

Down New England Town

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Michael LaBossiere

DOWN NEW ENGLAND TOWN

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INTRODUCTION

This short dventure pits the investigators against a warren of ghouls in New England. It is a completely revised and updated version of the original 1992 version. This version is available [online, along with 47 other free 6th Edition Call of Cthulhu adventures.](#)

BACKGROUND

Much that is horrible lies beneath the beautiful surface of New England. Among these horrors are a breed of ghoul unique to New England that, unlike the general breed, keeps an eye on the activities of humans and actively seeks fresh corpses to feast upon. Unlike their brethren, they also enjoy animal corpses.

Two years ago, a pack of these ghouls moved into a small New England town and began by feasting on the already buried dead and then stealing the freshly dead from the funeral home and the church.

Over the past two years, the ghouls have stolen six bodies to supplement the older meats and animal corpses. After noticing a new coffin in the church, the ghouls will steal the body—that of famous horror director Roger Colwin.

GETTING THE INVESTIGATORS INVOLVED

The adventure starts as the investigators drive through a small New England town and encounter a police road block. There will be two police cars and four officers. They are stopping every car and checking them carefully. When the Investigators reach their turn, one of them will recognize Officer Jennifer Hansen (she went to high school with the investigator and they were friends for a while).

After greeting the investigator, she will say “It’s the oddest thing. Old Roger Colwin passed away recently. You know him, he’s the guy that wrote those horror movies back in the 70s. His funeral was set for the other day, but somebody broke into the church and stole his body. Roger was going to be buried with all his jewelry and it’s worth quite a bit. I’ve heard from some mutual friends that you were into this sort of weird stuff. You could pick a reward if you can help us out.”

If the investigators decline, she will check the car in a cursory manner and let them go. The adventure ends at that point. If they accept, she will tell them to go see the chief and introduce themselves.

INVESTIGATING

The following provides a guide to the investigation the investigators might conduct.

Meeting the Chief

The town’s police station is an old house with a modest lockup in the basement. In addition to Hansen and Chipman, there are four other officers in the town. The chief, Dale Chipman, is a likable man in his mid-forties who speaks in a heavy New England accent.

While the chief generally prefers to keep civilians out of police matters (primarily for their own safety), he is happy to get whatever help he can in this case. If the investigators mention Officer Hansen, he will be even more positive in his response.

If the investigators ask about what the police found, he will initially say that didn’t find any useful clues. If an investigator with **Psychology** skill succeeds in an opposed roll he or she will be aware that the chief is holding something back. If the Investigators can persuade him into talking, he will say that an odd clue is that he found the footprints of large dogs or wolves around the church. His theory is that whoever stole the body and jewelry brought the dogs, perhaps to deal with anyone they might encounter at the church.

If the investigators can gain his confidence, he will tell them that this isn’t the first disappearance of a corpse. There have been six other disappearances from the church and the local

funeral parlor over the past two years. In most of the cases, the tracks of large dogs or wolves were found in the dirt near the buildings. The bodies have not been recovered and none had anything of exceptional value.

The chief has checked for connections between the stolen bodies but found none beyond the fact that they were all residents of the town.

The chief initially suspected that the theft of the first body was some sort of prank, but his current theory is that an opioid addict or addicts have been stealing the bodies to sell and for whatever valuables they thought they could find. The chief has investigated the alibis of the townsfolk who own multiple large dogs.

If the investigators seem competent and helpful, he will warn them to be careful and stay within the law but will say he is grateful for their help. If he is suspicious of the investigators, he will warn them to stay out of trouble and point towards the lockup while remarking how chilly it can get in the basement.



Missing Bodies

The investigators can check into the missing bodies. While the relatives, funeral director (Charles LeBlanc) and minister (Sarah Whitworth) know about the disappearances, the town has kept the matter out of the news to avoid embarrassment. Most of the townsfolk have heard rumors about the bodies, but they do not know for sure. The bodies have disappeared over the past two years. There is no clear pattern to the disappearances in terms of the timing.

