

CHICKEN MERRY HAWK DEH NEAR

by

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*An Exclusive Scenario for Backers of the
Tales of the Caribbean
Kickstarter Campaign*

INTRODUCTION

The investigators receive an invitation to the christening of Emily Graham, only daughter of Lord Henry Graham and his wife, Lady Gwendolyn Graham. The christening is to take place at the family's estate at Mavis Banks, a small town in the Blue Mountain region on the island of Jamaica. This is the largest mountain range on the island which encompasses the eastern third of the island. It is a rugged, lushly forested region and where some of the finest coffee on earth is grown. All travel and accommodation have been arranged by the Graham's: a cabin onboard a chartered yacht followed by a one-night stay in Kingston, before heading up to Mavis Banks. There, investigators will have rooms in the estate's guesthouse for a full week. It promises to be a lavish vacation to a remote tropical location, visiting friends to celebrate the baptism of their first child.

Keeper's Note

Keepers can run this scenario as a sudden unexpected drop-in adventure during a longer campaign. The investigators do not come to Jamaica to solve a mystery, but rather to stumble into one. They should start out enjoying a pleasant getaway on a lavish plantation estate in the Blue Mountains. This reflects the title of the scenario, a Jamaican expression that means tragedy often befalls when everything seems to be going very well.

KEEPER'S INFORMATION

While born in Jamaica, Henry Graham's parents sent him to live with relatives in Scotland when he was four years old. His parents (James and Elizabeth), and an older brother (Jim) died shortly after his departure. He has only the dimmest memories of his parents and early childhood in Jamaica. Henry joined the military at the outset of the Great War, serving with distinction and winning the Distinguished Service Order for his gallantry at the Battle of Hullach, in 1916. After the war, he struggled with his nerves (i.e., he had Posttraumatic Stress Disorder), living an isolated existence for two years. Several years ago, he returned to public life, fell in love with and married a wealthy American socialite named Gwendolyn Ward.

For four years, they tried in vain to conceive a child. They visited several doctors who could find no medical reason for their difficulties. In desperation, the couple visited three different spiritualists for advice. Each one, independent of the others, offered the same advice: Henry would only become a father and find peace by returning to the place of his birth. They moved to Jamaica, Gwendolyn reluctantly, and reopened the abandoned Nobly Estate. Henry found joy restoring the house and lands, even restarting the family's coffee plantation. By the end of the first year, the house was returned to all its former glory, the plantation was turning a handsome profit and bringing

steady jobs to many in Mavis Banks, and Gwendolyn found herself pregnant. Henry, long tortured by his wartime experiences, was finally at peace.

Naturally, that was when things went wrong.

An old evil returned to Mavis Banks, intent on plaguing the region once more. It is a powerful supernatural creature, one of Nylarthaotep's Million Favored Ones, known as Ole Hige. It is a shape-shifting vampire of sorts and a master of witchcraft. The entity appears as an ugly old woman, but can shed her skin to take the shape of a horrific owl-like creature or a ball of living fire. It feeds on life force from its victims, who grow weaker and more sickly until finally they die. Ole Hige's favored prey is children.

This creature is the reason Henry's parents sent him away when he was four years old, and they and his brother died shortly thereafter. James Graham fought Ole Hige, with a measure of success, but ultimately, his efforts failed. With the Graham family's death, the plantation closed down. Times became hard for the locals, who depended on the plantation for work. Families moved away or chose not to have children they could not afford. As Ole Hige's favored prey is children, Mavis Banks became poor hunting grounds, so the creature moved on to another unfortunate community.

Ole Hige remembers its time hunting in Mavis Banks, as well as its old adversary and his surviving child. Using magic, the creature cursed Henry Graham as a boy,

The Cast of *Chicken Merry Hawk Deh Near*

Lord Henry Graham

Decorated Great War veteran,
master of Nobly House

Lady Gwendolyn Ward-Graham

American socialite, wife of
Henry, mother of Elizabeth

Elizabeth Graham

Four-month-old daughter of
Henry and Gwendolyn Graham

James & Elizabeth Graham

Parents of Henry Graham
(Deceased)

Jim (James Jr.) Graham

Older Brother of Henry Graham
(Deceased)

Cecil Williams

Right hand man to
Lord Henry Graham

Thea Lewis

Nanny to Elizabeth Graham

Delroy & Jessica Lewis

Servants in the guesthouse of
Nobly House, two of the elders

Omar Powell

Foreman of the Nobly House
Coffee Plantation

Pheebie Wright

Old plantation worker at Nobly
House, one of the elders

Sean Davis

Old carpenter of Mavis Banks
attending christening,
one of the elders

Shanice Gordon

Bitter old woman, spreading
rumors on Ole Hige's behalf

Chris Gordon

Son of Shanice, possible ally to
the investigators.

rendering him infertile. Ole Hige is also responsible for the mystics the couple visited delivering identical prophesies advising Henry to return to the place he was born. The creature's magic brought fertility to Mavis Banks, bringing a plentiful harvest to the fields and a wave of pregnancies (both in livestock and people). Ole Hige also lifted its curse from Henry Graham. Many infants and small children now live in Mavis Banks, with a third of those being sets of twins.

Mavis Bank is once again a fertile hunting ground for Ole Hige. As the investigators arrive, the creature begins to hunt, feed, and kill. It falls to the investigators to put a stop to this and end the terror once and for all.

Involving the Investigators

Investigators should be friends of either Henry Graham or his wife, Gwendolyn Ward-Graham. Friends of Henry can include old war buddies, fellow veterans he befriended before his return to social life, or recent business connections made through his coffee exports. Friends of Gwendolyn can include other wealthy American socialites, fellow spiritualist enthusiasts, or other graduates of her Alma Mater, Miskatonic University.

THE TRIP TO JAMAICA

Unless the investigators are natives of Jamaica, or make their own travel arrangements, they are transported to Kingston onboard *Reveler*, a 165-foot luxury yacht. The Grahams chartered her to sail their guests to Jamaica in grand style. *Reveler* makes as many stops as necessary to pick up the investigators, traveling on a generally southern course. The yacht has spacious cabins, a well-stocked galley (with a master chef onboard), and a full bar (a treat for those suffering under Prohibition, once beyond territorial limits). Onboard diversions include fishing, a library, and a skeet launcher. There is a single shot shotgun onboard, with birdshot ammunitions, for any who wish to do some shooting. The voyage is uneventful, aside from being extremely relaxing and enjoyable (unless an investigator dislikes sea travel).

A DAY AND NIGHT IN KINGSTON

Cecil Williams, a native Jamaican in the employ of Henry Graham, meet the investigators at the dock. He is a tall, fit

looking black man of about thirty, and his family has worked for the Graham family for generations. Mr. Williams dresses quite well and is a graduate of St. George's College, one of the most respected learning institutions in Jamaica. With him are a pair of porters and several waiting cars.

He explains that Mr. Graham thought the investigators might want to see the sights in Kingston before heading up into the mountains. He adds that he has made them all dinner reservations, booked them a block of rooms at the Myrtle Bank Hotel, and reserved them a table at a local nightclub. He has even taken the liberty to book a round of golf at the nearby Constance Spring Hotel, should the investigators be so inclined.

Investigators have a full day and night to enjoy Kingston, Jamaica's capital. Kingston hosted The Great Exhibition of 1891, an international conference attended by 300,000, so the city possesses many fine hotels, shops, clubs, and restaurants catering to the rich and influential. Investigators can enjoy the local beaches, charter a boat for a day of fishing, go on a pub-crawl, or find romance (at least for the day). The investigators can do much or as little as they please, guided by Mr. Williams, who picks up the tab for everything, saying, "Compliments of my employer."

Keepers Tip: Why?

While the generosity of the Grahams may not seem to be important, it is. Pampering the investigators, first on *Reveler* and then in Kingston, helps establish a bond between the NPC couple and the players. Later, when things become difficult, the investigators will feel personally invested in ending the threat to NPCs whom they care for.

The Trip to Mavis Banks

The next day, Cecil Williams drives the investigators ten miles north up into the Blue Mountains which rise around Kingston. The roads become rougher the farther one gets from the capital. During the trip, Keepers should describe the thickness of the jungle, the drastic change in altitude, the mist-shrouded peaks, and the breathtaking drops visible from the moving vehicle. Soon, the investigators begin passing smaller farms and homes, places with donkey drawn carts, and locals tilling the land on family plots. This should give investigators a sense of entering another world, one far removed from modern urban Kingston.

MAVIS BANKS

The village of Mavis Banks has a modest population of about 500. It is a bustling place, with many new homes under construction, a well-stocked general store, and a newly restored church which painters are just now finishing painting a glistening white. The village is in the midst of a renaissance. The locals are busy and happy, rushing about in brightly colored new clothing. The number of infants, young children, and pregnant women is both noticeable and unusually high.

