once a lighthouse there - but has become feared anew following an expedition by the Chelarch Lord Verepane. No one in Mormouth knows exactly what Verepane was seeking on the island; the general consensus is some kind of buried treasure, but everyone knows his expedition returned somber and close-mouthed after two days, several members missing and the Chelarch apparently afflicted with a disease from which he has not yet recovered. Since then, people have reported seeing strange lights on the island at night, and whisper that the Chelarch must have disturbed some ancient evil.

The Chelarch went to Starrit Cay to seek the shipwreck of the White Crystal, which he hoped might hold some clue to an ancient family dishonor (see *Encounter One*, above). He found the wreck, and began to excavate it, not realizing until it was too late that the White Crystal had been transporting undead troops of the terrible Legions of Staros. Even after a century the wreck still held a formidable quota of undead, albeit buried in the sands; the Chelarch's expedition unwittingly released them, and the Chelarch was possessed by the spirit of one, the hapless youth Fymor, kidnapped by the press-gangs of the Legions of Staros a century ago (see *Encounters Two and Three*).

The island swarms with undead released from the wreck, including the lich-lord Verabilis, formerly of the Legion of Lord Regos - the secret dishonor of the Chelarch's family.

Rumors and Legends

The Legend of the Shipwreck is well-known in Mormouth. A century ago, a sailing ship proceeding up the Lower Landusi River from the Ocean of Tlan many leagues away foundered during a storm off the coast of Mormouth on its way to the town of Abitolanda, several days' march away. It was lost with all hands, and by the time the storm abated it had been almost completely buried by shifting sands. Since then the island has been a place of ill-omen, said to be haunted by the ghosts of the lost sailors, the lighthouse on the island abandoned.

Dramatis Personae

Old Kes: PCs wishing to hire a boat to Starrit Cay will find it difficult - the villagers won't even speak about the island, let alone go to it, and will make superstitious warding signs if the subject is broached (successful Persuade or Fast Talk rolls reveal the Legend of the Shipwreck if the PCs have not come across it already).

The only person willing to make the journey is Old

Kes, a grizzled ex-mariner who lives in a ramshackle old house down by the boatyard (area 11 in *The Village of Mormouth*, above). He owns the fishing boat *The Painted Lady*, and for a price will take the PCs out to Starrit Cay and wait for them at anchor till they return - he will not go ashore himself.

Old Kes knows the legends of the White Lady and the Shipwreck; he knows nothing about Fymor (the Restless Soul).

Verabilis the Unburied: Verabilis the Unburied is a lich-lord of Staros, God of Life and Unlife, and a powerful necromancer. A century ago he led a battalion of the Legions of Staros, terrible undead soldiers, before his ship, the White Crystal, foundered off the coast of Mormouth. In his time he kidnapped, slew, and raised as undead victims from all over the Empire, including Fymor, the lover of Elessa of Mormouth, the night before his wedding.

Verabilis was not always a follower of Staros. In his youth he worshipped Regos, God of War, and was a proud scion of the House of the Emerald Shield, and a direct ancestor of Lord Verepane. Towards the end of his tenure as Chelarch Verabilis press-ganged the hapless Fymor. Verabilis' disgrace has been expunged from the family history of the Mormouth Chelarchy, and he is now only remembered as Verabilis the Unburied; Lord Verepane's quest to uncover this family secret and reclaim his family's honor is the cause of Mormouth's misfortunes.

Verabilis is in bad shape; a century buried in wet sand has left him little more than sodden flesh clinging to brown and rotting bones; only an iron will and Staros' uncanny sorceries hold him together. The other undead, driven by their hatred of him as architect of their sufferings, have pursued Verabilis to the lighthouse and effectively imprisoned him there - where he waits, patiently trying to repair his broken body and restore to his mind the sorceries which will allow him to take control of his undead minions again.

Verabilis is an evil villain in the classic sense; he gloats, threatens and intimidates rather than risking an all-out attack. He may provide the PCs with the following information:

- 1. Verabilis was responsible for the "press-ganging" of Fymor:** "we had lost zombies at sea, and needed to replenish our stock. I'd known Fymor since he was a child - a fine, strapping specimen. I inducted the lad - too bad he never knew the pleasures of the flesh!"
- 2. Verabilis was once Chelarch of Mormouth:** "Until I discovered the radiant joys of eternal life with my Lord Staros. You mortals will never understand!"
- 3. He gloats terribly if told that Lord Verepane is**



possessed by Fymor's spirit:

"How ironic! Another of my line converted to the ways of Lord Staros - perhaps you can bring him to me?"

Locations

Starrit Cay stretches roughly half a kilometer from end to end. A low ridge runs down its spine, its highest point topped with a ruined, three-storey lighthouse, abandoned for almost a century. Small animals and birds inhabit the island, strangely absent of late; only the Water Snakes and endless insects of the island's bogs appear unaffected by the recent influx of undead.

Since the uncovering of the wreck of the White Crystal, Starrit Cay is thick with undead. Their numbers have been augmented by members of the Chelarch's ill-fated expedition; successful Difficult Spot rolls from boats offshore may detect the lumbering movements of the Mud Zombies in the Mud Flats (A) and Chelarch's Camp (B).

A. The Mud Flats

A flat expanse of sucking mud swallowing anyone up to their knees, requiring Difficult Agility rolls to remain standing when taking any sudden action (see *Slippery and Unstable Surfaces, Basic Roleplaying p231*).

Three Mud Zombies lurk here, usually prone but rapidly rising to their feet at any disturbance. Anyone from Mormouth will recognize the Zombies as missing members of the Chelarch's expedition, and will be Demoralized (treat as the Muddle Sorcery spell) on a failed POW x5% roll.

B. The Shipwreck

Three quarters of the remains of the White Crystal are buried here - half in the water, the remaining quarter under the beach. The fourth quarter has been excavated by the Chelarch's expedition.



C. The Excavation

Huge mounds of sand have been shifted aside, uncovering the skeletal, rotting timbers of the wreck of the White Crystal. The excavation is partly filled with water, but a casual glance will make out shapes of bones and corroded weapons and armor. A successful Spot roll following a Turn searching uncovers timbers confirming the wrecked ship's name - the White Crystal - but well before then the PCs will have been attacked by the many ghosts swarming here.

There are at least 40 ghosts attached to the shipwreck; 15 embodied in remnants of skeletons which claw at the legs of intruders, the rest dispossessed (see below).



D. The Chelarch's Camp

Torn tents and camp fire remains are all that is left of the Chelarch's expedition, although successful Spot rolls reveal equipment which the expedition did not have time to remove - lanterns, shovels, rope, etc.

Two Mud Zombies stumble around the camp. Like the Mud Zombies in area A, they are former villagers from Mormouth.

E. The Marsh

The waterfront is a hundred meters of thick swamp, teeming with insects and poisonous Water Snakes. PCs have a 10% chance per CR of attack by a Water Snake, although the reeds provide ideal cover against enemies outside, making any Hide rolls Easy.

F. The Stunted Thicket

The trees clinging to the slopes of the island's single ridge are spindly, shallow-rooted things offering little cover. They are haunted by two Sand Wraiths, which occasionally join with the Sand Wraith in area G to attack the Old Lighthouse.

G. The Ridge

The crest of the ridge is only a couple of meters wide, providing panoramic views east and west. At its southernmost end rises the Old Lighthouse.

A single Sand Wraith haunts the ridge, single-mindedly bent on forcing an entry into the Old Lighthouse and wreaking vengeance on Verabilis the Unburied.

H. The Old Lighthouse

The lighthouse on Starrit Cay is almost as old as the village whose approaches it once protected. It was abandoned almost a century ago, shortly after the shipwreck of the White Crystal.

The outer door has recently been repaired and reinforced, and shows signs of fresh damage, as though scoured by blasting winds. Inside there are three circular chambers, one on each storey, 10m in diameter and separated by stout trapdoors, connected by a spiral staircase winding up the inside of the lighthouse's outer wall. The lighthouse roof, with the remains of the great lamp, offers no access to the interior as its trapdoor is bolted closed from below.

The third floor of the lighthouse - which occasionally shows an eerie light after dark - is currently the "lair" of the lich-lord Verabilis the Unburied (see below).

I. The Back-end Cave

This cave is visible only from the lakeward side of the isle, and thus only to passing ships; no one alive today knows what it was used for in the past, though rumors

of hidden treasures, terrible monsters, and forgotten smugglers abound.

Statistics

Old Kes

Old Kes will not willingly land on Starrit Cay, although he will do his best to rescue any PCs trying to get off the island. He will fight only in self-defense.

STR	11	MOVE	10	R LEG	1/5
CON	16	HP	14	L LEG	1/5
SIZ	12	MAJOR WD	7	ABDOMEN	1/5
INT	11	DMG BONUS	-	CHEST	1/6
POW	10	PP	10	R ARM	1/4
DEX	8	FATIGUE	27	L ARM	1/4
APP	14			HEAD	1/5

Weapon	SR	Att%	Damage	P%	Pts
Short Sword*	8	50%	1D6-1	50%	10

*Alagin weapon (-2 damage, - HP)

Armor	Soft leather (1-point)
Skills	Brawl 50%, Climb 65%, Craft (Carpentry) 70%, Dodge 20%, Fine Manipulation 45%, First Aid 30%, Gaming 45%, Knowledge (the Falais) 60%, Navigate 38%, Pilot (Boat) 50%, Repair (Structural) 30%, Speak Low Sakarac 55%, Status (Mormouth village) 30%
Possessions	The Painted Lady (fishing boat); usually carries 3D20 bronze Dineri.

Verabilis the Unburied, Lich-lord of Staros

A century's entombment has left Verabilis' body damaged, his powers ravaged. He has been struggling slowly to remember his lost sorcery, repair parts of his body. He lacks his grimoires and the other accoutrements of a lich-lord, and desires only to leave Starrit Cay and make his way to a temple of Staros (probably in the city of Korudav). Even in his dilapidated condition he may pose a significant threat.

STR	11* (15)	MOVE	10	R LEG	5/4
CON	12 (18)	HP	13	L LEG	5/4
SIZ	14 (16)	MAJOR WD	(NA)	ABDOMEN	5/4
INT	21	DMG BONUS	+1D4	CHEST	5/5
POW	21	PP	12* (21)	R ARM	5/3
DEX	8 (14)	FATIGUE	(NA)	L ARM	5/3
APP	2 (11)			HEAD	5/4



*sorcerous enhancements included

Weapon	SR	Att%	Damage	P%	Pts
Claws	9	65%	1D6+4*+db	-	-

*Includes Sorcerer's Talons-4

Armor 1-point taut flesh plus Sorcerer's Armor-4

Skills Dodge 40%, Hide 80%, Stealth 50%, Knowledge (Staros) 90%, Literacy 80%, Persuade 70%, Speak (Low Sakaraic) 105%, Speak (High Sakaraic) 90%

Powers **Sorcery:** Make Whole (3), Muddle (1), Sorcerer's Armor-4, Sorcerer's Strength-1, Sorcerer's Talons-4, Sorcerer's Vitality-1, Unbreakable Bonds (3), Undo Sorcery-2

Tactics Verabilis knows he is weakened, and relatively defenseless, so will not seek a fight. His goal is to leave the island; he will use Persuade to tell the PCs whatever they wish to hear to take him ashore. Once there, he will quickly abscond. If forced into combat, Verabilis uses Unbreakable Bonds and Muddle to neutralize as many opponents as possible before attacking with Claws. He only flees outside the lighthouse if he knows the Sand Wraiths are gone.

Ghosts: The Dispossessed

These ghosts are the spiritual remains of undead still buried beneath the sands; they only attack at close combat range (ie targets must descend into the excavation pit). Possessed targets will drown themselves in the Bay, rising 1D12 hours later as Mud Zombies.

INT	13	HP	-
POW	14	MOVE	14

Attacks Ghostly Combat (POW vs POW), 1D3PP damage

Notes Immaterial: only affected by sorcery, demon / divine powers, or ghostly combat.

Mud Zombies

Mud Zombies are ghosts possessing a recently dead body, often used as elite troops by the Legions of Staros. See Basic Roleplaying p350 for Zombie statistics, including resistances to slashing, crushing, and impaling weapons; Mud Zombies however only take half damage from fire.

STR	16	MOVE	4	R LEG	-/5
CON	16	HP	15	L LEG	-/5
SIZ	13	MAJOR WD	NA	ABDOM	-/5
INT	7 (2D6)	DMG BONUS+1D4		CHEST	-/6
POW	14 (4D6)	PP	14	R ARM	-/4
DEX	7	FATIGUE	NA	L ARM	-/4
				HEAD	-/5

Weapon	SR	Att%	Damage	P%	Pts
Claw	9	40%	1D3+db	-	-

Armor None

Skills Dodge 25%

Notes On destruction, a Mud Zombie attacks its destroyer in Ghostly Combat as per "Ghosts", above.

Sand Wraiths

Sand Wraiths are a vaguely human-shaped cloud of whirling sand. They are corporeal, unable to pass physical barriers, and are said to be spirits motivated by terrible vengeance.

SIZ	13 (2D6+6)	MOVE	12	BODY	-/13
INT	3 (FIXED)	HP	13	FATIGUE	NA
POW	11 (3D6)	MAJOR WD	NA	PP	11
DEX	11 (3D6)	DMG BONUS	NA		

Weapon	SR	Att%	Damage	P%	Pts
Sand Blast	5	50%	1D10*	-	-

*Causes knockback on a Special result. Range is Touch.

Armor None

Skills Dodge 75%

Powers **Sand Blast:** Range is Touch; causes Knockback Special results. Sand Blast attacks which penetrate target's armor reduce that armor's effectiveness by 1AP, unless armor is iron or better, in which case AP are reduced only on Critical success.

Notes All within 10m of a Sand Wraith suffer penalties equal to Strong Wind ("Weather Conditions" Spot Rule, Basic Roleplaying p236); those in combat suffer penalties equal to Severe Wind. Sand Wraiths are undead, and subject to any undead-affecting powers.





RESOLVING THE STORY

There are several ways the events of *The Beloved Dead* might be resolved, including:

1. Reuniting the Beloved Dead

This is the ideal resolution to the scenario. The PCs, having worked out the nature of the White Lady and the Restless Soul, bring the possessed Chelarch to Lady's Point at night. There, in a moment of emotional intensity, the Restless Soul and White Lady recognize one another, and are united at last; the Restless Soul, Fymor, abandons Lord Verepane's body to embrace his long-lost love, and the two spirits depart to their sojourn in the next life.

This solution allows for the Chelarch's complete recovery, removal of the threat facing Mormouth, and the freeing of the ghost haunting Lady's Point. The consequences of the PCs' actions - the romantic ending to this century-long love story - will become part of the Legend of the Beloved Dead.

2. Laying the Restless Soul

Fymor's ghost may be combated with exorcism-type powers or ghostly combat. Success results in the destruction or dissipation of the Restless Soul, the freeing of the Chelarch from possession, and the removal of the threat to Mormouth. The White Lady will remain on Lady's Point - waiting for a long-lost love who will now never return.

3. Killing the Chelarch

This is not an ideal resolution. Slaying the hapless Chelarch - possessed by the Restless Soul - will remove the immediate threat to the village; however, Fymor's spirit will attack one of its assailants to possess another body to pursue its quest.

Killing the Chelarch will have consequences for the PCs' futures - Lord Verepane is a member of the Autocracy's aristocracy, and his apparent "murder" by a bunch of adventurers may have repercussions from vengeful relatives or resentful superiors.

4. Destroying the Unquiet Dead

Ridding Starrit Cay of the remains of the Legions of Staros will have little impact upon the Restless Soul or the problems facing Mormouth and its Chelarch. Nevertheless, it will gain the villagers' gratitude, who will man the lighthouse again, and also of the Temple of Belom, Lord of Death, which constantly quests to eradicate Staros' foul undead.

5. Killing Verabilis the Unburied

This event gains special significance if Lord Verepane survives and the PCs explain the fate of the Chelarch's lost ancestor. Killing the lich will not eradicate the dishonor, but the rules of vengeance will have been appeased, and the Chelarch, saddened by the news of his ancestor's terrible fate, will be satisfied that he has done his best for his family's honor. The portrait of Verabilis in the Chelarch's Manse will be quietly removed.

THE CHELARCH'S GRATITUDE

If the Chelarch survives the events of *The Beloved Dead* and is cured of his possession, he will be indebted to the PCs. If his butler Byzel has been badly injured or even killed by the PCs, the Chelarch's indebtedness will be coldly formal; he will not see them personally, but will instruct a member of the village council to reward them with 500 bronze Dineri apiece, and escort them to the village boundaries.

If Byzel is unharmed, however, then the Chelarch will be profuse in his thanks, showering the PCs with accolades, the "freedom of the town of Mormouth", services at the Temple of Nimur, and a thousand Dineri apiece. He will provide them with letters of introduction to other worthies of the House of the Emerald Shield in the provincial capital of Korudav, who are always on the lookout for trusty agents and troubleshooters, and wish them a fond farewell, assuring them they are welcome in Mormouth always.



A SHORT GLOSSARY

Some of the terms used in The Beloved Dead refer to elements of the Chronicles of Future Earth Chaosium campaign setting, described below.

- Alagin* iron substitute similar to mica or fiber glass, produced by the Hsun spider folk, and the standard material for weapon and armor manufacture on Urth. Roughly equal in hardness to bronze, and inferior to the rare and precious iron.
- Bantoor* six-legged elephantine creature, the Autocracy's principle beast of burden.
- Bayuri sheep* very large sheep, roughly the size of a modern-day cow. Principle source of milk and wool in the Venerable Autocracy.
- Belom* god of death. Belom's black-garbed priests constantly battle the undead forces of Staros.
- Chelarch* lowest level of the Sakari aristocracy; ruler of a Chelarchy.
- Chelarchy* domain of a Chelarch; roughly equivalent to a mediaeval barony.
- Emeldias* goddess of growth and fertility.
- House* principal social grouping in the Venerable Autocracy, similar to a tribe or large clan. All Sakari belong to a House. Houses comprise Bloodlines (extended families).
- Kenek ox* bad-tempered, giant pigs; boars are aggressive in the mating season. Multi-purpose beasts, eating slops as well as grass. Major meat source for the Venerable Autocracy.
- Korudav* capital city of the Province of Korudav; great and ancient metropolis a day's march to the southwest.
- Legion* the armed forces of the Autocracy comprise many legions with ancient and honorable traditions. Many are dedicated to one of Sakara's gods.
- Numen Standard* battle standard of one of the Autocracy's Legions.
- Regos* god of war and conquest. The Legion of Lord Regos, Indomitable, is one of

Korudav's greatest legions.

- Staros* god of life and unlife. Staros brings the dead back to life; those he cannot resurrect, he raises as undead. Shunned by right-thinking folk, unless they wish his life-giving powers.

- Tung Mai* non-humanoid race of upright four-armed insectoid warriors from the far south which has fought several wars with the Autocracy. Famed for their mystical martial art known as Tiridat.

- The Venerable Autocracy of Sakara* the great empire of which the Province of Korudav is but a part; ruled by the Venerable Autocrator, also known as the God Emperor Ankadar the Lawgiver, from the capital of Glorious Kados.





HALLOWEEN, BY LOREM IPSUM



Chapter Two

GAIN'S CLAN

Scenario by Ed McGlinn



*So times were pleasant for the people there
Until finally one, a fiend out of hell,
Began to work his evil in the world.*

Boornuf (trans. Seamus Heaney)

Kiakiwaka paused at the mouth of the cave, spoke the sacred chant of his people, and rubbed the talisman around his neck. The Thing should be just before him now, and he wanted to be ready. It had taken many of his tribe, but today that would end. He gripped the strange, short blade that the White Father had given him, that the elders had blessed, and felt the strength in it. The White Father had said that today was the last day of the light-season, and a sacred day, and the last chance this year to vanquish the Thing. He entered the cave, with his fire-stick held out before him. He felt the passageway open up, with branches left and right, and a moistness above. He heard a wet, sticky sound above, and felt the onrush of an inky black strength. He struck out with the blade, and felt it sever a ropey, moist remnant of the Thing. He heard a scuttling sound as the darkness came to life and engulfed him. He summoned the strength deep within him, the strength of his ancestors come to life, and spoke the words the White Father taught him as he buried the blade into the amorphous shape.

"Ig nall Niogatha pobub k'hall ilgal ne wagtha ko rubbi m'narph ne k'hall!"

There was a sucking, popping noise, and then

Kiakiwaka was free of the viscous night. A shrieking sound, like the wind wailing through a hole in time made him clutch his ears. The earth shook, and he felt crumbling rock falling from the ceiling. Suddenly, the shrieking stopped. Kiakiwaka rose, and fled that cave towards the surface as if the very wolves of the under-spirits were nipping at his heels. He could hear the collapsing rock behind him, but he didn't look back. Soon, he could hear the waterfall that the passageway opened behind; with a final burst, he sprinted, even as he felt the earth give way beneath his feet. He lunged towards that silver curtain...

A SEASON OF FEAR

Jakob's Bluff is a small town in south-central Wisconsin, about twenty-five miles southwest of Madison. It is located where the rolling dairyland and woods give way to the great American prairie. It is a town populated by those of mostly Norwegian descent, proud in their Norse heritage and happy to be Wisconsinites. It is a town of summer street fairs, and fall deer hunting. It is a town of Friday night fish-fries, and Sunday morning church services. It is a town, like many small towns, full of mostly contented people living their mostly contented lives, until something terrible happens to shake them out of it.

Three years ago, something terrible happened. On Halloween night, Margot Alfredsen was brutally murdered. No killer was caught, and it was thought that the killer had moved on. Then on Halloween night two years ago Bob and Janet Cawley were killed in the same fashion. The FBI were called in, but still there were no clues and no leads. Then, just last Halloween, in spite of increased vigilance, Danica Andersen and Officer Lars Skoller were murdered, again in the same brutal fashion. Again, the FBI came out, but still no killer was caught.



Halloween is approaching, and fear is gnawing at the pit of the stomachs of the good people of Jakob's Bluff.

WHAT IS REALLY GOING ON

Over three hundred years ago, on what would be celebrated now as Halloween, a Sauk Indian brave named Kiakiwaka, under the guidance of a French Jesuit missionary named Pierre LeBlanc, entered an underground cave complex near present-day Utica, Illinois, where the Great Old One Nyogtha was resting after ravaging Kiakiwaka's tribe. Kiakiwaka succeeded in driving Nyogtha back into the deep places under the earth where it lairs. However, Kiakiwaka severed a pseudopod of Nyogtha's in the struggle, and it was unable in the ensuing chaos to recombine with Nyogtha. It inched along dark passageways, and crevasses in the earth, until it found an acceptable resting spot in Southern Wisconsin, in the limestone caves southwest of Madison. There it rested, nursing its hurt, and its hate, feasting on animals, and the occasional lost human that stumbled across its path.

A little over three years ago, four friends from Jakob's Bluff went exploring in Balder's Cave, a large limestone cave complex nearby. They experienced a near disaster, and became separated. In a dark, wet, unexplored passageway one of them encountered the Remnant of Nyogtha. The Remnant, instead of just feeding, realized it could possess the lost spelunker, by enveloping him and infusing him with its baleful, liquid, essence.

Eventually, the spelunkers found their way and returned to Jakob's Bluff, unaware that one of their number had been horribly altered. He could now act as before, but could not acknowledge his new state, or leave the greater area, severing the insidious psychic connection to the remnant. However, life proceeded normally, until Halloween. The remnant's vessel found himself feeling the increasing pain and rage as the anniversary of its hideous birth approached. On Halloween night, it was too much to restrain, and the pain and rage found a target in Margot Alfredsen. The next day, the feelings receded, and the vessel found he could again behave normally, even if he could not confess to the terrible crime. But every Halloween since, the wrath of the remnant could not be contained. Now the fourth Halloween since the possession is approaching, and the rage and the pain of Nyogtha's remnant rise, as it remembers the bite of cold, enchanted steel, and the loneliness of the caves beneath the earth.

INVOLVING THE PLAYERS

The players could be involved in a number of ways, depending on the nature of their characters. The easiest way is for them to be residents of Jakob's Bluff, but there are other ways as well. As long as one of the characters is a professional investigator, whether for the government or private, they could be hired by Chief of Police Ray Manly, or FBI Agent Toshiro Honda. If the players have any occult notoriety, they could be hired by Astrid Steensland. Or if they would have any professional or personal interest in the murders, they could simply visit Jakob's Bluff on their own. In most scenarios, the players should arrive in town about a week before Halloween, in order to give them some investigative time, and should be on mostly friendly terms with local law enforcement.

The Players Arrive

The players would most likely fly into Chicago O'Hare International Airport and rent a car to drive to Jakob's Bluff. The drive is a pleasant one; the trees have mostly turned color, and the highways cut through the gently rolling hills and pastureland of northern Illinois and southern Wisconsin. The players would stay at a simple chain motel, just off the highway, about five miles from downtown Jakob's Bluff. Most likely they would arrange to meet Chief Manly, or whoever asked them to town, at the Hungry Troll, the town's most popular restaurant and bar. As they turn onto Main Street from the east, they notice that many yards and businesses have large (5') wooden troll statues displayed, and they see a sign declaring Main Street "America's Trollway". The Norwegian character of the town is obvious; Viking and Scandinavian icons and names are on almost every business and home. At the town center, the corner of Main and Prairie, they park in front of a friendly-looking family-style restaurant, with a grimacing troll statue in front.

About Jakob's Bluff

Jakob's Bluff is a small town, with a population at just over eight thousand in town and the surrounding farms. The town itself, basically Main Street, which runs for about six blocks East to West, and the two streets north and south which aren't even that long, sits on a rise overlooking the beginning of the prairie that starts just south of the town. North and east of the town is the easy rolling dairyland which dominates south-central Wisconsin. The town is handsome, particularly at this time of year, with the trees mostly turned, and leaves piled up in front yards awaiting pickup. Pumpkins populate stoops, and even in spite of recent history, Halloween decorations abound.



The weather at this time of year is typically cool, with the possibility of an Indian Summer. Nights are cold, and the prairie winds make them feel colder. Most of the people are either small businesspeople or farmers, with a small population of folks who commute to Madison to work for the University, state government, or related organizations. Normally, they would be of reasonably sunny disposition, inclined to be helpful to strangers. But Halloween is near, and a pervasive sense of dread has descended on the town.

Northwest of Jakob's Bluff is Balder's Cave State Park. This is a typical state park, with the exception that it is centered on a large limestone cave complex, administered by the State Department of Natural Resources.

Personalities of Jakob's Bluff

Chief of Police Ray Manly, 45 years old

Ray Manly came to Jakob's Bluff five years ago from Chicago after his marriage broke up. He was a detective in a downtown precinct, and his wife left him for a baker who never got shot at. He is a competent, if unimaginative, officer, willing to pursue a case doggedly. His inability to solve these murders, which started a little over a year after he became Chief, are eating him up. He's become good friends with Astrid Steensland, even though he thinks her Wiccan ways are kooky. He has become quite fond of Jakob's Bluff, even if, as an African-American, he is one of the only people of color in town.

Father Tobias Alfredsen, 47 years old

Father Toby grew up in Jakob's Bluff, and has lived their his entire life except when at seminary and on mission. He is the pastor of St. Jude's Catholic Church. He also is the vessel for the Remnant of Nyogtha. He became possessed by it and suffers its existence in him, believing that his belief in Christ will save him. He will act perfectly normal at all times, unless confronted with the truth, or after sundown on October 31st. His possession prevents him from traveling more than about a hundred miles from Balder's Cave, and he explains this by saying he cannot bear to leave his sister, his first victim. He is a large, but somewhat overweight, man, who often gets compared to Santa Claus, now that his beard is more white than gray.

Reverend Nils Linder, 37 years old

Reverend Linder is the pastor of St. Paul's Lutheran Church. He is good friends with Father Toby, and was in the spelunking party when Father Toby became possessed. He is from Madison, and had only lived here a few months before the cave incident. He is a youngish, active

man, very involved in volunteer works, both through his church and the community.

Astrid Steensland, 48 years old

Astrid is a self-taught Wiccan, and the proprietor of a used bookstore in town (Secondhand Stories). She is not flighty or kooky at all, but very intelligent with a biting wit. Widowed for ten years, she has become good friends with Chief Manly, and is very concerned about his health (mental, emotional, physical, and spiritual) if he does not catch the killer soon. She will believe most supernatural explanations, if they are presented in a rational fashion, and half believes already that some other force is at work.

Dr. Marcus Skilling, 49

Dr. Skilling is the town doctor, and Father Toby's best friend. He also was spelunking the day the remnant possessed Father Toby. He is Astrid Steensland's older brother. He is a silver-haired, kind man, and a good doctor.

Ole Grabius, 40

Ole is the proprietor of the Hungry Troll, a bar and grill his family ran before him, and also friends with Dr. Skilling, Father Toby, and Reverend Linder. He was the fourth man with in the ill-fated spelunking expedition. Ole is a robust man, active in most outdoor activities, including being an accomplished hunter.

Meeting at the Hungry Troll

It is most likely that the players are meeting Chief Manly at the Hungry Troll, whether he has hired them or not. If Astrid has hired them, she will be present, otherwise she will not be around. Also present is Agent Toshiro Honda of the FBI, whether or not he has hired the players. He personally feels ashamed that he has not been able to provide more help to Chief Manly, who is has become friends with, and even though the murders are not FBI jurisdiction, he has taken vacation time to be in town to assist Manly in any way that he can. He is a balding, middle-aged Japanese-American, and a very competent agent. After introductions, Chief Manly presents the five murders.

Margot Alfredsen

Three years ago, Margot Alfredsen taught third grade at Jakob's Bluff Elementary School. She was 37 years old, and unmarried. She was born and raised in town, along with her older brother (by seven years) Tobias. She got her degree at UW-Steven's Point, and moved back and took over teaching the third grade. She lived alone, in a small





house in town. On Halloween night, three years ago, she gave out candy until dark, then met her brother for dinner at the Hungry Troll. He walked her home, and then went home himself. Witnesses in town have confirmed all of this. The next day, she didn't show up for work, so the school principal, Jason Berger, went to her house. He could see her body through the window, and called the police. The medical examiner's report concluded that at approximately 10 P.M. the previous night she had been killed. The cause of death was exsanguination and shock, due to having been literally ripped into several parts. There was no additional physical evidence found at the scene - no fibers, no fingerprints, nothing. There was no sign of forced entry, and there were no signs of a struggle on her part - nothing under her fingerprints, no ligature marks, no signs of being bound or tied up.

Bob and Janet Cawley

Two years ago, a young couple named Bob and Janet Cawley (ages 34 and 31, respectively) were the victims. Bob ran a siding business in town, and Janet stayed at home to raise their son Tommy, and did some occasional freelance magazine writing. On Halloween, they took Tommy, then five years old, trick-or-treating early, and then returned to their home in town around six o'clock, as corroborated by neighbors. The next morning, when Bob didn't show up for work, and no one answered their phone calls, the office receptionist, Shirley Ganzer, went over to their home to see if something was wrong. She saw a repeat of the Alfredsen scene from the previous year. The medical examiner's report was the same - Robert and Janet Cawley were ripped apart by person or persons unknown. There were no signs of struggle, and no physical evidence of any kind. The difference was this time there was a witness. Tommy Cawley was found in a hallway closet. He appeared to be unharmed physically. However, he has been in a near catatonic state ever since. He hasn't spoken, or communicated in any way except about the most basic biological needs. He currently resides in the psychiatric ward of the University of Wisconsin Medical Center in Madison.

The FBI were called in to help, and Agent Honda arrived, and assisted in processing the crime scene and interviewing townspeople. His conclusion was the same as Chief Manly's: there were no leads to either crime except for Tommy Cawley.

Danica Andersen and Lars Skoller

Last year Chief Manly was determined to stop the killer. He instituted a 10 p.m. curfew, and recruited some townspeople he trusted to act as deputies for the night, and patrol the town. That didn't help Danica Andersen

(age 46). Danica, a waitress at the Hungry Troll, had just gotten off work and was walking home when she encountered the killer. Her body was found later that night by Deputy Pete Langer, in a pile of leaves along the street. Shortly thereafter, Deputy Lars Skoller's body was found, gun holstered, just around the corner. Agent Honda again visited town, and the ME again came to the conclusion of violent death by person or persons unknown. Agent Honda's reconstruction of the crime was that the killer encountered, or possibly even stalked Dani Andersen, and then ran into Deputy Skoller fleeing the scene. It was now presumed that the killer was a townsperson that was known, at least somewhat, to the victims.

Chief Manly will then turn to Agent Honda, and ask him to present the FBI's profile of the killer. Agent Honda will speak, quietly and deliberately, as if giving a lecture.

"The first victim was a single, 37-year old woman, white, Catholic, living alone in town. The second victims were a white couple, ages 34 and 31, also Catholic, killed in their home in town. Their five-year old son was spared. The third victim was a divorced 46-year old woman, Lutheran, living alone in town, but killed on the street. Officer Skoller was killed not as part of the pattern, but to maintain the killer's freedom. The victimology suggests that since the victims have no connections beyond what you would find in residents of the same small town, this Unknown Subject, or Unsub, is a disorganized psychopath, killing targets of opportunity because he must kill, he is compelled to kill. However, given that he spared the boy in the second killings, it is possible he does feel remorse, and may be able to exert some control over his actions."

"It is likely the Unsub was known, and probably liked, by all victims since there is no evidence of forced entry or warning by the victims. He could be an authority figure of some sort, someone people trust. The fact that he only kills once a year could indicate that he bottles up his rage, but is incapable of remaining in control on Halloween. Something about this date pushes him over the edge. He might be repressing a sexual urge, and the killing is his release. It is possible that he shows signs of mental and emotional stress as Halloween approaches."

"Under normal circumstances, I would say we are looking for a white male, in the prime of life, possessing enormous strength. However, no amount of human strength that I know of should be able to do what this Unsub can do; that would indicate a device of some sort being involved, but since at least the Andersen and Skoller killings were blitz attacks, any elaborate device seems implausible. I cannot explain with the current evidence how exactly the Unsub rips the victims apart. Therefore,



it is possible that the Unsub is a man of normal, or lesser strength, elderly, disabled, or even a woman.”

FIRST STEPS

The players are then free to lead the investigation as they wish. Chief Manly has exhausted every avenue he can think of, so he will allow the players latitude in their actions. He, or Agent Honda, will happily escort the players around town, show them the crime scenes (their homes have not re-sold), and generally cooperate in any way. He can arrange for them to interview Tommy Cawley, though in general that will take 1-2 days to set up. Allow the players to wander the town, to see the crime scenes (they are all within 10 minutes walk of each other), and in general absorb the sense of dread the town is experiencing. The people are desperate, and will either respond to the players with a sense of hope or utter despair, believing that nothing can end their curse. Nevertheless, the town is plodding on with life as usual, hoping against hope that the killer will not strike this year.

Crime Scenes

The crime scenes will not provide any additional physical clues to the crimes. Margot Alfredsen lived in a modest cottage, and the Cawleys in a two-bedroom ranch. Chief Manly and/or Agent Honda can point out the locations of the bodies, and the closet where Tommy Cawley was found. The streets where Danica Andersen and Deputy Skoller were found provide no additional insight, nor do their residences. All of the victims were killed in residential sections of town, off of Main Street. Margot Alfredsen, Danica Andersen, and the Cawleys' homes are empty of possession, having been sold or given away years ago. All three homes have not been resold. Lars Skoller was married with two boys, and his wife and children still live in town. The Cawleys moved to Jakob's Bluff from Madison, and have no family in this part of the state. Danica Andersen lived alone, and all of her relatives are in Chicago. Margot Alfredsen's brother is Father Tobias Alfredsen, and Lars Skoller was survived by his wife Stella and his boys Kirk and Trent.

The Skollers

Stella Skoller is the cleaning woman at the motel the players are staying at. She lives in town with her twin boys, Kirk and Trent, both 14 years old now. She lives in a small ranch house at the end of Main Street. She is a hurt woman, made bitter by the death of her husband and the struggle to provide for her boys. Her late husband's

parents live in Florida now, and her family is in Minnesota, so she doesn't get a lot of help. She holds Chief Manly responsible for the death of her husband, and even looked into suing the Police Department. She doesn't have any further insight to what is happening, nor do her boys. She plans to take them all to Madison on Halloween night and stay at a motel there.

Father Tobias Alfredsen

Father Tobias, or Father Toby as he is called in town, is a large man, standing well over six feet. His increasing girth, along with his gray-turning-to-white beard, has given people to remark on his similarity to Santa Claus, in well-meant fun. Father Toby lives alone at the Rectory of St. Jude's Catholic Church, which is a small cottage adjacent to the Church itself. Father Tobias was the last person to seek his sister alive, in both the unsolved case file and in reality, since he is the killer, a possessed Minion of the Remnant. He is generally a genial, pleasant man, a liberal priest who not only serves his small parish well but is active in good work across all of Dane County. If the players investigate his background they can discover that he used to travel to Chicago and Washington for protests and other progressive causes, but since the death of his sister he hasn't gone outside of Dane County. However, his mood darkens as Halloween approaches, and he becomes more easily agitated. The townsfolk write this off as the memory of his sister's brutal murder, but it is in fact the increasing agitation of the Remnant, as the anniversary of its traumatic birth approaches.

Father Toby will consent to meet the players in his home, and offer coffee, or brandy if it evening-time. He is cooperative, but distant, and successful Psychology rolls will indicate he is deeply upset. A successful Psychoanalysis roll could indicate that he is exhibiting symptoms of a person suffering from a personality disorder. A Spot Hidden Roll will notice that Beowulf is on his reading-table.

Father Toby will avoid speaking about the accident in Balder's Cave if at all possible. If forced to discuss it, an additional Psychology or Psychoanalysis roll will reveal he is lying, and it will be obvious to all he is uncomfortable.

In the basement, Father Toby has had a "panic room" constructed out of steel-reinforced concrete. The steel door locks magnetically, but unlocks with a simple key (inside and out). If asked about it, Father Toby will be defensive, point out he paid for it out of his own money, and says something about "in Jakob's Bluff, you just never know." A Psychology roll will reveal that he is indeed very afraid of something.



Astrid Steensland

Astrid Steensland is a good friend of Chief Manly's, even if she is a Wiccan. If she isn't the person involved in bringing the players into the adventure, she will know they are coming, and will arrange to "accidentally" meet them as soon as possible. Astrid is very well-liked in town, so she tends to know bits of everybody's business. She also knows about Professor Voller and his investigation into strange owl behavior, and more importantly, believes it to be important. She knows that owls have, in many cultures all over the world, been symbols of savagery, evil, and darkness. She half believes the owl attacks are more than symbolic, that the owls are actually involved in the killings.

The Birdman of the Bluff

An ornithologist named Ernest Voller is conducting research on owls in the area. Or rather, an owl. Over the past two years, reports of an unusually large owl, acting unusually aggressive, have been reported, so Dr. Voller, a Zoology professor at UW-Madison, procured a grant to conduct field research in the Jakob's Bluff area. Dr. Voller is a tall, thin man, with sharp eyes and a sharper mind. He spends several nights a week in the fields and woods south of Jakob's Bluff, trying to track "Moby", as he refers to it. He has come to the conclusion that it is just one owl, a Great Horned Owl, that suffers from some sort of glandular condition that has caused it to grow to great size. He believes it lives somewhere in the woods near Balder's Cave, and only travels to town when unusually hungry. He has become friends with Astrid Steensland, and she will try to get the players to talk to him. If interviewed, he will be a little vague at first, since he does think he is onto something with his owl research. He will gladly talk about Moby, and what he believe his hunting grounds to be, the area between Balder's Cave and Jakob's Bluff. However, he won't reveal his latest findings until he trusts the players. He has, three times in the past month, heard an owl's hooting that froze his blood. Something about it was, unearthly, the way it trebled just a bit, and went on just a little too long, and seemed just a little too deep. He heard these hoots in wooded area, close to a rocky glen less than a mile from Balder's Cave. But that's not really has him professionally excited. The last time he heard them, just three nights before the players came to town, he heard two distinct answers, each one just as unearthly. He now believes he has stumbled upon not an owl with a glandular condition, but some sort of isolated species of owl, that perhaps due to inbreeding, has somehow not changed in thousands of years.

Visiting Tommy Cawley

Chief Manly can arrange for the players to interview Tommy Cawley, in the presence of his doctor, a psychiatrist named Martin Corrs. The journey to the UW Medical Center takes about an hour, and the players, within reason, can sit down with Tommy and Dr. Corrs. Tommy has never responded to any prodding about the case, and has never been successfully hypnotized. To get any information out of Tommy, the players must either hypnotize him, and then overcome his POW on the resistance chart, or prod him with information the Keeper deems provocative enough to elicit a response. In all cases, Tommy will never speak explicitly about what happened. He will make reference to a "man in black, all black" (referring to Father Toby in his priest's outfit), "Niogatha ago subter, Niogatha sit exsequor" (Niogatha lives beneath, Niogatha is avenged), and when the players turn to go, "Beware the Owls."