The funeral director and minister are well-respected in town and both the church and the funeral home have been thoroughly searched—at the insistence of the director and minister.

The Keeper can use either LeBlanc or Whitworth as red herrings. LeBlanc is something of a stereotypical funeral home director: he is tall, thin and very serious. He enjoys hiking and if the investigators check his house, they will find dirty hiking boots—which they might think are dirty with dirt from the church.

Whitworth is a young minister who is still trying to will over her congregation. Experienced players will naturally be suspicious of a pillar of the community and this can be used to make the herring redder, if desired.

The six other missing bodies, in the order they went missing, are as follows:

| Name | Cause of Death | Age | Valuables |
|----------------|--|-----|--|
| David Jones | Motorcycle accident, 2 years ago. | 23 | iWatch |
| Grace Baycroft | Heart attack, 1 year, 7 months ago. | 79 | Gold wedding ring, silver bracelet, and silver earrings. |
| Burt Prebble | Old age, 1 year 2 months ago. | 88 | Wedding ring and silver watch. |
| Jenny Bull | Complications from a fall, 9 months ago. | 91 | Wedding ring, and gold necklace. |
| Jill Curtis | Opioid overdose, 6 months ago. | 17 | iPhone and silver ring. |
| John White | Automobile accident, 3 months ago. | 32 | None. |

Janet Colwin

Colwin’s daughter, who works as a lawyer in New York City, came to town for her father’s funeral. She is justifiably upset at the theft of his body.

She has two main theories. One is that the body was stolen by addicts looking to fund their addiction. The second is that it was stolen by misguided fans. Janet will make a public statement that the return of the body and jewelry will be rewarded with

amnesty from prosecution, provided that the body is undamaged. She does not believe anything extraordinary is going on and, like her father, is a skeptic about monsters and the supernatural.

If she learns that the investigators are looking into matters and thinks they are competent, she will inform them that she will pay a reward for the return of his body. If she thinks they are terrible people or up to something, she will warn them to stay out of the situation.

The Church

If the Investigators decide to check the church, they will find numerous prints that seem to be of very large dogs or wolves. If an investigator with **Tracking** skill makes a difficult check, they will realize the tracks were made by human-sized creatures walking on two legs (based on the dispersion and depth of the prints).

The door to the church has clearly been forced open by striking with a blunt object. A difficult check using an investigator’s **Spot Hidden** skill will reveal an out of place log hidden under the nearby bushes. The log was used as a battering ram. If the log is examined, a **Spot Hidden** will hairs caught on the log and if they are analyzed at a laboratory they will be found to be hairs from no known creature. If the Investigators try to follow the tracks, they will lose them when they reach the road.

TO CATCH A CROOK

If the players do not come up with a plan, but they are working with the chief, the chief will say “Well, I guess we could always wait until somebody dies and then hide in the church to catch the crook.”

His plan is to get permission from Harvey Carnnet and have the local paper post that Harvey has died and he will be buried with his valuable collection of antique scrimshaw. Harvey will go into hiding prior to the announcement.

The Investigators, the chief, and one other officer will hide in the church that night and wait for something to happen.

Slightly after midnight, those in the church will hear something sniffing around outside, and then scratching at the door. As they turn to watch the door, a pack of ghouls will burst through the windows to attack. If more than half the ghouls are wounded or a quarter of them are killed, they will try to escape. If the Investigators pursue, they will see them head into the graveyard. Since it has rained recently, the ghouls will be easy to follow. These tracks will lead up to a stone slab (it weighs 50 kg). If the slab is removed, a narrow tunnel will be exposed, and a horrid stench of decay will waft forth. The ghouls will be waiting in ambush in their warrens and will fight to the death.

If the Investigators do not go along with the chief’s plan, or they come up with one of their own, the results are left up to the Keeper.

GHOUl WARREN MAP

The ghoul warren consists of tunnels and chambers large enough for human sized creatures. The warrens are unlit and smell like a well ripened grave. The missing remains are present, in bone form, throughout the warren.