Mr. Williams says Mavis Banks was economically depressed and almost a ghost town for over twenty years. He explains, "Since Lord Graham restored Nobly House and put the plantation back in order, everything has come back to life. People are happy to see Lord Graham return home. His family was much loved here, and the plantation provides honest work to many." If asked about the abundance of children and pregnancies, he says, "There is nothing

like steady wages and a bright future to get couples nesting. Children are a blessing."

The Old Crone Appears

Investigators notice an unusual figure during the trip, who scowls at their car as it passes. She is an ugly old crone with a milky white eye (the other eye is normal). She leans against a tree and holds a long smoking pipe. The woman is black, stoutly built, and wears old, dirty homespun clothing, including a checkered bandana covering her hair, which is twisted into dreadlocks.

If the investigators point her out to Mr. Williams he pauses, looks, and says that he has never seen her before. He adds that the woman is probably visiting someone or passing through. However, those making a successful Psychology roll realize that he is both fearful and hiding something (she resembles Ole Hige, a creature from the ghost stories of his childhood). If investigators turn around to get a better look or circle back,

the old woman is gone, but they find a dead black snake lying where she stood.

NE OUBLIE: The Graham Family Estate

The Graham estate is located on the far northern side of Mavis Bank. Its proper name is *Ne Oublie*, the Latin motto of the Graham Clan meaning *Never Forget*. However, everyone calls it Nobly House. The estate consists of an expansive main house, a well-tended garden, a guesthouse, and a servant's house. Farther away from the main house, the estate also has a small working farm (to help supply the estate's kitchen), a warehouse, a coffee processing center, and a worker's barracks. This area also has expansive coffee fields, grown under the shade of banana trees. Everywhere here is color—blooming flowers, freshly painted walls, red brick walkways, and even brightly plumbed parrots flying from tree to bountiful tree. It is clear that a great deal of time, care, and money was invested in restoring the estate.



Welcome & Luncheon

As soon as the car(s) with the investigators arrive, Henry and Gwendolyn Graham come out to greet them, welcoming them to Nobly House. Just behind them is a black woman, in a colorful skirt, lose blouse, and hair wrap holding a four-month-old baby girl. The couple greets the investigators warmly, ask how their trip was, and whether they enjoyed themselves in Kingston. Henry and Gwendolyn then call forward Thea, the nanny, to bring Elizabeth to meet everyone. The couple then invites everyone inside while servants take any luggage over to the guesthouse. The couple gives guests a tour of the house before serving them lunch.

Lunch is stewed fish, sweet baked breads, and greens, with coffee, which Henry is particularly eager to show off to his guests. The couple asks how everyone is doing and for news of the outside world, as Gwendolyn complains that news reaches Kingston slowly, and gets up into the mountains even slower than that. What follows is small talk and catching up, possibly with Gwendolyn taking the female investigators (or her personal friends) off with the baby and Thea to the garden for cool drinks. Henry takes the male investigators (or his personal friends) into his den for brandy and cigars.

Lord Henry & Lady Gwendolyn Graham

Both seem to be doing very well and look better than they have in years. They are openly affectionate (something new for Henry) and excited new parents. They share the story of the three separate mystics they consulted when seeking a way to have a child, telling how each gave them the exact same advice, independently of the others: Henry would only have a child and be happy if he returned to where he was born.

“A year after moving to Mavis Banks, I was finally pregnant, after years of trying. I was so happy I cried for three days!” Gwendolyn proclaims. Henry says, “It was a miracle. Like the last missing piece of a puzzle, we were finally complete.”

Henry is very excited to talk about Mavis Point, his family’s estate, restoring the plantation, and being a new father. Henry talks about how run down everything was when he came and wonders why his family ever sent him away. He says that the vague memories of an “imaginary friend” from

his early childhood are actually memories an older brother he was not aware of. He says, “I found his grave beside my parent’s. He was only thirteen when he died, shortly after I was sent away.” He wonders why his uncle, who raised him, never spoke about his parents or brother, and discouraged him from looking into his past. Henry says, “This place brings me a peace I never had before, almost as if I left part of my heart here. This is my home, where I was born, and I am happy to raise my daughter here.”

Gwendolyn complains a bit about the heat and being so far from her friends and family, but confesses that she loves the gardens, the house, and the people here. She just got a telephone installed to keep in touch with everyone better. She apologizes for not having a phone sooner, saying the house was only wired for electricity this spring. In personal conversation, she says that her husband seems so happy here, and dotes on her and the baby. “He’s like a new man, and well,” she says, blushing, “let me tell you all a little secret. Elizabeth isn’t going to be an only child for much longer. If I have the dates correct, she’s getting a brother or sister around Christmas.” She adds, “Don’t tell Henry. He doesn’t know yet. He’s been so focused on getting everything ready for the christening, and I don’t want him to worry.”

A Tour

After lunch and catching up, Henry and Gwendolyn take the investigators over to the guesthouse to show them their rooms. The accommodations are on par with the rooms at Myrtle Bank Hotel, with four post beds and stunning mountain views. The guesthouse has its own pair of servants, Delroy and Jessica Lewis, who are ready to attend to anything the investigators might require.

Henry offers to give the investigators a full tour of the rest of the property. He is particularly proud of the restored warehouse, the processing facility, and the worker’s bunkhouse. The investigators are introduced to the plantation’s foreman, Omar Powell, whose family has raised coffee in this region for over fifty years. Omar is a broad, muscular looking man with a shaved head and sharp eyes. It is clear that the two men have become friends, and Henry asks after Omar’s wife and young son. A shadow falls over Omar’s face as he answers.

The Guesthouse Servants

Delroy and Jessica Lewis are a married couple who once worked for James Graham. Delroy is 15 years older than his wife (they are 68 and 53). Their daughter is Thea Lewis, an unmarried young woman, now employed as a Graham’s full time nanny. Henry hired Delroy as a reward for his family’s long service. The job allows the couple to live on the estate with few duties most of the time. Delroy is one of the few people in Mavis Banks who remember firsthand Ole Hige’s terror, known locally as The Dark Days, and he should become an important resource for the investigators.

The First Sign

Omar explains that he sent his brother to take his wife and son to the doctor in Kingston, as the boy’s illness seems to be getting worse. He says, “The doctor should sort this out. Boy does nothing but sleep or cry. Might be something going around—a few other babies have the same thing. Best keep a close watch of your Lizbeth, boss.”

The Twilight Breeze

As night falls, a cool twilight breeze carries a sweet scent across the region, blowing down from the mountains to the north. The scent fills those who inhale it with feelings of vigor and amorous desire, raising their CON by 5 until dawn. In addition to any typical sexual urges (or lack thereof) the investigators may feel, they begin to experience a particular yearning for members of the opposite sex. Any social or racial concerns seem irrelevant. These effects are not a compulsion or form of magical control; they are simply an “urge” to find companionship. Investigators are free to act on or resist these urges, but they are undeniable. Keepers should present this effect carefully and suggestively, saying things like “You find yourself attracted to...”, “Behind their smile they wink at you...”, “Maybe it’s the night air or the rum, but you find yourself drawn to...”, or “You feel particularly alive tonight and find you might enjoy some company.”

If the investigators ask about the sweet smelling breezes, the locals say they first started about two years ago, and happen about once a week. Most think it comes

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from blooming flowers somewhere on the slopes above Mavis Banks. Keepers should be sure to mention the direction of the wind, “coming down from the mountains to the north”, as this is a clue to finding the lair of Ole Hige (see “Anansi Town”).

The Party

That evening, a small party is held at Nobly House, in celebration of the christening scheduled for tomorrow morning. Dinner features a traditional Jamaican menu (jerked pork and rice with peas), tropical cocktails, and a performance by The Saltfish Five, a popular Kingston band. As things wind down, Omar stops by the main house to invite everyone down to the workers camp. The employees are having a celebration of their own, as several workers are also having their children christened tomorrow. Henry and Gwen respectfully decline, saying they need to rest before tomorrow’s big day, but urge the investigators to go and enjoy themselves.

Staying In

If the investigators decline the invitation to the workers’ celebration, they do not witness the events taking place there (see “The After Party” and “Ole Hige Crashes the Party”). They may be able to eavesdrop on the conversation which takes place during “The Conference of Elders”. At about 2 AM, Keepers should allow investigators to make a Listen check, but only if they are awake. Those who succeed hear someone enter the house and the sounds of multiple footsteps entering the kitchen. Keepers may allow for a Hard success on the Listen check to awaken investigators who are asleep (see “The Conference of Elders”).

