

40 Adventures For Call Of Cthulhu

Micheal C. LaBossiere

Contents

My Aunts House
Finger Biter
Old Blood
The Bog
The Bone Dealers
The Bookstore
Dark Island
Demon Of Catheway
Out Of The Depths
The Drooler In The Dark
The Exhibit
Fungus
Goddess
The House On The Island
I Want You To Kill The Ice Cream Man
Temple In The Ice
Thin Jack
The Journey
Lozdra
Return To The Monolith
Down To New England Town
The Thing In The Park
Pines And Sunshine
A Most Awful Plant
Player In Hell
Woodson Pond
Rest Stops
The Scarecrow
Sea Food
Sink Hole
The Black Stone
Swamp Bones
The Hum
The Knife
Spirit of A Thief
Tomb Of Ash
War Buddy
The Well
Wills Island
The Wrong

My Aunt's House ©1996, 1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1996, 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://www.opifex.cnchost.com>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-547-7681. Visit Chaosium's web page at <http://www.chaosium.com/>.

Table of Contents

| | |
|--|----|
| Legal Information | 1 |
| Keeper's Introduction | 2 |
| Getting the Investigators Involved | 2 |
| The House | 3 |
| Area Map | 3 |
| House Maps | 4 |
| Investigation | 5 |
| The Action | 8 |
| Resolution | 10 |
| NPCs & Monsters | 12 |
| Handouts | 17 |
| Maps | 19 |

Keeper's Introduction

“My Aunt’s House” is a cruel trick to play on the investigators, and hence it should be run with due caution. This adventure is intended to be run soon after the investigators have had a particularly rough experience. Prior to running this adventure, the Keeper should hint that the investigators have been suffering too much and that they could certainly use a break to give them a chance to recover from their past ordeals. It is important that the Keeper convince the players that this adventure will be a “milk run” or a respite from past horrors. Naturally, this adventure will plunge them into new terrors and convince that the Mythos is even more horribly pervasive than they ever suspected.



The basic plot of the adventure is that certain Mythos beings have become aware of the investigators’ activities and intend to put an end to them (by putting an end to the investigators). In order to reach this goal, a Mythos being has been sent to replace one of the investigator’s relatives and lure the investigators into trap. During the course of the adventure, this being will do its best to neutralize the investigators (by killing them or driving them mad). The goal of the investigators is to survive and defeat the being (or at least escape alive and sane).

The Keeper is free to adjust the number of creatures opposing the investigators in order to balance the adventure.

Getting the Investigators Involved

Prior to running the adventure, Aunt Sandra (a distant relative of an investigator who is not actually his aunt) should be established as a minor NPC. The investigator was a favorite of the “aunt” when he was a boy and she has stayed in touch with him over the years. From various bits of information she accumulated, Aunt Sandra concluded that the investigator was interested in the supernatural. Since she thought all that “sort of stuff” was nonsense, she would often try to persuade the investigator to give up “that ridiculous stuff about ghosts, psychic powers, and other nonsense.” Unfortunately for Aunt Sandra, the supernatural is quite real.

Shortly before the adventure commences, certain Mythos beings will become aware of the relation between the investigator and Aunt Sandra. A particularly gruesome being, an Eater, will be sent to replace the aunt and set up a trap for the investigators. After luring the aunt into a trap (by informing her that she has won a house- she will inform the investigator of her great luck in a letter), the Eater will imprison her and prepare its trap. When it is ready, it will send a typed letter (the

aunt has typed all her letters for years) to the investigators asking for their aid (handout #1). When the Eater is certain that the investigators are on their way, it will consume the aunt and take her place.

The house may be located in any part of the East Coast, but it has to be in a fairly isolated area and it should be at least a couple days' travel from where the investigators live.

The adventure begins when the investigators arrive at the house. "Aunt Sandra" will greet them at the door, make small talk and show them their rooms. Since the Eater knows it has a definite time limit, it will get down to business the first night.

The House

The house is a relatively modern structure (it was built about ten years ago) and has two floors and a basement. It is a perfectly normal house (except for its current occupant) and looks that way.

The house is, in fact, built on an ancient Native American burial ground. None of the local tribes protested building on the land, since the burial grounds belonged to a tribe they hated and feared (and later helped wipe out).

The house was built for Samuel Lang, a retired professor of anthropology. Many of the locals thought he was a bit odd (he was), but Lang was just a normal retired professor. He lived in the house until he was killed by the cultist Zeke Williams at the Eater's command. Another cultist, the lawyer Richard Benton, took care of transferring the deed and covering up the murder. Benton then departed for Boston, where he had other business.

The house is located about fifty miles from the nearest city or town (depending on where the Keeper has located the adventure). The nearest house is few minutes away (by car) and this house is occupied by Zeke Williams.

In order to be able to keep watch on the investigators, the Eater had Zeke prepare tiny peepholes for each room. If an investigator actively searches a room, they have a chance of spotting the holes (spot hidden at -30%). If the investigators spot the peepholes, the Eater will deny any knowledge of them and will suggest that the previous owner must have put them in for some odd reason.

Area Map

The area map details the area around Aunt Sandra's house.

Aunt's House: The house that belongs to Aunt Sandra.

Ditch: A three foot drainage ditch. There is one on either side of the road. When it rains, the ditches flood.

Zeke's House: A small two story house with nothing out of the ordinary. Zeke's house is on the way to the nearest town/city.

Study: The study contains several book shelves and a few pieces of furniture. The Eater will tell the investigators that some of the book shelves were there when she moved in. If the investigators search the room, they will almost certainly (+20% on spot hidden rolls) find a secret compartment in one of the book shelves. This shelf was brought in by Zeke and the Eater prepared the manuscript that is hidden in the compartment. The manuscript is detailed below. Other than the manuscript, there is nothing unusual in the study.

Basement

Finished Basement: This area has carpeting and paneling, but is empty.

Storage: The storage area holds a variety of normal junk (which belonged to Lang), including a chain saw and a single shot .410 gauge shotgun. The gun and saw are on a workbench way in the back and are concealed by a lot of other junk. There is a box of 30 old shells (each has a 1 in 10 chance of not working) beside the shotgun. Also on the workbench is a battered brief case that holds some of Lang's old notes (from a freshman Anthropology class). The briefcase is locked and a bit rusty. It can be forced open (it has a "strength" of 8) or cut open.

Furnace/Laundry Room: This room contains the house's oil furnace as well as a washer and dryer. The room is normal, except for the panel that leads to the bedroom. Because of the poor lighting, the panel is somewhat difficult to spot (-10% on spot hidden). If the investigators bring their own lights, there is no penalty to spot it.

Investigation

The investigators will certainly wish to investigate the situation. Since the Eater is familiar with the usual methods of human enemies of the Mythos, it has prepared a variety of false clues and red herrings.

One false clue is the manuscript that is located in the study. This manuscript purports to be Lang's journal and it provided a (fictional) account of his dealings with the Mythos. This manuscript was prepared by the Eater and it cleverly lays out a plausible story which seems to explain what is going on. It is also intended to help Zeke become accepted by the investigators as an ally. After all, if Zeke was such a problem for the wicked Lang, he could certainly aid the investigators. Of course, the manuscript is a complete fabrication (Lang had no inkling of the Mythos until the Eater killed him). Enough excerpts are provided as handouts for the players to get the flavor of the journal. The Eater was careful about simulating the age of the journal (it used an old book and had Zeke leave it in the sun to "age" it further). If the investigators found Lang's briefcase and his notes, they will notice that the handwriting of the journal is different from that of the notes if they compare them side by side.

The Eater, posing as Aunt Sandra, will suggest that the investigators talk to Zeke Williams. The Eater will tell them that Zeke is friendly, though a bit eccentric. If the

investigators follow its suggestion, The Eater will invite Zeke over. Zeke appears to be a kindly old man, but he is actually a cultist in the service of the Mythos. The beings the Eater serves have promised Zeke the means to extend his life in return for his service. Zeke will tell the investigators the following story or a similar version: “Things were pretty dull around here until about a decade ago, when that guy Lang showed up. Someone told me he was a retired professor or something. I saw him poking around where this house is now and went over to talk to him. He wasn’t very friendly and told me to get off his land. A short while later he had a house built, this one in fact. During the construction, one of the workers vanished. There was a short investigation, but almost everyone thought the kid had left town to avoid some trouble. Personally, I suspect that Lang had a hand in his disappearance, but I could never find any evidence. After he had the house finished, he spent almost all of his time puttering around the yard. I waved to him a couple times when I drove by, but he wasn’t very friendly and told me to never come on his land. Seeing as he was so mean, I had no desire to be in his presence.

I think that Lang might have been involved with something weird. I’ve been told that the land Lang bought was once an Indian burial site. I don’t know the whole story, but I heard those Indians were really bad.

Things went on like this for about seven years, until one day a big black car pulled into my driveway. The driver was a foreigner, from the Middle East, I believe. He was looking for Lang, so I sent him on his way. That feller was a bit frightening. He looked like one of those bad guys in an Indiana Jones film, you know.

After the foreigner came buy, things got a bit odd. I would sometimes hear strange noises coming from Lang’s place and sometimes there would be flashes of light, even though there were no storms. Things went on like this for a few years, until about two months ago. That night I could hear this god awful noise and there were terrible flashes of light. It also began to smell like one of those old bogs. I tell you, it was a terrible night. I had worked up my nerve to call the cops, when there was a noise like a thunderclap and a what looked like a flash of lightning. I then heard a scream that near froze my blood. Then..then there was dead silence and darkness.

I drove by the next day and saw a blackened patch on the front lawn, that looked as if it had been struck by lightning. I didn’t see any sign of Lang. A couple days later I saw the big black car parked there and about a week later some people from the city came up to the house.

I later learned that Lang had no relatives and the house passed to the state. Some company bought it and some other houses and set up some sort of lottery contest and, as you know, your aunt won this one.”

Zeke will do his best to convince the investigators that Lang was some sort of terrible person who was probably involved in some sort of cult activity. Zeke will pretend to have no knowledge of the occult and he will push the line that Lang had gotten involved with some sort of foreign cult (“I guess the one true God wasn’t good enough for him”) and it led to his downfall. In actuality, Zeke’s story is a complete fabrication and Zeke is in league with the Eater.

If the players decide to check on Zeke’s story, they can look for information in the

House Maps

The house is well kept and everything is in good condition. The Eater gave the aunt time to move her possessions in and settle down before killing her, so as to make the trap even more effective.

First Floor

Entry: A heavy duty door with two solid locks. The door has a “strength” of 17 if someone tries to break it down. The interior doors are much weaker. Though they lock, they have only a 6 “strength.”

Dining Room: This room has an old oak table (the Aunt’s) as well as a china case.

Living Room: This room contains comfortable furniture and a small table has copies of the aunt’s favorite magazines.

Family Room: The family room contains a variety of furniture and a color television.

Kitchen: The kitchen is equipped with a conventional oven, microwave, dish washer, stove, and a well equipped knife rack.

Bedroom: This is the aunt’s bedroom. The Eater does not sleep and will lock the door at night while it is out. Zeke cut a panel out of the floor that leads into the Furnace/Laundry Room. The panel is under the bed and has a pile of blankets on it. Aside from the cut out panel, the room is normal.

Bath: A normal bathroom, which the Eater does not need to use (it does remember to flush the toilet occasionally).

Garage: Empty, since the Aunt did not own a car.

Second Floor

Bedrooms: The bedrooms are furnished, but contain nothing unusual.

Baths: Normal bath rooms.

Closet: Contains linens.

nearby town/city. The library is a useful source of information. A successful Library Use will reveal the following: In colonial times a tribe of Native Americans lived in this area. This tribe practiced a religion that was not accepted by the other tribes of the area and there are records of frequent conflict between this tribe and the other tribes. There are also records of conflicts between the English colonists and members of the tribe, who were described as “nasty and savage people, given to strange ways that are hateful even to their fellow Indians.” According to the records, this tribe was later massacred by a group of colonists.

The investigators might also think to check the city records for the property. The records list that Lang purchased the land from a real estate company in New York (this company owns vast amounts of land and has no Mythos involvement) and had a house built shortly thereafter. The records also show that the title to the house was transferred to a Boston based real estate company (which is heavily involved with the Mythos). The title was finally transferred to the investigator’s aunt. If the investigators are able to check further (they make a friend at city hall or have other connections, etc.), they will learn that the real estate company in Boston (Silver Investments, Inc.) has acquired several houses in the state. If the investigators follow up this lead (with appropriate research in the library and state records), they will be able to learn that in almost every case that Silver Investments has acquired a property the owner was single and had no living relatives. While this is not particularly odd, the investigators will be unable to locate any of the previous owners. This is because the previous owners are quite dead (or worse). Silver Investments, Inc. is actually a Mythos front which acquires property for Mythos use. At this point, the Keeper should be careful about preventing the investigators from taking off to investigate Silver Investments (if necessary, the Eater and Zeke will stage a crisis or accident to keep the investigators close at hand), though the Keeper may wish to include it in a future adventure.

If the investigators call Silver Investments, Inc. their call will be handled by a secretary who will then turn the phone over to Richard Benton. Benton will tell him that his company occasionally runs a contest for promotion purposes. He is quite adept at small talk and will play the role of a busy executive who has little time for people unless they are looking to buy property. The investigators will learn nothing new from Benton.

If the investigators decide to check on Lang, they can ask around about him. The odds of finding a person who knew him is based on the size of the city/town, but there will be at least one librarian who will remember him (he spent a fair amount of time at the public library). Those who knew him will say that he was single, a bit eccentric, talked about odd things (other cultures’ strange religions, odd rituals, and so forth) and always seemed a bit nervous. He was, in fact, quite eccentric and uncomfortable around people (except when teaching), which explains his nervousness. He was a normal person, with no Mythos involvement. The investigators might be able to learn that he worked at a state university. If the investigators learn which one, a call to his old department will yield the same description that the local people will give.

If the investigators check on Zeke, they will learn that no one in town knows him, although some people might remember him shopping or buying gas for his

truck. If the investigators check the records on Zeke's property, they will learn he has owned the house for about six months and that the property was acquired and sold by Silver Investment, Inc. If Zeke is asked about this, he will say that he was keeping the house for his cousin, Jack Smith (the previous owner) and he finally purchased it when his cousin left the country. Zeke actually killed Smith and Benton took care of the title transfer. Since Smith was a recluse and had little to do with the outside world, this was an easy task.

The Action

The main action of the adventure will be the attempts of Zeke and the Eater to kill the investigators or drive them mad. The Eater and Zeke both know that they would have a difficult time killing the investigators outright, so they have prepared a series of events that are aimed at weakening the investigators to the point where they can be dealt with. The Eater has set up a plan for five days. At the end of that time, if the investigator have not been defeated, the Eater will depart, leaving Aunt Sandra's rotting skin tacked to a wall (0/1D3 SAN loss).

Day One: The day the investigators arrive will be relatively uneventful. The Eater will give the investigators a chance to meet Zeke and to conduct some initial investigation. While the investigators are settling in, the Eater will begin sizing them up and laying out its plans.

Day Two: The day will be uneventful and the investigators will probably go to town to do some investigation. The Eater will give them a list of supplies to pick up (Aunt Sandra's usual shopping list). That night, Zeke will hide in bushes a short distance from the house and fire chunks of human bone at the house using a slingshot. When he hears the investigators coming to the door, he will toss an old human skull into the open, run to the ditch on the other side of the road and then conceal himself under a tarp. The Eater will pretend to be horrified by this. If the investigators go out and look around with a flashlight, they will be able to find several chunks of bone. If they take them in to be examined, they will found to be quite old (they are bones that Zeke dug up some time ago). To make matters more exciting, Zeke will place 10 glasses of acid in the area in front of the door prior to his sling shot attack. He will pour some luminescent fluid in the acid to make it glow a hideous green and will put it in glasses that have been painted black. Each glass will have a cardboard disk on top to conceal the glow. If the investigators go out the front door, each investigator has a 50% of knocking over a glass on the way out and a 25% chance of knocking over two glasses. Since Zeke took the precaution of removing the entry light, the investigators will not be able to see the glasses unless they bring their own lights. In order to spot the glasses, an investigator will need to make a Spot Hidden skill roll (this assumes the investigator has a light and is checking the ground). If the investigators simply charge out, they will have little chance of seeing them in time. Each time an investigator runs into a glass, the investigator will need to make a Luck roll. If the roll fails, the investigator takes 1D6 that round and 1D3 the next. If the roll is successful, the investigator only takes 1D3. If the investigator

rolls a 01 on his Luck roll, then she takes no damage. If the investigators call the police, a cruiser will arrive after about an hour and a half. The police will take statements, gather up the bones and acid jars and begin their (ultimately fruitless) investigation. The Eater will pretend to be very concerned about injured investigators and suggest that they seek medical treatment.

Day Three: On the third day, Zeke and the Eater will arrange some trouble for the investigators. In the morning, Zeke will disguise himself and go into town to hire some local toughs. He will give them descriptions of the investigators and tell them to shout “Yog Sothoth” when they attack. Zeke will then drive back to his house and set up the trap. Zeke will dig up a skull (he has several skeletons buried under various trees), etch some meaningless signs into it, coat it in animal blood and leave it in his driveway. He will then call the investigators and say he saw a mysterious figure snooping around his house and he could use their help. When the investigators arrive, they will see the blood coated skull in the driveway and Zeke will come running out. While he is telling the investigators about the “mysterious stranger”, the toughs will arrive in a car, yell something approximating “Yog Sothoth” and attack the investigators. There will be one tough for each investigator.

If the toughs defeat the investigators, they will beat them fairly severely, rob them and then leave. If the investigators are in no condition to defend themselves after the toughs have defeated them, Zeke will get his rifle, call the Eater, and they will finish the investigators off. If the investigators defeat the toughs, the toughs will say that they were hired by some guy to beat the investigators up. They will also say that the guy who hired them said they didn’t have to beat up the old guy, since he had special plans for him. They don’t know anything more. If the investigators call the police, they will come and get the toughs, who will spend the next few months in jail. That night, Zeke and the Eater will be making arrangements for the next two nights, so the investigators will have a peaceful evening. While the investigators are asleep, the Eater will be contacting a group of ghouls to recruit three of their number. Meanwhile, Zeke will be in town collecting victims (some to “pay” the ghouls, others for the next two nights).

Day Four: The day will be uneventful as Zeke will be busy preparing for the night. He will have seven people tied up in his basement. He will kill and mutilate two of them and then set to work preparing more acid. While Zeke is working on the acid, the Eater will transform three of the victims into Eater zombies. Once Zeke finishes the acid, he will move the two victims and the three zombies into the back of his truck and then wreck his house. That night, while the investigators are asleep, he will cut the phone and the power lines in several places. He will then pour the glowing acid all over the investigators’ vehicles’ engines, interiors, and gas tanks (so the vehicles will not be able to run) Meanwhile, the Eater will hang the mutilated corpses in the aunt’s house.

Once everything is ready, Zeke will conceal himself in the ditch, about 300 yards from the house, and play a tape of an unearthly howl on a boom box. He will then flee to his truck which is parked about half a mile down the road (with the victims tied up in the back). When the investigators are awakened by the horrible howl,

they will probably run out of their rooms and see the horribly mutilated corpses. Seeing these remains costs 0/1D6 SAN. The investigators will find that the power is out and that the phones are not working. If they go to Zeke's house, they will find the place smashed up and blood everywhere. They will also see an arm (from one of the corpses) on the floor (0/1D3 SAN loss) of the house. The Eater will pretend to be horrified by what is going on and will fake a screaming fit if it sees the corpses.

Day Five: At the dawn of the fifth day, the investigators will be without power, phones, vehicles and will be 50 miles from the nearest city. An investigator who is in excellent shape could make the trip in about 8 hours (alternating running and walking), walking it would require about 13 hours. If the investigators decide to walk out, the Eater will do its best to persuade them to stay. After all, the Eater appears to be an old woman who can barely get around in her house. If all the investigators leave the Eater, it will leave Aunt Sandra's skin nailed to the wall. If the investigators learn of this, they will each lose 1D6 SAN (assuming that they believe they left Aunt Sandra to die and did not know "she" was the Eater). If any investigators choose to leave, Zeke, three ghouls and the three Eater zombies will ambush them about an hour after they leave the house. If the investigators survive this, they can take Zeke's truck. If they somehow destroy the truck, there is a 1 in 10 chance each hour that they will encounter someone willing to give them a ride back to town. The mail truck will also leave the town/city at 2:00 pm and it will meet the investigators at some point. The truck has a radio and the mailperson will use it to call the police at the investigators' request.

If some or all the investigators chose to stay, Aunt Sandra will suggest that they clean out the house and wait for the mail truck to come. If some of the investigators leave, Zeke will ambush them about an hour after they leave the house. If Zeke kills all the investigators that leave or all of the investigators chose to stay, Zeke and his horrible allies will ambush the mail truck about ten miles from his house, so it will never arrive. Thus, the investigators will probably be on their own.

Once night falls and the investigators are very tired, the Eater Zombies and the Ghouls will attack. The Eater has arranged several ways for its allies to get into the house (the basement windows, the windows in Aunt Sandra's bedroom, and through the garage) quietly and unseen. During the attack, the Eater will do its best to make things difficult for the investigators, without actually risking its own existence (it will bump into them, get in their way, pretend to be dragged off by the ghouls, fake a bout of insanity, etc.). While the ghouls and zombies are inside, Zeke will be outside with his rifle to deal with anyone who escapes the house. All in all, things will be a bit messy for the investigators.

Resolution

The adventure will end when the investigators are victorious or vanquished. If the investigators kill or drive away the Eater and its allies, then they will have a respite from the Mythos (for at least a short period of time). The investigators should receive a maximum reward of 1D8 SAN, less for lesser degrees of success. If the investigators are defeated by the Eater and its allies, then they will likely end up

dead or worse. If the Keeper is feeling merciful, any living investigators could be sent to Boston, which would give them a chance to escape.

If the investigators survive the ordeal, they might wish to follow up and investigate Silver Investment, Inc. in Boston, which is a Mythos front.

NPCs & Monsters

Zeke Williams

Description: Zeke appears to be a short, heavily built kindly old man. In actuality, he is a cultist who has been serving the Mythos for years. Zeke is intelligent, clever and very vicious, hence has often been employed by his cult for various dirty jobs.

Despite his apparent age, he is extremely strong and quite adept at violence.

STR 16

CON 13

SIZ 11

INT 14

POW 13

DEX 14

APP 11

SAN 00

Damage Bonus +1D4

Hit Points 12

Weapons: Fist 55% 1D3+db, Kick 1D6+db, .30-30 50%, 2D6+3

Skills: Conceal 50%, Dodge 20%, Drive Auto 30%, Hide 70%, Listen 50%, Sneak 40%, Spot Hidden 35%, Track 15%

The Eater

Description: Eaters are horrid beings which are, fortunately, very rare. They are created by dark and terrible spells from the skinned corpse of a human being. The resulting creature is devoid of all memories, but can be trained by its creator.

These creatures look very much like a badly rotted human corpse which has had its skin peeled off. The surface of the body is covered with a viscous, green-gray fluid and they have long, sharp claws. In the mouth, an Eater has a nest of small tentacles which can be concealed under its tongue. These beings feed by capturing humans, eating their memories and then devouring their internal organs and skeleton. An Eater can then don the skin of the victim and simulate them.

Eaters are particular malign beings and delight in causing other beings to suffer. In some cases, this can be a severe weakness for instead of killing a victim outright, they will often torment him. In some cases, this flaw has resulted in the downfall of the Eater in question. Eaters are also great cowards and will always seek to preserve their own existence. They prefer to hide within the skins of their victims and seek to avoid conflicts with creatures powerful enough to harm them. Unfortunately for the Eaters, they are often employed by other Mythos beings in a variety of tasks.

Eater Attacks and Imitation: Eaters attack physically with their claws and teeth. Once they kill a victim, they will peel back the skin from the victim's skull and insert their tentacles into the victim's brain. Once the tentacles get into the brain, they will begin to dissolve and absorb it. This process will go on for 10 minutes. Each minute, the Eater will absorb 1D10% of the victim's memories, which will enable it to imitate the victim. Once the Eater has consumed the victim's brain, it will consume the victim's skeleton and internal organs. If it wishes to imitate the victim, it will fuse the victim's skin onto its body and remold its body to conform to the appearance of

the victim. The Eater is able to alter itself so effectively that it is virtually impossible to tell that a disguised Eater is not a human being. The Eater will also have 10D10% (1D10 for each minute of feeding) of the victim's memory. These memories do not include skills. This Memory rating is used as a skill and each time that the Eater has to remember something the victim knew or believed, it must roll under its Memory rating. If the roll fails, the Eater fails to remember and may be exposed if it is not careful. If it rolls a 00, then the Eater makes a serious mistake based on a false memory. Each day after the day the Eater consumed its victim, the Eater loses 1D10% of its memory of that victim. When all the memory runs out or ten days pass (whichever comes sooner), the victim's skin loses all integrity and sloughs off in a terrible and disgusting manner.

Because of the limitations on their memories, Eaters are careful to stay away from people the victim knew extremely well, unless they are sure they can carry off the deception. For example, they like to imitate people whose memories were failing, since they can use that as an excuse when their recall fails.

Special Ability: Eater's have the rather unpleasant ability to create Eater zombies. To create these zombies, the Eater must have access to a fresh corpse. The Eater bites a chunk of flesh from its body and chews it thoroughly. It then opens the skull of the corpse and uses its tentacles to infuse its flesh through the corpse's brain. The Eater then expends a point of POW (a permanent loss). The corpse will arise 1D10 minutes later as an Eater zombie.

| Characteristics | Rolls | The Eater |
|------------------------|--------------|------------------|
| STR | 2D6+6 | 15 |
| CON | 2D6+6 | 15 |
| SIZ | 3D6 | 10 |
| INT | 2D6+6 | 13 |
| POW | 4D6 | 19 |
| DEX | 3D6 | 14 |
| Move | 8 | |

Damage Bonus +1D4

Hit Points 13

Weapons: Claw 55% 1D6+db, Bite 1D4+db

Armor: None, but impaling weapons do only one point of damage and all others do half damage.

Skills: Conceal 50%, Hide 70%, Listen 60%, Memory (the Eater in this adventure has a Memory of 66% at the start), Psychology 35%, Sneak 70%, Spot Hidden 35%.

Sanity Loss: 1/1D8 to see an Eater (1/1D10 to see an Eater sloughing off the flesh or a friend or loved one).

Spells: None

Eater Zombies

Description: Eater zombies are corpses that have been reanimated by an Eater. Once the Eater finishes the reanimation process, it will reseal the skin, so that the zombie will look almost normal. The method that Eaters use to create zombies results in the zombie retaining its former intelligence for a short time, but not its personality or abilities. An Eater zombie will be reanimated with its original intelligence and then it will lose one point of intelligence each hour, until it becomes a mindless zombie. During the period that it retains a higher intelligence, it can be directed by the Eater or an ally to undertake complex tasks. Once the zombie's intelligence is reduced to 0, it will be a mindless automaton that will obey the Eater's commands like a "normal" zombie.

| Characteristics | Rolls | Zombie #1 | Zombie #2 | Zombie #3 |
|-----------------|----------|-----------|-----------|-----------|
| STR | 3D6 x1.5 | 15 | 14 | 15 |
| CON | 3D6 x1.5 | 13 | 15 | 16 |
| SIZ | 3D6 | 10 | 12 | 11 |
| INT | 3D6* | 11 | 10 | 09 |
| POW | 1 | 01 | 01 | 01 |
| DEX | 2D6 | 06 | 07 | 08 |
| Move | 6 | | | |
| Damage Bonus | | +1D4 | +1D4 | +1D4 |
| Hit Points | | 12 | 14 | 14 |

Weapons: Fist 55% 1D4+db, Bite 1D3

Armor: None, but impaling weapons do only one point of damage and all others do half damage.

Sanity Loss: 1/1D8 to see a Zombie.

Toughs

Description: A bunch of “tough guys” with no future except as residents of various American prisons. They are aggressive when they outnumber their victims, but lose all their “courage” when things start going against them. Although they are criminals, they aren’t inclined to kill anyone and will only kill or cripple the investigators by accident (if they get out of control, for example). They are armed with a mix of small knives, chains, and pieces of wood (small clubs).

| Characteristics | Tough #1 | Tough #2 | Tough #3 |
|-----------------|----------|----------|----------|
| STR | 16 | 14 | 17 |
| CON | 13 | 12 | 15 |
| SIZ | 12 | 13 | 16 |
| INT | 10 | 09 | 10 |
| POW | 09 | 04 | 12 |
| DEX | 13 | 09 | 11 |
| Damage Bonus | +1D4 | +1D4 | +1D6 |
| Hit Points | 13 | 13 | 16 |
| Characteristics | Tough #4 | Tough #5 | Tough #6 |
| STR | 15 | 12 | 16 |
| CON | 12 | 13 | 17 |
| SIZ | 13 | 12 | 17 |
| INT | 08 | 07 | 06 |
| POW | 07 | 06 | 08 |
| DEX | 08 | 15 | 06 |
| Damage Bonus | +1D4 | none | +1D6 |
| Hit Points | 13 | 13 | 17 |

Weapons: Fist 60% , damage 1D3 +db, Kick 30%, 1D6, Knife 35%, 1D4 +db, Chain 1D6+db.

The Ghouls

Description: Ghouls are rubbery, vile humanoids with hoofed feet, canine features, who possess sharp, animalistic claws and fangs. They speak in gibberings and meepings, but many ghouls speak human languages (as some ghouls were once human). Ghouls feed primarily on the dead, but are not adverse to fresher fare. Many ghouls (such as those in this adventure) serve more powerful beings.

Ghoul Attacks: A ghoul can attack with both claws and a bite in a single combat round. If the bite strikes, the ghoul will hang on and forgo its claw attacks. Instead it will rip into the victim with its fangs, inflicting 1D4 in bite damage per round. A victim so assailed can tear the ghoul away by making a successful STR vs. STR Resistance Table roll. Once pushed away, the ghoul must make another successful bite attack to grab hold of its victim again.

| Characteristics | Ghoul #1 | Ghoul #2 | Ghoul #3 |
|-----------------|----------|----------|----------|
| STR | 17 | 21 | 16 |
| CON | 13 | 16 | 14 |
| SIZ | 14 | 18 | 14 |
| INT | 13 | 14 | 12 |
| POW | 11 | 14 | 16 |
| DEX | 16 | 15 | 14 |
| Move | 9 | | |
| Damage Bonus | +1D4 | +1D6 | +1D4 |
| Hit Points | 14 | 17 | 14 |

Weapons: Claws 30% , damage 1D6 +db, Bite 30%, 1D6 + automatic damage.

Armor: firearms and projectiles do half rolled damage (round up fractions).

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Handouts

Handout #1 Letter from Aunt Sandra

Dear,

I am sorry about the delay in responding to your letter, but I have been busy settling into my new house. You remember, it is the house I won in that wonderful contest a short time ago.

At first I was very pleased about winning the house, but now I am a bit worried. I was told by one of my neighbors, Zeke Williams, that the house is located on an ancient Indian burial site. He said that the Indians worshiped some awful spirit and did terrible things, at least until the English put a stop to it. Being a practical person, I paid no heed to the dark history of this place. After all, what can the dead do?

But then I began hearing noises at night. The other night I even saw a ghostly figure outside my bedroom window! Although I have never placed any stock in the supernatural, I am fast on my way to becoming a believer. I am indeed sorry about not taking your hobbies in this area more seriously.

I hate to trouble you, but would you mind doing your old aunt a favor? Would you come to visit me and see what you can do about the situation? I hope this is all some sort of elaborate joke, but I am an old woman, all alone and I am afraid.

I have enclosed the address and directions and can help you with air fare if need be.

Love,

Aunt Sandra

P.S. I'll bake a blueberry pie just for you!

Handout #2 Excerpt From the Manuscript
(dated 12 years ago)

My research at the university has revealed the location of the burial ground of a lost tribe. According to the journal of a long dead English priest, this tribe engaged in ritual human sacrifice and “was most hated by the neighboring tribes who dealt not with the foul spirits from above the sky.”

I suspect that the beings referred to are creatures that I have had dealings with in the past. If so, investigating this burial ground would be to my advantage. I shall purchase the land and have a house constructed there, so that I might conduct my researches undisturbed by the curiosity of the pathetic inhabitants of the region.

Handout #3 Excerpt From the Manuscript
(dated 10 years ago)

I have secured the land under which the burial site is located and construction has begun on the house. I have been carefully directing the workers, so they do not turn up any relics or bones. If this were to occur, no doubt there would be an investigation into the region. Earlier this week I was forced to kill one of the workmen when he turned up a skull. After removing his brain, I buried the body were no one would think to look, to save in case I need it later.

Handout #4 Excerpt From the Manuscript
(dated 10 years ago)

The house is finally complete. Aside from my overly curious neighbor, Zeke Williams, the area is nearly empty and perfect for my activities. I shall soon have the area prepared for my rituals. I suspect that I will have to dispose of Zeke someday, but for now I do not dare take action. One disappearance in the area has not attracted undue attention, but two might.

Handout #5 Excerpt From the Manuscript
(dated 3 years ago)

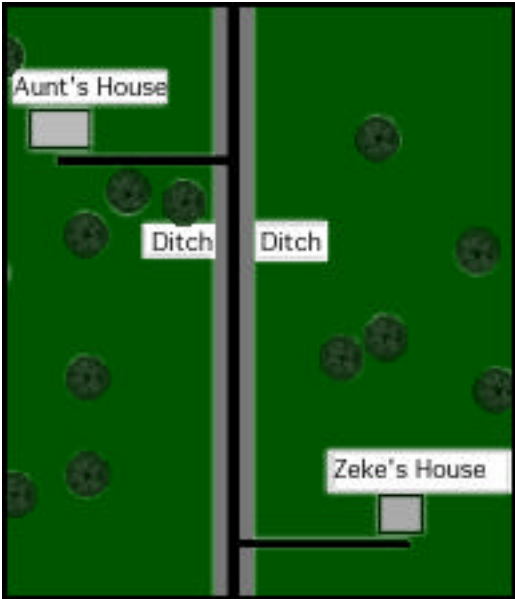
I have acquired the *Book of the Unclosed Tomb* from an ally in Europe. Once I have mastered the secrets of its ancient pages, I shall be able to wrench forth the secrets of this ritual site and receive the power I so richly deserve. Zeke Williams has continued to pry into my affairs. I suspect that he shall need to meet with a terrible accident soon.

Handout #6 Excerpt From the Manuscript
(dated 2 months ago- last entry)

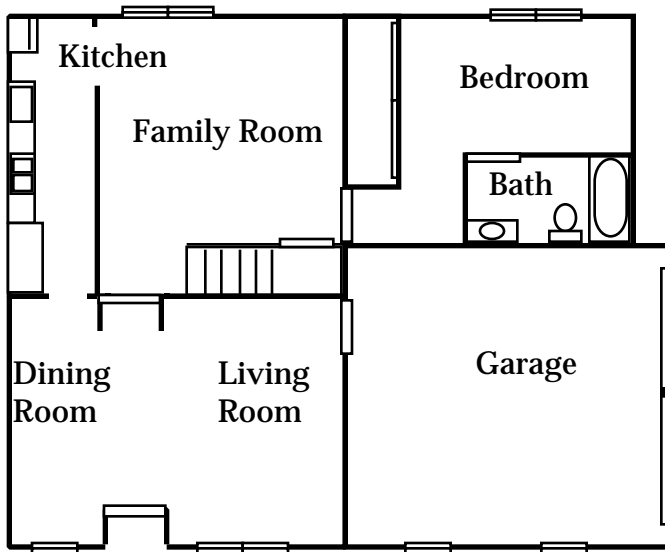
I have achieved mastery over the book and its spells and I shall attempt the ritual tonight. Soon I shall have the dead of this place as my servants and then the beings from beyond the sky shall serve me. I shall give them Zeke Williams as their first sacrifice. He will certainly regret his curiosity when they pluck his eyes and brains from his still living body.

Maps

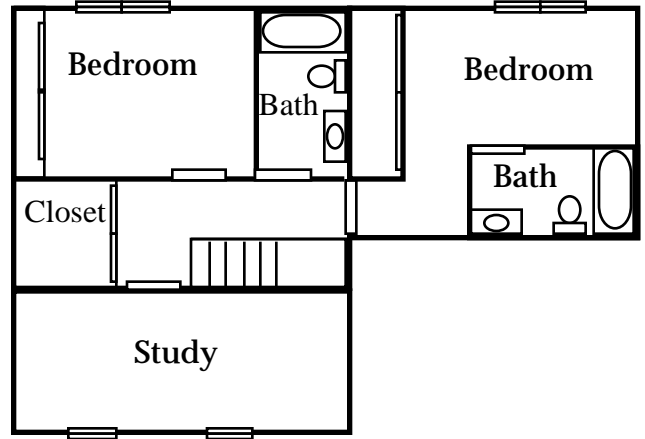
Area Map



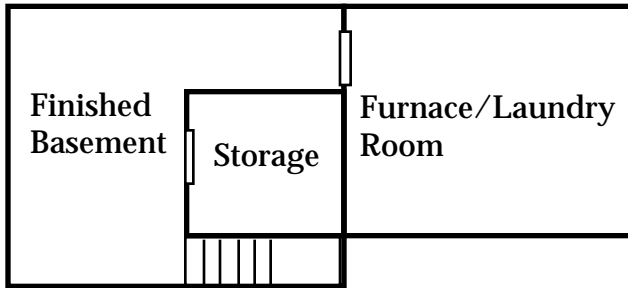
First Floor



Second Floor



Basement



Finger Biter©1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://www.opifex.cnchost.com>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-24401. Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>.

This adventure was inspired, in part, by "The Little Finger on the Left Hand," by Ardath Mayhar. It is copyright 1990 by the Ardath Mayhar. The copy I read is in *100 Twisted Little Tales of Torment*, which contains tales selected by Stefan Dziemianowicz, Robert Weinberg, and Martin H. Greenberg. It was published by Barnes & Noble Books in 1998.

Introduction

This is a short, but nasty, adventure for a small group of investigators. It is set in 1920s Scotland, but can easily be modified for use in other times and places.

The adventure is ideal for times when a short, one session adventure is needed, or as a break between larger adventures.

Getting the Investigators Involved

It is assumed that the investigators are in Europe, preferably in Scotland. However, they can be in any part of the world, provided they can travel to Scotland in a reasonable amount of time.

One of the investigators will receive an urgent letter from an old friend or associate who is aware of the investigator's involvement in the strange and unusual. The letter reads as follows:

Dear x,

I hope this letter finds you well. I apologize in advance for my brevity, but the pain I am suffering moves me to get right to the point.

As you might know, I journeyed to Scotland some months ago to conduct genealogical research on my family. My research went well, then I met with a terrible disaster. At first, I doubted the true horror of my experience, but at this time the truth is undeniable. I must ask your help in this matter for I feel that you might well be my only salvation.

Sincerely,

Clarence MacDougal

The letter includes information on how to reach the village where MacDougal is staying as well as a hand drawn map showing the location of the inn. By following the directions, the investigators will have no trouble reaching MacDougal.

Keeper's Background

In the 15th century the successful MacDougal family built a tower and a village grew up around it. The family and the village prospered for some time until 1751. In that year Andrew MacDougal entered into a deal with a terrible being that promised him gold in return for certain considerations. To cover the true source of the gold, Andrew claimed that when he had a well dug beneath the tower, he found gold. Andrew enjoyed his new wealth, until he found out what some of the "certain considerations" were. At that time, Andrew went to the church to have the minister drive out the creature.

Unfortunately, the exorcism had no real effect on the creature, except to anger it and cause it to take action against the MacDougal family. The creature bit a finger from the hand of each of the six MacDougals while they slept. It then told Andrew that he and his fellow MacDougals were doomed. Andrew sent a letter to his youngest brother, Ian, who was away in London. Ian thought his brother had gone mad and tried to persuade him to seek help. However, when news reached Ian of his brother's death, he left London immediately and returned home. Over the next year, all the other MacDougals went insane and died, despite all of Ian's efforts.

In desperation, Ian purchased a dozen kegs of black powder and used them to destroy the family tower. He gave a large quantity of the gold to the church and used the rest to start a new life in America.

Unfortunately, this was not the end of the tale. The creature Andrews had dealt with returned to the village. It performed a vile ritual and placed the severed fingers into the mouths of its victims. The fingers crawled down into their owners' stomachs and a vile contagion spread through the corpses. They twisted and changed in their coffins and, the next night, rose from their graves as Finger-Biters. Instinctively, they crawled back to their old home and have dwelt there ever since.

The creatures stay within the ruins of their old home and only attack those that come too close to the ruins at night. Because the local people know the evil reputation of the ruins, they steer clear of it. Hence, the creatures get few opportunities to take victims. They did recently take a finger from Ian Bannerman. Bannerman, a travelling salesman, who made the mistake of visiting the ruins at night to see if any gold remained. Bannerman was driven mad by his experience and, in his madness, came back to serve the Finger-Biters. In return for small bits of gold, he does various things for the Finger-Biters. Mainly he uses some of the gold to get victims, typically prostitutes, for the Finger-Biters. He knocks the victims out and drives her to the ruins. A Finger-Biter then takes a finger and Bannerman drives the unconscious victim back and dumps her in some alley.

Investigation

The following details the information that might become available to the investigators.

Clarence MacDougal

When the investigators arrive at the inn, they will be told they are expected. The investigators will find MacDougal in his room at the inn. The man will greet them warmly from his bed, but he will appear pale, nervous and frightened. The investigators will see that his left hand is swathed in bandages. The investigators will notice that MacDougal seems to be in pain and that he occasionally steals nervous glances at his bandaged hand.

After some preliminary small talk, MacDougal will relate the following story:

It might surprise you to know that despite all the research I have done in history, I knew almost nothing of my own family history. In fact, when I checked, it seemed to simply begin in America in 1783. I know that does not sound very odd, since so many people started over in the new United States. However, my family has passed down a number of heirlooms and there is, of course, my family's wealth which is based solidly on gold. Through some diligent research, I managed to trace my ancestors back to this village and I set out at once to come here. I now greatly regret this.

MacDougal will pause and take a large drink of whiskey at this point. He will then say:

I suppose you are wondering about my bandages. Well, you see I lost a finger. As I mentioned, I came here in search of my family history and I found much more than I bargained for.

I went to the ruins at night, despite the warnings of the villagers. Naturally, I dismissed their superstitions out of hand. Now that is a funny way to put it, now that I do not have a full hand. Anyway, I went there and looked at the ruins. I thought I heard something moving in the stones, so I went closer. I supposed at the time it was rats, but it turned out to be something larger. Something that was most definitely not a rat.

Something horrid and furry came from the stones. I did not get a good look at it, for it moved very fast and it was, as I said, dark. I felt a sharp jerk on my finger, and was horrified to see it missing at the knuckle. I stanchied the flow with my handkerchief and made my way back to the village. My assistant took the care to a nearby town to fetch a doctor and he did a fine job stitching me up.

MacDougal will pause again, and take another large drink of whiskey. A grimace of pain will come across his face and observant investigators will see a faint glint of madness in his eyes for just a second. He will then continue his tale.

I told the doctor that I could still feel my finger. He mentioned phantom limbs. You, know, that people who have lost limbs will often feel itches in the limb that is missing. He said that he had not heard of such cases with fingers, but that the theory would be the same. However, I am not feeling itches. It feels like something is gnawing and rending my finger. Like some horrid teeth are tearing the flesh right down to the bone. I feel that something in the hole has my finger. I think that madness will overtake me unless I get it back. I must have it back!

MacDougal will do his best to convince the investigators to go find his finger. He will also do his best to convince them that he is not insane.

David Zuckerman

Zuckerman is MacDougal's assistant. He will back up MacDougal's story. If he is asked in private about MacDougal's mental state, he will say that MacDougal was perfectly fine until he went to the tower. He is not sure what is going on but will say "You know, if a man had his finger taken by a rat...or something...he certainly would not rest well knowing some horrid creature had a piece of himself."

Zuckerman will have nothing else to add.

The Villagers

Provided the investigators are polite, the villagers will be willing to speak to them. The villagers know about the MacDougal ruins, which are looked upon as a place best left alone. Some of the older villagers know stories about the place and will be willing to share them with the investigators, perhaps over a friendly cup of whiskey or two. The younger villagers know that the ruins have a bad reputation and the few that have been there think it is infested with rats. In any case, the investigators will be hard pressed to get any villager to go near the ruins at night.

A Story About the Ruins

As mentioned above, some of the older villagers know the traditional story of the ruins, which is as follows:

According to the old stories, the MacDougals were a well respected family and rose to a position of some prominence. They had a small tower built and a village built around that. The village prospered for some time until madness came to the tower. The madness came shortly after Andrew MacDougal found gold. It is said that when a well was being dug in the tower, gold was found. Whatever the source, the MacDougals had plenty of gold to spend. But, the gold seemed to have a price, for they were never quite right again. Some stories say the MacDougals each cut off a finger in their madness, for they were spoken of as "the nine-finger MacDougals." Some of the older people whispered that the MacDougal family had made a deal with Satan and that he was collecting his interest for a diabolical loan.

All this madness came to an end when the tower was exploded from within

and burned well into the night. After that the tale of the MacDougals came to an end.

Of course, the story of the ruins isn't at an end. Some say the place is still plagued by the devil or his minions. Whatever the case, none of us go near those ruins, and if you are wise, you will stay away as well.

The villagers do not have much to add to the tale. If the investigators ask for more information, they will be told to check the church records.

The villagers know about MacDougal's wound and some of them have been speaking of the return of the "nine-finger MacDougals." However, most of the villagers believe he had a nasty run in with a large rat.