ACADEMIC PURSUITS IN MADISON

Madison, Wisconsin is home to the University of Wisconsin, a major research center in a number of fields. If the players wish to take advantage of the University, Keepers should allow them to, with a great deal of latitude.

If the players research the name Nyogtha or Niogatha, or black birds and Halloween in the area, several hours of research and a successful Library Use roll will yield the location of the journal of Father Pierre LeBlanc, a 17th Century Jesuit priest. The journal is in the State Historical Society (which is linked electronically to the University's Library System), located just across the Library Mall from the Library itself. The players will need to prove they are bona fide to gain access to it, either by having Manly, Honda, or another government official vouch for them (or a successful Debate or Fast Talk roll), or have an educational need to know.

Father LeBlanc was one of the early explorers of the Mississippi Valley. His journal is in French, but the players should be able to get a professor or grad student from the French department to help them without much trouble. The journal describes the exploration of the New World from Fort Detroit west to Lake Michigan and eventually down the Mississippi to the confluence with the Ohio River. What is particularly interesting is the description of events during a stay with the Sauk tribe in northern Illinois in the autumn of 1674. It appears that Father LeBlanc was a spiritualist of some sort and journeyed to New France in response to a vision he had. A blight was responsible for a number of deaths to the Sauk, which they called Niogatha, which Father LeBlanc interpreted as Nyogtha. The blight was preceded by the appearance



of flights of unusually large black crows. Father LeBlanc, who was in poor health, gave an Indian brave named Kiakiwaka a short sword that supposedly had power over beings of darkness, and taught him a chant that would expel the demon from their lands. Kiakiwaka entered the cave where this Niogatha laired, and a few hours later emerged, saying that he cut up Niogatha with the White Father's sword, and then the ground swallowed Niogatha forever. The sword was lost, however.

Father LeBlanc then says "I here transcribe the chant, and the chant I used to bless the Legionnaire's blade, in others who will face the darkness ever read these words."

The Diary counts as a Mythos tome, which takes 8 hours to read, once the relevant section is identified, gives a +2% to Cthulhu Mythos, costs 1d3 SAN, and possesses the spells Call/Dismiss Nyogtha, and Enchant Demonbane.

New Spell: Enchant Demonbane

Enchant Demonbane can be cast on any blade made of pure iron, costs 1 POW, 1d4 SAN, and requires the sacrifice of an animal of SIZ 4 or greater in the light of the moon. The blade now can damage extranormal beings; ignore any special damage reduction or immunity rules.

Additional Research

If the players conduct additional research based on the content of Father LeBlanc's diary, they may find two additional items of interest. The first is that the Anthropology Department, located in the Social Science building, has in its Native American Relics collection a Roman gladius (short sword), apparently "given to the Sauk by a French priest, used in some ritual of cleansing." This is, indeed, the gladius given by Father LeBlanc to Kiakiwaka. It was found in northern Illinois by a highway construction crew. The gladius is enchanted per the spell above; it also adds 10% to the user's weapon skill, and if it is gripped by the hilt the user is treated as having a POW of 2 higher for any SAN checks or Resistance checks. The Anthropology department will not part with it for any reason whatsoever. If the Chancellor or the Provost is convinced by Agent Honda (or another highly qualified criminologist) that the gladius is required by the investigative team, it will be turned over. It is kept in the Anthropology Department's collection room, which is protected by both mechanical locks and an electronic security system.

The second item of interest is in the University's Special Collections Room, in the Memorial (main) Library. A Wisconsin writer named Darius Gustofsen (1851-1915),

who wrote a series of novels about growing up in Grant County in southwestern Wisconsin, also wrote a handful of short novels of a more macabre nature. One of these, *The Thing in the Mound*, published in 1911, seems to bear a striking resemblance to LeBlanc's account. According to the UW Library System's synopsis, it is a story about how "A wise Swedish priest and a cunning Indian brave team up to face an evil from beyond the stars in an ancient burial mound." If the players search for the book in the Special Collections Room, they find a first edition, in very good shape, about 110 pages long. A quick perusal reveals that the book must be based on LeBlanc's story, it is essentially identical (if uncredited). The book itself is fairly stodgily written, and contains nothing useful in and of itself. However, if the players then research Darius Gustafson, they will find that his biographer is a UW-Madison English Professor named Maxwell Ritter.

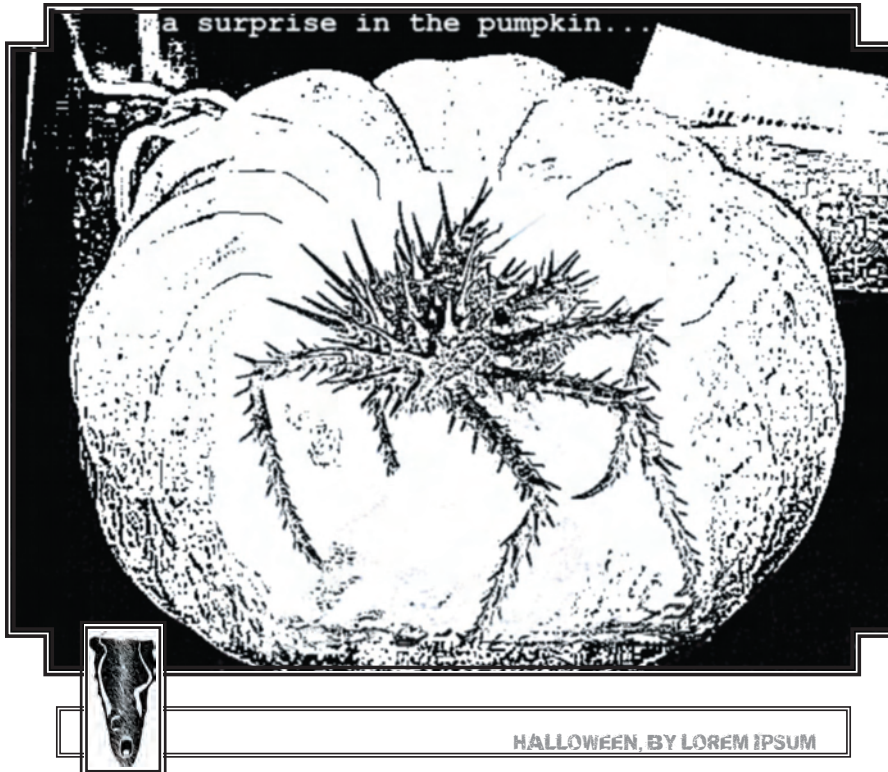
Maxwell Ritter

If the players make a Luck roll, they can find Ritter at his office in White Hall. Otherwise, he is at his home in Blue Rock, a small village about halfway between Madison and Jakob's Bluff. Ritter looks the part of the eccentric professor; he is in his late 40's, about six feet tall but thin, with a shock of salt and pepper hair on his head that gives him a vaguely Einstein-esque appearance. His blue eyes look out from under black, horn-rimmed glasses, and are very lively. He dresses the part, favoring corduroy pants, cotton shirts with bow ties, and wool, zip-up sweaters (unzipped, of course) with patches on the elbows. Ritter will be very interested in the possibility that Gustafson, his favorite subject, could be involved in something so relevant as the Jakob's Bluff killings. Ritter teaches a very popular Wisconsin Folklore class, and often appears on local public radio and television shows, so he could have some influence with University authorities or other University faculty or staff, if needed. Ritter believes that Gustafson must have come across the priest's diary, since he was fluent in French, and could have read it.

Balder's Cave

Balder's Cave is an ancient limestone cave, the largest in the Midwest. It was discovered in 1945, when local entrepreneur Balder Mellorson was expanding his quarry. He sold the land to the state, who in turn designated it a state park and turned the cave into a tourist attraction. Much of the land between Balder's Cave and Jakob's Bluff part of the State Park.

The Cave itself is just a tourist attraction, for the most part. There is no unsupervised spelunking, just canned tours through the spectacular geologic formations.



of the caves. No one was hurt.

The Park Rangers covered most of the entrance to the cave with chicken wire, and put up a warning sign. Bats do nest in the cave, so access to it could not be completely blocked off. This glen is the same place that Professor Voller has been hearing the strange owl calls.

Tracking the Owls

The players may wish to join Professor Voller in his nocturnal observances. He will be resistant, but if they can convince him that they are not interested in stealing his research (which should not be hard to do), he will agree. The Owls are active, and will become more so as Halloween approaches. It is up to the Keeper how productive this activity is; the players could discover the Owls' lair in the caves, and this could lead them to the

Remnant. The players could be beset by the Owls in the fields. At the least, the players should be allowed to spend the night fruitlessly tracking the Owls, risking the SAN loss their unearthly hooting incurs.

However, occasionally hikers in the State Park find other entrances to what must be an extensive underground honeycomb of caves and passageways.

That is what happened to Ole Grabius, who was out hiking one summer day, looking for new deer hunting grounds for the following season. He found a small glen that had some rocky ground, and an underground entrance. He went back to town, and convinced some friends of his to come with him on an amateur spelunking expedition. The next weekend Ole, Dr. Skilling, Rev. Linder and Father Toby descended into the passageway. They found what was really just a narrow slit on the surface opened into a larger cavern beneath, roughly ten feet in diameter, which went deeper at about a 15 degree incline. They continued, slowly, and had no problems for about an hour, when disaster struck. Their footing gave way, and a small cave-in occurred. Reverend Linder, in front, was cut off, and actually slid down an increased slope about forty feet. Father Toby fell into the hole in the passageway, and slid at about a forty-five degree angle about fifty feet down a shaft about five feet in diameter. He ended up in the Remnant's lair, a small cave, about eight feet high and thirty feet around. That was where he was taken.

Doc Skilling and Ole were on the other side of the shaft. Ole hoofed it to the Ranger Station, and got help. By the time he got back, Doc Skilling had contacted the two pastors, and with a little rope, they got them back out

WHAT'S REALLY GOING ON, PART II

A little over three years ago, four friends went spelunking near Balder's Cave. They were Tobias Alfredsen, Nils Linder, Ole Grabius, and Marcus Skilling. During the outing, a passageway collapsed, separating Toby and Nils from each other and from Ole and Marcus. It took about an hour for the friends to reunite, and during that time period Toby encountered the remnant of Nyogtha, and became possessed by it. It has little real effect on him, except on Halloween 31st, when it's pain and rage become too much for Toby to bear, and he must kill.

On the first Halloween after being possessed, Toby did not realize the full extent of his condition, and unwittingly set up his own sister for death by seeing her that night. He left her at her house, but was overcome with blood lust before he got home he went back and tore her apart. He was able to get to the church without incident, and he cleaned up and burned his garments without suspicion.

The next year, Toby stayed at home, and tried to resist, but was forced to go out and seek a victim. Walking around town, he saw the Cawley's through their living



room window, and was able to approach them as they were good parishioners. He killed the parents, and then was going to do the same to Tommy when the remnant realized that perhaps Tommy could be possessed as well. A small amount of the remnant's essence left Toby and entered Tommy, with results yet to be seen. Again, Toby was able to get back to the church without incident, and clean up without suspicion.

Last year Toby was prowling the streets, looking for a victim, when he encountered Dani Andersen coming home. Volunteering to walk her safely home, he stayed with her until they were secluded enough, and he let go of the rage. A block away, covered in blood, he ran into Deputy Skoller, and ripped him apart before he knew what had happened. He then got home safely, and again escaped suspicion.

WHAT HAPPENS ON HALLOWEEN

When Halloween comes, Chief Manly again institutes a curfew, this time at sundown. Even though it is a Saturday night, no one objects. He establishes patrols with his deputies and volunteers. An extreme sense of helpless dread pervades the townsfolk; they truly believe that someone will be killed before sunup.

Father Toby has other plans. While the baleful influence of the Remnant, along with his Catholic faith, has kept him from committing suicide, he intends to avoid the horror this year. Early Saturday morning (there is no Saturday Mass) he plans to lock himself into his Panic Room (he disabled the alarm system months ago), leaving the key outside. He thinks that the room is strong enough to keep him trapped inside, and therefore he will be unable to kill. The room vents into the air conditioning system, so he will not suffocate, but he also will not be able to break through the vent either. On Sunday morning, the altar boys will try to find him before 9:00 services, and they will eventually check his basement, and he will be found, having "accidentally" locked himself into his Panic Room.

What Father Toby doesn't know is that he still must kill, even if not on Halloween. By locking himself up into the Panic Room (which does, indeed, contain him), he further increases the rage of the Remnant. The Owls will try to find someone to attack, and will even hunt as far as the edge of town. Tommy Cawley will go berserk at the hospital (and may even escape, if the Keeper wishes it). When Father Toby is freed, he will attack instantly, with his strength increased by five, instead of three, and will continue to seek victims and kill until he is stopped, or he makes a Luck roll twice in a row (start rolling fifteen minutes after he kills the altar boys, and roll again every

fifteen minutes).

If the players have neutralized Father Toby before Halloween, the Owls and Tommy Cawley will still go berserk.

KEEPER ADVICE

This adventure is fairly non-linear. The players are given a situation, and a set time, perhaps three to five days, to resolve it. The encounters that happen are a direct result of the investigative decisions that the players take. Use the narrative to emphasize the atmosphere. Jakob's Bluff is a small, all-American town that rests upon a rise overlooking the beginnings of the great American prairie. The wind should be emphasized; it is always blowing from the south, which makes it usually a warmer wind, and often it is quite strong, twenty or thirty miles an hour. This means that sound will also carry from the south, and events to the north will not be heard. Don't forget to emphasize the town's Norwegian heritage when the opportunity arises; remember that every property on Main Street has some sort of carved troll proudly displayed.

The Remnant, while being just a piece of an alien being of unintelligible motives, is nevertheless very much like a hurt child. It is young, for a Mythos being, and the pain of its traumatic birth, being severed from Nyogtha and then having Nyogtha be dispelled is its driving motivation. It has learned it can "copy" itself, first into Father Toby, then into an owl, then Tommy, and then two more owls. It will continue to spread itself if it can.

CHARACTERS AND CREATURES

Chief Ray Manly, Age 45

Overstressed Lawman

STR 14	CON 14	SIZ 13
INT 12	POW 10	DEX 12
APP 12	EDU 14	SAN 42
HP 14	DAMAGE BONUS: +1D4	
Weapons:	38 automatic 65%	
Skills	Psychology 20%, Spot Hidden 50%, Listen 50%	

Agent Toshiro Honda, Age 44

Ashamed FBI Man

STR 11	CON 12	SIZ 10
INT 15	POW 13	DEX 12
APP 10	EDU 16	SAN 57



HP 11 DAMAGE BONUS: NONE
 Weapons Glock 9mm 60%
 Skills Spot Hidden 60%, Psychology 40%,
 Listen 50%

Astrid Steensland, Age 48

Likable Busybody

STR 10 CON 14 SIZ 12
 INT 15 POW 15 DEX 12
 APP 13 EDU 15 SAN 75
 HP 13 DAMAGE BONUS: NONE
 Weapons: None
 Skills Botany 40%, Occult 45%, History 30%,
 Listen 50%, Animal Empathy 40%,
 First Aid, 80%

Dr. Marcus Skilling, Age 49

Town Sawbones

STR 12 CON 12 SIZ 10
 INT 15 POW 11 DEX 13
 APP 12 EDU 17 SAN 53
 HP 11 DAMAGE BONUS: NONE
 Weapons: 20 gauge shotgun 60%
 Skills First Aid 80%, Medicine 75%,
 Pharmacy 40%, Listen 60%

Reverend Nils Linder, Age 37

Lutheran Pastor

STR 11 CON 13 SIZ 12
 INT 12 POW 12 DEX 12
 APP 10 EDU 16 SAN 60
 HP 13 DAMAGE BONUS: NONE
 Weapons: None
 Skills Norwegian 50%, German 30%, Listen 70%

Ole Grabijs, Age 40

Tavern Proprietor

STR 14 CON 14 SIZ 13
 INT 10 POW 9 DEX 13
 APP 11 EDU 12 SAN 45
 HP 14 DAMAGE BONUS: +1D4
 Weapons 12 Gauge Shotgun 60%, .45 auto 50%
 Skills Track 30%, Norwegian 20%

Professor Ernest Voller, Age 38

Excited Ornithologist

STR 12 CON 13 SIZ 14
 INT 15 POW 9 DEX 13
 APP 10 EDU 17 SAN 43
 HP 14 DAMAGE BONUS: +1D4
 Weapons: None
 Skills Track 30%, Spot Hidden 60%, Listen 60%,
 Photography 30%

Professor Maxwell Ritter, Age 48

Eccentric Biographer

STR 10 CON 12 SIZ 13
 INT 15 POW 12 DEX 12
 APP 12 EDU 17 SAN 53
 HP 13 DAMAGE BONUS: NONE
 Weapons: None
 Skills Library Use 80%, Oratory 40%,
 Spot Hidden 50%

Tommy Cawley, Age 7

Minion of the Remnant

STR 7 (21) CON 12 SIZ 7
 INT 12 POW 10 DEX 12 (24)
 APP 12 EDU 7 SAN 11
 HP 10 DAMAGE BONUS: -1D4/+1D4
 Weapons None
 Skills None

Father Tobias Alfredsen, Age 47

Minion of the Remnant

STR 13(39) CON 14 SIZ 15
 INT 12 POW 11 DEX 11(22)
 APP 11 EDU 16 SAN 0
 HP 15 DAMAGE BONUS: +1D4/+2D6
 Weapons: None
 Skills: Latin 40%, Norwegian 40%,
 Old English 10%, Listen 60%, Oratory 40%

Black Cave Owls

There are now three owls that have been taken by the Remnant. It uses them as sentries, and spies. Because of their smaller size, and lesser being, the possession of the owls have led them to grow to unnatural size, and display aggression violently. Their feathers are all black, and their hoots are indeed unearthly.



STR 3D6 CON 3D6 SIZ 2D6+2
 POW 2D6+6 DEX 2D6+6 AVG HP: 10
 MOVE 5/12 FLYING AVG DAMAGE BONUS: NONE
 Weapons: Bite 45%, damage 1d6
 Claw 45%, damage 1d4+db
 Armor 2 point feathers
 Skills Spot Hidden 90%
 Sanity Loss: 0/1d3 (0/1 each time their hoot is heard)

The Remnant of Nyogtha

The players face the Remnant of Nyogtha, the portion that the Sauk brave Kiakiwaka severed before he complete the Dismiss Nyogtha chant. The Remnant has grown since, feeding, and nursing itself on underground creatures and carrion. It is a being of pure hate now, desiring nothing but the infliction of pain on the world.

The Remnant is an amorphous mass, perhaps 300 pounds of roiling, inky tentacles that appear and disappear intermittently. When encountered, it will strike out with 1d6 tentacles each round. However, if it encounters only one human, it will attempt to possess it by infusing the human with its oily essence. This is automatic as long as the human is not completely airtight, like in a space suit, as the Remnant envelops the victim. The attack disables the target for 1d3 rounds, at the end of which the Remnant makes a POW vs. POW roll on the resistance table. If successful, the target is now a Minion of the Remnant, and cannot harm it. If unsuccessful, the Remnant is repelled off of the target, and stunned for the next round. It will then attack normally.

The Remnant is in constant psychic contact with its minions, and knows what they know. A Dismiss Nyogtha spell will have the same effect on the minion as it would on Nyogtha, except that the base chance is 20%, not 5%.

The Remnant of Nyogtha

Definitely the Thing That Should Not Be

STR (18) CON (15) SIZ (18)
 INT (18) POW (18) DEX (24)
 MOVE (10) DAMAGE BONUS: +1D6
 Weapons: 1d6 tentacles 75%, damage 1d6+1d6
 Armor The Remnant ignores the first 10 points of damage received each round from all sources; at 0 hit points the Remnant is dispelled and will dissipate into a cloud of noxious gas. Require CONx3 rolls for those within 10 feet to avoid vomiting.
 Spells None

Sanity Loss: 1d6/1d20 Sanity points to see the Remnant

If the Remnant is destroyed, all of its Minions immediately go berserk. The new "trigger" date for their behavior is now the date the Remnant was destroyed, not Halloween.

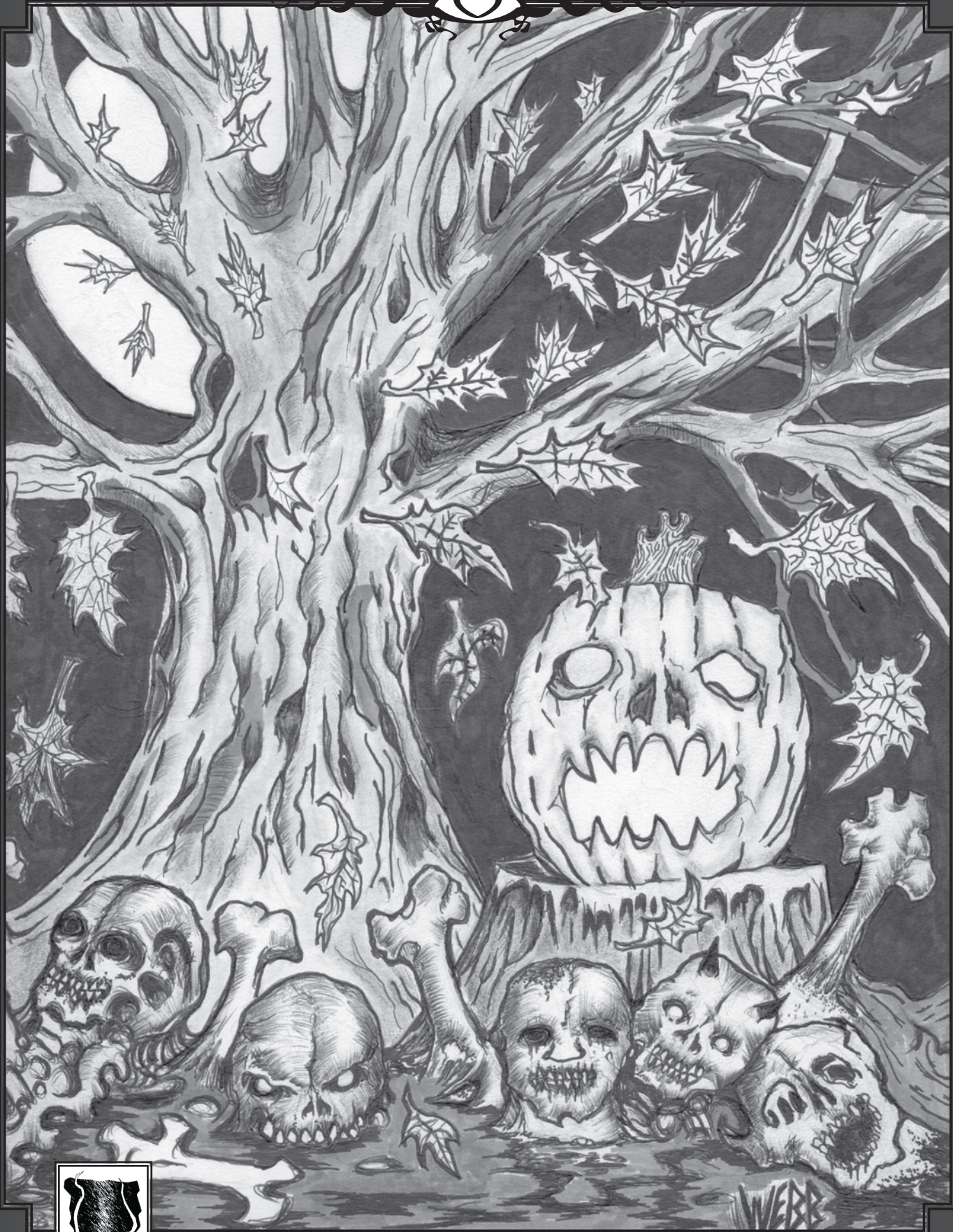
Minions of the Remnant

Father Toby, Tommy Cawley, and the owls are all minions of the Remnant. They are aware of it, but cannot say or do anything about it. They will generally act as they would normally, except on Halloween, when the Remnant's rage becomes too much to overcome. When either confronted physically, or on Halloween if the Remnant wishes it, the Remnant is unleashed through them. A black, oily substance oozes out of every pore, and creates a film that covers their entire body (thus no fingerprints or DNA). Their Strength is tripled, and their Dexterity is doubled, and they desire nothing more than the inflicting of pain upon the living. They will immediately attack until they have killed, and then, 1d4 rounds after satisfying blood lust, they will revert to normal.

The possessing entity can be destroyed by a Call/Dismiss Nyogtha spell, which causes it to flee the host (causing SAN loss to witnesses the transformation). If the host is killed, the Minion will attempt to possess the nearest living thing of SIZ 3 or greater; use a POW of 10 for the Minion. If the possession attempt fails, the Minion oozes back out of the attemptee, and then sizzles and evaporates.

Minion of the Remnant

STR (x3) DEX (x2)
 DAMAGE BONUS: RECALCULATED, MINIMUM OF 1D6
 Weapons: Physical attacks at +20%, 2/round
 Armor The black oil takes the first 2 points of damage received from each attack
 Spells None
 Sanity Loss 1d2/1d8 to witness the transformation into a Minion



HALLOWEEN, BY LOREM IPSUM



Chapter Three

A CHILL DOWN YOUR SPINE

Scenario by Harris Burghalter



*As the fallen leaves career before us - crumbling ruins
of summer's beautiful halls - we cannot help thinking of
those who have perished - who have gone before us, blown
forward to the grave by the icy blasts of Death."*

Robert Chambers, 1802-1871

*"When your sister rides a tank down the main street of
the world's Halloween capital, there is not much higher
one can go."*

Garrison Keillor

A Chill Down Your Spine is set in Anoka, Minnesota in late October of 1991, and concludes during the infamous Halloween Blizzard of that year. However, any modern city or town in North America prone to occasional snowstorms as early as October could also work. It is designed for a group of investigators who are ignorant of the Mythos, but could also easily be included in a modern day campaign with a little Keeper tinkering. The scenario is crafted with a fairly low-key horror in mind, with an increasingly dreamlike feeling encroaching onto everyday reality as the scenario goes on.

The scenario starts with a parade the Saturday before Halloween when the investigators, assumed to be members of the Anoka County Historical Society are approached by a confused teen asking about the history of the area- he thinks he is seeing ghosts. His later disappearance and

strange sightings of the investigator's own slowly draw their research into the dream work of Dr. Kline and his sole surviving patient, Myrtle Larson. Soon, they realize the key lies on the grounds of a historic sanitarium, where a corn maze has been constructed. Traversing the maze opens the mind into communion with the eldritch world of the Dreamlands and the investigators soon find themselves drawn back to the Kline Sanitarium on Halloween, as snow begins to blow in the icy breeze. They enter the Dreamlands and find themselves in a much different place and must confront one who would wish to merge dream and reality.

KEEPER'S INFORMATION

Anoka, Minnesota is the self proclaimed "Halloween Capital of the World." Boasting of the oldest continuous Halloween celebration in the United States, much of the modern celebration of the unofficial holiday can be traced back to Anoka. It started in 1920 when citizen George Green gathered the city leaders together to design a program to keep the kids of the town busy on Halloween, traditionally known as a night when mischievous children got up to all manner of vandalism, tricks, and other minor crimes. Green envisioned a parade, costumes, candy, and other festivities, all crafted to allow adults to keep an eye on their wayward young and prevent them from overturning outhouses or other nonsense. The resulting celebration has proven so popular, that four generations on it's grown to a festival that draws thousands.

However, Green and his vision of Halloween as a night of innocent parades and candy have no idea of the dark secret that found a home in Anoka a century ago. Back in 1892, Dr. James Franklin Kline, a medical doctor from Pennsylvania, established a lavish sanitarium in Anoka, considered among the "best in the Northwest" for the treatment of any ailment and a rival to the Mayo Clinic. It





boasted the latest in “electrical applications” for treatment of patients with neurasthenia (nervous disorders) and Swedish massage. In addition to his expertise in medicine Kline was also a practiced landscape gardener and his Kline Sanitarium, completed in 1906, was a scenic landmark on the banks of the Mississippi near the fork of the Rum River. Dr. Kline had other interests as well and as an influential member of several secret societies, he delved into a study of metaphysics and its role in the mind and body.

It was his contacts among occultists that he became acquainted with Mrs. Elsinore Wander, the wife of a fellow member of a minor lodge of spiritualists in St. Paul, who had recently passed away. Elsinore came to Kline’s sanitarium suffering from multiple “nervous disorders,” due to the loss of her beloved husband, she said. However, Mrs. Wander and her late husband had been delving into the secrets of the lands beyond the gates of sleep. They made their careers as spiritualists, traveling to the Dreamlands to ask questions of various knowledgeable personages or consult the libraries to find answers for their patrons. Unfortunately, the spouses encountered something horrible on one such trip, ending with the death of Mr. Wander and making it impossible for Mrs. Wander to return. Distraught, she admitted herself to Dr. Kline’s sanitarium hoping he could help her.

Telling the doctor of her travels in the lands beyond the Seventy Steps of Lighter Slumber, he assumed they were delusions until he too passed beyond the Cavern of Flame one night and found himself in another world. Unable herself to reenter, Mrs. Wander taught the doctor all she knew of ways to enter the Dreamlands hoping to find a new way out of the Waking World, but sadly she died of consumption in 1920. Dr. Kline found himself captivated with the Dreamlands, believing them to be a gate into the “unconscious” described by Freud and thought that he could use to help many patients recover from their psychoses by confronting their subconscious fears. The problem was getting them there.

However, Dr. Kline continued his experiments and studied Mrs. Wander’s notes and the Book of Dzyan, which he obtained from one of his contacts among occultists, and finally, using his expertise with landscape gardening, created a garden, which was able to facilitate a journey to the Dreamlands. By his death in 1935, Dr. Kline had sent over twenty-three “insane” people to the Dreamlands, “curing” about half. After Kline’s death, the Sanitarium passed into private hands and became a hotel, and then an apartment complex, and the gardens were ignored and forgotten for the past fifty years. Most of Kline’s patients forgot about their experiences, attributing

their time in the Dreamlands to their insanities.

There is one exception; while she was a young woman suffering from a suicidal mania in 1934, Myrtle Larson reveled in the power she found she had in the land of sleep. However, Dr. Kline’s death cut short her experiences and she never was able to return. Leaving Anoka, she found work as an actress for the soon to be prominent Guthrie Theater in Minneapolis and traveled the country performing in plays. Recently, Larson has entered retirement and has returned to her hometown of Anoka. Strange memories have started to haunt her as she once again lives near the Kline Sanitarium.

Now, it’s late October 1991 and something is stirring in Myrtle Larson. Something that begins to awaken as the weather patterns shift and roil, unknown to humanity as of yet, but converging to soon create a blizzard that will bury much of Minnesota under two or more feet of snow on Halloween night. Myrtle Larson wants to return to the Dreamlands, at any cost. She knows that the garden at the Kline Sanitarium has something to do with creating a gate- but not how to open it. However, Larson believes that by placing enough mental energy in the area all devoted to such a dreamlike diversion as Halloween, the gate can be opened for physical travel and she can go back to the land of dreams. Unfortunately, Larson doesn’t know how right she is and her plan of constructing a corn maze for the Halloween festival to harness the “power” of those who traverse it may breach the barrier between dream and reality.

The untapped dreamer Eric Green is the first to feel the effects. A descendent of George Green, Eric grew up steeped in Halloween lore, though he has become unsatisfied and angry. Now, after helping in the construction of the maze as a volunteer, he has begun to slip into the Dreamlands, specifically the City of Zar located in the Land of Zak in the far south of the Dreamlands. It is a cold, depressing place, though with a bittersweet beauty as if redolent of a faded happiness. The people who dwell here are originally inhabitants of the Waking World who have become lost in the Dreamlands, suffering from amnesia and often having lost their physical bodies. Among them are Mrs. Wander and Dr. Kline and some of his patients, all having forgotten who they were. Eric Green is coming close to joining them and the gate is close to opening wide. Currently believing to be seeing visions of ghosts from Anoka’s past, he visits the historical society for answers about hauntings- this draws them into the growing Dreamlands menace.

Disclaimer: Dr. James Franklin Kline was an actual person and his Sanitarium still survives in Anoka today, currently an apartment (as it was in 1991), but there is no record that he was particularly interested in psychoanalysis. However, the corn maze of 1991 on the premises is fictional, as is Mrs. Wander (who also, of course, has no relation with Lovecraft’s St. Paul correspondent!). I also have no knowledge of George Green’s surviving descendents, if any.



INVESTIGATORS INFORMATION

“It has been a busy few weeks for the Anoka County Historical Society, preparing for the festivities of the 69th annual Anoka Halloween festival. What better time to get publicity for the mission of the historical society then a time when the public is actually willing to visit the old homes and graveyards the society spends so much time trying to preserve?”

It’s Saturday, the 26th of October and, as members of the Anoka County Historical Society, you are participating in the centerpiece of the Anoka Halloween festival, the Grand Day Parade. Hoping to advertise the existence and services of the ACHS to the people of Anoka and the surrounding communities, your float is among dozens currently winding down Main Street across the bridge over the Rum River and among throngs of people participating in the celebration. It’s a beautiful day with a sharp breeze, brisk but refreshing and the orange black banners of the festival flutter on every street lamp. The image of the Jack o’ Lantern is everywhere. This year, the Halloween Festival is presided over by Myrtle Larson, semi-famous local actress who was always a big supporter of the Halloween Festival. Together with the Mayor, she waves to the crowd.” Hand out *Chill Papers #1*.

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TIME LINE OF IMPORTANT EVENTS

SATURDAY 26
Grand Day Parade
Investigators speak to Eric Green

SUNDAY 27
Eric Green disappears into the Dreamlands.
Nightguants leave the gate. Sightings continue through the week

MONDAY 28
Elizabeth Linh contacts the investigators
Corn Maze opens.

TUESDAY 29
Grey Ghost 5k Graveyard Run, midnight

WEDNESDAY 30
Anoka Society for the Paranormal midnight ghost watch at Windego Park

THURSDAY 31
Halloween Blizzard begins in late afternoon.
Dreamland Gate fully opens, and Myrtle Larson attempts to enter.

outlandish costumes. Children are everywhere, scrambling for the candy being proffered a week before trick or treating even begins. People take this celebration seriously.

Sooner or later, the parade reaches its conclusion at Lincoln Elementary School not far from George Green Park. At this point, various people come to ask questions of the investigators from the ACHS (other members have had to leave, so the PCs should be alone). From elders

chatting about the old days and asking about school yearbooks to a strange young man asking about the origins of the name of Windego Park, several people approach to speak to the ACHS. Among them is Erik Green, a high school student who is currently suffering some problems; he is beginning to become trapped between the Waking World and the Dreamlands,

Eric Green is an artistic, but misunderstood kid often in trouble at school. His rebellious nature often makes him lash out, though he is also melancholy and feels powerless to affect his own life, letting things get out of his control. As a member of the Greens, a prominent family in Anoka (even back to the founder of the Halloween festival, Eric’s great-grandfather George Green) some feel he is acting out against his conservative parents. Recently however, he has begun dating straight-A student Elizabeth Linh,

bonding over their love of writing poetry, and Green has begun to improve his performance in school, even volunteering with the historical society under the influence of Elizabeth (also a volunteer, and known to the investigators). He was asked to help put together a corn maze on the premises of the old Kline Sanitarium, its spooky appearance and position between the Mississippi and Rum Rivers making it an atmospheric place for such

PROLOGUE: AM I DREAMING?

Feel free to describe the parade as much or little as you want, emphasizing the crowded, chaotic nature of the events with marching bands (high school and military), civil-war re-enactors, blaring fire engines, Boy and Girl Scouts, drunk driving death cars, ferret enthusiasts, and all manner of other eccentricities, generally dressed in



a thing. Designed by prominent local Myrtle Larson, it is to be open from Monday to Friday, late on Halloween.

Green explains to the investigators that he has recently been seeing some strange things; is the city built on any cursed Indian burial mounds, or something? He thinks he has been seeing a lot of ghosts. He asks the investigators to research local haunting for him, he really appreciates it. He will come by on Monday evening to help out. If asked what he sees, Green will tell them that he has seen a lot of people dressed in old-fashioned clothes (he can't elaborate), some staring at him and beckoning. The worst thing he saw was a winged being which appeared to stare at him as well, though he couldn't see its face. He's a little creeped out, but doesn't debate if someone suggests Halloween costumes and tricks (he's not the most popular kid in school). If the investigators offer to help, he seems happy and relieved; if not, he shrugs and says, "Well, whatever, man. Got more important things, I guess," and opts to come around Monday night anyway to help himself. He has begun seeing them last week, and wonders if it might have something to do with Halloween. He tells them his great grandfather founded the Festival in 1920. If asked, he says his relationship with his parents has been getting better, but he still thinks they don't respect him, so he didn't tell them about seeing ghosts.

Eric Green, age 16

Untapped dreamer and Halloween founder descendent

STR 10	CON 14	SIZ 14
INT 11	POW 16	DEX 10
APP 11	EDU 9	SAN 35
HP 14	DB: -	
Weapons:	None	
Armor	None	
Skills:	Art: Drawing 50%, Art: Poetry 45%, Computer Use 31%, Cthulhu Mythos 8%, Conceal 45%, Dodge 20%, Fast Talk 40%, Library Use 35%, Listen 50%, Occult 20%, Photography 45%, Sneak 35%	
Languages:	English 45%	
Appearance	Eric Green dresses in pseudo-punk fashion, with spiky black hair, an earring, and a black jacket but generally has a sheepish, apologetic expression, unless angered.	

RESEARCH ON LOCAL HAUNTINGS

If the investigators wish, either later on Saturday, Sunday, or Monday, they can research the ACHS or Anoka County

Library materials for information on local hauntings. A successful Library Use check and four hours is all that is needed. If successful, hand out Chill Papers #2. Nothing matching Eric Green's descriptions is found, however, though, with a successful Luck check (or a Library Use check specifically looking for other oddities), an investigator stumbles upon the information about the "kangaroos" in *Chill Papers #3*. The investigators may also encounter Miriam Mueller, leader of a local ghost-hunting group Anoka Society for the Paranormal (ASP), looking up background information for their upcoming Halloween Midnight Ghost Watch this Wednesday night at the Windego Park Auditorium. Miriam quickly notices their interest in the paranormal, and is happy to invite the investigators if they seem interested; for more info, see Windego Park later in the scenario. In any case, Eric Green does not show up Monday evening, though his friend Elizabeth Linh does.

ACT 1: TAKEN BY DREAMS

Early Sunday morning, the gate near the Kline Sanitarium stirs; Myrtle Larson attempts to open it for herself, to no avail; she needs the power of more people walking through the maze. However, something does leave, unbeknownst to the elderly actress- a pair of nightgaunts who add to the population of the city of Zar whenever they can; lost dreamers call to them, and they take them "home." Larson, unable to get to the Dreamlands without aid, is ignored and the pair is drawn to the unfortunate Green, whom they saw in the Dreamlands previously. Kidnapping the terrified young man from his bed, the faceless nightmare things bear Green to the land of Zak, where he will slowly succumb to forgetfulness and become another melancholy denizen of the land of unremembered dreams, if not helped.

The next morning, his parents Sarah and David Green report their son missing, believing him to have run away. The Anoka police, with all of the things they need to do to ensure the smooth functioning of the festivities don't put much work into the investigation, figuring that the kid will come back after he's run out of money to spend in the punk shops of Uptown Minneapolis. His parents, worried, hope that they're right.

Elizabeth Linh, however, is convinced that something went wrong. He had told her all about his recent visions, and while not a believer in the supernatural, they terrified her and she thinks he may be in danger, though she isn't able to articulate just how. She has been having nightmares herself lately. She knew he was supposed to



meet the investigators (or research at the ACHS) to talk about local ghosts and asks the investigators if they know anything. If asked, she tells them that he started acting strangely last week, and told more and more stories of strange encounters. At first she thought he was joking, but as it got on she saw the true fear in his eyes, and began to believe him. Eric first started telling her while they were hanging out at the Windigo Park Auditorium, a popular hangout. He was perfectly normal before, and Elizabeth even thinks that he was making progress in school and his life, volunteering at her urging with the city, helping with the set up of the corn maze over at the Kline Sanitarium. If asked, she will elaborate and discuss the interesting designs of Myrtle Larson. The investigators will recognize her name as a semi-famous local actress who performed for many years with the Guthrie Theater.