THE AFTER PARTY

If the investigators go, they find a group of about forty workers and their families, who have set up tables and chairs around a fire pit. The workers offer the investigators food and rum, and go out of their way to make the investigators feel welcome. Some of the workers form a band and perform. Almost everyone is dancing and trying to pull investigators onto the dance floor. If any investigators are looking for companionship, due to the effects of the Twilight Breeze, those making a successful Luck check find it here.

At the party are three young children, less than six months old, as well as a number

of pregnant women. If asked, people may jokingly comment that it must be something in the water, but most believe that because things are going so well, many decided it was time to start a family. Two of the children spend most of the time sleeping, and when awakened, they cry pitifully. They don’t want to eat and seem uncomfortable, as if gassy or teething. Their parents seem concerned, but not alarmed. If investigators with a medical background offer to examine the children, the parents embarrassedly and gratefully refuse, saying it is nothing and they don’t wish to be a bother. Investigators who persist are allowed to examine the child, and those making a successful Medicine Roll find the infants to be suffering from colic. Investigators making a Hard success do detect signs of anemia and dehydration. These apparently sick infants are early victims of Ole Hige.

Ole Hige Crashes the Party

At some point the party is interrupted by a heavily pregnant woman’s scream. She faints after her scream. Investigators should make a Luck check to see if they were close enough to catch her. These investigators may also make a Listen and/or Spot Hidden check. Those who succeed in the Listen check hear the sound of something flying away through the nearby banana trees. Those making the Spot Hidden check see a dark shape in the trees (about three feet tall), with glowing eyes, glaring at them before turning and flying off. Those making an Idea check think it might be an owl or large bat of some sort. Those seeing the glowing eyes of the creature lose 1D8 Sanity points (see “Ole Hige’s Gaze Attack”).

When the woman awakens, she is terrified, saying she saw a duppy (a ghost or demon) looking down at her from the fields. One of the few older people asks her what it looked like. She says that it appeared to be a horrible bird with glowing eyes, but wrong, “and I could feel it, looking at me, like a vulture does; hungry and waiting.” At this point, her husband takes her home to rest.

THE CONFERENCE OF THE ELDERS

The aged woman who questioned fainting lady is Pheebie Wright. She leaves the party and walks to the guest house to speak with Delroy and Jessica Lewis. Keepers should mention that she cautiously looks about the

trees overhead as she walks, as if looking for something lurking above. Investigators can follow her and eavesdrop (at the Keeper’s option, this requires a successful Listen check). However, if the elders notice investigators eavesdropping on them or if questioned directly the trio immediately explains it away as old ghost stories and superstitions. A successful Psychology roll tells investigators that the three are all very afraid. They don’t want to be thought of as mad, worry anyone if their suspicions are wrong, or incur the “Wrath of Ole Hige” (see that section).

The Key Points of Their Conversation:

- ✦ Children are falling sick, just like back in The Dark Days.
- ✦ Many children, maybe too many, have been born recently.
- ✦ Someone just saw a duppy at the party and described it, correctly.
- ✦ It could be Ole Hige has returned, after more than thirty years.
- ✦ The elders want to take steps to protect people, but be quiet about it.
- ✦ They plan to spread the word to the older folks, the few who might remember and believe.
- ✦ They agree not to tell anyone else, saying that the others will never believe.

The Legend of Ole Hige (Common)

Most people in Jamaica knows the story of Ole Hige, describing her as a hideous old witch or duppy (ghost) with powerful and dangerous magic. The story goes that Ole Hige can turn into a ball of fire or a hideous owl by shedding her skin. At night, she sucks the souls out of her victims, causing them to grow sick, weaken, and eventually die. Her favorite prey of all is children. The town elders can share this information without triggering The Wrath of Ole Hige.

The Legend of Ole Hige (First Hand)

There are only a handful of people in Mavis Bank who know more about Ole Hige than they care to. These are the older generation, those at least forty years old. They remember back thirty years ago, when the creature hunted their community for the souls of children. They know that Ole Hige can be slowed down by spreading rice on the floor of a room, because legends say she must count

each grain before entering. They also know that the creature is invulnerable, with only one weakness: her skin.

If someone were to find her shed skin while she is in her fire or owl form and line the inside of it with salt, it could be her undoing. Legend says that Ole Hige dies if she dons the salted skin. However, her skin is always hidden in a secure place, and if the hiding space seems disturbed or the skin seems to have been moved, it is said that the creature won't put it on. Furthermore, if any of the village elders deliberately share this knowledge, even a small portion of it, they draw The Wrath of Ole Hige.

The Wrath of Ole Hige

The creature keeps a very close watch over the village elders, and maintains their silence through terror. She does not want to kill them outright, as they have a stabilizing effect on the community. They are the grandparents of her prey, and their presence in Mavis Banks means that more children are born here. So long as they don't try to interfere with her activities, she is content to leave them alone.

However, should the elders of Mavis Banks speak out against her, or worse, take actions against her, she knows (see "Powers of Ole Hige" and "The Tending") uses her powers to punish them. This means that someone dies, but it isn't always the person who committed the offence. Sometimes the individual killed is someone the offender deeply cares about, such a spouse, child, or grandchild. An elderly person might sacrifice their own life to stop Ole Hige, but will rarely act at the cost of the life of a loved one.

Death comes swiftly, usually within minutes of the offence. It normally is caused by something that can be explained away as an accident. Her victims can be struck by lightning, choke to death on a bit of food, have an unexpected heart attack, get kicked by a mule, mauled by a dog, or fall victim to a sudden fire (see "Powers of Ole Hige", and "Vengeance").

THE CHRISTENING OF ELIZABETH GRAHAM

The next morning everyone at House Nobly is abuzz with excitement. A light breakfast is served and everyone puts on their Sunday best, with Elizabeth in a beautiful white lace dress and bonnet. The day starts out bright and clear, but by the time everyone

reaches the church, it has begun raining. The sun, however, continues to shine, a rare Caribbean sun shower. People say, "The devil is beating his wife", or "A witch is getting married", common superstitions connected to sun showers in the region.

Investigators may notice, if they are looking or they make a Luck roll, the ugly crone from the previous day. She is sitting on a wooden box, under some trees across from the church, watching people enter the church as she smokes her pipe. If investigators go over to her, she delivers her warning (see "Old Hige's Warning"). Otherwise, she does not interfere with anyone.

The Faith Chapel Church is a beautiful 19th century building that has recently undergone renovation. The church is filled to capacity, but the Grahams have the front pew reserved for them, as they are major contributors to the renovation. There are sixteen children, between the ages of three days and five months, being christened today. Nearly everyone in the church is under forty years old, with only a handful of more elderly parishioners.

As the service gets underway, things begin to go wrong. Many of the children (8 of them) are being fussy, crying weakly, and being generally upset. Others (5 of them) sleep so deeply that investigators see some of the parents nervously trying to wake them up. The young pastor jokes that the babies are in a rush to enter the family of God and shortens his sermon.

As the actual christenings take place, the babies who seemed agitated or lethargic during mass scream out in shock and pain as the holy water touches their foreheads. This happens to eleven of the sixteen babies, and the tension rises each time it happens. As the very last child, a little boy named Kevor Smith, is christened, he screams and has a seizure. Luckily, Dr. Brandon Morgan, visiting for his nieces' baptism, is in the church and quickly stabilizes the child. He personally drives the baby and his parents to St. Joseph's Hospital in Kingston. Everyone in attendance is horrified.

Examining the Children

Investigators with a medical background can examine the other children if they wish. Their worried families are quite thankful for their attention. Investigators making a Medicine check find nothing medically wrong with the children, no signs of illness or burns

from where the holy water touched them. Investigators making a Hard success on their Medicine check do find something strange: tiny sores under the lips and tongue, and inside the noses of all thirteen children so affected.

An Elder Steps Forward

If the investigators fail to notice this one of the older parishioners, a carpenter named Sean Davis, tells the parents or investigators, "Check for sores under their lips." Once these sores are found on the children, the older people suddenly seem more nervous and fearful. The older people tell the new parents to give the babies gripe water (a common treatment for colic and teething), and to make sure they get plenty of fluids and rest. They add, "Whatever you do, keep them out of the night air. Keep their windows shut... and locked."

However, if Mr. Davis speaks, Ole Hige realizes that he has shared some of what he knows about her and decides to make an example of him. As he steps outside, there is a sudden crash of thunder and a blinding flash. When everyone's eyes adjust, Sean Davis lies dead at the bottom of the church's stairs, struck by a "freak" bolt of lightning. His heartbroken family tend to his body, and the remaining elders take note of the example Ole Hige made of their heroic friend. Those witnessing this must make a 1/1D3 Sanity check.