The Church Records

The church records are kept by the minister, Alan Gibson. Gibson is in his late fifties and enjoys talking to people. He will be happy to talk to the investigators about the ruins. According to his records, the tower was constructed in the 15th century and the village sprang up around it. In 1781, a member of the MacDougal family came to the church and asked the minister to perform an exorcism on the tower to drive out an evil spirit that plagued them. There is no mention in the records as to whether the exorcism was performed or not. The church records also list several burials for the MacDougal family during 1782. If the investigators think to check the birth records, they will learn that all the MacDougals except the nineteen year old Ian were dead by the end of 1782. In early 1783, after the death of Ian's wife, the church records list that the tower "exploded in the night" and that "all burnable parts were burned." The church records list a large donation of gold by Ian Macdougal on January 9, 1783. The last entry on the MacDougals reports that the family graves were desecrated in late 1783. No further record exists of the Macdougals.

If asked, Gibson will say that his hypothesis is that madness struck the family. He will say that he has read that madness can run in families. He will also speculate that perhaps the well mentioned in the village tradition was contaminated with something. If he learns what MacDougal said about his finger, he will definitely think that there is madness in the MacDougal blood and he will urge the investigators to seek professional help for their friend.

Newspaper Reports

If the investigators decide to check any nearby towns for information, they might learn that a few newspapers have reports of women being attacked and having their fingers hacked off. If the investigators check further, they will be able to learn that the women involved are prostitutes. In each case they report being picked up by a strange man, with a missing finger, who clubbed them. After that, they just remember waking up in an alley with a missing finger. Each will report that their wound was carefully bandaged, which struck them as odd. None of the prostitutes will be able to give a good description of their attacker, who is Bannerman. If the Keeper desires, some suspicion might be cast on Clarence MacDougal.

Maps/Places

The following details the maps and places for the adventure.

The Village of Dunval

The village consists of about two dozen houses, a charming inn, as well as a few small businesses. The major industry of the village is the raising of sheep and the preparation of wool.

The Ruins

The ruins are those of the old MacDougal tower. Even after all the centuries, it is evident that the tower was destroyed (as opposed to just falling into ruin). The area immediately around the ruins is surprisingly desolate, as if the soil itself was poisoned.

The ruins have been picked clean over the years by the weather and people brave (or ignorant) enough to come in search of valuables. All that remains is the broken stones and a pile of rubble in the center of what was once the tower.

If the area around the ruins is checked, a successful Spot Hidden or Tracking skill roll will reveal that there has been activity around the ruins. There are signs of footprints leading up to the pile of stone rubble.

The Stones: The stones appear to have been intentionally piled and arranged so as to provide a stable entrance into an underground chamber. The entrance is fairly small and only an investigator of SIZ 12 or less would be able to squeeze through it. Of course, the stones can be moved out of the way to allow larger investigators into the chamber. A faint smell of decay and an unrecognizable (but very unpleasant) scent wafts from the hole.

The Burrows

The burrows are located under the ruins. Originally, the basement of the tower, the area has been dug out by the Finger-Biters. The interior of the burrows is packed earth, reinforced with chunks of old stone.

1. **Entrance:** The entrance chamber is a dark and foul smelling pit that reeks of flesh, decay, and an unpleasant, but unknown scent. The ceiling of the chamber is five feet above the floor, which will require taller investigators to crouch down.

2. **The Old Well:** The old well leads down into the earth. The well is touch climb and there is still water in it. The finger-Biters will retreat into the well (they do not need to breath) if things go badly. If an investigator goes after the Finger-Biters, he will have to squeeze into the well and climb down. A fall into the well will be dangerous, especially if there are enraged Finger-Biters in the well. At the bottom of the well is an assortment of gold items, such as rings, necklaces and earrings.

3. **Fingers:** The Finger-Biter's keep their fingers here. Right now they only have Clarence finger. The area is strewn with bone fragments from the fingers of the Finger-Biters' victims.

4. Resting Area: The Finger-Biters rest here during the day.

Action

The action begins when the investigators set out to deal with the Finger-Biters.

Visiting the Ruins/Fighting the Finger-Biters

Once the investigators learn about the ruins, they will certainly set out to investigate them. During the day, the Finger-Biters will stay in the ruins. If the investigators come at night, the Finger-Biters will assess them from within the safety of their burrows. If the investigators outnumber them or seem quite dangerous and prepared, the Finger-Biters will not attack. If the investigators seem weak or ill-prepared, the Finger-Biters will dash out and try to take their fingers.

If the investigators enter the burrows, the Finger-Biters will attack them, even during the day. If the battle goes badly for the Finger-Biters, they will retreat into the remains of the old well.

If the Finger-Biters are “killed,” they will rise again the next night, unless the fingers in them are destroyed. If the Finger-Biters rise again, they will be enraged and will go into the village in search of the investigators. If they cannot find them, they will attack some of the villagers they encounter. Reports of these attacks should let the investigators know that they have not defeated the Finger-Biters.

Ian Bannerman

If the investigators do not destroy all the Finger-Biters, they will summon Bannerman. They have a special mental link to him and can let him know when they need him. He will be commanded to kill the investigators.

Bannerman will attempt to ambush or attack the investigators when they are not prepared. For example, if the investigators are staying at the inn he will try to kill them in their sleep.

If the investigators investigate the stories about the attacked prostitutes before going to the ruins, they might end up dealing with Bannerman first. Bannerman is quite cunning and is careful to select only prostitutes as his victims. If confronted, he will try to talk his way out. Failing that he will turn to violence.

Bannerman is quite insane and serves the Finger-Biters with complete devotion.

Conclusion

The adventure ends when the investigators defeat the Finger-Biters or are themselves defeated. If the investigators kill all the Finger-Biters, they should receive a 1D4 Sanity Point reward. MacDougal and the villagers will be grateful and will be willing to aid the investigators in the future.

If the investigators are defeated and flee, they will bear in their hearts the knowledge that they have abandoned their friend and the villagers to the mercy of the Finger-Biters. The shame and the horror should cost the investigators 1D3 Sanity Points.

Clarence MacDougal is a wealthy individual who owns his own plane. Thus, if the investigators are able to help him, he will be in a position to help them as a patron and/or a means of transportation.

NPCs

Clarence MacDougal, Wealthy Traveler

**STR: 13 CON:14 SIZ:13 INT:14 POW:12 DEX: 11 APP:13 EDU: 17 SAN:60- HP: 14
DB:+1D4**

Description: MacDougal is a man in his thirties. He has black hair and blue eyes. He keeps himself reasonably fit and dresses well. His family is wealthy, thanks to Andrew MacDougal's gold. MacDougal spent most of his youth going from university to university and he eventually graduated with a degree in history. His family wealth enables him to travel at will, which he greatly enjoys. MacDougal is not exceptionally brave and will need the investigators to "stiffen his backbone" so that he will take action.

Important Skills: Accounting 25%, Anthropology 15%, Archaeology 17%, Bargain 31%, Chemistry 14%, Credit Rating 80%, Geology 11%, History 45%, Law 14%, Library Use 42%, Natural History 70%, Occult 43%

David Zuckerman, Assistant to MacDougal

**STR: 13 CON:13 SIZ:13 INT:12 POW:13 DEX: 13 APP:12 EDU: 14 SAN: 65 HP: 13
DB:+1D4**

Description: Zuckerman is a medium-sized man who radiates an air of quiet confidence, Zuckerman fought in the Great War as both a soldier and, later, as a pilot. After the war he worked as a pilot and was eventually hired by MacDougal. Zuckerman loves to travel and visit strange places and MacDougal's money makes the possible. However, Zuckerman is very fond of MacDougal and feels quite loyal to him. Zuckerman does not believe in the supernatural, but he is a man of action and will aid the investigators.

Important Skills: Bargain 24%, Climb 55%, Dodge 41%, Fast Talk 24%, Jump 45%, Listen 37%, Navigate 44%, German 34%, French 21%, Pilot (Airplane) 64%, Handgun 55%, Rifle 74%, Fist 60%

Ian Bannerman, friend to the Finger Biters

**STR: 14 CON:14 SIZ:15 INT:10 POW:11 DEX: 13 APP:10 EDU: 10 SAN: 0 HP: 15
DB:+1D4**

Description: Bannerman is a large man who wears a heavy coat and drives a well worn car. He lives outside of the village. Bannerman was traveling salesman until he had the misfortune of becoming a victim of the Finger-Biters. Now he is the insane, but devoted servant of the Finger-Biters. He is cunning and violent and will do anything his masters tell him.

Important Skills: Climb 50%, Fast Talk 21%, Hide 50%, Jump 31%, Fist 62%

Weapons: Hatchet 38% Damage 1D6+1+DB HP 12, Club 49% Damage 1D6+DB HP 15

Mythos Beings

Finger-Biter, Lesser Servitor Race

Finger-Biters are horrid creatures that are the product of vile magic. They are created in a terrible ritual, which is described above. A Finger Biter's body looks like a terrible mixture of rat and human features. The body is oddly shrunken, making it look emaciated. A finger biter has long, grasping fingers that end in small, jagged claws. Their hands look much like human hands and each one has a single finger missing. The head of a finger biter is vaguely human, but the jaws are elongated and occupied by four sharp, chisel like teeth and several small, but wicked looking, gnawing teeth. The eyes seem to be malign embers burning in deep sockets. The entire creature seems to be oddly mummified, with bones sticking out through the dry and withered flesh.

They can attack by biting and clawing. If they make an attack roll equal to 20% of their biting skill, they have struck their victim's finger. The victim must match POW with the Finger-Biter. If the roll fails, the Finger-Biter takes the victim's finger. Once a Finger-Biter has a finger, it will attempt to flee with it. Finger-Biters have no interest in killing their victims, since they have something very special in mind.

Once a Finger-Biter gets a finger, it will take it to its lair or some other suitable place. There it will gnaw and worry the finger. The magic used in the creation of the horror enables a Finger-Biter to form a mental link to it's victim through the finger. Each day, the Finger-Biter can match its POW against its victim. If the Finger-Biter wins, the victim will experience terrible pain, as if his finger were still attached to his body as the Finger-Biter gnaws and tears at it. A victim so affected needs to make a Sanity Roll each time. A failed roll costs the victim 1 Sanity point, while a successful roll results in no loss. The pain also distracts the victim, giving him a -5% on all skill rolls. Most horribly, the Finger-Biter can keep gnawing the finger even after it has been reduced to bone. The Finger-Biter can use a single finger for up to thirty days, until there is nothing left of it. At that point, the victim is free. A victim can also be freed by destroying the Finger-Biter that took his finger or recovering the finger. A recovered finger can be reclaimed by the Finger-Biter. Only the Finger-Biter who took the finger can use it, so the owner can destroy it without any pain or harm.

Finger-Biters are a form of undead creature and, as such, are not very vulnerable to conventional weapons. Impaling weapons, such as firearms, do only 1 point of damage. All other conventional weapons do half damage.

Finger-Biters do not heal normally. However, the magic that created them preserves them. As long as the finger used in its creation remains intact, a Finger-Biter will regenerate completely when the sun sets again. The only way to permanently destroy a Finger-Biter is to destroy the finger. The finger will be almost as solid as stone and will take a number of hits points to destroy as the creature has POW points.

The Finger-Biters in this adventure are, of course, the MacDougal family. A close look at them will reveal that their features, as horrid as they are, bear a faint but clear resemblance to Clarence MacDougal. The creatures also have rings that have the Macdougal family crest on them. Realizing that these creatures were once the

MacDougals costs 0/1 points of Sanity.

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

Move: 8

Weapons: Bite 40% Damage 1D4+ Special, Claw 20% 1D3+db

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Spells: None.

Sanity Loss: 0/1D4 Sanity Points to see a Finger-Biter

Handouts

-Handout #1, MacDougal's Letter

Dear x,

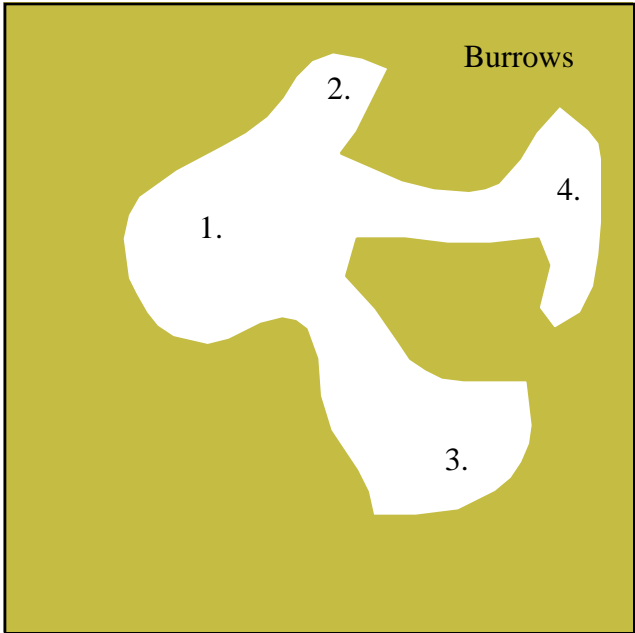
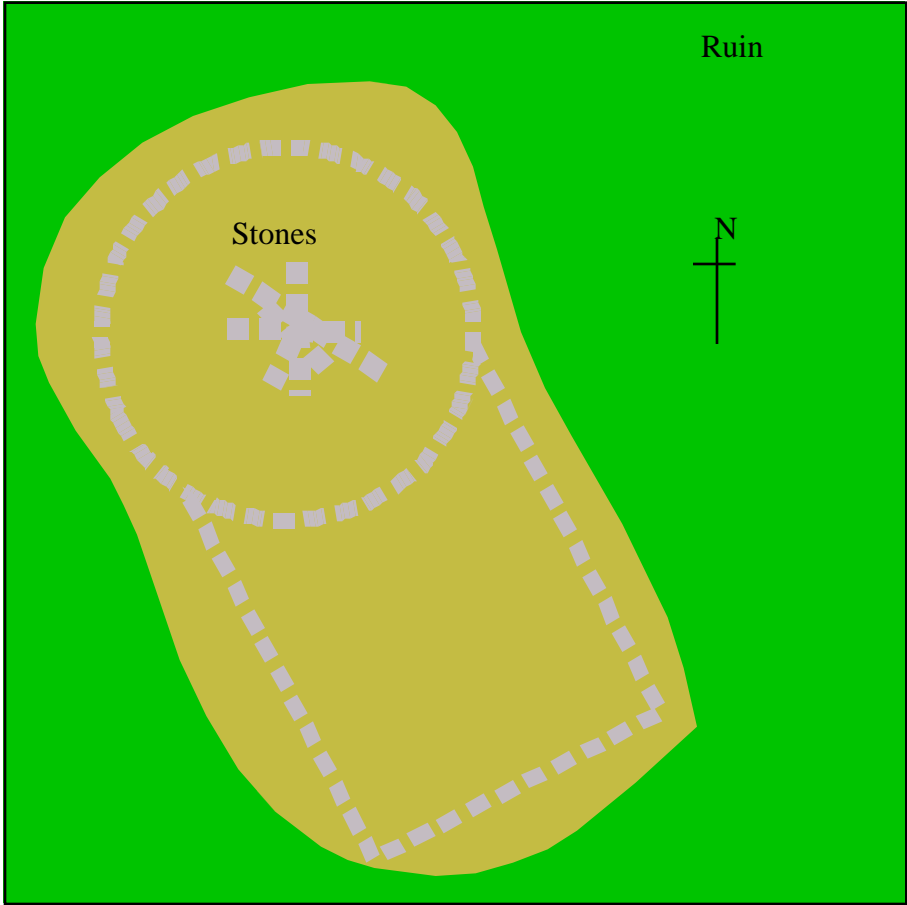
I hope this letter finds you well. I apologize in advance for my brevity, but the pain I am suffering moves me to get right to the point.

As you might know, I journeyed to Scotland some months ago to conduct genealogical research on my family. My research went well, then I met with a terrible disaster. At first, I doubted the true horror of my experience, but at this time the truth is undeniable. I must ask your help in this matter for I feel that you might well be my only salvation.

Sincerely,

Clarence MacDougal

Maps



Old Blood©1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1996 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure is set near La Realidad, Mexico. It pits the investigators against an evil from the time of the Spanish conquest. The adventure is set in the 1990s, but can be placed in another time period, such as the 1920s, with significant modification.

Getting the Investigators Involved

The investigators should be brought into the adventure prior to the beginning of the action. Investigators with relevant scientific skills (archeology, anthropology, geology, etc) can be brought into the adventure as part of the scientific team. Investigators with other useful skills (pilot, medicine, operate heavy equipment, etc.) can also be brought in as part of the expedition. Investigators with no relevant skills can be brought in as hired laborers.

Alternatively, the investigators can be brought in once the trouble begins. In this case, one or more of the investigators can be known by Newman or another important member of the expedition. Once the trouble begins, the investigator will be contacted and will be told of the events that have taken place (mysterious deaths). In this case, the expedition will be able to provide some financial compensation to the investigators or help them with transportation.

Investigation

The investigators will almost certainly want to investigate the history, myths and legends of the area as well as the existing ruins.

While the expedition site is fairly isolated, the investigators can drive (or fly, if they have a helicopter) to a city with a library. The site is located about 25 miles east of La Realidad and La Realidad is about 125 miles from Villahernosa and about 100 miles from Tuxtla. Villahernosa and Tuxtla are cities while La Realidad is a relatively small town. La Realidad is slightly over 500 miles from Mexico city, which has several libraries. It is also 1000 miles by air to Houston, Texas.

The expedition also has an arrangement to have research materials and other items flown to the expedition base camp via helicopter. This way the investigators

can arrange to have research items (such as books or photocopies) brought to them.

Investigating the Site

The investigators will probably want to investigate the temple and the area around it. The investigators will have to abide by the rules of the expedition or they will be prevented from going near the site. Basically, they will have to refrain from interfering with, damaging or moving the structures or their contents without permission. The site is considered to be a very important archeological find and the expedition members (and the Mexican government) will not permit the site to be harmed (under normal circumstances, of course).

What the investigators learn from the site will depend on their actions and the Keeper's decisions. The Keeper should use the information provided about the maps (below) to decide what the investigators can learn by examining the pyramid and its environment.

The Keeper should be careful to avoid revealing too much too early. One way to keep the investigators from finding out too much too soon is to make use of the fact that archeological investigations tend to proceed slowly and meticulously. Hence, the investigators will be restricted in terms of what they will have access to and when they can have access to it.

History

An investigation of historical sources will reveal a great deal of information about Mexico and its very interesting past. However, aside from the myths and legends given below, there are no historical references to the pyramid or this particular site.

Myths and Legends

Father Bandeira's Letter

In 1608 Father Bandeira wrote a letter to one of his superiors detailing a story he heard from one of the natives. This letter is in an academic anthology (*Documents of the New World Volume I*, 1964, edited by Dr. Juan Perez) of letters and documents from the Spanish conquest of the New World. This anthology is currently out of print, but it went through four editions and would be readily available in a university library. Also, since Dr. Carolyn's father, Juan Perez, is the author of the book she has a copy. As the events of the adventure unfold, it is likely that she will remember the letter. The relevant section of the letter (translated into modern English) is as follows:

"In the course of my discussion with one of the natives of the area I learned of a story as dark as any demon of monster tale of Europe. According to my informant, when it was clear that we were going to conquer his civilization, one of the local lords went out into the jungle in search of hideous beings of evil. According to the story, this young lord found these beings and labored under their tutelage. After a year of labor, or so the story goes, these beings rewarded him by transforming him into a monstrous thing that could feed upon the blood of the living and create others like himself from helpless victims. My informant went on to say that this man, or whatever he had become, returned to his people and lead some of them out

into the jungle. There in the jungle they constructed a hideous temple dedicated to vile demons. After the work was completed, or so it is said, the monstrous lord slew four of his best warriors and raised them up again as twisted monsters. These four warriors turned on the lord's followers, slaying all but one who fled, and raising the dead up again. The lone survivor passed the tale on to others and said that the monstrous lord would wait and rise up against the invaders some day. According to my informant, some of our people took the tale seriously enough to send out search parties. These parties found nothing, although one failed to return, thus adding to the legend.

My fellows lend little credence to this story since they say these barbarous people have an over abundance of legends. Many of these stories promise a future deliverance at the hands of some supernatural force. Based on some of my own experiences, of which you are well aware, I am concerned about this particular tale. It must be said that my informant was later found dead, with his throat and chest cut horribly. Because of this, I suspect that there might be something behind the story, if it is only that a group of unsubjected natives remains plotting against our efforts in this, the new world. Thus, I would recommend that this tale be brought to the attention of the church so that it might be recorded and to the authorities so that they might prepare for the possibility of additional violence."

Folk Tales

The investigators may wish to talk to some of the people who live "near" the site. Provided the investigators are friendly and show a proper degree of generosity and respect, the older people will be more than willing to talk to them about the legends they know. The Keeper should role-play these encounters.

There are some legends, known to some of the very old people who live in and around La Realidad, about vampire like beings in the jungle. According to a local story, of which there are many variants, a long, long time ago (but after the arrival of the Spanish) a group of people were brought out into the jungle by a great priest. This priest is said to have made a terrible pact with horiffic beings. As part of this pact, the priest was supposedly given the power to raise the dead up in a semblance of life. As part of the price of this pact, the priest supposedly was condemned to feeding off the blood of the living. The first people he fed on, or so the story goes, were those he took out in the jungle with him.

Some variants of this tale tell that the great priest had his people make for him a great pyramid in which they would sleep, waiting for the stars to come right so they would be able to rise up and reclaim their land.

Most of the tales contain great exaggerations about the size of the pyramid, the powers of the priest, and the number of his followers. Some tales even go so far as to claim that the priest was transformed into a god of "blood and death."

The Keeper should feel free to spin whatever tales are needed to misinform, confuse and strike terror in the hearts of the investigators.

Vampires

There are several legends and myths about vampires and vampire like beings. Many of the myths and legends are based on western stories (and hence will not be

accurate in this situation) but others do mention the sort of vampires involved in this adventure.

One relevant source is *Vampires of the World* by Dr. Sandra Petoyle, a noted author and anthropologist. Despite its title, the book is an academic work discussing the various vampire myths in human history from an anthropological perspective.

“An extremely obscure vampire legend from Mexico departs from the usual vampire tales. While the vampires reported in this legend are vampires in the sense that they need to feed on human blood, they differ from traditional vampires in several respects. First, they are able to move about freely during the day. Second, they achieve their vampire state by entering into a bargain or pact with a god or gods of evil. Third, they produce their “offspring” through the use of a specialized ritual, rather than by the usual method, that of draining the victim’s blood. Fourth, these vampires are not repelled by the cross or other religious symbols and are not affected by holy water....

...The most complete legend relating to these particular beings tells of a priest who was transformed into a vampire. It is said that he transformed his followers into lesser vampires in the hopes of achieving revenge against the Spanish Conquerors.”

Equipment

The camp has a variety of equipment that might prove useful to the investigators.

Communication

The camp is equipped with two main means of communication. The first is a high power radio which has a 100 mile range. The expedition has a dozen walkie talkies and all of the vehicles have radios. To keep in touch with the rest of the world the expedition is equipped with a satellite uplink. The uplink was built by graduate students in the engineering department at Berkeley and it works fine. The uplink allows access to satellite communication as well as the internet. The expedition has a television set, a phone and a computer connected to the uplink. Because of the cost of using the uplink (the expedition has to pay for the time they use), it is only used sparingly.

Weapons

Since the expedition is scientific and not military in nature, there are not too many weapons available. However, there are some weapons available and many other things that can be made into weapons. There are six machetes in the camp (base chance 20% damage 1D8+1+db hit points 15) as well as two .30-06 bolt action rifles (base chance 25% damage 2D6+4 range 110 yards attacks rd 1/2 shots 5 hit points 15). There are also six hatchets (base chance 20% damage 1D6+1+db hit points 12) and a variety of items that can be made into small clubs (base chance 20% damage 1D6+db hit points 15) or large clubs (base chance 20% damage 1D8+db hit points 20). Desperate investigators might turn to the expedition’s kitchen for weapons. The available cutlery includes steak knives (base chance 25% damage 1D4+db hit points 9) and butcher knives (base chance 25% damage 1D6+db hit points 12) Finally, the investigators may make a variety of improvised weapons. For example, the investigators might fill up empty bottles with fuel from the generators.

Vehicles

The expedition has two 4WD (four wheel drive) wheel drive jeeps and an old army surplus 1/2 ton truck (for hauling supplies, personnel and finds). Each vehicle is equipped with a radio, a tool kit and two spare fuel cans.

Maps

Area Map

This map shows the area in which the adventure takes place. Around this area is mostly jungle, with no real distinctive features or landmarks. Access to the area is via a one lane, poorly maintained dirt road. The jungle is full of bugs, snakes and various small animals.

Camp

The camp is where the investigators and NPCs will be staying during the adventure. The area around the camp has been worn down by constant traffic. A path has been worn from the camp area to the ruins and the pyramid. On the edge of the camp are four outhouses and four "showers." The outhouses are made out of plywood and have chemicals in the pits to prevent diseases.

1. Main Trailer: This trailer contains three portable generators (two primaries and a back-up), a full kitchen with a large freezer and refrigerator, and a small office area. The office contains the expeditions television, phone, radio and the uplink computer. The satellite uplink is located on the roof of this trailer.

2-5. Cabins: These cabins are made of plywood with 2X4 supports. They were built fairly quickly and have some cracks which allow the local vermin to enter. The door to each cabin has a small bolt lock, but they only have a STR of 11. Each cabin has two windows, each on the longer sides. Each cabin has two rooms. The main room has two bunk beds, a table, chairs and any other furniture the residents might have brought with them. The second, much smaller, room has a wash basin and provides a place for people to wash up or change in private. Each cabin has an electrical outlet connected to one of the generators. The generators put out enough power to run lights and small appliances.

The cabin occupants are as follows:

Cabin 2: Dr. Randall Newman, Dr. Hector Gonzales, William Cordot, and Karl West.

Cabin 3: Dr. Carolyn Perez, Maria Lucendia, and Janet Roberts.

Cabin 4: This cabin will be occupied by the investigators.

Cabin 5: This cabin will be occupied by the investigators, if there are more than four investigators. If there are four or fewer investigators, the cabin will be used by Cordot and West.

6. Tent: This is a large, modern tent with mosquito netting. The interior contains

cots for the workers, their footlockers, a variety of furniture and electrical outlets for the workers appliances. The seven workers stay in this tent.

7. Common Tent: This large tent has been set up as a common area and a place to get away from the mosquitos and other bugs. The tent has mosquito netting for walls and there are two electric “bug zappers” in the tent. In the tent are several card tables, chairs, and other items of furniture. The members of the expedition eat their meals in the tent and relax here. It is also used as a meeting area and a work area.

Ruins

This area contains ruins and items from when the pyramid was built. There are ruins of crude shelters in the area as well as evidence of human occupation (pots, tools, etc.). There are also several strange oven like structures in the area, some of which are still intact. These ovens were used in the creation of the various undead. These ovens will baffle the expedition since they are quite unique. A variety of explanations will be offered, ranging from claims that they were used to bake food to claims that they were used in human sacrifice or ritual cremation.

Pyramid

This is the pyramid. It is smaller than the typical Aztec pyramid, but is still a large structure. It has levels, rather than the straight slope of the Egyptian pyramid. The exterior is covered with carvings, all of which are of hideous things and terrible events. The pyramid is rather disturbing the eye. The interior of the pyramid is detailed below.

The Pyramid

Top

The top of the pyramid is an open structure consisting of four stone pillars supporting a decorated stone roof. In the center of this structure is a large stone sarcophagus. The sarcophagus is carved with hideous figures that look like walking mummies ripping apart victims in what looks like Spanish armor. The sarcophagus has an extremely heavy lid that requires a combined total of 40 STR points to lift, or the use of some device such as block and tackle. Naturally, the expedition members will not allow the investigators to damage the sarcophagus, should the investigators come up with plans involving things such as sledge hammers or explosives. Inside the tomb is the body of the Gatherer of the Blood. At the start of the adventure it will look like a dried out mummy. Once the sarcophagus is opened, Dr. Newman will have the top sealed with plastic to keep out the air. A sheet of plywood will be secured over the plastic to keep the vermin out.

Ground Floor

The ground floor is an open area in the body of the pyramid. The other levels of the pyramid are solid stone. Access to the ground floor is via four open doorways. The interior is empty, but the interior walls are carved with various. Concealed under the dirt floor is a stone floor. Set in the center of this floor is a heavy stone

slab which conceals the entrance to the lower level. Once the slab is exposed, it can be lifted by a combined total of 30 STR points or through the use of the appropriate tools. Finding the slab is all but impossible without extensive digging as there is no surface indication of its presence. The area has a faint smell of “dry decay and death” as one of the workers will put it. When the Gatherer of Blood arises, it will dig up the slab to bring blood to its creations. It will be careful to keep the existence of the lower level secret until it is ready to raise its forces against the expedition.

Lower Level

The lower level can be reached via a stone “ladder.” The walls are stone and have been carved with terrible images. This level reeks of “dry death and decay.”

1. Main Chamber: The main chamber is empty. There are four doorways which lead to four smaller chambers.

2-4. Subchambers: The subchambers are lower than the main chamber and are reached by sloping walkways. The subchambers contain approximately six to eight Desiccated Mummies each. These mummies are set in shallow indentations in the walls and are “stored” in an upright position. They look exactly like “normal” dried mummies in their inactive state. The chambers also have deeper recesses which hold Those who Walk the Dead. The subchambers also have the same sort of carvings as the rest of the pyramid.

Players’ Maps

The players’ maps show the same areas as the Keeper’s maps. However, the players should only be given the specific maps as they enter the relevant areas.

Action

This section details the action that takes place in this adventure. The Keeper should use this information as a set of guidelines for running the adventure but (of course) should feel free to change the course of events as needed.

The Gatherer of Blood Rises

The action part of the adventure gets underway when the Gatherer of Blood returns to “life.” This event will take place shortly after the expedition disturbs the pyramid. Once the Gatherer returns to awareness, he will wait for an opportunity to acquire blood.

Unless events force it to act prematurely, it will wait until the expedition members open its sarcophagus before acting. Once the lid is removed, the Gatherer will quickly realize that the people think he is dead and will do nothing to change their minds. Recognizing the language of some of the people as Spanish, he will believe that the time has come to strike back against the invaders.

The night his Sarcophagus is opened, one of the workers will be sent to bring some tools from the top of the pyramid. The Gatherer will attack the worker, drain his blood and place his body in the sarcophagus. The Gatherer will then assume the appearance of the worker to determine what is going on. Since the expedition leader

plans to keep the sarcophagus sealed until a special truck arrives to transport the “remains”, it is unlikely that the murdered worker will be found before the Gatherer is able to take his next actions.

Missing Persons

Once the Gatherer has revived, it will begin to gather victims to feed its minions. The Gatherer will act cautiously at first, only killing one or two people and only doing so in situations he can pass off as accidents. For example, a person working on the top of the pyramid might suffer an “accidental” and fatal fall. The Gatherer will take such bodies after they have “wrapped” for transport out of the jungle. The Gatherer will take care to make it appear that some sort of animal took the remains. He will use the blood he gathers to revive Those Who Walk the Dead.

The Gatherer will eventually manage to “subvert” a member of the expedition into become his ally. This person will cover up for the gatherer, teach him what he needs to know and aid him in other ways. It is up to the Keeper as to who the Gatherer subverts and to what extent the person will aid the Gatherer. The Gatherer will offer his ally power, knowledge or whatever it will take to win the person over. The Gatherer has a great deal of ability to corrupt people, some of which he inherited from the being who made him what he is, and has a special talent for knowing just what it will take to “buy” a person.

Once the Gatherer revives Those Who Walk the Dead, he will become more bold. By this time, he will have learned enough to believe that the expedition has communication via “magic” devices and “magic” forms of transport. Naturally, he will attempt to destroy these “enchanted” devices in order to isolate the expedition. At this point, the gatherer might begin to take people from the camp without arranging accidents. However, he will be careful to avoid being observed so as to keep everyone in the dark as to what is occurring. He will also take pains to conceal the chamber under the pyramid. Failing that, he will do his best to keep the expedition from learning what is truly going on. Since Those Who Walk the Dead and the Desiccated Mummies look dead, even when they have been revived, the Gatherer will probably be able to keep their nature a secret long enough to raise his army.

During this time, the investigators are likely to suspect that something is very wrong. The Gatherer is quite intelligent and has special abilities (discussed below), so he will be difficult to catch. The Keeper will need to decide the effect of the investigators’ attempts to find out what is going on. It is suggested that the investigators do not find out what is going on too quickly and end the adventure prematurely. However, if the investigators are extremely clever, they should not be artificially thwarted by the Keeper.

Army of the Dead

Once the Gatherer revives Those Who Walk the Dead, it will set out to raise up its army of desiccated mummies. To do this, it will require a considerable amount of blood. To get this blood, the Gatherer and those who Walk the Dead will journey from the camp to La Realidad (the Gatherer will learn of the town from his human ally). There they will find victims among those who are not likely to be missed. The

Gather's ally might even drive the Gatherer and Those Who Walk the Dead to the town so they can acquire blood and victims.

Once the Gatherer has revived a substantial number of Desiccated Mummies (at least enough to outnumber the expedition and the investigations), he will complete his isolation of the expedition by destroying or disabling the communication equipment and the vehicles. He will then lead his army against the expedition and investigators. This terrible army will claw its way out of the pyramid to attack the expedition and the investigators.

Once the Gatherer's army attacks (or perhaps before that time), the investigators will realize that they are in terrible danger and will have to fight for their lives.

Some of the expedition members will be willing and able to aid the investigators. Naturally, the traitor among them will be more than willing to offer "advice" and lead them into ambushes and such.

If the investigators are well armed, skillful or very lucky, they might be able to defeat the army of the dead. The Gatherer and his followers will be attempting to capture as many people as possible, so as to keep them fresh for the transformation from human to desiccated mummy. Once the Gatherer is confident that he has control of the area, he will prepare the ovens he needs and begin the transformation of his prisoners.

Defeating the Evil

The investigators will undoubtedly try to stop the Gatherer and his forces. The Gatherer is intelligent, ruthless, evil and driven by an unnatural fanaticism. Hence, he will be a very tough opponent. He will do his best to cut off any possibility of escape and will use his resources very efficiently.

To defeat the Gatherer, the investigators will need to destroy him and his minions. The Keeper should make the battle difficult, but not impossible.

Conclusion

The adventure ends when the investigators defeat the evil or they themselves are defeated.

If the investigators defeat the evil, they should receive a 1D10 Sanity Point reward. It is also likely that the surviving NPCs will be very grateful to the investigators and can serve as contacts for the investigators in later adventures.

If the investigators are defeated and flee the area, they should lose 1D4 Sanity Points for allowing the evil to survive and grow. In this case, the evil will continue the spread. The Gatherer of the Blood will create more of those who Walk the Dead who will in turn create more Desiccated Mummies. Eventually, the army of undead will prove a threat to the human inhabitation in the area. The evil will continue to grow, but will eventually be confronted and defeated by other investigators or perhaps even the Mexican Army if things get too far out of hand.

NPCs

Dr. Randall Newman, Expedition Leader

STR: 11 Con: 10 SIZ: 12 INT: 18 POW: 11 DEX: 13 APP: 10 EDU: 18 SAN: 55 HP: 11 DB:

0

Skills: Anthropology 46%, Archeology 78%, Astronomy 15%, Climb 50%, Credit Rating 65%, Geology 15%, History 65%, Library Use 65%, Occult 15%, English 95%, Spanish 55%, Latin 45%, German 25%, Spot Hidden 45%

Weapons: 35% .22 Revolver Shots/Round:3 Damage: 1D8 Range: 15 Shots: 6

Description: Dr. Newman is 46 years old. He has brown hair, brown eyes and is of average build and appearance. He wears jeans and a collared shirt. Newman did his graduate work at Yale and currently teaches at Berkeley. He has been involved in archeological digs for years and is well respected in the field.

Newman is fairly brave and has been involved in a few bad situations. On one dig his expedition was robbed. On another expedition, his party was attacked and two members were badly injured. After that, he purchased a small pistol. He practices with it occasionally, but is not an exceptional shot. Because of these past experiences, he will not panic when the situation turns bad. He has not had any experience with the supernatural and is extremely skeptical about such things. When the trouble begins will be willing to help the investigators, although he will be initially unwilling to accept the existence of supernatural beings.

Dr. Carolyn Perez, Archeologist

STR: 12 **Con:** 12 **SIZ:** 15 **INT:** 17 **POW:** 13 **DEX:** 9 **APP:** 10 **EDU:**19 **SAN:** 65 **HP:** 14 **DB:** +1D4

Skills: Accounting 21%, Anthropology 22%, Archeology 85%, Geology 25%, History 35%, Library Use 56%, , Navigate 45%, Spanish 95%, English 65%, Latin 25%, French 25%, Swim 42%, Spot Hidden 55%

Weapons: None

Description: Dr. Perez is 42 years old. She has black hair with streaks of grey in it, brown eyes and is heavy built. She favors baggy pants and work shirts when in the field. Perez did her graduate work at Cornell and currently teaches at the University of Mexico. She has been extensively involved in a variety of digs in Mexico and Central America. She is well regarded as an archeologist. She believes that she should be leading the expedition and often disagrees with Newman. However, she knows that Berkeley is footing most of the bills so she is careful not to antagonize Newman too much.

Perez is quite religious but does not believe in other aspects of the supernatural. She will not be sure what to think when the trouble begins, however she does have her faith to fall back on. Because of this, she will be willing to aid the investigators.

Dr. Hector Gonzales, Anthropologist

STR:13 **Con:** 14 **SIZ:** 15 **INT:** 14 **POW:** 10 **DEX:** 14 **APP:** 10 **EDU:** 18 **SAN:** 50 **HP:** 15 **DB:** +1D4

Anthropology 78%, **Archeology** 15%, **Biology** 20%, **Climb** 57%, **History** 55%, **Library Use** 58%, **Natural History** 35%, **Navigate** 20%, **Occult** 35%, **Spanish** 95%, **English** 45%, **Psychology** 25%, **Spot Hidden** 37%, **Track** 15%

Weapons: None

Description: Dr. Gonzales is 31 years old. He has black hair and blue eyes. He is fairly large and is clearly in good shape. He wears jeans and t-shirts when in the field.

Gonzales did his graduate work at the University of Mexico and is currently visiting at Berkeley. He has been involved in a couple digs, but is best known for some of his very provoking papers in anthropology. In some of his papers he writes extensively of occult matters. If it wasn't for his impeccable research and careful, logical style, he would not be taken seriously.

Because of his research in occult matters, Gonzales takes the supernatural quite seriously. When the trouble begins, he will be willing to aid the investigators and will be able to provide them with some useful information. Gonzales works with Newman at Berkeley and will pragmatically tend to side with him in most matters.

William Cordo, Graduate Student

STR: 11 Con: 10 SIZ:18 INT: 13 POW: 14 DEX: 12 APP: 12 EDU: 15 SAN: 70 HP: 14 DB: +1D4

Archeology 24%, Electrical Repair 26%, History 34%, Library Use 36%, Natural History 21%, Spanish 75%, English 25%, Spot Hidden 75%, Rifle 42%

Weapons: Knife 35% Damage 1d4 +2+db

Description: Cordo is 32 years old. He has brown hair and brown eyes. He is extremely large, but is missing his left arm. He wears military surplus clothes when in the field and always has his old combat knife on his belt. Cordo was in the Mexican army and lost his arm during a training accident in which he saved the lives of six other soldiers. After that incident he went to the University of Mexico (the father of one of the officers he saved had a great deal of influence at the university) and later earned his way into the graduate school based on some solid field work.

Cordo has nerves of steel and has experience in combat situations. Because of this, he will be more than willing to aid the investigators.

Maria Lucendia, Graduate Student

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

Anthropology 27%, Climb 47%, First Aid 45%, Hide 26%, History 31%, Library Use 41%, Occult 15%, Spanish 80%, English 26%

Weapons: 9mm Automatic 45% Shots/Round: 3 Damage: 1D10 Range: 20 Shots: 15

Description: Lucendia is 26 years old. She has blonde hair and brown eyes. She is attractive and in very good shape. She favors jeans and t-shirts. She is currently enrolled at Berkeley as one of Gonzales's students. She is very interested in the relation between Archeology and the occult, which is why she is studying with Gonzales.

Lucendia and a friend of her were attacked once and while she was able to escape from her attacker her friend was killed before Lucendia could return with the police. Because of this, she has a lot of guilt and rage, as well as a 9mm she always has with her. Lucendia will be willing to aid the investigators.

Karl West, National Geographic Photographer

STR: 13 Con: 11 SIZ: 15 INT: 12 POW: 10 DEX: 15 APP: 12 EDU: 16 SAN: 50 HP: 13 DB: +1D4

Accounting 15%, Archeology 5%, Bargain 25%, Climb 56%, Electrical Repair 15%, Fast Talk 45%, Hide 25%, Jump 36%, Law 13%, Mechanical Repair 35%, Persuade 34%, Photography 76%, English 80%, Spanish 24%

Weapons: None.

Description: West is 41 years old. He has graying red hair and blue eyes. He wears jeans and a photographer's vest filled with cameras and camera gear. He has worked as a freelance photographer for years and is currently on assignment with the National Geographic. He is an extremely good photographer and is dedicated to getting great shots.

West has been in some very tough scrapes over the years (he did some time as a combat photographer) and is accustomed to danger. Because of this he will be in the thick of things taking photographs, which might put him at great risk.

Janet Roberts, National Geographic Writer

STR: 13 Con: 12 SIZ: 9 INT: 13 POW: 12 DEX: 14 APP:15 EDU: 14 SAN: 60 HP: 11 DB: 0
Bargain 25%, Climb 46%, Fast Talk 26%, Hide 14%, History 34%, Library Use 47%, Listen 49%, English 70%, Psychology 24%

Weapons: None.

Description: Roberts is 36 years old. She has brown hair and brown eyes. She is fairly small, but in very good shape. She tends to wear jeans. She has worked as a writer for years and prefers to do her work in the field, rather than sitting in an air conditioned office. Her method has paid off and she has had a great deal of success as a writer.

Because of her writing method Roberts has been in some dangerous situations. Because of this, she has built up a great deal of courage. She is more cautious than West, but is always eager to find something great to write about.

Workers

There are seven people working for the expedition as manual laborers. They are from Mexico and have been involved with various scientific expeditions for years, so they know what they are doing. The workers are loyal to the expedition and fairly brave. However, they will be horrified if they see any of the undead and will attempt to flee if possible. They will, however, warn the others before leaving. If they are unable to escape, or if the players are able to convince them to stay and fight, they will put up a spirited, if desperate battle.

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

Move: 8

Weapons: Fist 50%, 1D3+db, Tools 25% 1D6+db.

Armor: None.

Creatures

Desiccated Mummies

These creatures are a rare form of undead. They are similar in many respects to zombies and mummies, but are physically weaker.

Desiccated mummies look like desiccated human corpses. Their skin and muscle are dried out and stretched across their dry bones. Their eyes are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits.

Because of their dry and fragile state, Desiccated Mummies move slower than humans and are not as agile. The condition of their brain and nervous system also gives them a reduced intelligence relative to humans. However, their supernatural nature gives them human strength, the ability to move, and near human intelligence.

These creatures are created in the following manner: a human being is killed and the blood is drained from the corpse. The corpse is then placed in a stone "oven" and dried over the course of a week. During this process the corpse is "basted" in its own blood and the creator conducts the Create Desiccated Mummy ritual. Once the process is finished, the mummy pulls itself out of the oven to do its creator's bidding.

Desiccated Mummies have a reasonable degree of intelligence and will use it accordingly. They retain some dim memories from the people whose bodies they are made from, but do not retain any usable skills. Their primary reason to exist is to obey their masters.

Desiccated Mummies fight with their bony, claw like hands. They can fight with

weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Desiccated mummies sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Since Desiccated Mummies are not alive, they do not heal naturally. If they are damaged in combat they can only heal by consuming blood. For every half liter of blood a Desiccated Mummy consumes, it regains 1 hit point. An average human adult (150-160 pounds) has about five liters of blood. Since Desiccated Mummies have normal human teeth, they generally tend to drink blood from freshly killed victims.

Desiccated Mummies need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in a torpid state for hundreds of years.

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

Move: 6

Weapons: Claw 25%, Damage 1D4+db.

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Sanity Loss: 1/1D8 Sanity points to see a Desiccated Mummy.

Those Who Walk the Dead

These creatures are a very rare form of undead. They are similar in some respects to mummies and vampires, but are physically weaker.

Those Who Walk the Dead look like dry human corpses. Their skin is dry and stretched across their muscles, giving them the appearance of great age. Their eyes

are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits. They look like more robust versions of the Dissociated Mummies, but with elongated, claw like fingers and sharp, fang like teeth.

Because of they are somewhat dried out and completely dead, Those Who Walk the Dead move slower than humans and are not quite as agile. They do retain their original human intelligence via supernatural means.

Those Who Walk the Dead are created in the following manner: a human being volunteers to have the Those Who Walk the Dead ritual cast on him. The ritual is cast and the volunteer slowly bleeds to death. The corpse is then placed in a specially made stone oven and allowed to dry out for a week. At the end of the week the creature rises. The ritual imbues the creature with knowledge of the Create Desiccated Mummy Ritual.

Those Who Walk the Dead have human intelligence and will use it accordingly. They retain memories and skills from their previous existence as human beings.

Those Who Walk the Dead fight with their claw like hands. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Being dead, Those Who Walk the Dead do not heal naturally. However, they can drain blood by biting into their victims and sucking their blood out. To bite and drain blood one of Those Who Walk the Dead must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D3 points of damage and drains blood from the victim. The loss of blood inflicts one point of damage to the victim and heals one point of damage, if the creature has sustained any. The creature can also “store” a number of points of “blood” equal to half of its POW and use them to heal itself in combat. Naturally, these points must be taken from victims.

The creatures in this adventure were created from Aztec warriors and they still retain their combat skills.

Those Who Walk the Dead need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in a torpid state for hundreds of years.