Elizabeth is a volunteer at the Historical Society, manning the front desk and helping with technology issues as the Society begins to implement computer databases and other technology into their collections, often speaking about her plans for college. She is known as a dedicated student, but also has a down to earth sense of humor and a generally calm demeanor, so seeing her in such a state of worry is definitely a change for her. Elizabeth would be very grateful for any help the investigators could give her, or if they have any idea of where he could have gone. She knows they are busy, but Elizabeth doesn't know whom else to go to.

Elizabeth Linh, age 16

Concerned friend and ACHS volunteer

STR 9 CON 12 SIZ 9

INT 15 POW 12 DEX 10

APP 12 EDU 11 SAN 60

HP 11 DB: -

Weapons None

Armor None

Skills Art: Poetry 60%, Astronomy 41%, Chemistry 36%, Computer Use 46% Credit Rating 25%, Dodge 20%, Geology 46%, History 35%, Library Use 50%, Persuade 50%, Physics 21%, Spot Hidden 50%

Languages English 55%, Vietnamese 31%

could be of any help or are uninterested in the plight of the boy, things can still develop. Contacts among the city may request the ACHS investigators volunteer at various Halloween festival activities, including the corn maze, which will connect the high Power characters among them to the Dreamlands, bringing Jason to ask for help in their dreams, as well as occasional strange visions.

Also, more people, particularly parents concerned about their children after a trip through the corn maze at Kline Sanitarium may also approach them with questions similar to Eric's. Fortunately, few spend time enough in the maze to attract the attention of the nightgaunts.

THE KLINE SANITARIUM AND CORN MAZE

Visiting the Kline Sanitarium during daylight hours after it opens on Monday proves it to be popular among the local parents and children who spend hours wandering through the small but elaborately made corn maze, decorated with many carved pumpkins, scarecrows, and other such spooky apparel.

The Kline Sanitarium is an imposing but ornate building that looms over the proceedings, and the whole area provides a great view of the Mississippi River and the Rum River, which come together not too far away. The sound of traffic crossing the nearby bridge from Andover provides a constant background. Currently, the former sanitarium houses private apartments and is not open to the public.

Traversing the maze takes an adult about ten minutes to navigate the twisting stalks of dead corn (as corn did not grow naturally in the field, it had to be transported). It is far more ingenious than its outside appearance might suggest, and a successful Idea roll is necessary to get through the whole thing in one tour; failure indicates ending up back at the entrance. Children have been known to be lost for an hour, the volunteers (a pair of middle aged ladies, Fran and Mary) point out. Various original garden pieces have been implemented into the maze, giving the temporary and new construction an olden feel. A successful Occult check does show that there is definitely some symbolism at work in the maze, but no particulars are apparent, except perhaps those general to mazes.

However, a Spot Hidden check will find a patch tramped into the grass near the center of the maze, recognizable as from a band gimmick, the Replacements. A successful Idea roll will connect it to Eric Green, or Elizabeth will identify it as indeed belonging to Green. The pair of volunteers running the place does not recognize it from when they got it ready last Friday.

Finally, and most disturbingly, everyone who traverses



WHERE HAS ERIC GREEN GONE?

If the investigators agree to help Elizabeth Linh find her boyfriend, there are several options that can occupy them for the next few days. If, however, they don't believe they



the maze loses (unknown to the players) 4 magic points. They may feel particularly tired that night, and definitely will have strange dreams. Those with Powers of 14 or higher may start to see strange things as the Dreamlands begin to mix with reality for them. This opens the investigators up to the Dreamland visions described later. The first thing any affected investigator notices is a man and woman, dressed in old-fashioned clothing, both apparently of middle age. A successful History check dates the man's fashion to the 1930s, while the woman's is that of the 1890s. The pair simply stare oddly; if approached, the investigator feels faint for a second; when they refocus, the two are gone and the investigator needs to make a Sanity check (0/1d4). No sign of them remains.

For investigators interested in visiting the interior of the Kline Sanitarium, contacting the superintendent Jim Anderson may allow investigators to take a tour of the building (though not the private apartments). There are several units currently for rent, Mr. Anderson is quick to point out, and he would love to give tours of those. The building has little of its original interior, but still exudes a sense of age and slight decay, and looks perfectly haunted. Indeed, those prone to visions due to exploring the maze may experience visions of the past here (Mr. Anderson of course sees nothing).

Particularly in the basement, a musty dirt floored area used mostly for storage nowadays, investigators may hear the sounds of Kline's electronic devices designed for aiding nervous disorders, and a faint blue flashing light might be seen (Sanity loss 0/1d4).

Ms. LARSON, I PRESUME

The investigators may be interested in meeting Ms. Larson, asking her about the maze or about Eric Green. It's a simple matter to find out her phone number, address or other information, as she is well known in town and a major supporter of the Halloween festival. Researching her (a Library Use check) shows her to be 68 years old, born in Anoka in 1923 to Swedish immigrants who died in a tragic automobile accident in 1932, becoming a ward of the state.

Despite her humble beginnings, Ms. Larson attended the University of Minnesota and studied drama, soon becoming known in the Twin Cities as an actress and in 1963 she joined the Guthrie Theater, becoming nationally known for her acting skills. She lived mainly in Minneapolis for most of this time, except for short periods between 1957-58 and in 1967. However, she always returned in October to help with the production of the Halloween festival in Anoka, proving to be one of its most ardent supporters.

Myrtle Larson is busy during the festival, but is happy to make time to speak to them, either in person or on the phone. She will be at the corn maze during its Monday and Tuesday hours and is available to speak from home on Monday, Tuesday, and Wednesday evenings. She is happy to tell about her love of all things Halloween, growing up with the festival as a child and growing to love it, dressing up and trick or treating even influencing her future career. She doesn't mention she was once a patient of Dr. Kline, but if confronted with this, doesn't deny it. She says she didn't spend much time with him, he dying only after just beginning his treatment; she doesn't remember much of what that was (a psychology roll shows she's lying).

She knows and likes Eric Green, and doesn't know where he has gone (though she suspects he might have gone to the Dreamlands, and is jealous of his natural dream potential). She isn't worried about him, as she hopes to be where he is before long. Successful Psychology checks can pick up on her unconcerned feeling and slight jealousy.

Right now, Myrtle is just preparing for opening the gate whenever she thinks it has soaked up enough mental power to open; she is desperate to return to the Dreamlands. If confronted, she invites the investigators to help her open the gate to where she believes Eric Green has gone to, but prefers to keep a low profile until the time is right.

WINGEGO PARK AUDITORIUM

A run down park, with concrete auditorium seating crumbling and filled with weeds, though much better than a few years ago when a community effort began attempts to clean up the old park. Investigators, of course, may be drawn to the suspicious name of the park, redolent of Ithaqua or other horrors.

However, nothing truly suspicious is linked to the old auditorium. ASP, the Anoka Society for the Paranormal is having their annual Halloween Ghost Watch here, complete with tape recorders to check for EVPs and other paranormal devices.

Led by Miriam Mueller, a psychology grad student at the College of St. Catherine in St. Paul, the dozen or so people spend the chilly but clear Wednesday night (into Thursday morning) watching the sky for mysterious lights and speak to any spirits they may sense in the darkness (the moon is waning, nearly a crescent). They don't find anything, but an investigator who had previously visited the corn maze may see strange things, in particular the silhouette of a nightgaunt in front of the crescent moon for a moment (0/1d6 Sanity loss). Miriam Mueller or other ASP members may be also be brought into the



investigation if the players are short handed and/or need some extra clues.

The investigators might ask Miriam Mueller and ASP to aid with their paranormal investigations; if told about the corn maze, Kline Sanitarium, and other mysterious places, Miriam enthusiastically offers to help, though she can't arrive until Wednesday night due to classes. Miriam and ASP might be able to provide clues the investigators have missed.

Miriam Mueller, age 25

ASP leader and psychology grad student

STR 10	CON 13	SIZ 14
INT 17	POW 9	DEX 9
APP 13	EDU 16	SAN 45
HP 14	DB: -	
Weapons	None	
Armor	None	
Skills	Anthropology 41%, Credit Rating 25%, Dodge 18%, Electronics 46%, History 30%, Library Use 60%, Listen 70%, Occult 70%, Persuade 65%, Photography 70%, Psychoanalysis 26%, Psychology 65%, Spot Hidden 70%	

THE GREEN HOME

With Elizabeth's help, or successful Credit Rating, Persuade, or other social checks, the Greens allow the investigators to check Eric's room, if not the rest of the house. Sarah and David are just happy that he has some people in the community who want to help him. They might be a bit suspicious if the investigators mention anything to supernatural, of course.

The Green's live in a large, ranch style house in north Anoka, just outside of the true countryside. Behind of the thick woods that surrounded one side of the house, a fallow field is evident, the corn since harvested.

Not much of interest can be found at the Green's, with the exception of strange markings visible on the outside of Eric's window with a successful Spot Hidden. It is slightly ajar, to the chagrin of Mrs. Green. If any of the investigators have seen a nightgaunt, either in dreaming or waking, they must make a sanity check (1/1d4). Also, a Spot Hidden check after searching the room reveals pieces of cornstalk as from the Corn Maze. Eric's room is quite messy, with the smell of incense ever present and dirty black clothes littering the floor. However, more clues can be found in Eric's journal sitting on his nightstand. Perusing it show his interest in recording his dreams,

which seem normal weird visions of normal life until a week ago. His last entries may have some things of interest to the investigators. See *Chill Papers #4*.

Research on Kline Sanitarium, Windesgo Park, Myrtle Larson, or Strange Events

Much research may be conducted on Tuesday and Wednesday, hoping to shed some light on the problem of the mysterious disappearance of Eric Green.

Checking up on the Kline Sanitarium results in the standard history of the hospital. Researching the name Dr. James Franklin Kline brings up some of his experimental notes and patient records, saved from the asylum. He mentions the "Book of Dzyan", which he says has a great many things to say about the interpretation of dreams. The nearest copy is in the University of Minnesota Wilson Library collections. If any investigator has a public or academic library card, the efficient and generous Minnesota interlibrary loan system sends it to them in 1d4 days, or they may simply travel to Minneapolis to read it in person at Wilson Library. These notes also mention a Mrs. Elsinore Wander as the inspiration for his dream studies.

Researching Myrtle Larson confirms that she was a patient of Dr. Kline, in fact, his last patient. Photos depicting an older Dr. Kline show him with a young girl (an Idea roll identifies it as Myrtle Larson, if other research has not confirmed this).

Checking up on the name Elsinore Wander is difficult, but with a halved Library Use check, an old newspaper clipping is unearthed. See *Chill Papers #5*.

Researching strange events brings up this information; in 1957, 1958, and 1967 in Coon Rapids and Anoka, various people made "kangaroo" sightings. Perhaps Dreamlands beings, a Luck roll also confirms that Myrtle Larson was indeed in town during these years. The witnesses include Barbara Brattner and her sons, Linda Brodie, Mrs. Gary Haider, and Hazel and William Hayes. See *Chill Papers #3*.

Researching at the Anoka Public Library also provides this information, and with a Luck check reveals this information; The public library holds a Mythos tome with Myrtle Larson's name in it, the 1927 edition of "The People of the Monolith," published in Illinois, which she checked out (as recorded in its old slip before leaving town in 1935). Also, a bookplate on the edition records it as being donated to the library in 1928 in memory of Mrs. Elsinore Wander, "an inspiration for my dreams." A further Library Use check at the public library finds records that Dr. Kline donated the book.





Finally, researching George Green will show that, in the original presentation to start a Halloween Celebration in Anoka, Dr. Kline was among the city councilman who signed in approval of the measure in 1920.

Also, records for the graves of George Green, Mrs. Elsinore Wander, and Dr. James Franklin Kline can be found in Oakwood Cemetery.

OAKWOOD CEMETERY

Oakwood Cemetery was established in 1857 and contains many of the cities prominent citizens, including many civil war veterans. A variety of gravestones cover the rolling, overgrown grounds, large oaks and maples pushing their roots down into the hallowed ground, lilacs and poison ivy covering the ill maintained areas. Many of the gravestones are so worn as to be unreadable. Investigators may look for the graves (without finding the exact location, a Luck check is needed to find them) of certain people. As Mrs. Wander was able to activate the gate and physically travel to the Dreamlands, her death certificate seems incomplete and digging up her grave shows that there is no body. Digging up a grave is worth a Sanity check of 0/1; digging up a grave with a body (like Dr. Kline's) is a Sanity check of 1/1d4, not to mention a crime.

This is also the site of the Grey Ghost 5K Graveyard run, and investigators who aren't interested in participating may be asked to be on hand to help, handing out water or other duties.

While exploring the cemetery, particularly at night, investigators who have been through the maze may encounter a lone local ghoul, sitting alone on an obelisk (Keillor, 1898), watching mourners leave flowers, or, hopefully, food on the graves. The ghoul isn't aggressive, just surprised to have been seen so clearly (as a normal denizen of the Dreamlands, it is used to going unnoticed.) It leaps up and runs off before it can be accosted. Of course, it costs 0/1d6 to see a ghoul.

DAY DREAMS AND NIGHTMARES

After traversing the corn maze, investigators with high Powers may be subject to occasional visions as the Dreamlands merge with reality, at least for them. Perhaps they begin to see groups of cats converging to watch them, even speaking to them, visions of Anoka in the past, or strange, fanciful "kangaroo" like beasts bounding into the woods. With all of the Halloween partying going on, in may be difficult to distinguish between fantasy and reality. Typical sanity losses would be 0/1d4, unless a phobia or other insanity manifests.

An early nightmare would be the investigators wandering the streets of Anoka together; the Halloween parade is on and the streets are filled with people and floats; however, things seem wrong and people are too large or small, costumes too realistic. They see Eric Green, and he runs up to them, begging for help. He says he can't remember who they are, only that they need to help him, he can't get away from the city, the City of Zak. Blinking, the investigators now see that the familiar Anoka streets are gone, replaced by a strange park-like place reminiscent of ancient Greece with eroded white marble columns and pavilions. Eric screams and tells the investigators to run, get help. They awaken in a cold sweat.

Another nightmare that is a vision of a silent city bereft of life being buried in layers of white. The city, which soon becomes identifiable as Anoka, seems unnaturally deserted, with no sign of any life. Soon, however, a platoon of black, faceless winged things appear in the darkened sky as the snow begins to be churned to a new level of violence. Realizing that the investigator is standing knee deep in the frigid snow, they cannot resist when the nightgaunts swoop down and carry the unfortunates into the sky. While there, they see and hear Eric Green, also in the clutches of the things, screaming and calling for help. (Investigators suffering this dream lose 1/1d6 sanity points).

If they search their room, the loose another 1/1d4 if they succeed in a spot hidden check and notice some sign of something having been at their window. As time goes on, a nightgaunt may even attempt a kidnapping in the Waking World.

Other dream sequences are left to the Keeper based on the past experiences or insanities of the investigators.

Also, asking around in town (Credit Rating, Persuade, Psychology, or other social checks) will show that the investigators are not alone in their strange visions; others, particularly children, have been seeing strange things too, with a few making mention of dark, faceless winged things. A few parents may even accuse the investigators of planting frightening thoughts in their children's minds. With a successful Idea check, investigators will notice that they saw some of those complaining at the corn maze, and further questions confirms that all participated.

A NIGHTGAUNT JAUNT

At some point, particularly if an investigator begins to lose some sanity, a nightgaunt may decide to pay that person a visit. It comes at night, especially after a vivid dream, jimmies a window open and attempts to make off with its victim, tickling them mercilessly with its barbed tale and



taking them through the freezing night sky and into the Dreamlands, leaving them in the City of Zar where they will have to await rescue. See Nightgaunt stats later in the scenario.

Other investigators will later find, like in Eric Green's abduction, scratch marks on the open window of the investigator's home.

ACT 2: THE BLIZZARD COMES

On the evening of October 31st, 1991 the Halloween Blizzard strikes and while the children of Anoka are trick or treating decked out snow pants, jackets, boots, mittens, scarves, and hats in addition to their costumes, snow begins to pile up, reaching a record 28 inches in the Twin Cities. Anoka is lucky; however, as it had recently purchased new state of the art snowplows, and the blizzard provided the perfect opportunity to test them out, lessening the effect in Anoka as compared to other suburbs. As the blizzard goes on, it may still be necessary to roll Drive Auto checks for investigators trying to do anything quickly or smoothly on the slick, snow covered back roads.

Judging the weather to be perfect, Myrtle Larson has arrived and is beginning her ritual, the "Gate of Oneirology" that she learned from Dr. Kline's journal that she still possesses. Whenever the investigators arrive on the evening of the 31, she should be in the process of attempting the spell; this time, it works and the center of the maze begins to glow with a strange radiance (SAN 1/1d6). If not stopped, Myrtle Larson will enter, giving herself over to the City of Zak, her stresses and pains in life finally being put to rest and the cost of her memories.

Before she enters, she will talk to the investigators, seeing nothing wrong with telling them what they want to know. The nightgaunts are watching, and if they try to stop her, she feels they will intervene. She even tries to convince the investigators "to come with."

If spoken to about Erik Green, she actually appears jealous (as a Psychology roll will show) that he is such a natural dreamer. He has already gone to the Dreamlands. Yes, they could get him out if they knew the spell of Oneiro-Dismissal. But they would have to travel to the Dreamlands themselves, and this gate will close soon; she doesn't know the spell, but its discussed in Dr. Kline's Journal, which she has. She sees no harm in giving it to the investigators; she has what she needs.

The Dream Notes of Dr. James Franklin Kline

Language English (successful English roll to interpret, as thick with medical and occult jargon).

Cthulhu Mythos +2

Spells Oneiro-Dismissal, Gate of Oneirology (incomplete), Close Gate of Oneirology, Dream Vision.

Description Dr. Kline's notes on his dream research, discussing the Dreamlands through the lens of Freud's "Interpretation of Dreams," understands the Dreamlands to be representative of the dreamer's subconscious. Mentions the Book of Dzyan and some spells (hypnosis techniques) found therein. Little mention is made of actual Mythos entities.

THE CITY OF ZAK

Investigators who venture through the glowing aperture find themselves in the city of Zak in the land of Zak, where Waking World people who have lost their memories congregate; among them are Mrs. Wander and Dr. Kline. Eric Green is there as well, already forgetting things. To remember, the investigators must cast a spell (though they too risk forgetting the longer they stay there, or if they ever go temporarily/indefinitely insane).

The Land of Zak is known as the Land of Forgotten Dreams, and the investigators will witness dreams (and nightmares) that they have had and since forgotten; things personal and alien, beautiful and horrible exist in equal numbers in the strange, forested landscapes of Zak. The city of Zak is more like an encampment of the dream forms of humans in the waking world who have amnesia; they are desperate to return to the land of Waking, though many are long dead. Dr. Kline realized that sending people here would cure them of their insanity by causing them to forget about it; now he has forgotten his own life, along with Mrs. Elsinore Wander; talking to them (in both Zak and in Waking World visions) will show, with a successful Psychology check, that they are trying to remember something, but are unable to.

The city is a park like place, filled with people. The first who approach are Dr. Kline and Mrs. Wander (if photos have been seen, a Sanity check of 1/1d4 must be made) as they should be long dead. Talking to other denizens of the City of Zak also results in a sanity check of 0/1d4 due to their pleadings of being returned to their bodies.

Eric Green sits alone near a statue of a strange, squid headed being, muttering to himself. At first he doesn't





recognize the investigators, but with a Bargain, Persuade, or Fast Talk, he will begin to show recognition in his eyes. The spell Oneiro-Dismissal will send him from the Dreamlands, though he could be convinced to return voluntarily. Casting the spell could prove disastrous to Green's psyche, and he will lose 1d4/1d10 sanity for the mental stress of being physically torn from the Dreamlands and waking up in the freezing snow, as will the other characters when they leave the gate. It closes soon afterwards.

Myrtle Larson, age 68

Obsessed elderly dreamer and actress

STR 6 CON 11 SIZ 8
INT 11 POW 18 DEX 10
APP 11 EDU 19 SAN 15
HP 10 DB -1D4

Weapons None
Armor None

Skills Art: Gardening 50%, Art: Singing 60%,
Credit Rating: 50%, Cthulhu Mythos 25%,
Dodge 20%, Fast Talk 80%, History 45%,
Listen 80%, Occult 50%, Persuade 55%,
Psychology 70%, Sneak 20%

Languages English 95%, French 21%, Italian 21%

Spells Gate of Oneirology (incomplete), Dream
Vision, Find Gate, Close Gate of Oneirology

Insanities Mania, Obsession with the Dreamlands.

Nightgaunts (3)

Faceless recruiters for the City of Zak

STR 11 CON 11 SIZ 14
INT 4 POW 11 DEX 13
HP 13 MOVE 6 /12 FLYING

Weapons Grapple 30%, damage held for tickling
Tickle 30%, immobilized 1d6+1 rounds

Armor 2-point skin

Skills Hide 90%, Sneak 90%

Sanity Loss: 0/1d6 Sanity points

AND THINGS WERE NEVER

THE SAME

The blizzard continues for three days and ends in the deaths of at least three people in the state of Minnesota. Depending on the results of the investigation, the

Historical Society may be in for some tough times, particularly if they lost any of their own to the Dreamlands. If Eric Green disappears, suspicion may fall of the society if they had been snooping around.

Future adventures may take the investigators deeper into the Dreamland or perhaps the sinister true reasons for George Green's creation of the Halloween festival in Anoka. For instance, is it possible that Anoka is an area prone to dreaming? Perhaps a strange new city appears; Lake Wosmee, a bucolic rural American town seemingly stuck in the 1950s. What horror lives in the lake that could threaten even the Waking World? And who created it? Could George Green have encountered the apparition of Jack O' Lantern, an aspect of Nyarlathotep hoping to increase public acceptance of the occult by linking it to consumerism and greed for reasons known only to the Great Old Ones?

CONCLUSION

Eric Green rescued. (good)- Gain 1d6 Sanity
Eric Green rescued insane. (neutral)- Gain nothing
Eric Green lost. (bad)- Lose 1d6 sanity
Investigators lost. (very bad)- Lose 1d6 sanity for each.
Dreamlands creatures escape. (bad)- lose 1d4 sanity.
Dreamlands creatures defeated (good)- gain 1d4 sanity for each (maximum of +6 sanity).

IN THE NEWS, OCTOBER, 1991

Current events include an announcement by Arkansas Governor Bill Clinton that he will seek the 1992 Democratic nomination for President on October 2, the continuing dissolution of the Soviet Union, and most important to the people of Anoka, the Minnesota Twins win the 1991 World Series in Minneapolis on October 27.

Later, some blame anomalous weather such as the Halloween Blizzard on the eruption of Mount Pinatubo in the Philippines back in June.

ANOKA, MINNESOTA

Anoka is a historic river town on the banks of the Mississippi, twelve miles north of Minneapolis, a northern suburb of the Twin Cities, with a population of around 18,000. While surrounded by typical suburban track homes and strip malls, the city prides itself on its well preserved historic district overlooking the river as it is joined by a minor tributary, the Rum River.

First settled by Europeans in 1844, it was incorporated in 1878 and makes a strong case in providing the first Union army volunteers to fight in the Civil War in



A TRUE AMERICAN HOLIDAY!

Minnesota is as colorful as the autumn leaves in late October as the city of Anoka once again prepares for its world famous festivities. Our orange and black banners rustle in the autumn wind with the tree branches as Halloween approaches and the ghosts and ghouls come out to play! Hayrides, haunted houses, spooky mazes- the North Country offers all this and more fun for the whole family! Don't forget about the centerpiece Halloween Grand Day Parade to be held October 26 down Main Street! There will be tricks and treats for all as floats, marching bands, and costumed children from near and far parade down the streets of Anoka in celebration of this haunted time of year!



Halloween Events!

Grand Day Parade- the big event!
Saturday 26 of October, 12:00 pm.



KLINE SANITARIUM CORN MAZE

designed by local actress Myrtle Larson, a spooky fun maze in the shadow of the haunted Kline place.

Open Monday 27 to Friday November 1 12:00 pm to 7:00 pm (late on Halloween)

Fun for the whole family!

PUMPKIN BOWL FOOTBALL GAME

see the Anoka Tornados take on the Brooklyn Park Titans!

Monday 28 7:00 pm.

GRAY GHOST 5K GRAVEYARD RUN

A jog through Anoka's graveyards in memory of veterinarian Bill Amberg

Wednesday 12:00 am.

HALLOWEEN WINE TASTING

Fun for grownups at the Anoka County Fairgrounds

11:00 am to 5:00 pm till Friday

HAUNTED HOUSE

At the Anoka County Fairgrounds. Prepare to be terrified!

11:00 to 5:00 till Friday (open late Halloween!)





CHILL PAPERS #2: HAUNTED PLACES IN ANOKA

HAUNTED PLACES IN ANOKA

Anoka is a town that has more than its share of restless spirits hanging around to spook the living.

The tunnels below the Anoka State Hospital, formerly the Minnesota Asylum for the Insane are believed to be inhabited by the spirits of the insane patients who tried to escape only to be murdered by violent orderlies. Whispers, laughing, and other manifestations have been heard in the tunnels, which are now closed to the public.

Various restaurants in Anoka have patrons who have decided to stick around rather than pass onto the great beyond. Billy's Bar, a former brothel is haunted by several of the women who formerly plied their trade there. Cal's Corner Restaurant is believed to be built on an old Dakota burial ground and many strange things, from opening doors to strange sounds have been reported by staff and customers.

Strange lights have been seen in the sky while sitting in the old abandoned Windego Park Auditorium. Explanations range from UFOs to will o' the wisps, to the lights of a phantom airplane!



CHILL PAPERS #3: GIANT BUNNY PRESS CLIPPING

Giant Bunny Loose in Anoka?

Anoka County Union

April 30, 1967

The Easter Bunny has made a late showing in Anoka, at least according to Hazel and Willard Hayes who saw what they describe as a pair of huge "bunnies" hopping around the Anoka County Fairgrounds last Monday.

This isn't the first such sighting for the area; in 1957 and 1958 several people in nearby Coon Rapids also saw "big rabbits." The Hayes are flippant about the sighting, claiming to be disappointed to have found no eggs hidden in their yard.

1861. The town is primarily known for its Halloween celebrations, beginning in 1920, and was declared the official "Halloween Capital of the World" by the US congress in 1937 (though the paperwork has since been lost). Also, famed Minnesotan humorist Garrison Keillor grew up in Anoka and may have based aspects of his "Lake Wobegon" on the town.

Local institutions include the Anoka County Library and the closest hospital is the Anoka Metro Regional Treatment Center. The local paper is the Anoka County Union headquartered in nearby Coon Rapids, founded in 1867.



CHILL PAPERS #4: ERIC GREEN'S LAST JOURNAL ENTRIES

10/20/91

Really strange dream last night— can't wait to tell Liz, this was a good one. It was like I was lost in time or something, everything looked so old, like fadier times or something and it was snowing really hard. Then it was like Halloween, but all the costumes were real. Then I saw the weirdest thing; it was tall and rubbery, with bat wings and horns, the scariest thing was it had no face. Pretty trippy. I wonder what it meant?

10/24/91

Another weird one— this one actually got me to fall out of bed. Don't know if that's good or bad. It was the faceless thing again, but now there were more of them; they grabbed me and before I could do anything flew away. It should have kind of cool flying through space with them, but more horrifying. I didn't know where they were taking me. Today, I thought I saw something outside my window. Must have been a raccoon, but my heart was beating for ten minutes.

10/26/91

The things have been coming every night now in my dreams. And the things I've been seeing during the day. Am I going crazy? Well, don't want to go to the counselor again, that totally sucks. Liz thinks I should find out if there is anything behind it; that historical society might know. Her ideas are always good, if they can tell me something I know I'm not crazy. Is that good or bad?



CHILL PAPERS #5: SPIRITUALIST ARRIVES

PROMINENT ST. PAUL SPIRITUALIST
ARRIVES IN ANOKA; GUEST OF DR. KLINE

Anoka County Union

October 12, 1916

Mrs. Elsinore Wander, wife of acclaimed spiritualist, the late Donald Wander of St. Paul has arrived for treatment at Dr. Kline's Sanitarium this Sunday last. Still deeply in mourning for the loss of her husband in January our hopes and prayers go out to Mrs. Wander that she should recover soon and return to her studies of metaphysics. Dr. Kline, a great friend of her husband Donald, has high hopes that his treatment will be just the thing to return Mrs. Wander to good health and spirits.

For more information, please check out the following websites and resources.

Anoka County Historical Society- <http://www.ac-hs.org/>

Minnesota Reflections Digital Library- search "Kline Sanitarium for picture"
<http://reflections.mndigital.org/>

Lewis, Chad and Fisk, Terry. "The Minnesota Road Guide to Haunted Locations." Unexplained Research Publishing Company: Eau Claire, WI, 2005.

Keillor, Garrison. "Halloween Capitol of the World." The New York Times. Oct 31st, 1991.

Nord, Mary Ann. "The National Register of Historic Places in Minnesota: A Guide." Minnesota Historical Society Press: St Paul, 2003

Rath, Jay. "The M-Files: True Reports of Minnesota's Unexplained Phenomena." Wisconsin Trails: Madison, WI, 1998.

Pre-generated characters, maps, pictures, and bonus handouts available soon at Yog-Sothoth.com!

Special Thanks to the Playtesters and Editors: Sam Friedman, L.C., and "Weird" Dave Olson.



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PUMPKINMAN, BY MARTIN HANFORD



Chapter Four

THE DRAGON AND THE WOLF

Scenario by John W. Thompson



In the year A.D. 1000, the Church predicted that the Millennium of Christ would bring about the beginning of Armageddon. As if this was not enough to inspire fear in the common people, the land is wracked by the raids of the fierce Viking Northmen. In the village of Wroxeter, tales of disappearances and a phantom Black Wolf have reached the Count of Shropshire. The Viking threat and an influx of people seeking safety keep the Earl from sending his own men to see to Wroxeter, so he has instead issued a reward of 500 deniers for the pelt of the Black Wolf. It is assumed that the Investigators arrive in Wroxeter seeking the reward.

PLAYER INFORMATION

A cool autumn wind shakes leaves from the trees as you enter the village of Wroxeter. It is said that this was once one of the largest Roman cities in Britain. Now, fragments of a great wall and some crumbling foundations are all that remains. Interspersed within and around these shadows of yesterday's greatness is a humble village of just a dozen or so families. They watch you cautiously as you approach, men, women and even children with a bow or knife at hand, ready to fight. These villagers are hard, strong folk of Saxon heritage. These are the ones who stayed after the more fearful have fled to Shrewsbury. Yet, even in their eyes, you can see the hint of fear. This Black Wolf must be a fierce beast indeed to trouble these folk.

Despite their unease, you can see that the villagers are preparing for a festival, All Hallows Eve. Once called Samhain, it is the time of blood and death, when the livestock are culled of those too weak to live through the winter. Such animals are slaughtered and the villagers will preserve as much meat as possible by salting and drying. The rest will be eaten in a feast. Naturally, people's minds

turn to death in this season and it is common to honor the memories of loved ones now gone. The Church holds its veneration of the Saints the next morning on the first day of November.

A bleat sounds suddenly as an old goat has its throat cut, a quick and merciful kill. Another gust of wind carries the coppery tang of blood, an ominous omen to begin your hunt for a demon wolf.

KEEPER INFORMATION

The village of Wroxeter was once a major Roman city. Now it is a small village of about a dozen families nestled within the ruins of its once-great predecessor on the eastern bank of the Severn River, five miles east of Shrewsbury, which is the county town of Shropshire. Wroxeter is led by its Headman, Aelfred, Thomas the village Priest and Aehtelgythe the Wise Woman. Aelfred has come to power only within the last year following the disappearance of the former Headman, Wulfstan, and his family. In addition to Wulfstan, more than half the village has vanished over the past year alone. Most villagers believe Wulfstan and his kin merely went to Shrewsbury like many of the villagers are doing. Others claim that they were spirited off by Vikings, demons or even by the Black Wolf that some have seen roaming the forest after dark.

Seeking to raise the spirits of the villagers, Aelfred and Aehtelgythe are planning a celebration for All Hallows Eve. The villagers are busy decorating their homes and selecting the livestock to be slaughtered in preparation for winter. Aelfred sees to organizing the efforts while Aehtelgythe handles the details of the celebration from the symbolism of the decorations to the ritual elements of the celebration itself. Thomas, the village priest, opposes their plans as he believes that the people should spend their free time in prayer and preparing for the End Time instead of in useless, pagan frivolity.



RESIDENTS

Aelfred

As Headman of Wroxeter, Aelfred is responsible for collecting taxes and generally serving as the intermediary between the villagers and the Earl's men. The villagers look to him to make important decisions and lead them in times of trouble.

At the age of 23, Aelfred is the youngest Headman in the history of Wroxeter. Having been educated by Thomas, Aelfred speaks fluent Latin and is literate. Aelfred puts forward the appearance of a kind, caring leader, but this facade hides his true nature. He is highly ambitious and seeks to continually grow his power and influence. He is skilled at playing the villagers against one another while maintaining the illusion that he's everyone's true ally. Ultimately, he sees his position here to be just a stepping stone to greater power and influence.

"Aye, I've seen the Black Wolf. Aptly named and bigger than any wolf I've seen before, 15 to 20 stone (14 pounds = 1 stone, 210-280 pounds) at least. Wulfstan, my predecessor, saw the beast up close and was so terrified that he took his family and fled in the night."

Aehtelgythe

The village Wise Woman, Aehtelgythe is the most respected member of the village. She is a highly skilled midwife and healer. At 70 years of age, Aehtelgythe remains spry and healthy. Having delivered and cared for every living resident of Wroxeter, Aehtelgythe is seen as everyone's kindly grandmother. In addition to her abilities as a healer, she practices a folk magic tradition as her mother and grandmother have done before her.

Many of the villagers look to Aehtelgythe for her auguries and advice. She leads the seasonal rituals of the village that help assure a good crop and keep the village at peace with the elves of the forest. A widow whose children have married and moved to Shrewsbury, Aehtelgythe fears her family tradition will end with her.

"I've seen the yellow eyes of the monster, staring from the woods. These were not the eyes of a normal animal; they held intelligence and evil within them. I have cast my auguries and know that the Black Wolf is an unnatural beast and it is motivated by malice. It means harm to this village and must be stopped."

Thomas

The young village Priest is a zealous proponent of Christianity. Born in Londinium, Thomas sees it as his God-given duty to educate these poor, ignorant country folk. This attitude puts him in frequent conflict with Aehtelgythe. Thomas is at heart a good man who cares

for his flock. He's just exasperated at the way they cling to the old traditions and superstitions, despite his frequent sermons.

It doesn't help that these people are either incapable or unwilling to learn Latin and become literate. He has offered classes but everyone claims to be too busy. Only Aelfred has taken advantage of his teaching. After Wulfstan vanished, it was Thomas that pushed for the Earl to appoint Aelfred as Headman. Now, 43 years old, Thomas has become a crotchety old man, constantly complaining of various aches and pains. Aehtelgythe has offered remedies for his ills but Thomas stubbornly refuses to partake in such "pagan foolishness!"

"As the Millennium of Christ draws to a close and the return of Our Lord, not as the Lamb but as the Lion of God, draws nigh, the Devil is loosing his demons, such as this Black Wolf, upon the world. The dark One prepares for the great battle of Armageddon! We must prepare ourselves and put on the Full Armor of God! We must repent and pray and be ready for the End is at hand!"

Cuthbert

Wulfstan's cousin and childhood friend, Cuthbert doesn't believe that Wulfstan took his family to Shrewsbury.

"Wulfstan was a strong, dedicated leader, a man you could trust. He would never have just packed up and vanished in the night. Aelfred says that Wulfstan told him that he had a run in with the Black Wolf and it frightened him so badly that he was taking his family and leaving. If that were true, why did he say nothing to me? We were closer than brothers! Besides, Wulfstan was no coward and as skilled a hunter as I've ever known. In fact, we were planning to hunt the beast down ourselves! The whole story doesn't sit well with me."

If asked if he thinks foul play was involved, Cuthbert responds, "That's the thing, there's no way Aelfred could have killed Wulfstan and his whole family. The lad's smart and can hold his own, but Wulfstan's daughter Ealhred could wallop him easy and had been doing so since they were children! Then there'd be his three boys, his wife and Wulfstan himself. No, Aelfred couldn't have killed them himself."

Others

The average Wroxeter villager is a tough, hardy individual of Saxon stock who is used to a life of hard work and equally hard play. For the young men especially, wrestling and brawling are major pastimes, but even the women are willing and able to fight if needed.

These are the folk who have refused to leave their homes despite the threats of bandits, Vikings and even the Black Wolf. All of them respected Wulfstan until he



apparently abandoned them. Now most have come under Aelfred's influence and they are happy that the young man has stepped up to lead them. Despite Aelfred being a bit less hardy than the average man of the village, his charm and intelligence have won them over.

The villagers speak of the Black Wolf as a monster the size of a pony, with a pitch black pelt and glowing yellow eyes. Multiple villagers report the loss of livestock to the beast, but so far all sightings have been at a distance of at least a few dozen yards. Many are worried that the slaughter of the excess livestock in preparation for winter will bring the Black Wolf into the village as the demon beast follows the scent of fresh blood.

BACKGROUND

Aelfred has risen to power with the aid of a dragon who's lair he stumbled across last year. While hunting with other men of the village as night fell, a sudden wind storm separated Aelfred from the hunting party. He found himself in a grove to the east of the village that is believed to be haunted.

A whispered voice from the darkness called to Aelfred. The voice offered him power if he could pass two tests. The first was a test of courage, as the Dragon revealed itself to him. The wyrm slithered out of the darkness and showed itself to Aelfred, who managed to hold his ground and face the beast. The second test was for Aelfred to bring the Dragon one of his fellow hunters to serve as a meal for the monster. Aelfred was directed towards one of his fellow villagers who had also become separated from the hunting party during the wind storm. Aelfred told the hunter that he had found shelter and led him back to the Dragon who pounced from the darkness, crushing the hunter within its coils and gulping down the body. Aelfred had passed the Dragon's tests.

The Dragon, actually a Hunting Horror, offered to help Aelfred gain power by teaching him spells. In exchange, Aelfred would supply victims to feed the Dragon's unceasing hunger. The young man proved to be a apt pupil. Using a mix of spells and his own manipulative charm, Aelfred would either send victims to pre-planned ambush sites or he would inform the Dragon of travelers' routes. One of the Dragon's victims was Gerhard, a Saxon merchant. Gerhard survived the Dragon's attack thanks to being a hereditary werewolf. He spends nights in his wolf form watching the village to gather information, thus giving rise to the tales of the Black Wolf. During the day, he hides in human form to assimilate the information he has gathered and plan for the next night. Gerhard has learned that Aelfred is partnered with the Dragon, having

witnessed one of their meetings, but still seeks to learn the location of the wyrm's lair.

Having achieved his goal of leading Wroxeter, Aelfred yearns for even more power. The Dragon has offered Aelfred the all power he could ever desire. It has taught him a ritual to invoke the Horned Man and thus become a god himself. The ritual takes the form of a dance involving the entire village during its All Hallows Eve celebration.

In planning for All Hallows Eve, Aelfred has guided Aehtelgythe into incorporating the ritual dance into the village festivities. The ritual will invoke the Horned Man, an avatar of Nyarlathotep, but instead of giving Aelfred the power of a god the Herald of the Elder Gods will consume Aelfred's soul and use his body to manifest physically. Following his manifestation, the Horned Man will call the Wild Hunt to engulf Wroxeter before spreading out across Britain and Wales. The coming of the Horned Man will spell the end of Wroxeter and mark the next step to bringing about Armageddon. It will be up to the Investigators to expose Aelfred and destroy the Dragon to make the village safe.

PATHS OF INVESTIGATION

When the investigators arrive in the village, they most likely first seek shelter and/or information on the Black Wolf. During this time they should meet Aelfred, Aehtelgythe and Thomas. In addition, they should learn at least the basics of Aelfred's rise to power via Wulfstan's "desertion." Keepers should base the flow of information on role-playing and the use of skills like Status and Persuasion.

Give Me Shelter

With the exodus of villagers to Shrewsbury, the Investigators are offered their choice of empty houses in which to stay. These abandoned houses are lacking in most furniture but at least offer a hearth and a roof. If the villagers like or are impressed by the Investigators, they offer food and bedding to make them more comfortable. Alternatively, Thomas and Aehtelgythe offer to share their homes, providing a bit more comfort and the opportunity to interact with these NPCs more fully.

THE BLACK WOLF

After collecting the villagers' stories of sightings, Investigators may try Tracking or setting up watch at night to try and locate the Black Wolf. A successful Idea roll identifies the most recent sightings and provides a starting point for tracking attempts. Successful Tracking rolls discover huge wolf tracks which range all around the village. The most recent tracks can be found frighteningly close to the village as well as near and even inside animal



pens. It is obvious that the beast has snatched away more than one of the village's animals.