If investigators question one of the older people about what is really going on, they say, "It could be colic, maybe teething, at worse, yellow fever." Those making a successful Psychology roll realize they are lying, hiding something and deeply fearful. Investigators can convince them, with a successful Persuade check, to share the Legends of Ole Hige (both Common and First Hand). They then admit to seeing this before in Mavis Banks, "Thirty, mebbe thirty-five years ago, back in dem Dark Days before the village died." They won't say more at this point, saying they need to go and try to protect their families, adding, "Look after yer own, if you can."

OLE HIGE'S WARNING

Sometime between leaving the church and before nightfall, the crone approaches the investigators. She may wave them over to her as she is sitting somewhere, appearing on the side of the road, or even suddenly appearing



from around a corner. Ole Hige won't do this with any of the locals around, as she only wishes to speak to the investigators. She has a thick Jamaican accent, and her breath smells of sour tobacco and rum. She speaks in a friendly, non-threatening manner in an attempt to unnerve them with her confidence.

Ole Hige has a very limited form of ESP, knowing simple things about people, like their names, birthdays, the people they love, or whether they have ever encountered the horrors of the mythos before. The intention of this conversation is to scare them off, as she considers them an unexpected variable and a possible threat. She conveys the following information:

- ✂ She is not some hedge witch or root worker, but one of the Million Favored of the Dark Master. She says, "You should know who you're dealing with, and it be best to show some respect."
- ✂ There is no point in trying to stop her, because she is beyond all mortal ken. She says, "I kinna be hurt nor kilt, ya see, ah

em death etself. Ain't notin ta be done about it."

- ✂ Mavis Banks and its people belong to her. Her power brought the place back to life, so that life is hers to do with as she pleases.
- ✂ Everything needs to eat. Yes, she preys on children, but only the weaker ones die. She explains, "I give everyone a big family, so if they lose a child or two, it's no great loss."
- ✂ She says that she doesn't want to kill anyone; it's like keeping chickens for the eggs, not the meat. She explains, "When a chicken starts breaking eggs, ya know wot happens? Et ends up in the pot."
- ✂ She tells them to leave Mavis Banks and return to Kingston, or better yet, back to their homes. She says, "This is no place or time for tourists. You're not wanted in my town."
- ✂ Lastly, she says, "The Big Mon, he gonna try ta send you away. You be smart and jus go. Ain't nothing you can do, except leave here and live. If you cross me and stand with the Big Man, you not gonna

live long enough to know regret. He en I got ole business ta finish. No reason you should get into the mix."

Investigators cannot successfully bargain with the creature, as she feel so superior to humans that compromise with them is unthinkable. Her efforts to scare them off are more for her own convenience, rather than any sense of threat they might present to her plans. If the investigators try to attack her, so long as it isn't with a spell or enchanted weapon, she simply allows them to do so. As she is invulnerable to mundane attack, she uses this as a way to display her power. However, as this ends peaceful parley. She says, "So be et", turns into a ball of fire and flies off, possible setting fire to things around her. Otherwise, at the end of the conversation, Ole Hige wanders off, vanishing as soon as she is out of direct eye contact. Those who do attack her with a spell or enchanted weapon immediately drive her off, as she curses them saying "Y'all sure as dead now!" before fleeing as a ball of fire.

The Comings & Goings of Ole Hige

When in human form, the creature travels between her lair, in the mountains to the north, and Mavis Banks using a Teleportation spell, fading quickly away in a cloud of sparks and shadows. The creature never travels far in its human form, much preferring to rely on magic. When hunting at night, she sheds her skin in her lair and flies to Mavis Bank to feed. Once satiated, or before dawn, the creature returns to her skin and her lair, to reclaim her human form.

UNFOUNDED RUMORS

Before sundown, a group of about forty angry men and women march on Nobly House. Several carry machete or clubs. Gwen becomes afraid, but Henry goes out of the porch to see what they want. While he doesn't ask the investigators to join him, they are free to do so. Should they stand with him, Lord Graham thanks them with an uneasy smile and a nod.

People in the crowd say that someone told them the last time this happened in Mavis Banks was when his father lived here. Now that he has returned so have the Dark Times of sick and dying children. Although none has died yet, they have been told it will happen soon. They say that his family is cursed, claim they heard his wife is some sort of vampire, and point out that his daughter is not sick.

Lord Graham counters that not every child in Mavis Bank is sick. He says that he lives here with his family, just like they do, and his child is at risk as well. Henry says that there is no family curse, and that they would never do anything to harm anyone. He says, pleading, "We love this place, and all of you. We are neighbors. I was born on this mountain, in this house."

However, the crowd gets more rowdy, and unless the investigators act, things take a sour turn. If the investigators step in to defend Henry Graham, he won't be physically attacked. If they promise to look into the mysterious illnesses and try to protect the children of Mavis Banks, the crowd slowly backs down. The investigators may notice that people in the crowd say, "We were told..." or "We heard..." several times when speaking about the curse, the dark times,

and the accusation of vampirism. If, after the crowd is calmed, investigators inquire who told people these things they learn that Shanice Gordon, one of the few older locals, started the rumors.

If the crowd isn't calmed, they eventually surge forward, breaking a few of the front windows and pulling Henry Graham off the porch. A melee ensues for three rounds, limited to fists and clubs by the crowd, unless investigators escalate matters. Investigators might be drawn into the fray, or put a stop to it with a drawn firearm or a shot fired into the air.

Otherwise, Delroy Lewis fires a shotgun into the air and then levels it at the crowd. He berates them, cursing up a storm and ordering them off the property. He shames them for attacking the man who put food in their bellies and brought the town back to life as well, saying, "I knew his father. He was a good man, a better man than any here! He died trying to protect this village, and you come here with these lies!" However, if Delroy Lewis steps in to save Henry Graham, he pays dearly for his heroics. Just a few minutes after the crowd disperses, his wife Jessica suffers a fatal heart attack.

Members of the Angry Mob

STR 70 **CON** 70 **SIZ** 75 **INT** 55
POW 55 **DEX** 60 **APP** 50 **SAN** 55
EDU 50 **HP** 14

DAMAGE BONUS: +1

WEAPONS:

Fighting (Brawl) 40% (20/8),
damage 1D3+DB

Club 50% (25/10), damage 1D6

Machete 50% (25/10),
damage 1D4+1+DB

SKILLS: React out of fear 85%

CONTACTING THE MYSTICS

Investigators may wish to look into the mystics who advised the Grahams to return to Jamaica. They are David Pike, a medium living in Boston; Madam Mistow, a fortuneteller living in Manhattan; and Brian Canfield, an astrologer living in New Orleans. All three can be reached, with a successful Luck check, by telephone (Gwendolyn Graham has their contact information).

Once investigators get any of them on the phone, and question them about their session with Henry and Gwendolyn Graham, the mystics try to cut the conversation short. If investigators make a successful Hard Psychology check, due to this being over the phone, they detect fear in the voices on the other end of the line. The mystics won't say more unless the investigator make a successful Persuade, Fast Talk, Charm, Intimidate or Credit Rating check.

If successful convinced each mystic says the same thing, that during the session they were suddenly inspired, almost compelled, to deliver that advice. Initially, they were going to say something different, but the idea popped into their heads and they could not ignore it. Each says it was unsettling, "as if I was a puppet" or "a ventriloquist's dummy". In truth, each was compelled to say these things by magic cast by Ole Hige, as part of her overall plan.

INVESTIGATING THE "FAMILY CURSE" AND "GWENDOLYN THE VAMPIRE"

Investigators can look into the "Family Curse". Henry Graham denies anything of the sort, saying that the only curse he knows of was the years Gwen and he spent trying to conceive a child. He confesses that he knows almost nothing about his birth family. "My family in Scotland kept things from me, and my parents sent me away," he replies. Gwendolyn asserts that she is not now, nor has ever been, a vampire. Her claim is 100% accurate.

If investigators speak to some of the few older residents of Mavis Banks, who lived here 30 years ago, they are told that James and Elizabeth Graham were good people. None of them have heard of a curse of any kind and consider it nothing more than a vicious rumor. They stress that James cared about the village and its people, probably more than he should have.

If investigators question Shanice Gordon, a sixty year old woman living with her son's family in Mavis Banks, they may get to the bottom of things. When questioned Shanice says James Graham was responsible for many deaths in Mavis Banks, chief among them her husband Paul (true). She says he couldn't protect the village and only made things worse (true). She says that Mavis Banks now suffers because of the things James Graham

did during the Dark Times (true). However, these are evasive answers. Investigators making a Psychology roll realize that Shanice resents the Grahams, is hiding something, and very afraid.