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 |
|-----------------|---------|----------|----------|----------|----------|----------|
| STR | 3D6X1.5 | 15-17 | 17 | 12 | 20 | 18 |
| CON | 3D6X1.5 | 15-17 | 17 | 20 | 21 | 21 |
| SIZ | 2D6+6 | 13 | 14 | 13 | 17 | 13 |
| INT | 3D6 | 10-11 | 10 | 10 | 15 | 12 |
| POW | 3D6 | 10-11 | 10 | 7 | 10 | 13 |
| DEX | 2D6 | 7 | 6 | 8 | 11 | 10 |
| HP | | 13-14 | 16 | 17 | 19 | 17 |
| Damage Bonus | | +1d4 | +1 D4 | +1 D4 | +1 D6 | +1 D4 |

Move: 6

Weapons: Claw 50% Damage 1D6+db, Bite 30% Damage 1d3, Club 60% Damage 1D8+db

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Skills: As possessed when alive. Those in this adventure have: Hide 25%, Listen 35%, Sneak 25%, Sword 65%, Spear 60%, Club 60%.

Spells: Create Desiccated Mummy Ritual.

Sanity Loss: 1/1D8 Sanity points to see Those Who Walk the Dead.

Gatherer of the Blood

Gatherers of the Blood are an extremely rare form of undead. They are similar in some respects to vampires of the Western tradition, but are different in some key respects.

Gatherers of the Blood look like pale humans with unusually dry skin, elongated claws, and sharp fangs in place of their teeth. Their eyes are somewhat sunken and glow slightly in the dark.

Gatherers of the Blood are created individually in that there is no set ritual to create them. They typically are created from humans who are full of hatred or evil via an unholy process. This process involves the intervention of horrid supernatural entities.

Gatherers of the Blood have human intelligence and will use it accordingly. They retain memories and skills from their previous existence as human beings. Gatherers of the Blood fight with their claw-like hands and fangs. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Being dead, The Gatherers of the Blood do not heal naturally. However, they can

drain blood by biting into their victims and sucking their blood out. To bite and drain blood a Gatherer of the Blood must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D4 points of damage and drains blood from the victim. The loss of blood inflicts 1-3 points of damage to the victim and heals a comparable number of points of damage (1-3), if the creature has sustained any. The creature can also “store” a number of points of “blood” equal to its POW and use them to heal itself in combat. Naturally, these points must be taken from victims. A Gatherer can also use this blood to “awaken” Desiccated Mummies and Those Who Walk the Dead so they can feed on the blood they need to come out of their suspended animation. It takes one point of stored blood to revive one of the creatures enough to feed on the liter of blood it needs to fully revive.

A Gatherer of the Blood can assume the likeness of a being by killing it and draining all its blood. The Gatherer can then shift its body to resemble the victim and can alter its apparent size by up to 4 points in either direction. The Gatherer also gains some of the victim’s memories, enough to imitate the victim with a reasonable degree of accuracy and use his language (at 50% of the victim’s skill). The Gatherer does not gain any of the victim’s other skills. The Keeper should roll 5D10 to get the percent chance the Gatherer has of pulling off the deception. This % can be modified by the Keeper based on the situation. For example, a Gatherer would have little difficulty in simply passing as human, but would have an extremely difficult time fooling a close friend of the victim. A Gatherer can keep a victim’s form available for one week and may have a number of forms available equal to its POW. A Gatherer may choose to release one form in order to acquire another from a new victim.

Gatherers of the Blood need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. Alternatively, they can expend a Magic Point for each minute they wish to remain conscious. In this manner they can make a desperate attempt to gain a victim after a period of suspension. They can remain in a torpid state for hundreds of years. While in this torpid state, they are vaguely aware of their surroundings and will come to a higher state of awareness when living beings approach within 10 meters of them.

The creature in this adventure was originally an Aztec Priest who was full of hatred of the Spanish invaders. Driven by his hatred, he researched into terrible things and contacted hideous beings. Eventually his diligence was “rewarded” with his transformation into a Gatherer of the Blood.

| Characteristics | Rolls | Averages | #1 |
|-----------------|-------|----------|------|
| STR | 3D6X2 | 20-22 | 32 |
| CON | 3D6X2 | 20-22 | 31 |
| SIZ | 3D6 | 10-11 | 14 |
| INT | 3D6 | 10-11 | 15 |
| POW | 2D6+6 | 13 | 17 |
| DEX | 3D6 | 10-11 | 13 |
| HP | | 15-17 | 23 |
| Damage Bonus | | +1d4 | +2D6 |

Move: 8

Weapons: Claw 60%, Damage 1D6+db, Bite 50% Damage 1d4, Club 60%, 1D8+db

Armor: None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Skills: As possessed when alive. The one in this adventure has: Cthulhu Mythos 20%, Hide 25%, Listen 35%, Sneak 25%, Spanish 28%, Persuade 65%, Psychology 45%, Sword 65%, Spear 65%, Club 60%.

Spells: Create Desiccated Mummy Ritual, Create Those Who Walk the Dead Ritual.

Sanity Loss: 1/1D6 Sanity points to see The Gatherer of Blood in its natural form.

Spells

Create Desiccated Mummy Ritual

This ritual provides the means for creating a Desiccated Mummy. The ritual is conducted in the following manner: a human being is killed and the blood is drained from the corpse. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with ten magic points. Each time the ritual is conducted, the caster loses 1 Sanity point. Once the process is finished, the mummy pulls itself out of the oven to do its creator’s bidding. If the caster has any Sanity points left, he must make a Sanity check on seeing the product of his labors.

Create Those Who Walk The Dead Ritual

This ritual provides the means for creating one of Those Who Walk the Dead. The ritual is conducted in the following manner: a human being must volunteer to be a victim of the ritual. The caster expends 5 magic Points and makes several deep incisions into the victim’s veins. The victim then bleeds to death. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with twelve magic points. Each time the

ritual is conducted, the caster loses 2 Sanity points. Once the process is finished, the creature pulls itself out of the oven. If the caster has any Sanity points left, he must make a Sanity check upon seeing the product of his labors.

Handout #1

-Documents of the New World Volume I, 1964, edited by Dr. Juan Perez.

“In the course of my discussion with one of the natives of the area I learned of a story as dark as any demon or monster tale of Europe. According to my informant, when it was clear that we were going to conquer his civilization, one of the local lords went out into the jungle in search of hideous beings of evil. According to the story, this young lord found these beings and labored under their tutelage. After a year of labor, or so the story goes, these beings rewarded him by transforming him into a monstrous thing that could feed upon the blood of the living and create others like himself from helpless victims. My informant went on to say that this man, or whatever he had become, returned to his people and led some of them out into the jungle. There in the jungle they constructed a hideous temple dedicated to vile demons. After the work was completed, or so it is said, the monstrous lord slew four of his best warriors and raised them up again as twisted monsters. These four warriors turned on the lord’s followers, slaying all but one who fled, and raising the dead up again. The lone survivor passed the tale on to others and said that the monstrous lord would wait and rise up against the invaders some day. According to my informant, some of our people took the tale seriously enough to send out search parties. These parties found nothing, although one failed to return, thus adding to the legend.

My fellows lend little credence to this story since they say these barbarous people have an over abundance of legends. Many of these stories promise a future deliverance at the hands of some supernatural force. Based on some of my own experiences, of which you are well aware, I am concerned about this particular tale. It must be said that my informant was later found dead, with his throat and chest cut horribly. Because of this, I suspect that there might be something behind the story, if it is only that a group of unsubjected natives remains plotting against our efforts in this, the new world. Thus, I would recommend that this tale be brought to the attention of the church so that it might be recorded and to the authorities so that they might prepare for the possibility of additional violence.”

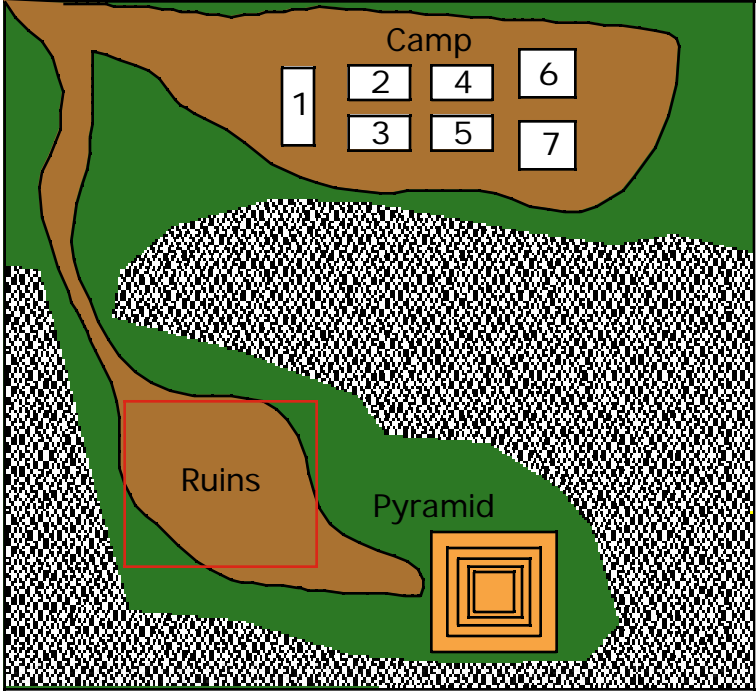
Handout #1

-Vampires of the World by Dr. Sandra Petoyle, a noted author and anthropologist. Despite its title, the book is an academic work discussing the various vampire myths in human history from an anthropological perspective.

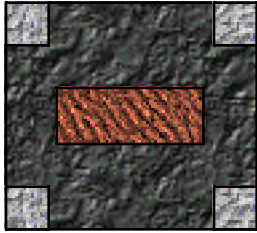
“An extremely obscure vampire legend from Mexico departs from the usual vampire tales. While the vampires reported in this legend are vampires in the sense that they need to feed on human blood, they differ from traditional vampires in several respects. First, they are able to move about freely during the day. Second, they achieve their vampire state by entering into a bargain or pact with a god or gods of evil. Third, they produce their “offspring” through the use of a specialized ritual, rather than by the usual method, that of draining the victim’s blood. Fourth, these vampires are not repelled by the cross or other religious symbols and are not affected by holy water....

...The most complete legend relating to these particular beings tells of a priest who

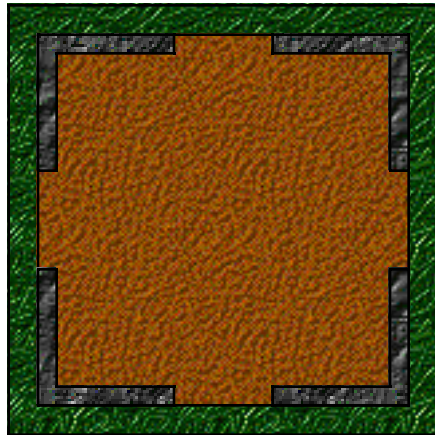
was transformed into a vampire. It is said that he transformed his followers into lesser vampires in the hopes of achieving revenge against the Spanish Conquerors.”



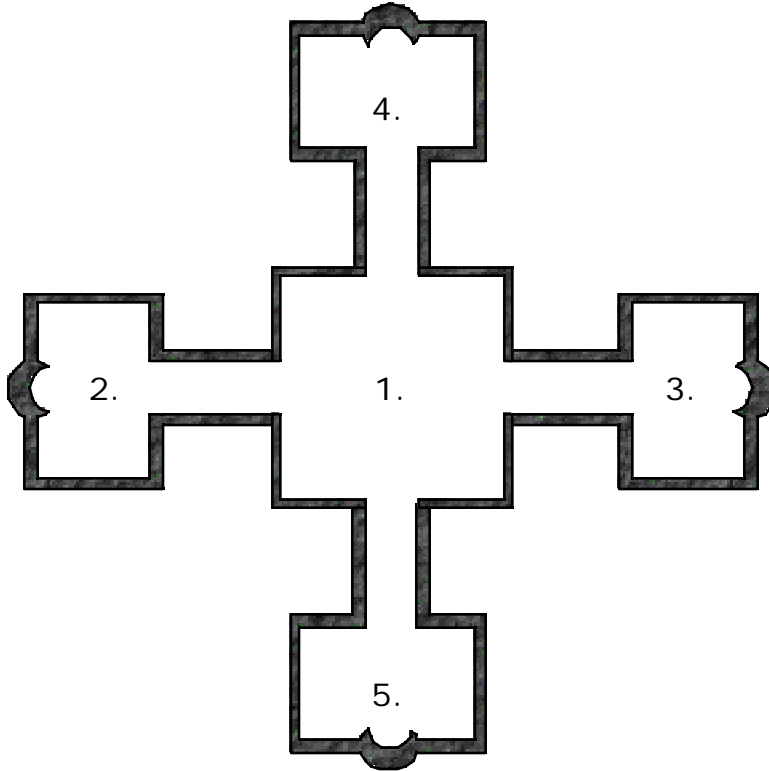
Top



Ground Floor



Lower Level



The Bog©1999
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu



Legal Information

This adventure is copyright 1999 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure is set in Europe in the 1920s game period. In this adventure, the investigators delve deeper into the mysteries of the Order of the Ancient Stone and attempt to learn some of its dark and horrid secrets.

The adventure is challenging, but not overly so, and should prove suitable for a group of 3-7 moderately experienced investigators.

This adventure is intended to be a continuation of the adventure begun in "War Buddy" and continued in "The Journey." However, with some suitable modifications it can easily be played as a stand-alone adventure or as part of another campaign.

Getting the Investigators Involved

This adventure is written on the assumption that the investigators have completed "War Buddy" and that they have safely arrived in Scotland, having survived the perils of "The Journey."

Once the investigators arrive in port and have settled any matters that need to be settled (such as explaining what happened during the journey), Father Henesey will inform them that his friend Dr. Jones has left a letter for him. According to the letter, Dr. Jones has excellent leads on the location of two very interesting sites. He has invited Father Henesey and the investigators to join him.

Keeper's Background

Dr. Jones, a noted archeologist and anthropologist, has located a site associated with an old cult in Scotland.

This cult, which worshipped a being known as the "Taker of Sacrifices", was fairly widespread at one time and particularly unpleasant. The members of the cult would take victims to the Taker, who would drain them of their blood and life and raise them up again as vile undead servants. Fortunately the cult, which is

described below, fell onto hard times and its membership declined dramatically.

Unfortunately for Dr. Jones and his fellows, a small sect of the cult is still active.

Investigation

The following provides information the investigators can find in the course of their investigation.

Professor Jones

If asked about the area, Professor Jones will have the following to say:

“This area has quite an interesting history. According to some sources, a rather unpleasant cult was active in this area. According to some of the tales, members of the cult would capture people from various villages and towns. These unfortunates would be taken either to a set of stones or to a particularly unpleasant area of a nearby bog, which was marked by stones. According to the stories, the victims would be bound hand and foot and then thrown into the murky waters. If the cultist’s invocations were effective, their god would manifest and take the hapless victim.

I have had the good fortune to locate what I think are the marker stones. I believe that we might be able to locate the remains of some of these unfortunates preserved in the bog or, at the very least, some interesting artifacts.”

Since Professor Jones is an expert in anthropology and archeology he should prove very useful to the investigators.

Books/Articles

If the investigators have access to a library, such as the fine one at the University of Edinburgh, they can locate the following helpful works:

From “Cults of Scotland” in the Fall, 1921 issue of *Modern Anthropology*. By Dr. William Pleasant.

“While the Romans clearly held the inhabitants of the British isle in some disdain, their writing about a particular cult in what is now Scotland contains a note of sincere repugnance. The minor Roman historian Tacitus wrote of a cult that practiced a rather brutal form of sacrifice. According to reports from a “knowledgeable traveler” this cult would capture victims and then take them to either an altar of six stones or into a bog. Tacitus reports that the victims taken to the six stones would be “cast out of the world, to were they walk still.” Those taken to the bog would meet a rather gruesome fate. Tacitus reports that the cultists would make various incisions in the victim and finally cut out the tongue. The victim would then be bound and thrown into the bog. According to the traveler, who claims to have witnessed a sacrifice from hiding, the victim would struggle for a while and eventually sink beneath the surface. The traveler also claimed that on some occasions something would come and take the victim....”

Keeper’s Information: This information is accurate and

describes the area in the swamp detailed on the map.

From *True Tales of Horror*, 1922 by Holland Brike.

“One tale related to me by an old Scott spoke of a wild group of pagans who would offer their victims a choice “betwixt the stones or the bog.” If the stone was chosen, the victims would be cast beyond our world, perhaps into a darker region of the Fey lands mentioned in some tales. If the victim chose the bog, they would be taken to a gruesome bog. The Scott told me that the victim’s very flesh would be inscribed with ancient marks of power. As a final act, the pagans would slice out the victim’s tongue so “that his cries and shouts might not offend the taker of sacrifices.” Once the process was complete, the victim would be cast into the bog while the cultists “went about their gestures in total silence.”

If all was well, the story goes, the taker of sacrifices would come from the slime and mud to take the victim. The taker was reputed to be truly horrible and reeked of rot and death.

Perhaps the most terrible part of the story is that the victims were sometimes seen again, walking at night. They were described as being pale white, with marks on their bodies. They were said to attempt to speak at times, but could only croak horribly since they had no tongues.

People in the area still avoid the bog. In addition to its evil reputation, the footing is treacherous and over the years

people have drowned in its dark and thick waters.”

Keeper’s Information: This information is correct and is especially important to the investigators, for it hints at a critical weakness of the Taker. This weakness, which is described below, is that the Taker is extremely sensitive to noise.

Lost People

If the investigators are polite and a bit generous, they should be able to persuade the local authorities to allow them to look at the records.

The records show that people have gone missing in the bog since records have been kept. Most of the people who have gone missing have been tourists, sportsmen, and children. In some cases, bodies have been found. In most cases, the victims drowned. In most cases the bodies have been recovered. At least two cases involve murder victims (one was the victim of a mugging gone badly, the other a victim of a domestic dispute that went too far). If the investigators check the number of disappearances and deaths with similar areas, they will find that there is a small, but significant difference. Put in statistical terms, the difference is statistically significant, indicating to the trained thinker that there is probably another factor at work.

If the investigators check for recent cases, they will learn that there were two cases involving tourists in the last two years. The last one was two years ago and the person was Henri Devoux, a

French artist who painted desolate scenes. The one before that, which happened six years ago, was a German eccentric named Karl Klaus. The reports indicate that the bodies were covered in small cuts and short on blood. The police reports do not make much of the marks or the blood loss. Some of the marks are attributed to “panic wounds” inflicted when the person panicked when the person realized he was lost and began running and stumbling into vegetation that cut his skin.

Other marks are attributed to the action of various scavenging animals and decay. The blood loss is attributed to the blood seeping from the various wounds over the course of several days.

If the investigators ask the authorities about what they think, the authorities will say, officially, that swamps are dangerous places and people would be wise to avoid the bog.

Locals

The local people know about the bog and shun it. Some fear it because of its reputation as a dark and horrible place. Others sensibly avoid it because it is all too easy to become lost or drown in it.

Older or more historically bent local will be able to relate some of the history and legend of the bog. If the Keeper decides that the local knows what he or she is talking about, the local will be able to convey some of the information presented in the sources, above. The Keeper might wish to toss in some red herrings and false information as well, to keep the

investigators a bit unsure about what is going on.

Area and Map

The bog, which is roughly a mile is located about three miles north of the town and can be reached by a badly kept dirt road. There is a dirt parking area by the bog and a couple skiffs are moored there. The skiffs are used by some of the local people who fish in the less swampy areas of the bog.

To the west of the bog is a dilapidated old stone farmhouse that was abandoned and forgotten years ago. The basement of the house has been reinforced with fresh concrete and there is a stout padlock on the trapdoor leading into the basement. The cultists keep their prisoners here.

Map

The following details the bog area. The bog is a mix of marshy areas, swampy areas and small areas of open water.

Shallow Swamp: This area of the swamp is relatively shallow, with an average depth of four feet. Some areas of the bottom are fairly solid, but most of it is thick mud.

Deep Swamp: This part of the swamp is deeper than the rest and has an average depth of eight feet. Some areas of the bottom are fairly solid, but most of it is thick mud.

Rise: The rise is a tiny island of solid earth that was piled up by the cultists over the centuries. This is where the cultists will capture the team members. After the team

members disappear, the investigators might turn up evidence. If the investigators search the rise and make a Spot Hidden check, they will find some of the teams surveying equipment buried on the rise (Ann Westland decided to keep the equipment so she could sell it later).

Stones: These stones have clearly been intentionally positioned in the bog. Strange symbols and images have been carved into them. If a investigator with Cthulhu Mythos skill makes a successful skill check, he will recognize the symbols as relating to the mythos. The images show stylized renditions of the Taker and the various rituals of the cult. If the investigators check the images carefully and make an Idea or an Occult role, they will recognize a lunar calendar that seems to show the dates of sacrifices. The calendar shows that a sacrifice is due soon. The Keeper will need to decide when the sacrifice is scheduled for as this will set the pace for the adventure.

Action

The following provides guidelines for running the action in the adventure.

Missing Team Members

When the investigators meet up with Dr. Jones he will tell them that three members of his team (Dr. Karl Gustav, William Peters and Daniel Westland) are surveying the bog and that he expects them back before dark. As it

gets darker, Dr. Jones will seem a bit worried.

Just as Dr. Jones starts to suggest that they go to the bog to look for them, another member of Jones's team will come running in, yelling that Gustav is hurt. Two other team members will bring in Gustav. Gustav is pale white and has odd marks cut into his skin. When he tries to talk it will be clear that he is missing his tongue. It should soon become evident that Gustav is quite dead. Learning that he has no vital signs will cost those learning this 1/1D3 Sanity points.

Gustav still has some limited intelligence left and will write the following (see Handout #3): "Bog people kult horrible thing horrible Pet west alive kill me kill mee."

Gustav will do his best to get the investigators to "kill" him. If they do not, he will take matters into his own hands.

What has happened is that Ann Westland has decided to take matters into her own hands. She and some of her fellow cultists ambushed the team and captured them. Eager to earn favor with the Taker, Westland immediately attempted to sacrifice Gustav to the Taker. This sacrifice transformed Gustav into a Taker Zombie. Unfortunately for Westland, Gustav was a man of great will power and, even in an undead state, was able to break away from the Taker and return to town.

While, unknown to Westland, Gustav is making his way back to town Westland and her fellow cultists will be taking the other two

members to the remains of the farmhouse.

Into the Swamp

Given Gustav's fate and the fact that the other two team members are supposed to be alive, it is likely that the investigators will go into the swamp. If the citizens of the town are told that two of the team members are missing, they will form search parties to help try to locate them.

When he learns that two team members have vanished, Andrew McGowan (the leader of the cult) will suspect that Ann Westland has gone behind his back. If he hears of what happened to Gustav, he will know for sure.

McGowan will be quite angry about Westland's actions. He knows that his cult must stay hidden to survive and that the team members were too high profile to be suitable choices for sacrifices. Despite his anger, McGowan knows that he has to protect Westland in order to protect the cult.

To this end, McGowan will become actively involved in the search for the two missing team members. Naturally, McGowan will be doing his best to lead the searchers off track. Since McGowan is a community leader it is natural for him to take on such a role and no one will see anything unusual about this.

McGowan is intelligent and subtle. Because of this his attempts will be well planned and subtle. He will, of course pretend to be shocked and horrified if he is told about Gustav's fate. McGowan will

do his best to get the investigators off the track and, should the opportunity present itself, he will not hesitate to kill them. If he suspects that the search will spread to the farmhouse, McGowan will arrange to have the two captives moved to the basement of his business. He has a special hidden room for just such occasions.

To avoid ending the adventure prematurely, the Keeper will probably want to make sure that the initial search turns up little. The investigators should find the stones and the rise, but they should not find the two team members.

Cult Conflict

While the investigators are trying to find the two missing men and trying to find out what is going on, the cultists will be trying to prevent the investigators from doing so.

McGowan, as has been noted, is subtle and intelligent. Hence, he will try to deal with the investigators in subtle manner. His main strategy will be to keep the investigators off track until the sacrifice takes place. If the opportunity presents itself, he will try to lead the investigators into a lethal trap.

As noted above, the two team members will probably be moved to the basement of McGowan's business. McGowan's main defense is his sterling reputation in town and his active participation in the attempts to find the missing men. McGowan will consider setting Westland up to take all the blame. He might even go so far as to kill her and "rescue" the missing men.

While McGowan is working a subtle strategy with the investigators, Westland will be working on a less subtle strategy. Westland will be focusing her main efforts on luring the investigators into a trap in the swamp where they can be killed in secret. Westland also wants to use the situation to her advantage: she is trying to find some way to conduct the sacrifice and put all the blame on McGowan. She knows that McGowan will take a fall rather than expose the cult. Westland thinks that if McGowan is exposed, she can lay low for a while and then rebuild the cult.

Running the conflict between the cult can be quite challenging to the Keeper. However, this conflict can be used to create confusion in the minds of the players. With such conflict, the investigators will have a harder time figuring out what is really going on.

Rescue or Sacrifice

The investigators only have a limited amount of time to find the missing men. If they have seen the stones, they should be able to figure out how much time they have to the next sacrifice.

If the investigators do not find the missing men before that time, the cultists will gather on the rise on the night of the sacrifice. The cultists will be armed and expecting trouble. They will also have a guard of Taker Zombies with them.

If the sacrifice is not stopped, the two men will either end up as dead or as Taker Zombies. Once the sacrifice is over, the cult can go back

into hiding and there will be no real evidence to expose them.

Facing the Taker

The investigators might well up in combat with the Taker. If the investigators know about the sacrifice, they might decide to simply ambush the cultists at the rise. If the investigators decide to do this, they will end up confronting the Taker. The Taker will recognize them as outsiders and try to kill them. Naturally, the cultists and the Taker Zombies will rush to aid it.

Conclusion

The adventure comes to an end when the investigators defeat the cult or they themselves are defeated.

If the investigators defeat the cult, but do not defeat the Taker, the creature will eventually starve and perish (unless the Keeper wishes to have a new cult spring up to replace the old one). The investigators should receive 1D3 Sanity Points for defeating the cultists. If they rescue Peters or Gustav, they should receive an extra Sanity point bonus for each. If they destroy the Taker, they should receive a 1D8 Sanity point award.

Unless the investigators were extremely destructive to the town, defeating the cult and the Taker will please the townspeople and make the investigators into heroes.

If the investigators do not defeat the cult, Ann Westland will take over the cult and make it more active. While the Scottish authorities will eventually deal with her, her actions will result in

the deaths (and worse) of many people. If the investigators learn of the continued activity of the cult, they should suffer a 1D3 Sanity Loss.

NPCS

Father Ronald Henesey, Catholic Priest

STR: 12 CON:13 SIZ:13 INT:14
POW:15 DEX: 13 APP:12 EDU: 19
SAN: 72 HP: 13

DB:+1D4

Note: If the investigators have completed "War Buddy," then they will already know Father Henesey. If his adventure is being run on its own, the Keeper will need to introduce him.

Description: Henesey is forty years old, but still in excellent shape. He has black hair and brown eyes. He has a thick beard and a scar on the left side of his face, from a shell fragment. Henesey is a member of a society that has been fighting against the evil and madness of cults like Blake's for centuries.

Henesey is a brave man and is not afraid of combat, having served in the war before taking his vows.

Important Skills: Climb 55%, Cthulhu Mythos 6%, Credit Rating 34%, Dodge 37%, Fast Talk 35%, Hide 21%, History 35%, Library Use 55%, Natural History 25%, Occult 65%, Latin 55%, Persuade 55%, Rifle 55%

Spells: Create Silver Blood

Weapon: .45 Automatic 51%

Damage 1D10+2 Range 15 Yards

Attacks 1 Shots 7.

Items: Silver Blood in a silver flask, the Shard (if the investigators do not have it).

Professor Hiram Jones,

Anthropologist

STR: 10 CON:11 SIZ:14 INT:16
POW:14 DEX: 11 APP:13 EDU: 20
SAN: 70 HP: 13

DB:0

Description: Professor Jones is a distinguished looking old man who fits the classic stereotype of the British professor to a "tea." He is a graduate of Oxford and currently a member of the faculty. He is an internationally recognized expert in the fields of archeology and anthropology. While he has spent time in Egypt on some digs, he thinks that Britain's rich history has been ignored. Because of this, he has focused his attention on seeking out historical sites in Britain. Jones is also a member of the same group that Father Henesey belongs to, although he does not know as much as Henesey. He believes that the organization is mainly aimed at protecting democracy and Christianity from the encroachments of fascists, atheists and heathens.

Important Skills: Anthropology 80%, Archeology 65%, Credit Rating 55%, Fast Talk 21%, Geology 11%, History 45%, Library Use 85%, Natural History 25%, Occult 24%, Latin 45%, French 23%, Arabic 6%

Andrew McGowan, Cult Leader

STR: 13 CON:14 SIZ:15 INT:14
POW:16 DEX: 12 APP:13 EDU: 17
SAN: 00 HP: 15

DB: +1D4

Description: Andrew McGowan is a hale and hardy middle aged man. He appears to be in good shape and

very good-natured. He runs a successful accounting firm in town, is active in the local church, and leads an amateur astronomy club. All of this is a front for his true self.

Andrew is actually the leader of a small cult that has served the Taker for untold years. He is cunning, ruthless and meticulous in his planning, so he has been able to avoid even the slightest hint of suspicion. He is always careful to supply the Taker with victims who are either tourists, taken from out of town, or people who have wandered too far into the bog and might plausibly "go missing." His involvement in astronomy gives him a ready excuse to be out at all hours.

Andrew knows that the survival of his small cult and even the Taker itself rests on keeping a low profile. He has had numerous disputes with his daughter Ann. Ann, unlike Andrew, wishes to expand the cult.

Because Andrew knows the prominent and powerful citizens, he is well able to keep tabs on what is occurring.

He is fairly cautious and will always act in a subtle and well-planned manner.

Important Skills: Accounting 65%, Astronomy 34%, Conceal 50%, Credit Rating 40%, Cthulhu Mythos 24%, Fast Talk 60%, Hide 55%, Listen 60%, Navigate 34%, Occult 25%, Persuade 54%, Psychology 21%, Sneak 55%, Spot Hidden 41%, Swim 44%, Track 41%, Spells: Call Taker
Weapons: 12 Gauge DB Shotgun 45% Damage 4D6/2D6/1D6 Range 10/20/50 yards Attacks 1 or 2 Shots

2 HP 12, Club 44% 1D6+1D4 HP 15, Knife 45% 1D4+1D4 HP 9

Ann Westland, Cult Leader

STR: 13 CON:14 SIZ:15 INT:14
POW:16 DEX: 12 APP:13 EDU: 17
SAN: 00 HP: 15

DB: +1D4

Description:

Ann Westland is an attractive woman and is David's wife. She is third in the cult and knows how to call the Taker. She is quite young, but very ambitious. She sees herself (very unrealistically) as leading a resurgence of the cult that will give her great power and wealth.

Cult Members, The Few Faithful

Description: Although the Cult of the Taker was never large, all that remains of it are the McGowan and the Westland family. The McGowan family has been serving the Taker for centuries and they have been very adept at remaining hidden.

Sarah McGowan is Andrew's wife. She is two years younger than him and second in charge of the cult activities. Jane is their youngest daughter. She is seventeen and very attractive. She is involved in the rituals and Andrew hopes to use her to gain new members, as he used Ann.

David Westland is an Englishman who came to town on business. He was seduced by Ann and taken to one of the rituals. Seeing the Taker and its zombies drove him insane and constant exposure made the effect permanent. He is now a loyal member of the family. When he

travels, he sometimes manages to bring back a fresh sacrifice for the Taker.

All members of the cult are fanatically loyal to the Taker and bear its mark. They also understand the Taker's tentacle language and are able to communicate with it and the Taker Zombies. Despite their madness, they are very adept at concealing their true nature. They are regarded as upstanding citizens and pillars of the community.

Cult Members

| Characteristics | Sarah McGowan | Jane McGowan | David Westland | Scott Westland |
|-----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| STR | 11 | 7 | 14 | 15 |
| CON | 11 | 10 | 11 | 10 |
| SIZ | 16 | 9 | 16 | 15 |
| INT | 14 | 13 | 12 | 13 |
| POW | 14 | 15 | 12 | 16 |
| DEX | 16 | 7 | 10 | 14 |
| HP | 14 | 10 | 14 | 13 |
| Damage Bonus | +1D4 | -1D4 | +1D4 | +1D4 |
| Weapon | Knife 61% 1D4+2+db | Knife 55% 1D4+2+db | Knife 58% 1D4+2+db | Knife 58% 1D4+2+db |
| Spells | Call Taker | | | |

Mythos Beings

The Taker of Sacrifices

A Taker is a horrible creature. A Taker is best described as a huge leech-like thing, except it has six long tendrils extruding from its body. It is jet black and its skin is ridged. It has been speculated that the Takers are related in some manner to Glaaki since they have similar qualities and dwell on the island of Britain. Takers are believed to serve greater beings by acting as intermediaries between human cultists and these beings. People who join a cult involving a Taker are marked by the Taker and taught its sign language. The Taker marks the cultists by creating a circular scar on the cultist's chest or abdomen.

It attacks by lashing and grabbing with its tentacles. Once it has a firm grip on a victim it will pull him to its leech-like mouth and attempt to drain him. To escape the grip of a Taker the investigator must match his STR against the STR of the Taker. If the PC succeeds, he breaks the Taker's grip. If not, the investigator is pressed to the Taker's mouth. The Taker will then drain the victim at the rate of 1D4 points each round. A gripped investigator can attempt to escape each round. If a person is killed, there is a 50% chance he will rise again as a Taker Zombie. The new zombie gets to match its POW against that of the Taker. If he victim fails, he or she becomes a loyal servant of the Taker. If the roll succeeds, the victim is a Taker Zombie, but is free-willed. Such Taker Zombies typically seek "death" as soon as possible.

Takers are very sensitive to loud noises. Sharp, loud noises such as gunfire confuse and stun a Taker. In game terms, the Taker's chances of hitting are reduced by 1-50% for 1D6 rounds depending on the magnitude of the noise. A loud yell or a small pistol would create a 10% reduction, a very loud explosion would create a 50% reduction. The Taker always has at least a 1% chance of hitting. Naturally, Takers try to avoid such noises.

| Characteristic | Rolls | Average | Stats |
|----------------|--------|---------|-------|
| STR | 3D6+10 | 24 | 30 |
| CON | 2D6+6 | 13 | 16 |
| SIZ | 4D6+10 | 24 | 31 |
| INT | 2D6 | 7 | 9 |
| POW | 4D6 | 14 | 16 |
| DEX | 3D6 | 10-11 | 12 |
| Hit Points | | 19 | 24 |
| Damage Bonus | | +2D6 | +3D6 |

Move: 6/10 Crawl/Swim

Weapons: Bite 50% Damage 1D4+Special, Tendrils 1D3+Grab

Armor: None.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see the Taker.

Taker Zombies, Lesser Servitor Race

Description: A Taker Zombie is a form of undead that is created by Takers. A Taker Zombie looks much like a “normal” zombie, except the body of a Taker zombie will be crisscrossed with marks created by the Taker’s tentacles and a Taker Zombie will typically have no tongue.

Since Taker Zombies and the Takers cannot speak, Taker Zombies eventually learn to understand the tentacle gestures of the Takers. They communicate with each other with a similar language that involves odd gestures of their fingers and arms.

Taker zombies are considerably more intelligent than “normal” zombies and they retain many of their memories and skills from their life. Because of this intelligence, the Taker Zombies are capable of using strategies in combat and to gain more victims for their Taker.

Being dead, a Taker zombie is rather difficult to kill. A Taker zombie sustains little damage from most weapons. It attacks by striking with its fists or using any available weapon. Taker Zombies are intelligent enough to use weapons, but are typically not armed with anything except a convenient tree limb.

In addition to killing and transforming the victim, the venom of the Taker acts as a preservative, keeping the flesh and muscle supple enough for a Taker Zombie to last centuries if they spend most of their time submerged in the bog in the presence of their master. A Taker Zombie will lose one hit point for each day it spends out of the bog, two points if it is unable to keep itself damp, and three points if it is exposed to the sun for extended periods of time.

Some Taker Zombies do not fall under the control of the Taker that created them. These unfortunate beings are typically very confused. When they

eventually realize the magnitude of their fate, they will inevitably seek the release of true death.

| Characteristic | Rolls | Ave | #1 | #2 | #3 | #4 | #5 | #6 |
|----------------|---------|-------|----|----|------|------|------|------|
| STR | 3D6 | 10-11 | 12 | 10 | 14 | 12 | 12 | 10 |
| CON | 3D6X1.5 | 15-17 | 17 | 15 | 18 | 16 | 15 | 19 |
| SIZ | 2D6+6 | 13 | 13 | 14 | 16 | 14 | 14 | 16 |
| INT | 2D6 | 10 | 10 | 8 | 9 | 10 | 9 | 7 |
| POW | 3D6 | 11 | 8 | 8 | 16 | 11 | 15 | 9 |
| DEX | 1D6 | 3-4 | 3 | 4 | 6 | 5 | 4 | 2 |
| Hit Points | | 14 | 15 | 15 | 17 | 15 | 15 | 18 |
| Damage Bonus | | 0 | 0 | 0 | +1D4 | +1D4 | +1D4 | +1D4 |

Move: 5

Weapons: Fist 50%, damage 1D3+db, Club (tree limb)25% 1D6+db

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see a Taker Zombie.

Players' Handouts

Handout #1

-From "Cults of Scotland" in the Fall 1921 issue of *Modern Anthropology*. By Dr. William Pleasant.

"While the Romans clearly held the inhabitants of the British isle in some disdain, their writing about a particular cult in what is now Scotland contains a note of sincere repugnance. The minor Roman historian Tacitus wrote of a cult that practiced a rather brutal form of sacrifice. According to reports from a "knowledgeable traveler" this cult would capture victims and then take them to either an altar of six stones or into a bog. Tacitus reports that the victims taken to the six stones would be "cast out of the world, to were they walk still." Those taken to the bog would meet a rather gruesome fate. Tacitus reports that the cultists would make various incisions in the victim and finally cut out the tongue. The victim would then be bound and thrown into the bog. According to the traveler, who claims to have witnessed a sacrifice from hiding, the victim would struggle for a while and eventually sink beneath the surface. The traveler also claimed that on some occasions something would come and take the victim...."

Handout #2

-From *True Tales of Horror*, 1922 by Holland Brike.

"One tale related to me by an old Scott spoke of a wild group of pagans who would offer their victims a choice "betwixt the stones or the bog." If the stone was chose, the victims would be cast beyond our world, perhaps into a darker region of the Fey lands mentioned in some tales. If the victim chose the bog, they would be taken to a gruesome bog. The Scott told be that the victim's very flesh would be inscribed with ancient marks of power. As a final act, the pagans would slice out the victim's tongue so "that his cries and shouts might not offend the taker of sacrifices." Once the process was complete, the victim would be cast into the bog while the cultists "went about their gestures in total silence."

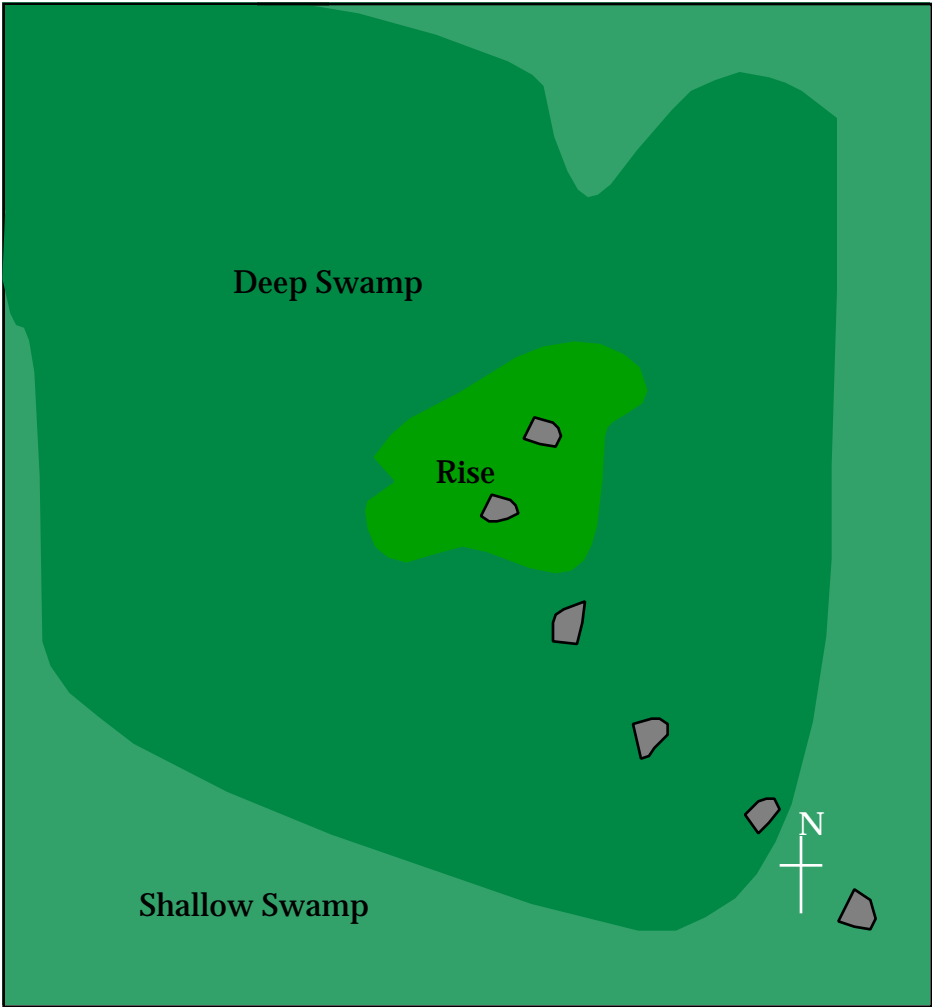
If all was well, the story goes, the taker of sacrifices would come from the slime and mud to take the victim. The taker was reputed to be truly horrible and reeked of rot and death.

Perhaps the most terrible part of the story is that the victims were sometimes seen again, walking at night. They were described as being pale white, with marks on their bodies. They were said to attempt to speak at times, but could only croak horribly since they had no tongues.

People in the area still avoid the bog. In addition to its evil reputation, the footing is treacherous and over the years people have drowned in its dark and thick waters."

BOY Pet WEST
KILL PEOPLE ALIVE
ME XULT Adorable
KILL ME KING

Handout #3



“The Bone Dealers” © 2001

By Michael C. LaBossiere, ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 2001 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com. Call of Cthulhu is Registered Trademark of Chaosium Inc.

<http://www.chaosium.com/cthulhu/>. Chaosium Inc. 900 Murmansk Street Suite 5
Oakland, CA 94607.

Introduction

This adventure is intended to follow "The Player of Hell" and is part of a continuing mini-campaign. However, it can be run as a stand-alone adventure with some slight modification. It does, however, presuppose that the events detailed in “The Bookstore” have been resolved.

Keeper's Background

The terrible incidents involving the vrykolokas served to reinforce Reginald Preston’s belief that a clear and dire danger to humanity exists. This belief has led Preston to increase his efforts in learning more about the nature of the danger. Unfortunately, his studies of the tome (the *Notes on Magic*) located by his ill-fated friend Don Wedenberg have lead him on a dangerous path. After mastering the ritual to Call Up Dwellers of the Charnel Yard (Contact Ghoul), Preston elected to attempt to contact these dwellers and learn from them as much as he could.

His efforts proved successful and he managed to make peaceful contact with a small band of ghouls. The ghouls, who have grown tired of their long servitude under the Blane family, have offered to assist Preston in return for their liberation. Seeing this as an opportunity to gain information while defeating cultists in service of the mythos, Preston will decide to enlist the aid of the investigators in dealing with the Blanes.

Since Preston is an important character in the adventures to follow, it is imperative that the Keeper find a plausible way to keep him alive.

Keeper's History of the Blane Family

The Blane family, sturdy and upright protestants, arrived in New England in 1743. The family was just another family until 1796. Reginald Blane, then a down on his luck sea captain, was lured into a smuggling operation by the promise of easy money. Unfortunately, the operation turned out to be a disaster that ruined the family.

This experience drove Reginald a bit over the edge. Later, when he was attending the funeral of a wealthy associate, he hit upon the idea of robbing graves. It is in the course of his new career as a grave robber that he encountered Ghouls.

After learning much from the Ghouls and other beings and deciding that he was tired of robbing graves himself, Reginald set out to develop a means of getting the Ghouls to do his dirty work for him. Shortly before his death he completed spells that would enable him to compel Ghouls to do his bidding and protect him from their wrath. After his death, his youngest son

found his books and notes and decided to follow in his father's footsteps. Since then the Blane family has been on a downward spiral.

By 1821 the entire family was firmly in the grip of the mythos. In 1824 one of their intended human sacrifices escaped and, though mad, penned an account of his experiences. Unfortunately, his story was dismissed as the mere ranting of a madman and the Blane family kept up its worship of the mythos.

In 1921, eager for more income, the Blane elders decided to get into the boot-legging business. Using their wealth, the Blane family was able to avoid police intervention.

When prohibition came to an end, the family was forced to seek a new means of acquiring wealth. Unwilling to work, and fast becoming almost imbeciles from inbreeding, the Blane family had few options. One of the more intelligent family members hit on the idea of kidnapping people for ransom. With the aid of the Ghouls, this proved relatively easy.

In 1935 the Ghouls kidnapped Janet Thurston. One of the Blane boys took a fancy to her, but ended up killing her by accident when he tried to express his affections. A friend of Thurston, Andrew Williams, was able to link her disappearance with the Blanes. Unfortunately, Mr. Williams was rather hot headed and rushed in to confront the Blane family. Tragically, the ghouls made short work of him.