1. Entrance: The entrance consists of a tunnel shorn up with wood and slabs of stone.

2. Chamber 1: This chamber, like the others, is shorn up with logs, stone slabs, and hunks of coffins. There are animal bones strewn about in this chamber. The four younger ghouls use this area.

3. Chamber 2: This chamber is used by the five older ghouls. There is a mix of animal and human bones (all well gnawed) on the floor. There will initially be five older ghouls in the chamber.

4. Chamber 3: This chamber is used by the strongest ghoul. All the bones in the chamber are human. Many of the bones have been pressed into the walls in patterns and Colwin's jewelry has been inserted among the bones. The valuables from the six other missing bodies are also present, along with various other valuables dug up from various graves. The total value of the items, other than Colwin's jewelry, is around \$15,000. His jewelry is worth \$150,000.

CONCLUSION

If the investigators kill the ghouls, they should receive a 1D6

Sanity Point award. Further, the chief will be extremely pleased and will become a useful contact for them. He has several good friends in the FBI and will tell them how the investigators helped him out.

In addition, if the investigators return the jewelry, they will receive a reward of \$15,000 from Colwin's daughter. They can attempt to use **Persuasion** or **Charm** to increase this; she will go up to \$25,000. She will also be grateful for their help. She has contacts in the movie industry and has inherited her father's wealth (it runs in the millions). She may be willing to become a patron for the investigators in their fight against the Mythos.

If the investigators secretly keep the jewelry, Colwin's daughter will thank them for solving the mystery and may be willing to become their patron, unless of course, she learns that they have stolen her father's jewelry. In such a situation, she will have them arrested. If the ghouls defeat the investigators, any survivors should lose 1D4 Sanity Points. In this case, more

ghouls will come into the area and they may eventually become bold enough to attack and kill the townspeople one night.

NPCS

CHIEF DALE CHIPMAN, *Age 45, Police Detective*

STR 55 CON 61 SIZ 65 DEX 54 APP 50
INT 65 POW 65 EDU 85 SAN 65 HP 12

Damage Bonus: +0

Build: 0

Move: 6

Fighting (Club, Small) 25% (12/5), damage 1D6+0

Fighting (Brawl) 25% (12/5), damage 1D3+0

Firearms (.45 Automatic) 55% (27/11), damage 1D10+2

Firearms (12-gauge Shotgun (pump)) 51% (25/10), damage 4D6/2D6/1D6 Requires two hands

Dodge 26% (13/5)



Skills: Accounting 45%, Computer Use 15%, Credit Rating 40%, Disguise 15%, Drive Auto 60%, First Aid 45%, Intimidate 25%, Law 53%, Persuade 51%, Psychology 45%, Ride 15%, Spot Hidden 45%, Swim 35%, Track 30%

Description: Chipman is a quiet man in his mid-40s. He was an officer in New York city for several years but returned home to New England after the violence and unending crime burned him out. Chipman is very intelligent and prefers to think before acting. He does not really believe in the supernatural, but his in the Big Apple taught him that just about anything can happen. If the investigators are cooperative, he will be willing to work with them.

JANET COLWIN, *age 32, Lawyer*

STR 50 CON 50 SIZ 55 DEX 50 APP 70
INT 85 POW 75 EDU 95 SAN 75 HP 10

Damage Bonus: +0

Build: 0

Move: 7

Fighting (Brawl) 25% (12/5), damage 1D3+0

Firearms (.22 Short Automatic) 20% (10/4), damage 1D6

Dodge 25% (12/5)

Skills: Accounting 80%, Charm 55%, Credit Rating 80%, Law 80%, Library Use 85%, Persuade 55%, Psychology 50%

Description: While Janet had a few parts in her father's films, she decided to pursue a career of her own and became a lawyer. While she initially met with success through her father's connections, her ability and effort kept that success going.

Like her father, Janet is a sceptic when it comes to such things as monsters. While calm in a court of law, Janet has no experience with personal violence or combat. As such, any threats she makes will involve lawsuits.