Investigators make a Persuade or Fast Talk check cause Shanice to crack. Before she tells what she knows, she makes the investigators swear to protect her grandchildren (she has four, living in Mavis Banks). If they do so, she calls her son, Chris, in to hear her confession. Shanice explains that her husband and James Graham were friends, and James asked him to help fight Ole Hige. They, along with four other men, went out into the mountains with guns and never came back. After that, children started to die more than ever as Ole Hige took her revenge. She lost three of her five children before fleeing to Kingston with the surviving two, who were already showing signs of illness.

She says a horrible crone came to her yesterday and told her to say those things about Henry Graham and his wife. She says, "The old woman said I could have my

revenge for on the Grahams and that my grandchildren would not be touched. She said if I told anyone she would see to it that my grandchildren ended up dead. Please forgive me. I was afraid. I've seen too many children die." She turns to her son, and says, "Your father was a brave man, but I'm not like him. I am sorry I lied, I was trying to protect you and your sister's little ones."

Shanice Gordon then begins screaming and choking, her body swelling up. Suddenly wasps begin pouring out of her mouth, filling the room, and attacking everyone in the house (see page 340 of the *Call of Cthulhu 7th Ed. Keeper Rulebook*). Everyone is extensively stung and must make a CON check. Those who fail may experience profound immune system shock, fall seriously ill, and (rarely) die. In the panic to escape the wasps and get everyone out of the house safely, a fire starts. While the fire is quickly contained, the wasps and Shanice Gordon's body are destroyed. Chris apologizes for his mother, and offers to help them stop Ole Hige.

THE ATTACK ON HOUSE NOBLY

The night after the christening, Ole Hige targets Elizabeth Graham. At some point, Delroy Lewis sneaks into the child's room to spread rice over the floor, but Gwendolyn discovers this and orders Thea to sweep it up. Currently, Gwendolyn doesn't believe there is a supernatural reason for the sick children, thinking it to likely be a malaria outbreak. This leaves Elizabeth defenseless.

Ole Hige begins her attack on Nobly House by starting a fire in the plantation's processing building. Lord Henry rushes to the building, rallying his workers to fight the fire. Investigators are free to join him in fighting the blaze as a part of a bucket brigade of about thirty plantation workers. After about 30 minutes, the fire is contained with only slight damage. This, however, was a diversion; while the fire is burning, Ole Hige moves to feed upon Elizabeth Graham.



Lord Henry Graham

*Great War Veteran
suffering from PTSD*

STR 70 CON 75 SIZ 80 INT 55

POW 55 DEX 55 APP 60

SAN 35 EDU 70 HP 15

DAMAGE BONUS: +1

WEAPONS:

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Fighting (Trench Knife) (50% (25/10), damage 1D4+2+DB

Webley Mk IV revolver/Firearms (Handgun) 50% (25/10), damage 1D10+2

Lee Enfield Mark III rifle/Firearms (Rifle) 50% (25/10), damage 2D6+4

SKILLS:

Dodge 40%

If the investigators do not fall for the ruse, they may interrupt Ole Hige as she attacks Elizabeth (see “Battling Ole Hige”). Otherwise, after the fire is contained and everyone returns to the main house, the truth becomes apparent. Thea calls for help after she notices that Elizabeth is not breathing well. The child cries pitifully when she wakes up, much like the children in Faith Chapel Church. If examined, she has fresh sores under her lips, signs that she has been attacked by Ole Hige. Her parents are devastated, with Henry growing quite dark and withdrawn (PTSD).

Tragedy in Mavis Banks

Overnight, a strange “ball of fire” and a “horrible owl like demon or duppy” was sighted by many across Mavis Banks. As morning comes, grim, gray, and rainy, the number of sick children in Mavis Banks rises, while the condition of several already “ill” children worsens. Parents of three different children rush them to hospitals in Kingston. By lunchtime word spreads across Mavis Bank that one of those children, eight-month-old Lisa Miller, has died. It becomes clear that the village is under siege, and some talk of fleeing.

A Friend In Crisis

The next day, Henry Graham doesn’t let Elizabeth out of his sight. He cleans and services his old Webley Mk IV revolver and Lee Enfield Mark III rifle, and oils and sharpens his trench knife in the same room as the baby. He hangs his old gasmask

from his belt, hardly says a word, doesn’t eat, and sips from a bottle of rum. He is in mental crisis, the shock of Elizabeth’s attack pushing him into an episode of Shell Shock (PTSD). Henry Graham is now dangerously unstable, well-armed, and likely to shoot or stab anything that startles him.

His wife and Thea are terrified at this sudden turn, although Gwen has seen it before, but never this bad. They ask the investigators for help in, as Gwen calls it, “bringing him back”. Investigators can help ease Henry out of this state with a successful Psychology check. Until then, he does not leave the house or his daughter’s side, or eat or sleep. Unless he receives help (or learns what is going on, in which case, see “Offered an Out”), Henry collapses from exhaustion three days later, sleeping for ten hours.

THE ELDERS’ COUNSEL

By now, investigators should realize that the older generation, people who lived in Mavis Banks 30 years ago, know more than they have shared so far. After the death of Lisa Miller, and multiple sightings of the creature, they are willing to tell what they know. They no longer fear seeming insane. If investigators speak to Pheebie Wright, Delroy and Jessica Lewis, or Sean Davis (if they still live), they agree to share what they know about Ole Hige and the Dark Times. If investigators fail to approach the elders at this point, Keepers should have one of them come forward, offering additional information about is going on. The elders relate what they remember (see “The Truth About the Dark Times”) in addition to the Common and First Hand Legends of Ole Hige.

The Truth About The Dark Times

- ✘ The creature came to Mavis Banks about thirty odd years ago and terrorized the village for several years.
- ✘ Their oldest relatives called it Ole Hige, a witch, or ghost, or demon of some kind, which had come to the village when they were children, in the 1860s.
- ✘ She preyed mostly on children.
- ✘ Many people left, and most of those who remained sent their children away (like Henry).
- ✘ They defended their homes with scattered rice, which sometimes worked in delaying the creature, and salt, which sometimes turned her away.

- ✘ She can appear as an old woman, a horrible bird like creature, or a ball of fire.
- ✘ She drains the souls of its victims, weakening them until they die.
- ✘ The creature was unaffected by guns, blades, clubs, fire, crosses, prayers, or holy water.
- ✘ Their elders said that the creature shed her skin by night to change forms, becoming an owl-like duppy (i. e., some sort of ghost owl), or a ball of fire.
- ✘ They said that if someone found the skin, lined it with salt, and put it back without the witch knowing about it, when Ole Hige put it back on, she would die.
- ✘ Lord Jim, his young son, and four men from the village (including Paul Gordon) were searching for where Ole Hige hid her skin.
- ✘ The men searched for several weeks, systematically checking every possible hiding place the creature could be using as a lair in the mountains around Mavis Banks.
- ✘ The men worked day and night, exploring the surrounding mountains all night, returning after dawn, sleeping for a few hours, and then planning their next move in Lord Jim’s den until dusk.
- ✘ One day, none of the men returned. Their graves are actually empty, the markers placed simply out of respect.
- ✘ A noxious smell, which made everyone violently sick for hours, flowed down out of the mountains the next night. (Keeper’s Note: This is a clue to the location of the skin.)
- ✘ After that, children started to die much more often than before as Ole Hige took her revenge.
- ✘ After three died in one night, nearly everyone who hadn’t already left fled Mavis Banks. The few who stayed (such as Elizabeth Graham, Henry’s mother) died a few days later.

Keepers should have either Henry (if he has recovered from his mental lapse) or Gwendolyn (if her husband is still unhinged or incapacitated) present at this meeting. Either one can add to the conversation, saying that they found an old, out of date map of the region among the papers belonging to James Graham. Either then produces a worn and dirty map with a few brownish stains (blood) and holes in the corners (where it was once tacked to a wall). (See Chicken Merry Papers #1.) This map lists the locations James



Chicken Merry Papers #1

Graham and his companions suspected might be Ole Hige's lair.

The map shows a dozen circled locations within a ten-mile-radius of Mavis Banks. They are mainly homesteads, isolated farms, small villages, and even a couple of caves. Nine of these locations (those closest to Mavis Banks) have an X through them; the last three circled locations are Chadwick's Camp, The Sisters of God's Mercy, and Marlon Town.

Chadwick's Camp

This is an old placer mining camp, about eight miles northeast and at a lower elevation than of Mavis Banks. It is a collection of old shacks and discarded mining equipment beside a fast running stream. It is difficult

to reach, down some very steep trails and across a few swift running streams. However, investigators exploring here find no trace of Old Hige's skin or any sign of recent habitation. This is a dead end.