Since that time the Blane family has been in even steeper decline, with only a few family members remaining. They still gain their money by pawning and selling things the ghouls bring them from graves, but modern funeral practices have made earning a living this way rather difficult. Currently the smartest of the Blane family, John, is trying to figure a way of securing a reliable source of income. He has rejected kidnapping people, because of the advances in law enforcement. He has considered becoming involved in the black market for organs and has speculated on using the ghouls to dig for artifacts in other parts of the world.

The ghouls, meanwhile, have grown rather weary of the constant demands of the Blane family. They are also concerned that John will come up with a plan that will put them at great risk. Since the ghouls cannot act directly against the Blane family, they were delighted when Preston contacted them and all too happy to supply him with information in return for his aid.

Getting the Investigators Involved

Preston will contact the investigators and convey the following: "My researches, which generally deal with events long fallen to dust, have turned up something modern and dire. While examining some unusual documents, I learned about a family, the Blane family, that I believe is connected to terrible things. At first, I thought this was but a matter of history. Further investigation, unfortunately, revealed that it is extremely likely that the Blane family is keeping up the family tradition. Of course, I cannot be certain without additional evidence. I am asking you to see if you can find that evidence. Naturally, if such evidence is found, the family will have to be dealt with."

The Keeper should make Psychology rolls for the investigators. If a roll succeeds, the investigator senses that Preston is holding something back. If the investigator asks, Preston will say "Indeed. Indeed I am. The sources from which I gleaned this information are most terrible. I fear to reveal the full extent of what I know out of the fear that it would rattle your very sanity."

If the investigators are not convinced by this, it is up to the Keeper to role-play the discussion. Preston will only reveal the truth, that he received the information from Ghouls, if he is sorely pressed and as a last resort.

Preston will provide the investigators with information to get them started, including the location of the Blane house.

Investigation

The following details the information the investigators can turn up during their research.

Preston's Findings

Preston has done much of the preliminary investigation for the investigators. He will convey the following information:

"While poring over a loosely bound set of pages said to have belonged to a madman, I learned that, at least according to this fellow, a family had taken him prisoner in the hopes of sacrificing him to some sort of evil god named "Chewlou." He identified the family as the Blane family. Further investigation of local records from this time, 1813 to be specific, revealed that the man later vanished. An investigation of the Blane family took place, but I infer that their wealth, which is alluded to in the article I examined, enabled them to deter any serious scrutiny.

The next reference I found regarding the Blane family is a newspaper article from 1921. The article mentions that the Blane family was questioned by police in regards to the production of bootleg alcohol. Once again, the family's wealth seems to have saved them from official scrutiny.

Driven by curiosity, I managed to acquire a journal from 1935. This journal, which belonged to Andrew "Red" Williams, recounts his experience with the Blane family. According to the journal, Williams was tracking a missing friend, Janet Thurston, and managed to connect her disappearance with the Blane family. His journal recounts his observation of the Blane family. He claims, in several passages, to have seen them conducting strange rituals in the family graveyard. The last entry in the journal records his intent to sneak into the Blane house in search of his friend.

I checked various records and learned that Mr. Williams was reported as missing by his immediate family. No doubt he met a terrible fate in that house.

Intrigued by these accounts, I asked my various contacts to be on the look out for any additional information pertaining to the Blane Family. I had assumed that the family had met some bad end, so you can imagine my surprise when I learned that the family was still dwelling in the same house Williams investigated all those years ago. My anonymous contact alleges that he has witnessed the Blane family conduct various rituals, including one that involves the consumption of human flesh. He asserts that the last ritual took place during the past full moon.

If my source is correct, the Blane family poses a danger to humanity. A danger that must be dealt with. Since I am incapable of robust action, I am asking you to undertake the risky task of examining the situation at the very site."

Locals

Not surprisingly, the Blane family has a bad reputation locally. Some of the older and more historically minded locals know a bit of the public history of the Blane family-how Reginald Blane lost one fortune, then got caught up in a smuggling scheme and then somehow managed to make a small fortune in gold and silver. They will also be able to tell the investigators about the Blane bootlegging during prohibition.

Any of the locals will be able to tell the investigators that the Blane family has a bad reputation in the area. According to many, the family is responsible for the disappearance of various pets. Many of the locals are convinced that the family has interbred for generations (this is true). Some of them will express concern for John, who seems to be almost normal. The general consensus is

that the Blane family "just isn't right" but that they have yet to do anything that would enable the authorities to take action against them.

The Blane Family

The investigators might decide to talk to the Blane family. The adults will all be very suspicious and hostile and will, most likely, not provide the investigators with any useful information. If the investigators seem suspicious but do not appear to be police, the Blane family will probably try to kill them.

John, the most intelligent of the lot, might be willing to speak with the investigators. If he can speak with them alone and he suspects they have some knowledge of what is going on, he will decide to try to convince them that his family is insane and that they are holding him against his will. He will then attempt to persuade the investigators into taking action against the rest of the family.

Map

The following details the maps used in the adventure.

Area Map

This map shows the area around the house. The house is 3 miles from the nearby town and is fairly isolated. The Blane family used to own a great deal of land around the house but they have been forced to sell much of it to pay taxes.

Road: A road.

Trees: These areas contain thick patches of pine trees. The trees have been tended by the Blane family to block their house from easy view.

House: The Blane House. The house is quite old and was once an excellent structure. Years of mistreatment and neglect have left it in fairly rough shape: the paint has all but peeled off, the roof leaks and many of the windows have been boarded up. The area around the house smells faintly of rot and decay.

Graveyard: The family members who have died are buried here. Out of spite the ghouls have secretly devoured the bodies of the dead.

House Map

The following details the house. The interior is musty, damp and unpleasant. The carpets are worn and stained and reek. The walls are stained and often cracked in places. The overall décor leaves much to be desired.

Basement

The basement is even damper and fouler than the rest of the house.

Main Area: This area contains a broken washing machine and dryer as well as piles of boxes. The boxes contain a variety of junk.

Furnace: This area contains the oil furnace. It has been jury rigged and patched since no repair person is willing to go into the basement.

Hidden Room: This room was constructed during the time the family was engaged in bootlegging. The door is concealed in the wall and is further hidden by a pile of boxes.

Cell 1-3: These cells were used to hold prisoners-either kidnap victims or those chosen for the various sacrifices the family practiced over the years. Buried under some filth in cell 1 is a small silver ring with J.T. engraved on it. The ring belonged to Janet Thurston.

Cell 4: This cell is used to hold the valuables the Ghouls turn up. It is heaped with funeral clothing as well as various small pieces of jewelry, watches and so on. There is enough material here to get the family convicted of grave robbing.

Tunnel Entrance: this tunnel leads down into the ghoul warrens. The entrance smells of death and decay. There is typically at least one ghoul within earshot of the entrance. The ghoul will investigate if it hears any unusual sounds. If the investigators elect to enter the tunnels, they will eventually encounter ghouls. What happens then is up to the players and the Keeper.

First Floor

Kitchen: The kitchen is equipped with a broken down electric stove and a crudely installed wooden stove. The refrigerator still works and is stocked with a variety of foods, mostly local wildlife. There is an abundance of sharp knives in the area.

Dining Room: This once elegant room is now a shambles. The fine oaken table is scarred with cuts and disfigured with burns and carvings. Bits of food are scattered about on the floor.

Living Room: The room still shows signs of its former quality. One small section has been cleared up a bit and is used by John.

Second Floor

Bathroom: A rather foul bathroom that clearly has not been cleaned for a very long time.

Bedroom #1: This bedroom is the neatest of the lot and is used by John. There are piles of books (mostly stolen) on the desks as well as a radio and a TV.

Bedroom #2: This room is used by Randolph. The bed has collapsed to the floor and there are two large stills in the room. Randolph spends most of his time here making booze or drinking booze.

Bedroom #3: This bedroom is used by Robert and Sarah. The bed is little more than a pile of mattresses on the floor. One wall is decorated with a collection of knives and axes.

Study: This room is in good shape and contains intact antique furniture dating back to the late 1700s. There are numerous books and manuscripts here, including *Blane's Book*. John uses this room to study and there are several manuscripts which detail some of the plans he has been considering.

Action

The following provides a guide to running the action in the adventure. If the Keeper intends to run the adventures in the series, it is imperative that Preston survives (find a plausible, but not obvious, way of doing this).

The action begins when the investigators either chose or are forced to act against the Blane family.

Locations

During the day, Randolph will usually be in his room with his stills. Sarah and Robert will often be outside, doing various tasks, such as throwing axes or knives at the local wildlife. John will usually be in the study.

At night the family will usually be inside. Most nights John and Randolph will be in the basement, cajoling the ghouls into finding more items to bring them. The family members usually go to bed around midnight, but John often stays up later talking with the ghouls.

Combat

If the investigators simply attack the Blane family, the family will not be well prepared. They will be armed, but will not be able to call up any ghouls right away.

Randolph always has his shotgun with him, four extra shots and his knife. He has a few boxes, for a total of 35 shells in his room. Robert always has a knife, while his wife always has an axe close at hand. John carries a small .22 pistol.

If the investigators arouse the suspicions of the Blane family (by skulking about the area or talking to the family), the family will prepare for trouble. Randolph will fill his pockets with shells, Robert will put the .38 in his pocket and Sarah will keep two axes at hand. The family will also call up a number of ghouls to help them guard the place.

When the combat takes place, the adults will do their best to savagely kill the investigators. The ghouls will be somewhat half-hearted about fighting the investigators and will flee if the Blane family is slain or defeated. John will attempt to avoid combat and will only fight to save his life.

Conclusion

The adventure comes to a conclusion when either the Blane family is defeated or the investigators meet their end or give up.

If the investigators defeat the Blane family, they should receive a 1D8 Sanity Point Reward.

The grateful ghouls (although their gratitude will vary depending on the number of ghouls the investigators harmed) will provide Preston with additional information, information that will lead to additional adventures.

If the investigators give up or are defeated, the Blane family will continue with their ways. If the investigators survive, the Keeper might wish to give them another shot at defeating the Blane family.

Enemies

The Blane Family

The following details the Blane family.

Randolph Blane, Family Elder

STR: 11 CON: 10 SIZ: 14 INT: 10 POW: 15 DEX: 11

APP: 9 EDU: 13 SAN: 0 HP: 12 DB: None

Important Skills: Bargain 60%, Cthulhu Mythos 17%, Disguise 35%, Fast Talk 55%, Natural History 45%, Sneak 20%, Speak Ghoul 45%

Weapons: Double Barrel 12-Gauge 51% 4D6/2D6/1D6 10/20/50, Knife 57% 1D6+db

Spells: Contact Ghoul, Ward Ghoul, Compel Ghoul

Description: Randolph is an old man with gray hair and beard. He is missing a few teeth and has a gleam of madness in his eyes. While only of average intelligence, he possesses a great deal of cunning and is surprisingly good at talking people into or out of things. When trouble threatens he brings out "olde Bess", his double barrel 12-gauge shotgun. He generally tries to shoot people in the legs, so he can go to work on them with his trusty knife, "Mack."

Robert Blane

STR: 14 CON: 14 SIZ: 15 INT: 9 POW: 11 DEX: 12

APP: 8 EDU: 10 SAN: 0 HP: 15 DB: +1D4

Important Skills: Cthulhu Mythos 8%, Hide 45%, Sneak 55%, Spot Hidden 47%, Speak Ghoul 35%

Weapons: .38 Revolver 27% 1D10 15 Yards, Knife 46% 1D6+db

Spells: Ward Ghoul

Description: Robert is a large man whose brutality is exceeded only by Sarah's (his wife). He has an old .38 revolver (it used to belong to Williams) but prefers to use a knife on his victims.

Sarah Blane

STR: 15 CON: 15 SIZ: 17 INT: 8 POW: 12 DEX: 10

APP: 7 EDU: 9 SAN: 0 HP: 16 DB: +1D4

Important Skills: Cthulhu Mythos 7%, Dodge 36%, Hide 37%, Sneak 47%, Speak Ghoul 30%

Weapons: Axe 43% 1D8+2+db

Spells: Ward Ghoul

Description: Sarah is a very large and psychotically brutal woman. She bosses Randolph and Robert, but is secretly afraid of John. Her solution to most problems involves the use of her trusty axe.

John Blane

STR: 9 CON: 10 SIZ: 12 INT: 14 POW: 16 DEX: 9

APP: 12 EDU: 18 SAN: 0 HP: 11 DB: None

Important Skills: Anthropology 15%, Astronomy 20%, Cthulhu Mythos 27%, Fast Talk 35%, Latin 21%, Occult 30%, Speak Ghoul 41%

Weapons: .22 pistol 39% 1D6 10 Yards

Spells: Contact Ghoul, Ward Ghoul, Compel Ghoul

Description: Thanks to random recombination of DNA, John is by far the smartest of the Blanes. Unlike the others, he is fairly small, quiet and subtle. He prefers to develop intelligent plans to deal with problems, but the other family members give him little to work with. He has been considering allowing the ghouls to kill and feast upon his family. Unlike the others, who will probably just try to kill the investigators, John will attempt to negotiate with them. If that fails, he will attempt to escape.

Ghouls

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

Move: 10

Weapons: Claws 30%, 1D6+db, Bite 30% 1D6+worry.

Armor: Half damage from projectile weapons.

Spells: None

Sanity Loss: 0/1D6

Description: Ghouls are detailed on page 142 of the 5.5th edition of the rules. These ghouls have been trapped in the service of the Blane family for a long time, giving them an effective POW of 1 when attempting to resist the Compel Ghoul spell. The ghouls will not be particularly interested in attacking the investigators, but will be compelled to do so. If the Blane family is slain, the ghouls will flee as fast as they can.

New Spells

Compel Ghoul

This spell is used to force Ghouls to do the caster's bidding.

Each casting of the spell requires at least a pound of human remains. The caster invokes the spell by expending 3 magic points and 1 Sanity point. The remains are then enchanted. The caster may then call a ghoul if one is not present. When a ghoul is present, the caster matches his POW against the Ghoul's POW on the resistance table. If the caster succeeds, the ghoul must obey the caster for 24 hours. If compelled to do something that goes against its nature or something dangerous, the ghoul can match POW with the caster in an attempt to shake off the compulsion.

The enchantment gradually wears down the ghoul's resistance. Every four successful castings of the spell reduces the ghoul's effective POW for resisting the spell by one (to a minimum of 1).

Ward Ghoul

This spell is used to create an enchanted ward (typically a bone on a necklace or a bone ring) which prevents ghouls from attacking the wearer.

Creating the ward requires a suitable item made of human bone and a pound of human remains. During the casting the caster expends 1 point of POW to enchant the item and ingests the remains during the ritual. This process costs 1/1D8 Sanity points. A ward must be worn to be effective.

Ghouls will be inclined not to attack the bearer of a ward. If a ghoul desires to attack the bearer of a ward, it must match its POW against the POW of the creator of the item or it will not be able to attack. Even if the ghoul is able to attack, it will sustain 1 point of damage each time it strikes a warded person. Once a ghoul overcomes a ward, it does not have to check to overcome it again (though it will still take damage attacking the warded being).

New Mythos Tome

Blane's Book: This handwritten work in English, by Reginald Blane, is an extensive treatise on ghouls. *Sanity loss 1D2/1D4; Cthulhu Mythos +2 percentiles; average 4 weeks to study and comprehend/8 hours to skim..* The work contains the spells Call forth the Eaters of Corpses (Contact Ghoul), Command the Eaters of Corpses (Compel Ghoul) and Charm Against the

Teeth that Gnaw Bones (Ward Ghoul). Study of the work confers 1D4+4% in the language of the Ghouls.

NPCs

Reginald Preston, Scholar

STR: 4 CON: 7 SIZ: 8 INT: 15 POW: 18 DEX: 6

APP: 9 EDU: 20 SAN: 70 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 14%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

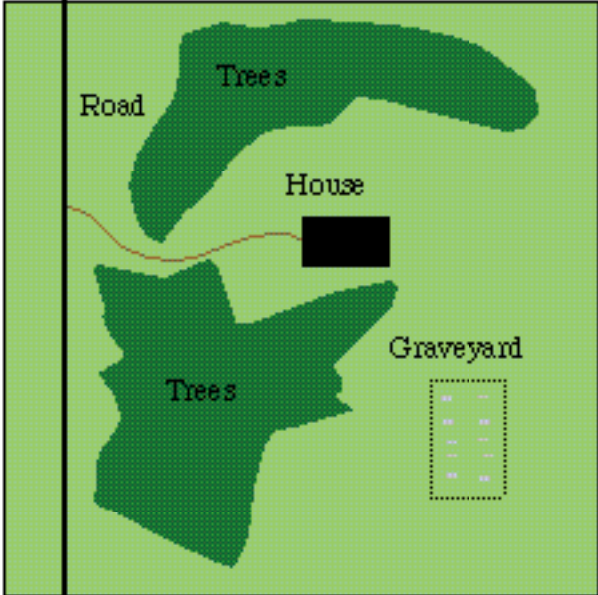
Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian).

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

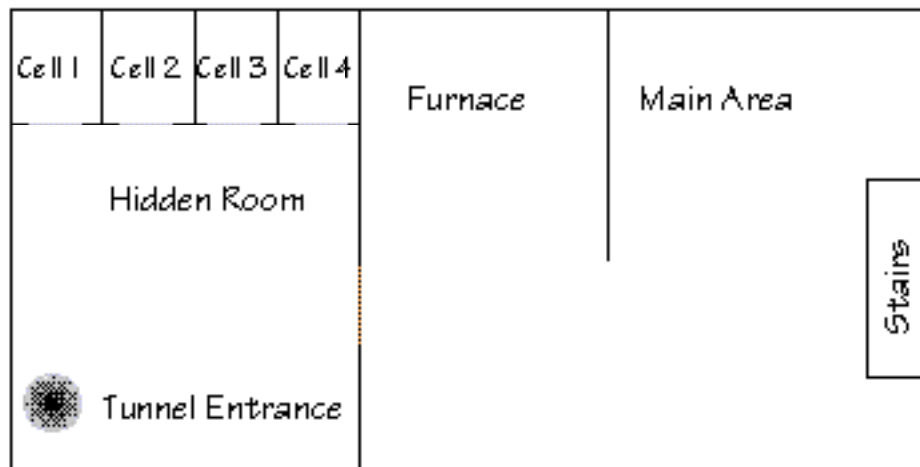
Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic that will cure his body.

Area Map

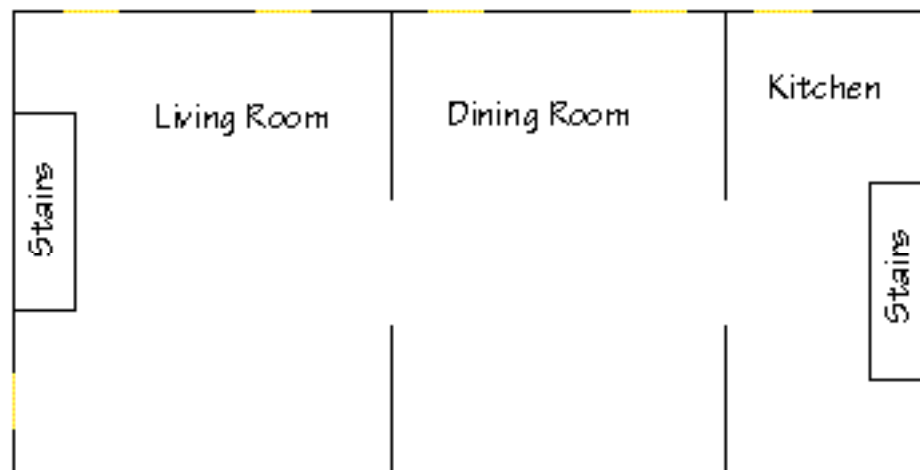


The Blane House

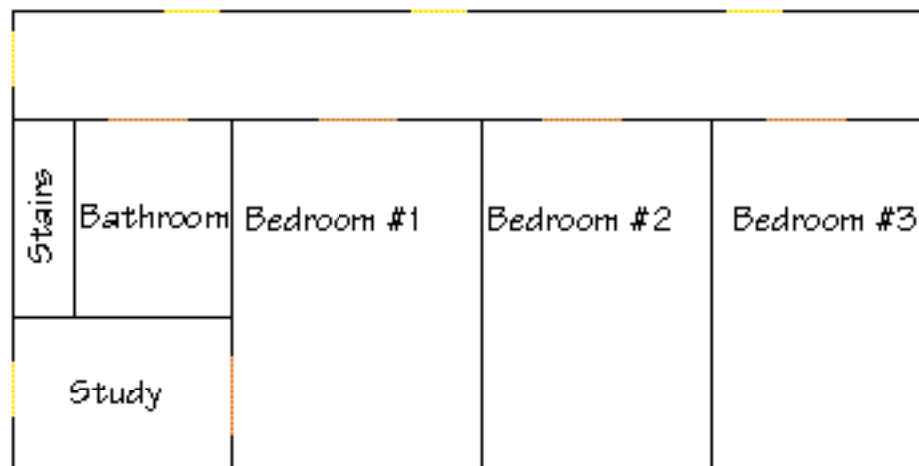
The Basement



First Floor



Second Floor



“The Bookstore” © 2001
By Michael C. LaBossiere, ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 2001 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.enchost.com. Call of Cthulhu is Registered Trademark of Chaosium Inc. <http://www.chaosium.com/cthulhu/>. Chaosium Inc. 900 Murmansk Street Suite 5 Oakland, CA 94607.

Introduction

This short adventure is intended to provide the investigators with a minor challenge and to introduce them to a useful NPC. This adventure is intended to lead to a series of adventures, but can be run on its own.

Keeper's Background

A few years ago, the noted scholar Reginald Preston learned of the mythos and began a systematic effort to learn as much as he could. Physically limited by a devastating childhood accident, Preston is limited to gathering information with the aid of others, primarily by ordering unusual texts and engaging in various correspondences.

One of Preston's local contacts, a bookstore owner named Don Wedenberg, located a trove of books that he thought Preston might be interested in. Wedenberg contacted Preston who said he would pick up the books the next day. Unfortunately for Wedenberg, one of the texts contained something of a trap: When he opened one tome, a terrible being was summoned and promptly dispatched him.

Fortunately for the innocents, the first person to arrive at Wedenberg's store was Preston. Shortly after entering the store (Wedenberg had entrusted him with a key) Preston caught a glimpse of the creature and wisely retreated.

Getting the Investigators Involved

Preston will draw the investigators into the adventure. Through a mutual acquaintance, Preston knows of at least one of the investigators (chose the most scholarly of the investigators, if applicable) and is aware that the investigators have taken an active role in combating the mythos. Preston will contact the investigators and convey the following:

"I regret having to trouble you, but a most grave situation has arisen involving factors that are...most unusual. I know from a mutual acquaintance that you and your associates are able and willing to handle...special...situations. I implore your aid in a most dire matter."

If the investigators ask for details, Preston will say that he is wary of conveying too many details over the phone. He will, however, tell the investigators that the matter is one of life and death and that he will gladly bear the expense of their transportation.

If the investigators accept the offer, Preston will gladly provide them with tickets for their transportation as well as suitable lodging.

When the investigators arrive, Preston will brief them on the situation as he sees it:

"My friend Don Wedenberg contacted me, saying he had secured a trove of books I would be interested in. As it was late, I assured him I would visit his store the next day. True to my word, I arrived at his doorstep and entered using a key he had entrusted to me. Upon entering the shop, I saw him sprawled on the floor, his body pale and marked with strange red welts or burns. As I went to render what aid I could, I caught a glimpse of a horrible thing—it seemed to resemble a terrible toothy fish from the lightless abysses of the oceans, only it had a somewhat unreal quality about it. In any case, I retreated from the store and contacted you. Fortunately, Mr. Wedenberg does not have any relatives in town who might check up on him and I have provided the cover story that he is out of town seeking some rare books."

If the investigators ask for additional information or speculation, he will say the following:

"I suspect that the creature is somehow associated with a book or item in the store. I have read, in my studies, that some masters of arcane lore would bind terrible beings to protect their tomes and items. If this is the case, then the being is probably confined to a certain area around the item. I suspect that the item is the tome I saw open on the table in front of my unfortunate friend. Destroying the book or item might banish the creature, but it is just as likely or perhaps even more likely that this would free the being, enabling it to ravage and attack wherever it pleases."

At this point, it is up to the players to decide what to do.

Investigation

Investigating Preston

If the investigators check up on Preston's academic credentials (a wise, but unnecessary precaution), they will be able to learn that he is a noted scholar in the fields of philosophy and religion. They will also gather the impression that some of his colleagues regard him as having some unusual interests, but no more so than many other academics.

If the investigators check on Preston's more esoteric background, they should be able to learn through some effort that he has a reputation as a man who seeks out rare, unusual and even dangerous books.

If the investigators decide to check into his background, they will learn about the tragic accident. If they make inquiries about his personality and such, they will learn that all of his contacts and associates regard him as a very forthright, respectable and amiable man.

Map

The map details the bookstore. The store is located in an old part of town. On one side is an antique store and on the other is a candle shop.

The shop has glass display windows in the front, which are crowded with books. Like most bookstores of this type, the interior smells a bit musty and is a riot of texts and other such items.

Range of the Guardian: The circle marks the limits in which the Guardian can move as long as the seal is intact.

Desk: The checkout counter for the store. The body of Wedenberg lies on the floor behind the desk (relative to the front of the store).

Tome: The source of the trouble, this book rests on the desk. The Guardian cannot, as long as the seal is intact, go more than twenty feet from the book.

Restroom: A restroom.

Storage: A storage area for books. The safe is located here as well. Preston will not permit any looting. There are numerous occult works in the area, but the tome is the only actual mythos work.

Action

The action begins when the investigators attempt to deal with the creature.

The creature patrols the area around the tome diligently. It can travel up to twenty feet from the seal. It will initially observe the investigators for a short while, unless they move right at the tome. It will then strike at the investigator nearest the tome. For dramatic effect, the initial attack should come from the floor or out of a piece of furniture.

If the investigators attempt to destroy the creature with force (which is likely), they will fail. If they create a significant disturbance, it is likely that the police will be called and this will no doubt lead to serious problems. If they ask Preston for advice, he will have the following to say:

"If you could acquire a copy of the seal on the book I might be able to work out a way of dispelling the creature. I have a trinket that might prove useful in keeping the creature away while you copied the symbols and marks."

If the investigators accept his aid, he will provide them with a small Elder Sign (about the size of a half-dollar) on a chain. The Sign can be used to block the creature and keep it at bay. In game terms, an investigator can use it to block the creature's attacks using his Fist attack % as a parry roll. The Keeper might also call for Luck rolls to permit a blocking attempt if the creature attacks from an unusual place, such as through the floor or furniture. If the parry roll succeeds, the creature is thwarted on that attempt.

If the investigators think to bring along something capable of making a fast copy, such as a camera, they should be able to get a copy of the seal quickly and escape. If they attempt to draw the seal it will take at least three minutes to copy it (have the player roll the investigator's drawing skill to make an accurate and useful copy) and they will be under attack the whole time.

If the investigators take the tome, the creature will follow along with the book. If they destroy the tome and the seal, the creature is free. It will terrorize the area, attacking everything it encounters until someone deals with it. In this situation, the investigators will have to track it down, which will prove quite difficult.

If the investigators get an accurate copy of the seal on the tome to Preston, he will set to work finding a spell to counter it. It will take him 1D4+2 days to track down the spell, less time if some of the investigators can aid him (Keeper's discretion, but the investigators would need some Cthulhu Mythos to know what to look for).

When Preston acquires the spell he will accompany the investigators to the store. He will need to be within the creature's range for the completion of the spell (this will take four combat rounds). During this time he must be protected-if he is incapacitated the spell will be ruined. If the spell succeeds, the seal will be "wiped" clean and the creature will shatter into fragments and vanish.

Conclusion

The adventure comes to a conclusion when either the Guardian of the Tome or the investigators are defeated. If the Keeper intends to run the adventures in the series, it is imperative that Preston survives (find a plausible, but not obvious, way of doing this).

If the investigators are defeated or give up, Preston will call in others to deal with the problem. The Keeper might wish to bring it about that deaths are involved and, upon hearing of these consequences, the investigators might suffer a 1D3 Sanity Point loss.

If the investigators defeat the Guardian, they should receive a 1D6 Sanity Point Reward. Preston will be suitably impressed with their abilities and will serve as a useful aid to them in future adventures. Finally, if the Keeper has elected to run this adventure as part of the series, then part of the stage will have been set.

New Mythos Being

Guardian

| Char | Rolls | Averages |
|------|--------|----------|
| STR | n/a | n/a |
| CON | n/a | n/a |
| SIZ | n/a | n/a |
| INT | 1D6 | 3 |
| POW | 2D6+6 | 13 |
| DEX | 1D6+12 | 15 |

Move: 10

Average Damage Bonus: n/a

Weapons: Strike 60% 1D8.

Armor: None, but not affected by material weapons.

Spells: None

Sanity Loss: 1/1D8

Description: Guardians are strange beings and vary greatly in appearance, although most appear like abstract, distorted and translucent three-dimension images of terrestrial creatures. It is not known whether Guardians are summoned or created, but in any case they have only appeared in conjunction with mythos magic.

Guardians exist on a plane that only intersects the mundane plane in a very limited manner—they can sense and be sensed by mundane creatures and can attack them. They themselves, however, are all but invulnerable to attack by material means. They can, however, be assailed by magic, repelled by the Elder Sign and could be harmed by suitable energies producible by human science.

Guardians are always bound to a particular area or item. When the area or item is disturbed, the Guardian is released or summoned and attacks everyone within the area, with the exception of its master (the one who cast the spell).

Guardians attack by intersecting the body of their target and altering their state every so slightly. This creates a disruptive effect that leaves welts and burns on the target's body. This attack bypasses armor and damages the flesh and organs directly.

Guardians can move through most material objects with ease, although certain energy fields (such as strong electrical fields) prevent their passing and actual harm them. Guardians often use this ability to launch surprise attacks on their targets.

Guardians are limited to remaining within a certain specified distance of the seal they are bound to.

New Spells

Seal Guardian

This spell is used to create an enchanted seal which either creates or summons (no one is sure which) a magical Guardian. The Guardian remains bound into the seal until the seal is disturbed (this is defined by the caster and can be as simple as approaching a certain distance from the seal). When the seal is created, the caster must specify the range of the Guardian. The maximum range is a number of feet equal to the caster's POW. The Guardian will seek to slay all that enter the area except the creator of the seal. Once freed, the Guardian can only be returned to the seal by the caster, who must command it to return.

Creating the seal requires the material from which the seal is to be constructed (this could be a book clasp, a lock or even an engraving on a wall) and one point of POW from the creator. The seal must be bathed in two handfuls of the caster's blood. When the ritual is finished, the Guardian will appear and enter the seal.

Destroying the seal (it is no tougher to destroy than the material it is made from) releases the Guardian. Freed Guardians typically set out attacking all living things around them until they are destroyed or one month passes. After one month, they lose the ability to interact with the mundane world.

Dispel Guardian

This spell is used to disrupt the seal that binds a Guardian. The disruption wipes the seal clean of the magical marks and banishes the Guardian. To cast the spell, the caster must have been able to study the signs and marks of the seal (or an accurate copy). If the caster has not studied the seal or an accurate copy, the spell simply fails. The first part of the spell takes ten minutes to complete and the final part takes four combat rounds to finish. Unfortunately, the final part of the spell must be cast within the area in which the Guardian can range (the extent of the range is revealed by studying the seal).

The spell costs 3 magic points and 1 Sanity point to cast. The caster must match his POW against the POW of the seal's creator (the creator of this seal had a POW of 20). The caster can keep trying until he runs out of Magic Points or the spell succeeds.

New Mythos Tome

Notes on Magic: This handwritten 1762 work in English, by Jonathan Salter, contains a unusually lucid discussion of the mythos as well as clear descriptions of several spells. *Sanity loss 1D3/1D6+1; Cthulhu Mythos +3 percentiles; average 5 weeks to study and comprehend/10 hours to skim.* Contains several non-mythos "spells" (sound interesting, but do nothing) as well as Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol

of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian) and Virtue Against the Horrors of Beyond (Elder Sign).

The book discusses Salters dealings with ghouls and his acquisition of knowledge. The book ends with a warning against meddling in things "beyond the ken of men" and a statement that the author intends to protect his secrets from "those not worthy of the magical knowledge that cost me much to gain." When first found, the book's elaborate clasp and lock contains a seal that binds a Guardian. Opening the lock frees the guardian.

NPCs

Reginald Preston, Scholar

STR: 4 CON: 7 SIZ: 8 INT: 15 POW: 18 DEX: 6
APP: 9 EDU: 20 SAN: 72 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 11%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 60%, Philosophy & Religion 80%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign

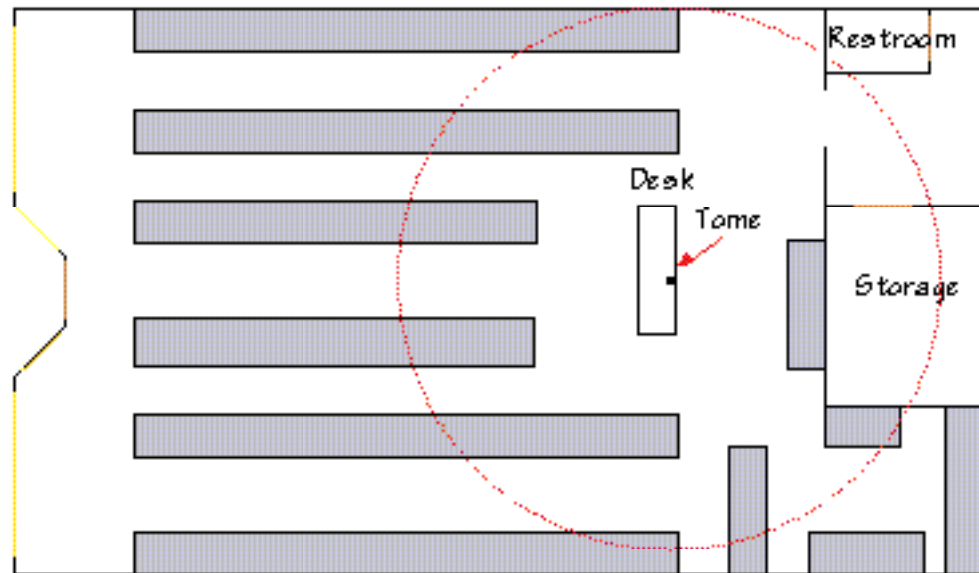
Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

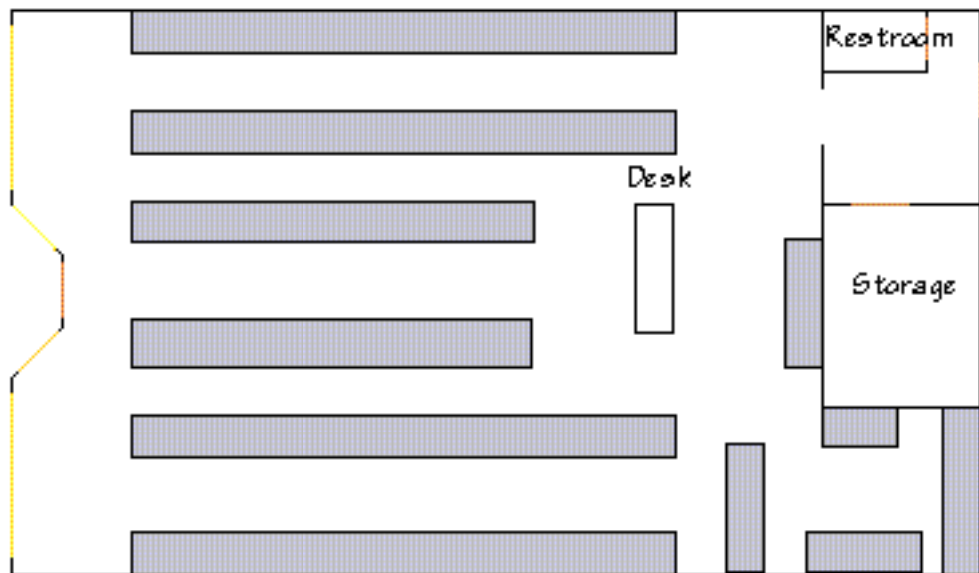
Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic which will cure his body.

The bookstore Keeper's Map

Range of the Guardian



The bookstore



Dark Island©1994,1999

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Keeper's Timeline

1956: Dr. David Johnson's Antarctic expedition recovers artifacts from the ruins of an ancient city. These artifacts are confiscated by the government and put into storage.

1964: Major Gerald Green is put in charge of Operation Dark Ice, a special project involving the artifacts Johnson found.

1965: Major Gerald Green contacts Dr. David Johnson. Green attempts to persuade Johnson to join his project, but Johnson refuses and threatens to go to the press. Green has Johnson killed.

1966: Operation Dark Ice is renamed "Angband" and is moved from its location in a remote part of Maine to a small Pacific island after an unpleasant accident.

1970: Operation Dark Ice steps up its operations due to pressure to produce weapons for the Vietnam war. Green is promoted to Lt. Colonel.

1971: A terrible accident on "Angband" results in the horrible deaths (and worse) of all the personnel, except Green. Green escapes in a damaged helicopter, which crashes in the sea. He is rescued after several days at sea and spends several months recovering for his ordeal. An expedition to the island vanishes without a trace. The government declares the island quarantined and spreads a cover story about radiation. To back up the story, canisters of nuclear waste are dumped (by air) on the island.

1972-1974: Green heads up a variety of special projects (mostly "black ops") during the war.

1993: After a leak, a congressional investigation of certain special projects begins. Representative Janet Sloane learns of "Angband" and begins her investigation of the project.

1994: Sloane contacts the investigators and requests their aid in her investigation. General Green learns of Sloane's plans and starts putting together a team to recover material from "Angband" and put an end to Sloane's investigation once and for all.

Keeper's Introduction

This adventure takes place on a small island in the Pacific that was once the site of a top secret government project involving dreadful Mythos artifacts. During the course of the adventure, the investigators will face threats from the horrible remnants of an accident that occurred over thirty years ago and from General Green's "clean-up" crew.

Getting the Players Involved

At some point prior to the running of this adventure, the investigators should become known (directly or indirectly) to Representative Sloane. This may be done in an earlier adventure or the

investigators and the congresswoman could have a mutual friend. In any case, the investigators will receive a letter or fax from the congresswoman that requests their aid in one of her investigations. The letter provides some details of her current investigation and these details are provided in Handout #1.

If the investigators do not know Sloane personally, they will have at least heard of her exploits in the newspaper and on TV. Most of her activities have focused on devastating investigations into various illicit and illegitimate government projects and she has built quite a reputation (and a substantial number of powerful enemies).

If the investigators agree to go along with Sloane, she will send (by government courier) them a briefing packet and tickets to Bangor, Maine. The briefing packet contains a variety of news clippings, declassified documents, notes and photographs. The more interesting information is given in the form of handouts for the players. Briefly, the contents of the packet suggest that a Dr. Johnson was involved in some sort of research in the Antarctic that was later taken over by the government. The details are sketchy, but there is a suggestion that Dr. Johnson was later murdered as part of a cover up. The packet also contains a few details and some guesswork about a project called "Angband", which began in a wooded section of Norway, Maine and was later moved to a small Pacific Island. The information suggests that something rather unwholesome was going on that began in the frozen wastes of the Antarctic and ended on a tropical island.

If the investigators do not go along with Sloane, they will read of her tragic death in a helicopter accident in the Pacific. In actuality, Green's "clean-up" crew will have arranged the "accident"

for her, before they went on to meet their deaths (or worse) on "Angband."

A Trip to Maine

Sloane's investigation will begin in Maine. She learned that a top-secret project, "Operation Dark Ice", was originally located in Maine and was moved to an island in the Pacific. She suspects that General Green eliminated all evidence at the site in Norway, but she wants to check, just in case. Besides, she has to wait for her transportation to the island.

As noted above, Sloane will provide the investigators with tickets to Bangor International Airport. Bangor is a small city in Maine. Investigators can find almost anything they need (provided it is legal) in Bangor or in a nearby town (such as Orono or Old Town). Sloane will meet the investigators at the airport. Sloane (as well as two Secret Service Guards and two aides) will accompany the investigators to Norway, Maine.

Norway, Maine

Norway is about a three hour drive from Bangor. It is an extremely small town whose main industry is a lumber yard and the nearby Oxford Hills Speedway. There are a few stores (a small department store, a drugstore, a sporting goods store, and some others) on main street and there is a hospital in the town (which serves Norway, Oxford Hills, and nearby communities). Near Norway is a small mall and some other stores. Aside from fishing at Norway Lake and hunting in the vast woods, there is not much to do in Norway.

The local people will be curious about the presence of Sloane and the investigators, but they will be friendly as long as the investigators behave properly (Sloane and her people will not instigate any problems). As long as the investigators behave appropriately, the worse threat they will face in Norway is

a couple of high school kids who might try to steal some of their possessions (to get money for drugs).

A Meeting with Captain Joseph Leland, Retired

The primary reason for Sloane's trip to Maine is to talk to Captain Leland. Leland was part of Green's operation from the start and was with him until the accident in Maine. Horrified by the "accident", Leland requested transfer from Green's unit and was promptly sent to the worst combat zone in Vietnam. After losing his right arm, Leland was given a medical discharge and returned to the States. After returning to the states, he wandered around and spent several years as a homeless vet. He finally ended up in Norway after hearing about a "killer bear" in the woods. Leland rightly suspected it was some surviving product of Project "Dark Ice." Leland hunted it through the woods, finally tracking and killing it at the old compound. Since then, Leland has resided in Norway.

Leland lives in a modest cabin in the woods near Norway. The cabin is well kept and two German Sheppards romp about the yard. They are friendly, but will bark a warning and not allow anyone to approach the cabin without Leland's permission.

Leland will be home when the investigators arrive (he retired as a schoolteacher some years ago and he is too sick to get around much). He will greet them at the front door and then slump into his chair. He is suffering from several types of cancer and knows he will be dying soon, so he wants to pass on what he knows to somebody else.

After any small talk, he will tell the following story:

"Back in 1964 I was assigned to

Major Green's special operations. It was a real honor to be assigned to such a project and the pay was great. Green was a man of vision and his fanaticism was contagious. For some time I believed him, then I began to see what went on behind the closed doors. The things I saw...you wouldn't believe the things I saw. Green had these items that were way beyond any technology I had ever seen. I think they might have been from crashed space vessel...or maybe something worse. In 1966 things came to a head here in Norway. One of Green's experiments got out of control and several people died. Dave didn't die...something far worse happened to him. Since things were getting a bit to public, Green's superiors ordered him to shut down operations. We burned everything that would burn and then we sealed the area with concrete. I told Green I had had enough of his projects. The next thing I knew I was on a plane to Vietnam. It was hell there. I lost a lot of friends and my arm, too. After I came back to the States, I was a real mess. I wandered the streets for years, until I read about a killer bear in the woods near Norway. Since I never actually saw Dave die, I suspected that he, or what was left of him, might have been still out in those woods. I traveled back to Norway and went hunting. After weeks of tracking and stalking, I ambushed Dave by the ruins. Dave was horrible...half man and half...half something else. It took five shots from my .30-30 to take him down. I soaked the remains in gasoline and then prayed for Dave while they burned. I decided to stay in the area, just in case anything else survived out there in the woods. So I could stay alive and keep watch, I kept quiet about what I know. I'm dying now, so I have nothing to lose by telling you what I know. Even though my time is nearly at an end, it is good to know that there are people who will be

watching out for the things that come out of the dark."

Leland knows a fair amount of what went on at Dark Ice. If asked about the operation, he will tell the investigators that it was a military operation that involved research on a variety of strange items. According to Leland, the items were extremely strange and were composed of materials that did not appear to be native to earth. These items were taken from the project site when it was shut down. If asked about the accident, Leland will say that one of the containment chambers failed and Dr. David Norton was infected with something that seemed to melt half his body down to the bone. If asked more about David's fate, Leland will say that the thing he encountered in the woods was completely mad, violent, and monstrous in appearance. According to Leland, David had an unnatural vitality and was able to sustain wounds that would have killed any normal man. On closer examination, some parts of his body appeared normal, while other parts seemed to be composed of a translucent jelly and twisted rubbery flesh.

Leland will be willing to provide the investigators with the location of the Dark Ice site. Because of his rapidly failing health (he has less than a month left), he will be unable to accompany the investigators.

Project "Dark Ice" Ruins Map

The ruins of the project are located deep in the woods of Norway. The road that went to the project was deliberately ruined and blocked years ago. The only way to reach the site is on foot, horseback, or on a cross country cycle. The site is located three miles from the nearest road.

The ruins are located in a small clearing amidst the pine trees. A few

scattered bits of wood and concrete indicate that a variety of buildings were located in the area (barracks, the mess, and storage buildings). The main complex of Project "Dark Ice" was located underground. This complex was emptied out and then filled with concrete. All that is visible is a slab of concrete. Located next to some building remains and buried beneath the soil are the remains of Norton. If the investigators exhume the bones, it will be evident that the bone structure of one side of the body appears quite unnatural. Dental records will reveal that the remains are clearly those of David Norton. Careful analysis of the remains by a competent scientist or medical examiner will reveal that the unnatural looking sections have radically altered DNA. The altered DNA will appear to contain sequences that exist nowhere else in the natural world. In fact, those sections have been altered by material recovered from the ruins of an Elder Thing city. Aside from the remains, there is nothing else that can be recovered from the area.

Because of the great care which was taken in "cleaning up" the project, there is nothing the investigators will be able to find that will link the ruins to a special military project. If the investigators do further checking about David Norton, they will find a record of his discharge in 1966. According to the files on Norton (which Sloane can acquire, if the investigators ask), he became mentally unbalanced and began private experiments. The records state that he was given a dishonorable discharge in 1964 for conducting dangerous genetic experimentation without official approval. The files also say that he was scheduled for criminal prosecution, but escaped and was never located. Naturally, these files are forgeries. If the investigators contact his sister (his only surviving relative), she

will say that she received a phone call from the government saying that her brother was a fugitive from military justice and that he was very dangerous. She didn't believe them. She won't be able to help the investigators any further and if they persist in drawing attention to her, Green will make her vanish.