OFFICER JENIFER HANSON, Age 36, Police Officer

STR 60 CON 70 SIZ 50 DEX 65 APP 66

INT 60 POW 55 EDU 85 SAN 55 HP 12

Damage Bonus: +0

Build: 0

Move: 9

Fighting (Club, Small) 45% (22/9), damage 1D6+0

Fighting (Brawl) 45% (22/9), damage 1D3+0

Firearms (Beretta M9) 60% (30/12), damage 1D10

Firearms (12-gauge Shotgun (pump)) 55% (27/11), damage 4D6/2D6/1D6 Requires two hands

Dodge 32% (16/6)

Armor: 8-point bulletproof vest

Skills: Charm 35%, Climb 40%, Credit Rating 15%, Drive Auto 55%, Fast Talk 55%, First Aid 55%, Intimidate 45%, Language: French 11%, Law 30%, Listen 40%, Psychology 35%, Spot Hidden 55%, Stealth 40%

Description: Hansen was an officer in Boston for three years but moved to the small town after her marriage fell apart. Her husband, whom she was putting through law school, was cheating on her). She does not believe in the supernatural but is brave and will be willing to aid the investigators.

CHARLES LEBLANC, age 41, Funeral Home Director

STR 55 CON 50 SIZ 68 DEX 52 APP 50

INT 68 POW 55 EDU 80 SAN 55 HP 11

Damage Bonus: +0

Build: 0

Move: 7

Fighting (Brawl) 25% (12/5), damage 1D3+0

Dodge 26% (13/5)

Skills: Accounting 50%, Appraise 15%, Charm 45%, Credit Rating 40%, Fast Talk 35%, First Aid 40%, Listen 30%, Medicine 10%, Occult 15%, Persuade 35%, Psychology 45%, Science (Forensics) 10%

Description: Charles looks the part of a funeral home director, at least the stereotype in movies and television: he is tall, thin and somber looking.

He enjoys hiking and routinely hikes the woods and mountains when off work. He has some small familiarity with the occult, but thanks to his training in mortuary science at the Ohio State University, he does not put any stock in it.

LeBlanc can be used as a red herring—his hiking hobby takes him out into the wilds, which are the sorts of places that cultists often like to gather.

SARAH WHITWORTH, age 31, minister

STR 55 CON 60 SIZ 58 DEX 45 APP 55

INT 70 POW 65 EDU 90 SAN 65 HP 11

Damage Bonus: +0

Build: 0

Move: 7

Fighting (Brawl) 25% (12/5), damage 1D3+0

Dodge 22% (11/4)

Skills: Accounting 45%, Credit Rating 40%, Fast Talk 45%, First Aid 45%, History 65%, Language: Spanish 40%, Library Use 75%, Listen 50%, Mechanical Repair 40%, Psychology 65%

Description: After college, Sarah did some missionary work in South and Central America and was briefly kidnapped. She stayed calm during the ordeal and survived when the local priest was able to intervene on her behalf.

After that, Sarah returned to New England and took over as the minister of the local church. She is still winning over the locals but is generally well liked.

Sarah, as a minister, can be used as a red herring. While Sarah maintains the appearance of being lower middle class, her family is well off and sends her expensive gifts. As such, the investigators might think she is stealing the bodies.

Typical Officer

TYPICAL OFFICER

STR 60 CON 60 SIZ 60 DEX 55 APP 50

INT 60 POW 55 EDU 80 SAN 55 HP 12

Damage Bonus: +0

Build: 0

Move: 8

Fighting (Club, Small) 45% (22/9), damage 1D6+0

Fighting (Brawl) 45% (22/9), damage 1D3+0

Firearms (Beretta M9) 50% (25/10), damage 1D10

Firearms (12-gauge Shotgun (pump)) 50% (25/10), damage 4D6/2D6/1D6 Requires two hands

Dodge 27% (13/5)

Armor: 8-point bulletproof vest

Skills: First Aid 30%, Law 15%, Listen 35%, Drive Automobile 40%

Description: The typical officer is between 20 and 40 years of age, in fair physical condition, and of average intelligence. Most of the officers do not really believe in the supernatural.