The Sisters of God's Mercy

This is an old convent abandoned for at least thirty years, located about nine miles east of, and at a higher elevation than, Mavis Banks. While there is a road leading here, it is in terrible shape, washed out in two places, and blocked by a landslide in another. The convent has two floors and about a dozen rooms. The building is decrepit, with sagging floors and roof, creeper vines growing along the walls, and mold covering everything else. While a creepy location, it is also a dead end.

Marlon Town

This is a small abandoned village located a little over seven miles away, to the north, and at a higher elevation than Mavis Banks. The village was abandoned about fifty years ago after an outbreak of yellow fever. It is difficult to reach, as the road is now an overgrown trail, and one must cross a forty-foot-wide gorge. Today, it is known as Anansi Town, because of the large numbers of Banana Spiders found there. This is the location of Ole Hige's lair.

Offered an Out

Once the map is obtained and the facts laid out, if Henry Graham is conscious and aware of the situation, he decides he must finish what his father started. He thinks he can gather a few men from the village to help him reach the three unsearched locations on the map. Before he gets started, he tells the investigators, "Things have gotten far out of hand, and I think it best you return to Kingston as soon as possible. Pack your things, and I'll call on Cecil to bring up a car to take you off the mountain. From there, you can book transport to take you back home, Cecil will handle the arrangements. I'm sorry to cut your vacation short, but I can't put anyone else at risk. This is out home; these are our children, this is our fight." However, as he speaks his left eye starts twitching, and his left hand begins shaking. While Henry doesn't seem to notice (or pretends not to), it is obvious that he is at his mental limit and dangerously close to another breakdown.

From nearby Gwen looks on with horror in her eyes, silently pleading with the investigators to remain. If the investigators refuse and offer to remain, Henry warns them that it will be dangerous and that he cannot guarantee their safety. If investigators reaffirm their support, both he and Gwen seem visible relieved. However, Henry's hands begin trembling and he pours himself a drink. Gwen quietly asks to speak to the investigators in private.

Gwen's Request

Gwendolyn Graham explains to the investigators that her husband has a nervous condition, brought on by his experience in the war. She says, "You see how he gets. He's not well. I'm afraid that when he's out there, with a weapon, searching for that...thing...his nerves will fail him." She says she tried to talk him into leaving Mavis Banks, but he refused.

She says, “I have no right to ask this of you, but please, convince him to stay behind. You have done this sort of thing before. Henry is a good man, a brave man, but he’s all used up. The war... he... it’s been hard. If he goes out there I don’t think he’ll come back. Please, if not for my sake, then do it for little Elizabeth.”

If the investigators try to convince Henry to stay behind, initially he refuses. However, if they argue that he is a new father, explain that someone needs to defend Nobly House, and/or that the villagers rely on him, he reluctantly agrees. Henry Graham is not a fool. He is aware of his condition and concerned that under stress he might become unhinged. This task now falls to the investigators.

Henry will help arm the investigators, if they ask. He has a contact (a rumrunner named Jake Gold) in Kingston who can, within two hours, deliver up to a dozen .38 handguns (six revolvers and six automatics), three Winchester Model 94 Carabines (.30 – 06 lever action rifles) and three Remington Model 10A Shotguns (12 gauge pump action), with fifty rounds of ammunition for each. Explosives or heavier weapons are beyond Jake’s abilities.

If Henry is unconscious or unaware of the facts of the situation and the map, the investigators can leave without alerting him. If they do this, whether on their own initiative or at Gwen’s request, she can put them in touch with Jake.

POSSIBLE DEFENSES AGAINST OLE HIGE

The investigators receive some tips from the elders of Mavis Banks in defending homes against Ole Hige. They advise that all windows and doorways be covered in salt and pepper, as these burn Ole Hige and may turn her away. They also say to cover the floor of any room a child sleeps in with a double handful of rice. They explain that if Ole Hige gets past the salt and pepper, she must count each grain of rice before attacking the child. The elders do not know why these things work, but are certain they do.

In practice, these things are partially effective. If Ole Hige encounters a barrier of salt and pepper, there is a 50% chance she is repelled. Otherwise, the creature can pass through it normally. E.g., if encountering scattered

rice, the Keeper must roll under 50% for her to resist the urge to count each grain before feeding (taking 1–2 hours, regardless of the amount of rice scattered). While these precautions are not totally effective in defending against the creature they do offer some possible protection.

Ambushing Ole Hige

Investigators may attempt to ambush Ole Hige while she attacks someone in Mavis Banks, rather than hunt for her lair. Unless they are armed with enchanted weapons, or know spells which cause damage, this is an exercise in futility. However, it is possible to funnel her predations into a few possible locations, by fortifying some homes (with salt, pepper, and rice) and leaving others unguarded (using the child/children within as bait). Convincing a parent to allow this requires a successful Fast Talk or Persuade check.

However, Ole Hige is an intelligent opponent. If she sees every house in Mavis Bank defended, and one undefended, she realizes an ambush is likely. If investigators move the children of Mavis Bank to a fortified location, she suspects a trap. The creature then retaliates by setting a nearby building on fire using her Ball of Fire form. Still, if they act with subtlety, investigators may be able to successfully ambush Ole Hige (Keeper’s choice, depending on the investigators plans and preparations), but they get only one chance at this. If Ole Hige survives the encounter, she quickly learns from her mistake and behaves much more cautiously from then on.

Finding the Lair of Ole Hige

Investigators have several clues to locating Ole Hige’s lair. The first is the mysterious Twilight Breeze, which locals say comes down from the mountains to the north. Investigators may suspect these breezes are magical in nature, the work of Ole Hige, and responsible for the enhanced fertility of Mavis Banks. The second is the story of the strange noxious odor during the Dark Times, which also came out of the mountains after the men from Mavis Banks vanished. Finally, there is the map, which shows only one unsearched location that is north of Mavis Banks and at a higher elevation. It is also the closest unsearched location marked on the map, as the hunters were searching locations in order of distance.

THE HUNT FOR OLE HIGE

If investigators are trying to find the skin of Ole Hige, they must time their hunt for when the creature is not wearing it. This means seeking her lair while the creature is hunting, from two hours after sunset until just before dawn. At all other times, Ole Hige is in her lair and defends herself there. Once she realizes investigators have discovered her lair, she leaves, with her skin if possible, and spends 2D4 weeks establishing a new, much better hidden lair. After that, the attacks on Mavis Bank resume, and investigators have no clue where her new lair might be. Within two months, the villagers abandon Mavis Bank once more and the scenario ends in failure. Investigators have one chance at ending this. (Individual keepers may, of course, alter this to allow their investigators another chance to find her and resolve the scenario.)

Gathering a Hunting Party

Unless they have convinced Lord Henry Graham to remain behind, he accompanies them on the hunt. They can also recruit:

1. Cecil Williams, the assistant of Henry Graham
2. Omar Powell, the Noblely Plantation foreman
3. Chris Gordon, son of Paul and Shanice Gordon (but only if investigators convinced Shanice to confess)

The fate of these NPCs is up to the individual Keeper. They can die horribly, sacrifice themselves to save an investigator, need rescue by investigators, flee screaming and insane, or survive the ordeal to become lifelong friends. Keepers should make sure these NPCs only support the investigators efforts, as the focus should remain firmly on the investigators. Keepers may also wish to utilize one of these NPCs as a possible mid-scenario replacement/additional PC.

The Trip to Anansi Town

It takes investigators about three hours to reach Anansi Town with a Navigation check; otherwise, add 1D3 additional hours. It is a difficult journey, along overgrown trails, hacking through thick jungle, and ascending steeply up into the mountains. Investigators who fail a Luck check suffer some sort of mishap, such as suffering a bad fall or

CHICKEN MERRY HAWK DEH NEAR

twisting an ankle, and suffer either (50%/50% chance) 1D3 points of damage or a -10 to their DEX score for the next 1D4 hours.

The Rope Bridge, Bat Attack

About a mile from the abandoned village, the investigators reaches a 70-foot wide gorge between mountains. The gorge plunges away into darkness (as this should be trip undertaken at night), ending two hundred feet below. The only way across is an old rope bridge. It seems sturdy enough, but travelers must take care while crossing, as the railing is loose and numerous boards are missing. Any who fall will surely die.

A massive colony of Jamaican Fruit Bats (also known as the Mexican or Common Fruit Bat) suddenly appears and attacks the first people reaching the mid-way point of the bridge. The bats fly into the people, trying to knock them off their feet, dislodge their grip, and send them tumbling to their death below. Anyone crossing must make a regular DEX check. Those who cross safely suffer only 1 HP of damage from dozens of tiny scratches and nips. Those failing their DEX check are knocked off the bridge and fall to their deaths. Investigators can avoid this fate in several ways (tying themselves together, using guide ropes, tying themselves to the bridge, etc.), and Keepers should adjust things accordingly.