The Island

Journey to the Island

Sloane has arranged transport to the island aboard a research vessel through one of her influential friends. The ship, the Neptune, is sponsored by several foundations and universities and is well equipped. It even has a helicopter pad and a small helicopter (it is actually a refitted naval vessel). The vessel will be making several stops along the way for filming and research (there are currently two major documentaries underway), giving the investigators a chance to relax a bit (except when they are asked to help out in some shark filming...). The crew of the vessel will be curious about Sloane and the investigators. Sloane's cover story is that she is concerned about the environment and that she is conducting a fact-finding tour aboard the Neptune. Since this story is true, the cover will hold quite well. The investigators might have some difficulty fitting in, but the crew won't press them too much. Unless the Keeper wishes to arrange some trauma for the investigators, the journey to the island will be interesting, but not particularly dangerous.

The Neptune will anchor about two miles from the island (the area around the island is full of coral reefs, making getting to close to the island quite dangerous) and the crew will begin operations in the area (filming, research, etc.). After two days, the captain will allow Kelley to fly Sloane and her party

to the island. The helicopter is equipped with a tool kit and a survival kit (a small raft, life vests, a medical kit, desalination kit, rations, flare gun, fishing kit, and survival knife). The helicopter can carry five passengers (and a limited amount of gear) internally. In an emergency, up to four people could stand on the landing struts and hold on to the outside of the helicopter. Doing this without safety lines of some kind would require a DEXx5 roll every mile of travel. Rolls will also be required if the helicopter performs violent movements. The results of falling off the helicopter depends on the particularly situation. A fall from a great height onto an exposed reef would certainly kill an investigator, while a fall from a moderate height into the ocean would not be particularly dangerous.

Because of the passenger limit, the helicopter will have to make multiple trips to drop people off. After all those who are going to shore have been dropped off, Kelley will return the helicopter to the ship, unless the investigators ask her to remain on the island. If the investigators persuade her to stay (which shouldn't be too difficult, since her alternative is sitting around on the ship).

If the helicopter is unavailable when the investigators decide to leave the island, they can call the ship, which will send a launch to the edge of the reef. The investigators will have to swim out to meet the launch, which will require one swimming roll. Unfortunately, sharks frequent the water. There is a 10% chance that swimming investigators will attract the attention of 1D3 sharks per investigator. If any investigators are bleeding, the chance increases 20% per bleeding investigator. The sharks are detailed below.

Island Maps

The island is rather small and is the

product of volcanic activity and coral growth. The island has a single sloping hill and is surrounded by a coral reef. The island is heavily overgrown with tropical growth and protrudes like a swollen tumor from the sea.

On the island are a landing strip, the "Anband" project compound, and several small dumpsites. From the air, the landing strip and compound are visible. Both are heavily overgrown with jungle growth, and a badly damaged plane and a helicopter are visible on the landing strip. However, those viewing the island will feel a shiver run up their spines and have vague premonitions of doom.

Player's Island Map

The player's island map shows what will be visible from an over flight of the island. The reef will be clearly visible, as will the landing strip (although it is badly overrun with growth). The compound is also noticeable, but it is badly overgrown.

Player's Compound and Airstrip Maps

From the air, using binoculars, the investigators will be able to get a decent view of compound. The compound has a intact wall around it with watch platforms. The wall is heavily overgrown with vegetation. The compound buildings appear mostly intact, although there are signs of weather damage and they are heavily overgrown with vines. The paved sections of the compound are barely visible, as plants have torn through the asphalt. The compound's flagpole is still intact and a few tattered rags of the flag are still left hanging from it. The bones of the skeletons are not visible from the air, since they have been overgrown with plants. An investigator who makes an Idea roll will notice that although the other areas of the island are rife with birds and animals, the area around the compound is devoid of such life.

Flying over the airstrip will reveal

that it is intact enough to land a helicopter on, but that it is badly overgrown. A badly damaged transport plane is located on the runway (it is also overrun with vines) along with a Marine helicopter, which appears intact, but badly weathered (like it has been there for years-which it has). If the investigators scan the area with powerful binoculars, they will be able to see the bony remains of two people on the runway. The airfield shack, like all other structures on the island, is overgrown, but appears intact. Like the compound, animals and birds appear to shun the shack, as an Idea roll will reveal.

The investigators will have government maps of the compound and landing strip which provides the layout of the compound, with labels for the buildings. The maps do not provide any details of the building interiors or any changes that have taken place since the maps were drawn up.

Keeper's Maps

The Keeper's maps reveal the details of the current conditions on the island.

Island Map

Ocean: The area outside of the reef is normal ocean.

Reef: The reef is a normal coral reef. Sections of it protrude above the surface. The reef's surface will cut unprotected individuals who attempt to cross it (1D3 of damage in most cases). An investigator with boots or sturdy shoes on would be able to walk over the reef safely.

Rad: These are areas where one or more 55-gallon drums of radioactive material were dropped. The drums have largely rusted away and the contents have contaminated the areas around the drums. The radiation has caused some interesting (and nasty) mutations in

some of the plants and animals in the area. All of the mutations are unpleasant (birds with twisted beaks and feet, fish with twisted bodies) and many creatures have cancer and tumors. Investigators that spend too much time in radioactive areas (a successful Idea, Biology, or Physics roll will indicate that radiation is present) might become sick. If the crew of the Neptune learns about the radiation, they will want to film and document it for inclusion in a news show.

Hill: The hill is a gentle rise. The highest elevation is thirty-five feet above the ocean.

Landing Strip: This is the island's landing strip. The landing strip is in poor condition, as described above. Further details about the landing strip are given below.

Compound: This is the "Angband" compound. It is detailed below.

Compound Map

Wall: The wall is wood and poured concrete. It is five feet high. The wall has crumbled in some places and is heavily overgrown with vines, moss, and other plants. The wall is easy to scale, but there are still sections of intact razor wire, which is hidden by the vegetation. If an investigator attempts to cross the wall, they will need to make a Spot Hidden roll to see the wire. If the investigator spots the wire, he will be able to move it out of the way. If an investigator crosses the wall without moving the wire, he must make a Luck roll to avoid taking one point of damage.

Watch Platforms: These plywood platforms are badly rotted. If an investigator climbs onto one, he will crash through it. If the investigator fails to roll under his DEX x 5, he will sustain 1-2 points of damage.

Gate: The gate is made of wooden polls

that have been reinforced with metal bands. The gate doors are hanging open.

Skeleton #1: This is a skeleton of one of the Marines who came to the island to "clean up" the project. The tattered remains of his uniform hangs from the bones and his rusted M-16 and .45 (both of which are useless) lay nearby. He was killed while trying to escape from the compound (the Marines had attacked the Gerthuths, who responded in kind). The dog tags are still intact, which enables the investigators to determine the remains are those of a Marine.

Skeleton #2: This is another Marine skeleton (as the dog tags indicate). The arm bones are broken in several places and the skull is shattered.

Skeleton #3: This is another Marine skeleton. The skull has several bullet holes in it (a Gerthuth used the Marines own weapon to finish him off).

Skeleton #4: This is a skeleton of a Gerthuth (the remains have a set of Army dog tags among them). The skeleton looks mostly human, but a successful Idea roll will indicate something is odd about the bones. A successful Biology or Medicine skill roll will reveal that the bones appear to have been mutated. To the trained eye, they are clearly not the remains of a normal human being. There are dozens of bullets amidst the bones and the bones themselves show signs of having been torn apart by gunfire.

Skeleton #5: This skeleton is that of a Gerthuth. It appears to have been shredded by gunfire.

Skeleton #6: This is another Gerthuth skeleton. It has a combat knife stuck in its ribs and has been ripped up with grenade shrapnel.

Skeleton #7: This is another Gerthuth skeleton. The top of the skull is missing and shrapnel is embedded in its ribs.

Living Quarters #1: This was the barracks for the twenty enlisted men. The building is made out of poured

concrete and has a wooden roof. Some sections of the walls are crumbling a bit and all of the walls abound with moss, fungus, and other slimy growths. The roof is clearly in very bad shape. The wooden door is hanging open and there are bullet holes in the door. The windowpanes have been either broken or shot out. Several small pieces of furniture and footlockers are strewn in front of the building.

Living Quarters #2: this was the quarters for the four officers and two pilots assigned to the project. The building is of the same construction as the enlisted men's quarters and is in bad shape. The door has been torn off its hinges and lies, rotting, in front of the building.

Mess Hall: This was where the personnel used to eat. The building is of the same construction as the other buildings, and is in bad shape. Cooking utensils, ripped open cans, and other such items litter the area. After their transformation, the Gerthuths were ravenously hungry and ravaged their way through the food supplies in the mess building. Hence the mess outside the mess building.

Rec Hall: The rec hall was where the men would try to relax. The building is constructed in the same manner as the other buildings. The outside of this building is littered with the rotted remains of a couple tables and chairs. There are plastic pieces from various games and broken records strewn around the building.

Storage Building: This building was used to store various things, such as food, lab material, ammunition, fuel, and so forth. The storage building is constructed in the same way as the other buildings and it is in the same shape they are in. The doors are hanging open and strewn in front of them are pieces of broken equipment, torn open food containers, and other bits of debris.

Office Building: This building housed the radio room, infirmary and administrative offices. This building is of the same construction as the others and is in fairly rough shape. The front door has been forced open and there are bullet holes in it.

Lab Building: The lab building is of heavier construction than the other buildings (it is made of reinforced concrete), so it is in better shape than the others. Unlike the other buildings, this one has no windows, but it does have several rusted ventilation grills. The main doors are made out of reinforced steel. The doors are hanging open and appear undamaged.

Landing Strip

Airfield Shack: The shack is made out of corrugated metal and is quite rusted. It is heavily overgrown with vines and several varieties of fungi are growing on it. The doors show signs of having been damaged and crudely repaired.

Skeleton #1: This is the skeleton of one of the project scientists who was killed by the MPs.

Skeleton #2: This is the skeleton of a Gerthuth that the pilot killed. The skull is shattered.

Skeleton #3: This is the skeleton of one of the project scientists who was killed by the MPs.

Marine Helicopter: This helicopter is intact, but is in terrible condition. It is badly rusted and covered with plants and fungal growths. Inside the helicopter is the Gerthuth that was the helicopter pilot. He is in a state of hibernation and plants and fungus has grown over his body, so he looks like a plain skeleton (the rotted remains of his flight gear conceal most of the body).

The Strip: The strip is in poor condition, thanks to years of neglect. A badly damaged cargo plane rests on the runway, with the skeleton of one of the

scientists near it. The plane appears to have been deliberately sabotaged. Some of the project scientist, after realizing what was happening, crippled the plane to prevent anything from escaping from the island. Following Green's orders (Green thought the scientists might have been infected), the MPs killed the scientists.

Keeper's Building Interior Maps

Compound Buildings

Living Quarters #1

Bunk Room: This was where the soldiers slept. There are 10 bunk beds in the room, all of which are in terrible condition. The bedding is rotted and covered with various growths. There are several footlockers scattered about the room, with their contents in terrible condition. Hibernating under one of the bunks is Soldier Gerthuth #1. He is coated with fungus and only a successful spot hidden will reveal his presence. If the investigators make a great deal of noise, there is a 10% cumulative chance that the Gerthuth will awaken (10% the first minute, 20% the second, 30% the third, etc.). The Gerthuth's likely actions are described below.

Generator Room: This room contains the rusted remains of a gasoline powered generator. The generator is no longer functional and cannot be repaired. There are several rusted out fuel cans in the room as well as a rusted fuse box.

Bathroom: The bathroom is in bad condition, with fungus nearly filling the shower stalls

Living Quarters #2

Quarters #1: This was the quarters for Green. The quarters have been torn apart and burned (the survivors

expressing their hatred of Green). There is nothing left intact in the quarters.

Quarters #2: This was William's quarters. The furniture is mostly intact, although it has been damaged by water leaking through the roof and the growth of various funguses. The footlocker in the room is in surprisingly good shape (Williams worked to preserve it). In the locker is one of Williams' uniform (it has his name on it) which has been carefully wrapped in plastic.

Quarters #3: This is the quarters for the junior officers. Their skeletons lie on the floor with two empty (and ruined) M-16s nearby. The door has been smashed open and is full of bullet holes. These two officers were killed by the Gerthuths when the Gerthuth first underwent transformation (the two officers shot at some Gerthuths and ended up getting trapped in their living quarters).

Quarters #4: This was the quarters for the sergeants. The room has been badly damaged by water leakage, but it otherwise reasonably intact. There are tattered and rotted uniforms and various other personal items in the footlockers. There is nothing particularly useful or interesting in the room.

Generator Room: This room contains the building's generator. It is badly rusted and quite useless. A plastic gasoline container is in the room that holds five gallons of gasoline that is still in decent condition. There are also several rusted out metal containers.

Bathroom: The bathroom is largely intact, but has suffered from years of neglect. There are massive amounts of fungus growing everywhere. Needless to say, there is no running water.

Mess Hall

Dining Hall: The dinning hall contains four large tables. The doors have been forced open and there are bullet holes in

them. On the floor, amidst broken utensils, are the bones of three men. These men were soldiers who tried to hole up in the mess hall (because of the food stores). The famished Gerthuths forced their way into the building and killed the soldiers when they were attacked. The soldiers' bones show signs of having been gnawed on. Near the bones are three M-16s, all of which are obviously not usable. The interior is quite messy and several leaks in the roof have facilitated the growth of a wide variety of slimes, molds, and funguses.

Kitchen: The kitchen door has been forced open and there are bullet holes in the walls of the kitchen. Various cooking utensils and old food containers are scattered about the floor, along with the bones of a soldier. The bones appear to have been gnawed upon. The soldiers M-16 is bent almost in half and lies rusting on the floor. Gerthuth #2 is curled up inside the oven, hibernating. If there is a lot of noise in the kitchen, there is a 40% he will wake up to investigate the noise.

Generator Room: The room contains the mess hall's generator. It is non functional. Three rusted out gasoline containers are in the room, along with two gas cylinders (for the stoves). A competent individual could make the cylinders into rather destructive bombs with some modification.

Rec Hall

Rec Room: The Rec Room was were the personnel used to attempt to relieve their boredom (due to the secrecy of the project, there was little in the way of leave). The room holds several overturned tables, three pin ball machines, pool tables, and various other recreation items (such as dart boards, game sets, etc.). The floor is strewn with game pieces, darts, and various other items. A leak in the roof has enabled a colony of mushrooms to take up

residence on a pool table.

Generator Room: This room contains the generator. It is in surprisingly good condition (there are no leaks in the ceiling of this room) and can be made to run with successful Mechanical Repair and Electrical Repair rolls. This repair process will take 1D3 hours. Once repaired, the generator has a 20% chance of breaking down every five hours of use. If it breaks down, it can be repaired again with the required rolls. There is enough usable gas in containers to keep the generator running for two days (the tank holds enough gas to run the generator continuously for 24 hours).

Office Building

Radio Room: The room houses a variety of 1970s radio and communication equipment. The equipment is no longer functional, since a clip from an M-16 was emptied into it by one of the scientists (to cut the island off from the outside world). If an investigator can make a successful Electrical Repair roll, she can jury rig a receiver or a transmitter. With two successful rolls, an investigator can rig a transmitter/receiver with a 50 mile range. Each roll will take 1D4 hours of work.

Infirmary: The infirmary was a fairly well equipped facility, with one of the scientists serving as a doctor and two enlisted medics. The infirmary is badly torn up (some of the transformed individuals sought relief through morphine and other pain killers) and years of rain have come through the broken window. There are the remains of various medicine containers, syringes, and other such items scattered on the floor. The medical storage closet is also torn up quite badly.

Hallway: The hallway doors have been forced open (one of the doors is broken off its hinges) and there are spent shell

casings on the floor. Gerthuth #3 is hibernating in the closet, covered with rotting bandages, sheets, and other stuff. There are nearly a dozen empty syringes around him. There is a 20% chance he will react to noise in the room.

Generator Room: The generator room holds the office building's generator. The generator is in fairly good condition and can be made to run again with a thorough cleaning. There is enough usable fuel stored in the room to run the generator for twelve hours. Gerthuth #5 is hibernating on the floor of the room. There is a 30% chance he will react to noise outside of the room. He will awaken if the generator room door is opened.

Office #1: This office was shared by the two lieutenants. The office has two desks, two filing cabinets and other such furniture. There are typewriters on the desks which are in rather poor condition (the windows have been broken, allowing the weather to get in). Due to the years of water accumulation, there is nothing salvageable in the office.

Office #2: This office belonged to Captain Williams. The door to the office has been knocked off its hinges and it is full of bullet holes. The room contains a desk, typewriter, and other office items. The room is quite a mess and it is clear there was a fierce fight in the room. Williams made his last stand as a human being in this office. Carefully wrapped in plastic and tacked on the back wall is a sheet of paper, the text of which is given in Handout #6.

Office #3: This office belonged to Green. The office contains a desk, several filing cabinets and various other items. Two badly rusted cavalry sabers hang on the wall (due to their condition, they do 1D8-2 and only have 12 HPs left) along with several pictures, awards and so forth. The trash can on the floor is full of old ash from papers that Green burned prior to escaping from the island. One of

the filing cabinets has been wrapped in plastic sheets. Inside it are files which have also been wrapped in plastic. After his transformation, Williams gathered the surviving records from Greens filing cabinets and then did his best to preserve them. These files reveal a great deal about the project, what government and military officials were involved, and various other revealing facts. The information contained in the files would create quite a stir if it was carefully released to the press (as long as no interesting celebrity news eclipses it). If Sloane uses the information carefully, she will be able to begin several government investigations. The information will also be very interesting to historians. Williams is curled up under Green's desk and is hibernating. There is a 50% chance he will awaken if the investigators make noise in the building. If the investigators mess with the filing cabinet, he will wake up. William will attempt to communicate with the investigators and will, if he trusts them, tell them about the papers he has preserved.

Storage Building

Storage Space: This building was used to store the various items the project needed, ranging from pencils to microscopes. The interior is quite messy as the Gerthuths went tearing through everything looking for food, alcohol, and medical drugs. There are also some areas where water has leaked through the roof, creating some rather slimy areas. If the investigators take the time to dig around in the containers, they will be able to find a case of four M-16s which are stored in thick oil. Once cleaned, they will be usable. There is also a case with six .45 Automatics which are stored in thick oil. They are in excellent condition and can be used after they are cleaned. There are twenty M-16 clips and 20 .45 clips in boxes,

which are all in good condition. The investigators can also dig up 250 M-16 shells and 150 .45 shells that appear to be in good condition. If this ammunition is used, there is a 15% chance that the round will be a dud (for ease of handling, the round can be considered a dud if the player rolls 15% or less under the malfunction roll. For example, if a weapon has a malfunction number of 00, the round will be a dud on a 84-99 roll. There is a variety of other potentially useful items, such as combat knives, spare parts, tools, and so forth. Exactly what the investigators are able to find is left up to the Keeper.

Freezer: The freezer door has been pulled off the hinges and the food containers have been ripped apart. After their transformation, many of the Gerthuth tore into the freezer in search of food. Gerthuth #4 has taken up residence in the freezer. He is hibernating under a pile of moldy food containers. If the investigators make quite a bit of noise (by searching around in the storage space), there is a 35% chance that the Gerthuth will wake up and come to investigate.

Generator Room: The generator in this room is badly rusted and cannot be repaired. There are several rusted out cans of gasoline in the room.

Lab Building

Hallway: The doors to the hallway are undamaged and are open. The interior is quite damp and dirt has gradually been washed into the hallway in which plants have grown.

Room #1-#3: These rooms were the quarters for the project scientists. Because of the solid construction of the building and the lack of windows the rooms are still in good condition. Each room has a bed, desk, closet and a variety of personal effects.

Room #4: This is a room like the others, but Scientist Gerthuth #1 is hibernating

under the bed. there is a 45% chance he will wake up if the investigators create noise. He is not likely to attack the investigators and will instead try to communicate with them.

Room #5-#6: These rooms are similar to the other quarters, except they have two beds in them. The rooms are otherwise empty.

Bath Room: The bathroom is in relatively good condition, with only a little dried mold on the facilities.

Generator Room: The generator is intact and shows signs of having been well maintained. It has been carefully oiled and there are enough containers of fuel to run it for 36 hours.

Underground Lab

Access to the underground lab is via a heavy duty door. The door is locked and requires a key for access. The door can be forced (two investigators can pit their STRs against the doors STR of 30) blased open with explosives, or the lock can be picked.

Lab #1: This lab contains a wide variety of scientific instruments. Investigators with advanced knowledge of biology, genetics, or medicine (a skill at 40% or better) will recognize the equipment as advanced (for the 1970s) equipment for genetic engineering. The equipment shows signs of heavy wear and there are piles of notes on the table. The notes are dated and date up until a few years ago. After the 1970s, there are months between the dates (due to periods of hibernation) and the handwriting is much worse than previously. To a knowledgeable investigator, it will be clear that the later writings are substantially inferior to the earlier work. A successful roll of biology or medical skill will reveal that the later notes are focused on trying to restore altered human DNA back to its original configuration. The earlier notes make reference to various highly complex and

technical procedures in the area of genetic alteration. The notes (even the later ones) are quite complex and would require several months of study by a trained individual to figure them out. The processes described make veiled reference to what appears to be some sort of alien DNA patterns.

Lab #2: This lab is similar to #2, except there are more notes piled up on the tables. The equipment also appears less used. Most of the notes piled up on the table are written in crude script and appear less advanced than the earlier writings. These writings are all on the topic of genetic engineering. An investigator who makes a successful Biology or Medicine skill roll will know that the writers of the notes are trying to create a virus that will selectively alter the DNA in cells based on a template. Scientist Gerthuth #2 is hibernating in this room, under one of the tables. There is a 35% chance he will wake up if the investigators are noisy.

Lab #3: This room appears to have been unused for years. There are old notes scattered about on the tables and the equipment has been removed from the room. An investigator who makes a successful Biology or Medicine skill roll will realize that the notes detail a series of advanced experiments involving the introduction of extremely strange DNA to laboratory animals.

Storage Room: This room holds the equipment from Lab #3 as well as a variety of supplies. Many of the chemicals have dried up or gotten too old. Many of the supplies have been used up.

Airtight Lab: Access to this lab is via an airlock. The airlock shows signs of having been forced open from the inside. The doors show signs of having been crudely repaired. The interior of the lab contains advanced equipment for genetic engineering. The equipment appears to be well used. There are six

Gerthuth Guinea Pigs in cages in the lab. They look quite horrible, requiring a Sanity Roll. If the roll fails the investigator loses 1 point of Sanity.

These creatures are quite harmless and will flee if let out of their cages. In a large, coffin shaped container is what was once a human being. This scientist was infected by the Gerthuth agent and then infected the others in his madness and pain. The agent did terrible things to him, literally melting his flesh as it adapted itself to human DNA. The scientist is no longer self aware and appears to be a puddle of fleshy material loosely attached to human bones. The creature is incapable of moving. Seeing this thing costs 1/1D8 Sanity points. There is also a special material container which holds thirty six grams of the original Gerthuth agent. Scientist Gerthuth #3 is hibernating in this room. There is a 35% chance he will awaken if the investigators are noisy.

Generator: The generator room is in excellent condition. The generator has been well cared for and there is 48 hours of fuel stored in containers in the room.

Airfield Shack

Fuel Dump: The fuel dump holds several badly rusted fuel drums. Most of the drums have completely rusted through and the fuel has leaked out and dried up years ago. Some of the barrels still have fuel in them and could catch fire or explode.

Tool Shed: The tool shed is filled with rusty tools and other pieces of maintenance equipment. There is a fair amount of mold and other such growths on the walls and tools. Gerthuths #6 and #7 are hibernating in the tool shed, under some of the machinery. There is a 25% chance they will awaken if the investigators are noisy.

Action

Landing

The approach to the island will be somewhat unsettling, due to the odd stillness and the presence of the (apparently) abandoned structures. The landing will not be dangerous since the landing strip is relatively clear and the pilot is quite experienced (without a very good reason to do otherwise, the pilot will land at the strip). The landing strip will appear rather spooky and can be described in a way that will unnerve the players a bit "As the helicopter heads in for a landing, you can clearly make out the craft on the strip. Like bodies left after a brutal murder, a helicopter and a transport plane lie rotting away on the runway, abandoned by all except the encroaching plants. The area appears still and empty, but somewhere deep inside you, something feels very wrong."

Once the helicopter is down, the investigators will be free to explore. The helicopter pilot will want to stay with the helicopter, but she can be persuaded to accompany the investigators if they insist. If the Soldier Gerthuths in the shack are awakened by the sound of the helicopter landing, they will watch from the shack and attempt to avoid detection until they have observed for a while. If the pilot is left with the helicopter, they will attempt to capture and interrogate her (which might result in her death). If the helicopter is left unattended, the Soldier Gerthuths will examine it and may accidentally damage it (Keeper's discretion). If the Soldier Gerthuths remain undetected, they will trail the investigators and attempt to awaken the other Soldier Gerthuths before taking action. If the pilot Gerthuth awakens, he will probably attempt to communicate with the investigators and will seem oddly interested in their helicopter and

the pilot. He will do his best to prevent the other Gerthuths from harming the helicopter. If the Gerthuth do not awaken, they will remain hibernating until they are disturbed.

If the investigators enter the shack or examine the Marine helicopter, they might well awaken the Gerthuth. If the Gerthuth awakens, the Gerthuth will react as described below (where their statistics are given).

Exploring the Compound

In order to reach the compound, the investigators will need to travel along the badly overgrown path to the compound. The path was created by cutting through the jungle and appears to have been used by a wheeled vehicle. The path is overgrown, but can still be followed (it was well treated with some rather nasty chemicals, so the plant life still hasn't fully recovered). As the investigators walk along the path, they will notice (if they make Idea rolls) that there is a surprising absence of animal life. There are plenty of nasty, biting insects, however. About halfway up the path is an overturned jeep (a Gerthuth attempted to drive it down the path at top speed and didn't quite make it). It is badly rusted and overgrown and can not be made to run. Near the end of the path (just in front of the entrance to the compound) is a human skull on a metal pole. The skull is mossy, but a spray painted biohazard symbol is still visible on the skull. This skull was put up by one of the scientists, for some odd reason known only to him (perhaps triggered by some vague memory).

Encountering the Gerthuths

At some point, the investigators will come across the Gerthuths. The Gerthuths' responses to the investigators will vary from Gerthuth to Gerthuth and guidelines for Gerthuth behavior are provided below (with the

statistics for the Gerthuths). The surviving soldier Gerthuths will be the most likely to attempt violence against the investigators. If a soldier Gerthuth reacts violently to the investigator, he will persist in his attempts at violence until he succeeds, is defeated, or Captain Williams is able to order a stop to the violence. The surviving scientist Gerthuths are likely to seek aid from the investigators and they will not be prone to violence. Captain Williams is obsessed with returning himself and his men to normal and with gaining revenge on Green. He will do whatever is necessary to get off the island, gain access to research facilities, and to hunt down Green.

The initial encounter with the Gerthuth should be utterly horrifying (You see what appears to be the fungus encrusted remains of a long dead man...something about the body looks very wrong...you stare harder, trying to determine what is wrong...then it moves...). Gradually, the investigators should learn of the horrible tragedy that befell the men of Project Angband (The noises the horrid thing in front of you is making suddenly come clear: "help me...please...help me").

The investigators and members of Sloane's party will certainly react to the Gerthuth in a variety of ways. The descriptions of the various NPCs will be useful in determining their reactions. While Sloane will be terrified by the Gerthuths, once she learns the truth, she will be horrified and outraged. Sloane will be determined to help the survivors and expose the truth.

Green's Special Team

Sloane's investigations attracted the attention of Green and he has kept a careful watch on her. He has made several indirect attempts to discredit her, which have failed. When he learned that Sloane intended to visit the island,

he put together a team of trusted men to deal with the threat to his secrets. This team will be dropped into the ocean by a long range aircraft and swim to the island, towing a small raft with their supplies. They are equipped to cross the coral reef and (due to their training) will be able to do so without injury. Once they arrive on the island, they will conduct a quick recon sweep and then seek out Sloane's party.

The team has orders to capture Sloane's group and remove them from the island (they are scheduled to be picked up by helicopters operating from a converted freighter) if possible. If Sloane and her people have learned too much, the team leader has orders to arrange an "accident." Because of the potential for fallout, the team leader will prefer to avoid killing anyone important. He will have his team search anyone who is captured and will destroy any incriminating evidence they might find. Once the team leader has rounded up Sloane's party, he will send some of his men to "clean up" the labs and other structures.

Green has warned the team that they might encounter some "very strange things," and that these things should be destroyed on contact. Hence, the team members will attempt to kill any Gerthuth they encounter. The Gerthuth will respond in kind, which might result in a great deal of violence.

The team will also be expecting the investigators to be present. Unless the investigators are extremely secretive, Green's intelligence operatives will have provided the team members with information about them. The team will also have a great deal of information about any investigators who were in the military (US or foreign). Unless the investigators are important or influential, the team members will have qualms about killing them.

If the investigators are able to defeat

the team members, they will be unwilling to talk, even if they are tortured. Of course, the threat of exposure to the Gerthuth agent will probably make them talk.

Resolution

If the investigators survive the adventure and are able to save Sloane and most of her people, they should receive 1D3 Sanity points as a reward. If the investigators are able to recover enough evidence so that Sloane (or they) can get an investigation underway, they should receive a 1D3 bonus to their Sanity Points. If the investigators are able to rescue some of the Gerthuths and bring them back safely, they should receive another 1D3 points. If the investigators learn that a way has been developed to restore the Gerthuths' humanity, they should receive a 1D6 Sanity Point bonus.

If the investigators flee the island, leaving their companions to their fate, they should lose 1D6 Sanity points.

The actions of the investigators might well have larger repercussions. If the investigators are able to gather enough evidence (such as the papers which Williams preserved), Sloane will be able to begin an in depth investigation into the project and Green's involvement. If Sloane is able to carry out the investigation, it will shake up some of the power structure. If things get too hot, Green will sacrifice as many of his underlings as he needs to to preserve himself (Green has too much influence and power to ever be brought down). The evidence contained in the papers William's preserved is quite damning. It contains details of the procedures used, signed orders and other such material. If Sloane gets her investigation underway, a special investigation team will be sent to secure the island and an effort will be made to

reverse the effects of the Gerthuth agent. Naturally, various hidden government agencies will become involved and they will attempt to acquire information about the agent. The exact results of the investigation are left to the Keeper. A possible follow up adventure could involve the investigators in an attempt to recover stolen Gerthuth material.

If the investigators are captured by Green's team, they will be stripped of their equipment and any evidence they might have gathered. Green's men will do their best to "clean up" the island with fire and explosives. Captured investigators will receive no Sanity Point reward, but they will also receive no penalty (as long as they tried). Once Green's team has taken control, a helicopter will come to pick up the survivors. Sloane and her people (including the investigators) will be dropped off at an abandoned island with a long range radio and enough supplies to last until they are rescued. Naturally, the team members have nothing with them that would link them to Green. If the investigators end up stranded on the island, they will be rescued. Because of the lack of evidence, Sloane's investigation of this matter will come to an end.

NPCS

Janet Sloane, U.S. Representative

STR 11
CON 12
SIZ 11
INT 14
POW 14
DEX 12
APP 15
EDU 16
SAN 70
HP 12

Damage Bonus: None

Weapons: Fist 55% 1D3, Kick 36% 1D6, Grapple 27%

Skills: Accounting 25%, Bargain 25%, Credit Rating 25%, Drive Auto 26%, Fast Talk 35%, Law 45%, Library Use 38%, Occult 15%, Persuade 35%, Psychology 15%.

Equipment: Macintosh PowerBook 520(with fax/modem), cellular phone, briefcase

Description: Sloane is a relatively young woman (for a representative) with dark hair and brown eyes. She is of average height and is very good looking. More importantly, she is very intelligent, well-educated and quite willful. Politically, she is a traditional liberal with some radical leanings. She is vehemently opposed to governmental secrecy, since she believes it generally conceals corruption, waste, inroads into liberty and illegal dealings. While she comes from a very safe background and has never been exposed to personal violence, she will remain cool and in control during a crisis. She is mildly religious and has no real belief in the supernatural or the extremely unusual (UFOs, monsters, etc.). She is friendly and easy going, but is accustomed to being in charge (which may annoy some investigators).

Sarah Spencer, Secret Service

STR 13
CON 14
SIZ 12
INT 13
POW 12
DEX 15
APP 14
EDU 14
SAN 60
HP 12

Damage Bonus: +1D4

Weapons: Fist 70% 1D3+1D4, Kick 55% 1D6+1D4, Grapple 27%, Mini Uzi 50% 1D10, .357 Magnum 55% 1D+1D6

Skills: Climb 45%, Conceal 25%, Dodge 40%, First Aid 46%, Jump 35%, Listen 36%, Martial Arts 55%, Sneak 18%, Spot Hidden 55%, Swim 33%.

Equipment: Cellular phone, mini-headset radio, Mini Uzi (2 clips), .357 Magnum (2 speed loaders), light bullet proof vest .

Description: Spencer is a strong and handsome woman who is obviously in excellent physical condition. She has red hair and green eyes. She is an excellent tactician, but tends to be a bit prone to excessive violence (she has been reprimanded on a few occasions).

Because of this, her supervisor assigned her to protect Sloane on her fact finding missions. Her supervisor hoped that Spencer would find protecting an anti-gun, anti-violence liberal like Spencer nauseating, but the two women have become friends, despite their differences of opinion. Spencer is quite willing to take a bullet for Sloane. Spencer is very religious, but has no real belief in the supernatural. She has heard rumors about extremely strange government projects from friends of hers in the military and intelligence services, but she places little faith in the rumors. Spencer is at her best in high stress situations. She has never been known to panic and seems to be completely without fear. The only slightly odd thing about her is that she has an obsession with crossword puzzles.

John Lasker, Secret Service

STR 16
CON 15
SIZ 15
INT 14
POW 13
DEX 13
APP 12
EDU 13
SAN 65
HP 15

Damage Bonus: +1D4

Weapons: Fist 75% 1D3+1D4, Kick 57% 1D6+1D4, Grapple 57%, Ingram Mac 10 51% 1D10, 9mm Parabellum 54% 1D10

Skills: Dodge 45%, Law 16%, First Aid 48%, Jump 37%, Listen 35%, Martial Arts 50%, Sneak 38%, Spot Hidden 52%, Swim 43%, Track 23%.

Equipment: Cellular phone, mini-headset radio, Ingram Mac 10 (3 clips), 9mm Berreta, light bullet proof vest .

Description: Lasker is a large, tough looking man of average appearance. He played football in college and still looks like he could play. He has black hair and blue eyes. Lasker is politically liberal and requested to be assigned to Sloane so he could protect her. He suspects, rightly, that she will be targeted for assassination at some point and he wished to prevent this. Lasker likes Sloane a great deal and is very protective of her (sometimes this might seem to border on paranoia). Sloane appreciates his concern, but is constantly telling him to ease up a bit. Lasker also like Dale quite a bit, since Dale seems to be the only one that can keep Lasker's headset radio working (for some reason, Lasker is a "jinx" for headset radios and they stop working on him on a regular basis. Lasker's wife is a political journalist who is reasonably well known. Lasker is quite calm in high stress situations and is content to follow Spencer's plans (he knows she is a better tactician than him). Lasker is not particularly religious and has no real belief in the supernatural or the extremely unusual.

Anne Lee, Aide (Dana Torres, Military Intelligence)

STR 13
CON 14
SIZ 12
INT 15
POW 14
DEX 17
APP 12
EDU 16
SAN 70
HP 13

Damage Bonus: +1D4

Weapons: Fist 65% 1D3+1D4, Kick 67% 1D6+1D4, Grapple 47%, 9mm Parabellum 45% 1D10,

.22 Long Rifle Pistol 65% 1D6, Uzi SMG 50% 1D10, M16 45%

Skills: Climb 46%, Fast Talk 55%, Hide 33%, Jump 37%, Law 12%, Library Use 37%, Listen 36%, Martial Arts 65%, Persuade 23%, Pilot Helicopter 15%, Psychology 24%, Sneak 24%, Spot Hidden 38%

Equipment: Macintosh PowerBook 145B(with fax/modem), cellular phone, briefcase, .22 pistol (2 clips).

Description: "Lee" appears to be a fairly small, mousy woman with brown hair and thick glasses. She is the paradigm of organization and serves to handle all organizational matters for Sloane. In actuality, she is an experienced military intelligence officer named Torres. Torres is an extremely efficient individual who is skilled and experienced at playing various roles. She is dedicated to the United States military and is determined to protect America from all its enemies (real or perceived by her and her superiors). She tends to be a bit paranoid and irrational when it comes to matters of national security and is willing to kill anyone who appears to pose a threat to national security. Torres was assigned, by paranoid elements in the military, to infiltrate Sloane's organization two years ago. Torres organization skills and efficiency quickly caught Sloane's notice and she moved up in Sloane's staff quickly. Torres is actually quite loyal to Sloane and takes her duties seriously, but would kill Sloane in an instant if her superiors gave her a legitimate order to do so (she would pray for her afterwards, though). Torres is an intensely religious woman and sees the world as a struggle between good (America) and evil. In high stress situations, she will remain efficient and

organized. Despite her rather extreme views, she is no fool and is aware that not everyone who waves a flag is a good guy. Her commanding officer is a friend of Green's and he has kept Green informed of Sloane's doings. If the investigators can convince her that Green is a threat to America (exposing that he was to blame for the deaths on the island might do this), she will act against him.

Clarence Dale, Aide

STR 12
CON 13
SIZ 13
INT 13
POW 11
DEX 12
APP 14
EDU 15
SAN 55
HP 13

Damage Bonus: None

Weapons: Fist 50% 1D3, Kick 25% 1D6

Skills: Accounting 15%, African History 15%, Computer Use 35%, Electrical Repair 24%, Electronics 11%, Law 13%, Library Use 42%, Photography 37%, Swim 55%

Equipment: Apple Newton PDA, PowerBook 170 (with Fax/Modem), cellular phone, camcorder, briefcase.

Description: Dale is a young man, fresh out of college. He is of slight build, has black hair and brown eyes. While he is not particularly athletic looking, he is a very good swimmer and is always trying to find time to swim while on the road with Sloane. In addition to his love of politics (Dale is a liberal), he is fascinated by technology (he double majored in political science and computer science). He also has an amateur interest in photography. Because of his talents, Dale helps Sloane with various technical matters (like the Information Super Highway) and runs the camcorder. Dale is moderately

religious and has little belief in the supernatural. He has been exposed to little in the way of violence in his life and will prefer to avoid high stress situations.

Kelley Burnett, Helicopter Pilot

STR 11
CON 12
SIZ 11
INT 13
POW 13
DEX 16
APP 14
EDU 14
SAN 65
HP 12

Damage Bonus: None

Weapons: Fist 50% 1D3, Kick 25% 1D6, Handgun 35%, Rifle 34%

Skills: Astronomy 10%, Electrical Repair 31%, Electronics 14%, Mechanical Repair 41%, Navigate 53%, Pilot Helicopter 61%, Photography 45%, Swim 32%

Equipment: Camera

Description: Burnett is a medium sized, attractive woman with brown hair and brown eyes. She learned to fly helicopters in the national guard and she has basic military training. Because of her years of flying helicopters in dangerous situations, she has very strong nerves and is unlikely to panic in most situations. She is not particularly religious and has no experience with the supernatural. She believes she saw a UFO once, but she will only tell people she really trusts about that experience.

Capt. Gerald Jones, Special Team Leader

STR 15
CON 15
SIZ 14
INT 15
POW 14
DEX 16
APP 13

EDU 16
SAN 63
HP 15

Damage Bonus: +1D4

Weapons: Fist 66% 1D3+1D4, Kick 77%

1D6+1D4, Grapple 67%, 9mm

Parabellum 65% 1D10,

Heckler & Koch MP5 61%, M-16 42%,

Combat Knife 51% 1D4+2+1d4

Skills: Climb 51%, Conceal 46%, Dodge

47%, First Aid 47%, Hide 45%, Jump

37%, Martial Arts 56%, Listen 43%,

Navigate 23%, Persuade 37%, Sneak

47%, Swim 37%, Track 25%.

Equipment: 9mm Parabellum (2 clips),

Heckler & Koch MP5 (4 clips), combat

knife, Kevlar T-shirt (4 armor points),

night vision goggles, medical kit,

headset radio, 4 C-4 Charges.

Description: Jones is a tall, tough

looking man. He has short blonde hair

and icy blue eyes. An experienced

special forces officer, he is extremely

resourceful, very competent, and

exceptionally skilled in combat. Jones is

a ruthless and efficient killer, but he is

very professional about it. If he has to

kill anyone, he does so as quickly and as

mercifully as possible. Jones has been

with Green's operation for three years

and worked for two years before that

"cleaning up" certain special projects. In

his time he has seen some very strange

and unusual things (hence his lower

Sanity Points). Because of his experience

in such matters, he can handle just

about anything. Jones has been ordered

by Green to "clean up" the Angband

project, recover any data that can be

recovered, and prevent Sloane from

learning about what really went on. If

necessary, Jones will kill Sloane and her

party.

Lt. Doug Smith, Special Team Member (Tech & Science)

STR 13

CON 13

SIZ 13

INT 16

POW 11

DEX 12

APP 12

EDU 15

SAN 51

HP 13

Damage Bonus: +1D4

Weapons: Fist 65% 1D3+1D4, Kick 57%

1D6+1D4, Grapple 47%, 9mm

Parabellum 38% 1D10,

Heckler & Koch MP5 55%, M-16 35%,

Combat Knife 45% 1D4+2+1d4

Skills: Biology 32%, Climb 46%, Conceal

17%, Cthulhu Mythos 3%, Dodge 44%,

Electrical Repair 35%, Electronics 25%,

First Aid 37%, Hide 25%, Jump 37%,

Listen 33%, Martial Arts 26%,

Mechanical Repair 45%, Medicine 13%,

Navigate 13%, Sneak 41%, Swim 37%,

Track 15%.

Equipment: 9mm Parabellum (2 clips),

Heckler & Koch MP5 (4 clips), combat

knife, Kevlar T-shirt (4 armor points),

night vision goggles, medical kit, mini-

electronics kit, mini-tool kit, bio-sampler

kit, headset radio, binoculars.

Description: Smith is a middle size man

with brown hair and brown eyes. He is

an experienced special operations officer

and has been working on Green's

special operations for nearly a year (his

predecessor met an unfortunate

accident). He is a competent soldier and

reasonable skilled in a variety of

technical and scientific areas. His main

function on the team is to handle field

repairs and to investigate various odd

phenomena (this is the most dangerous

part of the job). Smith is fairly young,

but has had encounters with some very

strange things. Because of these

experiences, he can deal with bizarre

situations. Smith has been ordered to

recover any surviving data from the

"Angband" and to assist Jones in

"neutralizing" the situation. Smith

doesn't particularly like killing people,

but he is obsessed with protecting

humanity from "them."

Sgt. Joe Calburn, Special Team Member

STR 17
CON 15
SIZ 16
INT 12
POW 10
DEX 13
APP 10
EDU 11
SAN 50
HP 16

Damage Bonus: +1D6

Weapons: Fist 75% 1D3+1D6, Kick 75% 1D6+1D6, Grapple 80%, M79 55%, 9mm Parabellum 55% 1D10, M-16 57%, Combat Knife 59% 1D4+2+1d4

Skills: Climb 58%, Dodge 45%, First Aid 44%, Hide 45%, Jump 44%, Martial Arts 46%, Listen 44%, Navigate 27%, Sneak 49%, Swim 47%, Track 35%.

Equipment: 9mm Parbellum (2 clips), M-16A1 (2 clips), M79 (20 grenades), combat knife, Kevlar T-shirt (4 armor points), night vision goggles, medical kit, headset radio, 4 C-4 charges.

Description: Calburn is an extremely large man who is obviously extremely strong. He is career military and has served with Green for over 15 years. He is extremely loyal to Green and will carry out his orders without question. If necessary, he is willing to kill anyone, including fellow team members, in order to complete the mission. Calburn is a professional killer and fears nothing. Weird things are just targets to him. He is rather fond of his M79 grenade launcher and will even use it as a direct fire weapon against human targets.

Sgt. Frank Jackson, Special Team Member

STR 13
CON 14
SIZ 11
INT 12

POW 12
DEX 17
APP 12
EDU 10
SAN 60
HP 13

Damage Bonus: none

Weapons: Fist 55% 1D3, Kick 57% 1D6, Grapple 47%, 9mm Parabellum 85% 1D10,

M-14 85% (4 clips), Combat Knife 45% 1D4+2, 4 C-4 Charges.

Skills: Climb 57%, Conceal 34%, Dodge 47%, First Aid 47%, Hide 55%, Jump 37%, Martial Arts 26%, Listen 43%, Navigate 33%, Sneak 57%, Swim 37%, Track 35%.

Equipment: 9mm Parbellum (2 clips), Heckler & Koch MP5 (4 clips), combat knife, Kevlar T-shirt (4 armor points), night vision goggles, medical kit, headset radio.

Description: Jackson is a thin, wiry man with thinning hair. He is an extremely quiet man and looks more like a clerk than a killer. Despite his appearance, he is a professional sniper with dozens of kills. Jackson is not easily rattled by anything and is loyal to Green. His job is to take care of "problems" from a distance.