Successful Idea rolls reveal that the tracks seem concentrated mostly within sight of Aelfred's home. Successful Natural World rolls inform the Investigators that: 1) this animal is much bigger than a normal wolf, and 2) aside from the snatching of livestock, its behavior is most unusual. Attempts to follow the trails all lead into rough, rocky terrain. It seems as if the beast is intentionally taking steps to hide its trail. Successful Natural World rolls reveal that these attempts show more intelligence than is normal for a wolf. Successful Occult rolls suggest that the Investigators may be dealing with a werewolf, or some other intelligent threat in wolf form such as a vampire.

Subtract Gerhard's Conceal Skill of 35% from any further attempts to track the Black Wolf. Success leads the investigators to a sparse campsite located in a rocky patch along the river, two miles to the south of the village. When found, Gerhard plays the role of a hermit seeking to purify himself before the End Time by living alone and subsisting upon only the Lord's bounty of fish and wild berries. If asked about the Black Wolf, he will tell a story about sighting the beast. "Aye, I seen the beast, black as night and with the Devil's own eyes it was. It came stalking around my camp not two nights hence. At first I was afraid, but then I stood and faced the beast with only my Faith to guard me, and like Daniel in the lion's den, the Lord God did keep me safe and the beast fled to the east!"

Should the Investigators see through Gerhard's story or simply note that there are no tracks to back up his tale, it's up to them how things proceed. Should they try and befriend Gerhard and learn the truth about him, good role-playing and successful Persuasion and Insight rolls can make this possible. In this case, he tells them his tale:

I used to make my living as a trader of goods and a tinker, traveling between villages, trading my wares and repairing the kettles, pots and suchlike of the villages I visited. About one month ago, I came to Wroxeter and plied my trade there for a few days. With the villagers being more sparse than when I was last there, I soon finished and made plans to move on. Aelfred, the new Headman, suggested that I follow a shortcut that he knew of to the next town. This route, he said, would also lead me past a village I had never visited before. As I had found less business than I expected in Wroxeter, I took his advice and followed the route.

However, I couldn't find the promised village, and so I had to camp outside that night. Fortunately, the moon was waxing three-quarters full and bright and I

had space in my wagon to be off the ground. As I was preparing to bed down, I spied a great shadow crossing the moon and barely dove aside as a dragon, a great wyrm, swooped upon me and tried to envelop me in its coils. The only thing that saved me that night is my heritage. Not only am I of a strong Saxon lineage, but my family also bears the blood of the wolf warriors of old, werewolves.

Because I was born wolf-blooded, I can control my changes and take wolf form whenever I choose rather than being tied to the cycles of the moon. I was so frightened at the sight of this horrible monster that I froze in fear. I would have died there, but the Wolf was not ready to die. It took over and I changed. My Wolf recognized the dragon as the stronger beast and so ran for all we were worth! My Wolf was faster than the wyrm and we evaded the beast until near sunrise when it took flight back to wherever it lairs, but not before slaughtering my horses and destroying my cart, wares and tools. Left with nothing, I began to investigate.

I watch Wroxeter and its Headman. I spied Aelfred skulk out of the village one night to meet with the wyrm itself! It was he who fed me to the beast. Since then I have been seeking the wyrm's lair and planning revenge upon Aelfred. They took everything from me except my life. I intend to see justice done.

At this point, the Investigators have the opportunity to gain Gerhard as powerful, albeit dangerous, ally. In such a case, he helps them to the best of his abilities, up to and including battling the Dragon. However, in any fight in which he takes wolf form, the Wolf Spirit that possesses him seeks to create offspring out of the Investigators and make them werewolves as well. It wants a pack to be able to fight the Dragon.

Should the Investigators at any time attack Gerhard, he will Dodge and Parry as best he can until his action, during which he changes to wolf form. This requires a SAN check from all witnesses with a loss of 0/1D3.

After changing, the Black Wolf does its best to Infect the Investigators and physically dominate them rather than kill them. If its life is endangered, the Black Wolf flees if possible. If cornered, it uses its Fury spell on itself and fights to the death. If killed, it is possible to skin the Black Wolf, but the hide and carcass reverts to those of a human by the next sunrise. Such a gruesome discovery requires a SAN check with a loss of 1/1D4+1.

The villagers of Wroxeter will be overjoyed to hear of the death of the Black Wolf and most are not surprised if the Investigators tell them that it was a werewolf that





stalked them. They insist that the Investigators join them for their harvest celebration on All Hallows Eve. Without more evidence, only Cuthbert accepts Gerhard's story as truth and any mention of the story coming from a werewolf, alive or dead, has Thomas denouncing it as the lies of the Devil attempting to fragment the village.

AELFRED

Most likely, it is through Gerhard or Cuthbert that the Investigators come to suspect Aelfred of wrongdoing. Further questioning of the villagers can turn up one more witness, young Leofric, son of Godwine.

The nine year old boy was up late one night to use the latrine when he saw Aelfred sneaking out of the village. Intrigued, he followed Aelfred to the edge of the fields where he saw a terrifying shadow descend from the sky. The boy was so scared that all he could do was hide and tremble. He saw Aelfred enter the trees where the shadow waited for him, stay for an unknown length of time and then Aelfred sneaked back into the village and the shadow flew away.

Leofric quickly returned home and has been terrified of the dark ever since, to the point that he's wet his bedclothes rather than got outside to the latrine. His parents are simply worried that their son has developed a cowardly streak and are seeking ways to toughen the boy up.

If the Investigators search Aelfred's home, successful Spot Hidden rolls discover Aelfred's journals written in Latin describing the spells he's learned and his wyrn teacher. In his arrogance, Aelfred never considered that anyone would search his house and even if they did, he trusted in the fact that most people are illiterate. Successful Occult rolls recognize several bits and pieces around Aelfred's house that point to him practicing magic of some sort. Successful Cthulhu Mythos rolls reveal the truth of the matter and allow the Investigators to understand the full scope of the threat.

Keeping Aelfred under surveillance, involving opposed Spot Hidden and Hide rolls, gives the Investigators the opportunity to spot Aelfred sneaking out to meet with the Dragon on the two nights before the celebration to make sure that his understanding of the ritual is correct. Spotting the Dragon entails SAN rolls of 0/1D10. Should the Dragon detect the Investigators, it attempts to capture them and remove their memories of the event, trusting to the Horned Man to eliminate them.

Should Aelfred and/or the Dragon become aware that the Investigators' suspicions, they first attempt to use Cloud Memory to remove the threat. Should that fail, they do their best to eliminate the Investigators and

frame them for any wrongdoing they might have exposed to the village. As a last resort, the Dragon tries to lure the Investigators to its lair where it uses all of its power and magic to make them its next meal. Should the Investigators kill the Dragon, they discover the remains of many victims in its lair, including a distinctive seax (Saxon long knife) that most of the villagers, especially Cuthbert, recognize as belonging to Wulfstan. When killed, the Dragon's body seems to melt as it reverts back to its home dimension, leaving no physical evidence of its existence.

Should Aelfred's plan be undiscovered the ritual continues as planned. Following days of hard, bloody work, the villagers gather for the feast. The village center has been prepared with a couple of large tables and benches. The tables are loaded with the fruits of the harvest and freshly cooked meats. Thomas speaks a benediction over the food and joins in despite his disapproval of the more overt pagan elements of the celebration.

Following the feast, a great bonfire is built. The light of the fire casts looming shadows upon the old Roman wall. At Aehtelgythe's urging, the villagers rise and join hands in a circle about the fire. Only Thomas refuses to participate and he stands aside, scowling his disapproval. Aehtelgythe and Aelfred lead the villagers in the steps of a simple dance about the fire. As the circle turns, the dance becomes more complex and the villagers begin to enter a trance-like state. Any Investigators who participate must pit their POW against Aelfred's on the Resistance Table or be drawn into the trance as well.

As the dance builds all entranced participants lose two Magic Points and Aelfred breaks from the circle and runs to leap over the bonfire. In mid-leap, he is held immobile over the flames. The shadows upon the wall twist and warp into those of a massive antlered man flanked by huge, baying hounds. Before the terrified eyes of the villagers, Aelfred lets out a scream of horror and agony as antlers erupt from his skull and skin bursts, revealing the form of the Horned Man. Witnesses must make a SAN check with a cost of 1/1D8.

The Horned Man begins to dance around the fire and all who witness this must pit their POW against his on the Resistance Table. All who fail join in on the dance and those who were entranced lose one Magic Point per minute until they lose their last point and collapse. As the villagers begin to collapse, the sound of baying hounds and hunting horns, the Wild Hunt, is heard. Unless the Horned Man is killed or banished, the Wild Hunt sweeps into the village in 1D10 minutes.

Any who remain conscious must choose to join the Hunt and forever surrender their will to the Horned Man or become its prey along with any who collapsed. The



Wild Hunt chases any prey until it is caught and killed or until sunrise, when the Horned Man leads the Hunt into the Dreamlands. With Aelfred's body providing a connection to the waking world, the Horned Man leads the Wild back each night, moving village to village, killing and recruiting until he is killed.

Aehtelgythe

The Wise Woman's Occult knowledge allows her to recognize the magical elements Aelfred has asked her to include in the festival plans. Saddened over her daughters' rejecting her tradition in favor of city life in Shrewsbury, Aehtelgythe is happy to see Aelfred injecting the Old Ways into the festival. She happily participates in the ritual, hoping that it will renew the village and bring back the glory days of legend.

Should an Investigator who has earned her trust, either via shared interest in the Occult or just being kind to the old woman, express concern over the ritual, the festival or even the general state of affairs, Aehtelgythe offers to perform an Augury so as to put her friend's mind at ease. This results in the Wise Woman learning of the looming threat which hangs over the village. Use this to either put the Investigators on the right track if they haven't found it themselves, to fill in important details they might be missing, or just to assure them they are on the right path if that's all they need.

Elves

Among the folk of A.D. 1000 in Briton, belief in elves is common. They are believed to haunt the forests. Elves are said to be the cause of diseases in humans and livestock as well as the blight of crops. The best protection against these afflictions is to appease the elves by making offerings and observing the seasonal rituals. Offerings often include foods such as bread and milk.

Asvillage Wise Woman, it is Aehtelgythe's responsibility to make sure the seasonal rituals are held properly so the village stays safe. In terms of this adventure, the elves are merely the medieval folk's personification of diseases of people, plants and animals. It is not intended that they ever make an appearance.

This does not limit their usefulness as a "Red Herring" to the investigation, which can be emphasized by descriptions of odd sounds that are barely heard and furtive movements seen only at the edge of their vision as the Investigators skulk about at the edges of the fields or sneak through the forest, especially at night. Should the Keeper wish, one or more Old Ones (*pp.117-118 Cthulhu Dark Ages*) could be added with a little thought as to how the addition might affect the overall plot.

THOMAS

The old priest is always willing to deliver a stirring speech (his Exaltation spell) to prop up his flock against the influences of Satan. He is also glad to bless a weapon of the Investigators, should they ask, before they go to hunt the Black Wolf. He will insist upon blessing the Investigators' weapons if he is presented with evidence of the Dragon, either via Aelfred's journal or seeing it himself, if the Investigators' go to fight it. However, only Aelfred's journal convinces him that his student is behind the troubles of the village. He denounces anything else as lies of the Devil.

Even seeing Aelfred meeting with the Dragon only convinces him that Aelfred has been duped, not that he is evil. Should Thomas learn the truth of what's going on, he can easily exhort the villagers into aiding the Investigators, up to and including having Cuthbert lead Wroxeter's best men into battle alongside the Investigators. Should the Horned Man appear, Thomas draws its attention to himself by shouting invectives, calling for it to be banished in Christ's name and just generally making a nuisance of himself to the god. Thomas' sacrifice draws the Horned Man's ire, causing it to spend its first actions killing the old priest. This should allow the PCs the chance to flee or attack as they desire.

CONCLUSION

The players' attitudes go a long way towards determining the outcome of this scenario. Should they come in with a hack and slash attitude, simply because it's a medieval setting, hunt down the Black Wolf, kill it without listening to Gerhard, take its pelt and return to Shrewsbury for the reward and thus avoiding any personal connection with the village, let them.

When they arrive before the Earl and present him with a flayed human skin, shocking the entire court, have them locked away in the Earl's dungeon where they get to hear about the slaughter perpetuated by the Wild Hunt a few nights later. Then you can have them experience the fearful wait as the Wild Hunt comes closer and closer before it finds them trapped in their cells, where they become prey. Alternatively, you can have them experience the horror of watching the Wild Hunt at work and then leave them as the only survivors the next morning. Now the campaign can continue with the players knowing the cost of their folly and the Investigators desperately trying to learn how to save the world from what they have allowed to be unleashed.





However, should they come into the scenario with a proper investigative attitude, interact with the villagers and begin to learn that all is not as tranquil as it seems, then they have their best chance of success and survival. Feel free to detail more of the villagers as needed and develop some appropriate gossip and rumors if you wish. The keys to success are exposing Aelfred and stopping the ritual, and then killing or banishing the Dragon.

As to the Dragon, note that despite it being a Hunting Horror, it is not just a summoned attack dog. It is a highly intelligent and cunning entity as well as a physically powerful threat. It only gets involved in a stand-up fight if it is certain that it completely outclasses its opponent. Otherwise, it uses its spells, mobility and its physical strength to defeat its foes. Sure, its main goal is to bring its master, Nyarlathotep, into manifestation as the Horned Man, but it also knows that it can't do so if it's dead. So, as Keeper, study the Dragon's abilities and use them as if the Dragon was one of your favorite characters when facing the Investigators.

SANITY AWARDS

Exposing Aelfred	+1D4 SAN
Defeating the Dragon	+1D10 SAN
Defeating the Black Wolf	+1D8 SAN
Stopping the Ritual/Defeating the Horned Man	+1D8 SAN

STATISTICS

Aelfred, age 23

Wroxeter Headman

STR 10	CON 10	SIZ 10
INT 15	POW 16	DEX 10
APP 15	EDU 14	SAN 65
HP 10	DAMAGE BONUS: +0	
Weapons	Fist/Punch 50% / 1D3+db damage Grapple 25%, damage special Kick 25% / 1D6+db damage Bow 45% / 1D8+half db Knife, Small 45% / 1D4+db damage	
Armor	n/a	
Spells	Cloud Memory, Enthral, Fear, Invoke Horned Man, Power Drain, Shriveling	
Skills	Accounting 40%, Bargain 55%, Climb 40%, Conceal 25%, Dodge 40%, Drive Horses 20%, Fast Talk 65%, First Aid 30%, Hide	

40%, Insight 55%, Jump 25%, Listen 35%, Natural World 35%, Navigate 40%, Occult 15%, Other Language (Latin) 25%, Own Kingdom 50%, Persuade 65%, Repair/Devise 20%, Sneak 35%, Spot Hidden 25%, Status 35%, Swim 25%, Track 10%, Write Language (Latin) 30%

Aehtelgythe, age 70

Wise Woman

STR 8	CON 13	SIZ 9
INT 13	POW 16	DEX 11
APP 10	EDU 15	SAN 80
HP 11	DAMAGE BONUS: +0	
Weapons	Fist/Punch 50% / 1D3+db damage Grapple 25%, damage special Kick 25% / 1D6+db damage Knife, Small 25% / 1D4+db damage	
Armor	n/a	
Skills	Accounting 10%, Bargain 35%, Climb 40%, Conceal 15%, Dodge 22%, Drive Horses 20%, Fast Talk 35%, First Aid 75%, Hide 20%, Insight 45%, Jump 25%, Listen 45%, Natural World 65%, Navigate 40%, Occult 55%, Other Language (Low German) 31%, Own Kingdom 30%, Persuade 35%, Repair/Devise 20%, Sneak 35%, Spot Hidden 45%, Status 25%, Swim 25%, Track 10%	
Spells	Augur, Heal	

Thomas, age 40

Priest

STR 10	CON 10	SIZ 12
INT 16	POW 14	DEX 10
APP 8	EDU 16	SAN 70
HP 11	DAMAGE BONUS: +0	
Weapons	Fist/Punch 50% / 1D3+db damage Grapple 25%, damage special Kick 25% / 1D6+db damage	
Armor	n/a	
Spells	Bless Blade*, Exaltation <i>*Thomas' version of this spell uses Eucharist wine, the blood of Christ, instead of the sacrifice of an animal. Sanctifying the wine requires a POWx5 roll and one POW point.</i>	
Skills	Accounting 30%, Bargain 35%, Climb 40%, Conceal 25%, Dodge 20%, Drive Horses 20%, Fast Talk 35%, First Aid 30%, Hide 10%, Insight 40%, Jump 25%, Listen 45%,	



Natural World 35%, Navigate 40%, Occult 45%, Other Language (Latin) 61%, Own Kingdom 50%, Persuade 45%, Repair/Devise 20%, Sneak 35%, Spot Hidden 25%, Status 45%, Swim 25%, Track 40%, Write Language (Latin) 65%

5%, Swim 35%, Throw 45%, Track 20%

Cuthbert, age 36

Wulfstan's Cousin

STR 14 CON 16 SIZ 15
 INT 11 POW 12 DEX 12
 APP 13 EDU 10 SAN 60
 HP 16 Damage Bonus: +1D4
 Weapons Fist/Punch 70% / 1D3+db damage
 Grapple 50%, damage special
 Head Butt 30% / 1D4+db
 Kick 45% / 1D6+db damage
 Bow 65% / 1D8+half db
 Knife, Large 55% / 1D6+db damage
 Armor n/a
 Skills Bargain 15%, Climb 50%, Conceal 20%,
 Dodge 50%, Drive Horses 40%, Fast Talk
 25%, First Aid 30%, Hide 40%, Insight 45%,
 Jump 40%, Listen 35%, Natural World 45%,
 Navigate 40%, Occult 5%, Own Kingdom
 30%, Persuade 25%, Repair/Devise 20%,
 Sneak 45%, Spot Hidden 45%, Status 25%,
 Swim 55%, Throw 45%, Track 40%

Leofric, age 9

Son of Godwine

STR 8 CON 10 SIZ 7
 INT 10 POW 10 DEX 14
 APP 10 EDU 4 SAN 50
 HP 9 DAMAGE BONUS: -1D4
 Weapons Fist/Punch 50% / 1D3+db damage
 Grapple 40%, damage special
 Head Butt 20% / 1D4+db
 Kick 40% / 1D6+db damage
 Knife, Small 35% / 1D4+db damage
 Armor n/a
 Skills Climb 55%, Conceal 30%, Dodge 40%,
 Fast Talk 25%, First Aid 20%, Hide 50%,
 Insight 20%, Jump 40%, Listen 45%, Natural
 World 30%, Navigate 20%, Occult 5%, Own
 Kingdom 10%, Persuade 25%, Repair/Devise
 15%, Sneak 50%, Spot Hidden 45%, Status

Average Villager

STR 10-12 CON 10-12 SIZ 10
 INT 10 POW 10 DEX 10
 APP 10 EDU 10 SAN 50
 HP 10-11 Damage Bonus: +0
 Weapons Fist/Punch 55% / 1D3+db damage
 Grapple 40%, damage special
 Head Butt 20% / 1D4+db
 Kick 25% / 1D6+db damage
 Bow 45% / 1D8+half db
 Knife, Large 35% / 1D6+db damage
 Armor n/a
 Skills Bargain 20%, Climb 40%, Conceal 20%,
 Dodge 20%, Fast Talk 25%, First Aid 30%,
 Hide 20%, Insight 20%, Jump 40%, Listen
 35%, Natural World 40%, Navigate 20%,
 Occult 5%, Own Kingdom 30%, Persuade
 25%, Repair/Devise 20%, Sneak 25%, Spot
 Hidden 25%, Status 10%, Swim 35%, Throw
 25%, Track 20%

Gerhard, age 26

Saxon Merchant/Hereditary Werewolf

STR 12 CON 14 SIZ 15
 INT 10 POW 14 DEX 12
 APP 10 EDU 12 SAN 70
 HP 15 Damage Bonus: +1D4
 Weapons Fist/Punch 50% / 1D3+db damage
 Grapple 25%, damage special
 Kick 25% / 1D6+db damage
 Knife, Large 45% / 1D6+db damage
 Armor n/a
 Skills Accounting 10%, Bargain 35%, Climb 40%,
 Conceal 35%, Dodge 24%, Drive Horses
 50%, Fast Talk 35%, First Aid 30%, Hide
 40%, Insight 35%, Jump 25%, Listen 45%,
 Natural World 35%, Navigate 40%, Occult
 15%, Other Language (Low German) 31%,
 Own Kingdom 50%, Persuade 25%, Repair/
 Devise 50%, Sneak 35%, Spot Hidden 25%,
 Status 15%, Swim 25%, Track 40%





The Black Wolf

Gerhard's Werewolf Form

STR 24 CON 14 SIZ 17
 INT 6 POW 25 DEX 16
 HP 16 MOVE 13 DAMAGE BONUS: +2D6
 Weapons Bite 30% / 1D8+db damage
 Infect 99% / if Bite breaks skin, become
 werewolf next full moon
 Claw 65% / 1D6+db damage
 Armor 1
 Regenerate 1 per round
 Spells Body Warping, Fury
 Skills Hide 60%, Track by Scent 90%
 Sanity Loss: 0/1D8, 0/1D3 to see shape-change

The Dragon

Hunting Horror of Nyarlathotep

STR 29 CON 15 SIZ 40
 INT 18 POW 25 DEX 20
 HP 27 MOVE 7 / II FLYING
 Damage Bonus: +3D6
 Weapons Bite 65% / 1D6+db damage
 Tail 90% / Grapple
 Armor 9
 Spells Become Spectral, Blindness, Cloud Memory,
 Demon Sight, Enthral, Fear, Invoke Horned
 Man, Power Drain, Shield, Shriveling, Winds
 of Desolation
 Skills Listen 35%, Spot Hidden 35%, Track 35%
 Sanity Loss 0/1D10

Horned Man

God of the Wild Hunt

STR 29 CON 48 SIZ 20
 INT 86 POW 50 DEX 20
 HP 34 MOVE 9 DAMAGE BONUS: +2D6
 Weapons Fist 90% / 1D6+db damage
 Antler Gore 75% / 2D6+db damage
 Armor none
 Regenerate heal 1D10 HP per Magic Point spent
 Spells Alter Weather, Command any animal at
 will, Summon Wild Hunt, any other spells at
 Keeper's discretion
 Sanity Loss 1/1D6, 1/1D8 for seeing the Wild Hunt,
 0/1D2 for hearing the Wild Hunt
 Notes see *Malleus Monstrorum*, pp. 194-5 for more
 details





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TRICK OR TREAT, BY MATTEO BOCCI



Chapter Five

EARTH: REST STOP, BODY SHOP

Scenario by John D. Kennedy



*A traveler stops by a nearby town to pick up spare parts.
The traveler? Something otherworldly and completely
inhuman. The spare parts? Man!*

STRANDED

Man has sought for centuries to determine its own worth. Philosophers and priests have spent countless hours arguing about man's spiritual worth, or the worth of its deeds. The one question that few have touched upon however, is what is man's worth...as resources.

In the more remote places in the galaxy, there exists a predator which exists to use its prey to its fullest. It's known as the Nal'sych'krik'tik, or as most races prefer to call it, the Nal. Would be conquerors that had aspirations of conquering the galaxy and devouring all who stood against them, the Nal's dream of conquest ended when it encountered the Yekubians and later, the Elder Things. Azathoth itself devoured their planet and scattered the Nal to the ends of the galaxy.

This Nal ended up in our solar system completely by accident. Badly damaged and low on supplies, it had just enough energy for one more interstellar jump. It knew it was jumping blind, but when faced with certain destruction and the unknown, the unknown seemed a better choice. With a flash of light and thunder, black space disappeared, replaced by blue skies and green forests.

With what power remained the creature buried its ship in a small cave system near Polassi Creek, Michigan. It rested for years, trying to preserve its strength for when its kind came to rescue it. After years of no contact however, the Nal realized it would have to rescue itself and repair its ship.

Fortunately, the parts it needs to fix its ship are in plenty supply on Earth.

THE BODY SURGEONS

The Nal'sych'krik'tik technology is based entirely on organic components. Whether their race developed the ability to manipulate flesh during their evolution or if their dark deity Nal'ka'chak (believed to be an avatar of Azathoth) has simply granted them unparalleled powers, what is certain is that the Nal use these powers to create their ships and their servants.

The Nal's impressive technology could have made them a race of great doctors and physicians. Instead, the Nal's sense of superiority and inherent disregard for other species has made them into the worst sort of scientists. They perform experiments with complete disregard for morals and ethics, and operate upon their victims with no form of anesthetic except to keep them from escaping. When an experiment fails, the Nal just devour their victim, using them for sustenance if not for science.

Now living on the fringe of the galaxy, the Nal's homeworld was destroyed in their conflict with the Elder Things. While few records remain of this conflict, the Nal barely manage to survive. While the days of a great Nal'sych'krik'tik empire behind them, the galaxy would be worse off if they ever arose again.

UNFORTUNATE ENCOUNTER

Harlan Jayne was busy with a small retreat in the forest near Polassi Creek. Recently hired by a small technical firm to conduct "team building exercises", Jayne was enjoying how his latest con was paying off. By day he was having them do falling exercises and try to climb trees, while at night he made out with pent up secretaries and counted the money he was raking in.

One night while he had ventured off into the woods with Susan Anderson, a young intern who he had spent



considerable time trying to get into her pants, Harlan's bad luck resurfaced in the form of the Nal. The two were so engrossed with each other that neither noticed it crawling in the tree overhead. They barely knew what hit them, as an ear shattering screech pierced the night and it fell upon them. To his credit Harlan tried to save Susan, but was knocked out when the creature smashed him into a nearby tree.

Harlan woke up strapped to a cold operating table inside the Nal's ship. The first thing he saw was the creature shoveling what remained of Susan down its throat. As the Nal turned towards him next, Harlan started talking and pleading for his life. He managed to convince the Nal that he could get what it needed and the Nal, needing his expertise, agreed to let him live. Thanking the Nal for his life, Harlan told it where it could find a dozen convenient targets nearby. Not knowing any better and believing they were going on another exercise, Harlan led them into the cave system one by one and into the Nal's waiting grip.

As the Nal extends its grip into the town, Harlan has placed himself at the forefront of everything. When the Nal consumed the mayor and his staff as they tried to leave town, he stepped up to become city councilman. At the same time any dissenters were slowly eliminated or converted to thralls to help serve the Nal. Harlan provides subterfuge to the Nal's plans. Where the Nal wishes to dominate the local town and destroy it utterly, Harlan manipulates it into doing what he wishes without revealing itself. Harlan has also kept the thralls hidden from the public by sending them out at night. Halloween has provided him with the opportunity to use the thralls in public by outfitting them with costumes to hide their disfigurements.

POLASSI CREEK

The Nal's ship landed not far from a small town that's relatively off the beaten path. Located fifty miles from Lake Michigan, the town has had a struggling tourist industry for years. Barely scraping by each summer, the town offers seclusion and peaceful surroundings to visitors and not much else.

The town itself is a big mixture of art styles and landmarks. Possessing a rustic look, very few things in the town appear new. Even the town clinic, rebuilt in the 80s after a fire, seems old and run down. The people of Polassi Creek do not seem to mind much as the residents seem to prefer a simpler life.

The town's reclusive nature and remote location is what has allowed the Nal to stay hidden for years. When

someone disappears, the local authorities chalk it up to a hiker getting lost in the woods, or someone drowned while boating on the lake. With the local authorities turned into thralls and any investigators subsequently disappearing, Polassi Creek has managed to keep a low profile.

NOTABLE LOCATIONS IN POLASSI CREEK

Robertson & Sons Carpentry

One of the oldest businesses in town, Robertson & Sons has been in the Robertson family for over fifty years. Priding themselves on their old fashioned techniques for working wood, the business closed up its doors suddenly one night and townspeople saw several former employees of the company carrying small crates into the woods. No one has seen them since. If questioned several neighbors will comment how Peter Robertson was last seen arguing with Harlan Jayne a few days before the shop closed, apparently arguing over whether Peter and his sons will work with him.

Grant's Green Thumb

Edna Grant has dominated the town's gardening market for almost fifteen years since she moved out to Polassi Creek to escape the overcrowded nature of Chicago. Grant's "Earth First" attitude and abrasive nature have made her a pariah in the town, a fact which has served her well in Harlan and the Nal leaving her alone. The store is full of pumpkins and has a makeshift hay maze in the back where children are often seen playing during the day.

Polassi Creek Medical Clinic

Owned by Nelson Jayne, the clinic is the only source for medical treatment within fifty miles. Despite its run down appearance and rustic look, the clinic is fully stocked and capable of treating almost any injury. Since Nelson Jayne built the clinic after the old one was destroyed in a fire, he has gone to great lengths to secure an x-ray machine so that patients did not have to travel far in order to use one.

Woodland Inn

The Woodland Inn is the only motel located in Polassi Creek, and is the nicest place for visitors to stay at apart from camping in the woods. Jeff Parmeijer, the owner, tries to maintain a sense of class and intimacy within the inn. Always greeting new arrivals with a smile, he's a source of information and rumor within the town. If an investigator sits down with him for a cup of coffee he'll gossip about the town all day. Unfortunately he knows very little about the Nal's influence in the town, except that





he's had no repeat visitors in the past couple months and family members and friends of missing people frequently call to ask for any information. What Jeff does know is that several pets have disappeared over the past few weeks, and several people were seen leading cows and animals off into the woods.

THE DISAPPEARANCES OF POLASSI CREEK

Investigators may be drawn to Polassi Creek for many reasons. Perhaps they are looking for a peaceful place to rest after their last encounter. Others might be drawn by strange events that are taking place in Michigan itself. Regardless of their reasoning, the investigators will either be invited to Polassi Creek by Dr. Nelson Jayne or be contacted immediately upon arriving in the town.

Upon arriving in the town, the first thing the investigators notice is how quiet the town is. The trip through the countryside was serene and peaceful. Polassi Creek has a different sort of quiet to it, as if the town seems emptier than it really is. The few people that the investigators see upon arriving appear to act normally, with several mowing their yards and running their businesses like normal.

The investigators will notice two things upon entering town. For every two businesses that are open, one is closed and the windows are boarded up. The second is that the telephone poles and sides of buildings will have missing person's notices stapled to them. On closer inspection several notices are months old, although there are two that are recent: A pair of sorority sisters disappeared while camping over two weeks ago, and the local librarian seems to have disappeared last week.

Nelson Jayne is busy attending to business in the countryside, but has promised to meet with them as soon as possible. Until then, the investigators are free to check out the town.

WOODLAND INN

The Woodland Inn is a two story building located at the beginning of town. It's been repainted several times over the years, a tribute to Jeff Parmeijer's vapid nature and obsession with keeping the place modern. In order to keep the motel running Jeff has had to cut rates, as he has had very few repeat visitors as of late. The interior of the main office has numerous decorations up, running from expensive dioramas to tacky stuffed ghosts hanging from the ceiling.

The inn also provides one of the few accesses to the outside world in town. For a modest fee customers can purchase wireless internet, and the inn offers satellite television. Each room has large windows in the front and

back, allowing visitors a stunning view of the town.

The problem with the inn is that Harlan has placed thralls near the inn to monitor those who come to visit. Within minutes of checking in he is already alerted to their presence in town, and makes careful note of what they are driving.

Investigators who examine the motel discover that several of the rooms have new doors installed. Their fresh paint and the grain of the wood suggests that they were put in recently. If questioned, Jeff simply replies that vandals occasionally break windows and damage doors. He has asked the sheriff to investigate the matter, but so far no one has been caught.

THE LAW PAYS A VISIT

As the characters investigate around town, they are bound to run into Harlan Jayne and Sheriff Dunhill. Harlan is dressed rather nicely, wearing a light blue suit with suspenders. The Sheriff stands over his shoulder quietly, his hands never leaving his belt line. The two men seem to compliment each other, with Harlan smiling and optimistic and the Sheriff stoic and dour.

Harlan strikes up small talk and introduces himself as a town councilman. He has taken over for the mayor while the mayor is away on vacation elsewhere in the state. If questioned as to how he got his title, Harlan gets evasive and attempts to redirect any further questions about him towards the investigators. Harlan acts almost like a guide, pointing out all of the local landmarks and suggesting where they can visit. If asks about his relation to Nelson Jayne, he talks at length about his brother and mentions how he's always been a paranoid person, often seeing things that are not there or inventing his own stories.

Neither man comments on the rash of disappearances around Polassi Creek. All Harlan will say is that more and more tourists seem to get lost hiking in the woods. It's tragic, he reasons, but if people hike in the woods without knowing what they are doing it is their own fault. Sheriff Dunhill says that he has conducted a full investigation and comes up with numerous excuses, such as teens eloping with their lovers and people wanted by the law escaping into Canada.

Sheriff Dunhill will not respond to the investigators except to answer yes or no to their questions. He will only say more if Harlan goads him into doing so, and even then he will follow along. Investigators notice that he has a distant look in his eyes, and at times he is forced to wipe tears from his eyes. If asked, the Sheriff responds that he simply has bad allergies and Harlan orders him to go and take medicine for it.

Harlan promises to keep in touch with the characters



and offers to help in any way he can. He'll attempt to learn as much as he can about the investigators before leaving, although he warns them to keep from spreading false rumors around town.

From then on, Harlan will have his thralls follow them around town. He will be suspicious of the investigators but if he learns that they are investigating missing people or were invited by his brother, he will only become more paranoid and will begin to plan the investigator's own "disappearance."

STRANGE COSTUMES

Walking through the town is quite the spectacle. It's Halloween, and kids are going door to door in their costumes. Even despite all of the disappearances, parents are handing out candy to their children but there are more and more parents out with their kids this year, and several seem suspicious of any strangers they encounter. Some are willing to talk to the investigators but are not too forthcoming with the details.

As the investigators wander the town, some notice that they are being watched. Several figures wearing costumes appear to take a special notice in them, and only a successful Spot Hidden check will reveal that several figures wearing masks have been keeping a careful watch of them. Any attempt at confrontation causes them to walk away from the investigators, and if given chase the thralls disappear as they run around corners. Few in town are willing to help the investigators, as many still believe them to be the source of trouble.

THE DOCTOR'S APPOINTMENT

When Nelson returns to town he calls the investigators and invites them to his clinic later on that night. The clinic is dark when they arrive, with only the doctor's SUV parked outside. Two lit jack o'lanterns sit outside the clinic and numerous decorations line the windows. He is waiting by the door, periodically searching the distance to make sure they were not followed.

Nelson Jayne is as every bit as nice and sincere as his brother is, but he has a sense of paranoia to him. His every movement reflects anxiety, and he appears as if he has not slept well for days. He is still courteous to the investigators and offers them coffee as they walk into his office.

As they sit down to business, Nelson closes all the nearby windows but not before staring out the windows. He tells the investigators that he believes he knows something about the disappearances around town, and how he is powerless to stop them.

When asked why he does not go to the authorities,

Nelson tells them of Dunhill's complicity and how disappearances get brushed under the carpet. He mentions how Dunhill used to hound his brother Harlan relentlessly until he disappeared into the woods looking for the first group of missing people. When the sheriff returned from the woods a few days later, he was at Harlan's side and helped him institute new laws in Polassi Creek.

Some of the first laws passed involved resettling farm animals towards a new farm near the woods. Nelson says that he does not know why they moved cattle and animals out there, but when the farmers went to the Sheriff's office to protest they were ignored and later seen being bussed out of town to tend to the new farm. No one in town knows where the farm is, and no one was sure where the new farm was.

What troubles Nelson more is the strange sounds coming from the woods. At night, Nelson explains how he has heard a strange thunder in the woods. While he cannot prove where the sound is coming from, he's convinced that his brother and the sheriff are in on what is going on.

While they are conversing with each other, a sharp knock at the front door echoes through the empty office. Nelson hurries towards the front and gestures for the investigators to stay hidden. When he looks out the door, he seems to soften a bit and unlocks it, letting in a short middle aged woman with graying red hair. She is holding a towel to her wrist which is turning red with blood.

Nelson introduces her as Edna Grant if the players have not met her before. She has cut the side of her wrist and Nelson begins treating it immediately. She is tired and upset, and reacts to investigators who try to dismiss her with a sharp tongue. Her arm is bothering her, but the real reason she came to Nelson was for help. She had someone try to break into her home that night and hurt herself trying to chase them away.

When asked what broke into her house, Edna explains how she was sitting down to dinner when she thought she saw a stranger standing out in the woods behind her house. She had called the police repeatedly about what she thought were strangers seen in the woods nearby but the sheriff had assured her that there was no evidence of something being out there.

Grabbing a shovel she decided to investigate. While Nelson protests that she should not have risked her life, she replies indignantly that she has the right to protect herself. When she came upon the stranger in the woods it would not move when she yelled at it. She swung the shovel at it, planning on knocking it around a little bit, but the creature broke her shovel and then proceeded to attack her.





As she fought with the creature in her back yard, she tore off its hood to reveal what looked like a human being but with strange tubes running out of its mouth and into its head. She managed to knock the creature down with a bottle and escape, but she cut her wrist on the glass. The creature did not seem to follow her into the night and knowing she needed treatment, she came to the clinic.

If the investigators drive out to inspect her property, there is no creature there. Those who properly investigate the scene, they find there was a struggle and find blood pieces of glass on the ground. The footsteps disappear into the woods however, and any attempts to search for the attacker fail. Edna is worried but promises that she will be safe at her house and that she always sleeps with a loaded shotgun.

If the Keeper wishes, they can allow the investigators to find the attacker and pursue it into the forest. Otherwise, the adventure continues as normal when the investigators return to their hotel room.

HOTEL UNDER SIEGE

The investigators return to their room to retire for the night. As they sleep, a strange thunder rattles the inn's walls. Those that look out their window see strange lightning over the woods nearby. The sky lights up with what appears to be dry lightning, although very few clouds are present. The lightning reveals more than just the skyline however, as players who succeed in making a Spot Hidden check discover a strange figure in black hooded costume watching from the parking lot. Its features are well hidden, but it appears to be staring intently at the room where they are staying.

If attacked, the creature fights stiffly but brutally. It swings wildly at investigators who get close enough to it, and seems to shrug off fierce blows. During the conflict two more creatures appear out of the shadows and attempt to ambush the investigators from behind.

When overcome, the investigators are free to examine the Nal Thralls. They reveal human beings who have been operated on. The bodies are gruesome, with new limbs grafted on and strange tubing coursing throughout the body. Each thrall should have a terrified expression on its face as it dies, as if each creature was being forced to fight. In the pockets of the creatures are numerous binding implements including several pairs of police issue handcuffs. The creatures were there to capture the investigators while they were sleeping.

As they investigate the bodies, a shrill scream comes from the manager's office of the inn. Investigation reveals the door has been kicked in and two thralls are standing over the broken body of Jeff. He appears to have struggled

before he died, and the thralls are working on stuffing his body into a body bag. If attacked the thralls fight back but try to flee with Jeff's body.

After they have been dealt with, the investigators received a panicked phone call from Nelson pleading for help at his clinic. In the distance, a bright light appears over the rooftops of several homes as a fire burns where the clinic was.

SHOWDOWN WITH THE SHERIFF

When the investigators arrive on the scene, the sheriff is standing outside the clinic while a fire guts it from inside. Sheriff Dunhill is standing next to several men dressed in a variety of costumes, with some dressed up as skeletons and others appearing as scarecrows. Dunhill has gripped in his hands a shotgun, and his face is grim.

When asked what is going on, Dunhill reveals that Nelson Harlan is wanted for fraud in several states and has just been arrested for it. It was unfortunate that he set fire to the town's clinic before being captured, but he is being taken away to a holding cell before being sent on to Detroit. The sheriff's answers should seem hollow and forced, as if the sheriff is being made to say them. Anyone who points out that they had been attacked, or questions why the deputies nearby seem to have similarities to the creatures that attacked them is immediately attacked by the sheriff.

The sheriff struggles as he fights, and appears to be jerking forward as he shoots at the investigators. Those who get close enough to him discover that he is weeping openly, and seems to take no joy in any pain he inflicts. Upon being overcome, he collapses onto the ground struggling to maintain his breath as his body fails on him.

Investigating the sheriff's body reveals a series of webbed veins crossing his chest and connecting into his stomach and spine. The sheriff's body appears infected and gruesome where the veins connect with his skin, and there are signs of surgical incisions around his spinal column.

As he dies, the Sheriff manages to speak to the investigators although he can barely breathe. He tells them how he was operated on and forced to help Harlan in his plan. He couldn't think for himself and was trapped within his own body, but now that he is dying he knows freedom again. He tells them how while the investigators fought with the thralls sent to capture them, more thralls captured Edna and Nelson and are taking them off to the creature's ship. After telling them where to find the ship, he reveals the name of the creature behind all of this: The Nal'sych'krik'tik. The sheriff then dies after revealing this



fact, his body beginning to dissolve before them.