After this initial attack, the bats circle under the bridge and seem to vanish, but the sound of gnawing and scratching can clearly be heard. The bat colony has now landed on the underside of the bridge where they are busily gnawing at the ropes supporting it. They weaken the bridge enough to collapse it in eight minutes. It takes investigators only two minutes to safely cross; those still on the bridge eight minutes after the initial attack fall to their death.

Anyone not yet across the bridge once it collapses is trapped on the wrong side of the gorge. Finding another route to Anansi Town takes 1D3+2 hours. Those on the right side of the bridge may have a longer and more difficult trip back to Mavis Banks, but they can proceed with their mission.

ANANSI TOWN

Little planning went into this unfortunate village, as it was established close to bodies of standing water pools. These pools have expanded over the years, and now, most of the village is partially sunken, in the middle of a stinking marsh. Malaria wiped out the people living here, and Ole Hige set up her lair when the village was empty. Most of the buildings are rotted shells, with collapsed roofs and fallen walls. Deadly Banana Spiders thoroughly infest the sagging ruins, and their large webs are everywhere (see “Threats of Anansi Town”). However, a single home appears in good shape, with an herb garden (for alchemy components), windows lit by candles, and smoke rising from the chimney (see “The Hut of Ole Hige”).

Threats of Anansi Town

Investigators entering Anansi Town face three threats, aside from Ole Hige herself. The first is contracting malaria, as swarms of hungry infected mosquitos descend on anything warm blooded. Investigators must make a Hard CON check to avoid becoming infected, or a Regular CON check if they state they are taking precautions against malaria (e.g., covering exposed skin). This is not really a factor in this scenario, but may have long lasting effects on the investigator.

Cecil Williams

Business Manager

STR 55 CON 55 SIZ 60 INT 65 POW 55 DEX 60
APP 65 SAN 55 EDU 60 HP 13

DAMAGE BONUS: +1

WEAPONS:

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Fighting (Knife) (50% (25/10), damage 1D4+2+DB

Colt Lightning DA 38/Firearms (Handgun) 40% (25/10), damage 1D10

Winchester Model 94 Carbines/ Firearms (Rifle) 50% (25/10), damage 2D6

SKILLS: Accounting 60%, Charm 45%, Drive 50%, Law 40%, Navigate 40%, Persuade 45%

Omar Powell

Coffee Plantation Foreman

STR 80 CON 75 SIZ 55 INT 50 POW 65
DEX 50 APP 50 SAN 55 EDU 50 HP 14

DAMAGE BONUS: +1

WEAPONS:

Fighting (Brawl) 70% (20/8), damage 1D3+DB

Fighting (Machete) 75% (25/10), damage 1D8+DB

Remington Model 10A/Firearms (Shotguns) 50% (25/10), damage 4D6/2D6/1D6

SKILLS: Charm 40%, Climb 55%, Dodge 35%, Intimidate 40%, Navigate 40%, Spot Hidden 40%

Chris Gordon

Mechanic and Machinist

STR 55 CON 55 SIZ 55 INT 55 POW 55
DEX 60 APP 55 SAN 55 EDU 55 HP 13

DAMAGE BONUS: +1

WEAPONS:

Fighting (Brawl) 40% (20/8), damage 1D3+DB

Colt Lightning DA 38/Firearms (Handgun) 40% (25/10), damage 1D10

SKILLS: Climb 45%, Drive Auto 50%, Electrical Repair 45%, Listen 35%, Mechanical Repair 60%, Operate Heavy Machinery 40%

CHICKEN MERRY HAWK DEH NEAR

The second threat is the Banana Spiders. Those failing a Hard POW check is attacked by a spider, or a Regular POW check if they state they are specifically avoiding the insects or take precautions against them (e.g., covering exposed skin). Attacking spiders strike when investigators brush against them, after crawling up an investigator's pants leg or skirt, or dropping down on them from above. The spider has 1 HP, bites for 1 HP of damage with a 50% chance of success, and delivers a Deadly Poison attack (see pages 124 and 128 of the *Call of Cthulhu 7th Ed. Keeper Rulebook*). 2D10, Extreme CON check to take half damage, causes intense pain, paralysis, and possibly asphyxiation). Investigators receive one additional attack per 10% by which they fail their POW check. These multiple attacks can take place at the same time, or over the duration of their visit to Anansi Town.

The third and final threat to investigators consists of the guards surrounding Ole Hige's hut. These are the zombies of the last humans to attempt to find her skin. Among

the zombies are the animated bodies of Lord James Graham, his son Jim, and Paul Gordon (see "The Dead Rise").

The Dead Rise

Outside of Ole Hige's home are a number of shallow graves containing animated corpses. The exact number may vary between three and six, depending on the number and strength of the investigators. Magic preserves

Zombie Guardians

STR 80 CON 80 SIZ 65 POW 5
DEX 35 HP 14 MOVE 6 BUILD 1

DAMAGE BONUS: +1D4

ATTACKS:

Fighting 30% (15/6) 1D3+DB

ARMOR: Major wounds delivered to the body will result in loss of a limb. Otherwise ignore damage except to the head (one penalty die on rolls to target the head).

SANITY LOSS: 0/1D8 Sanity points to see a zombie.

these corpses, and while quite rotten, they remain structurally intact. As investigators come within five yards of the hut, the zombies rise from their graves and attack, trying to kill everyone within reach and pursue them relentlessly should their prey flee.

One of the corpses resembles Henry Graham, and is very similar in appearance to a painting of James Graham which hangs in Nobly House. With him is the corpse of a younger boy, of maybe eleven or twelve years old, and is that of Jim Graham. Keepers may have the third zombie be that of Paul Gordon, especially if Chris Gordon is present, but this only makes sense if the investigators have uncovered this storyline. Realizing the former identities of the walking corpses costs investigators an additional 0/1D3 Sanity points.

Keeper's Note: If Ole Hige sees evidence that a battle has taken place (the dispatched bodies of her guardians, the shallow graves are upturned) she is alerted. She checks her skin for salt before putting it back on and attempts to leave the area. If allowed to depart Ole Hige establishes a new lair,



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OLE HIGE (UNIQUE ENTITY)

Vampiric Witch of Jamaican Folklore

STR 50 **CON** 180 **SIZ** 60 **INT** 75 **POW** 90 **DEX** 70 **HP** 24
MOVE 8/Fly (as owl), 12/Fly (as ball of fire), 24 **BUILD** 1

DAMAGE BONUS: +1D4

ATTACKS: Gaze (see below); Screech (see below); Soul Drain (see below); Contact with Ball of Fire Form, 1D6 per round

ARMOR & DEFENSES: None, but immune to all non-magical attacks and effects.

SPELLS: Breath of the Wasps (Variant of Breath of the Deep), Cause Blindness, Create Zombie, Dominate, Wrack, a Teleportation spell (see “The Death of Old Hige”), plus any spells or spell-like abilities the Keeper desires.

DESCRIPTION:

“I remember the story of Ol’Hige. My uncle really knew how to scare us. He spun us the tale of a witch with the ability to shed her skin. The story goes, young children and babies in a small town in Weatmoreland are dying, no one knows what is happening.” — Stories of My Youth, by Kennie M.

This creature is one of the Million Favored Ones, powerful unique entities associated with the Outer God Nyarlathotep. Among them, she is one of the few independent ones, only loosely serving her patron. Her powers, like that of all of the Million Favored ones, are quite considerable.

Ole Hige is a parasite, feeding on humans to sustain herself. She is not murderous, as she cannot feed from the dead. She views humans as livestock and typically lairs near an isolated community with abundant prey. Once the area’s prey is exhausted, she moves on to another. The island of Jamaica has been her hunting grounds for as long as anyone can remember.

POWERS OF OLE HIGE: Ole Hige is a shape changer, and each of her forms is immune to non-magical attacks. Physical attacks simply pass through the creature as if she were made of smoke. She is also immune to fire, poison, gas, acid, heat, cold, drowning, and disease (basically any natural substance or principle found upon earth). Ole Hige can only be harmed by enchanted weapons and magical attacks.

The creature possesses slight Extra Sensory Perception and can read the surface thoughts of any sentient being. While unable to read deeply, she can obtain most common information. She can learn people’s name, their intentions, and most importantly, whether they know any spells or possess enchanted weapons. Ole Hige cannot determine people’s greatest fear (unless they were thinking of it) or repressed memories, nor can she scan about for sentient thought to detect a hidden threat. She can only use this power on a single mind at any one time.