Monsters

Sharks

| Characteristics | Rolls | Averages |
|-----------------|-------|----------|
| STR | 2D6+6 | 13 |
| CON | 4D6 | 13-14 |
| SIZ | 3D6 | 10-11 |
| POW | 3D6 | 10-11 |
| DEX | 3D6 | 10-11 |
| Move | 8 | 12-13 |

Av. Damage Bonus: 0

Weapon: Bite 25%, 1D8

Skills: Find Prey 80%

Description: The sharks that live within the confines of the reef are man sized fish. They feed primarily on the fish that dwell in the area. While they are not particularly vicious sharks, they are

inclined to bite things that attract their attention (such as swimming investigators). If the sharks are attracted by the investigators, there is 10% chance they will attempt to "taste" an investigator, 40% if the investigator is already bleeding. If a shark approaches, there is a 45% chance the investigators will be able to frighten it away by striking it in the nose. If a shark frenzies, it cannot be frightened away. Once a shark bites an investigator, there is a 25% chance it will try to bite the investigator again. Each round a shark bites an investigator, there is a 50% chance it will frenzy. A frenzied shark will attack until the investigators escape, die, or kill it.

Gerthuths ("Melt Men"), Altered Humans

Description: Gerthuths are human beings who have been severely altered through an infestation of an alien organism. This organism was first produced by the enigmatic Elder Things and later revived by American scientists in the 1970s. The process of alteration is horrible and radically alters the body of the victim. The flesh and organs are transformed into a fleshy material (similar in many respects to Shoggoth matter) that are stretched out across the victim's skeleton (which remains intact). This makes a Gerthuth look like a human skeleton with slimy, gelatinous masses stretched out across the bones, connecting to it in disturbing and unnatural ways. From the masses extrude small, writhing tentacles and small orifices open and bubble in the flesh. The victim's internal organs (including the brain) are changed and are distributed throughout the fleshy mass, making Gerthuth's very resistant to physical damage. Sharp calcium deposits are formed on the ends of a Gerthuth's fingers, giving it claws suitable for raking attacks. Gerthuths

have excellent senses of smell (the orifices act as organs of smell and as small mouths as well) and have light sensitive patches on their outer membranes. With a great deal of effort, a Gerthuth can make some semblance of human speech (it requires an Idea roll each minute to make out what a Gerthuth is saying). Gerthuths are completely insane by human standards, and are often possessed of a terrible hunger, especially after their initial transformation. Those that retain a fair amount of their intelligence may be reasoned with. After all, the Gerthuths were once human and some remember their former humanity.

Attacks: Gerthuth's attack with their claws. They may strike with both hands at the same time. When a Gerthuth wounds a victim, the victim must make a Luck roll to avoid getting infected with material from the Gerthuth. This material will inflict one point of damage each round for 1D3 rounds, before the victim's natural defenses take care of it. The infected skin will seem to melt and will look a great deal like Gerthuth flesh. The infection "damage" will heal at half the normal healing rate (and medical treatment will be half as effective with such "wounds"). If an infected victim dies, the infection will spread throughout the victim's body with unnatural speed (taking one minute per size point of the victim). Gerthuths can use weapons, provided they retain the skill to use them. Gerthuths are extremely long lived and an individual will exist for 100 + 1D100 years. Upon the end of its lifespan, a Gerthuth will dissolve into a fetid, stinking pool of slime. Gerthuths can hibernate for extended periods of time (up to four years) in order to avoid starvation or just to pass time. A hibernating Gerthuth has a 20-50% chance of waking up when there is activity in the area. If a Gerthuth is

disturbed physically, then it will automatically wake up. After hibernating for an extended period of time, a Gerthuth will be ravenously hungry.

Creation: Gerthuth's are created when a human being becomes infected via a wound from a Gerthuth or is exposed to the agent that originally created the Gerthuth. When a human being is transformed, the individual's STR increases by 3 points and his CON increases by 2 points. The victim's INT is reduced by 2D6 and his DEX by 1D6. Each of the victim's skills are reduced by 1D20 percentage points, due to the radical restructuring of the victim's mind and body. The victim loses 2D8 Sanity Points upon transformation and then loses 2D8 Sanity Points each day until complete madness ensues. The victim will retain many of their memories and some of their personality. Of course, the experience will certainly alter the person severely. If an antidote can be manufactured, an individual could, in theory, be transformed back into a human being. Of course, the SAN loss would remain. Gerthuth find exposure to salt and direct sunlight very painful (this is due to their composition). Because of this, they will not enter the ocean and will avoid direct sunlight (this is why the Gerthuth have been unable to leave the island by building a raft).

Soldier Gerthuths

| | #1 | #2 | #3 | #4 | #5 | #6 | #7 |
|--------|------|------|------|------|------|------|------|
| STR | 15 | 15 | 15 | 16 | 17 | 19 | 20 |
| CON | 14 | 13 | 15 | 15 | 16 | 17 | 17 |
| SIZ | 12 | 13 | 11 | 13 | 13 | 15 | 16 |
| INT | 3 | 7 | 6 | 5 | 7 | 8 | 7 |
| POW | 11 | 12 | 10 | 12 | 13 | 9 | 11 |
| DEX | 10 | 9 | 8 | 7 | 9 | 8 | 10 |
| HP | 13 | 13 | 13 | 14 | 15 | 16 | 17 |
| Damage | +1d4 | +1d4 | +1d4 | +1d4 | +1d4 | +1d6 | +1d6 |

We

apons: Claw 30% 1D4+db+Special., Combat Knife 20% 1D4+2+db

Skills: 30%, Climb 35%, Conceal 20%, First Aid 20%, Hide 15%, Listen 20%, Sneak 15%,

| Characteristic | Rolls | Averages |
|--|---------|----------|
| STR | 3D6 +3 | 13-14 |
| CON | 3D6 +2 | 12-13 |
| SIZ | 3D6 | 10-11 |
| INT | 3D6-2D6 | 3-4 |
| POW | 3D6 | 10-11 |
| DEX | 3D6-1D6 | 7 |
| Move | 6 | HP 10-11 |
| Average Damage Bonus: +1D4. | | |
| Weapons: Claw 25% 1D4+db+Special. | | |
| Armor: None, but all impaling weapons inflict half damage. | | |
| Spells: None | | |
| Skills: See above. | | |
| Sanity Loss: It costs 1/1D8 to see a Gerthuth. | | |

Rifle 30%,

Description: These Gerthuths were formerly soldiers assigned to the project. They are the seven survivors from the complement of twenty men. Greene selected these soldiers because of their combat skills, loyalty, and willingness to kill. The process of transformation, and their years of horror on the island have driven them completely mad. Most of them are quite psychotic and will be prone to attack and kill people. They still believe they should be protecting the island from intruders. If a person encounters one of these Gerthuth, and the individual is not actively hostile (and speaks English), there is a 20% chance the Gerthuth will say something like "You in restricted place...leave now or I kill." If the individual leaves, the Gerthuth will let him go. Otherwise, the Gerthuth will savagely attack. The Gerthuth still remember how to use weapons and will use them if they acquire them. They still have some tattered remains of their uniforms and gear hanging from their bodies. #2, #5, #6, and #7 have developed a pathological hatred of Greene, while the others barely remember anything. If Captain Williams gives them an order, they will obey if they make an Idea roll. Otherwise, they will do whatever they want to.

Scientist Gerthuths

| | #1 | #2 | #3 |
|-----|----|----|----|
| STR | 12 | 13 | 14 |
| CON | 13 | 11 | 13 |
| SIZ | 12 | 11 | 11 |
| INT | 10 | 13 | 9 |
| POW | 11 | 14 | 13 |

DEX 9 7 9

HP 13 11 12

Damage None None +1d4

Weapons: Claw 25% 1D4+db+Special.

Skills: Claw 25%, Biology 55%,
Chemistry 45%, Pharmacy 15%

Description: These Gerthuths were formerly scientists assigned to the project. Their transformation has robbed them of some of their former intellectual abilities. This loss, combined with the madness associated with the transformation, has horribly twisted these men. Because of their current condition, there is a 25% chance they will attack if they are startled. If approached carefully, they will be amenable to reason (though they will often do some rather odd things, such as "stirring" empty beakers, attempting to use ruined instruments, etc.). They have been futilely working on a way of reversing their condition over the years, but have met with no success (while they remember a fair amount of what they previously knew, they simply aren't up to the task). Their two main obsessions are finding a cure and killing Greene (because they, rightfully, blame him for their fate). #2 and #3 were forced to work on the project (the alternative was being sent to front line combat duty in Vietnam) and they have a special hatred of Greene. #1 was a military scientist, but he has grown to truly hate Green over the years.

Lt. David Parker

STR 17
CON 16
SIZ 12
INT 10
POW 13
DEX 14
HP 14

Damage +1D4
Weapons: Claw 25% 1D4+db+Special,
Combat Knife 35% 1D4+2+1D4.
Equipment: Combat Knife
Skills: Astronomy 6%, Listen 34%,
Navigate 34%, Pilot Helicopter 44%,
Spot Hidden 34%,
Description: Lt. Parker was a Marine
helicopter pilot with special operations.
His unit was assigned to "clean up"
"Angband." While waiting for the team
to return, Parker saw some Gerthuths
come from the shack. Frightened, he
opened fire on them, killing one. The
others wounded him badly and he
retreated to the helicopter and tried to
lift off. Parker ended up "dying" in the
helicopter, with the engine still running.
After his transformation, he stayed with
his helicopter, hoping to be able to leave
someday. If disturbed, there is a 10%
chance he will attack. Otherwise, he will
attempt to communicate. He retains
some of his mental faculties, but has
forgotten a great deal. He now only
wants to fly away from the island.

Captain Williams

STR 19
CON 17
SIZ 14
INT 10
POW 14
DEX 12
HP 16
Damage +1D6
Weapons: Claw 35% 1D4+db+Special,
45 Automatic 43% 1D10+2 (6 shots left),
Combat Knife 1D4+2+1D6.
Equipment: .45 Automatic, Combat
Knife, Binoculars
Skills: Climb 41%, Conceal 18%, Hide
21%, Jump 30%, Listen 31%, Navigate
31%, Persuade 34%, Sneak 21%, Spot
Hidden 32%
Description: Captain Williams was
chosen by Green to replace Leland (who
was sent to Vietnam). Williams was an
ambitious young officer who hoped to

advance quickly through the ranks and
then enter into politics. Unfortunately
for Williams, he ended up in the
nightmare of "Angband." Williams was
infected during a fight with several
Gerthuth and ended up becoming one.
Williams retained a fair amount of his
intellect and personality through the
transformation. Though he is quite mad
by human standards, he is still fairly
rational and has a great deal of self
control. He will only fight in self defense
and will attempt to communicate with
anyone who arrives on the island (after
making sure they are not here to "clean
up" the island). His main concerns are
finding a way to return himself and the
other survivors back to normal and to
gain revenge on Green. Williams has
kept one uniform intact (he sealed it in a
plastic bag) and he still has his service
.45 (with six live rounds left). Because of
his former rank, the other Gerthuths
will sometimes obey his orders.

The Gerthuth Agent

The agent appears to be a milky,
gelatinous mass in which small green
flecks are suspended. The material emits
a faint odor, which smells very strange
and very unpleasant. Analysis by a
skilled individual (one who has access
to advanced equipment and is able to
make a Biology skill roll) will reveal that
the material consists, in part, of DNA.
There is also material within the agent
that does not appear to be native to
earth. A successful Biology or
Chemistry skill roll will reveal that the
material does fall within the realm of
conventional material, however.

The Gerthuth agent is still quite
active. If the agent contacts the bare
flesh of a terrestrial creature, the
material will begin to "melt" the flesh
and the material will quickly spread
over the surface of the victim, as the
mass expands at the expense of the
victim's flesh. The material will inflict

one point of damage per gram that is in contact with the victim. Every ten seconds, the agent will double in size. When the victim's hit points are used up, the victim is transformed into a Proto-Gerthuth. A Proto-Gerthuth is identical to a Gerthuth, except the victim's STR increases by 6 and his CON increases by 4. The victim's INT drops by 1 point every five minutes and the victim loses 1D6+4 Sanity Points instantly and 1D4 every 5 minutes after that. When the victim's INT is reduced to 0, the victim will collapse and remain horribly alive until killed or 100 + 1D10 years passes. Seeing a Proto-Gerthuth costs the same as seeing a Gerthuth. The victim will also automatically become crazed and ravenously hungry. Due to the madness and hunger, the victim will blindly attack all other living things in a confused attempt at self protection and a desperate feeding frenzy. The Proto-Gerthuth fights like a Gerthuth and can infect others. Those infected will become "normal" Gerthuths (the Gerthuth Agent will have tailored itself based on the victim's DNA).

The original material used to create the Gerthuth agent was discovered by Dr. Johnson during his expedition. The material was originally created by the Elder Things in the course of their experiments. Their goal was to create a more tractable breed of servant from terrestrial life forms to replace the troublesome shoggoths. These experiments were never completed due to an incursion of Shoggoths. Certain artifacts from the Elder Thing city, including a few containers of the material. Centuries and centuries later, Dr. Johnson recovered some of the artifacts. These artifacts were taken by the government and researched and experimented on for years until the Gerthuth agent was produced.

Handouts

Handout #1

"...My current investigation focuses on a rather mysterious government project called "Angband" (which, according to one of my aides, is a horrible breeding ground of monsters from one of Tolkien's fantasy novels). From my previous research, I have discovered some tenuous links between "Angband" and an Antarctic research expedition lead by a Dr. Johnson in the later 1950s. I'm not sure exactly how "Angband" began, but it got fully underway in some isolated section of Maine and was later moved to an island in the Pacific. There are no available records that detail what really occurred on the island, but the official story is that it is a nuclear waste disposal site. However, some checking with a friend in the Department of Energy revealed that this story is almost certainly a cover up. My friend sent me information that indicates that only 17 drums of nuclear waste were transferred to the island from a storage facility. This small amount of waste would hardly make the island a storage facility. Because of this, I suspected that "Angband" was not a project for disposing of waste, but something else entirely. I do not have all the details, but I suspect that the project was an illegitimate wartime "black operation."

Because of your investigatory skills and experience with potentially hazardous situations, I would like to request your aid in my investigation. I am hoping that this investigation will turn out to be another misappropriation scandal and that "Angband" was just another illicit luxury resort for government officials. However, I am afraid that it is something much worse..."

Handout #2

-Notes on Dr. Johnson

1. *Bangor Daily News* (March 13, 1956) - Dr. Johnson returns from the Antarctic after three months.
2. US Army Records (March 12, 1956)- Materials from Dr. Johnson's expedition are confiscated by the US Army.
3. US Army Records (June 15, 1964) - Materials from Dr. Johnson's expedition are transferred from the Army's High Security Storage Facility to a project called "Operation Dark Ice."
4. *Bangor Daily News* (October 11, 1965) - Dr. David Johnson killed in a car accident.

Handout #3 Notes on "Operation Dark Ice" and "Angband."

1. US Army Records (June 12, 1964) - Funding is set aside for a special weapon research project, code named "Operation Dark Ice." Project head: Major Green. Project location: Norway, Maine. Classification: Top secret.
2. US Army Records (May 13-20, 1966) - Funding allocated to the shutting down of "Operation Dark Ice." Funding allocated to a continuity special weapons project, "Angband." Project Head: Major Green. Project Location: unnamed Pacific Island. Classification: Top Secret.
3. US Army Records (June 22 - July 15, 1971): Funding for "Angband" officially terminated. Funding allocated for "Operation Purification." Funding listed as being allocated to convert the "Angband" island to a nuclear waste storage facility. Project Name: Pacific Storage Operation #12. Project Head: Captain Jones. Classification: Top Secret.
4. Government Memorandum (July 12, 1971): 17 containers of nuclear waste transferred

to the US Army from Storage Facility 13.

5. US Navy Records (July 14th, 1971): a Leahy class vessel is assigned to operations of the "Angband" island. Two helicopter pilots are treated for radiation exposure, according to Naval medical records.

Handout #4

-Clipping from the Oxford Hills Democrat (May 12, 1966)

Mutilated Deer Found Near Crooked River

Carl Donaldson reported finding several mutilated deer while looking for a fishing spot yesterday. According to Carl "I noticed a terrible smell and then I saw the deer scattered around. They were torn up something fierce and I never have seen anything like it. I know somebody will say it was a bear, but no bear did that. No way." Local volunteers cleaned up the carcasses.

Handout #5

-Clipping from the Oxford Hills Democrat (May 13, 1966)

US Army Corps of Engineers Conducts Exercises Near Crooked River

You may have noticed the Army trucks driving around Norway and Oxford hills. According to Major Green, his engineering unit is practicing bridge building and demolitions on Crooked River. Local residents are warned to avoid the Crooked River area until the exercises end, because of the blasting exercises. Major Green said that he expects to have the exercises wrapped up in about a week.

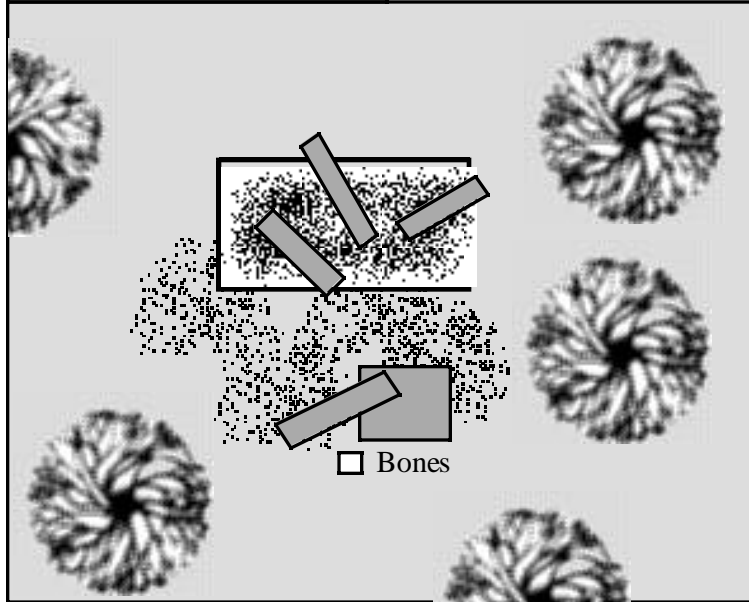
Handout #6

-Typed Note

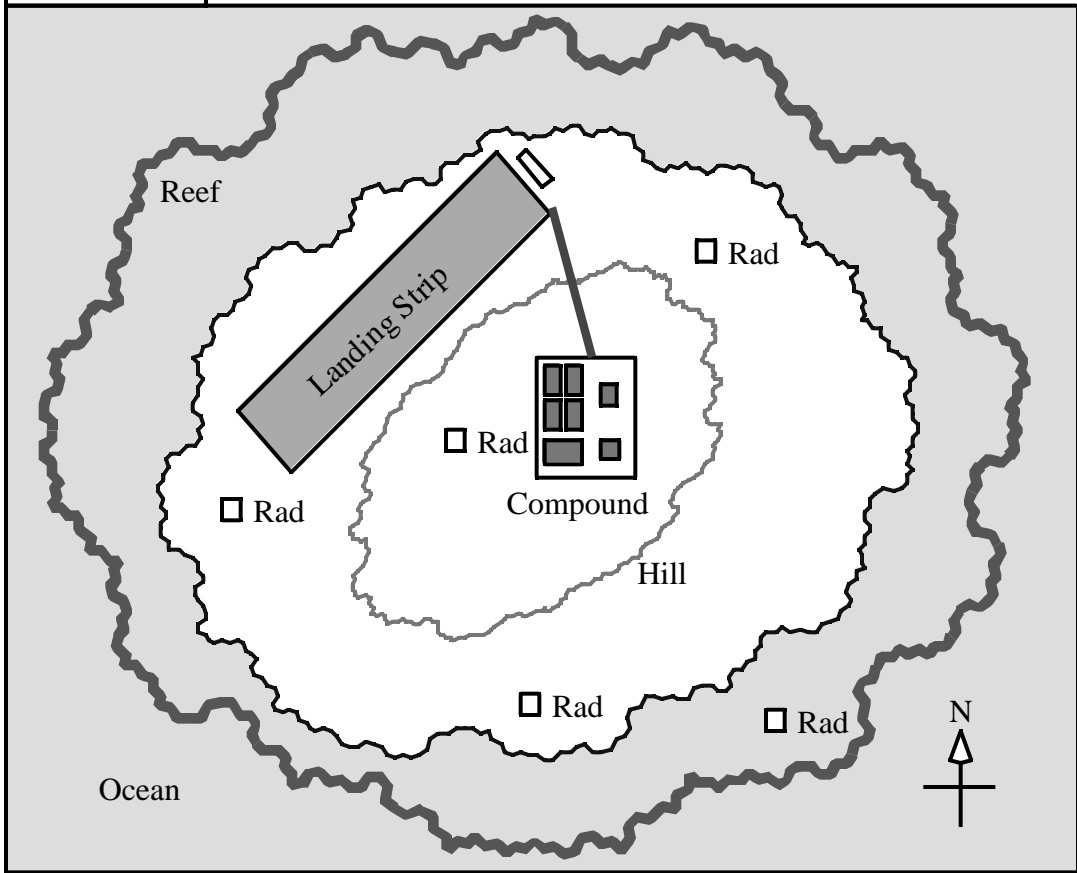
June 5, 1971

My name is Captain David Terrence Williams of the United States Army. This is my last record. I can hear them pounding on the door, so I don't have much time. There was an accident, a terrible accident, earlier. Some of the guys in Green's special lab were exposed to something and Corporal Kensen told me he saw them melt. The alarms went off right after Kensen reported to me. People started running all over the place, some of them were screaming. A couple of the docs destroyed our only plane and damaged the helicopter. The MPs shot them. Things just got worse from there. That bastard Green took off in the helicopter, leaving the rest of us here. Something happened to some of the men. I think they aren't men any more. I can hear them outside the door, pounding to get in, to get at me. God forgive us for what we have done here. That son of a bitch Green must pay for what he's done.

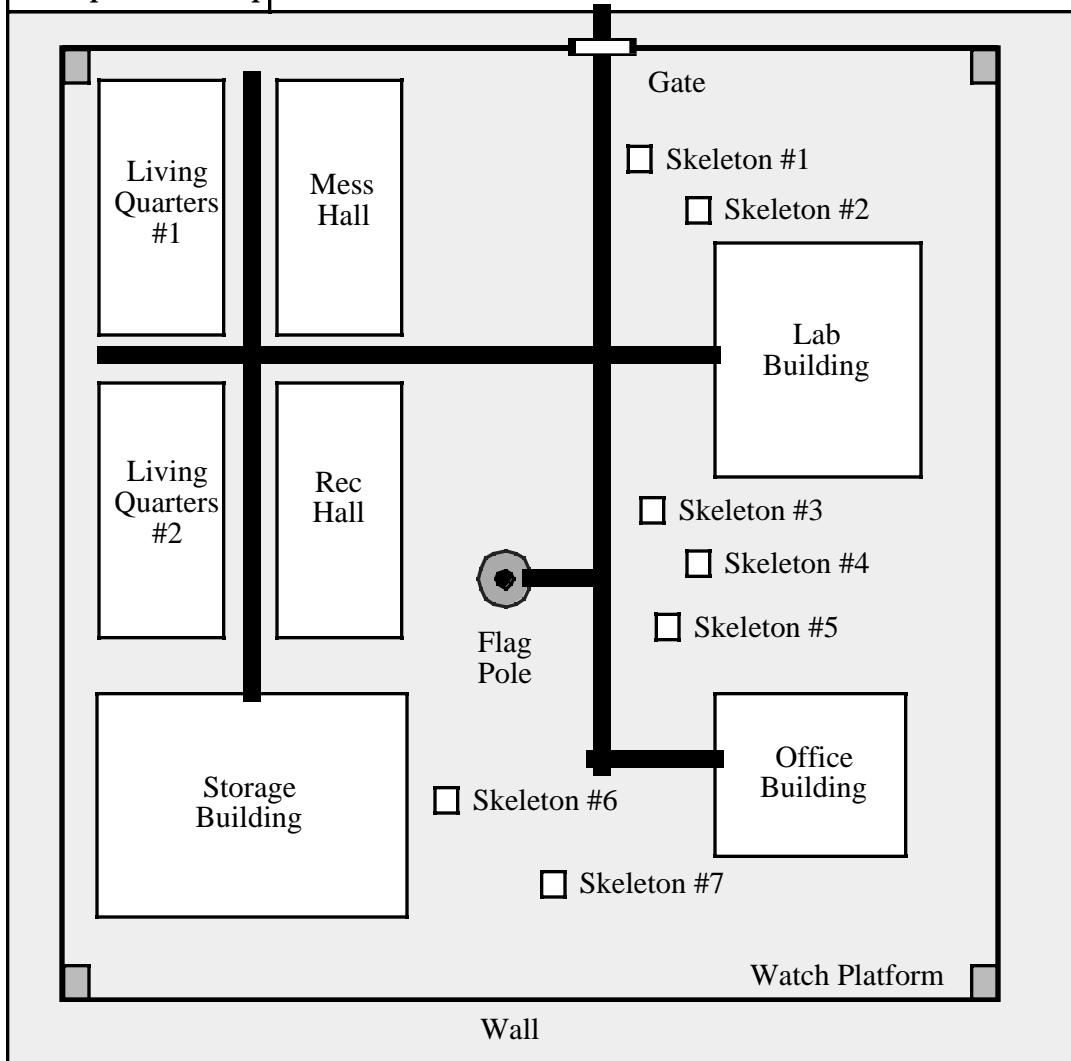
Project "Dark Ice" Ruins



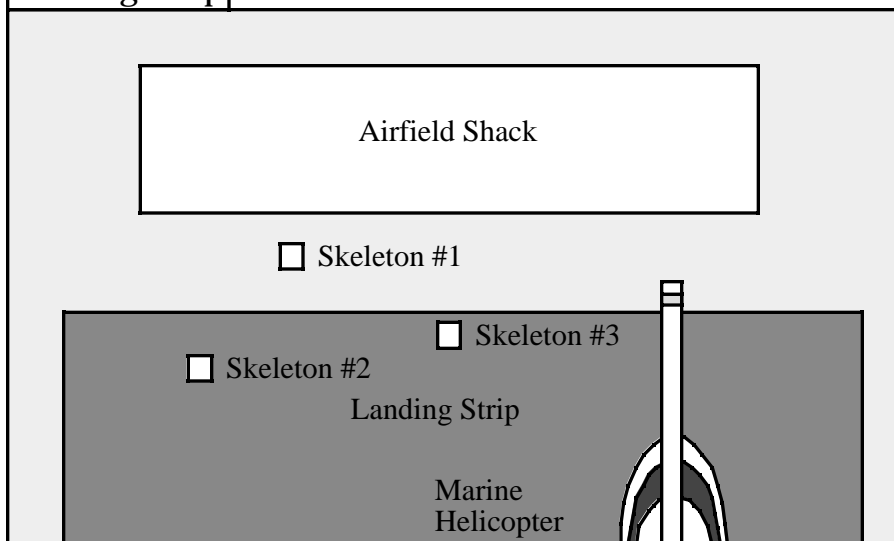
Island Map



Compound Map

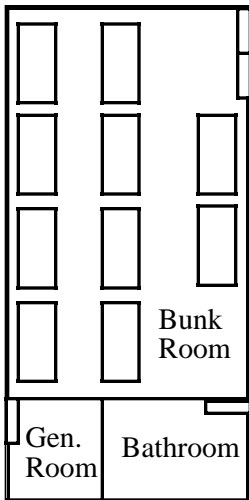


Landing Strip

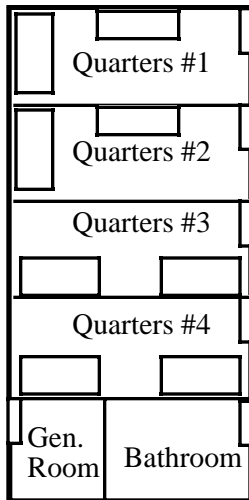


Compound Buildings

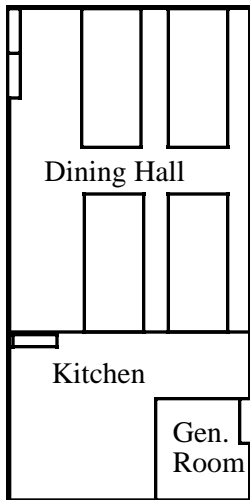
Living Quarters #1



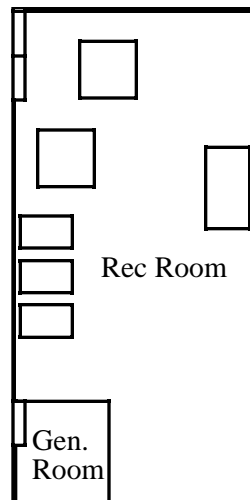
Living Quarters #2



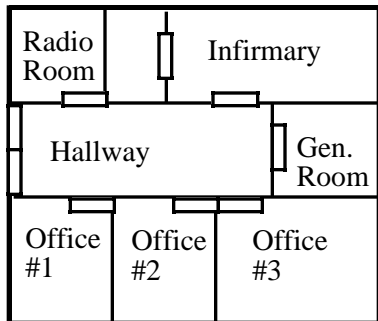
Mess Hall



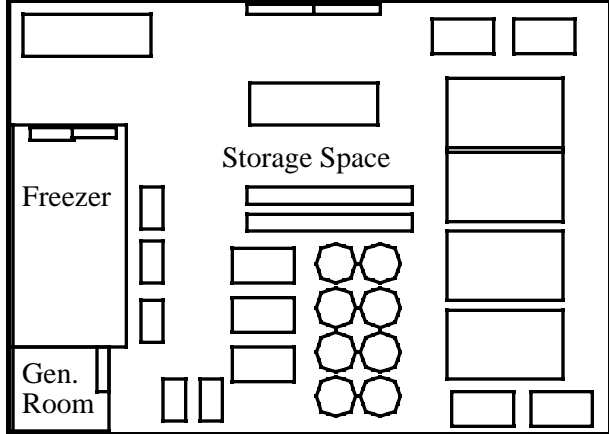
Rec Hall



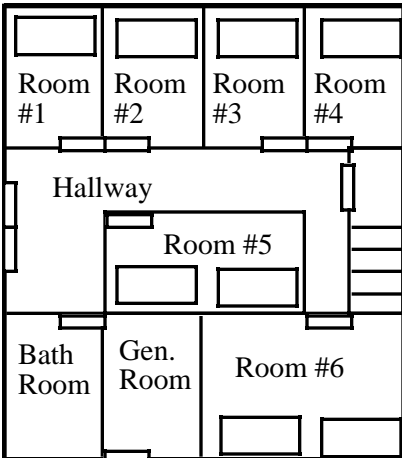
Office Building



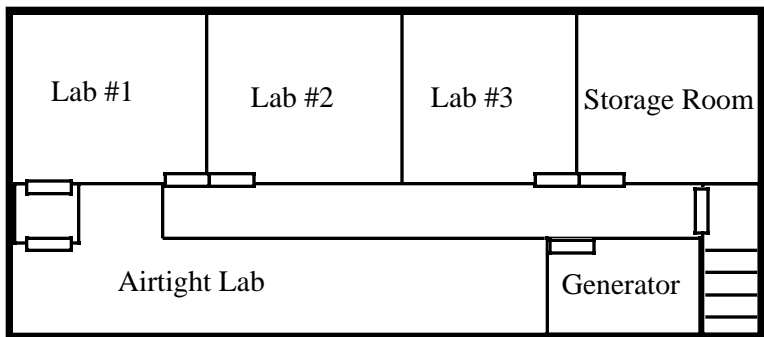
Storage Building



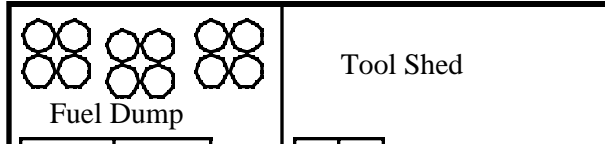
Lab Building



Underground Lab



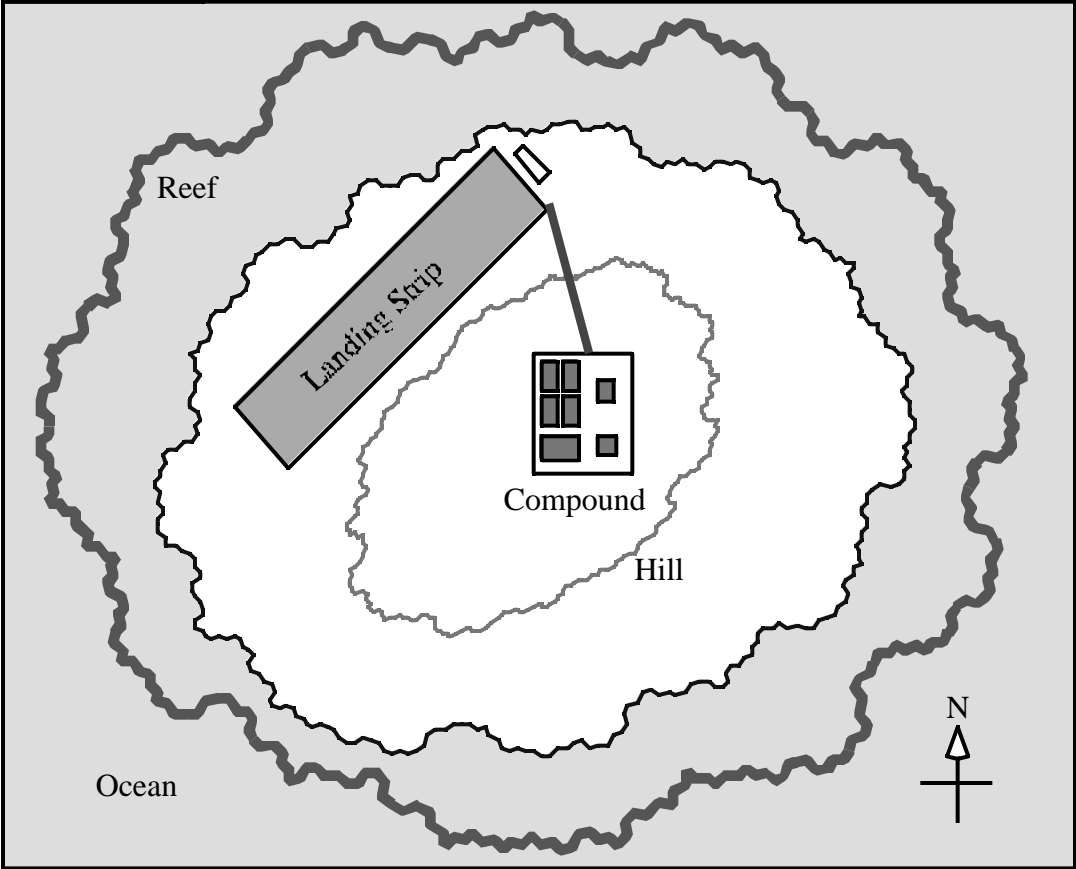
Airfield Shack



"A Dark Island"
Call of Cthulhu

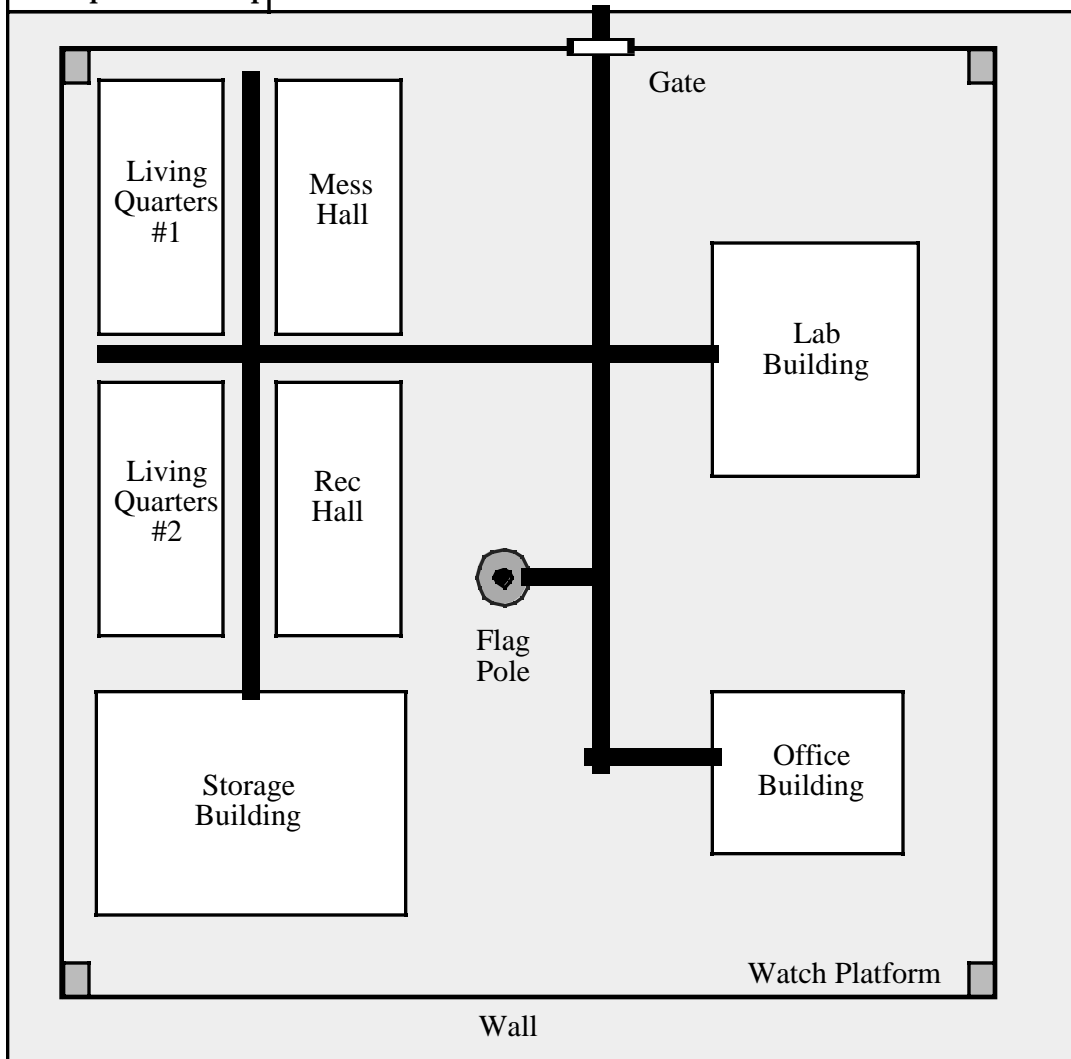
Player's Island Map

Island Map

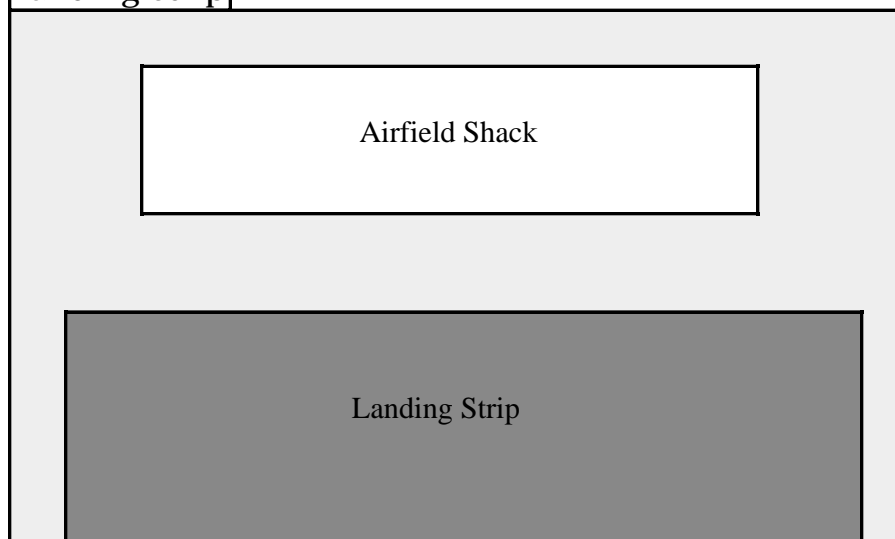


Compound Map

Player's Compound & Airstrip Maps



Landing Strip



"Demon of Catheway" ©1996

Dr. Michael C. LaBossiere
ontologist@aol.com
1/10/1996

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Introduction

This adventure is intended for a moderate sized group of PCs and it is set primarily in an isolated Maine town called Catheway. The adventure is set in the 1990s, but can be set in another time period and in another location (with suitable modifications, of course). The investigators will be primarily be facing human opponents, but there is a good chance they might go up against a rather unpleasant Mythos being.

Keepers Introduction

In 1795 two English adventurers, William Catheway and Samuel Longstock, discovered an ancient tomb in Egypt. The two men found the ancient remains of an Egyptian magician as well as his "demon" This "demon" was sealed into an enchanted cage along with the magician's treasures. Catheway, an exceptionally greedy man, negotiated with the "demon" and was able to work out a deal with it. In return for parts of the treasure, Catheway agreed to provide the "demon" with specially prepared human hearts. For a short time, Catheway and Longstock worked together in Egypt to acquire victims for the demon, but in 1796 Catheway decided to keep the loot for himself and murdered Longstock and gave his heart to the "demon." Longstock's brother was not convinced when Catheway said that he had returned to Europe and threatened him, forcing Catheway to flee to the new world.

Catheway wandered around the United States for several years, never able to stay in one place for very long because of his need to find victims to exchange for treasure. In 1800 Catheway hit on the idea of starting a religion. Since Catheway had a "demon" at his disposal, he was able to start up a real "fire and brimstone" religion. He was cunning enough to recruit his followers among those who would not be missed, such as new immigrants and people without families. He continued to recruit followers until he had a fairly sizable following. In order to avoid the attention of the authorities, Catheway used some of his wealth to buy a plot of land in what is now Maine. He brought his followers to this land and they built a small town. Catheway was able to provide his "demon" with the hearts it craved by

"sending the chosen to Heaven."

Things went very well for Catheway until 1810. In the fall of that year Longstock's brother, who had been hunting Catheway across the globe for years, came to the town and killed Catheway. Longstock took some of Catheway's loot and returned to England, causing Catheway's followers to assume that he had been killed by a robber. With the death of Catheway, the religion he founded soon died out. Despite the death of the religion, the town survived (but barely). In fact, the survival of the town was due, in part, to Catheway's death. The "demon" had persuaded Catheway to conduct a ritual that would free the "demon" and this ritual would have required the death of everyone in the town. Without the ritual, the "demon" remained caged.

With the death of Catheway, the "demon" was denied fresh hearts. Catheway's "demon", which he kept carefully hidden in a secret underground vault, went into a form of suspended animation to await the arrival of a new provider. It turned out to be a very long wait, one which the "demon" almost did not survive.

The town of Catheway recovered in 1896 when a small lumber company started operations in the area. This operation grew rather slowly, but it was productive enough to keep the town alive over the years. Through all this the "demon" slept in its vault.

In the late 1980s the vault was exposed by years of erosion. In 1990, a troubled teenager named Bill Leland stumbled across the vault while looking for a place to smoke some marijuana. Over the next four years, the "demon" corrupted Leland and taught him the spell needed prepare the hearts.

In 1994, Leland worked up the courage to kill an old man, take his heart and give it to the "demon." Leland dumped the old man's body in the woods and was rewarded by the "demon." Over the next two years Leland found victims who would not be missed and gave their hearts to the "demon." In return, the "demon" provided Leland with numerous small trinkets which Leland sold to buy drugs and prostitutes in Bangor, Maine. Leland used his new wealth to impress some other troubled individuals and gathered them into a small gang with him as the head. Any gang member who caused him trouble or defied his leadership soon ended up a sacrifice to the "demon." Leland also used the "demon" to impress and win over a group of Satanists, so he has small force to aid him.

Two weeks before the adventure starts, Leland will try to kill a homeless person in Bangor and fail. The man will report the attack to the police, who will investigate, but will not find any leads. Leland will return to the "demon" empty handed and it will refuse to pay him. Angry, and badly in need of a fix, Leland will drive back to Bangor, kill a prostitute and take her heart back to the "demon."

Three days before the adventure begins, the "demon" will finish teaching Leland the Dispel Cage spell and will do its best to talk Leland into casting it. Leland will consider whether to cast the spell or not for several days (he does not fully trust the "demon") and this will give the investigators time to find out what is going on and put a stop to it.

Getting the Players Involved

A week before the adventure begins, a piece of jewelry which Leland pawned will be purchased by Brian Dumont, a University of Maine student, as a present for his sister. By pure chance, one of the sister's professors, Dr. Armedt, will recognize the piece as a genuine Egyptian artifact. Excited, and wanting to see if there are any more pieces available, he will ask Dumont to see if he can find any more pieces. After visiting the LaVec pawn shop, Dumont will contact Leland. Leland will force the student to go to Catheway and then show him the "demon." After killing Dumont, Leland will give his heart to the "demon" and dump Dumont's body in the woods.

The adventure will begin with a phone call from Dr. Armedt. Dr. Armedt is an old friend of one of the more scholarly investigators in the party and Dr. Armedt has some knowledge of the investigator's involvement in the strange and unusual.

Dr. Armedt will tell the investigator that the brother of one of his students disappeared shortly after he asked him to try to find more about an ancient Egyptian artifact. This artifact had been purchased at a pawn shop in Bangor, Maine. Dr. Armedt knows that the pawn shop is called "LaVec's Pawn Shop" and

that Dumont called him to say that he was going to a town called "Catheway."

Dr. Armedt, who is 68 years old, will be unable to make the trip to Maine. Instead, he will ask his friend to go and investigate what happened to Dumont (and find out more about the artifacts, if possible).

A Trip to Maine

If the investigators are not already in Maine, then they will need to journey there. There are two main airports in Maine: the Portland airport and the Bangor international airport. Portland is the largest city in Maine and is about two and a half hours (driving) from Bangor. Bangor is a relatively small city and is about two and a half hours from Catheway (driving).