THE NAL'SYCH'KRIK'TIK'S SHIP

After traveling through the woods, the investigators find an old trail that leads off into the woods. It appears as if several vehicles have used the path tonight as the mud reveals multiple tire tracts. When they reach the end of the path, they discover a police cruiser waiting next to the entrance to a cave. There are footsteps and drag marks leading down into the cave.

The cave reeks as the investigators make their way down. It is muggy and hot, and the air smells of sulfur and blood. As they make their way down into the antechamber, they begin to see small lights ahead of them. The Nal's ship is otherworldly to behold. More than 2000 meters in length, it resembles a large cylinder. The outside is made of a rust colored metal that is warm to the touch. Small circles line the circumference of the cylinder at either end, and steam wafts out the open hatchway. Small bulbous spheres are scattered outside of the ship providing light, and the cavern smells like rotten meat.

Investigators who spend time investigating the craft will find that there are no visible seams apart from where the hatch is. There are no view ports or antenna of any kind save for the circles located at either end. The circles serve as the exhaust ports for the jump drive, and every other instrument the ship needs is located inside.

If the investigators attempt to board the ship, 1D6 thralls greet them. The Nal's fear and sense of self preservation causes it to expend the last of it's servants in an attempt to save itself. These thralls barely appear human, as their bodies and nervous systems have been appropriated to repair the ship. Some sport tentacles in place of limbs, and use these in their fight to try to entangle investigators while their companions attack them.

The inside of the vessel is both marvelous and horrific. The hallways have painted murals of the Nal'sych'krik'tik civilization. Several pictures are equally disturbing, as they show the Nal fighting against strange plant like creatures and weird cone things. (A successful mythos check will reveal these as the Elder Things and Yith, respectively.)

Lining the walls of the ship and disappearing into numerous crevices and bulkheads are strange bundles of cable. Upon closer inspection, they appear to be human muscles and nerves. An occasional screen is attached to the wall giving readouts in the creature's language, which is unintelligible to the investigators.

Meat Locker

One of the nearby rooms is sealed with a door made from

the same material coating the hull. Located off to the side of the doorway is a small latch made of hardened muscles, and if turned slightly the door opens slowly. Inside the room seated on several shelves are raw chunks of meat, with several animals hanging from meat hooks. Searching the room will yield numerous personal effects including several watches and wallets identifying several people who have gone missing over the past couple months. Searching the room is dangerous however, as the sight of so many human bodies forces anyone who searches the room to undergo a 0/1D6 Sanity Check.

Engine Room

The engine room is located at the center of the ship, directly below where the laboratory is. The room hums and pulses with strange noises, and numerous screens glimmer with strange symbols. Numerous cable intertwine throughout the room and connect into a large white chamber at the end. It radiates several colors and the air cackles with electricity around it. Sitting above the reactor, connected by several wires and tubes to his body, Nelson Jayne is melded with the machine.

Nelson is very much alive, but unable to move. Realizing it needed to replace the computer needed to make the calculations for interstellar travel, it had begun to insert Nelson into the jump drive itself. Several tubes are melded with his head and Nelson is barely conscious from the pain.

Removing Nelson requires a series of four Medicine skill checks in order to safely remove Nelson. Failed checks inflict 1D6 damage on Nelson as the investigators accidentally send feedback into his brain. If the characters proceed without making the checks or attempt to cut the wires themselves, Nelson is wracked with pain and begs them to stop. He also warns them against damaging the reactor. While he has not been blended with the machine for long, he knows enough that the jump drive could cause serious damage to Michigan if damaged.

Freeing Nelson sets off an alarm which sends 1D6 thralls and Harlan Jayne into the chamber. Harlan seems remorseful about what happened to his brother, but threatens the investigators to leave. Harlan's pleasing nature is gone now, revealing a broken and bitter man whose only concern is serving the creature. He attempts to plead with the investigators and convince them that if they help the Nal, it will trade technology with Earth and help bring mankind to the stars. He talks about all that the Nal can offer them as well as where it comes from.

Harlan's indecision means that the investigators will get to attack first. Upon attacking however, his rage excels and he launches himself upon them, revealing the full





extent of his implants. The thralls will not harm Nelson, but will attempt to kill anyone trying to free him. Once freed, Nelson just wants to leave the ship, his spirit broken and suffering from minor brain damage. Regardless of whether he survives the encounter, Nelson will never be the man he once was.

=When Harlan is killed, Nelson stops to tend to his brother's body. He will insist upon taking the body out of there, but the implants begin to break down Harlan's corpse shortly after he dies. Nelson can be left here or can be taken along, but is unable to help with any further combat.

Thrall Laboratory

The center of the ship is dedicated to the Nal's research lab. The walls are covered in thick bundles of tissue and several large pumps pulse in the corners of the room. Several failed experiments are hung from the ceiling, mutilated and torn from failed surgeries. In the center of the room is an enormous operating table made from bone and tissue, with a Edna Grant still attached to it. She is alive, although she is scared out of her mind and her sanity is nearly gone. Heavy restraints lock her onto the table and a leathery strap runs across her midsection.

Freeing Edna is difficult but not impossible. A shrill whistle goes off once she leaves the table however, notifying the Nal that it's patient has escaped. The Nal will arrive within minutes, slinking through the ventilation tunnels of the ship with great speed and emerging through a hole in the ceiling.

The Nal is cornered in its own ship and will fight to the death. With great speed it is capable of disappearing through the tunnels of the ship, and the creature will attempt to snag a victim and drag it off into the vents so that it can be devoured somewhere else. Cutting it off from the vents will reduce its effectiveness, as the creature is too slow to escape any other way.

NEARING THE END

Once the Nal is killed, the entire ship glows with a golden light. The ship's computer was connected to the creature's heart, and with its death a failsafe goes off. The entire ship begins to writhe and shake as the drive powers up.

The Keeper is encouraged to let the characters leave, for those that dawdle will not survive the jump drive activating. A golden glow fills the cavern and the immediate area, and investigators are filled with a sense of warmth as their minds seem to expand greatly. A sudden flash and an enormous roar shakes them and brings them to their knees as the very fabric of reality is torn open

and the craft disappears. (Those who witness the ship departing suffer 0/1D4 Sanity Loss.)

Those that decide to stay on the ship as it leaves are never seen from again, as the computer activates the jump drive without a specific destination programmed in. Perhaps the ship reappears somewhere else on Earth, or it appears somewhere inside the solar system. In all likelihood, the ship is lost forever in the darkness of space, condemning those trapped to eternal solitude.

CHARACTERS

HARLAN JAYNE

Con man and Collaborator

With his dashing good looks and pleasant smile, Harlan has been successful at almost anything he's put his hand too. A natural people person, Harlan knows how to read people and has made a living playing on people's fears and their wants. Always looking for the next big con, his brother's only lament in life is that he knows Harlan could excel and do a lot of good with his life if only he was not consumed with making a quick buck.

Harlan is a survivor. Unlike his brother Nelson, Harlan's sense of morality is extremely flexible. He knows what he is doing is wrong and he cannot stand to watch the creature operate on its victims, but he knows that by cooperating there is a chance he can survive. The technology the Nal uses fascinates Harlan, and he believes that it could advance mankind, while at the same time bring him the big score he's always dreamed of.

The Nal has enhanced Harlan, using tissues taken from some of its victims. His muscles are denser and more compact, and his senses have been increased as well. Although in constant pain Harlan is relishing his newfound power, which has only inflated his ego and made him more inhuman.

STR 18	CON 15	SIZ 11
INT 12	POW 16	DEX 9
APP 14	EDU 11	SAN 0
HP 13	DAMAGE BONUS: 1D6	

Weapons Fists 75% (2D6+DB)

Skills Appear Harmless 70%, Conceal 40, Locksmith 65%, Dodge 55%, Fast Talk 80%, Bargain 70%, Persuade 45%



NELSON JAYNE

Small Town Hero

Nelson Jayne is almost the splitting image of his brother despite being a few years older and having completely different ethics. He grew up admiring his father greatly, and it was from him that Nelson got his sense of decency and honesty. Always dreaming of helping people, he went to med school and set up a thriving practice in Detroit.

Nelson's only regret in life is the rivalry with his brother. His brother's tendency to never set any permanent goals or maintain an honest profession has long weighed on his mind. And yet, despite what his brother does, Nelson always is there to bail him out.

He knows that the town has changed greatly over the past few weeks. People have disappeared only to reappear acting strangely, and strange monsters have been seen dragging people away. Knowing that the authorities will never believe him, Nelson is turning to outside help in order to save his town.

STR 9 CON 7 SIZ 11
 INT 12 POW 14 DEX 9
 APP 12 EDU 11 SAN 9
 HP 15 DAMAGE BONUS: +0

Weapons Hunting knife 55% (1D6)

Skills Law 40%, Medicine 85%, Biology 40%,
 Dodge 55%, Chemistry 80%, Persuade 45%

SHERIFF PATRICK DUNHILL

Pained Drone

Patrick Dunhill kept Polassi Creek free of crime for nearly a decade with his tough policies and no-nonsense approach to crime. Although many considered him a nuisance, Dunhill was the only opposition Harlan Jayne faced. It was no surprise that Harlan convinced the Nal to spare Dunhill and turn him into one of his drones.

Every waking moment is agony to Dunhill although he does not show it. The Nal left his physical appearance untouched, instead rearranging his internal organs and lobotomizing his brain. Now Dunhill is practically a mindless servant who repeats what Harlan tells him too, forced to arrest the citizens of Polassi for the slightest infractions and deliver them to the beast. As much as he struggles he cannot fight the control over him, and Dunhill's thoughts have gone from being focused on escape to when the creature will let him know peace and kill him.

STR 13 CON 9 SIZ 9
 INT 12 POW 12 DEX 14
 APP 9 EDU 11 SAN 60
 HP 9 DAMAGE BONUS: +0

Weapons Nightstick 35% (D6+DB)
 Pump Action Shotgun 50% (4d6/3d6/2d6)
 Colt Python 60% (1d10)

Skills: Law 55%, Throw 15%, First Aid 50%, Dodge
 45%, Listen 25%

THE NAL'SYCH'KRIK'TIK

Ten feet long, the Nal resembles a sort of segmented slug lined with tentacles. Its brown body is covered in off white circles and spots. Its head is dominated by one massive eye surrounded by tiny nubs which pulse and writhe, as they function like a nose. The Nal's gruesome appearance hides its ferocious intelligence. Capable of learning at an enhanced speed, the Nal has managed to learn much about human physiology during it's time on earth.

Desperation has made the Nal more dangerous, and the closer it gets to its goal the more paranoid it becomes. To try to satisfy itself, the Nal has been feeding more and more regularly on citizens from Polassi. As far as the Nal is concerned, escape is nigh and the people of Polassi are expendable.

STR 15 CON 20 SIZ 20
 INT 25 POW 24 DEX 12
 APP - EDU 12 SAN N/A
 HP 40 DAMAGE BONUS: +2D6

Weapons Bite 65% (1d10+DB)
 Tentacle 35% (1D6+DB)

Skills Law 55%, Throw 15%, First Aid 50%, Dodge
 45%, Listen 25%

Spells Control Skin, Transfer Organ
 Transfer Body Part

Sanity Loss 1/1d8

NAL THRALLS

What the Nal does not consume for food or disassemble for parts it uses for protection. Using leftover parts, it has grafted together several creatures to aid in retrieving parts and protecting the Nal while it works. Many of





them are still conscious but in horrible pain, their minds consumed with pain and fear. While surgery has mutilated most of the thralls into having grotesque and horrifying appearances, Harlan has convinced the Nal to leave some with their regular appearances in order to aid him more covertly and to avoid suspicion.

In order to help protect it, the Nal has removed several of its appendages and attached them to the thralls guarding it. Those guarding the ship are the most inhuman looking of all, their bodies stripped of flesh and outfitted with strange organs and appendages to help run the ship.

STR 15	CON 11	SIZ 6
INT 12	POW 12	DEX 8
APP 5	EDU 11	SAN N/A
HP 9	DAMAGE BONUS: +0	

Weapons Fists (1D6)
 Tentacle (1D6 + DB)

Skills Law 55%, Throw 15%, First Aid 50%, Dodge
 45%, Listen 25%

PLOT HOOKS

1. One of the investigators had a family member who went on a retreat one weekend and disappeared without a trace. While the police investigated and found no sign of foul play, the family member was seen walking into the woods days later.
2. An aurora borealis has appeared at random times throughout Michigan. Researchers are baffled as to why it has appeared, drawing researchers from many different fields to the state in order to investigate this bizarre phenomenon. The phenomenon's true origin is the damaged jump drive on the Nal's ship. The drive is leaking strange energies which have begun to affect the very land around it.
3. As the investigators enjoy a night off, a package arrives via express mail at their door. Opening it, they receive a warning about something sinister occurring near Polassi Creek. What the investigators do not know is that a local Mythos cult has learned of the Nal's existence, and hope that the Nal and the investigators eliminate each other before swooping in.



TRICK OR TREAT, BY MIKE PLOURDE



Chapter Six

LONGA OBSCURITAS

Scenario by Oscar Rios



THE LONG DARK

An Original Cthulhu Invictus Scenario

For the Romans it was the end of the growing season and a time of harvest. It was a busy time, when those working the land gathered in the fruits of their labor and made ready for the long dark months of winter. It was an important time because if the growing season was poor those there would be many hardships ahead.

For the natives here in Britannia, it was all that and much more. To them this was a sacred time, the start of their New Year. It was also when those who had died during the year made their way to whatever afterlife these people believed in. A time when they believed that all manner of ghoulies and ghosties, and long legged beasties were free to enter our world. So, the native built huge bonfires to keep the demons at bay and to bid farewell to the souls of their departed loved ones. It was all nonsense of course, but they sure did know how to build a bonfire!

Times were changing in Britannia now that it was part of the Empire. Traditions were also changing, as were local sensibilities. The old ways of the natives where blending with those of the new settlers from other parts of the empire. However, the newcomers were also slowly changing, it was hard to resist. Many citizens across the province who'd been born in Gaul, Germania, or even Rome would find themselves at a bonfire on what the natives called Samhain Night, bidding farewell to the dead. Well, when in Britannia...

You're on the way to the home of your old friend Cael Rufus, a retired legionary with Legio VI Victrix. He retired last year and was given a tract of land north of Viroconium. The territory was only recently being settled as it was never worth the trouble of cultivating before. That was until Roman engineers stepped in and set up a

series of wells combined with an irrigation system. The land sprang to life becoming prime sheep and cattle country. This suited Cael's situation as you heard he'd managed to marry a wealthy native woman whose family owned some of the finest herds of cattle in the province.

Cael is a good man, born in Britannia to a Roman father (who'd served in the VI Legio as his son had) and a Briton mother of the Demete clan. As such your friend has a foot in both worlds, so to speak. He speaks Latin as well as he does the native tongue, drinks wine as well as beer, fights in formation but occasionally charges forward with a fearsome battle cry. He's a good friend but one apparently with a problem. Your invitation came with a message that he might want your help "looking into something while you're here". Hopefully it isn't anything that would get in the way of the Samhain holiday.

KEEPERS INFORMATION

The new land being settled, where Cael's farm is located, was once the seat of an ancient Serpent Man kingdom. They battled the first humans arriving in the area for nearly a century, keeping mankind at bay and making slaves of their prisoners. However, the humans eventually launched a massive assault on the valley, winning a near total victory against them. The victorious Celts shattered the kingdom of the Serpent Men, destroying all they could find in a wave of blood and fire. The last remnants of the Serpent Men fled underground, surviving as best they could in the darkness of a local cavern system.

These serpent men then fought a guerrilla war against the humans, creeping out of their caverns by night to launch raids. With their numbers so diminished they were forced to interbreed with captured humans. The Britons sealed the entrances to these tunnels, with stone and fire, whenever they found them but their enemy kept digging



new ones. The attacks persisted; there was little peace in the valley.

Eventually the stalemate was ended as two things happened. (1) Mankind abandoned the area. The Druids declared that the ghosts of fallen warriors haunted this land and that no one should live there. In the fullness of time all knowledge of the Serpent men faded from even myth, only the stories of the warrior haunted land remained. (2) The Serpent Men stopped trying to excavate new exits to the surface, becoming content with a life underground. Interbreeding with captured humans had a profoundly negative effect on them as well. The Serpent Men degenerated into a stunted parody of their once proud race. As their intelligence greatly diminished their technology, once filled with science and mysticism, fell to a Stone Age level.

This was the way it remained until the Romans came. Five years ago humans returned to the valley, digging wells to irrigate the area. One of these wells, the one on Cael's land, penetrated the caverns of the degenerate Serpent Men. They returned to the surface, for the first time in centuries, spying on their legendary enemy, man. While very timid at first they are slowly becoming bolder. The Serpent Men are stalking about Cael's property stealing things and using their innate magical abilities, "Curse of the Little People" to make life for those living here very difficult. Things go missing, food spoils, tools break and crops wither, all caused by the night time raids of the Degenerate Serpent People.

The situation is escalating. Cael has called in reinforcements to help him get to the bottom of things (i.e. the investigators). The Degenerate Serpent People have stumbled upon a new idea as well. Maybe the time has come to start abducting new breeding stock from the humans, as their forefathers had. On Samhain night the Degenerate Serpent Men will be out in force, ready to ambush travelers on their way home from the community bonfire.

NON MYTHOS PROBLEMS

Cael's lovely wife Carra, a woman of the Cornovii tribe, had a suitor before Cael whom she rebuked. This man, named Bresal, is a fellow Cornovii noble whose pride is still smarting from the rejection. He's currently harassing Cael and Carra, trying to make his rival look bad. Bresal has a band of troublemakers at his side, ready to cause trouble. Soon they'll try to steal cattle from Ceal, wearing frightening costumes to conceal their identities.

Another local character is Old Regol, a wandering carpenter who does labor here and there to support himself. He is actually a druid in hiding. Old Regol has

come to the area to try a warn people away, remembering that living in this valley was forbidden in days of old. He'll tell tales of the "ghosts of fallen warriors", who died fighting demons of the underworld, haunting these lands. Regol will push for the settlers to leave the valley before Samhain for their own good. While only partially correct, he believes what he is saying. The problem is that he likes to drink and is usually drunk by nightfall. Most locals consider him a good carpenter, a hard worker and a harmless drunk.

INVOLVING THE INVESTIGATORS

Investigators can become involved in this scenario in many ways. They can be friends of Cael, or his wife Carra, visiting their new farm to celebrate Samhain. Investigators can be sent by whatever authorities the Keeper wishes to look into claims of "harassment" on the farm of a respected retired legionary. Keepers may also have the investigators brought to the area to locate a traveling carpenter who is suspected of being a Druid and may be promoting insurrection.

PART 1: NEIDR ABERFA

The area this scenario takes place in northern Briton about two days travels from the city of Eboracum (modern day York), about a day's travel south of Hadrian's Wall. The region is one of rolling hills and rocky mountains. Cael's farm lies in a valley called "Neidr Aberfa" by the locals (meaning "Snake Haven" in Welsh). The walls of the valley rise steeply and its floor is covered with cleared fields and patchy ancient forests. Eight farms now lie here, all of them less than five years old and each centered around a newly dug well.

Unbeknownst to all, this area was once home to a small kingdom of magic using Serpent People. Someone carefully searching the ancient forests can still find scattered remains of this vanquished culture. The valley is heavily populated with Briton's only venomous reptile, *Vipera berus berus* or the Common Viper. Lurking in caverns across Neidr Aberfa are the degenerate descendants of the Serpent People who are slowly making their presence known.

THE FARMS

There are eight farms set up in Neidr Aberfa, all of them granted to retired members of Legio VI Victrix (the 6th "Victor" Legion). Most landowners once served in auxiliary units attached to the 6th, but about a third of



them were rank and file Roman legionaries (among them Cael). All of the veterans know one another and get along well. They also try to stay fit as well; knowing that being so close to the Caledonian border means they might need to defend the valley at some point. Settling these men here was no accident, the local prefect wanted dependable and loyal veterans living in the area.

The eight farms are as follows:

#	Owner	Former Unit	Main Product	Population
1	Dobar	Auxiliary-Archer	Barley	24
2	Finnbane	Auxiliary-Cavalry	Rye	17
3	Matius Fronto	Legionary	Wheat	19
4	Vassedo	Auxiliary-Scout	Oats	14
5	Espaid	Auxiliary-Courier	Cattle	18
6	Findgall	Auxiliary-Archer	Sheep	11
7	Sentius Paternus	Legionary	Sheep	15
8	Cael Rufus	Legionary	Cattle	21

The farms are about three years old, well maintained and prosperous. They're arranged in the above order along a newly build Roman road, leading from the mouth of the valley to the end of it. Each is between one and two miles from their neighbors. A mix of family members, employees and slaves populates each farm, with about 40% of the people here being women and 5% being children (age 12 or younger).

Military Preparedness

Each farm keeps a good supply of arms, armor and provisions. The owners make sure that every able-bodied man on his holding knows how to defend himself. Each farm is protected by a low earthen berm for better defense. On the highest point of each property is a wooden tower topped with an iron fire pot for signaling, with a war horn hanging beside it. Each farm in the valley is within sight of both of its neighbor's towers. Investigators should easily realize that these settlements were established to be easily defendable, in the style of a military encampment.

Internal Threat Number One: Vipers

The most abundant mundane threat in Neidr Aberfa is that of the common viper. Held sacred by the Serpent People of old, their numbers are still strong throughout the valley. Unlike the vipers found across Britannia (which are gray or brown) the ones found in this valley are solely melanistic (meaning they're completely black in coloration). Investigators making a successful Natural World roll will realize that this is a rare but natural occurrence. Despite efforts to control them, the snakes

are a part of life here and most locals accept that. They'll warn newcomers to be careful about walking in tall grass, traveling in the forest or sleeping on the ground, as snakebites happen rather frequently in Neidr Aberfa.

Vipera berus berus

The Common Viper

STR	5	CON	10	SIZ	5
INT	1	POW	10	DEX	15
HP	7	DB	--		
Weapons	Bite 45% venom POT 1d10.				
Armor	none				

Internal Threat Number Two: Bresal

This Cornovii noble is currently a guest at the farm owned by his cousin, Findgall. While Bresal says he's here to celebrate Samhain with his kinsmen he and his men are actually here to make trouble for Cael. Most of the other veterans in the valley won't get involved unless Bresal or his men step out of line. They consider this a personal matter between the two men. Findgall will be upset if Bresal embarrasses him by openly doing anything stupid.

Bresal and his men go riding around the valley, loitering near Cael's property and his cattle. They'll flirt with the women they find there, whether they are married or not. The band will also trespass, claiming ignorance of the offense and withdrawing with apologies if called on it. Bresal himself will take every opportunity to speak with Carra or tell stories of when Carra and he were a couple (knowing full well it is inappropriate). While an annoyance and suspicious in light of what is going on at Cael's farm (see below), it is mostly harmless. Unless pressed the band won't make a real move against Cael until after the Samhain festival.

Bresal, Cornovii Noble

Rejected suitor and troublemaker

STR	16	CON	15	SIZ	16
INT	13	POW	12	DEX	13
HP	15	DB	+1D4		
Weapons	Fist (75%, 1d3+db) Grapple (60%) Kick (45%, 1d6+db), Knife (60%, 1d4+db) Bow (55%, 1d8+db) Long Sword (75%, 1d8+db).				
Armor	Leather & Rings -3 Point Medium Shield (50% parry)				



Skills: Dodge 45%, Fast Talk 60%, First Aid 40%,
Hide 85%, Listen 65%, Ride 65%,
Sneak 75%, Spot Hidden 40%, Status 50%.

Bresal’s Men

Ardar, Iucharba, Dowan & Adwen

STR 15 CON 14 SIZ 14
INT 12 POW 11 DEX 13
HP 14, 14, 14, 14 DB +1D4
Weapons Fist (70%, 1d3+db), Grapple (50%), Kick
(40%, 1d6+db),
Knife (50%, 1d4+db), Bow (45%, 1d8+db),
Long Sword (65%, 1d8+db).
Armor Leather & Rings -3 Point.
Skills Hide 75%, Listen 55%, Ride 55%
Sneak 65%.

he’ll never say that he is a Druid, as he no longer feels he has the right to claim to be one.

Regol’s Story

Many years ago, when the first men came to these lands, this was where the demons lived. The men of old were great heroes and the tales of demons were welcome to their ears. A man is judged by the challenges he faces and these men craved glory above all else. So they took up their arms and they waged battle with the demons. In the end they were victorious; all of the demons were slain. However, the battle was more costly than the heroes could have ever imagined. All but one of their ninety-nine heroes was slain. The sole survivor was crippled, blinded and dying of his wounds. He buried his companions, one by one, using his bare hands and the last of his strength. This last warrior made no effort to save his own life, for a life without one’s friends is no life at all. With his last breath he cursed this land for this was a hero’s graveyard, where demons have been thrown back into the underworld and men had given up their lives for the good of all. No one was to live here out of respect for the fallen. To this day, on Samhain night, all one hundred of these warriors rise from their rest. Their ghosts patrol the valley, looking for battle, hoping that the demons would dare to return. This is a sacred place, where the ghost army of old dwells and soon they will rise again. Woe to any who remain here once that happens.

Internal Threat Number Three: Old Regol

While not a threat, this seemingly harmless old man could present a problem. He is actually a druid, which makes him a fugitive. Regol has been in hiding for years, making a living as a traveling carpenter. Currently he’s building a henhouse at Vassedo’s farm. At night, when he can get it, the old man enjoys strong beer and drinks himself into a stupor. When drunk the Druid in him comes out, and he begins telling stories and legends of old. Most of the locals already suspect Regol’s druid training but no one feels that he is a threat to anyone. They don’t speak of it openly and will tell investigators, “He’s just a harmless old man who doesn’t cause any trouble”. He’s well liked by everyone in the valley and they’ll protect him if they can.

However, Old Regol does know something of the history of Neidr Aberfa. He’s come here in hopes of driving people away from the valley, especially before Samhain. Regol will quietly whisper warnings to anyone who’ll listen. The problem is that no one will listen. If told that several Samhain have already passed without incident he’ll say, “That doesn’t mean it won’t happen this year.” He’s resigned himself to staying in the valley and suffering whatever fate awaits the people living here. Regol is old and feels his life is a failure, to him dying here is as good as dying anywhere else.

If investigators question him while sober Regol is polite but claims to “not know anything”. He’ll explain that he’s “just a lowly carpenter trying to make my way in the world.” When drunk (75% chance each night, or 100% if supplied with drink) he’ll gladly tell what he knows of the valley. No matter how drunk he becomes

The Problem with Regol’s Story

While some of it is true (humans did battle and defeat a colony of magic using Serpent People here), most of it is not. There are no ghost here, no spirits of a dead army seeking to do battle once more. The area was made taboo because the humans could never totally wipe out the Serpent People who’d fled underground. Regol is unaware of this, firmly believing his story to be utterly true.

PART 2: CAEL’S FARM

The farm owned by Cael Rufus is primarily a dairy farm. His beautiful wife, Carra, came from a clan who owned many head of cattle. She came into her marriage with nearly thirty head. Carra, as well as most of the workers living here, are skilled in making butter and cheese. Currently, the herd here numbers forty head. The farm





does have other animals on it (pigs, chickens, some geese) and has a small field planted (mostly vegetables) but dairy products are the main focus of its efforts.

There are five buildings here; a main house, a worker's house, a huge barn, a smokehouse and a dairy building (where butter and cheese are made). Pastures for the cattle take up most of the property. The herds are watched over by mounted men while women do most of the dairy work. Of all the farms in the valley this one has the most women living on it (ten women and eleven men). There is a single, rather large guard dog living here named Lodan. Cael has taken to calling the animal "Audacia" (Latin for bravery) rather ironically. The dog is often seen lurking about with its trail between his legs during the day and hiding in the barn after dark.

THE PROBLEMS

Cael will be reluctant to talk about the problems plaguing him, as it is rather embarrassing to him. He'll make sure his guests have something to eat and drink (offering them beer or wine) before he gets to the topic. When he finally does explain what his problem is he'll state, in a frustrated tone, "I've got sprites, and I can't get ride of them. It's annoying and it's getting expensive." He'll also explain that he seems to be the only one in the valley so targeted. Cael is desperately trying to keep his neighbors from finding out what is going on, saying "I don't want to be known as Cael, the guy with the sprites."

Things at the farm have never been totally normal but recently they've been getting worse. Cael will confide to the investigators that odd things happen on the property, things no one can explain. These things aren't consistent, happening now and again without any logical pattern. Most of these occurrences are harmless, pranks really, but they are getting far out of hand. Some of these occurrences are as follows:

- 1) Dairy products (cheese, butter, cream, milk) suddenly sour to the point of inedibility, even when newly produced.
- 2) Tools seem to rot, rust or warp when left out overnight.
- 3) Eggs collected sometime are rotten, even if newly laid by the hens.
- 4) Barrels of beer and bottles of wine sometimes go sour overnight as well. These items are not produced here.
- 5) Clothing laid out to dry overnight sometimes is nearly destroyed by moths or mold by morning.
- 6) Chickens and geese are sometimes stolen. It was thought to be the work of foxes, but recently animals have been taken from securely closed pens with no sign

of damage.

7) Cattle are falling ill, usually from eating something they shouldn't or having their hooves damaged. Production is down 20% because of such injuries. None have been lost to this, yet.

8) More people get bitten by snakes on Cael's lands there then anywhere else in the valley.

9) About once a month someone has his or her left shoe (sandal or boot) go missing. It's becoming an expensive prank and is annoying to everyone.

10) All efforts to watch over the farm have failed including purchasing a supposedly vicious watchdog (see above).

THE REQUEST

Cael will say the farm's been targeted by angry sprites (i.e. pixies, fairy creatures) but doesn't know why. He needs to stop then somehow before the farm gets too expensive to run, people start to quit or someone gets hurt. Cael is at his wits end and offers the investigators 100 sesterces in coin, or 300 sesterces worth of dairy products, if they can solve this mystery.

Cael is also worried about Bresal, although these strange happenings have been going on long before the man's arrival. He'll confide in the investigators that he knows Carra rejected this man when she married him, and that he feels sympathy for the obviously hurt and proud Bresal. Cael will also say that he cannot put up with much more of his rival's insults and harassment. He has a reputation to uphold and that his wife doesn't encourage Bresal, often making the man look foolish with her comments.

What people think about the sprites

Carra and the other workers here, most of whom are her kinsmen, think that the farm is being targeted by sprites. They think the mischievous spirits are angry for some reason and are playing hurtful pranks. Everyone concedes that sprites aren't usually known for being so malicious or persistent. The dairymaids are leaving bowls of milk out as offerings to the sprites, trying to placate them. So far the pranks have continued.

The Real Problem

Down the well of Cael's property is a cave where the degenerate serpent people emerge. These creatures are trying to drive the humans away. The Serpent People know the humans are dangerous from their legends so they aren't attacking anyone, at least not yet. This will change come Samhain night (see below).



PART 3: THE WOODS

The woodlands of Neidr Aberfa can be a treacherous, overgrown place that locals will warn investigators about. The footing is unsure; underbrush is infested with snakes (40% chance of attack to anyone venturing here) and it's easy to get lost. Anyone failing a Luck roll becomes disorientated and needs to make a successful INT x4 check to find their way, otherwise they become lost. Investigators who lose their way in these woods wander about aimlessly for 1d3 hours before exiting the woods somewhere along the main road. Deep in these wooded areas lay the fragmented remains of a once powerful community.

Investigators searching these woods across the valley can find any of six strange ruins. They must make a Luck roll (to be in the right area) and a Spot Hidden roll (to find the evidence). None of these ruins will be close to one another, as they are spread throughout Neidr Aberfa. Those investigating these ruins have their chances of being attacked by 1d4 snakes doubled (80%).

These ruins are as follows:

- 1) The partially buried remains of a statue. If excavated and reassembled it seems to be a slender humanoid figure with four fingers. They head of the statue is missing. Investigators making an idea roll will realize the head has been smashed into pieces so small it cannot be reassembled.
- 2) The remains of a stone tower. The building is weathered down to its foundations and covered with ivy. If cleared of ivy investigators notice the stones are perfectly cut geographical shapes, none of which are square.
- 3) A three-foot wall covered with moss. The stones are geographical shapes (see above). If the moss is removed Investigators can make out long weathered carvings, a language of some sort that they cannot identify.
- 4) A stone fountain, filled with debris (leaves, soil and small plants) is found here. If cleared away investigators will see the heads of the fountain are artfully carved snakes. There is more indecipherable writing on this structure. A few rounds after being cleared the statue will begin to spout clear, cold water.
- 5) A thick twelve feet tall metal pole with a block of stone at the base is found lying here. A metal snake's head with

huge black stone eyes sits on top of the pole. Anyone making an idea roll realizes that the pole is supposed to be stood up, the stone base being a foundation. If stood on end the black stone eyes begin to glow, filling the area with pale blue light.

6) A twenty-foot long stone monolith. It's lying on its side; half buried and covered with vines. If the vines are cleared away investigators can see that it is covered with silver lined indecipherable runes.

Investigators should realize from this evidence that an ancient people once dwelt here. They may also realize that these people possessed high technology and arcane powers. These clues shed some light on the valley's past but do little to give the investigators a course of action. Investigators will need to catch the culprits red handed at Cael's farm or they'll make themselves known at the Samhain festival.

PART 4: ATTACK OF THE SPRITES

Investigators standing guard over Cael's farm overnight do have a possibility of catching the Degenerate Serpent People in the act. The chance that the so-called sprites launch one of their nighttime raids on the night when the investigators are standing watch is 20% (1-2 on a 1d10). However the stealthy skills of these creatures might allow them to slip past even the most observant investigators.

Degenerate Serpent People are very good at hiding (85%) and sneaking (80%). Should any of the raiding party fail one of these rolls on a night investigators are standing guard Keepers should allow them to roll a Spot Hidden or Listen roll to detect the creatures presence. The Serpent People will make for high ground during these raids, climbing walks, trees and sulking along rooftops while looking down on the farm and anyone standing guard. The dog, Lodan, can smell the Serpent People but is terrified of them, hiding inside the barn if possible.

About half Degenerate Serpent People, and all of the ones going on these raids, possess an innate magical ability called "The Curse of the Little People". These creatures mainly seek to cause mischief. They'll damage tools, snatch a chicken or two, spoil some food and possible steal someone's left shoe, which they consider hilarious for some reason. If they detect anyone standing guard over the farm they'll attempt to use this ability to make them stumble and fall, possibly with injuries (see below).

If pressed into combat the "sprites" will defend





themselves. The Degenerate Serpent Men will fight using their poisonous bites, sharp claws and stone clubs. Their best weapons are hurled rocks, which they can throw with deadly accuracy. They'll attempt a fighting retreat into the woods, doing their best to take any of their dead or wounded with them. Once in the forest the creatures scatter and hide, as they do not wish to lead anyone to the entrance of their underground lair. Once things settle down they'll try to sneak back to the farm and climb down the well, returning to their tribe. When traveling to and from the well the Degenerate Serpent Folk make an effort to carefully cover their tracks (65%).

The Raiders (5), Degenerate Serpent Folk

Hybrid Descendants of a Once Proud Race

STR 10 CON 11 SIZ 07
INT 07 POW 14 DEX 13
HP 9, 9, 9, 9, 9 DB -0-
Weapons: Bite (30%, 1d3 + POT 6 Poison)
 Claws (55%, 1d4)
 Stone Club (40%, 1d6+1)
 Hurlled Stone *6 (65%, 1d4).
Armor None
Skills Climb 80%, Hide 85%, Sneak 80%.
Sanity Loss 0/1d6 points to see degenerate serpent folk

PART 5: SAMHAIN NIGHT

Keepers can have the investigators arrive at Cael's farm a few days before Samhain, in order to give them some time to look into his "sprite problem". No matter what happens on the farm Cael, his wife and all their slaves and employees, will travel to the property of Matius Fronto to celebrate the holiday. However this night is important to the Serpent Folk as well. The entire clan of the creatures will launch a well-planned attack on the residents of Cael's property as they return from the bonfire.

Bresal and his men will make their move against Cael this night, attempting to steal a number of cattle from his herds. The raiders have no intention of keeping the animals. If successful Bresal orders his men to scatter the animals across the valley in order to make Cael appear inept at keeping tabs on his cattle.

THWARTING THE ATTACK

It is possible for Investigators to get to the bottom of the mystery before Samhain. If this happens Keepers

should skip Part Five and go straight to Part Six ("The Underworld"). If the Investigators are successful in driving the Degenerate Serpent Folk away, the Samhain night attack never takes place. Keepers can end the scenario there, or allow the investigators to enjoy the Samhain night bonfire and still deal with the troublesome, if rather mundane, Bresal and his men.

THE FESTIVAL

Everyone in the valley will gather at the communal bonfire held on the property of Matius Fronto. Fronto is the highest-ranking veteran in the area and possesses the nicest farm in Neidr Aberfa. He'll have cleared a large area for the bonfire and gathering, supplying food, drink and music for everyone in the valley. Fronto takes on quite an expense for the honor of hosting the gathering and everyone in the valley is more than happy to let him. His wife, Silvia Ravilla, expertly organizes all details of the festival. Strangely enough the woman isn't even a native Briton. Silvia Ravilla was born in Hispania but dresses like a native, speaks Brythonic and has warmly embraced many local traditions. This may peak the interest of investigators but has nothing to do with the scenario.

The festival centers on a communal bonfire, lit long after sundown. Once everyone gathers around it Old Regnol will say a few words about spirits of the dead, creatures of the night and the importance of community and traditions. After this there is dancing, eating (mostly Roman style foods) and drinking (some wine but mostly native brewed beer). They veterans will trade old war stories and enjoy some good-natured ribbing of one another.

TOO MUCH WINE

At some point towards the end of the festivities there is a confrontation between Cael and Bresal. The Cornovii noble initiates it and the men trade some nasty insults and threats back and forth. It ends when Carra steps in, screaming to Bresal, "Go home and take you cronies with you. There is nothing here for you and there never will be. Stop embarrassing yourself." At this point the quick witted Silvia Ravilla steps in to calm things, making a joke about there being "too much wine and not enough beer in everyone's cups." While no violence occurs, this event effectively ends the gathering (which was close to ending anyway).

LEAVING THE FESTIVAL

As everyone prepares to travel home, sometime after midnight, they'll don a variety of masks. Those without masks will be given some to wear on their way home by



Old Regol. Either he or any of the locals will explain that, “These masks will hide your identity from the ghosts and creatures of the night that might be out tonight. You don’t want to be followed home by something not of this world. You can’t be too careful.” Those traveling home will light their way with lanterns made from carved gourds and turnips, carved into a variety of glowing faces.

THE GHOSTLY RAIDERS

Those in Cael’s company will encounter a group of five riders trespassing on his lands while on the way back from Mantius Fronto’s property. They will be in one of the pastures where most of his cattle are being kept in this evening. The riders all carry torches, wear tattered rags and have fearsome faces that seem frozen into cries of pain. The horses they ride seem to be covered in shrouds as well. The riders will scream and howl, driving about fifteen cattle before them through a hole that’s been knocked down in the fence here. Those witnessing this become very afraid and rush about calling out “Ghosts!”, “Demons!” and “The Army of the Dead!” Investigators who also see this must make a Sanity Check for 0/1d3.

Unless stopped the riders vanish into the night driving the cattle before them. The following day the fifteen animals will slowly be located and recovered after being scattered across the valley. Strangely enough Bresal and his men will have left Neidr Aberfa before dawn. Cael and Carra receive no further trouble from Bresal and his men. Content in their little prank Bresal and his men move on.

Keepers should allow investigators who are mounted and wish to pursue to do so. Any missile attacks on the riders suffer a -25% penalty, as investigators will be firing at moving targets from a distance in the dark. Investigators seeking to ride down one of these “ghosts” will need to make a Ride Check, resulting in a mounted chase across several properties. The “ghosts” turn out to be Bresal and his men, dressed in costumes and wearing masks to conceal their identity. While they will resist being captured, fighting if necessary, they won’t willingly kill anyone and surrender before things get out of hand. They’ll explain that this was just a prank and that they were only going to scatter the cattle, not steal them. Once exposed Bresal finally swallows his pride. He accepts that Carra has moved on and realizes that so too must he. The noble offers his apologies to Cael and repairs the fence that he and his men damaged. Some days later ten head of prime cattle are delivered to Cael and Carra from Bresal’s personal herd as “a late wedding gift to the luckiest man in Britannia”.