THE TENDING: Anyone Ole Hige has come in close contact with who has met her gaze, is registered within her mind. If such individuals speak to others about her, she instantly knows, although she won’t know any details of what has been conveyed. The creature uses this power to keep tabs on those who know too much about her. She doesn’t like killing unnecessarily, and so long as people remain silent, accept their fate, and do not tell what they know to others, Old Hige is content to let them be. This power only works within a 100-mile radius.

VENGEANCE: Once per day, Ole Hige can target someone who has chosen to oppose her. This power only works if the person is living within her domain (i. e., only the NPCs in this scenario), and only if they have previously been affected by The Tending (see “The Tending”). Once this ability is used, targets must make a Luck check. If they fail, they or someone close to them falls victim

to a fatal accident within the next 15 minutes. If the offenders succeed in the Luck check, they themselves are the victims, and instead of instant death, they suffer 3D6 points of damage.

WEAKNESS: For some reason, salt repels Ole Hige. When encountering a barrier of salt, there is a 50% chance that the creature withdraws. If the creature encounters scattered rice, there is a 50% chance she is forced to count each grain, taking 1D2 hours, before taking any other action. If she is interrupted or attacked during this time, the compulsion to count is dispelled, and Ole Hige is free to act normally.

FORM #1, CRONE: Old Hige has three forms. The first is that of a normal human being, typically that of a hideous old woman. When in this form, Ole Hige can cast a staggering array of magical spells (those listed below, plus any desired by the Keeper). Ole Hige avoids combat while in this form and usually flees or vanishes when confronted. To change forms, Ole Hige must shed her skin, which takes a single round.

FORM #2, DEMON OWL: A horrific owl-like creature, thought to be the entity’s true form. It resembles a large skinless owl with terrifying, glowing red eyes. Ole Hige only assume this form at night, and typically returns to her skin during the day. While in this form the creature has three powerful attacks:

Gaze: Any meeting the direct gaze of this creature must make a Sanity check for 1D8 points, in addition to the standard Sanity check for viewing Ole Hige. Those driven insane by this attack always suffer the same affliction: Catatonia for 1D3+1 hours. This is enough time for the creature to feed (see “Soul Drain”).

Screech: This is a burst of psychic energy, an overwhelming screech felt in one’s mind. It is projected in an area 20 feet wide and 30 feet long, doing 1D10 points of damage to all sentient creatures and stunning them for 1D3 combat rounds in the area of effect. Victims typically bleed from the nose, ears, and eyes. Those killed by the damage of this attack suffer an aneurism. Ole Hige can only use this attack once per hour and then cannot employ her ESP ability (including The Tending) for the next 12 hours.

Soul Drain: This attack, which requires 10 minutes of uninterrupted time, is how the creature feeds. She siphons the life force from her victims, sucking it into her beak as it is drawn out of the victim’s nose and mouth. The life force appears as a white luminous vapor as it’s drawn from a victim. Those being drained in this way twitch and spasm, as if having a mild seizure or nightmare, and their eyes roll back in their heads. Those witnessing a victim being preyed upon by Ole Hige must make an additional Sanity check for 1/1D3 points.

Victims are drained 5D6 points of POW per attack. Lost POW is recovered at the rate of 5 points per week, during which time the victim feels tired, achy, confused, and unfocused. Victims reduced to zero POW die, something the creature tries to avoid, but she sometimes gets careless. Those who fall victims to this attack have small painful sores inside their noses, under their lips and tongue. Ole Hige tries to feed upon sleeping victims, although stunned ones will do, and she favors children above all other prey.

FORM #3, BALL OF FIRE: Ole Hige can transform into a ball of fire which flies about at great speed. She cannot keep this form for longer than fifteen minutes. Anyone in contact with the ball of fire suffers 1F lammable object coming in contact with this form are set on fire as well.

SANITY LOSS: 0 Sanity Points to see Old Hige in Human Form. 1/1D6 Sanity points to see Ole Hige’s Demon Owl form.

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resumes her attacks on Mavis Banks at a later date, and the scenario ends in failure.

The Hut of Ole Hige

This simple, one-room home shows clear sign of recent use. A pot slowly simmers atop a wood-burning stove, candles are burning, and the pantry is stocked with odds and ends. Investigators making a successful Spot Hidden check locate Ole Hige's skin neatly folded and tucked into the narrow space between the ceiling and roof. If no investigator manages to discover the skin, Keepers may allow an NPC (should any be present at this point) to locate the loathsome item.

Handling the skin, a complete single hide slit down the spine, requires investigators make a Sanity Check for 0/1 point as it is warm to the touch, moist with blood, and pulsing as if a living thing.

Signs of a Break In

Reaching Ole Hige's lair, defeating her guardians, and salting her skin is all for naught if the creature realizes that someone has been there while she was gone. Keepers may allow investigators to realize this with a successful Idea check. After salting the skin, care must be taken to refold it exactly the way it was found and return it to precisely the same spot. The bodies of the zombie guardians must be hidden, and their shallow graves refilled.

In the dark and after a night sating her hunger, Ole Hige won't notice minor thing like footprints, spent shell casings, or broken spider webs. So long as the investigators take some moderate care in hiding signs of their presence, Ole Hige puts her skin back on as soon as she returns home (usually about 4:15 AM). Otherwise, investigators must make a Hard success on a Luck check to see if Ole Hige is oblivious to the obvious signs that

someone has intruded on her lair.

BATTLING OLE HIGE

At many points during the scenario, investigators may find themselves battling Ole Hige. Keepers should carefully review the creature's description to familiarize themselves with her unique attacks, abilities, and tactics. She is not interested in killing adults, but in feeding on children and defending herself. However, she won't hesitate to kill anyone she deems a threat, especially those armed with enchanted weapons or arcane knowledge.

THE DEATH OF OLE HIGE

The surest way for investigators to defeat Ole Hige is by salting her skin and allowing her to put it back on after a night of hunting in Mavis Banks. She returns to her hut, in her owl form, and then scuttles about retrieving her skin. As she puts it on, the owl shape begins taking a humanoid form and pulls the skin on much like someone donning long underwear. Viewing this requires a Sanity check for a 0/1 point loss.

Once she is wearing the salted skin, she cannot take it off. After about a minute, the creature begins howling with blood-curdling screams. She cooks inside of her own skin, smoke rising from her as she thrashes about, trying in vain to peel off her fouled pelt. After several minutes, she stops moving and bursts into flames, which completely reduce her to ash over the next hour.

Failing this, the investigators must battle her conventionally, although they can only inflict damage with enchanted weapons or spells. Investigators equipped with such may be able put her down permanently. If reduced to less than 10 HP, Ole Hige attempts to flee

by teleporting away. This takes an entire round, during which she can take no action.

If driven to 0 HP by magical attacks, Ole Hige falls, smolders, and then bursts into flames.

FAILURE

If Ole Hige's skin is salted, but she realizes this before putting it on, she flees. If she is attacked with spells and magic, she attempts to escape before allowing herself to be destroyed. The investigators may feel some small victory in driving the creature away, but it is a fleeting one. Ole Hige is thwarted, but so long as she lives, her vengeance can be enacted. Within 10 days of driving Ole Hige from Mavis Banks, the entire community is hit by a polio outbreak. Nearly a hundred people are crippled, most of them children, including Elizabeth Graham. This causes her father a complete mental breakdown, as he blames himself for failing to protect her. He kills himself with his service revolver. This sends Marvis Banks into total collapse, and the community is abandoned. The same happens, albeit at a slower pace, if the investigators abandon Mavis Banks after receiving the warning from Ole Hige.

AFTERMATH

If Ole Hige is destroyed, peace and prosperity come to Mavis Banks. The sweet smelling Twilight Breezes stop, as does the unnatural fertility over the areas. The fields still give up their bounty, children are still born, and life goes on. People eventually put the return of the Dark Times behind them to become folklore passed down through generations. Lord Henry and Lady Gwendolyn Graham remain in Mavis Banks, have several more children, and are forever grateful to the friends who ended the dark threat lurking amount the Blue Mountains of Jamaica.

SANITY AWARDS

For peacefully dispersing the angry mob marking on Nobly House: 1D2 Sanity Points

For prevent Ole Hige from attaching Elizabeth Graham: 1D3 Sanity Points

For restore they mentally unhinged Henry Graham to Sanity: 1D2 Sanity Points

For convincing Henry Graham not to join the hunt for Ole Hige: 1D3 Sanity Points

For dispatching Ole Hige's zombie guardians: 1D8 Sanity Points

For Defeating Ole Hige with spells and/or enchanted weapons: 1D10 Sanity Points

For defeating Ole Hige by salting her skin: 1D6 Sanity Points

For allowing Ole Hige to escape, thereby dooming Mavis Banks: -1D10 Sanity Points

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