Unless the Keeper is feeling particularly vicious, the trip to Maine should be uneventful. If the investigators are in dire straits financially, the Keeper may wish to have Dr. Armedt provide them with some travel funding from his university. Dr. Armedt is no fool and the Keeper should not allow the investigators to dupe him out of money.

Players' Information

Once the investigators arrive in Maine they will probably begin their investigation in Bangor. The investigators will have little trouble in securing information about Catheway and there will be some additional information that might catch their attention.

The following information about Catheway can easily be found by checking various sources of historical information. The particular passage quoted is from Sam Johnson's *A Short History of Small Maine Towns*:

The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.

The following information about Catheway is available in Dr. Deborah Jones' *Small Cults of America*. This book is a respected scholarly work in the field of religion and would be known to experts in the field. It could also be found by a search in the area of small American religions and obscure American cults.

Sometime around 1800 an Englishman named William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.

The following information can be found in "Violence in Maine", a special column in the *Bangor Daily News* by local writer Carl Fox. Similar information can be found in news reports in newspapers and on TV.

A few days ago Wilbur Horton reported being attacked by a man. He was slightly injured and released from the Eastern Maine Medical Center after treatment....The next morning, a young woman was found murdered in an alley. Police are withholding the name of the woman until the next of kin are notified, but a confidential source revealed that this innocent woman's heart was missing....Just recently, a University of Maine student has been reported as missing...

If the investigators wish to talk to Fox, they will be able to find him at the offices of the Bangor Daily News. As long as they are civil, he will be willing to talk to them for a short while. Fox is in his fifties and is fairly sedentary. He will tell the investigators what he knows about the incidents, which is as follows. He knows that Horton was attacked by a young man wearing a nice leather jacket. He also knows that a young woman was found dead. The cause of death was a stab wound in the lower back. He will say that his police source said that the woman's body had been marked with odd, probably Satanic symbols and that the woman's heart appeared to have been cleanly removed. He knows that the missing student's name is Dumont. If the players impress him favorably and offer to give him first shot at what they might turn up, he will let him know the name of his police informant.

If the investigators go to Lavec's Pawn Shop, they will find that it is fairly typical of that sort shop. The owner, Paul LaVec, is not a bad person but is a trifle too eager for profits at times. He knows Leland, since Leland has pawned a lot of stuff at his store. He is slightly afraid of Leland and his associates, but he will be willing to say that he sold a piece to some "college boy" and that the student asked him about Leland. If the investigators ask about this, he will say that he told the student that Leland lives in Catheway but he can often be found at the local bars. For some cash incentive, LaVec can provide a decent description of Leland. If the investigators go looking for him in the bars they will eventually run into someone who knows of him and, at the Keeper's discretion they might run into him. If Leland learns that LaVec said anything to the investigators, he will kill him and take his heart.

If the investigators look around LaVec's shop, they might recognize some of the pieces as Egyptian artifacts. Such pieces can be discerned using Archeology or History. The investigators can also find the pieces Leland pawned by asking LaVec. LaVec has no idea that the pieces are priceless Egyptian artifacts. He does think that they are valuable since he does know that they are made out of gold. He is asking about \$150 to \$400 per piece depending on its size and quality. He has six pieces,. If the investigators seem overly interested, he will ask for more. He has records for twenty sales of the items Leland pawned, in case the investigators decide to follow up on the other pieces later. What happens in such cases is left up to the Keeper.

If the investigators are able to get access to the police records or talk to Fox's police source, they will be able to get a description (from the report given by the man Leland attacked) that matches Leland very closely. They will also be able to get a look at a photograph of the murdered woman. The photo shows a half naked woman lying on garbage bags in an alley, with a gaping hole in her chest. Other photos show close ups of the wound. The wound is very precise and some odd marks are visible on the body. If an investigator has Cthulhu Mythos and makes his skill roll, he will recognize the markings as being similar to those used in Mythos related spells. If the investigators try to find the man who survived Leland's attack, they will have only a slight chance of doing so. If they do find him, he will not be able to add much more to what he said to the police. If the investigators decide to follow up on the dead prostitute, they will find that she has been buried and that her apartment has been rented out. If they seek information from other prostitutes, they might be able to find a woman who will tell them that Trixie Brown (the prostitute) picked up a guy at a bar. She will not know his name, but can give a description that closely matches Leland.

If the investigators seek information in Catheway, their best source is Dan Jacobs. Jacobs is a former police officer and is the unofficial leader of the town. He knows that Leland is trouble and thinks that he has been pulling some small thefts in Bangor. Jacobs will point out the fact that Leland does not work a job, yet he is able to afford to rent a house and that he was able to buy a Trans-Am and a pick up trucks. Jacobs does not suspect that Leland is involved in anything a horrible as what he actually is

involved in.

There are other potential avenues of investigation which can be handled by the Keeper.

Maps

The Town of Catheway

Catheway is a very small town and has a population of less than 100. There are just over thirty houses in the town, not all of which are inhabited. The main industry for the town is the sawmill on Miller Stream, but it has been doing very poorly and only employs ten people. It is scheduled to shut down operations in less than a year and this will mark the death of Catheway.

The inhabitants of Catheway are mostly older people who retired from work at the sawmill or the associated wood cutting operations. A few of their children have stayed on in the town, but most people who are not of

retirement age have either moved on or are packing. The inhabitants are friendly, although they will not take kindly to people who are rude or troublemakers. The inhabitants know about Leland and his boys and do not like them. However, they know that unless Leland actually gets caught breaking a law they will be stuck with him.

The houses in Catheway tend to be two story wooden houses, some of which were built in the 1800s. The inhabited houses are all well maintained.

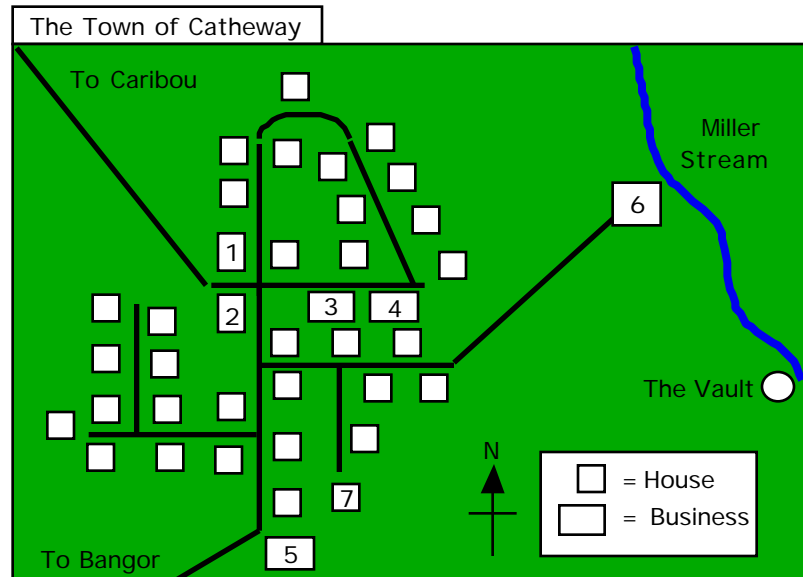
1. Gas Station/Convenience Store: This small store is run by Gus Hawkings. He worked at the sawmill until he lost an arm in an accident. After that, he used the money from his settlement to start his store. The store serves the towns inhabitants and it does not make very much money. It is scheduled to be closed by the owning chain as soon as the mill shuts down.

2. Grocery Store: This store is now closed down. The building is empty except for the shelves and such that were not worth removing. The windows have been boarded up. The inhabitants of Catheway now drive to Bangor or nearby towns to do their shopping.

3. Lodge: This lodge is run by Harold Marquette and his wife Edith. It has twelve rooms and a common dining area. The rate is \$25/night. The lodge is the most successful business in town as the deer hunting is quite good on the other side of Miller Stream.

4. Office: This building served as the office for the sawmill and cutting operations. Because of the decline in operations the office closed. This building is empty except for a few items of old furniture that were not worth shipping out.

5. School: This building was the school for the town. It was closed down by the state two years ago and has stood empty ever since.



6. The Sawmill: The foundation for this old structure was laid down in the last century. The operation was modernized in the 1940s but is now on the verge of being shut down. There is still some cutting going on, but not much. Once the current employment contracts run out, the mill will be shut down for good.

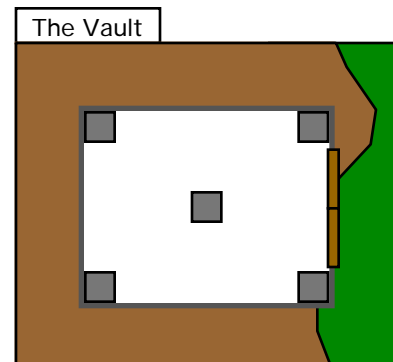
7. Leland's House: Leland is renting a two story house with an unfished (dirt) basement. The house is fairly messy as Leland is not a great house keeper. The first floor has a kitchen, living room and an dining room. The upstairs has three bedrooms and a bathroom. Leland sleeps in the main bedroom. He keeps a lock-box in his closet which holds \$1,542 in cash, a stash of drugs, a scarab brooch from the "demon," and two modern gold rings (taken from victims). He keeps an address book by his phone which contains the phone numbers and addresses of Hansen, Wence and the hard core Satanists. Devoe sleeps in the second bedroom. He keeps paper taped over the window so the light from his room will not be visible. His room is rather filthy. One corner of the room has sheet metal on the floor and it is covered with all sorts of burned up things. Devoe keeps a lot of flammable material in the room. The third bedroom is empty, but is sometimes used by a visiting Satanist. Leland is fairly careful not to keep anything in his house that would link him to his victims. However, he has six credit cards from past victims which he has put in a plastic bag and buried in a coffee can in the basement. If the investigators check the basement, they can spot the area where the can is buried by making a spot hidden roll. One of the credit cards belongs to Dumont.

The Vault: The vault is located outside of town in a hilly, wooded area. The area has a reputation as a bad area to hunt (the deer and other animals can sense the presence of the "demon" and stay away) and it is fairly tough terrain. Hence it is avoided by just about everyone. Leland discovered the vault some time ago by pure chance. He has worn a slight trail to it (requires a Tracking skill roll to find and follow) but he has been careful not to create an obvious path to it.

The Vault

The vault is a solidly built structure and it is made of local granite. The walls and ceiling are supported by solid granite columns. The doors are made out of thick wood and were treated with oil and tar to make them last. The hinges are badly rusted and the doors are slightly decayed, but they still work. When Leland is not at the vault he chains the doors shut. To get in, the investigators would have to cut the chains, pick the lock, or pry the handles out of the door (this would be easiest).

The vault has been exposed by years of erosion, but it is fairly hard to spot since the granite is also worn. The interior is dark, mossy and damp and the ceiling is only six feet high. Against the back wall is the cage that holds the "demon." Also in here are a couple folding chairs, an old card table, a Coleman lamp, a can of fuel for the lamp, and a plastic cooler. There are cigarette butts and beer cans scattered about on the floor.



Action

The action begins when the investigators received the call from Dr. Arnedt and agree to find out what has happened. While the adventure will unfold differently for each Keeper, the following events are suggested.

First, the investigators will begin their investigation in Bangor. While there they should acquire the information provided in the handouts. They should also learn about Leland from the pawn shop owner.

They might even have a brief encounter with Leland. The Keeper should try to arrange some contact between the investigators and John Wence. Perhaps they will meet him at the pawn shop or at one of the bars (if they go looking for Leland).

Unless the investigators are particularly inept, they should find that the clues lead to Catheway and to a man named Leland. The investigators should be in little danger in Bangor as long as they do not make it clear to Leland that they are after him. If Leland learns that the investigators are after him early in the adventure, he will have time to prepare and act against him. Leland may well decide to kill the investigators or they may provoke him into trying to dispel the cage early. If the investigators are competent, they should have little trouble in getting the information they need and then they will probably move on to Catheway.

Second, the investigators are likely to follow the leads to Catheway. The Keeper should give them some time to poke around a bit in Catheway and time to meet Dan Jacobs. Leland does keep an eye on what is happening in Catheway, so the arrival of strangers will not escape his attention. If the investigators maintain a plausible cover, Leland will keep an eye on them but probably will not try anything, as he prefers not to take victims so close to home. If the investigators let it be known that they are looking for Dumont or Leland, he will keep a careful watch on them and will take steps to eliminate them, should he feel sufficiently threatened.

The investigation in Catheway should be reasonably uneventful unless the investigators provoke Leland into acting against them. He will tend to start off with threats and property damage and then move up to direct violence if the investigators do not get the message. If possible, he will let his boys and the Satanists do any direct violence for him. It is not likely that the "demon" will need a new heart while the investigators are in Catheway. The last victim had a POW of 8, so the "demon" should still have a couple weeks left. If the Keeper wishes to have Leland get another heart, the date the heart was taken can be pushed back or the victim's POW can be lowered.

Third, the "demon" will eventually talk Leland into casting the Dispel Cage spell. It will promise that it will give him all of the treasure and continue to aid him once it is freed. Leland is convinced that the "demon" will do these things and he thinks that it will be great once the "demon" is free to rip apart his enemies. After discussing matters with the "demon," Leland will decide to cut the power and phone line, burn down as many buildings in Catheway as possible and then shoot any survivors. He then plans to complete the spell and free the "demon." Leland will be able to talk Devoe, Hansen and four of the Satanists into going along with his plan. He will be able to talk Wence into mixing up some homemade napalm and other flammable chemicals but he will not tell Wence what he plans to do.

The Keeper should give the investigators a chance to learn of Leland's plan and give them a chance of stopping him. If the investigators go after Leland while he is still preparing, he will resist them to the death, but he will probably only have Devoe with him. Of course, Keepers who have a vicious streak may wish to force the investigators into action at the last minute.

If the investigators do not learn of Leland's plans or are unable to stop him, he will put his plan in motion. Hansen and the four Satanists will drive to Catheway in the morning and will help Leland and Devoe prepare the firebombs. Leland lives in a house in Catheway and they will do this work in the basement. If they are interrupted, they will try to kill the investigators. At some point Wence will overhear what they are planning to do. He will not go along with it and will slip away at the first opportunity. If he has met the investigators and they are in town, he will warn them that Leland is planning on burning down the town and then he will flee as fast as he can.

Once it gets to be fairly late, Devoe and three of the Satanists will place the firebombs around the town while Leland, Hansen and the fourth Satanist cut the power and phone lines. Shortly after the power and phone lines are cut, the bombs will go off. After the bombs go off, Devoe and three of the Satanists will cruise the town in cars to shoot or run over any survivors. Meanwhile, Leland and Hansen and the other Satanists will be driving two four wheel drive pickup trucks and loading them with corpses for the ceremony. Once they get a full load of bodies (at least ten per truck) , they will drive the trucks to within 100 meters of the vault and dump them. While the others are keeping any survivors and the investigators busy, Leland will begin the spell.

Conclusion

How the adventure ends depends primarily on whether or not Leland succeeds in casting the Dispel Cage spell. If the investigators prevent this spell from being cast or if the spell fails, the "demon" will remain trapped. If the investigators are able to find the trapped "demon," they should have no trouble killing it. Since it is caged, it can only attack them if they come within its reach. An effective way to kill it is to fire at the cage with a shotgun until it dies.

If the investigators cannot find the trapped "demon" or have no idea that it even exists, any survivors from Leland's group will probably return to it eventually. If this occurs, then the trouble will start up again. If the investigators end up taking care of Leland and his fellows, the "demon" will probably never be found and it will perish in its cage.

If the spell is cast successfully, the "demon" will want to work out centuries of pent up rage. It will go on a brutal killing spree in what is left of Catheway. If the investigators do not kill it, then it will eventually start up a cult dedicated to Nyarlathotep. It will make use of Leland or Hansen if they survive the night. Surviving investigators might end up tracking the "demon" down in another adventure.

In terms of Sanity Point awards, the investigators should receive 1D3 Sanity Points for defeating Leland and his associates and 1D10 Sanity Points if they kill the "demon." If the town is destroyed by Leland, the investigators should lose 1D3 Sanity Points. If the investigators know that the "demon" has escaped, they should lose 1D6 Sanity points. It is possible to combine rewards and loses. For example, if the investigators defeat Leland and kill the "demon" after the town is destroyed, they would receive $1D3+1D10-1D3=1D10$.

In any case, Catheway is a doomed town. If Leland and his cronies burn most of it and kill many of the inhabitants, the town will die a quick death. If the investigators prevent Leland from killing the town, it will die a slow death as people move away and pass on.

NPCs

Bill Leland

Leland is a 20 year old man who has brown hair, a thin moustache and brown eyes. He wears tattered jeans, t-shirts and an expensive leather jacket. Most of the time he is under the influence of drugs, alcohol or both so his eyes are usually fairly clouded.

Leland has been serving the "demon" for years and his constant exposure and murders for it have rendered him permanently insane. These years have left him capable of any evil and he has no qualms about murder or worse. Despite his madness, he has learned an almost inhuman cunning from the "demon" and he can be a very dangerous man. He is skilled at Fast Talk and will try to talk his way out of trouble first. If that doesn't work, he always carries a loaded .38 revolver and a hunting knife and he is always happy to use them.

While Leland knows that his "demon" is supernatural, he suspects that it is not associated with the Devil he learned about during his years at the orphanage. However, the Satanists do believe that the "demon" is a minion of the Devil and Leland is happy to use this belief to control them.

He is greedy for the treasure that the "demon" has to offer him and is willing to kill people to trade their hearts to the demon.

Bill Leland, Servant of the "Demon"

STR 13 CON 14 SIZ 13 INT 13 POW 10 DEX 12 APP 9 EDU 12 SAN 0 HP 14

Damage Bonus: +1D4

Weapons: Knife 65%, 1D4+2+1D4, .38 Special 60%, 2 shots/round, 1D10, Base Range 15 yards, 6 shots, .45 Automatic, 40%, 1D10+2, 1 shot/round, Base Range 15 yards, 7 shots, Fist 70%, 1D3+1D4, Kick 45%, 1D6+1D4

Skills: Bargain 35%, Conceal 35%, Cthulhu Mythos 8%, Drive Auto 28%, Fast Talk 55%, Hide 25%, Listen 35%, Occult 25%, Sneak 35%

Spells: Ceremony of the Heart, Dispel Cage

Bud Devoe

Devoe is a large 19 year old man who has greasy black hair and brown eyes. He wears old jeans, heavy metal t-shirts and a dirty old coat in the winter. When he can afford drugs or when Leland decides to share, he will be quite high.

Devoe has been one of Leland's boys for three years and is Leland's right hand man. Devoe thinks Leland is just great and will do anything he says. Despite his youth, Devoe has an impressive criminal record that includes rape, murder and arson. He recently escaped from prison and there is a warrant out for his arrest. The family of a girl he raped and murdered have put up a \$10,000 reward for Devoe's capture (they will throw in an extra \$5,000 if he is killed during an attempted capture).

Devoe is large and strong, but is not terribly intelligent. His main way to interact with people is through violence.

Devoe has seen Leland's "demon" and was sincerely impressed by it. Devoe is a Satanist and is convinced that Leland is an emissary from his master. Hence, Devoe will do anything Leland says and will gladly kill people for him. Devoe is still technically sane, but he is thoroughly wicked. He also is a pyromaniac.

Bud Devoe, One of Leland's Boys

STR 15 CON 12 SIZ 13 INT 9 POW 12 DEX 13 APP 11 EDU 10 SAN 41 HP 13

Damage Bonus: +1D4

Weapons: Knife 55%, 1D4+2+1D4, .357 Magnum, 34%, 1D8+1D4, 1 shot/round, Base Range 15 yards, 6 shots, Fist 75%, 1D3+1D4, Kick 55%, 1D6+1D4

Skills: Drive Auto 27%, Drive Motorcycle 35%, Fast Talk 35%, Hide 25%, Listen 35%, Occult 20%, Sneak 35%

John Wence, One of Leland's Boys

Wence is an average sized 21 year old man who has long black hair and blue eyes. He wears fatigues and clothes from Army surplus stores. He uses drugs occasionally, but not nearly as much as Leland and Devoe.

Wence has been with Leland for a year. Before meeting Leland, Wence was a small time drug dealer in Bangor. When he met Leland, he decided that hanging with Wence and serving as a regular supplier would be a better way to make money. Wence will help out Leland and is not above killing people if a lot of money is at stake. However he does not revel in killing like Leland and Devoe.

Wence is the second smartest member of Leland's little group and has some education beyond high school. He is also the most normal and might balk if and when Leland starts to kill people for the Dispel Cage spell. He has not seen Leland's "demon" and is still sane.

John Wence, One of Leland's Boys

STR 11 CON 12 SIZ 12 INT 13 POW 11 DEX 12 APP 11 EDU 13 SAN 55 HP 12

Damage Bonus: none.

Weapons: .22 Long Pistol, 35%, 1D6, 3 shots/round, Base Range 15 yards, 6 shots, Fist 55%, 1D3, Kick 35%, 1D6

Skills: Bargain 35%, Chemistry 25%, Drive Auto 30%, Fast Talk 35%, Hide 25%, Law 10%, Library Use 30%, Listen 35%, Pharmacy 5%, Sneak 35%

Jane Hansen

Jane is a small, extremely attractive 23 year old woman who has long red hair and green eyes. She favors black clothing, black lipstick, and black fingernail polish. She also wears at least a pound of exotic, occult style jewelry.

Hansen was college student at a private New England school. As a sophomore, she became heavily involved in the occult and was drawn in deeper than most people. Two years ago she met Devoe at a meeting of Satanists. He was impressed by her desire to know the "Master" and he brought her to Leland. Attracted by her beauty, Leland decided to keep her and used the "demon" to drive her over the edge. Since then she has served as the leader of a small group of hard core Satanists. These people are fanatically loyal to Hansen and Leland. Since Leland showed them the "demon," they are duly convinced of his infernal status.

Hansen is very intelligent and quite evil. She is convinced that the Devil is her true master and she will do all she can to earn his favor. Hence, she will gladly kill people for Leland and the "demon." Hansen could prove quite dangerous to the investigators as she is very adapt at acting. One of her favorite roles is the good girl who has gone astray, but can be redeemed by trust and care. Of course, once she earns someone's trust, that is when they end up dead.

Hansen lives in Bangor and runs a small occult shop there. Her mother is a corporate CEO in Boston and keeps her daughter supplied with cash in the mistaken belief that her interest in the occult is "just a phase." Hansen's mother has a fair amount of clout and it could be turned against the investigators if they harm her and her mother learns of this.

Jane Hansen, Satanist

STR 7 CON 9 SIZ 8 INT 15 POW 7 DEX 13 APP 15 EDU 14 SAN 16 HP 9

Damage Bonus: -1D4

Weapons: .22 Short Pistol 20%, 1D6, 3 shots/round, Base Range 10 yards, 6 shots.

Skills: Accounting 15%, Acting 55%, Anthropology 5%, Bargain 10%, Credit Rating 50% (thanks to her mother), Fast Talk 15%, History 30%, Library Use 35%, Occult 55%, Psychology 10%

Satanists

There are four Satanists in Hansen's group who are screwed up enough to willingly and knowingly participate in murder. These individuals are extremely loyal to Hansen and they believe that their "salvation" depends on doing their master's work. These four people have seen the "demon" and hence fear and respect Leland. All four of them live in or near Bangor, although they sometimes visit Leland in Catheway.

While they are rather evil and murderous, they are not particularly brave nor are they skilled at combat. They are unlikely to stay and fight for long in the face of determined resistance. However, they are quite up to murdering unarmed or helpless individuals.

Satanists, Servants of Hansen and Leland

| | Bill Punce | Sam Davidson | Diane Weston | Jill Jones |
|----------|------------|--------------|--------------|------------|
| STR | 12 | 14 | 11 | 8 |
| CON | 11 | 13 | 15 | 9 |
| SIZ | 11 | 14 | 12 | 9 |
| INT | 10 | 9 | 12 | 11 |
| POW | 9 | 10 | 11 | 10 |
| DEX | 11 | 12 | 13 | 15 |
| APP | 10 | 9 | 12 | 13 |
| EDU | 12 | 10 | 13 | 12 |
| SAN | 37 | 41 | 46 | 42 |
| HP | 11 | 14 | 14 | 9 |
| Weapon | .22 Pistol | Hatchet | Shotgun | .22 Pistol |
| Attack % | 25% | 40% | 35% | 20% |
| Shots/Rd | 3 | 1 | 1 | 3 |
| Damage | 1D6 | 1D6+1+1D4 | 4D6 | 1D6 |

Dan Jacobs

Jacobs is 50 years old and is a retired police officer. He has gray hair (at least, what is left of it is gray) and a beard. He is an average size man, although he has started putting on weight since he retired. He dresses casually, except at town meetings.

Jacobs is very dedicated to the town since it is where he grew up and he is the informal leader of the town. He takes his responsibility very seriously and does all he can do to make Catheway a good place to live.

Jacobs knows about Leland and his boys and keeps a careful eye on them. They try to avoid attracting his attention since Leland knows that Jacobs would be able to get the police to come down on him very hard.

Jacobs has dealt with many crisis situations during his time as a police officer, so he is not likely to panic if things go wrong. However, he has never had to deal with anything radically out of the ordinary.

The investigators will find that Jacobs will be willing to aid them, provided they approach him properly. He would love to nail Leland and his punks and will be pleased to hear that the investigators are after him.

Dan Jacobs, Former Cop

STR: 12 Con: 12 SIZ: 13 INT: 13 POW: 11 DEX: 12 APP: 10 EDU: 13 SAN: 55 HP: 13

Fast Talk 27%, First Aid 30%, Hand Gun 55%, Night Stick 50%, Law 25%, Listen 35%, Drive Automobile 40%, Spot Hidden 35%, Shot Gun 50%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semiautomatic Damage: 1D10 Base Range 20 yards, 15 shots, Night Stick: 1D8

Mythos Being

Kadariak Kepf, Lesser Servitor Race

The Kadariak Kepf are a race that serve Nyarlathotep in his Egyptian avatars. Their name appears to be a corruption of an ancient Egyptian name whose pronunciation has been long lost in the dust of history. These beings used to dwell in sections of ancient Egypt and other parts of the Middle East, now they are only encountered in ancient tombs and terribly isolated sections of the deepest deserts.

These beings look very much like human corpses that have been mummified by the desert. The main differences between the human form and the form of a Kadariak Kepf are that the Kadariak Kepf has no mouth in its face, its hands are taloned, and there is a horrid, circular mouth in the chest where its heart should be. This mouth is filled with needle like teeth which grind constantly.

Kadariak Kepf often wrap themselves in strips of cloth (like mummies) and cover their faces with golden death masks. It is likely that some mummy stories actually involved Kadariak Kepf. They sometimes carry weapons, such as swords or iron rods.

Kadariak Kepf are very intelligent and capable of learning a great deal. They also possess a devilish cunning and are masters of deception and bargaining. These beings were often loaned to particularly wicked magicians.

Kadariak Kepf are believed to have once been human beings who were transformed into horrible servants by Nyarlathotep. Whatever the truth of the matter, it is the case that Kadariak Kepf need to feed on the hearts of human beings. These hearts must be prepared using the Ceremony of the Heart spell, which all Kadariak Kepf know. This spell may be cast by the Kadariak Kepf or another being who knows the spell.

Kadariak Kepf need to feed on human hearts. They will be able to remain active for one week for every point of POW the victim possessed in life. The heart will be in the "mouth" in a cavity and will be held in place by maggot-like tendrils which burrow into the heart. The heart will eventually be consumed and need to be replaced. Each day the Kadariak Kepf goes without a heart it will lose one point of POW each day until either it dies at 0 POW or gets a new heart. If it gets a new heart, it will regain one point of lost POW each day, but each point of POW it regains will take a week off the "life" of the heart. A Kadariak Kepf can also go into a form of suspended animation in order to stay alive. In this state the Kadariak Kepf can survive for 10 years for every point of POW the victim possessed. Provided it has a regular supply of hearts, a Kadariak Kepf can live indefinitely.

The Kadariak Kepf in this adventure was given to an ancient Egyptian magician. Before his death, he devoted his time and energy to create a mighty cage in which to imprison his Kadariak Kepf. To create the cage, the magician slew twenty other powerful magicians and used their bodies to forge the cage. After it was complete, the magician forced the Kadariak Kepf into the cage and sealed it in along with his treasures. The magician placed many prepared hearts in special urns so that the Kadariak Kepf would survive. The magician believed the Kadariak Kepf would serve as his guardian in the afterlife. Although the Kadariak Kepf has doled out some of the treasure in the cage as bribes, there is still a fortune in ancient Egyptian artifacts in it.

The Kadariak Kepf in this adventure speaks and reads English (Catheway taught it) and it has a vague idea about recent human history and technology through books and magazines Leland brought to it. However, its knowledge of modern times is very limited.

Kadariak Kepf, Eater of Hearts

| Characteristic | Rolls | Averages | Stat |
|----------------|--------|----------|------|
| STR | 2D6+10 | 17 | 20 |
| CON | 3D6+10 | 20-21 | 25 |
| SIZ | 3D6+2 | 12-13 | 15 |
| INT | 3D6+2 | 12-13 | 16 |
| POW | 3D6+2 | 12-13 | 15 |
| DEX | 3D6 | 10-11 | 14 |
| Move 8 | | HP 13-14 | 20 |

Average Damage Bonus: +1D6

Weapons: Claws* 30%, 1D6+db, Bite 1D6+db

* *Can attack with both claws at once, at the same DEX rank.*

Armor: 3-point skin.

Spells: a Kadariak Kepf always knows the Ceremony of the Heart. A Kadariak Kepf has INTX2 of knowing 1D3 other spells. This one knows Contact Nyarlathotep, Shriveling and Dispel Cage.

Sanity Loss: 0/1D10 Sanity points to see a Kadariak Kepf.

New Spells**Ceremony of the Heart**

This spell can only be cast on a freshly killed human being (dead for no longer than twenty minutes) and it must be cast by the killer. Casting the spell involved making precise markings over the corpse's heart with his own blood. When the spell is being cast, the markings glow faintly and the victim's skin and rib cage will split open. This process produces a thick black smoke and a terrible stench. Once the process is done, the heart can be easily removed from the corpse. The heart will now have magical properties. First, it will remain fresh for 10 years for every point of power the victim had. Second, it now serves as "food" for Kadariak Kepfs. These hearts are the only source of nourishment for these horrid beings. These hearts can be preserved for centuries in special urns which are created in accord with the rules for enchanting items. Casting this spell costs 1D4 Sanity points and 1 Magic Point. Seeing the process of the spell working costs 0/1D4 Sanity Points.

Dispel Cage

This spell was created by the caged Kadariak Kepf during the centuries of its imprisonment. The spell's sole purpose is to dispel the enchantment that maintains the cage. It is not a very elegant spell, as the Kadariak Kepf does not know the exact magic used to create its cage and it is relying on Leland. Instead, the spell relies on "brute force" to do its work. This spell takes two hours to cast and consists of two ceremonies. This first ceremony involves an hour of chanting and painting special symbols on the cage using human blood. This part of ceremony requires 2 Magic Points and 1D3 Sanity Points. The second part of the ceremony must be performed within twenty minutes of the death of a large number of people who have been killed for the purpose of the ritual. These victims may be killed in any manner but their bodies must be brought to within 100 meters of the cage. The spell has a 20% base chance of success +1% for every 5 points of POW the victims possessed. While the spell is being cast, the corpses will wither and the hearts will burst from their chests. Seeing this costs 0/1D6 Sanity Points. Seeing the

corpses after the spell has been cast costs 0/1D4 Sanity Points. The caster must chant and inscribe additional symbols on the cage and the corpses while the spell is being cast. This part of the spell costs an addition 2 Magic Points and 1D3 Sanity Points (the cage is extremely powerful). At the end of the hour, if the spell is not interrupted, the roll for success is made. If the spell succeeds, the cage will drip with blood and start dissolving into a mass of bones, organ, flesh, metal and stone (the cage was constructed, in part, from human bodies). Seeing this happen costs 0/1D6 Sanity Points. After the cage dissolves completely, the components will quickly turn into dust. Naturally, the Kadariak Kepf will be free. If the spell fails, the cage will quiver, drip blood and appear to writhe and twist. However, it will remain intact and continue to trap the Kadariak Kepf. Naturally, this spell can only be cast from outside of the cage.

The Cage

The Kadariak Kepf is trapped in an ancient enchanted cage. The cage is large enough to hold a standing man and is three feet across. It is shaped roughly like a cylinder with a solid top and bottom. The bottom section is about three feet thick and is hollow. It is in this area that the treasure is kept. The treasure is reachable via a plate in the floor, which the Kadariak Kepf pried up centuries ago.

The cage is a grayish-green in color and appears to be composed out of some sort of marble. The bars and other parts of the cage appear to have been carved into the shape of horribly twisted human bodies, human bones, human skulls, and human organs. In actuality, the cage was created with terrible and powerful magic using the bodies of twenty ancient wizards. The cage is covered in engraved symbols of potent magic. The cage seems somehow odd, as if the dimensions are not quite right and some protruding parts seem to vanish when looked at from different angles. Looking at the cage extensively might cost a 0/1D2 Sanity point loss.

The cage is virtually indestructible and cannot be opened as it lacks a door. The cage also prevents any spell from being cast within its confines. The bars are spaced three inches apart and cannot be bent by anything with less than a 40 STR. The bars could be cut with modern technology, such as a high power laser or diamond-tipped cutting bits, but it would take a great deal of time. Cutting a bar does not dispel the spell of the cage, but cutting enough of them would let the Kadariak Kepf out. Repairing the cage would require powerful enchantments. The Kadariak Kepf assumes that the cage cannot be cut open by physical means (it knows nothing of lasers or industrial cutting tools) and will put its faith in the spell it crafted over the centuries.

Players' Handouts

Player's Handout #1

The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.

-Sam Johnson, *A Short History of Small Maine Towns*

Player's Handout #2

Sometime around 1800 an Englishman name William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.

-Dr. Deborah Jones, *Small Cults of America*

Player's Handout #3

...Late last night Wilbur Horton reported being attacked by a man. He was slightly injured and released from the Eastern Maine Medical Center after treatment....Early this morning, a young woman was found murdered in an alley. Police are withholding the name of the woman until the next of kin are notified, but a confidential source revealed that this innocent woman's heart was missing...

- Excerpt from "Violence in Maine", a special column in the *Bangor Daily News* by local writer Carl Fox.

Out of the Depths CoC©1992, 1998

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

The old house had been in my friend's family for generations. I remember her telling me all the dark stories about it and the side of her family that owned it. I always thought they were just stories and we joked about ghosts and goblins when she said tshe was moving into the house. But now she and her husband are missing and strange things have been happening in the ocean near the house.

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This difficult adventure is intended for a group of experienced investigators. The adventure is set on the coast of Maine and begins with the investigation of a disappearance. The adventure is set in the 1990s, but cab be set in another time period with suitable modifications.

Getting the Investigators Involved

One of the investigators will be contacted by an old friend who knows about the investigator's involvement with the strange and mysterious. He will tell the investigator that a friend of his recently vanished from her home along the Maine coast and will ask the investigator for help. This friend may be able to provide the investigator with some aid (airfare, etc.). The degree of aid is up to the referee. The investigator's friend is staying at a hotel in the town and will ask the investigators to come to his aid. The town is located on the coast and is near Ellsworth, Maine. It is about an hour from Bangor which has an international airport.

Information

The friend will be able to provide the following information: The missing people are Dianne and Kevin Wellston. Dianne is a software designer and her husband is a successful artist. The friend reported them missing four days ago, when he went to visit and found the house empty. He reported this to the police, who sent an officer

to investigate. There was no signs of a forced entry or struggle and nothing was missing from the house (Dianne's computer equipment is worth a great deal as are Kevin's works of art). The police believed that the couple had not left voluntarily (food was found in the microwave) but they have no clues as to what might have happened.

The friend of the investigator will say that he probably would have left the investigation to the police, except for two incidents. First, the day after he reported his friends missing, the local paper reported that a lobster boat had been found adrift, with no one on board.

The traps tended by the boat's owner are located just off the coast from the Wellston's house and the boat was found adrift nearby. The police and Coast Guard has no clues. Second, the investigator's friend will report that he saw something very strange, "vaguely man shaped, but wrong looking" in the water near the house two days after he reported the disappearance. He will say that he only saw it for a minute, and then it vanished beneath the water.

Legends

This part of the coast has a rather dark history, some of which can be learned about by talking with the older locals. The town librarian and the curator of the local museum have the most information and can provide all of the information given below. Other people will know bits and pieces of the legends.

Native American Legend

From *Legends of the Indians*, 1973 by Daniel Marchek. This book is relatively easy to find. Looking up legends of the area will turn up this book with a Library Use roll. The book says the following:

According to one Native American legend, a band of young hunters who went to swim in the ocean were attacked and all but one were slain by evil spirits that rose from the sea. The survivor fled back to his tribe and told about what had happened. The brother of one of the slain hunters, who was a great warrior, led a group of warriors to the site of his brother's death. According to the legend, "the warriors did battle for three days and nights against the evil sea spirits, until they were vanquished and driven back through the hole in the ocean from which they had come." According to the legend, a group of watchers was formed, to await the return of the evil sea spirits.

English Legend

From *English Legends of the New World*, by Jonathan Weber, 1966. This book is uncommon, but can be turned up with a Library Use roll if the investigators are looking for legends relating to the area.

In 1698 a small sailing vessel was seen off the coast, adrift, near what is now

Massachusetts. A group of people rowed out to the boat and boarded her. According to the journal of Daniel Weatherspoon, one of the boarders, they found no one aboard. The journal relates that there was no sign of a struggle on the ship. Weatherspoon wrote that he suspected the crew had been stricken with a plague and had cast themselves into the ocean in their madness. Weatherspoon further relates that the ship's log book was found, but it gave no indication of what had happened. The last entry noted that the ship was nearing a section of coast "where the Indians watch the sea." The captain also writes that one of the sailors saw a mermaid on the night watch. Could it be that some strange plague or madness claimed the crew? Or was the answer more mundane? Perhaps pirates raided the vessel or perhaps there was a mutiny. Of course, the area where the ship was found has an evil reputation of its own, so perhaps there was more to the story.

Captain Blake

If the investigators continue their research into the area, they can turn up a variety of historical journals and other sources in the local library that can add to their knowledge.

The next chapter in the dark reputation of the area opened with the construction of a house on the coast by Captain Blake in 1885. Blake had been a sea captain for years and had visited many strange places. According to the rumors of the day (taken from various surviving journals and diaries) Blake had come to Maine to avoid some trouble he had gotten into in Massachusetts. According to many journals, the more superstitious locals suspected that Blake was in league with the Devil. For example: "I believe that Captain Blake is in league with the Devil himself. Some say they have seen him out at sea at night, throwing things into the water." Others thought he was involved in some kind of smuggling or piracy. For example: "Rumor had it that Blake is a servant of the devil. But it is obvious he was just smuggling and using the darker rumors to keep people away." However, nearly everyone agreed they found Blake rather odd and disturbing. Over the next few years, the journals mention disappearances occurring in neighboring towns as well as strange sightings in the ocean. There are numerous references to a mysterious ship that would come in the night and leave before dawn. For example: "Many people have gone missing in the area. Some say they have been lost to the sea. Others say they just met some accidents in the woods. Sally Jane says it's the dark ship that comes in the night and leaves before dawn." According to the journals, Blake died in 1891. However, no account is given about how he died. If the investigators are persuasive, they may be able to talk the librarian or the curator into revealing what happened. If so one of them will tell the investigators that Blake was killed when a group from the town attacked the mysterious ship and set it on fire and smashed holes into its side while Blake was on it. It sank out in the ocean, in front of Blake's house. According to legend, Blake's dying words were "Fools! You may kill me, but death will come to this land! Death will come from the sea!" According to the story, a short while after the ship sank, there was a bright flash from beneath the

ocean. The person that tells the investigators this story will finish by saying that all the odd occurrences stopped after Blake's death.

Donald Blake

Blake's brother, Donald, took possession of the house and was well regarded by the townspeople, despite their original fears. He died peacefully in 1924 and the house remained empty until 1930. A news paper article relates his death: "Donald Blake, brother of the infamous Captain Blake, died today in his sleep. Donald was well regarded by all of us and he will be missed. His memorial service will be at noon this Saturday."

Murder and Suicide in the Blake House

In 1930 the Blake House was rented out for the first time and was rented off and on until 1982 when the man renting the house hung himself in the laundry room after shooting his wife. After that, the house remained empty and shunned and people took to calling it "the haunted house."

The newspaper account is as follows:

Murder and Suicide in the Blake House

Tragedy struck our fair town today. The police reported that David Westingwood shot his wife of ten years, Mary, and then took his own life by hanging himself. Friends said that David had been showing some signs of depression, but that they never suspected that he would do anything like this. One person, Janet Selkin, said "David was always such a quiet man. I never heard him even raise his voice to his wife. We are all shocked. Shocked and horrified." This event is the latest in the dark history of the Blake House.

The Facts Behind the Legends

There is a gate (as per page 146 of the 5th edition of *Call of Cthulhu*) located on the sea floor off the coast. The young hunters were killed by Ampharks who went through the gate by accident. The Native American warriors killed many of them and he rest fled into ocean and were pursued by the Native Americans in their canoes. They saw the gate in the ocean and watched in shock as the beings passed through the portal. The Ampharks were able to learn the operation of the gate and came through to hunt terrestrial life. A group of them encountered the vessel mentioned above and killed the crew. Captain Blake later encountered these creatures and was able to persuade them not to kill him. In return for his life and for various other "benefits" he agreed to aid these beings. The people that disappeared ended up in the talons of these beings and the mysterious ship brought them materials and equipment they wanted. Blake enjoyed a lucrative relationship with these beings, until the townspeople killed him. Unfortunately for the beings, the sinking ship came to rest on top of their gate and damaged it, closing off their access to earth. The bright flash of light mentioned in the story was given off by the damaged gate. The man who shot his wife and hung himself was an incident totally

unrelated to the other incidents.

What's Happening Now

The Ampharks were able to determine how to enchant their own gate and opened one near the original. The opening occurred the day the Wellstons were reported missing. Since Ampharks live a very long time and they have no knowledge of human life spans, they thought Blake might still be alive and so went through the passage they had constructed. Instead of finding Blake, they encountered the Wellstons and killed them. Afterwards, they went back to their old habits and attacked the lobster boat that was found adrift. The investigator's friend saw one of them in the water, but (fortunately for him) he was not seen by them.

Maps

Coastal Map

The coastal map details the section of the Maine coast where the adventure takes place. The sunken ship is the mysterious vessel that the townspeople sank. It lays atop the original portal. Beside it is the new portal which was recently constructed on the ocean floor. The haunted house is the house the Wellstons own.

The town's name is Sandport and it has a population of about 1,000. Most of the people who live in Sandport commute to work in Bangor, the others are lobstermen.

The town is mostly houses (most people shop in Bangor), but has a general store and a sporting goods/fishing supply store. There is also a single small hotel and a library/historical center. There is a small port section that now serves only the lobster boats. The inhabitants are friendly. Two of the older inhabitants (Bert and Jim) love to tell tall tales to any non-Mainers they encounter. They also experts at "Down East" humor and will subject the investigators to it at every opportunity.

The town has three police officers. They are armed with 9mm pistols and shotguns. About 40% of the adult population have hunting weapons or home defense weapons (mostly shotguns, hunting rifles and pistols). Six of the inhabitants have military experience One has an AR-15, two are armed with hunting rifles and the others are unarmed, but know how to use weapons.

Haunted House Map

The house is a well built New England coastal style house, but looks a bit spooky even during the day. It can be reached by a very rough, single lane road that runs from the main road and through the woods. The Wellston's sports utility vehicle (which has 80% of a tank of gas left) is parked beside the house. There is police tape across the doors and signs indicating that the area is police investigation site. The police are not guarding the place, so it would be easy for the investigators to examine it.

First Floor

Living Room: The living room contains expensive, comfortable furniture. Several of Mr. Wellston's paintings hang on the walls. They are worth about \$3-5,000 each. They are primarily of nature scenes, but one depicts a horror straight from the pages of Lovecraft.

Dining Room: The dining room contains a solid oak table, a china cabinet and so forth.

Kitchen: The kitchen is equipped with the latest in cooking devices. There is food in the microwave and two opened sodas are on the counter.

Second Floor

Bedroom #1: An expensively decorated room, with dressers, and so forth. A black powder pistol (an original) is hung on the wall of the room.

Bedroom #2: Empty.

Bath: A bathroom.

Study: This room contains several bookcases full of books on art, Eastern mysticism, computer software design, and so forth. There is custom made computer (160 MB Ram, 8 GB hard drive) in the room which has a full range of peripherals (printer, modem and so on). The hard drive holds several newly written programs which would be worth quite a bit to the right buyer.

Basement:

Furnace & Laundry Room: Self explanatory.

Storage: This room contains various boxes and trunks. The room smells of damp sea air, but the proximity to the ocean makes this not unexpected. A successful use of Spot Hidden will reveal the presence of a mark on the floor. If the mark is examined, it will be found to be ocean salt, as if salt water had dried on the spot.

Once the mark is found another spot hidden roll will reveal the presence of a trail of salt that goes to the wall, where the door to the secret room is. If the trail is followed to the door, finding the unlocking mechanism will require a third Spot Hidden roll.

Secret Room: The stairs leading to the secret room are solid oak planks, but have become slimy in the damp air. The smell of the sea is very strong on the staircase, but it is underlain by a foul odor. The secret room is dimly lit with odd seaweed like plants that are growing on the ceiling (an examination by a botanist will reveal that they are no known species of plant). The greenish glow of the plants reveals a gruesome site: human bones and tattered clothes are strewn about the floor and blood is everywhere.