MYTHOS CREATURE

New England Ghouls

| Char. | Averages | Rolls |
|-------|----------|-----------|
| STR | 90 | (3D6+8X5) |
| CON | 90 | (3D6+8X5) |
| SIZ | 90 | (3D6+8X5) |
| INT | 50 | (3D6X5) |
| POW | 50 | (3D6X5) |
| DEX | 50 | (3D6X5) |

Damage Bonus: +1D6

Build: 2

Magic Points: 10

Move: 9

ATTACKS

Attacks per round: 3

Fighting Attacks: New England Ghouls have the usual range of unarmed attacks open to humanoids. Also New England ghouls have claws that are razor-sharp and filthy; these bony protrusions slice through human flesh in an instant. Wounds caused may become diseased if not treated.

Bite and hold (mnvr): If the New England ghouls bite strikes home it hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D6 damage automatically per round. An opposed STR roll is required to dislodge the New England ghouls, breaking the hold and ending the bite damage.

Fighting 50% (25/10), damage 1D8+1D6
Bite and hold (mnvr) damage 1D6 per round

Dodge 33% (16/6)

Armor: Firearms and projectiles do half of rolled damage; round down any fraction.

Skills: Burrow 80%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Dead Body 65%, Sneak 80%, Spot Hidden 50%
Sanity Loss: 0/1D6 Sanity points to see a New England Ghoul.

Description

New England Ghouls are loathsome beings believed to be an even more degenerate and animal-like relative of the "common" ghoul. These ghouls are relatively new to the surface world, having dwelt for untold centuries scavenging hideous corpses in the subterranean realm under the earth. Now that they have come to the surface, they have found that they have a taste for dead humans. They are also unusually interested in human

activity and some scholars have speculated that they, like common ghouls, have human ancestry. While they generally prefer to gather already dead bodies, but they are not averse to killing humans. They will, however, let a corpse age a bit before feasting on it. Given their feeding habits, they are generally found near graveyards, funeral homes, and hospitals.

New England Ghouls are intelligent, but they are not known to have their own technology. They will, however use human tools and are skilled at constructing underground lairs. New England Ghouls have been known to deal with some degenerate and wicked humans, primarily by exchanging valuables in return for corpses.



In combat, New England Ghouls rip at their victims with their claws and rip with their wolf like fangs. Thus, a New England ghoul can make up to three attacks each round.

Young Ghoul

STR 70 CON 90 SIZ 70 DEX 50 INT 40
POW 50 HP 16

Damage Bonus: +1D4

Build: 1

Magic Points: 10

Move: 9

ATTACKS

Attacks per round: 3

Fighting 20% (10/2), damage 1D6+1D4

Bite and hold (mnvr) damage 1D4 per round

Dodge 33% (16/6)

Armor: Firearms and projectiles do half of rolled damage; round down any fraction.

Leader Ghoul

STR 110 CON 112 SIZ 100 DEX 50 INT 60

POW 65 HP 21

Damage Bonus: +2D6

Build: 3

Magic Points: 13

Move: 9

ATTACKS

Attacks per round: 3

Fighting 50% (25/10), damage 1D6+2D6

Bite and hold (mnvr) damage 1D4 per round

Armor: Firearms and projectiles do half of rolled damage; round down any fraction.

Dodge 33% (16/6)

MAP



Ghoul Warren

Michael LaBossiere

ABOUT THE AUTHOR

Dr. Michael LaBossiere is a gamer/runner from Maine who went to school in Ohio and ended up a philosophy professor in Florida.

While acquiring his doctorate in philosophy at Ohio State University, he earned his ramen noodle money by writing for Chaosium, GDW, R. Talsorian Games, and TSR. After graduate school, he became a philosophy professor at Florida A&M University. His first philosophy book, *What Don't You Know?*, was published in 2008. He continues to write philosophy and gaming material. He is also a blogger, but these days who isn't?

When not writing, he enjoys running, gaming and the martial arts. Thanks to a quadriceps tendon tear in 2009, he was out of running for a while, but returned to the trails and wrote a book about it, [Of Tendon & Trail](#). He can be contacted at ontologist@aol.com.

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