THE SPRITES ATTACK

Once Cael, his family and the investigators finally return home a large force of Degenerate Serpent Folk ambushes them. All twenty-four of these creatures will be hidden about the farm; each armed with a basket containing a pair of vipers. Without warning six baskets a round will be hurled into people’s midst releasing the angry and confused snakes, which attack anyone in their vicinity. This goes on for four rounds, causing a panic and numerous injuries. People scream and scatter in all direction. The “Sprites” use the darkness and the confusion to capture a number of people (1d4+1, all under Siz 12) and quickly smuggle them down the well and into the caverns system below. Depending on the actions of the investigators (if they focus on dispatching the hurled vipers) the Degenerate Serpent Folk successfully pull off their raid without even being seen.

Vipera berus berus

The Common Viper

STR	5	CON	10	SIZ	5
INT	1	POW	10	DEX	15
HP	7	DB	--		

Weapons Bite 45% venom POT 1d10.

Armor none

Note: 1d3 landing near each investigator and must be dealt with to end encounter.

AFTERMATH

By the time the snakes are killed or driven off, people treated for snakebites and order is restored a number of people are noticed to be missing. Investigators making a successful Track roll will notice clear tracks leading right to the well behind the property showing signs of the missing people being dragged to it. This time the serpent folk did not have time to cover their tracks.

Cael is eager to go down the well after them, against the wishes and protests of his wife, alone if he must. He’ll order his remaining men to barricade themselves in the house and protect the women and children. Many of those remaining seem ready to flee the property. Investigators will need to make Persuade rolls in order to convince Cael to remain behind to protect his home. Cael will ONLY agree to this if the investigators venture down the well to rescue his missing people and put a stop to these Sprites once and for all. The investigators may of course simply accompany Cael into the caverns below his property, with Keepers running him as an NPC.



Cael Rufus, Retired Legionary of Legio VI Victrix (the Sixth “victory” legion)

STR 14 CON 15 SIZ 12
 INT 12 POW 14 DEX 14
 HP 14 DB +1D4
 Weapons: Fist (65%, 1d3+db), Sword - Gladius (1d6+1, 70%), Pilum (3) (1d8, 45%)
 Armor: Lorica Segmentata (8 Points) & Medium Shield (40% parry, 25 hit points).
 Skills: Climb (40%), Empire (40%), Jump (45%), Spot Hidden (55%), Tactics (20%)
 Status (25%).

PART 6: THE UNDERWORLD

At the bottom of the well, twenty feet down, is an underground lake. Investigators diving into the water to search easily find a ten-foot long, submerged passage leading to another chamber. Investigators can easily travel the narrow passage, holding their breaths and pulling themselves along without much difficulty. The other side of the passage opens into a vast cavern with a four-foot deep pool of water at one end rising up to dry ground. There is no light here unless investigators bring it with them and the brief swim may make that rather difficult.

There is a single passage leading out of this chamber, which twists and turns for about 500 feet. There are markings painted in natural dyes all over the walls here, quite similar to the runes found on the ancient ruins scattered about the woodlands of Neidr Aberfa. At the end of this tunnel is an even larger chamber with a numbers of small alcoves and side passages. This is where the tribe of Degenerate Serpent folk dwells and where any captives taken from Cael’s property are found.

The Serpent Folk attack anyone invading this chamber. Half of the tribe members are smaller, more intelligent and gifted with “The Curse of the Little People”. The other halve are a bit larger, stronger and less intelligent. These creatures fight better but have lost all of their magical abilities. While numbers will undoubtedly be on the side of the Serpent Folk, they are not powerful adversaries. Their numbers may also have been somewhat thinned already, should investigators have killed or captured some of their number during a nightly raid or the attack on Cael’s farm. A well-prepared group of heavily armed investigators should be able to win out

over them.

Should all seem hopeless (their numbers fall to eight or less) the Serpent Folk attempt to flee. They try to escape by climbing out of the chamber via a passage located up a steep, thirty-foot long slope. The narrow passage can only be used by creatures SIZ 12 or less and a successful Climb check will be required to reach it. It will take a fleeing Serpent Folk three rounds to escape, two to climb the slope and one to dart down the tunnel. However, only one Serpent Folk can escape into the narrow tunnel at a time and this may cause them to bottleneck here.

Degenerate Serpent Folk (12, magic using)

STR 10 CON 11 SIZ 07
 INT 07 POW 14 DEX 13
 HP 9 *12 DB -0-
 Weapons: Bite (30%, 1d3 + POT 6 Poison)
 Claws (55%, 1d4)
 Stone Club (40%, 1d6+1)
 Hurlled Stone *6 (65%, 1d4).
 Armor: None
 Skills: Climb 80%, Hide 85%, Sneak 80%.
 Sanity Loss 0/1d6 points to see degenerate serpent folk

Degenerate Serpent Folk (12, non magic using)

STR 14 CON 11 SIZ 11
 INT 05 POW 10 DEX 13
 HP 11 DB +1D4
 Weapons: Bite (30%, 1d3 + POT 6 Poison)
 Claws (55%, 1d4)
 Stone Club (40%, 1d6+1)
 Hurlled Stone *6 (65%, 1d4).
 Armor: None
 Skills: Climb 80%, Hide 85%, Sneak 80%.
 Sanity Loss 0/1d6 points to see degenerate serpent folk.

AFTER THE BATTLE

If investigators win the battle and drive off the Serpent Folk they easily rescue the prisoners and return them to the surface. Those searching the lair of the Degenerate Serpent Men find stolen tools and other items from the farm as well as a large pile of left shoes. Those living and working on Cael’s property finally relax, their mystery solved and the problem fixed. Cael, should he survive, tries to keep this incident from his neighbors and asks that investigators never speak of this again. However if Cael falls in the battle Carra will be crushed, selling the land



and returning to her father. Either way investigators will be paid whatever fee they agreed to earlier when agreeing to assist Cael in solving his “sprite problem”.

WINNING THE SCENARIO

If investigators kill at least 18 members of the tribe during the course of the scenario the threat is ended. The remaining serpent men are too few to cause problems for the humans living in Neidr Aberfa and flee the valley. They retreat deep into the subterranean reaches never to return and the scenario ends in success.

If more than six serpent men escape, especially with any human captives, the creatures replenish their numbers in about five years and continue their harassment elsewhere in the valley, moving on to the next nearest farm (belonging to Sentius Paternus). While this solves Cael’s problems it is not an effective solution and the scenario ends in only a partial victory.

Unless the players drive the Serpent Folk from Cael’s farm it is soon abandoned. If Cael falls in battle with the Degenerate Serpent Men, the property will likewise be abandoned. If the property becomes abandoned the problems in Neidr Aberfa continue, no matter how many of the Degenerate Serpent Folk were slain. The “Sprites” move from one farm to the next, driving the settlers one by one from each property. Eventually the valley is free of humans and the Serpent Folk are ultimately victorious. If this is allowed to happen the scenario ends in failure.

Serpent People, Degenerate

Lesser Independent Race

Erect, it could not have been five feet in height. Its body was scrawny and deformed; it’s head disproportionately large. Lank snaky hair fell over a square inhumane face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well as a cat. Centuries of sulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was it’s skin; scaly, yellow and mottled, like the hide of a serpent. A loincloth made of a real snake’s skin girt it’s loins, and it’s taloned hands gripped a short stone spear and a sinister-looking mallet of polished flint.

– Robert E. Howard, “People of the Dark”.

These degenerate creatures are the result of interbreeding between full serpent people and humans in prehistoric Britain. Millennia of unholy mingling have reduced most of Britain’s once-proud serpent folk to these dwarfed

hybrids: some nearly like small bestial serpent people, others almost human by with ophidian characteristic. They speak in a harsh sibilant language and use crude weapons of stone, wood, and bone.

These creatures have given rise to many Celtic and Pre-Celtic myths and legends regarding the “Little People”: the sprites and faeries, and the dark aboriginal inhabitants of England and Europe. This bestial race tends toward the more malevolent aboriginal myths, due to their limited intelligence. Sometimes an atavistic serpent person is present among the hybrids, in which case the degenerate forms follow and worship the untainted example of their race’s former glory. Normal serpent people are described in the *Call of Cthulhu* rules, page 151.

ATTACKS: In combat, each round a degenerate serpent person can bite once, claw twice or use a weapon.

char.	rolls	averages
STR	2d6+3	10
CON	3d6	10-11
SIZ	2d6	7
INT	3d4	7-8
POW	3d6	10-11
DEX	2d6+6	13
APP	1d4	2-3

Move 8 HP 8-9

Avg. Damage Bonus: None

Weapons Bite 30%, damage 1d3 + poison (POT equals _ CON).

Claws 55%, damage 1d4+db

Stone Club or Ax 45%, damage 1d6+1+db

Spear 40%, damage 1d6+db

Thrown Spear 35%, damage 1d6+1/2 db

Thrown Rock 65%, damage 1d4+1/2db

Armor None

SPELLS

Degenerate serpent folk with POW 14 or better have the minor magical ability known as The Curse of the Little People. This spell is unique to the aboriginal creatures living in the wilderness area of the British Isles. Each use requires the caster one round to cast and the expenditure of 1d3 magic points. The range varies according to the “trick” being performed: those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding, can be cast on anyone within the caster’s sight. Tricks such as causing food to





spoil (even milk within the cow), wine to sour, plants to wither, grain to go bad, etc. requires the caster to touch the targeted substance or the container in which it is stored. If used to physically affect a target the caster must overcome the target's magic points with its own. If it succeeds, the trick works, otherwise there is no effect. Victims who are pushed or tripped must roll their DEX *5 or less to avoid injury. Failure equals one point of damage from the minor fall; fumbles are slightly more serious, incurring 1d3 damage.

Skills Climb 80%, Hide 85%, Sneak 80%.
Languages Aklo 35%, English 15%, Serpent Tongue 50%, Welsh 35%.
Sanity Loss 0/1d6 SAN to see degenerate serpent folk.
from The Creature Companion, page 38-39.

SANITY AWARDS

**For driving the Degenerate Serpent Men
from Neidr Aberfa** + 1d6

**For driving the Degenerate Serpent Men
from Cael's farm only** + 1d3

**For each captive rescued from
the Degenerate Serpent Men** +1 point



HYBRID CHILDREN, BY NATHAN LOUGH



Chapter Seven

JUBAI KAGAIN

Scenario by Simon Yee

Players go to a Halloween party at an occidental learning annex for a night of fun and cultural exchange. A Japanese professor thinks it would be a fun learning experience to bring a holiday from the west to the land of the rising sun. Unfortunately it is Halloween...and everyone gets more than they bargain for.

Just remember, in Japan, losing face is by far the worst thing that can happen... more than death itself.

*This adventure uses information found in the Call of Cthulhu supplement book **Secrets of Japan (SoJ)** and will reference page numbers. This is meant as an adventure for **Call of Cthulhu: Secrets of Japan**.*

The adventure can be geared toward new or more experienced players since most of the encounters/situations are generated by the book called "They Faced the Enemy By Themselves." As the keeper you can select the choices and adjust accordingly to the group experience level. Keep in mind that the monster (the book) is not limited to the confines of the house and if the players move to another location the book can follow.

In 1903 an old Japanese Historian, named Jubei Hatsuma, stumbled across a 16th century scroll depicting the tale of a man who travelled to the forgotten city Umetokai (pronounced *Ewww-May-toe-guy*).

Once there was a man who ventured into a shop full of dazzling shapes and colors beyond any mans comprehension. The city was strange and nothing like the streets found in Japan at that time. After fainting, from the sensory over load, the man awoke in a field back in 16th century Japan and was never able to find Umetokai again.

Soon after, Jubei began having dreams of a book filled

with faces that promised him a pathway back to Umetokai and the audience to the spirit at the city gate, Mara (*SoJ*, p 256). His dreams became unrelenting and the voices from the book kept chanting "They faced the enemy by themselves." ('Karera-wa jibuntachi-dake-de teki ni-tachi-mukatta'). After several months had past, Jubei began seeing the black character writing on his face when he looked at his reflection in the mirror. When his family and relatives came to visit he would also see writing on their faces as well, only no one else could see them.

After several months, it became clear to Jubei that the secrets to finding Umetokai were on the faces of his family and relatives. So one by one he invited relatives to his house and murdered them in his basement. He then skinned their faces and bound them to a book with the title "They faced the enemy by themselves." Jubei eventually killed all of his blood relatives and his wife. Only his daughter, Tomiko, remained alive in her room. Jubei had one last task to do that he had promised himself and that was to remove his face before killing his daughter. Jubei, in a fit of drunken insanity, sliced away his face in full agony and proceeded upstairs with his cleaver. As he got to the top he slipped on his own blood and fell down the stairs breaking his neck.

Tomiko went to live in a foster home till she was an adult. Plagued by her trauma and an abusive foster home she found it difficult to establish lasting relationships and was later known as "the crazy woman at the gate." She had several children out of wedlock from various people with some of them being foreigners. She died in 1969 while standing at a Shinto Torii Gate (*SoJ*, p108-109) waiting for her family to return and chanting "They faced the enemy by themselves."

The book remained hidden in the basement and only the body of his faceless wife was found (in the kitchen). The house changed hands several times over the century. Past



owners would complain of strange noises, seeing shadowy apparition, or worse, mysterious injuries or deaths would happen within the house. The injuries usually consisted of some cuts to the face or facial disfigurement. This information can be uncovered with a successful Library use or Computer Use roll.

The house was eventually bought out by a local college, called Izu College, and made into a specialized language lab annex for English. The house has since then been referred to as the Occidental Annex.

THE ADVENTURE BEGINS

Dr. Fumio Shimano is in charge of the Occidental Annex and decides to celebrate the old western custom of Halloween. During the party he tries his hand at telling a ghost story to everyone invited, which is the brief version of Jubei, 'The Jubei Kaidan.' The meaning

Jubei's desires, to complete itself so it can create a gate to Umetokai.

The second (optional) agenda of the book is to lure players with Tomiko's blood line to the basement where the temporary gate to Umetokai has manifested. The book may find itself in the player's possession.

Character Creation

Some of the preferred occupations (*SoJ*, p50-52) for players during this adventure are Japanese professor, Corporate Salaryman, High School Student (refer as College student), Kotodama Master, and Buddhist Priest. The players just need to come up with a connection to the Occidental Annex or school to be invited. Such as they took English classes there or even taught Japanese or some aspect of the culture. Possibly have a fascination with the West. So a Yokai Hunter occupation can be chosen if the player is willing to connect the character to the Occidental Annex in one way or another.

Foreign characters can be inserted into the adventure by having them be teachers that live in the Annex. A lot of Japanese and English learning programs recruit people from other countries to teach, offering on-site housing, air flight and more than competitive pay. The Occidental Annex is no different. Previous teaching experience is not required and players can come from various occupations. Characters of other languages are also welcomed. Being a foreigner teaching at the annex might be the best for those new to *SoJ* setting, or *CoC*, since the occupation can almost be anything and the reason for being at the party already in place.

(Optional Keeper Choice):

The Keeper can add more to the player's background by making them connected to Tomiko's blood line. If

players create a character with a Japanese blood line and have a family history that allows for the inclusion of a Grandma, Great Grandma, Great aunt or even unknown mother (if old enough) that fits Tomiko's, then please feel free to add the connection to create a sense of taint and corruption with the scenario. Remember Tomiko had



SUMMON BOGEY, BY SIMON YEE

of Kaidan is roughly translated as mysterious narrative of an apparition(s) from old times. The telling of the story invokes the book back to claim more faces for its pages. The book will manifest itself in places where players will be alone in order to kill them and add another face to the collection. The book desires, since it is the culmination of



children from various men she did not even know well. So the character from America who is half Irish and half Japanese could be related to Tomiko.

PLAYERS INFORMATION

Today is the Halloween party at the Occidental Annex in the Izu Prefecture. Professor Fumio Shimano is a well respected teacher at Izu College and is the head provost to the Occidental Annex. Shimano tries to celebrate western holidays to enrich his student's cultural understanding and to let his foreign instructors feel more at home. The party starts at 7:00 pm and is expected to end at midnight. Everyone is encouraged to wear a costume and families with children are expected to leave at 8:00. The players are invited after the party to his presentation of a traditional Japanese ghost story.

The Party Events at the Occidental Annex

The party starts at 7:00 pm with children/students visiting to participate in an improvised trick or treat ritual, which consist, of knocking on resident instructors doors, on the second floor, to receive candy after saying trick or treat.

At 8:00 pm there is a Halloween pumpkin carving class presented by the Izu College botanist professor Hikari Abe. The living room will have paper on the floor and various pumpkins grown from professor Abe's campus garden ready to be cut.

At around 8:30 pm till 10:00 pm people will mingle and dance to karaoke music. Beer and snack food will be handed out during this time.

Keepers might want to allow players to role play the party events and allow opportunity to meet the NPC's. A common horror movie trope usually has characters initially involved in meeting each other in innocuous situations to set the stage for the horror to come later.

GHOST STORY AFTER THE PARTY

The party will wrap up around 10:00 pm and the living room will be set up so everyone is able to sit in a circle on the floor. Professor Shimano will present his ghost story after the staff and students who were not invited to the ghost story have left the Annex. Lights will be turned off and only the candle light from professor Abe's pumpkin carving class will illuminate the room, thus creating various flickering shapes and shadows on the wall. A down pour of rain and wind will begin to pummel the Annex roof with noises of Halloween eeriness. Professor Shimano will thank everyone for showing up and sit down in the circle. He will shine a flashlight under his chin and begin

to introduce his tale.

...It is very common to share a ghost story during Halloween and I hope you will appreciate the story that I am going to tell you tonight. Ghost stories are a custom found in the west. In Japan we have our own called 'Kaidan.' This is literally an old tale about strange spirits...

...and yes, the Kaidan I'm going to tell you tonight is true, as with all good ghost stories. In fact, when Izu College decided to buy the annex, the real estate agent was the one who told me about the Kaidan first. He said everything took place here in the Occidental Annex and that he was happy to have the college take it off his hands. It goes some thing like this...

...During the last century there was an old Japanese Historian, named Jubei Hatsuma, who stumbled across a 16th century scroll depicting the tale of a man who travelled to the forgotten city Umetokai.

Once the man, in the scroll, got to Umetokai he ventured into a shop full of dazzling shapes and colors beyond any human beings comprehension. The city was strange and nothing like the streets found in Japan at that time. After fainting, from the queer experience, the man awoke in a field back in 16th century Japan and was never able to find Umetokai again.

After reading the scroll, Jubei began having dreams of a book filled with faces that promised him a pathway back to Umetokai. His dreams became unrelenting and the voices from the book in his dreams kept chanting "They faced the enemy by themselves." After several months had past, Jubei began seeing mysterious black character writing on his face when he looked upon his reflection in the mirror. When his family and relatives came to visit he would also see writing on their faces as well, only no one else could see them.

After several months, it became clear to Jubei that the secrets to finding Umetokai were on the faces of his family and relatives. So, one by one, he invited relatives to his house and murdered them. He then skinned their faces and bound them to a book with the title "They faced the enemy by themselves." Jubei eventually killed all of his blood relatives and his wife. Only his daughter, Tomiko, remained alive in her room. Jubei had promised himself that he would remove his own face before killing his daughter. So Jubei, drank a bottle of Sake and sliced away his face in full agony with a cleaver. He then began walking up to his daughter's room with blood dripping from his chin. As he got to the top of the stairs he slipped



on his own blood and fell down the stairs breaking his neck.

It is said his daughter, Tomiko, went mad by the trauma and died at the Shinto gates in front of the Izu College campus in 1969. Her last words were "They faced the enemy by themselves."

It is also mentioned that Jubei still walks these halls looking for victims to slice up and put into his book.

At the Keepers discretion, if players are related to Tomiko and make an idea roll then they will connect her to a person in the family who supposedly was called 'the crazy lady at the gate.' If there are multiple players who carry the blood line of Tomiko then they will start to see faint writing on the other persons face as a tell-tale sign of their taint. Please present this in the most insidious manner to invoke the sense of corruption.

Professor Shimano will thank everyone for listening to the Jubei Kaidan and try to turn on the lights. Unfortunately the lights do not work and he will ask for volunteers to check out the power box in the basement.

BASEMENT ENCOUNTER

The power box will require a successful role of Electronic Repair to get the lights working. As players work on the box a little boy will appear behind them saying "They faced the enemy by themselves." The boy is in a school uniform and has pitch black eyes. As the boy repeats the saying over and over his body parts will fall off in a bloody mess. Suggesting an invisible axe was chopping away at him as he spoke. Another unnatural feature to this encounter is that he will be standing upright even when both legs are gone. Seeing this will cost 0/1D6 SAN. The boy and his body parts will then fade away after his head falls off.

The boy is Takaya, the nephew of Jubei, and is the first Yokai (*SoJ*, p 234-238) from the "They Faced the Enemy By Themselves" book.

Takaya

POW 7 HP 4
 Weapons Hands 30%, damage 1-2 POW drain
 Armor none
 Skill Hide 55%
 Sanity Loss 0/1D6 SAN seeing the body fall apart

The Book called "THEY FACED THE ENEMY BY THEMSELVES"

The book is about 14 inches by 10 inches. The binding

seems to be made of a discolored brass spine with four chains with razor sharp hooked clasps that wrap around the book. The book cover is made of a wood base with a denim cloth coat embroidered into the wood. The title of the book, Karera-wa jibuntachi-dake-de teki ni-tachimukatta, seems to have been fire branded with an enamel finish. Mold and other age related distress marks on the cover can be seen. The pages are made of human skin, specifically the faces of Jubei's victims, and were stretched out on a brass/copper frame. A successful Biology or Medicine roll will reveal to the character that it is human facial skin.

The writing on the faces will only reveal itself to those from Tomiko's blood line and to those the book deems worthy. The book will use its chains to run across the floor.

The Book

STR 18	CON 33	SIZ 3
INT 15	POW 85	DEX 17
HP 18	MOVE 10	
Weapons	The Chains 75%, 1D4 damage to hit points. Chains allow the book to have four attacks. Once one or more of the chains make a hit the book will then try to strangle the victim by making a successful grapple roll 80%. If successful then treat the victim as if drowning rules apply. The chains can extend to a 10 feet distance.	
Armor	4 points from cover and brass bindings. Takes double damage from fire.	
Skills	Dodge 67%, Listen 75%, Locksmith 55%, Persuade 70%, Sneak 89%, Spot Hidden 63%, Track 44%	
Spells	(These spells are also found in the book) (<i>SoJ</i> , p136-143) Contact Deity Mara Create Yokai, Summon/Bind Yokai Spine of the Dragon (<i>CoC</i> , 218-247) Graft Flesh, Deflect Harm, Dominate, Parting Sands, Send Dream View Gate, Wrack If the book is able to gain more faces (2-3) then it will gain the create Gate spell for Umetokai (42 POW) Sanity Loss 0/1-2 initially observing the book in it's non	





active or unread state. Reading the book will take 9 weeks with a Sanity Loss 1D3/1D6+1; Cthulhu Mythos of +7. If the book decides to teach the reader then it will take only 2-5 hours and the character will suffer Sanity Loss 1D6/ 2D6 +3. If the book decides to animate itself to the players without teaching them its contents then Sanity Loss 1D6/ 1D10 +1.

Special Attack The book likes to appear harmless and will try to avoid direct confrontation with groups of people. It prefers to attack those foolish enough to be with it alone. It will summon the follow yokai to distract players and to separate players from the one with the book. The book loses 3 POW when calling forth one of it's yokai. The book can disappear and manifest itself anywhere within the Occidental Annex when not in human hands. Another strategy for the book is to Dominate anyone looking through the pages of faces.

Yokai

If the bodies in the basement are dug up then the yokai will be freed to return back to the other realm never to return. It is not necessary to use all the Yokai listed, but they are given here for Keepers to reference and utilize for atmosphere. The book alone can be lethal.

Takaya (See *The Basement Encounter*) is the tragic apparition of Jubei's nephew who used to visit his uncle every other weekend.

The Burlap Sack (Yokai)

Description: Appears as brown burlap sacks for rice. Jubei had put the bodies in sacks and buried them in the basement. The sack(s) will appear to move as if there was someone inside the sack trying to get out. A cry of help will come from the sack. If the sack is approached, or opened, then a black oozing mud with entrails will spill out. The slurping sound of saying "They faced the enemy by themselves." Severed arms will reach out and claw at the floor for the sacks movement. Human intestines will whip out at a 5 feet distance to snare victims into the burlap to die from suffocation (Use Drown rules). The burlap sack will leave a muddy and bloody trail where ever it moves about. A successful geology roll will indicate that the mud

is similar to the soil found deep in the basement.

POW 7 HP 10 STR 16

MOVE 4

Weapons Hands 30%, 1-2 hp damage, Intestine Whip 50% that acts like a grapple.

Armor none. Double damage from fire

Skill Putrid smell 42%

Sanity Loss: 0/1D4+1 SAN

The Unconscious Yumi (Yokai)

Description: Yumi appears as young woman with long black hair in a white silk bath robe. She will appear to stumble around as if delirious toward players saying "They faced the enemy by themselves" and then fall to the ground seemingly unconscious. Seconds later her hair will seem to be pulled in a direction away from players by an invisible force.

POW 12 HP 10 STR 10

MOVE 9/ 7 DRAGGED

Weapons Players touching the apparition, to pull her back, will find their hands almost frozen to Yumi. Resistance check against POW vs. POW is needed to see if the player can break free. If the player can set themselves free in 2 rounds then they must make an additional resistance check to see if they stay conscious or be knocked out for 1D6 rounds.

Skill Persuade 43%

Sanity Loss 0/1 SAN

The Faceless Relatives (Yokai)

Description: These appear as people in clothes from the turn of the century or in contemporary clothes if it uses a recent victim's appearance. Only the yokai have no face. These are facsimile replica of the relatives, family members and victims. The book uses them to encounter players outside of the Occidental Annex and steer them back. These yokai do not speak and will avoid places like temples.

Keeper Note: The Faceless Relatives will follow players to isolated situations. For example, they will appear in the car if the players try to drive away or be in the taxi that is called. They may try to attack or get in the way of investigators but will prefer to point at the direction of the current position of the book. Do not overuse these yokai because they can make the players feel like they are being railroaded...and to be honest with all fairness these



creatures are the Keeper's way to get players back on track. The creature can be dissolved if writing is placed on their face in any form. Such as a sticky note with something harmless as "pick up eggs and ham at the store" will make the yokai fade away.

POW 15 HP 5

MOVE 9

Weapons Fist 57% 1D3 damage

Special Attack If players get within 15 feet of the yokai a POW vs POW resistance check is made. Failure indicates that the afflicted player will hear the statement "Help us...They faced the enemy by themselves" instead of actual communication with other characters or voices said on communication devices, while in the presence of the creature.

Skills Jump 35%, Track 75%

Sanity Loss 0/1D3 SAN

The Angry Shadow (Yokai)

Description: A dark shadow that floats above the ground and not appear directly in front of the people but always at the corner of a player's eye. It will tap on windows and creak floor beds. It will be dispelled if touched or light cast upon it. This yokai is the shadow of Jubei and is a hateful existence. It will whisper to players to miss direct them and is not constrained to the common statement "They faced the enemy by themselves" that is used through out this scenario. Instead it will say things like "Give me your face", "Tomiko where are you?" and "No one is leaving here alive until I find my way to Umetokai."

Keeper note: This encounter may be too much for newer players and groups.

POW 18 HP 2

MOVE 9

Weapons Move Objects 57% 1D2 (small objects), 1D4 (medium objects), 1D6 (large objects) damage

Special Attack Creature can move objects within the Annex and use them as projectiles. Moving objects cost 1 POW for small, 3 for medium objects and 5 POW for large. It cannot leave the Annex.

Skill Ventriloquism 77%

Sanity Loss 0/1D2 SAN



HEADBEAST, BY SIMON YEE

Bleeding Heads (yokai)

Description: A massive mound of flesh and heads of past victims with their faces already peeled off. The undulating horror will always be preceded by a flood of blood slithering across the floor, walls and ceiling. The heads will gurgle and bubble the words "They faced the enemy by themselves." Other heads will be crying and making drowning sounds at the same time.

Keeper note: This encounter will last 5-8 rounds and is used by the book to block or deter investigators. When it disappears all evidence of its presence (blood) will also disappear with it.

POW 6 HP 16

MOVE 4

Armor 3 points from the blubbery elastic flesh and



Weapons Engulf 45% and takes away 1 CON point temporary for an hour. Can only use attack once every 3 rounds because it takes awhile for it to re-constitute it's body to an attacking form.

Special Attack Creature can move objects within the Annex and use them as projectiles. Moving objects cost 1 POW for small, 3 for medium objects and 5 POW for large. It cannot leave the Annex.

Skills Ventriloquism 77%

Sanity Loss 0/1D8+1 SAN

THE OCCIDENTAL ANNEX

The two story building has been rebuilt from the house that it used to be and seems to have lost most of its Japanese aesthetics and decorum. The walls are white wash beige with brown trim. Outside in the front are trees and a sign in the lawn with the title "Izu College Occidental Annex."

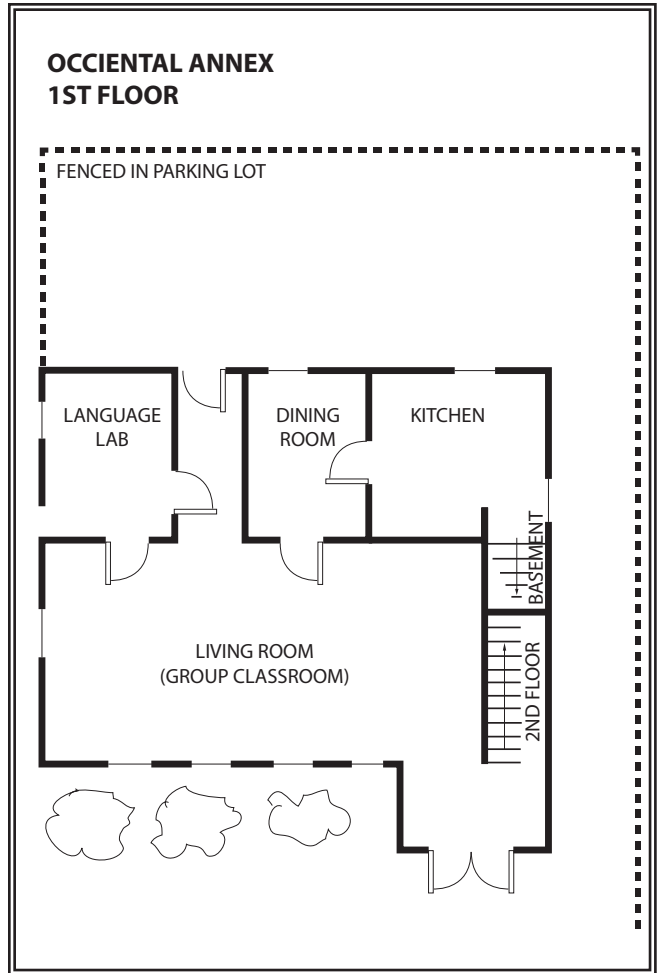
There is small script underneath that tells the visitors to park in the back. Streets are narrow and there is a Soba Noodle house next door. Some pumpkins lay in the door way but are not carved yet.

Inside the floor is made of wood and cover by tatami mats. Doors are do not open toward or out but slide in. If police are call it will be the campus police who arrive.

Annex First Floor

Foyer: Stairs leading to the second floor are on the right when entering and the hallway to the left leads to the living room. Next to the door is a stand with cubby holes to put your shoes. Various slippers to wear around the Annex are in a open foot locker next to the cubby holes. Along the hallway leading to the Living room is coat hangers and a basket to put your umbrella.

Living Room: Couches and a TV sit off to the side of the room. There are plastic and metal chairs stacked up on each other along the wall. A moveable dry erase board with the words 'Happy Halloween' on both sides sits next to the wall to the kitchen. A table with snacks, punch and goodies sits against the window on the opposite wall to the Dining room door. Karaoke equipment is connected to the TV.



Language Lab: 4 rows of desk tables with head sets and video monitors fill this room. Learning CD's and DVD's for various languages sit on shelves on both sides of the room.

Dining Room: 5 circular tables fill this room with a vending machine in the corner. On each table is a bowl of chopsticks and a bottle soy sauce. For the party a beer keg is set up here.

Kitchen: Has a large white freezer and a stainless steel refrigerator. There is stairs leading to the basement. Has all the basic amenities like gas stove, kitchen ware and microwaves.

Backside Parking Lot: There are 24 parking spaces back here and are surrounded by a 12 foot chain link fence with barbed wire. There are solar powered flood lights that keep this area lit up at night when there is motion in the lot.



Annex Second Floor

Student lounge: Coffee table surrounded by three couches. There is an activities board next to the dart board. Next event after the Halloween party is an anime group that will meet tomorrow. A large panel LCD TV screen hanging on the wall above the windows.

Men's Bathroom and Shower: Has 4 stalls for toilets and Showers. With urinals and sinks on the opposite wall.

Women's Bathroom and Shower: 6 toilet stalls and 4 showers with sinks on the opposite wall.

Class Rooms A-D: Dry erase board and three rows of study desks. A TV is in each room with DVD and VHS compatibility.

Conference Rooms A-B: Large Oval desk with chairs surrounding. A telecommunication device is in the center for conference calls.

Teachers Dorms A-D: Small rooms containing a full size bed and a closet with nothing more beyond a dresser. Characters may inhabit these rooms and can add more of their own style to them.

Basement

The basement is mostly concrete except the floors which are still black soil. Various equipment and boxes fill this room since the campus uses it for storage. On the far end of the room is an electrical power box. If players break down the wall behind the power box they will find the rough construction of Jubei's gate made of granite stone. Jubei was not able to complete the gate because the final part of the spell was on Tomiko's face. If the book is able to attain more faces to complete the spell then the gate will open up to Umetokai.

If players dig in to the basement ground past 6 feet they will find remnants of Jubei's family and relatives. Doing this will free the Yokai from the books power. The six wooden post in this room supports the first floor and will cave in the first floor if all of them are taken out by force. A successful Geomancy roll (SoJ, p64) will reveal that the basement is on a dragon line or that there are the remains of dead humans under the floor depending on the persons skill.

Umetokai

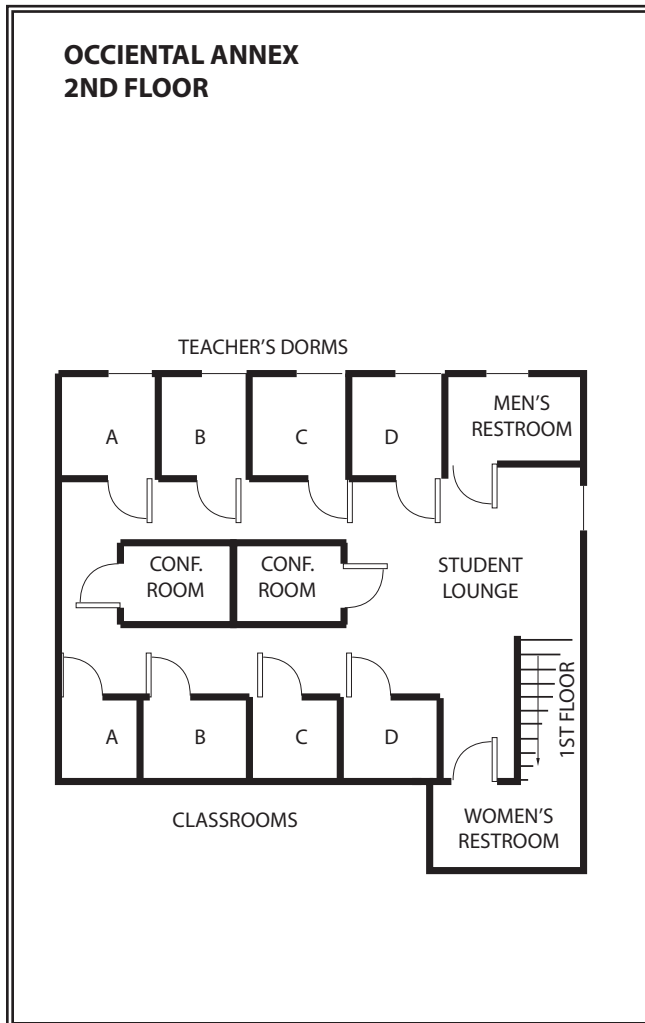
If for some reason the gate is open to this realm, and players are transported, then they will see a city within clouds. A road leading to the city is paved in black obsidian and blue turquoise like rock that undulate to the breath of the visitors. The City seems alive and moving with towers swaying like trees. There is a certain unnerving geometry to the architecture and the old man in a loin cloth sitting in the middle of the path seems to be a curious oddity. Viewing the city will cost 1D4/1D12 SAN and the man in the loin cloth is the Avatar of Yog-Sothoth, named Mara. This should be a mind shattering experience for players foolish enough to travel here.

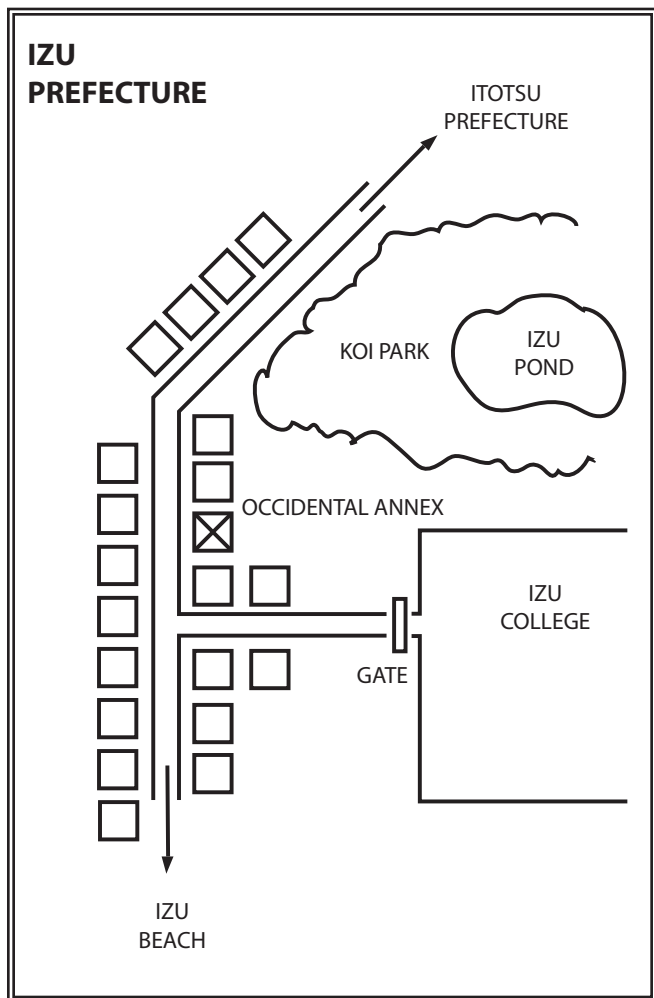
Izu Prefecture

Koi Park: A park that is kept up by the college and has wild deer roaming the grounds. There are trails through trees and an open space for families to hang out at. At night couples can be seen walking through the trails for a lovers rendezvous.

Izu Pond: In the middle of the pond is a red pagoda. Large gold fish called koi swim around in the pond. None of the Yokai in the scenario will venture here.

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Houses: Along the road are mostly houses but there are some stores, shops and restaurants.

IZU COMMUNITY COLLEGE

Has four main buildings with a small athletic department. First building is an Administrative Department that runs the campus. The second building is the Science Department. Botanist professor Hikari Abe has his office here and has a green house in the basement where he conducts his zero light experiments. The third building is the Humanities Department. Some of the staff in this department work as allies with the Third Eye Agency (*SoJ*, p197). The fourth building is the Library and Computer lab department. Often called the Yotsubishi library because of the large grant by the Yotsubishi company (*SoJ*, p 200).

Campus Torii Gate: The entrance to the campus has a Shinto Torii Gate (*SoJ*, p108-109). If players take the book through this gate then it will be destroyed. The

book will most likely fight the players to prevent this from this happening. When the players are successful at getting the book past the gate then the apparition of Tomiko will appear and take the book. She will look at the players and thank them for returning/freeing her family. Images of family members and relatives will appear. Even Jubei will appear to hold his daughter one last time before disappearing into oblivion. This is one of the ways to survive the adventure.

CONCLUSION

There are various ways to end this adventure. One is for players to get the book through the Campus Torii Gate. Another is to destroy the book and bury the ashes. Throwing the book or taking the book through the gate leading to Umetokai is another. If players try to run away then the book and Yokai will hunt them down. The Campus Torii Gate end will give players back 1D10 SAN. Destroying the book or sending it through Umetokai gate will give back 1D6 SAN. If you used the option of making players related to Tomiko then add another 1D6. Running away will not grant anything except the unfortunate experience of being plagued by the book.

NPC'S

Professor Fumio Shimano

When the events unfold he will want the players to help him solve the mysterious experiences. When the book is found he will not want to destroy it but try to preserve it for the historical value.



STR 11 CON13 SIZ 14 INT 12 POW 14
DEX 13 APP17 EDU 21 SAN 60 HP14

Damage Bonus: +0

Weapons Fist/Punch 40%, damage 1D3

Skills Biology 65%, Conceal 45%, Chemistry 76%,
Fast Talk 35%, First Aid 30%, Hide 33%,
Knowledge (Western Culture) 67%, Library
Use 55%, Medicine 25%, Own L.(Japanese)
95%, Other L. (English) 73%, Persuade 55%,
Physics 35%, Sneak 64%, Spot Hidden 45%

Botanist Professor Hikari Abe

He will assist players as much as he can but try to steer players away from breaking into the campus and getting



chemicals to blow up the house. He may be convinced to retrieve chemicals to destroy the book.

STR 12 CON11 SIZ 9 INT 14 POW 15
DEX 16 APP12 EDU18 SAN 75 HP10

Damage Bonus: +0

Weapons Fist/Punch 40%, damage 1D3
Skills Botany 89%, Biology 65%, Conceal 45%, Chemistry 76%, Fast Talk 35%, First Aid 30%, Hide 33%, Library Use 55%, Mech Repair 30%, Medicine 25%, Own L.(Japanese) 88%, Other L. (English) 43%, Persuade 45%, Pharmacy 86%, Physics 42%, Pumpkin Carving 34%, Sneak 44%, Spot Hidden 45%

Karen Otterman, Oxford Physics Professor

She is trying to learn Japanese and plans to work with a Japanese Business. She goes to the Occidental Annex to improve her skills. She will be too afraid to leave on her own and will cling to players if permitted.

STR 14 CON11 SIZ 10 INT 14 POW 10
DEX 11 APP16 EDU18 SAN 50 HP10

Damage Bonus: +0

Weapons Fist/Punch 40%, damage 1D3
Skills Conceal 45%, Chemistry 46%, Fast Talk 35%, First Aid 30%, Hide 43%, Library Use 55%, Mech Repair 30%, Medicine 25%, Own L.(English) 80%, Other L. (Japanese) 33%, Persuade 75%, Physics 92%, Sneak 44%, Spot Hidden 45%

Campus Police Officer Kenzo Shou

He will respond to any calls and will be skeptical. He has been on the force for more than 35 years and was the person who found Tomiko dead at the Torii Gate at the entrance of the Campus (Natural causes).He will add that he sometime still see's her spirit there if he is convinced that there are spirits in the house. He is not armed but carries a club.

STR 14 CON16 SIZ 17 INT 14 POW 13
DEX 11 APP16 EDU12 SAN 65 HP16

Damage Bonus: +1D4

Weapons Fist/Punch/kick 76%, damage 1D3
Grappling 70% damage special
Skills Conceal 45%, Fast Talk 35%, First Aid 30%,

Hide 43%, Law 43%, Library Use 55%, Martial Arts (Judo/karate) 65%, Mech Repair 43%, Own L.(Japanese) 80%, Persuade 75%, Sneak 64%, Spot Hidden 45%

Yukio Sakamura, Professor of Literature

She comes to the party to hear the ghost story. She is also friends with Taro Watanabe (SoJ, p197). She is a fan of Japanese Horror and most of her work revolves around Japanese Horror literature. This was an opportunity she could not pass up.

STR 14 CON11 SIZ 10 INT 14 POW 14
DEX 11 APP16 EDU19 SAN 70 HP11

Damage Bonus: +0

Weapons Fist/Punch 40%, damage 1D3
Skills Conceal 45%, Fast Talk 35%, First Aid 30%, Geomancy 35%, Hide 43%, Knowledge Literature 88%, Knowledge Horror Movies 65%, Library Use 75%, Electronic repair 34%,, Own L.(Japanese) 96%, Other L. (French) 33%, Persuade 55%, Sneak 44%, Spot Hidden 45%

ENDING COMMENTARY

First off, I would like to thank my wife, Danielle, and the folks at RPG-Sandiego.org for their support of my habit. Big thanks to Oscar Rios for planting the seed for this adventure without thinking he planted a seed to begin with.

There are not too many scenarios that take advantage of the Secrets of Japan Setting and I hope this work inspires people to take another look into the fantastic supplement. The scenario is loosely structured to allow players a certain amount of freedom so I hope it is not too confusing on how it is formatted and structured. I purposely did not do pre-generated characters because I hope players would make their own and get familiar with the settings diverse opportunities. .

Thank you and I hope you enjoyed this adventure.





THE BRIDE, BY JOHN DALTON



Chapter Eight

REVENGE OF THE HEI PEOPLE

Scenario by Nick Davison



The events of Halloween 2007 trace their origins back to an act of vandalism by a few drunken soldiers or 'squaddies' in the previous summer. A Finnish artist brought what he called the Hei People to the Medway Towns (Appendix 1) in South East England as part of a local Arts Festival. These can be best described as simply constructed scarecrows with bushy straw heads dressed in a mixture of modern clothing. The main location, with scores of Hei People, was Fort Amherst in Chatham which is near a Royal Engineers barracks.

In the first incident a few soldiers on the way back from a 'pub crawl' decided to climb into the fort and vandalise the scarecrows. They managed to damage or destroy half the exhibits before one of them was injured. Although it was not reported at the time he claimed that one of the scarecrows had pushed him into a defensive ditch and caused him to sprain his ankle. Naturally his fellow soldiers dismissed this claim as he had drunk a lot of alcohol. In fact this marked the first sign of the displeasure felt by the Scarecrow King or Circlemaster who has protected and punished those who vandalise and destroy his brethren for centuries.

The second incident would have been far more serious for the soldiers who returned a few days to 'finish the job' had it not been for a lucky coincidence.

Fortunately another artist taking part in the same festival had cut a vast crop circle in a large grassed area above the fort known as the 'Great Lines'.

Unknown to him crop circles of any kind provide some protection against the Scarecrow King. The effectiveness of this defence varies depending on the size, design and proximity to his potential appearance.

The investigators are the cast and crew of a movie being made in the nearby Dockyard who are visiting Fort Amherst for a Halloween Horrors event. Unfortunately

they have the bad luck to be in the fortress when a couple of local jobs break into the fort and vandalise a scarecrow triggering a bloody revenge by the Scarecrow King. Survivors can choose to investigate why this happened and the origins of the Scarecrow King.

ON LOCATION

The action begins with Bambi Fox and Lee Foxton fighting a zombie (Brent) on the deck of a Napoleonic ship. Keepers may ask appropriate investigators to make combat rolls for a round before the Director (Peter Jones) shouts cut and all is revealed. This is the set of their latest movie, *The Zombie Army of Napoleon*. (Marked on location signs as ZAN. *Appendix 2*). The other player characters who are watching the action are screen writer (John), an SFX technician (Fi), a stuntman (Brent) who is playing the zombie, and Bambi's stylist (Georgio).

Lee and Bambi have filmed at the many exotic locations, actually not that many as most were in Southern California pretending to be exotic locations, but this scene and others are being filmed at Chatham Historic Dockyard on the River Medway in Kent, England. The ship is the *Grand Turk* used in the *Hornblower* TV series. The date is Wednesday 31 October 2007. As a self styled 'fashion guru' Bambi should be particularly horrified that Medway is cited by some as the home of the Chav. (*Appendix 4*)

Bambi's PA (Jessica) rushes up and escorts her back to her trailer while showing her the latest prototype action figure for the movie. This is the second version as the first looked nothing like her. Lee is stopped by the production crew for the Making of ZAN documentary for the DVD and conducts a brief interview. On the way they both pass extras dressed as Napoleonic sailors and zombies, support vehicles including fire engines, lighting trucks, horse trailers, catering trucks, water dowsers, temporary stables, together with make-up and costume marquees for





supporting actors and extras.

At Bambi's request Jessica has arranged a private show of the Halloween Horrors at the nearby Napoleonic fortress of Fort Amherst. All those attending have an opportunity to get a shower and get changed at their hotel. The Ramada Encore is on the edge of the Historic Dockyard, (*Appendix 3*) and Fort Amherst (*Appendix 5*) if anyone thinks about a web search or to look for a leaflet in Reception.

Two people carriers collect everyone from the hotel car park, one is reserved for Bambi's entourage. Make a luck roll to see if everyone remembers their mobile phone, check that it is low on battery or even been stolen. Keep the results secret. Their vehicles drive up a long sloped road with high walls on each side towards a large roundabout with many signs. (The University of Greenwich, Dickens World, Chatham Docks, Chatham Maritime and the Historic Dockyard and the Bridge Wardens College). On the return journey these signs will be pointing in completely different directions. To reach the fort they take the third turning on the right and head towards Chatham. Wisps of fog are drifting up from the River Medway during the journey.

HALLOWEEN HORRORS

The last guests from the regular show walk down the slope towards them. The fort is surrounded by high stone and brick walls and it is just before midnight as they arrive. A security guard opens the gate to let them in through large high metal gates. As they leave the gate those in the first people carrier making a listen roll may overhear the guard talking into a walkie-talkie that "OK I'll keep an eye out for the buggers". (This refers to some intruders who have been spotted climbing into the fort). Those in the second vehicle see him lock the gate and walk off into the fort interior. They drive past a closed Visitors Centre containing a small cafe, display cabinets and gift shop. In the upper car park there is a fun-fair which has closed for the night. The drivers of the people carriers say that Jessica should phone them when need to leave and then drive out of the fort. A female tour guide dressed in Napoleonic costume called Alison welcomes them in the Lower Car Park where few cars remain. She is accompanied by Jon Hemingway, a St. John's Ambulance volunteer medic dressed in modern uniform who will stay at the back of the 'party'. (*Appendix 6*)

Alison explains that due to health and safety guests should always be accompanied by a guide in the tunnels and that no smoking is allowed. She guides them towards

a wide tunnel entrance carved into the chalk which has large metal barred gates, as do smaller tunnel entrances to either side. They pass through these to visit an 'asylum', a Hell Raiser scene, scarecrows, vampire ambush, killer clowns and an undead pirates setting. The Keeper may wish to photocopy, cut up and pass out the handouts at appropriate moments. (*Appendix 7*)

ROOM DESCRIPTIONS

Asylum (Room 2)

Alison meets another guide who is dressed as a 19th Century nurse complete with bloody apron. She says that visitors will be quite safe unless they stray from the narrow path which runs through the centre of the room. It is very dark in here and groans and laughter can be heard from inside the room. One or two of the party will be hit with small quantities of water. A successful listen roll reveals that the liquid that hits one of the investigators comes from a water pistol. Others may have their leg or arm grabbed by the inmates. When the party reaches the centre of the room the lights will flicker on to reveal inmates in straight-jackets lying in bunk beds. Alison will then hurry everyone through the room.

Hellraiser (Room 3)

At the far end of the room on a high podium is an actor in a very authentic Pinhead costume. He will bellow out dark threats (amplified by a public address system) before everyone passes through to the next room.

Scarecrow Room (Room 4)

Straw bales, tree branches, rusty farm implements and nine scarecrows of three different types including pumpkin headed, sack headed (similar to the Dr Who episode The Family of Blood), and ones with pointy hats. One of each type will come to life and menace the party. These are actors not animated scarecrows. If the investigators return to this room later there will be no scarecrows or farm implements such as pitchforks, sickles and scythes.

Vampire ambush (Room 6)

Alison will slip into the background and the party will be met by a couple of 'vampire hunters' dressed in black combat gear with electric troches, pistols and stakes attached to their belts. They will say that they suspect a vampire nest in the area but they will protect everyone.



After checking everyone's mouth for fangs using a UV light they lead everyone down the corridor. 'Vampires' will join the party from behind. Both Alison and John will let them through without alerting anyone else. Once in position they will 'attack'.

Clowns (Room 7)

Before everyone enters they will hear carnival music and then walk past a large circus mural with large clown paintings. Suddenly they hear the sound of chainsaws and a couple of clowns rush into the room with 'prop' chainsaws. They lunge towards various people before everyone moves on.

Pirates of the Thames Estuary (Room 8)

The entrance to the room is littered with nets, barrels, lobster pots, crates and a sign for a pub called the Barbary Pirate (The picture looks like a Saracen or Turks Head). If a pursuing scarecrow later has to pass through this room and stands in front of this sign it will hesitate for a couple of rounds due to the Scarecrow Kings origin (see Possible lines of research) At the end of the room are a number of gravestones. As the music from the Pirates of the Caribbean starts up several Zombie pirates will slowly stand up and stagger towards the party. The costumes and special effects in the performance are pretty good although Fi may regard them as a bit amateurish.

The show ends in the Upper Casemate (Room 13) inside the complex where a party has been put on for the guests and Halloween Horrors 'actors'. A Hollywood party it is not. However there is Kent Cider, mulled wine and Kent Beer including Nelson's Blood, Crow's Nest and Friggin in the Riggin from the Flagship Brewery based in the Dockyard. Together with Jack Daniels and Coke which has been specially requested for Bambi by Jessica. Some of the actors will be in costume, others will not. There will also be a few more guides dressed in Napoleonic uniforms. John will recognise these re-enactors as wearing both infantry and artillery uniforms. Talking to them may reveal that they let off cannons on site and maintain a small gunpowder and weapons store on-site (Building 20).

The cast of the Halloween Horrors drift out over the rest of the evening leaving the cast and crew of ZAN, their guide and the St. John Ambulance 'medic'. There is a bloodcurdling scream further down the tunnels. If nobody has already asked her to do so the guide (Alison) will volunteer to go and see if anyone has extended the show. She will not return, her headless body can be found

in Room 11.

It is likely that the investigators will eventually investigate. They will discover the headless body of an unidentified person in the room at the bottom of the stairs (Room 14) but not Alison's. If Bambi sees the body pass her the text relating to her reaction. The decapitated body of the other Chav intruder lies in Room 18.

After an initial reluctance to realize that the body is real, they will probably attempt to phone the police on their mobile phones. They discover that there is no signal inside the fort. This is due to a combination of the thick walls and unknown to them a Summon Fog of Isolation spell by the Scarecrow King.

SIGNS

The Scarecrow King has now also cast Lost, Animate Scarecrows and Lock spells. The shortest route outside is via the staircase to the Store Room. (Room 15). However there are two locked sturdy doors between them and safety. The route back to the main gate where they entered the tunnels is a circuitous one. The most direct route has been deliberately blocked by the Halloween Horrors organizers. Any room or fire exit signs have been affected by the Scarecrow King's magic and will point in the wrong direction or be otherwise misleading. Without a guide they could become lost and stumble into dead ends, sealed up tunnels, corridors to deliberate kill zones built to defeat attackers and obstacles such as the garrison well. The St John Ambulance volunteer is not familiar with the tunnel system, has taken full advantage of the free booze and will probably have a limited life expectancy.

Map making during the initial journey through the tunnels will be extremely difficult. Lighting is limited, the guide will recommend against it on health and safety grounds and the 'cast' will attempt to interfere by stealing such 'maps' or pencils. All the doors in the complex are now shut and locked. If they manage to look outside through a gun port or other opening it is extremely foggy now. Doors or gates will need to be forced open with the aid of improvised tools or the lock picked if appropriate.

The Circlemaster has also animated all the scarecrows inside the fortress. He will direct these in the most effective manner that he can. Using those with short weapons in narrow corridors and rooms and those with long handled scythes outside or relatively open spaces inside the complex where they have to space to use them. Wherever possible he will keep a bodyguard with him to block attackers while he makes good his escape. Other possible tactics include pinning the party from the front while sending others



round the back. Due to an ancient enmity (see Possible lines of research) he will direct his minions to treat the St John Ambulance medic as a priority target.

Lee may make a luck roll to remember how he and his soldiers fought the monster in the movie *The Scarecrow of Romney Marsh*. They found that blunt weapons and fire were the most effective against scarecrows. John may recall from his occult knowledge that according to folklore a supernatural entity is said to take revenge on defilers of scarecrows.

If the investigators try to force a locked door in a narrow corridor or staircase it would be a good opportunity for a surprise attack from behind. When they break open the door a Pointy-hatted scythe wielding Killer Scarecrow will try to kill them as they emerge. Phone calls will require a successful magical resistance roll against the effects of the Summon Night Fog spell.

Although there are weak points where the fort can be entered from the outside it is much harder to leave it. This is perhaps due to better maintenance of the trees and grass inside than outside. It will be hard to even find exterior walls due to the thick fog and unfortunate investigators (failing luck rolls) could fall into defensive ditches while looking. (at worst there are a 100 foot drops). One likely escape route will be down to the main car park. The main gate is a sturdy metal padlocked fence topped with barbed wire. The security guards are absent as they were both locked in an isolated blockhouse at the top of the site where they were trapped when the Lock spell was cast. Their keys are useless as the spell also coaxed into life an old lock for which they don't have keys. The gates are guarded by a couple of sack headed scarecrows.

One possible outcome is that the investigators break into one of the vehicles remaining in the car park and ram it through the gates. This will require a Mechanical Repair roll to hotwire the vehicle (at -10% due to the effects of the Night Fog to get it to start). To acquire the necessary momentum to break through the gates will require some speed and a successful driving roll as a sharp 90 degree turn is immediately required. The group will most likely drive back to hotel and finally manage to get hold of the Police on their mobiles when they pass the roundabout of many signs. The nearest entrance to the Historic Dockyard is blocked due to the filming. Emergency calls are all routed through Kent Police Communications Centre in Maidstone which receives an average of 670 emergency calls a day. Talk of being attacked by animated scarecrows is likely to lead the call being treated as a hoax particularly on Halloween night.

Additional Important Locations

The Security Guards are locked in the Guardhouse (Location 18) which is below the surface level. Hidden in some trees is a modern workshop (Location 20) and store (Location 21). The former has a large motorized petrol lawnmower with driver's seat (again at -10% due to the effects of the Night Fog to get it to start) and other maintenance equipment. The latter contains some of the re-enactors equipment including gunpowder, muskets, swords and a small artillery piece. The Magazine building (Location 19) contains no gunpowder but has some dummy barrels where it was stored. The use of explosives, particularly underground, will not automatically attract the attention of the police due to the dampening effect of the Scarecrow King's magic and the proximity to Bonfire Night only 5 days later. The bridge to the bottom right of the map, which was originally the only direct route from Chatham to the Dockyard, is blocked off with a large fence and barbed wire.

WHAT HAPPENED NEXT

Kent Police eventually arrive. By that stage the effects of the spells will disappear as will the Scarecrow King. Police resources have been stretched by yet another ram raid on cash dispensing machine. Ram Raids involve ramming a stolen vehicle including diggers into a bank front and then the theft of cash point machines. The find at least three headless bodies (Alison the Guide and two Chav vandals) although there may be more. The latter had vandalized two scarecrows that had been put up in the grounds of the fort to promote the Halloween Horrors event. They also rescue two live security guards who had become locked in an isolated part of the fortress while pursuing the vandals. Destroyed scarecrows will lie where they fell and the others will if possible return to the Scarecrow Room. Filming of ZAN is delayed but eventually completed at the Fort. It will be considerably delayed if one or both lead actors perish.

The missing heads of the two Chav vandals, the Fort guide and any others that have perished that evening subsequently appear on scarecrows at various locations throughout Kent including the Isle of Sheppey, and Shorne near Gravesend. Research will reveal that these were also sites of recent attacks on scarecrows. The following year the Hei People return to Medway as part of the Fuse Arts Festival in two locations nearby Fort Amherst.



Resources Available

There is a large Accident and Emergency Hospital nearby at the Medway Maritime Hospital. Medway Council operate 370 surveillance cameras on the streets, car parks and main buildings from the Civic Centre in Strood, none cover Fort Amherst. Nearby Chatham Police Station has recently closed and the staff relocated to a large newly built building in Chatham Maritime. Kent Police have around 3,600 police officers, 300 special constables, 200 community support officers and more than 1,000 vehicles but they are responsible for a population of 1.6 million spread over 1400 square miles including the Channel Tunnel and Port of Dover.

POSSIBLE LINES OF RESEARCH

Internet research or local libraries: Either will reveal acts of vandalism on the Hei People last summer.

Baggins Bookstore: Rochester High Street

A successful Library research roll at what claims to be the largest second hand bookstore in England will discover a book called the Rural Folklore of the British Isles by JRM Spofforth. This publication contains a reference to the Scarecrow King or Circlemaster as being a supernatural protector of scarecrows.

The Medway Archives & Local Studies Centre in Strood

This building stores among other things the Dean and Chapter Records of Rochester Cathedral. A 13th Century Latin document refers to an appeal to Bishop of Rochester by the Reeve of the Knights Templar Manor in Strood, urging him to instruct his parishioners not to vandalise scarecrows. He explains that this has led to unidentified problems on some local farms near to Hoo St Werburgh belonging to the Templars. The Reeve adds that he has sought advice on this matter from an expert among the Knights Hospitallers called Baudwin of Wharram Percy.

Museum & Library of the Order of St John

St John's Gate, Clerkenwell, London

It would be diplomatic and fruitful to join the St John Historical Society (a bargain at £12 per annum) prior to investigation in this establishment.

Discreet and extensive research reveals that the Knights Hospitallers encountered the Scarecrow King in the Outremer or Crusader States in the Holy Land.

Their experience suggests that crop circles seem to have some counteractive effect. However as a precaution they recommend that scarecrows are not destroyed or vandalized. As a last resort blunt weapons and fire were found to be the most effective in combat. It also reveals that the physical appearance of the Scarecrow King seems to vary each time he appears and that he is sometimes seen carrying a sack over his shoulder.

Keepers may elect to trace the origin of the Scarecrow King further back still as one of the Masks of Nyarlathotep. This form may have been discovered by Abdul Alhazred or one of his followers in the 8th Century and rediscovered by an Arab scholar during the Crusades.

DEAD ENDS

Local newspapers, the Medway Messenger and the Medway News and Standard will not be of assistance as they do not maintain archives. It is also possible that the investigators may wish to visit Temple Manor but there is no evidence of the Scarecrow King there. Similarly Wharram Percy in the Yorkshire Wolds is among the estimated 3,000 deserted medieval villages in England which no longer exist.

VILLAINS

The Scarecrow King

STR 20	INT 16	CON 19
POW 30	SIZ 19	DEX 10
HP 19	MOVE 10	DAMAGE BONUS D6

Weapons Claw 60%, D6 +D6
 Sickle 70%, D6+1+D6
 Fire Resistance: only takes 1 HP of damage before the fire fizzles out.
 Impaling type weapons do minimum damage.

Magic Points Initial pool = 70 (From the number of scarecrows damaged in the three incidents. 20 + 48 +2). Receives 1 MP for each scarecrow vandalized or destroyed on that site since the last appearance of the Scarecrow King.

The Scarecrow King or Circlemaster as he is sometimes known is a supernatural avenger on those who vandalise or destroy scarecrows. He seems to appear when an





unknown cumulative number of attacks have taken place. Although the Scarecrow King appears at the site of the greatest wrong against his kin since his last appearance, rather than the place most recent act of vandalism. On this occasion he has a decayed pumpkin head. The Circlemaster carries a sack over one shoulder containing the heads of his victims.

Spells

Animate Scarecrow: Causes all scarecrows in the immediate vicinity to animate and follow simple commands. The spell would be particularly effective in villages which have scarecrow festivals, for example Muston in North Yorkshire, Barton Turf in Norfolk or Lakenheath in Suffolk which is nearby the large United States Air Force Base. The spell costs 10 magic points to cast.

Summon Fog Of Isolation: To cast this spell there must have a substantial water source nearby including river, stream, creek, pond, well or water tower. This has the effect of dampening shouts, interfering with mobile phone signals and to a lesser extent causing engines and generators to fail to start (Reduce the chance by 10%). Make a magic saving roll against that of the Scarecrow King when shouting or making a phone call. The spell costs 10 magic points to cast.

Lock: Causes locks of all types in the area to fasten themselves including those on farm gates, barns, farmhouses or even Napoleonic fortresses. In some cases can include those long disused or rusted shut. The Scarecrow King can disable and reinstate its effects at will. The spell costs 10 magic points.

Ploughed Field: Creates furrows in a field which slows down fleeing victims and halves normal human movement rate. It does not affect scarecrows. The spell costs 3 magic points to cast.

Lost: Hinders those trying to leave the site at which it is cast. Wherever investigators view a direction or location sign they must make a magic saving roll or it will point in the wrong direction or be swapped with another nearby location sign. The spell costs 10 magic points to cast.

Heads of the Scarecrows: This spell magically

transports the heads of victims to replace that of scarecrows in the same or different locations. Up to six heads can be transported provided that they are all assembled together in a circle when the spell is cast. There is a time delay of 1-4 days before the heads reappear. It costs 7 magic points to cast.

Scarecrow Minions

Two Sack-headed Scarecrows

STR 14	INT 1d4	CON 15
POW 1	SIZ 13	DEX 6
HP 14	MOVE 5	DAMAGE BONUS +1d4

Weapons Claw 40%, 1d6 +1d4
Pitchfork 50%, 1d8 +1d4

Two Pumpkin-headed Scarecrows

STR 14	INT 1d4	CON 15
POW 1	SIZ 13	DEX 6
HP 14	MOVE 5	DAMAGE BONUS +1d4

Weapons Claw 40%, 1d6 +1d4
Sickle 50%, 1d8 +1d4

Two Pointy-headed Scarecrows

STR 14	INT 1d4	CON 15
POW 1	SIZ 13	DEX 6
HP 14	MOVE 5	DAMAGE BONUS +1d4

Weapons Claw 40%, 1d6 +1d4
Scythe 50%, 1d8 +1d4

Two Hei People Scarecrows

These have a bedraggled appearance as they thrown down into one of the ditches in the Summer by vandals and forgotten.

STR 14	INT 1d4	CON 15
POW 1	SIZ 13	DEX 6
HP 14	MOVE 5	DAMAGE BONUS +1d4

Weapons Claw 40%, 1d6 +1d4
Impaling type weapons do minimum damage.

Fire damage: Scarecrow minions take the following fire damage once they are set alight. 1st round 1-2 hit points, 2nd round 1-4 hit points, 3rd and successive round 1-6 hit points. Wherever possible the Scarecrow King will direct them to hurl themselves at investigators if they are set alight.



PLAYER CHARACTERS

Bambi Fox, Age 23

Actress, born in London

STR 13 DEX 13 INT 16
 CON 13 APP 12 POW 14
 SIZ 18 SAN 75 EDU 14
 HP 16 IDEA 80 DB +1D4

MAGIC POINTS 15

Skills Acting 70%, Climb 70%, Conceal 35%,
 Dodge 50%, Fast Talk 52%, Hide 30%, Jump
 45%, Locksmith 21%, Martial Arts 70%,
 Occult 25%, Persuade 75%

Melee Fist/Punch 70% D3+D4, Kick 40% D6+D4,
 Cutlass 25% D8+1+D4

Equipment Some fashion products but most things carried
 by her PA and stylist.

You were horrified when Hammond Warner's luxury yacht sank while you and a few others were disembarked exploring that iceberg. Your designer shoes and wardrobe had just sunk to the bottom of the Arctic Ocean, some of the crew were also lost. Exploration of that container ship marooned in the ice proved traumatic when that creature started to kill your crew. Fortunately you and the rest of the crew killed it and your therapy has been almost totally successful. Furthering your movie career and the world of fashion are your priority.

Brent O'Leary, Age 20

Stuntman, born in Dublin

STR 11 DEX 16 INT 10
 CON 14 APP 12 POW 12
 SIZ 10 SAN 60 EDU 12
 HP 12 IDEA 50 DB +1D4

MAGIC POINTS 12

Skills Climb 80%, Disguise 20%, Dodge 80%,
 Drive Auto 50%, Jump 75%, Throw 55%

Melee Fist 60% D3+D4, Kick D6+D4
 Cutlass 40% D8+1+D4
 Musket Butt 40% D8+D4

Equipment Hip flask, cigarettes and lighter

This is only your second movie, you recently returned from filming Loch Ness Terror in Canada. Your ambition is to feature in the Taurus World Stunt Awards and have a substantial Web Based Movie Index entry. The stuntman you most admire is Ben Cooke who doubled for Daniel

Craig and Christian Bale in *Casino Royal* and *Batman Begins*.

Fi (Fiona) Taggart, Age 39

SFX specialist, born in London

STR 8 DEX 9 INT 13
 CON 10 APP 12 POW 14
 SIZ 13 SAN 70 EDU 13
 HP 10 IDEA 65 DB +0

MAGIC POINTS 14

Skills Craft SFX 50%, Demolitions 50%, Climb
 90%, Computer Use 70%, Electrical Repair
 40%, Mechanical Repair 50%, Sneak 50%,
 Track 70%,

Melee Club 55%, Shotgun 70%

Equipment High quality flashlight, state of the art
 penknife, and mobile phone charger (works
 off a rechargeable battery).

Ever since you were a child you have liked dismantling things to find out how they work. However your favorite activity is blowing them up. You felt that CGI has its place but there is no substitute for real (controlled of course) fireballs and explosions. Mostly you've been working in TV such as *Dr Who* and *Life on Mars*.

Georgio Delaney, Age 23

Fashion consultant & hairdresser, born in London

STR 9 DEX 15 INT 16
 CON 11 APP 12 POW 16
 SIZ 10 SAN 80 EDU 11
 HP 11 IDEA 80 DB +0

MAGIC POINTS 16

Skills Fashion 50%, Hairdressing 70%, Make-up
 60%, Chemistry 50%, Listen 44%, Persuade
 55%, Spot Hidden 55%, Find useful item in
 Make-up bag 60%, Cutting remark 80%.

Melee Pointed comb 25%, Hot hair straightener 25%
 Scissors 25%

Equipment Make-up bag containing scissors, rechargeable
 hair straighteners (both electric and gas
 powered), nail varnish, hair clips, brushes, hair
 combs (metal and plastic), fake nails, adhesive,
 lipstick and blusher.

Education London College of Fashion: Diploma in Hair
 & Make-up Styling.
 Bexley College: Salon Management.



Your favorite TV programmes were the reality TV show The Salon and drama Cutting It, although you are disappointed that there is nothing like them on TV at the moment. Your favorite films are *The Devil Wears Prada* and *Zoolander*. Working for Bambi is your big break.

John Lazenby, Age 41

Film Writer & Historian, born in Durham, NC

STR 10 DEX 13 INT 14
CON 13 APP 13 POW 13
SIZ 12 SAN 65 EDU 17
HP 13 IDEA 70 DB +0

MAGIC POINTS 13

Skills Writing 45%, Computer Use 60%, Drive Auto 50%, First Aid 60%, History 50%, Library Use 95%, Occult 55%, Latin 50%, Psychology 45%

Melee Fist/Punch 50%

Equipment Notepad and pen, cigarettes and lighter.

Education Brown University, Glasgow University (Rhodes Scholar)

You consider yourself a serious military historian of the 18th and 19th centuries. However it is difficult to make a living purely through teaching and publication. Ideally you'd like to work on serious projects such as Master and Commander and Longitude. However most of the work available seems to be 'alternative' history in the loosest sense of the term. You are a member of the Writers Guild of America which is threatening strike action .

Lee Foxton, Age 29

Actor, born in London

STR 12 DEX 11 INT 10
CON 14 APP 8 POW 16
SIZ 16 SAN 80 EDU 15
HP 15 IDEA 50 DB +1D4

MAGIC POINTS 16

Skills Acting 45%, Bargain 25%, Climb 60%, Credit Rating 35%, Drive Auto 60%, Fast Talk 45%, Hide 30%, Persuade 75%, Psychology 65%, Spot Hidden 45%.

Melee Fist/Punch 70%, D3+D4 Cutlass D8+1+D4 Musket Butt 40% D8+D4

Equipment: Pipe, tobacco and lighter

That Arctic cruise with Bambi and Hammond Warner was a bit close for comfort. Although a combination of firearms, flare guns and cooking fat killed that unidentified creature on the stranded container ship. The therapy that the film company funded has helped. Bambi also seems to have coped well although she did seem more horrified by the type of trainer that was attached to the severed foot than the foot being separated from the body.

NPC'S

Jessica Templegate, Age 29

Female PA, born in Vancouver, BC, Canada

STR 12 DEX 11 INT 14
CON 14 APP 11 POW 16
SIZ 16 SAN 80 EDU 15
HP 15 IDEA 70 DB +0

MAGIC POINTS 16

Skills Accounting 50%, Archaeology 61%, Bargain 75%, Computer Use 51%, Fast Talk 55%, First Aid 60%, Library Use 50%, Persuade 45%.

Equipment Blackberry, notebook and pen, Bambi's mobile phone.

Jon Hemingway, Age 20

First Aider, born in Hull

STR 12 DEX 12 INT 10
CON 13 APP 8 POW 14
SIZ 11 SAN 70 EDU 15
HP 13 IDEA 50 DB +0

MAGIC POINTS 14

Skills First Aid 65%, Spot Hidden 40%

Melee Fist/Punch 70%, D3+D4

Equipment First Aid Satchel containing bandages, dressings, gloves and alcohol wipes and spray.



PLAYER HANDOUTS: BAMBIS WEB BIO

BAMBI FOX



Date of birth (location)
 1 April 1984
 London, England

Mini biography
 Made worldwide headlines in 2005 when rescued from an iceberg with former Dotcom millionaire, Hammond Warner. Started her career in stunts before getting her big break in acting. 6 feet tall. ([show more](#))

[Add/change photo](#)

[Photo Gallery](#)

[WBMI Details](#)

[Contact Details](#)

[Add WBMI Resume](#)

Filmography as: Actress, Stunts, Self

Actress - filmography (2000s)

1. [Zombie Army of Napoleon \(2008\)](#).....Arabella King (Filming)
2. [Flight of the Living Dead: Outbreak on a Plane \(2007\)](#).....Cindy Johnson
3. [Clawed: Legend of the Sasquatch \(2007\)](#).....Megan Paige
4. [Wind Chill \(2007\)](#).....Jessie Burlingame
5. [American Werewolf in Prague \(2006\)](#) Fay Theakston
6. [The Cave \(2006\)](#)Sarah
7. [Frostbite \(2006\)](#).....Lena
8. [Sleepover Nightmare \(2005\)](#).... Eliza
9. [Voodoo Moon \(2005\)](#)..... Convention Attendee waving large foam hand
10. [Return of the Killer Bikini Vampire Girls \(2005\)](#).... Spring Break Girl on deck of yacht.
11. [Zombie Honeymoon \(2004\)](#).... Honeymooner in Jacuzzi
12. [Psycho Beach Party II \(2004\)](#).....Lifeguard with rescue equipment
13. [Curse of the Vengeful Mummies \(2004\)](#)Archaeology student crushed by Library Stack
14. [Demon Island \(2003\)](#).... Beach Partygoer by bonfire
15. [Bloodbath V \(2003\)](#)... Body in Motel Ice Trough
16. [Return to Kung Fu Island \(2003\)](#)... Female bodyguard with Rice Flail
17. [Backpacker \(2003\)](#) Brit Backpacker
18. [Open Graves \(2002\)](#).....Corpse No 3
19. [The Neptune Adventure \(2002\)](#).....Woman on climbing wall.

Filmography as: Actress, Stunts, Self

Stunts - filmography (2000s)

1. [Mountain of Doom \(2002\)](#) (stunts)
2. [CIA III: Target Karla \(2002\)](#) (stunts)

MESSAGE BOARDS

Discuss this person with other users on [WBMI message board for Bambi Fox](#)

RECENT POSTS (UPDATED DAILY)	USER
Wow this chick is tall. Get her in a scene with Tom Cruise now	Sandyman
To say the least Honeymoon is not a Zombie classic	Rick 'Zombie' Meints
Has she made a Workout video?.	NickD
Her career seems to be taking off after the iceberg thing	Mike M
How about a guest appearance on SUPERNATURAL?	destinyangel
Have you read the National Enquirer article?	thetruth is out there
(more)	





PLAYER HANGOUTS: LEE'S WEB BIO

LEE FOXTON



Date of birth (location)
 15 March 1978
 London, England
 Mini biography
 Rescued from an iceberg along with actress Bambi Fox after the sinking of former Dotcom millionaire, Hammond Warner's luxury yacht. [\(show more\)](#)

[Add/change photo](#)

[Photo Gallery](#)

[WBMI Details](#)

[Contact Details](#)

[Add WBMI Resume](#)

Filmography as: Actress, Stunts, Self

Actress - filmography (2000s)

1. [Zombie Army of Napoleon \(2008\)](#)...Captain Henry Blackwood...(Filming)
2. [Bloodthirst 2: Revenge of the Chupacabra \(2007\)](#).....Sheriff Drake Kessel
3. [Wind Chill \(2007\)](#).....Snowplow Driver
4. [Death Proof \(2007\)](#).....Stuntman Mason
5. [American Werewolf in Prague \(2006\)](#)..... Todd Gendler
6. [The Wold Newton Meteorite \(2006\)](#)Adam Davison
7. [The Scarecrow of Romney Marsh \(2006\)](#)Infantry Officer
8. [Ice Station Zulu \(2005\)](#).... Scientist with core sample
9. [Slayfest \(2005\)](#)..... Hiker in woods 2
10. [Iron Mountain \(2005\)](#).... Third Climber
11. [Zombie Honeymoon \(2004\)](#).... Honeymooner in tropical shorts
12. [Revenge of the Gillmen \(2004\)](#).....Stoner on beach
13. [Don't go in the Basement \(2004\)](#)Assistant Sports Coach impaled by javelin
14. [More Urban Legends \(2003\)](#).... Breakdown truck driver
15. [Death Race 2500 \(2003\)](#)... Driver lynched by mutants
16. [Cannibal Hillbillies \(2003\)](#)... Hiker with arrow through neck
17. [Open Graves \(2002\)](#).....Corpse No 4
18. [The Haunting of the Old Royal Naval College \(2002\)](#).....Guard in Tudor Undercroft.
19. [Hell Driver \(2001\)](#).....Driver changing wheel.
20. [Undead Pirates of the Barbary Coast \(2001\)](#).....Sailor looking over stern
21. [Serial Insane Clown Killers \(2000\)](#).....Man eating ice cream
22. [Ocean Blue \(2000\)](#).....Dockworker scraping hull of yacht

MESSAGE BOARDS

Discuss this person with other users on [WBMI message board for Lee Foxtan](#)

RECENT POSTS (UPDATED DAILY)	USER
That Clown movie is SICK.	Sandyman
Have they signed him up for Deathrace remake?	Talladega Knight
Why, oh why, did they split up in the basement?.	NickD
He is getting named parts now though	GemmaT
His career doesn't seem to be taking off like Bambi's after the iceberg incident	Iceberg
(more)	



APPENDIX 1

MEDWAY

The Medway Towns are five towns on the River Medway in Kent that have gradually merged together and now form a unitary local authority with a population of around 250,000. Rochester was the site of a Roman walled town called Durobrivae or “the stronghold by the bridge”. Watling Street, the main Roman route from the Kent coast to London, ran through the town.

The outer wall of Rochester Castle was started in 1088 by the Bishop of Rochester, Gundulf. The huge central keep was built for King Henry I by the Archbishop of Canterbury in 1127. It was besieged and then taken by King John’s army in 1215 after it was occupied by his rebel barons.

Will Adams, the seafarer whose story loosely formed the basis of the novel, *Shogun*, was born in Gillingham in 1564. He is still honoured in Japan as the founder of the Japanese navy.

The first ship to be built in Chatham Dockyard was launched in 1585. In 1667 a Dutch fleet sailed up the River Medway and attacked the dockyard, after this humiliation more complex fortifications were constructed to protect it. Over the next 300 years more than 400 ships were built there including HMS Victory, Nelson’s flagship at the Battle of Trafalgar. Thousands more vessels were repaired and maintained there and it employed 11,000 men and 2,000 women during the Second World War. It was closed in 1984.

Charles Dickens used many local buildings as locations in his novels. Mr Pickwick stayed in what is now the Royal Victoria & Bull hotel. A renamed Rochester is the setting for the unfinished *The Mystery of Edwin Drood*. Dickens lived in nearby Higham from 1856 until his death in 1870.

There is also a Knights Templar manor house in Strood and an Elizabethan gun fort at Upnor.

APPENDIX 2

THE PLOT OF ZAN

Jerry Patterson, Producer of ZAN explains: “It’s got everything really....Alternative history, period drama and zombies. After the French and Spanish naval defeat at the Battle of Trafalgar, Napoleon looked at all types of plans to invade England, troop carrying balloons, a tunnel, a bridge and huge barges. What if a French research team in Haiti used ‘Voodoo technology’ to create zombies from his

own battle casualties? When he invades Russia in 1812 all his troops carry an Imperial Eagle pendant or something enchanted with a Voodoo spell. Hey John, you can work the final details out, can’t you?”

APPENDIX 3

CHATHAM HISTORIC DOCKYARD

Chatham Historic Dockyard has 47 scheduled ancient monuments on a 80-acre site, the majority of which were constructed between 1704 and 1855. In total there are over a 100 buildings and structures including the Commissioners House, a quarter mile Rope making building or Ropery, a Mast Pond, and workshops.

The Dockyard also houses in dry docks; a Victorian Sloop HMS Gannet (1878), HMS Cavalier the last surviving destroyer of the Royal Navy to have served in World War II and HMS Ocelet, the last submarine built for the Royal Navy at Chatham Dockyard.

The site has been used as a location for the Golden Compass, *Amazing Grace*, and the *Mummy*. Other attractions in the Dockyard include the Kent Police Museum and Museum of the Royal National Lifeboat Association.

APPENDIX 4

CHAV

Chav is an offensive term for someone who wears poor quality or imitation gold jewelry such as large hooped earrings or clown pendants and sportswear clothing or shoes including tracksuits, hoodies and baseball caps. It often stereotypes wearers as lacking in fashion sense or intelligence and being a public nuisance.

The term first appeared in dictionaries around 2005. One theory claims it originated in the Medway Towns, particularly to describe residents of Chatham. England football player Peter Crouch described an unpleasant reception from a group of local fans at Gillingham Football Club who he likened to the ‘hillbillies in the film *Deliverance*’.

APPENDIX 5

FORT AMHERST

Fort Amherst is a vast fortress built in the late 18th and early 19th centuries to defend Chatham Dockyard. It consists of numerous tunnels carved into the natural chalk,





brick lined ditches, well fortified redoubts, guardhouses, and ramparts. In 1785 it had 190 cannon manned by an artillery garrison of 700 men alone with support from nearby infantry barracks.

The fortress was named after General Sir Jeffrey Amherst, Commander of the British forces in North America during the French and Indian War when the French were defeated and driven out of Canada. During the War of Independence he rejected a field command as he had close relations with numerous personalities on the opposite side.

Fort Amherst is now open to the public. It hosts regular Ghost Walks and re-enactment events together with the annual Halloween Horrors event.

APPENDIX 6

ST JOHN AMBULANCE

St John Ambulance is the UK's leading first aid charity, but its origins date back over 900 years to their foundation during the Crusades. The Knights Hospitallers (or the Order of St John) were established in Jerusalem around 1099 to defend the territory won in the Holy Land and tend to the sick in their own hospitals. After the fall of the Crusader States they retreated first to the Island of Rhodes and then Malta. The Order was abolished by Henry VIII.

SANITY AWARDS

Realization that the headless corpse is real	0/1d3
Discovery of Alison the Guide's headless corpse	0/1d3
Discovery of the second Chav's headless corpse	0/1d2
First being attacked/ seeing an attack by a killer scarecrow	0/1d6
Discovery that the scarecrows are not human	0/1d6
Witnessing the Heads of the Scarecrows spell	0/1d6
Successfully researching the background of the Scarecrow King	1-3 gain
Investigator killed	1-6 loss

THANKS TO:

Sandy Petersen for running the original 'Iceberg' scenario in which Bambi and Lee first appeared during Tentacles 2005. The Maidstone Archers: Gemma Davison, Jamie 'Trotsky' Revell, David Gordon, Mik Reed, Mel Reed and Kai Reed. My second group of playtesters at Tentacles 2008 including Roy Ashworth and Mike Cope. Finally to Mike Mason and Gemma for coming up with the two lead characters and playing them so entertainingly.





PLAYER HANDOUTS: TO BE CUT UP AND GIVEN TO PLAYERS AT THE APPROPRIATE TIME

You hear the Security Guard say: OK I'll keep an eye out for the buggers. OVER.

You feel a squirt of something hit your face.

An arm grabs your leg from one of the asylum bunk beds.

One of the 'scarecrows' moves towards you.

Two vampires rush past you and grab Jessica, Bambi's PA.

Bambi! You have an aversion to clowns and should complain bitterly to Jessica that you specifically said no clowns.

John! Groan when you see the undead pirates. (If no one else does)

One of the 'zombie pirates' silently moves towards you.

Bambi! They are using plastic cups at the party! (This should horrify you)

There is a headless body on the floor in front of you.

Bambi! There is a headless body on the floor in front of you.

The torso has a typical CHAV type tracksuit and trainers (possibly from JD Sports or Sports Direct)

You see something glinting on the floor. It's a CLOWN pendant!!
(This should horrify you for several reasons)





Chapter Nine

WHO'S THAT KNOCKING?

Scenario by Garnett Elliot



College Media Arts major Alan Breen decides to get some live footage for a “shaky-cam” horror movie he’s filming. He invites a group of college students (and the PC’s) out to an abandoned farmhouse he’s rigged with cameras and shotgun mikes for a Halloween party. Aided by a crew of fellow students/actors who share his vision for guerilla filmmaking, he plans to put the party-goers through a series of staged, “horrific” events, and add the footage to scripted scenes. The resulting opus, *Who’s That Knocking?*, will become a hit at the independent movie festivals. Fame and offers from established studios are sure to follow.

Or so he thinks.

Because the farmhouse he’s picked is haunted.

Just as the PC’s discover what Breen and crew are up to, the resident ghost decides to manifest. Her powers wax on Halloween, when the skin between this world and the next wears thin. And she has her own agenda on dealing with guests.

Who’s That Knocking? is written for the Basic Roleplaying system, and can be set in either a standard horror or Mythos campaign (though no Mythos creatures appear) with a normal power level. The scenario is non-linear and uses a timeline to guide events. The GM needs to have a good grasp of all the characters, especially the main antagonist, the ghostly Maeve, in order to run things smoothly.

Three to five players are ideal.

START

Who’s That Knocking? is set in a fictional Midwestern county, but it can take place anywhere with a university and access to a large rural area nearby.

One or more of the PC’s receives an invitation to a

Halloween party: a simple flyer with a map on one side showing how to get to the farmhouse. Festivities are scheduled to begin at 8:00 P.M. Exactly who’s throwing the party is unclear. PC’s are given to understand it’s a “friend of a friend.”

College-aged characters, or those with connections to the local university, are the most likely to receive invitations. The flyers seem informal, so having “crashers” show up shouldn’t be an issue. If the PC’s don’t initially know each other, the GM will need to come up with other reasons to get them all out to the house. Maybe an important NPC contact is going to be at the party, and wants to meet a character there. Relatives, love interests, and fellow professionals can also provide hooks.

Stress to your players they should prepare for the scenario like any other group of people planning to attend a social event. “Common” horror-investigator equipment like firearms, satellite phones, Kevlar vests, and vials of holy water are not appropriate. Neither is any pre-adventure research. If the PC’s whine enough, let them bring along concealed weapons—and remind them later you thought it was a bad idea, when they prove to be a liability.

The flyers encourage people to come in costume. This could provide for some good terrifying/comedic moments during play.

THE FARMHOUSE (OPENING SCENE)

It takes two solid hours of driving down rural road to get to the farmhouse, longer than the scale on the hand-written map would suggest. Clouds cover a gibbous moon, and the terrain grows increasingly stark. Farmland gives way to stretches of forest. Soon, there are no structures visible from the road and no lights, until the PC’s catch sight of what looks like a streetlamp, winking in the distance.

This turns out to be a studio light set atop a pole. A sputtering gas generator at its base provides power. The light marks an overgrown turn-off that leads to the



farmhouse and surrounding area.

PC's with cell phones may notice this is a "dead zone."

The farmhouse itself is a simple, two-storied construction built in the 20's and held together with rusted nails (along with a good dose of malevolent spiritual energy). The paint has peeled away from the weather-beaten siding. Fangs of broken glass are all that remain in the windows. About twenty yards behind the house rises the silhouette of a barn, similarly dilapidated. The barn's roof sags in the middle like a saddle.

Several cars are parked in the weeds in front of the house when the PC's pull in. The ground floor windows radiate no light (they've been blocked with felt), but music can be heard pulsing from inside.

As soon as PC's get out of their vehicles the front door opens, spilling light and sound. Alicin Strabe (see Characters) hurries to greet them. Aggressively friendly, she ushers PC's inside and offers a quick orientation to the drinks and bathroom arrangements.

The first thing PC's notice on entering the parlor/living room is how bright it is—their eyes will take several seconds to adjust from the darkness outside. White drop-cloths cover the walls. Studio lamps have been set in each corner and connect by cords that run through the open doorway into the adjoining kitchen.

Near the staircase two trestle tables have been set up, one with an assortment of food and alcoholic punch, the other with a professional-looking DJ, Manuel Ramirez, and his equipment (turntables, mixing board, speakers). A keg rests in a tub of ice next to the tables.

There are about a dozen other party-goers milling about the room, several in costume, several "Goth" types wearing dark clothing and severe expressions. The guests are all young (college-aged) and the party has that subdued feeling of not getting off to a good start. This somber atmosphere is reflected in the music playing: Bauhaus' *Bela Lugosi's Dead*.

As soon as the music ends, PC's hear the telltale sputter of another generator from somewhere back in the house.

The room is brightly-lit for filming purposes. Concealed in the corners (a difficult Spot check, and only if the PC is specifically looking for something unusual) are small, globe-shaped cameras similar in appearance to web cams. These are wired along with the power cords and run out to equipment in the barn (see Backyard).

Alicin and other colorful NPC's (perhaps an Attractive Member of the Opposite Sex, a Misunderstood Artist, or even a Closet Gamer) attempt to engage the characters in conversation. Allow liberal use of Communication skills.

No one knows, however, exactly who's throwing the party. Manny Ramirez keeps a close eye on everyone, and will try to distract or otherwise intervene with PC's who act suspiciously.

Characters who over-indulge in keg beer and punch run the risk of becoming intoxicated (GM's choice how to stat this, but a resistance roll with variable POT against the character's CON is suggested. Failure indicates a flat penalty to most skill and some characteristic rolls).

After about an hour, Breen's confederates make their first move—see *Timeline*.

THE FARMHOUSE, BARN, AND SURROUNDING ENVIRONS

The rest of the area is detailed here. PC's can explore as the situation dictates, but read the Timeline and Character descriptions so you have an understanding of how the whole scenario works. Supernatural events (replays) will not occur until later, after Maeve has decided to reveal her presence.

Kitchen

An open, empty room (there is no original furniture remaining in the farmhouse, as antique dealers have scavenged it years ago). The kitchen's back door has been wedged open, and two blue chemical toilets of the type used at construction sites are visible just outside.

Initially, party-goers will be padding through here to use the facilities or have a smoke.

Dining Room

Open and empty, like the kitchen. People wanting some privacy or a quieter place to talk might retire here.

Later on, Maeve will use this room to replay a particularly grisly scene involving the murder of her husband. See *Timeline*.

Pantry

There's a door to this room off the kitchen. The pantry has bare shelving along the walls. Anyone with a light source can make an easy Spot check to notice the outline of a rectangle on the floor. This is a trapdoor leading to the root cellar below.

The trapdoor doesn't budge. Closer inspection shows someone (Breen) tried to force it fairly recently, but only splintered the wood around the corners. The points of several rusty nails poke up from the floor—Idea roll to realize it's been nailed shut from underneath. It takes a combined strength of 20, plus something to lever under the door's edges in order to pry it open (standard Effort roll). A strong, moldering smell immediately wafts upwards.



A rickety ladder leads to a 10' by 10' space with earthen walls and two corpses, badly decomposed. The sight and foul smell requires a SAN roll (0/1d3). One of the deceased has his bony hands locked around the neck of the other, who is clutching an automatic pistol.

A search of wallets identifies the bodies as Reid Neumann and Adam Bright, both in their late twenties.

These are the remains of two criminals who had been using the farmhouse as a methamphetamine lab. They had barricaded themselves after several attacks by Maeve. She possessed Neumann, the weaker of the two, and had him strangle Bright, who was able to get in several dying shots.

Breen and his associates have no knowledge of the bodies. They discovered the abandoned meth lab equipment in the kitchen and disposed of it while setting up.

A serviceable hammer lies nearby. The gun (pistol, medium) has one round in the chamber, but is also rusted and dirty (malfunctions on a 90 or higher). Several spent casings litter the earthen floor.

Upper Story

The second floor of the farmhouse consists of four bedrooms and two closets. This area is completely unlit. The floorboards groan and creak when stepped on, but are solid enough not to give way. Rat, pigeon, and raccoon excrement lie everywhere. Rooms are empty except where noted.

Bedroom A

The door to this room is closed and someone has recently tacked on a cardboard sign with "DANGER" scrawled in black marker. Anyone approaching can make an easy Listen roll to detect scraping and thumping sounds.

A family of raccoons lives inside the room. As soon as the door is opened, the adult male rears on its hind legs and hisses, while females and children scamper out the window. Anyone stupid enough to linger or make threatening movements will be attacked by the male.

Raccoon

STR 7	CON 10	SIZ 5
INT 5	POW 7	DEX 16
HP 7	MAJOR WOUND: 4	
DAMAGE BONUS: -1D6		
Armor	None	
Attack	Bite, 30%, 1d6-1d3	
Skills	Dodge 65%, Listen 75%, Sense 90%	

If wounded, or after successfully biting for damage, the raccoon flees at its full movement (10) out the window. It will only "fight to the death" if somehow cornered.

Bedroom B

Empty. Maeve will replay a scene of two young lovers she surprised here back in the 50's, when she decides to reveal her presence (see Timeline).

Closet C

The door is swollen shut. A STR resistance roll vs. STR 12 forces it open, with much groaning of wood. The door frame immediately sags, and an object (previously hidden atop the interior frame) falls to the floor with a thump. There is nothing else in the closet.

The object is a rat-chewed King James Bible—Maeve's Bible, when she was alive. Her scrawled handwriting clutters every page. Certain passages are underlined, and phrases are written in the margins. Most of the writing is too crabbed to read, but two phrases, printed in bold capitals, repeat throughout the book:

MAN IS A PLAGUE OF LOCUSTS ON THE FACE
OF GOD'S EARTH

THIN THE HERD

A successful Know roll, or possessing the skills Psychology, Psychotherapy, or Medicine (Psychiatry), allows the reader to conclude that whoever scrawled in the book was mentally ill.

Bedroom D

The ceiling in this room has a partially-opened trap door, leading to the attic. There is no ladder or furniture to stand on, so PC's will have to engineer a way up.

The attic's interior is cramped, hot, and infested with pigeons. They scuttle and make fluttering noises in the darkness. A thorough search uncovers a mirror (26"x14") in a tarnished silver frame that somehow escaped the scavenging of many decades. The mirror's surface has a series of spider web cracks, but is otherwise serviceable (and can prove very useful; see *Defeating Maeve*).

Backyard

This area is overgrown with waist-high grass. A large (100kw) diesel generator motors away here, near the two chemical toilets. A bundle of cords and wires connects equipment from the farmhouse to the generator. A second bundle, concealed in the grass (Spot roll to detect, but only if the PC has a light source), connects from the generator



to the barn.

Walking directly from the farmhouse to the barn is safe, but PC's who search the entire backyard have a chance of running into one of the perennial dangers of old farms: an open well. Have everyone searching make Luck rolls, then choose one person from among the failures (if any) at random. If the unfortunate has a light source, give him or her a regular Spot roll as a second chance. Success means the PC sees the rim of the well just before stepping in.

The well-shaft drops forty feet, with only a couple feet of stagnant water at the bottom (4d6 damage). Anyone surviving the fall is likely too wounded to climb back out and will need to rely on others for rescue.

Barn

This tall structure looks imposing at night. The roof sags dangerously in the middle, and a stiff wind will make the whole thing creak like it's about to come down (it won't, but PC's don't know that). There is a pair of double doors at the front and two side doors, all with stout padlocks. One of the side doors has been padlocked from the inside (by Breen). Manny, Breen, and a couple of the film students have keys. The doors can be forced with tools and a few Effort rolls (splintering the ancient wood and leaving the locks intact), but not without making a lot of noise.

The barn's interior is one giant room, lit by a pair of studio lights. Breen's van, large enough for his entire film crew to cram inside, is parked near the double doors. An old ladder leads up to the hay loft, but whole sections of the flooring have already given way (anyone of SIZ 10 or higher will fall through, for 2d6 damage).

Breen has set up his base of operations here. He has a folding table with two laptops monitoring events in the parlor/living room. Their screens show multiple views from the cameras hidden there. The table also has piles of screenplay revisions for *Who's That Knocking?*, a small fortune in digital recording equipment, a powerful flashlight, a walkie-talkie, and an old library book with a newspaper clipping tucked inside (see below). A cooler squats nearby stuffed with energy drinks and protein bars, as well as rows of footlockers containing costumes (red and black hooded robes in a 'Satanic' motif).

Breen will be here throughout the course of the night, monitoring the cameras and coordinating events with his fellow students via walkie-talkie. He will not respond to knocks or calls for assistance from outside, and will attempt to Hide (20%) if the doors are forced. Even if confronted by PC's, it takes successful Persuade, Command, or zealous intimidation to get him to admit what's going on here. His foremost priority is to continue

filming.

When Maeve begins her attacks, Breen first assumes it's part of the act—one of his students taking initiative. If/when he is convinced supernatural events are taking place, he will try to flee in the van with his fellow students (see Timeline).

Refer to *Troubleshooting* if the PC's come upon Breen and his secret prior to the staged 'climax' in the Timeline.

The rear-most section of the barn has a low-lying crossbeam with a length of old, frayed rope tied to it. This is part of the noose Maeve originally used to hang herself. Anyone standing in the immediate area will get a cold, unnerving feeling. The rope will seem to sway without the presence of a breeze. Maeve can replay the event of her death here (see *Timeline*).

The library book on the table is entitled Murril County History and details local events from the turn of the century up through 1945. The page marked with the newspaper clipping has a couple paragraphs thoughtlessly highlighted by Breen:

Ingvall Murders (1928)

Though never brought to inquest, Maeve Ingvall, 29, was suspected in the murder of her husband John Ingvall, 43, a local farmer, and the couple's thirteen children. The actual events that lead to the murders, a series of poisonings, will remain unknown as Mrs. Ingvall had hung herself long before the arrival of county deputies.

No other suspects were located, and the tragedy is considered a black blot on the early history of Murril County.

The newspaper clipping is an old Photostat copy and only a fragment. It reads:

(from page one)

Coroners who made the journey to the farmhouse concluded that the deaths were indeed from poisoning, likely Solanum Nigrum (Deadly Nightshade) growing in a nearby thicket. This type of poison causes blood vessels to violently expand, to the point of bursting and hemorrhaging, which would account for the crimson pallor of skin noted on the bodies of Mr. Ingvall and the children.

Insights into Mrs. Ingvall's character are limited. Neighbors described her as a recluse, seldom seen, and then only in the presence of her husband. She was noted in recent years of constantly making reference to culling the family's livestock, a common practice before the arrival of winter.





On review of the evidence, Dr. Steiner concluded that Mrs. Ingvall suffered from an advanced case of Dementia Praecox, likely exacerbated by the recent birth of her daughter. He cited similar cases documented in Europe, in which mothers become melancholy after delivery and attempted to murder their newborn children.

(continued on page five)

At the bottom of the clipping is a photograph of Maeve. Though small and grainy, it clearly shows her features, and can be used as a weapon to drive back her ghost (see *Defeating Maeve*).

Breen has been doing some research on the farmhouse and its former occupants, in hopes it might turn up something he can use for his screenplay.

TIMELINE

The course of the scenario is divided into two rough parts: the initial, staged events by Breen and his film crew, and a series of ghostly encounters with Maeve.

It's okay if the PC's stumble onto Breen's machinations early. He's not exactly a professional, and he wasn't expecting a group of skilled investigators for guests. The important point is to re-establish the tension of a genuine threat once the hoax has been exposed—see *Troubleshooting*.

9:00 P.M.

The farmhouse grows quiet between music sets. Someone knocks on the front door three times. The sound echoes throughout the house. An NPC closest to the door goes to answer and finds no one there.

9:30 P.M.

Another series of knocks arrives at a break in the music, this time more vigorous. One of the PC's (random) is closest to the door. Three people stand outside, hooded and dressed in black robes. Their eyes, visible through holes cut in the hoods, are glazed and bloodshot. The shock of these menacing figures requires a SAN check for the PC answering the door (0/1).

The 'cultists' are carrying black satin bags which they present in 'trick or treat' fashion. They will not respond to questions, friendly overtures, or threats, just wait silently until someone puts something into their bags (it can be anything—food, condoms, etc) or several tense minutes go by, at which time they will turn around and disappear back into the night.

The figures are, of course, Breen's fellow students, with special irritant placed in their eyes for the glazed effect. If the PC's try to follow them, Manny immediately intervenes. "Wait. It could be dangerous." He says this

loudly enough to let his co-conspirators know there's trouble, and will go so far as to restrain (Grapple) the lead-most PC. The students, meanwhile, race for a nearby thicket and attempt to Hide.

From this point on, the party-goers become nervous and PC's likely suspect something's up. Manny stops playing music. Refer to *Troubleshooting* if Breen and/or the other students are discovered.

10:00 P.M.(or later, depending on the PC's actions)

A desperate, feminine scream rips through the night. A successful Listen puts the source somewhere in front of the farmhouse. Screaming continues until the PC's investigate, possibly with some prompting by Manny. Alicin goes with them.

Out in the front yard they come upon a young woman, bound, lying not far from the gas-powered light that originally guided them in. She's drenched in bright red blood (SAN 0/1d2).

Two students are concealed in bushes about twenty feet away, one using a camera with an expensive light-amplifying lens and the other a shotgun mike. They're both dressed in dark clothing and have carefully set up their hiding place (barring earlier interference). Given the near-moonless night, PC's will not be able to Spot them without special equipment.

Anyone with Medicine or First Aid attempting to help the bound woman quickly discovers the blood isn't real (it's good old Karo with food coloring). Other PC's can figure this out on an INTx3 roll. The woman babbles about being "captured by black robes," staying in character. Her bonds are easy to untie.

And now Breen pulls out the stops: a tall 'cultist' dressed in red robes, flanked by two more dressed in black, step out of the nearby treeline and advance on the PC's, chanting. The red-robed figure carries a censer made from a (plastic) human skull and a gleaming (blunt -edged) sword. The trio walks with slow, purposeful steps . . .

Breen is expecting sheer terror on the part of the PC's, not violence. If anyone pulls a weapon or displays hostile intent, the students immediately freeze. A voice from the bushes (the camera man's) will call out: "Uh, you've got the wrong idea about what's going on here." If the PC's simply wait, the 'cultists' stop when they get within five feet.

Manny comes running up with a stack of waivers. He explains the PC's have just been involved in a "ground-breaking cinematic experiment" and asks them to sign, so their likenesses can be used in a movie. The 'cultists' start removing their costumes, and the camera guys come



slinking out of the bushes.

Let the players have a 'Scooby Doo Ending,' for a moment. Manny heads back to the farmhouse, to get the remaining guests to sign waivers. Some people are upset and threaten to sue. Others think the idea is cool.

And then Maeve decides to act.

See *Troubleshooting* if the PC's seriously injure or kill a student during the course of this scene.

10:20 P.M.

Maeve uses her powers of disruption to cause the diesel generator to short for a moment. The whole farmhouse goes dark. As the lights flicker back on, she enters ghostly combat (see *BRP Rulebook*, pg. 343) with Alicin Strabe. PC's witnessing the event will see an impenetrable shadow engulf Alicin's face as she claws at empty air (SAN 1/1d4+1). Maeve wins without having to roll and possesses Alicin moments later. The PC's former friend turns on them, attacking like a maniac with her fingernails while screaming in a raspy voice. Alicin has to be restrained (successfully Grappled) or reduced to 2 HP before Maeve gives up her body, leaving her unconscious (0 pp).

10:30 P.M.

Frightened guests conclude now is a good time to leave. The students, like Breen, aren't so sure, suspecting this is an impromptu addition to the movie. Maeve lets the cars full of NPC's drive away, but drains the battery (with her disruption power) of any vehicle the PC's try to use.

See *Troubleshooting* if the PC's try to leave the area on foot.

10:40 P.M.

Maeve goes on the offensive, stalking PC's and students alike. Her main tactic is to use her powers to cause SAN loss, then enter ghostly combat with characters who go insane. These unfortunates get only half their POW scores (round down) when trying to fight her off, due to their unbalanced state.

Possessed characters immediately attack, using the most lethal means possible. Like Alicin, their faces become shrouded in darkness, and they must be either knocked unconscious, grappled, or killed in order to drive the ghost off (though the PC's may discover other ways; see *Defeating Maeve*).

Maeve can also use subtle tricks like draining a flashlight with her disruption power, causing a cell-phone to ring, or whispering in a PC's ear. A favorite scare is to manifest "standing" on a nearby wall in defiance of gravity, her body at a right angle to the floor. She can also warp time to make sections of the farmhouse appear new again, or cause smells of cooking to waft from the kitchen. These

bits are usually followed by a ferocious attack.

Keep careful track of Maeve's power points. She may have to withdraw for periods in order to recharge. However, on Halloween night this won't take very long—she regenerates 1 pp every five minutes rather than every 1-2 hours!

Depending on where characters are, Maeve uses replays to cause maximum fright. This is a form of psychometry in which a past event involving death or extreme emotion is experienced in the present. The replay is always tied to a specific place. Activating this power costs Maeve 3 pp.

Dining Room: Maeve replays the poisoning death of her husband. The room suddenly has furniture (a wooden table, as well as several chairs) and new wallpaper. A heavysset, bearded man in overalls leans across the table, vomiting what looks like bloody porridge. His skin has turned an angry red and his eyes are dilated. He falls to the floor, shaking with convulsions. PC's realize this man's painful death is going to take awhile. The scene ends and the room returns to normal (SAN 1/1d6).

Bedroom B: Maeve replays an event from the 1950's, in which she terrified (but didn't kill) a young couple who'd planned to use the farmhouse as a love nest. One corner of the room will manifest a sleeping bag and a Coleman lantern turned low. By the amber light, PC's can see a man and woman locked in an embrace. Their hairstyles and clothing are clearly from an earlier era. The young woman startles as if hearing a noise and peers over her boyfriend's shoulder. She then screams, pointing directly behind the PC's. The boyfriend jerks his head around to look, and his face drains of color.

If PC's look behind them, they'll see Maeve standing scant feet away. Her hands drip black fluid (crushed nightshade) onto the floorboards. She then disappears, along with the couple and their camping gear—but the drops of nightshade remain (SAN 1/1d6).

Barn: Maeve replays the scene of her death, and adds an extra flourish at the end. All of Breen's equipment disappears, to be replaced by a barn full of dairy cows. Overcast daylight pours in through the loft. PC's hear a drawn-out creak, and see Maeve hanging from a noose attached to a crossbeam. She swings in a faint breeze, her stocking feet only inches from the floor.

Maeve's long black hair obscures her face. As the PC's watch, she begins to twitch. Her head (still covered) swivels to regard the group, and she says in a rasping voice: "Thin the herd." Know roll to realize she's speaking through a crushed windpipe. The scene ends (SAN 1/1d6).

11:00 P.M.

The students have seen or heard enough by this point





to know something's definitely gone wrong. They head to the barn and confront Breen with the situation, who wisely decides to bolt. Everyone squeezes into the van and Breen floors it, ripping up the overgrown track as fast as the engine allows.

Maeve chooses this moment to manifest directly in front of the speeding van. Startled, Breen swerves—and for dramatic effect, fumbles his Drive roll. The van slams into a massive oak (6d3 damage to everyone inside, none of whom are wearing seatbelts). This might be the last act for Breen and company . . .

PC's can try to calm down the panicked students before they make a frenzied getaway (Command or Persuade are ideal). Breen isn't much of a leader in a crisis, and if the PC's seem to have an idea of what they're doing, the students may turn to them for guidance instead.

11:05 P.M. or later

Maeve continues her attacks on whoever's left, until sunup, at which time she disappears.

DEFEATING MAEVE

Intangible, Maeve cannot be physically harmed. At the GM's discretion, psychic powers or spells might be able to affect her ghostly form, if the PC's are lucky enough to have these abilities.

Occult or appropriate Knowledge skills can produce the following information. Breen, who has already done some research of his own, might be able to provide insight if the PC's are stumped.

1. Ghosts are tied to a physical place, person, or object.
2. Faceless ghosts, in history, are associated with horrible crimes they committed during their lifetimes. The act of covering or obscuring their features is therefore an expression of guilt and shame. (PC's or NPC's who survive possession by Maeve, or fight her in ghostly combat, might comment on the strong feelings of guilt they experienced from her contact.)

If presented with her reflection in a mirror, or even the small photograph clipping, the presenter can roll his or her POW against Maeve's on the resistance table. If successful, Maeve loses 1d3 pp and is driven off for the time it takes to regenerate these points (5-15 minutes). Maeve can be repulsed in this manner while trying to possess someone. Only one attempt can be made to drive her off per turn.

Saying Maeve's full name out loud forces her to manifest if she is nearby (and costs her 1pp).

Destroying Maeve's bible has no effect, other than to enrage her. Destroying the farmhouse and barn, however, will effectively cut her ties with the physical world. There is enough diesel fuel in the generator, plus gasoline in the remaining vehicles, to start a blaze that will consume both structures. When Maeve realizes the PC's are about to destroy her home she goes all out, attempting to possess the most powerful character and then turn him or her against the rest of the group. This should make for a satisfying, fiery conclusion, with the PC's grappling against the backdrop of roaring flames.

TROUBLESHOOTING

If the PC's discover the filming early, before the staged 'climax' in the timeline:

Arrange for at least some of the group to confront Breen, while he hovers over his recording equipment in the barn. Maeve will use her disruption power to make the lights flicker, then activate the replay of her hanging. Breen goes temporarily insane, and Maeve uses the opportunity to possess him. He attacks the PC's, smashing a lot of equipment in the process.

Breen's confederates will realize something's wrong when they stop getting orders on their walkie-talkies. They approach the barn, likely discovering the PC's standing over their leader's unconscious body. Fast Talk, anyone?

Maeve will capitalize on any dissension between the PC's and the film students. From this point on, the timeline shifts to her attacks.

If the PC's attempt to leave on foot

First, it should be stressed to the players that there are a lot of frightened, ignorant people running around the farmhouse, and they are ill-prepared to face any supernatural threats.

Maeve will use her misdirection power on the group as they try to leave. This costs her 1pp per character. PC's will feel disoriented, dizzy, and notice a buzzing sound in their heads. Roll Maeve's POW against each character's POW separately. If successful, PC's will wander for a period of time (15+3d6 minutes), thinking they're walking away, before stumbling back onto the farmhouse grounds (they've just wandered in a complete circle).

PC's who are able to resist can walk away, though they will still feel the disorienting effects for 15+3d6 minutes. When they "snap out of it", they realize some or all of their group is gone. The PC is now safely out of the range of Maeve's influence. Ask the player(s) if he or she wants to head back to the farmhouse or sit the rest of the scenario out.



It will take all night to walk from the rural road to the highway, where the PC can try to flag down a passing vehicle.

If a PC kills or seriously injures a student:

An overzealous PC who kills a student ‘cultist’ will lose 0/1d6 SAN when he or she realizes they’ve just murdered an innocent. Assuming the character survives, this can lead to serious legal consequences once the scenario is over . . .

CONCLUSION

The scenario ends if/when Maeve is defeated, or the sun comes up. A county sheriff’s car arrives around nine-thirty in the morning, prompted by calls from concerned party-goers who escaped the previous night. Just what the deputies see as they approach depends on what transpired, but could include:

- The smoldering remains of the farmhouse and barn.
- A crashed van with dead/unconscious bodies inside.
- Several gibbering, injured people requiring medical attention.
- Clothing and paraphernalia suggesting a Satanic cult.

Needless to say, the PC’s have some explaining to do.

If Breen survives, give him a POWx2 Luck roll. Success means an intact piece of his equipment was able to catch some evidence of Maeve. After recovering, he may well decide to use this footage and finish *Who’s That Knocking?* The guy is that obsessed.

Defeating Maeve nets each PC 1d8 SAN points. Also, any characters that rendered aid or somehow helped an NPC to survive (including Breen) should be awarded 1d3 SAN, as well.

Be sure to wish the players a happy Halloween!

CHARACTERS/STATISTICS

Maeve Ingvall

Faceless Ghost

INT 13 POW 17 APP 10
 MOVE 17 HP NONE
 DAMAGE BONUS NONE MAJOR WOUND: N/A

Armor None

Attacks *Ghostly combat* (see *BRP Rulebook*, pg. 343). This is a POW vs. POW struggle using the resistance table. On Halloween, Maeve drains 1d6 pp on a success, but loses only 1d3

pp if overcome. She can possess (control the actions) of any character she manages to reduce to 0 pp. Characters who have gone insane get only half their POW (round down) in ghostly combat with Maeve.

Powers: *Manifest.* Maeve is normally invisible, but can reveal herself to the world of the living at a cost of 1pp. Viewers need to make SAN rolls (0/1d6) the first time they see her.

Intangible. Maeve has no physical form, and can pass through walls and solid objects. Physical attacks have no effect on her, and she cannot directly affect the physical world, except through possession and other powers.

Disruption. At the cost of 1pp, Maeve can drain or otherwise disrupt the flow of electricity in a small piece of equipment, causing it to malfunction (e.g. drain a flashlight battery of all power). For 2 pp’s, she can affect larger electrical objects, like a diesel generator or car battery.

Misdirection. Maeve can warp perception in the minds of people who try to leave the farmhouse area, causing them to wander in a circle—see the *Troubleshooting* section. This blatant plot-control power costs her 1 pp per person affected.

Replay. Maeve can “replay” a vivid scene associated with violent death or emotion, causing all nearby characters to re-experience it (and lose SAN in the process). This ability costs her 3 pp, and is always tied to a specific area.

Sense SAN. Maeve intuitively senses the SAN and POW scores of all characters, and is drawn to sudden drops in sanity like a shark scenting blood.

Special. On Halloween, Maeve regenerates 1 pp every five minutes.

Skills Insight 65%, Knowledge (natural poisons) 65%, Persuade 75%, Sense 95%

Quote “Thin the herd.”

Maeve had lived in the farmhouse during the 20’s. Her husband, John, was abusive, hard-drinking, and kept her a virtual prisoner. He also kept her pregnant. Isolated, Maeve began to succumb to depression, and after the birth of her thirteenth child lost her grip on reality altogether.





She began to see her many children as livestock—animals that had to be fed and cared for, like chickens or dairy cows. She started writing phrases in the margins of her bible, over and over, which she felt to be divine commands. Chief was the command to “thin the herd,” the practice of killing livestock judged to be weak, just before the onset of winter (traditionally associated with Samhain/Halloween).

After many fevered nights, Maeve concluded that all her children were weak. As was her husband. And herself.

She picked a basket of deadly nightshade growing in a thicket behind the house, and mixed them with the morning gruel. The family thought the black berries were currants. They died in writhing agony hours later.

Maeve then hung herself in the barn.

Since that time she haunts the farmhouse and surrounding area, ready to continue culling “the weak” from among the living.

When visible, Maeve appears as a solid (non-vaporous) woman wearing a white flannel dress. She has long, lustrous black hair shot through with streaks of premature gray, though her age is difficult to determine—her face is always shrouded in deep shadow. Nothing can penetrate this darkness, save her own perception. Her voice, if she chooses to speak, is a raspy whisper.

When possessing someone, the unfortunate’s face will also fall into shadow.

Alan Breen, Age 23

Gonzo Film Student

STR 9	CON 11	SIZ 11
INT 14	POW 13	DEX 12
APP 10	EDU 14	SAN 44
HP 11	DB 0	Major Wound: 6

Weapons: Large digital camera (improvised club), 20%, damage 1d6 or Fist, 25%, damage 1d3

Skills Art (film) 45%, Fast Talk 65%, Hide 20%, Insight 30%, Knowledge (horror movies) 90%, Perform 30%, Persuade 45%, Technical Skill (computers, camera systems) 85%

Quote “We’ve got vision, and we’re going to make piles of money.”

Alan sees himself as a talented maverick, on the verge of establishing his movie-making career with *Who’s That Knocking?* He has a flair for playing to other people’s egos and has borrowed heavily from friends and family for this project. Unfortunately, he lacks the writing chops to come up with a good screenplay, and the muddled plot of *Who’s*

That Knocking? wouldn’t shine with a multi-million dollar budget.

Studying the latest trends in filmmaking has convinced Alan that a reckless approach is called for. That, coupled with his financial desperation to see his project succeed, means he’s prepared to take big risks with the safety of his unwitting “actors.”

Years of obsessively watching Tobe Hooper and Romero flicks have taken their toll on his SAN.

Alan is thin, with bony arms and legs. His brown hair is already receding over a broad forehead, and he wears glasses.

Manuel Ramirez, Age 19

DJ and Confederate

STR 13	CON 11	SIZ 12
INT 12	POW 9	DEX 15
APP 13	EDU 13	SAN 45
HP 12	DB +1d4	Major Wound: 6

Weapons Grapple, 55%, damage variable or Fist, 55%, damage 1d3+1d4

Skills Art (film) 35%, Brawl 50%, Dodge 35%, Fast Talk 50%, Fine Manipulation 65%, Grapple 55%, Knowledge (popular music) 80%, Listen 45%, Perform 60%, Repair (Electronics) 45%, Spot 40%, Stealth 45%, Technical Skill (audio systems) 70%

Quote: “Taking requests, but no top-forty, please.”

Manny is Alan’s right-hand man and audio expert. Tonight, he’s also serving as the “plant” during the impromptu filming of *Who’s That Knocking?* His main job is to wrangle any guests who might uncover the secret, and he’s prepared to do this physically, if necessary.

Manny stands 5’11”, with a wiry build and curly dark hair. He’s wearing a black sleeveless vest, black jeans, and has a small walkie-talkie tucked into the back of his pants, under his shirt. He always has a pair of headphones around his neck.

Alicin Strabe, age 22

Student on the Mend

STR 10	CON 11	SIZ 9
INT 13	POW 10	DEX 11
APP 12	EDU 14	SAN 34
HP 10	DB 0	Major Wound: 5

Weapons Fingernails, 30%, damage 1d3 or Grapple, 25%, damage variable



Skills Art (writing) 50%, First Aid 35%, Insight 45%, Knowledge (Literature) 55%, Listen 50%, Science (Psychology) 35%, Spot 65%

Quote "I need to get out more. It's good for me."

except during staged events. All students carry walkie-talkies to communicate with Breen and each other. Joshua and Mitch are the camera and audio experts, respectfully.

Alicin studies English at the local university and is normally a bright, energetic person. Unfortunately, she's suffered a string of losses over the past year, including the death of her father and the ending of a serious relationship. These events sparked a severe depression, culminating in a suicide attempt two weeks ago. She's only recently recovered following a psychiatric hospitalization. She's come to the party at the urging of her therapist, trying to re-establish a social life.

Alicin is only too happy to talk to the PC's. She has large bandages covering both wrists (Idea roll at x4, or any PC with Psychology of Psychotherapy skill to interpret the likely cause of the injury).

Unfortunately, Alicin's fragile mental state makes her a lightning-rod for Maeve's attention. If she survives possession, she may be able to provide the PC's with insights into the ghost's personality.

Alicin has sandy blond hair, green eyes, and a ready smile.

Young Film Students

(Ben Packer, Toby Caith, Smita Parbati, Julie Newscombe, Joshua Walker, and Mitch Tynbaum)

#1	STR 11	CON 10	SIZ 12	DEX 8
	POW 11	HP 11		
#2	STR 16	CON 14	SIZ 13	DEX 10
	POW 9	HP 14		
#3	STR 10	CON 10	SIZ 8	DEX 14
	POW 14	HP 9		
#4	STR 12	CON 14	SIZ 10	DEX 11
	POW 11	HP 12		
#5	STR 11	CON 12	SIZ 13	DEX 10
	POW 13	HP 13		
#6	STR 8	CON 10	SIZ 9	DEX 11
	POW 15	HP 10		

Damage Bonus: All 0, except for #2 (Toby) +1d4

Weapons Fist, 25%, damage 1d3+db
 Improvised Club, 20%, damage 1d6

Skills (generic) Art (film) 20%, Hide 25%
 Perform 25%, Stealth 25%

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Autumn — the time of the Festival of the Dead, when the veil between the worlds is thinnest and prayers to ancestors easiest made. Pumpkin cakes are left in the Ancestors' Niche in every house, and children tie black and orange ribbons to the doors and put candles in the windows of their houses so their dead ancestors can easily find their way home. It is a quiet time, after the harvest, before the first snows of winter arrive. It can be a lonely time.



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