A torn up wallet reveals the identity of one of the remains: Mr. Wellston. The other victim is obviously his wife. If the remains are examined, the presence of sharp teeth marks on the bone will be evident. If the bones are examined by a doctor or forensics expert, they will say that it was some kind of animal that chewed on the bones. If the examiner knows anything about shark bites, they will say it looks a lot like a shark bite, but a very odd one.

Passage to the Beach: The passage slopes down and is filled with water at the far

end. The interior is slimy and small fish and crabs infest it. The far end has a trapdoor which is located on the beach. It is disguised with a layer of barnacle covered stone and seaweed.

Events

The following is a listing of events. Events of days 1-3 will occur prior to the investigators' involvement. The rest of the events will occur in the order presented, unless the investigators act to interfere with them.

| Day # | Event |
|-------|--|
| 1 | Wellstons reported missing. |
| 2 | Lobster boat found adrift. |
| 3 | Investigator's friend sees something in the ocean. |
| 4 | Second lobster boat found adrift. |
| 5 | Sightseeing boat found adrift. |
| 6 | Coast Guard vessel found adrift. |
| 7 | Three mysterious killings occur in Sandport. |
| 8 | Four mysterious killings occur in Sandport. |
| 9 | Ten mysterious killings in Sandport. |
| 10 | Mass attack on Sandport. |

Details: On day 4, another lobster boat will be found adrift, with no sign of the crew. On day 5, a sightseeing boat will be found by a Coast Guard search after it failed to return during the day. No sign of the crew or passengers (about forty people in all) is found. On day six, a small Coast Guard vessel is found adrift by lobstermen who tow it to Sandport. No sign of the crew is found. On day seven, three shredded bodies will be found in Sandport. The next day, four shredded bodies will be found in a home. On day 9, ten bodies will be found. On day 10, the sunken vessel will rise from the depths, and dock at Sandport. Skeletons and Ampharks will spill from the vessel, killing all in the town. Of course, if the investigators intervene in time, things can turn out differently.

Adrift Vessels: The Ampharks will attack another lobster boat on day 4, a sightseeing boat from Portland on Day 5, and a Coast Guard vessel patrolling off the coast on day 6. If the investigators decide to investigate the mystery surrounding the boats, they may end up encountering the Ampharks during one of their attacks. The group attacking the lobster boat will be three Ampharks. The group attacking the sightseeing boat will consist of ten Ampharks. The group attacking the Coast Guard vessel will consist of six Ampharks. Since the investigators may do many things (rent a boat or a aircraft, go aboard a boat, etc.) the Keeper must work out the details for such an occurrence.

On days 7, 8, and 9 a group of Ampharks will enter the town and kill people in a very brutal manner in their homes. The exact details of these attacks and the effects of an attempted investigation intervention are left to the referee. The inland raiding group will initially consist of three Ampharks. The number will increase if

resistance is encountered.

The Dead From the Sea

Day ten is the big event. The Ampharks are looking for a place to base their operations and a source of fresh meat. The Ampharks will decide that Sandport is suitable for their needs, being small and relatively undefended. The Ampharks do not understand that Sandport is part of the United States and that other humans will come to investigate.

Since the Ampharks derive some sustenance and a great deal of pleasure from the fear and suffering of other beings, they will plan an attack designed to maximize the fear and suffering of their victims. Towards this end, they will prepare skeletons and put them aboard the sunken vessel. They will then use inflated “balloons” to lift the ship to the surface and bring it to Sandport. They and their animated servants will then go on a killing spree and will exterminate the population of Sandport if they are not stopped. Prior to the attack, they will cut the power and telephone lines and block the two roads with trees. All of the Ampharks will participate in the attack, and the gate will be left unguarded (they do not believe any human would be able to find it, let alone attack it).

The Ampharks will fight until they kill everyone in the town or until they are killed or driven off. Most of the townspeople will be lambs for the slaughter, but the police and ex-military people will put up a fight as will some of those with guns. The Ampharks will flee if they suffer more than 30% losses. If their gate is damaged, and they become aware of it, they will stop the attack immediately and head to the gate as fast as they can. Naturally, they will attempt to kill anyone they find in the area.

Attacking the Gate

If the investigators learn about the gate by piecing together the references to the previous gate in the legends, they may decide to attack it. It is located under 18 meters of water. The gate is square frame of stone 20 feet on each side. Wrapped all over it is a pulsing organic mass. It glows faintly and from it extend numerous small tentacles that are constantly dragging sea life into the body of the mass. The mass is a mindless organism that is part of the gate. Anyone getting within a meter of it will be attacked by hundreds of tendrils and drawn into the mass. The attack has a 75% chance to hit and will inflict 1D20 points each round. The gate can be destroyed by using explosives (sinking a vessel on top of it will also do the trick).

Conclusion

If the Ampharks destroy the town, they will continue to raid coastal communities and ships. More of them will come through the gate. Eventually they will encounter Deep Ones and form an alliance with them.

If the Ampharks are driven off, they will bide their time. They will make contacts among the human population and will try to acquire weapons and other equipment. They will then try a more subtle attempt to take control of the town.

The investigators should receive a minor Sanity Point reward (1D3 points) for driving the Ampharks away.

If the gate is destroyed, the surviving Ampharks will flee. They will continue their attacks on small vessels and isolated communities, but they will no longer be a serious threat until they can build another gate. The investigators should receive a 1D6 Sanity Point reward if they destroy the gate.

If the gate is destroyed and most of the Ampharks are killed, then the survivors will become a minor nuisance for a while until they are eventually killed off. If the gate is destroyed and all of them are killed, then there will be no further trouble with the Ampharks. If the investigators kill all of the Ampharks, they should receive another 1D4 Sanity Point reward.

NPCs

Anthony Preston, Computer programmer

STR: 11 CON: 11 SIZ: 13 INT:15 POW:12 DEX:12 APP:10 EDU: 18 SAN:60 HP:12
DB:0

Important Skills: Bargain 12%, Computer Use 72%, Electrical Repair 24%, Electronics 21%, Library Use 55%

Weapons: None

Description: Preston is a thin, slightly hyperactive man. He has black hair, a goatee, and wears glasses. He tries to dress well, but his clothing always looks awkward on his thin frame. Preston is a skilled programmer and has worked on several important projects. He is a friend of the Wellstons and is also a friend of one of the investigators. He will help out any way he can, although he is not really up for combat.

Jack Randall, Lobsterman

STR: 14 CON: 15 SIZ: 14 INT:14 POW:13 DEX:12 APP:10 EDU: 15 SAN:65 HP:15
DB:+1D4

Important Skills: Bargain 35%, Chemistry 20%, Electrical Repair 20%, Fast Talk 21%, First Aid 45%, Navigate 35%, Pilot Boat 45%, Sneak 40%

Weapons: AR-15 45% Damage 2D8 Range 130 yards Attacks 1 Shots 30 HP 11
Malfunction 97

Description: Randall is a middle aged man who has brown hair and brown eyes. He has unusual scars on the left side of his face (from chemical agents). Randall served as an infantryman in the Gulf War. After the war, he became quite sick and returned home and went to work with his brother on a lobster boat. Randall often suffers horribly from his exposure to chemicals in the Gulf. Despite the attacks, Randall is an effective planner and will try his best to organize the town in a defense against the Ampharks.

David LeBlanc, Police Chief

STR:14 CON:11 SIZ:12 INT: 12 POW: 12 DEX:11 APP: 12 EDU: 15 SAN:60 HP:12
DB:+1D4

Important Skills: Drive Auto 40%, Law 20%, Listen 35%, Persuade 31%, Psychology 25%, Sneak 24%, Spot Hidden 41%.

Weapons: 9mm Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8 Malfunction 99

Description: LeBlanc is the police chief for the town of Sandport. He is tall, thin, and looks a bit like a scarecrow. LeBlanc is an easy going man who prefers to talk his way out of problems. He is respected by the people of Sandport for his even temper. LeBlanc does not believe in sea monsters and their ilk and while he will listen patiently to anything the investigators say about such things, it will take solid proof to get him to act.

Typical Town Inhabitant

STR: 12 CON:11 SIZ:14 INT:12 POW:12 DEX: 12 APP: 11 EDU: 15 SAN:60 HP:13
DB:0

Weapons: Fist 50% 1D3+DB

Description: The typical town inhabitant is a normal person who has no real believe in the horrors of the mythos. They will mainly be victims of the Ampharks.

Typical Police Officer

STR: 13 CON:12 SIZ:14 INT:12 POW:12 DEX: 13 APP: 11 EDU: 15 SAN:60 HP:13
DB: +1D4

Weapons: 9mm 45% Damage 1D10 Range 15 yards Shots 15 Attacks 3, Shotgun 50% Damage 4D6/2D6/1D6 Range 10/20/50 Yards Shots 8 Attacks 1, Nightstick 30% Damage 1D6+DB

Description: A typical police officer. They will be rather unprepared to deal with the horrors of the Ampharks.

Mythos Beings**Ampharks, Lesser Independent Race**

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 |
|-----------------|-------|--------------|------|------|------|------|
| STR | 3D6+6 | 16-17 | 18 | 21 | 16 | 19 |
| CON | 3D6 | 10-11 | 12 | 12 | 13 | 14 |
| SIZ | 3D6+6 | 16-17 | 19 | 15 | 19 | 21 |
| INT | 3D6 | 10-11 | 11 | 12 | 13 | 11 |
| POW | 3D6 | 10-11 | 12 | 11 | 13 | 12 |
| DEX | 3D6 | 10-11 | 13 | 11 | 13 | 11 |
| DB | | +1D4 +1D6 | +1D6 | +1D6 | +1D4 | +1D6 |
| HP | | 13-14 | 16 | 14 | 16 | 18 |

Weapons: Claws 25% Damage 1D6+db, Bite 1D8+db

Spells: An Amphark has a 40% chance of knowing 1-3 spells. These spells are limited to Contact Star-Spawn, Create Gate, and Create Slime.

Sanity Loss: 0/1D6 Sanity points to see a Amphark

Description: The Ampharks (“Amphibious Sharks”) are from a far away world which was visited and dominated by Star-Spawn. The Star-Spawn enslaved the Ampharks and used them to construct underwater cities. The Star-Spawn

constructed gates on the world which led to other worlds, including Earth.

The creatures average about 2.1 meters in height and have pale gray skin and white underbellies. Their eyes are pure black and they have gill slits in their throat. Their hands and feet have three taloned digits and their mouth is very large and has multiple rows of shark like teeth. They have vestigial fins on their backs and some are born with small(useless) tails. They are amphibious.

Ampharks derive their sustenance from both physical and mental sources. They need to consume large amounts of meat, but they also need to “feed” upon the fear and suffering of other beings. The empathetic disturbances generated by fear and suffering also afford Ampharks great pleasure. The greater the fear and suffering, the greater the pleasure for the Ampharks.

Ampharks are somewhat contradictory in their nature. On one hand, they are masters of subtle attacks and enjoy elaborate plans geared to generate fear. For example, they excel at capturing people from boats or buildings without leaving any signs. A typical Amphark tactic is to make people disappear and build up an aura of fear they find so pleasant. On the other hand, they are also bloodthirsty killers, who often go into killing rages and lose all reason. During such berserk phases they will simply go against their opponent with their claws and teeth and ignore their weapons and carefully laid plans.

On their own world, the Ampharks that are not enslaved dwell in loose tribes. These tribes are constantly at war with one another over limited resources. The Ampharks often fight over the few abandoned Star-Spawn cities, and any surviving Gates.

Some Ampharks have learned to create their own Gates and re-activate disused Star-Spawn gates. From their Star-Spawn masters, some have also learned to create a horrid slime which can animate the remains of living things.

Slime Skeleton

The Ampharks have learned to create an organism that has limited telekinetic powers. When placed on a skeleton the organism can animate the bones to do its masters' bidding. However, they are vulnerable to agents that harm living organisms (like poisons). Slime skeletons look like skeletons dripping and alive with hideous blobsm globules, and tendrils of slime which twist and writhe hideously.

The slime skeleton is generally used to generate fear and are employed in battle as cannon fodder. The slime itself is very resistant to damage from bullets and knives (being slime) but is easily killed by fire and poison. The slime must be kept moist at all times.

Since the animated skeleton is mostly bone and slime, they sustain no special damage from impales or critical hits. When damaged, they do not take hit points of damage. Instead, each point of damage has a 3% of destroying a slime skeleton (they are slightly tougher than normal animated skeletons). When the slime skeleton is shattered, the slime will lose its integrity and ooze to the ground as a stinking, putrid mass.

In combat, slime skeletons can wield hand held melee weapons at their DEX x5 or they can rip at their opponents with their bony hands.

The following stats are for an animated human skeleton.

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 |
|-----------------|-------|----------|------|------|------|------|
| STR | 2D6 | 7 | 11 | 6 | 8 | 7 |
| CON | 1D6 | 3 | 2 | 3 | 4 | 3 |
| SIZ | 3D6 | 10-11 | 14 | 11 | 12 | 13 |
| INT | 3 | 3 | 3 | 3 | 3 | 3 |
| POW | 1D6 | 3 | 2 | 1 | 4 | 4 |
| DEX | 2D6 | 7 | 9 | 6 | 8 | 10 |
| DB | | None | +1D4 | None | None | None |
| Attack% | | 35% | 45% | 30% | 40% | 50% |
| Weapon | | | 1D6 | 1D4 | 1D6 | 1D6 |

Move: 7

Weapon: Any hand held weapon. Most will have a club of some kind.

Skills: None

Sanity Loss: 1/1D6 Sanity points to see a slime skeleton.

Animator Slime Zombie

The Ampharks have learned to create an organism that has limited telekinetic powers. When placed within a corpse, the organism can animate the body to do its masters' bidding. However, they are vulnerable to agents that harm living organisms that the other animates are immune to (like poisons).

Slime zombies looks like pale and bloated human corpses, with slime tendrils spilling and writhing from the orifices of the body and the eyes. When the corpse is destroyed, the slime will come gushing from the mouth, eyes, ears and other openings in the body, which would be a hideous sight.

The slime zombie is generally used to generate fear and are employed in battle as cannon fodder. The slime itself is very resistant to damage from bullets and knives (being slime) but is easily killed by fire and poison. The slime must be kept moist at all times, but this is generally not a problem since the slime is inside a decaying human body.

Since the animated corpse is dead and the slime has no organs, they sustain no special damage from impales or critical hits. The slime zombie takes only 1 point from impaling weapons and half damage from other weapons.

In combat, slime zombies can wield hand held melee weapons at their DEX x5 or they can punch their opponents with their rotting hands.

The following stats are for an animated human zombie. These zombies will be created from slain townspeople.

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 |
|-----------------|-------|----------|------|------|------|------|
| STR | 3D6 | 10-11 | 13 | 10 | 12 | 15 |
| SIZ | 3D6 | 10-11 | 13 | 11 | 11 | 13 |
| INT | 3 | 3 | 3 | 3 | 3 | 3 |
| POW | 1D6 | 3 | 4 | 2 | 3 | 5 |
| DEX | 2D6 | 7 | 8 | 5 | 7 | 8 |
| DB | | None | +1D4 | None | None | +1D4 |
| Attack% | | 35% | 40% | 25% | 35% | 40% |
| Weapon | | | 1D6 | 1D6 | 1D6 | 1D6 |

Move: 6

Weapon: Any hand held weapon. Most will have a club of some kind.

Skills: None

Sanity Loss: 1/1D8 Sanity points to see a slime zombie.

Spells

Create Slime

This spell allows the caster to create a hideous slime based being that can animate bones and corpses. To create a slime, the caster must gather a suitable mass of organic material that is predominantly slime (algae, cyanobacteria, slime molds, etc.). Once the mass is gathered, the caster must bite a small chunk of flesh from his own body (taking 1-2 points of damage) and spit the chunk into the slime. The caster must then chant the formula of the spell while allowing blood to drip into the mass. Once the caster has lost two hit points to blood loss, he must invest three magic points into the mass. The mass is then ready to animate a skeleton or corpse. The mass must be "recharged" every twenty four hours with another magic point, or the slime mass will lose coherence and the zombie or skeleton will collapse.

Players' Handouts

-*Legends of the Indians*, 1973 by Daniel Marchek.

According to one Native American legend, a band of young hunters who went to swim in the ocean were attacked and all but one were slain by evil spirits that rose from the sea. The survivor fled back to his tribe and told about what had happened. The brother of one of the slain hunters, who was a great warrior, led a group of warriors to the site of his brother's death. According to the legend, "the warriors did battle for three days and nights against the evil sea spirits, until they were vanquished and driven back through the hole in the ocean from which they had come." According to the legend, a group of watchers was formed, to await the return of the evil sea spirits.

-*English Legends of the New World*, by Jonathan Weber, 1966.

In 1698 a small sailing vessel was seen off the coast, adrift, near what is now Massachusetts. A group of people rowed out to the boat and boarded her. According to the journal of Daniel Weatherspoon, one of the boarders, they found no one aboard. The journal relates that there was no sign of a struggle on the ship. Weatherspoon wrote that he suspected the crew had been stricken with a plague and had cast themselves into the ocean in their madness. Weatherspoon further relates that the ship's log book was found, but it gave no indication of what had happened. The last entry noted that the ship was nearing a section of coast "where the Indians watch the sea." The captain also writes that one of the sailors saw a mermaid on the night watch.

Could it be that some strange plague or madness claimed the crew? Or was the answer more mundane? Perhaps pirates raided the vessel or perhaps there was a mutiny. Of course, the area where the ship was found has an evil reputation of its own, so perhaps there was more to the story.

-Journal Entries

"Rumor had it that Blake is a servant of the devil. But it is obvious he was just smuggling and using the darker rumors to keep people away."

"Many people have gone missing in the area. Some say they have been lost to the sea. Others say they just met some accidents in the woods. Sally Jane says its the dark ship that comes in the night and leaves before dawn."

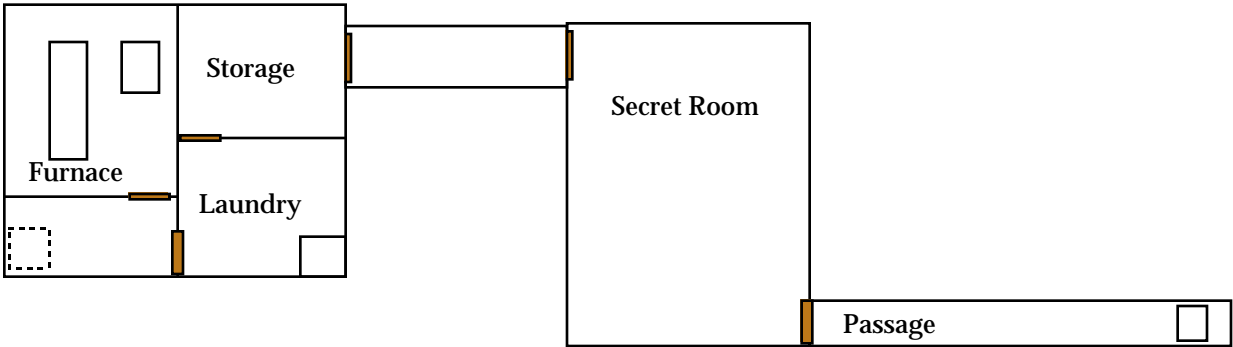
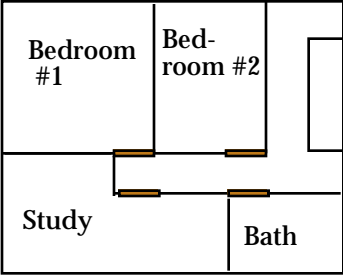
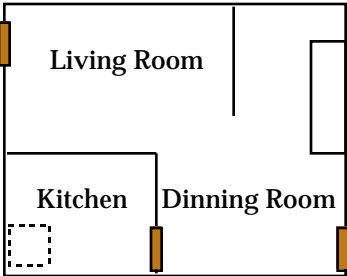
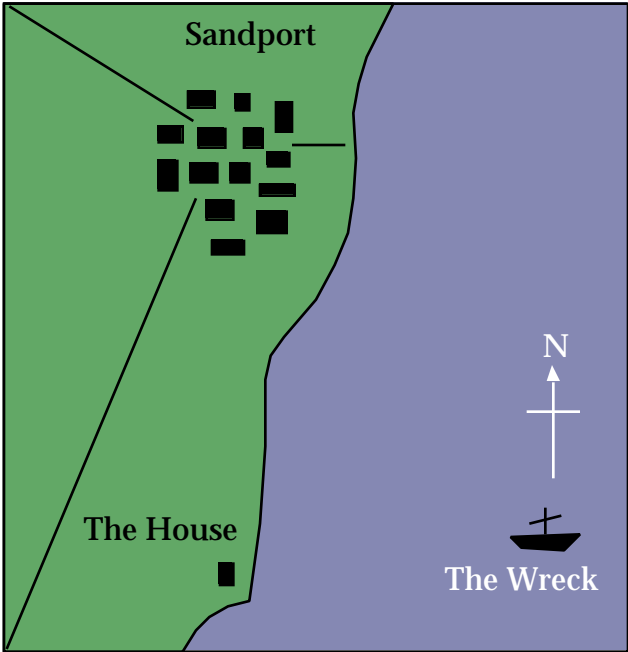
-Newspaper Obituary from 1924

Donald Blake, brother of the infamous Captain Blake, died today in his sleep. Donald was well regarded by all of us and he will be missed. His memorial service will be at noon this Saturday.

-Newspaper article from 1982

Murder and Suicide in the Blake House

Tragedy struck our fair town today. The police reported that David Westingwood shot his wife of ten years, Mary, and then took his own life by hanging himself. Friends said that David had been showing some signs of depression, but that they never suspected that he would do anything like this. One person, Janet Selkin, said "David was always such a quiet man. I never heard him even raise his voice to his wife. We are all shocked. Shocked and horrified." This event is the latest in the dark history of the Blake House.



"The Drooler in the Dark: The Dog That Should Not Be" ©1996,1998 Call of Cthulhu

Dr. Michael C. LaBossiere, ontologist@aol.com

I stood at the door, my face pale. A cold sweat dampened my brow. I turned to look at my companion to see how he was faring.

"Prepare yourself, Joe. We are about to face something so horrible and evil that I am surprised that the very earth does not reject its presence."

"What is this horror?" said Joe.

"The Drooler in the Dark, the Dog That Should Not Be..." I said, my voice trailing off to a whisper.

"A Hound of Tindalos!" Joe cried as a look of terror crossed his face.

"No, far worse." I said as the door swung open, revealing It.

"Oh, look at the cute doggy!" said Joe, stepping forward to meet the Beast.

"No, Joe!" I cried, but it was already too late...

Legal Information

This adventure is copyright 1996, 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://www.opifex.cnchost.com>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-547-7681. Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>.

Disclaimer: Any resemblance between persons or dogs, living or dead, and the characters in this adventure is purely coincidental.

Keeper's Introduction

This adventure is intended as a bit of comic relief to break up the usual tedious monotony of death and insanity that the intrepid investigators have grown so accustomed to. This adventure works best if it is properly set up before it is played, so as to enable it to be sprung upon the unsuspecting investigators. The set up for the adventure is as follows: First, one of the investigators needs to become romantically involved with a NPC. Second, that NPC must buy a dog for a pet. Unknown to the NPC, he or she will acquire the Drooler in the Dark which will manifest itself as it's current body grows from a cute puppy to a malign mass of canine flesh. While the Drooler is growing up, it will seem like other puppies and will cause no more destruction than any other growing and hyperactive young pup. However, when it

reaches full growth, it will become serious trouble for the investigator.

Running the Drooler

The Drooler will be basically a background element in the campaign which will involve the investigator who has been singled out for this horrid fate. The investigator will be forced to interact with the Drooler every time the investigator visits his or her loved one. The following charts are used to generate the actions of the Drooler. Of course, the Keeper may freely chose an action for maximum humor. The Drooler will never harm its owner, who will never punish it severely no matter what it does.

Situation: The Drooler meets the investigator or a friend of the investigator.

| Roll (1d6) | Action |
|------------|---|
| 1 | Drooler rams its nose into the victim's groin. If victim is male, he takes 1D3 and must roll under his constitution X 3 on % dice or fall to the ground for 1D10 minutes during which time he can only emit high pitched noises indicating his horrible pain. If victim is female, she will be embarrassed, but unharmed. |
| 2 | Drooler vomits on victim's shoes. Really embarrassing and the acidic vomit eats up the victim's shoes and inflicts 1D2/round until washed off. |
| 3 | Drooler relieves itself on victim. Not harmful but certainly not enjoyable. |
| 4 | Drooler barks insanely for 1D6 minutes and will not stop. |
| 5 | Drooler runs away, requiring the investigator to chase the damn thing down. It will lead the investigator through the worst places it can find (dumps, swamps, crack houses, etc.). Eventually it will ditch the investigator and return home. |
| 6 | Roll twice and apply the effects. |

Situation: Investigator introduces the Drooler to one of his/her pets.

| Roll (1d3) | Action |
|------------|--|
| 1 | Drooler vomits on pet. Pet takes 1D3/round until it is washed off. |
| 2 | Drooler drags the pet around until it is just about dead, then lets it go. |
| 3 | Drooler eats the investigator's pet. |

Situation: Investigator is sitting down, watching TV or working.

| Roll (1D6) | Action |
|-------------------|--|
| 1 | Drooler sneaks up on investigator and emits an unearthly howl causing a loss of 1D3 Sanity points on an unsuccessful Sanity check roll, no loss if the roll is made. |
| 2 | Drooler leaps into the PCs lap and vomits on him/her. The vomit inflicts 1D3/round until washed off. |
| 3 | Drooler get between the investigator and his work, TV, etc. and will refuse to move. |
| 4 | Drooler begins eating the PCs shoes, whether they are being worn or not. |
| 5 | Drooler begins to bark insanely and will not stop until the investigator goes away. |
| 6 | Roll Twice. |

Situation: investigator and romantic interest are smooching, etc.

| Roll (1d3) | Action |
|-------------------|---|
| 1 | Drooler decides it has to go to the bathroom. If not taken for a walk, it will relieve itself on the investigator. |
| 2 | Drooler begins to bark insanely and will not stop until the investigator goes away. |
| 3 | Drooler will stare intently at the investigator. The investigator must match POW with the Drooler and win in order to keep doing what he/she is doing. If not, the mood is shattered. |

Situation: The investigator is eating.

| Roll (1D6) | Action |
|-------------------|--|
| 1 | Drooler leaps up into the PCs plate and begins slurping down food. |
| 2 | Drooler gets its paws on the table and vomits on the PCs plate. |
| 3 | Drooler gets under the table and rams its head into the investigator's groin (see above). |
| 4 | Drooler begins to bark insanely and will not stop until the investigator feeds it. If the investigator feeds it, it will nip the hand that feeds it for 1 point. |
| 5 | Drooler gets beside the investigator and breaks wind. The investigator must roll under his/her constitution on % dice or be unable to eat. |
| 6 | The Drooler stares at the investigator. The investigator must match POW with the Drooler and win or be unable to eat. |

Situation: The investigator is asleep and the Drooler is present (bad move).

| Roll (1d3) | Action |
|-------------------|---|
| 1 | The Drooler awakens the investigator by stepping on his/her chest and growling. In the process, the Drooler will dump about a liter of drool onto the investigator. Waking up in this manner costs 1D3 Sanity points or 0 if a successful Sanity check is made. |
| 2 | Drooler takes the opportunity to eat most of the investigator's clothing, including the investigator's wallet or purse (yumm! Credit cards!) |
| 3 | Drooler vomits on investigator. investigator takes 1D3/round until the gunk is washed off. |

Situation: The investigator is taking the Drooler for a walk.

| Roll (1D6) | Action |
|-------------------|---|
| 1 | Drooler lures the investigator near something dangerous (like traffic) and tries to drag the investigator into the danger. |
| 2 | Drooler escapes the leash and the investigator must track it down (see above). |
| 3 | Drooler gets into a fight with a really big dog who has a really big owner who really loves his dog and would really hurt the investigator if the Drooler messes up his dog. |
| 4 | Drooler waits until the investigator is distracted and then tangles the investigator in the leash and then takes off at top speed, dragging the investigator along. The investigator will sustain 1D3 points before getting free and will look pretty stupid being dragged around by a dog. |
| 5 | The Drooler bites the head of a squirrel in front of a group of young children. It then runs over to them and coughs it up onto the youngest child. |
| 6 | The Drooler bites the head of an old lady's poodle then coughs the head up on her foot, causing her to suffer a cardiac arrest. |

Finish

The Keeper should milk the Drooler for all that it is worth. Remember that the investigator's love interest will not tolerate any harm to come to his/her beloved dog. Eventually, the joke will wear thin and the Drooler can vanish into the night (or perhaps into a concrete filled 55 gallon drum) leaving only the stale smell of doggy vomit and lots of fur behind.

The Drooler

Description: The Drooler always takes the form of a very large yellow dog, with a look of keen, but malign, intelligence in its eyes. The Drooler is a one of a kind supernatural entity which exists to cause trouble for humans. It will cause itself to be born as a dog and will cause someone to adopt or buy it. It will then match its POW against the people or person who bought it and if it wins, the persons or person will want to keep the Drooler, no matter what. The Drooler is a bit evil, but will only resort to full scale violence to preserve its body. Otherwise, it will be content to torment everyone besides those who own it (who are oblivious to its behavior). Naturally, the person or persons who own it will never want to speak or see the person who harms their beloved dog.

Characteristics

STR: 15 CON: 20 SIZ:10 INT: 15 POW: 19
DEX: 14 HP: 15 MV: 14

| Weapon | Attk% | Damage |
|--------|-------|--------------------------------------|
| Bite | 80% | 1D8+1D4 |
| Ram | 95% | See above |
| Vomit | 95% | Inflicts 1D3/round until washed off. |

Armor: The Drooler has no armor, but takes minimum damage from non magical weapons.

Sanity: Viewing the Drooler costs no Sanity points. It can emit a howl,that costs 1D3 Sanity points unless the hearer makes a successful Sanity check.

The Exhibit©1997
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

In this adventure, the investigators will be drawn into the action by a series of tragic deaths in and around a major museum. The investigators will face an ancient horror from Africa and they must stop it before it is able to blend into modern society.

Keeper's Background

The following provides the background information for the adventure. Some of this information will be turned up by the investigators as they become involved with the situation.

History

In the 17th century two powerful rival families in Africa were involved in a bitter struggle over a series of past and recent incidents. One family sought an advantage over the other by making deals with the Europeans. The other family also sought such deals, but ended up being betrayed by the Europeans they had unwisely chosen as their allies. Realizing that their defeat would soon be inevitable, one member of this family decided to turn to one last terrible "hope." This family member remembered old tales of horrible beings, known as "wooden vampires" that dwelled in the dark places, sneaking forth to drink the blood of men and animals. Perhaps guided by some evil spirit, this family member located the vile places where the "wooden vampires" dwelt and, in accord with an ancient ritual, invited one of them to return to feast upon the blood of his enemies. One of the "wooden vampires" eagerly volunteered and, in return for promises of a safe and dark place to hide during the day, agreed to bring death to the family's enemies.

True to its promise, the "wooden vampire" journeyed with the young man. During the night, they walked and the "wooden vampire" fed on available animals and, much to the dismay of the young man, on unwary travelers. During the day, the young man slept while the "wooden vampire" curled up inside a large basket

the young man had brought for it.

After days of travel, the young man and the “wooden vampire” returned to the village. That very night, the “wooden vampire” consumed the blood of one of the family’s enemies. Its feedings continued for three nights, until finally the rival family realized they were being plagued by a horrible being and they called in a great shaman. With their wealth, the rival family was able to persuade the shaman to discern the nature of the being that came in the night. The shaman, who was wise in the ways of the beings of night and evil, identified the creature on the fourth night of its feeding and began preparing a trap for it. On the fifth day, the shaman began modifying a set of European iron shackles by engraving them with the proper runes and symbols and imbuing them with power. That night, the “wooden vampire” claimed a fifth victim. On the Sixth day, the shaman was prepared. He and the four bravest warriors of the rival family waited in the hut of the next victim (the “wooden vampire” was killing the family members in reverse order of their status in the family). When the “wooden vampire” appeared, the shaman identified it for what it was (the “wooden vampire” assumes the appearance of others to approach its victims) the four warriors held it long enough for the shaman to place the enchanted shackles on the creature. Trapped by the magic of the shackles, the creature immediately turned to “wood” and was frozen in place. Enraged at the horror visited upon them by their rivals, the rival family set out in a mad frenzy and butchered their enemies as they slept. As a symbol of their triumph, the rival family displayed the “wooden vampire” as a statue in their leader’s hut.

The “wooden vampire” remained with the rival family until 1972. At that time all remembrance of its true nature had been lost and the family had become thoroughly Westernized. The “wooden vampire” was donated to a museum in 1972. It remained in storage until 1991 when it was purchased by an American university. It was displayed for a week during an African awareness event and then put into storage. In 1994 the “wooden vampire” was acquired by the museum which currently “owns” it.

Events at the Museum

After the “wooden vampire” was acquired by the museum, it was put into storage and would have probably been forgotten for a few decades. Unfortunately, a graduate student named Malcolm Mufasta came across the crate of African artifacts that contained it in 1996 while he was working on his dissertation. Intrigued by the statue he brought it to the attention of Dr. David Franklin, who was in charge of setting up a wing dedicated to African and African-American culture and history. Franklin, a knowledgeable scholar, recognized that the “statue” was unique and very interesting, but found it somewhat unsettling once it was fully cleaned and polished. Ironically, it was the fact that he found the “statue” oddly disturbing that finally influenced his decision to put it on display. He figured, correctly, that if it affected him, it would affect others and attract their attention.

When the display was being assembled, Mufasta suggested that the shackles be taken off the figure because, in his opinion, they had obviously been placed on the “statue” by “Euro-philistines.” However, Dr. Franklin correctly pointed out that the engravings on the shackles were native African and he decided to leave them on.

He didn't mention this to Mufasta, but he also wanted to leave the shackles on the figure because it gave him the creeps.

One week before the adventure "officially" starts, Dr. Angela Stane will be hired by the museum as a "diversity and sensitivity" expert. Her first main assignment will be to make the African/African-American wing of the museum more "sensitive." Dr. Stane will immediately come into conflict with Dr. Franklin over the issue of sacrificing historical accuracy for "sensitivity." After a showdown over the "wooden vampire" statue, Dr. Stane will use her influence to have Dr. Franklin removed from the wing project. Dr. Franklin will be reassigned to working on another project, but it will be a minor one and Stane will make sure his old office is given to one of her minions. Mufasta will initially be pleased with Stane, but will soon realize that she is not a scholar and will start trying to find a way to get Franklin back in charge.

Of course, the "wooden vampire" will not be concerned with the politics of the museum. However, it will be quick to take advantage of their results. Shortly after Stane takes over, she will go to look at the exhibits in the African/African-American wing. Using her sharply honed "sensitivity", she will detect the "insensitivity" of some of the exhibits and have them altered. One of the exhibits that will catch her eye is the "statue" of what appears to be a muscular African male with clenched fists (hence the claws are not visible) and a closed mouth (hence, the teeth are not visible) shackled in irons. She will have the staff remove the "statue" so the irons can be taken off. The "statue" will be taken to one of the work areas. Stane will order that the shackles be "cut off with bolt cutters and thrown up with the rest of the garbage" but Mufasta, who realizes that the shackles have historical value even if they are offensive, will intervene. While one of the staff goes to buy a pair of bolt cutters, Mufasta will call a locksmith and have him remove the shackles. Mufasta will hide the shackles in a box in a storage area and tell the worker that the shackles have been removed.

After the shackles are removed, the "wooden vampire" will gradually regain consciousness. However, it will not recover enough to come out of "hibernation" before it is returned to the exhibit area. It will gradually regain its awareness throughout the day and will be sorely tempted by the people passing by, although it will be unable to act. That night, in the darkness, it will recover enough to move. It will break out of the display it is kept in and the noise will attract a security guard, Gus Johnson. The "wooden vampire" will attack the guard, rip out his throat and drain his blood. It will drag the guard's body out into the hall and then hide it in an exhibit that shows African wildlife by a water hole. After that, the "wooden vampire" will scout the museum for a short while and then hide in a storage area to recover further. The guard, is not scheduled to work again for another three days, will not be reported missing until he doesn't show up for work. The museum staff will notice the damage and the missing statue and they will report it as stolen. The police will examine the scene and will be a bit baffled by the way the exhibit was damaged. However, they will theorize that the glass was somehow pulled out or that someone intentionally damaged the display to cover up an inside job. Stane will express some concern that someone inside the museum stole the statue and she will imply that she thinks Franklin was involved.

After the first night, the “wooden vampire” will stalk the museum again, looking for a victim. It will find a custodian, Bill Brown, working at night and kill him. It will conceal the body in a small, portable “dumpster” in the building. The day custodians will dump the dumpster into the outside dumpster and the body will not be found. The night custodian will be reported missing, but Stane will make sure that the police investigation focuses outside of the museum (she will express the opinion that Brown was mugged going home).

On the third night of the “wooden vampire’s” freedom, it will seek another victim. This time it will go after another security guard, Clarence West. It will attack a guard in the African/African-American section of the museum. The attack will result in a fair amount of damage to the exhibits and the death of the guard. The guard’s body will be concealed in the same exhibit as the original victim.

On the fourth day, the morning shift will find the damage and call the police. Once she learns of the damage, Stane will publicly blame “intolerant racists, lashing stupidly out at the greatness of the African past.” The police will consider West a suspect since they will find that his brother was once accused of being involved in a racist group and West will (obviously) be missing. Privately, Stane will accuse Franklin of hiring the security guard to trash the place and leave. Franklin will deny this charges, since he knows they are false. Stane will continue to push the issue against Franklin in the hopes of getting rid of him. Stane hopes to replace Franklin with one of her own friends, who is an “academic” hack and petty opportunist like Stane. Stane will suggest to the police that Franklin is conducting a campaign of revenge against the museum and she will arrange to have him put on “leave” until the matter can be investigated further.

Fortunately for Franklin and the Museum, Mufasta will be disgusted by Stane’s obviously false and self-serving accusations. Mufasta will decide to enlist outside aid against Stane at this point.

Getting the Investigators Involved

Ideally, at least one investigator will either have some academic credentials, connection to law enforcement or private investigation, or be a journalist, lawyer, or rights advocate of some kind. Failing that, the Keeper will need to select an investigator who would be at least a semi-plausible candidate to be brought in to aid Franklin and Mufasta.

Once Mufasta realizes that sometime unusual is going on and Stane starts casting accusations at Franklin, he will decide to take action. Since he is just a graduate student, he will decide to bring in some outside aid. His choice will be one or more of the investigators. The selected investigator(s) can either know Mufasta or his parents, or perhaps know a mutual friend or associate. In any case, Mufasta will contact the investigator(s) and let them know what is going on. The relevant part of the letter is as follows:

...I am sorry to trouble you with this news, but I believe that I would be even more sorry where I to simply let events take their course. At the museum where I conduct my research, there have been a series of problems, some of which may be related. First, a statue was stolen from the museum out of the African/African-

American display area. Second, an unusual number of museum employees have left the museum with no notice. A custodian and two security guards have failed to return to work, for no apparent reason. This in itself is not entirely unusual, but has struck me as odd. The official story is that the custodian was the victim of a crime on the way home and that the first security guard simply decided to move on without giving notice. This is not entirely uncommon, but does seem unusual. Third, there was an incident in which a significant amount of damage to some of the exhibits in the Africa/African-American sections. The police have been told by Stane that the other absent security guard (a Mr. West) was involved in the incident. According to the papers, there is some evidence that West's older brother might have been involved with a racist group at one point. What concerns me the most, however, is that a respected colleague of mine, Dr. Franklin, has been accused of involvement in the theft of the statue as well as the vandalism incident by Dr. Stane, who is an administrator at the museum. Based on my knowledge of Dr. Franklin, I believe he is innocent of all wrong doing and that Stane is attempting to exploit the situation for her own advantage.

Given this situation, I would like to request your aid. I believe that while the police are basically honest, they are being misinformed by Stane. Hence, it is my conclusion that only an outside party, uninfluenced by Stane, can ensure that justice is properly served...

After the investigators receive the letter from Mufasta, the players can decide whether they wish to become involved or not. Naturally, the investigators will need to accept Mufasta's request, if the adventure is going to take place.

If the investigators accept Mufasta's request, they will have to journey to the museum and begin their investigation. When they arrive, Mufasta will fill in more details for them and the investigators can start looking into the matters at hand.

Investigation

The following provides details the Keeper will need when the investigators set about trying to determine what is going on.

The Display Area

The display area is located in the section of the museum that sustained the damage. The repairs in this area will take a few days and while the repairs are underway the area will be closed to the public. If the investigators wish to examine this area, they will either need to acquire official access or sneak in. Stane will not want "outsiders" who are not part of the press getting into the area, but Mufasta would be able to get the investigators in the area, provided they come up with a plausible story. If the investigators chose to wait until the area reopens, all the damage will have been repaired.

If the investigators are able to get into the area, they will see that the exhibits have been damaged. If the investigators carefully check the area and roll a successful Idea roll, they will see some signs that the damage was inflicted in a struggle, rather than being mere vandalism. The police investigators have mostly accepted Stane's opinion that the guard committed the vandalism and some believe that Franklin

might be involved. The police still officially have the investigation open, although they actually have more important cases that are using up their resources and manpower.

If the investigators check the display area where the “wooden vampire” was kept, The investigators might notice that the display appears to have been broken out of rather than into. This is made clear by the nature of the damage to the display (the holders for the plexiglass have been twisted and broken outward rather than inward). The museum will eventually fully repair the display area and put a new exhibit into the case. Hence, if the investigators wait too long, they will have nothing to investigate in this area.

Questioning the Museum Staff

It is likely that the investigators will want to question the museum staff. If the investigators have some of official status (law enforcement, etc.) they will be able to officially request interviews. If the investigators do not have the requisite status, they can still question the staff, but will have a more difficult time of it. Stane will not want people snooping about and it is likely she will become suspicious of the investigators and have the police check them out if the investigators are not careful about avoiding her attention.

The normal staff (custodians, guides, guards and so on) know about the “theft” of the statue and the damage to the museum. They will all be willing to talk about these well known incidents, provided the investigators are civil. If the investigators are friendly and do not appear to be allies of Stane, the staff will be willing to discuss Stane’s accusations against Franklin. Most of the staff do not like Stane and they believe that the charges are baseless. If the investigators are especially persuasive and friendly, they will be able to get the staff to talk about the people who have failed to return to work. The staff members who know the absent people will generally agree that they are not the sort of people to simply leave without any notice. The guards who know West will also say that he showed no signs at all of being a racist or having any interest in committing vandalism against the museum. If the investigators seem like the sort of people it would be safe to talk to and they are persuasive enough, some of the night staff will say that there have been some strange things going on. Some of them will mention strange noises, like something moving about in the museum, and smells, like spoiling meat, as well as seeing things moving in the shadows. Some of the staff think that those who have been seeing and hearing things are simply “nerved up” because of the theft and vandalism.

If the investigators decide to talk to the administrators, they will find them a bit less inclined to talk than the other staff. Those who are allied with Stane will not speak to the investigators, unless the investigators are able to pass themselves off as journalists or legitimate officials. In that case the administrators will simply follow Stane’s lead and say that they suspect the theft and the vandalism might have been an inside job. If pushed by a persuasive investigator, they might let slip that they think Franklin is responsible. The administrators who are not allies of Stane will talk to the investigators if they pass themselves off as officials or journalists or are able to convince the administrators that they are friends of Franklin. These

administrators know about the theft and vandalism and that they suspect that it might be an inside job. However, they do not believe that Dr. Franklin is involved in the matter.

History of the Statue

if the investigators have access to the museum records (Mufasta can get copies, should the investigators think to ask) they can acquire the following information about the statue itself. Additional information relating to the statue is provided in the section on Relevant African Myths and Legends, below. This information is not the same as the information in the display area, which states that the “statue” is a “fine example of the sophistication of native crafts people” and that the “statue” “exemplifies the respect the Africans had for their own bodies and the environment.”

The following is the information in the university database about the statue:

...The statue appears to have been carved from a single block of native wood. The shackles are of iron and are believed to be European in origin. The symbols etched into the iron are clearly not European in origin and are believed to be symbols used by some shamans in African history.

The statue is believed to commemorate the victory of one family over one of their rivals. This is supported by a myth/legend from the area of the statue’s origin and by the fact that the statue has been shackled. The exact date of the conflict, or even if it actually occurred, is unknown.

The statue itself was donated by an African family (legend has it that the family was the victor in the struggle mentioned above) to an African museum in 1972. In 1991 the statue was purchased by an American university and displayed (with shackles). After the week long period of display, the statue was placed into storage. In 1994 the statue was acquired by this museum and put on display this year.

Relevant African Myths & Legends

If the investigators decide to check up on myths and legends surrounding the statue, they will be able to find one source. The book is not terribly common, but any major library would either have a copy or be able to get a copy on loan. The book is somewhat dry, but it is the only source that specifically mentions the relevant incident. It is also considered one of the best sources about African myths and legends, even to this day.

-From Horace C. Nesbeth’s *African Myths, Magic and Legend*, 1921

As with all human societies, the societies of Africa were occasionally plagued with family disputes. Many of these disputes, especially the ones from ancient times, have become obscured by myth and legend. One such myth tells of a struggle between two rival families which ended in the imprisonments of a vampire like being through the use of enchanted iron shackles.

According to the myth, the two families were at an impasse and hence each was searching for a decisive advantage over the other. One of the more enterprising young men decided to follow an old legend and seek out supernatural aid.

According to the myth, the young man recruited a terrible being and carried it back to the village. The horrible being is said to have plagued the young man's enemies for three days, until they enlisted the aid of a powerful shaman. The shaman, who was wise in the ways of the beings of night and evil, is said to have identified the creature on the fourth night of its feeding. On the fifth day, the shaman modified a set of European iron shackles by engraving them with the proper symbols and calling on spirits to enter the metal, transforming it into an item of power, such as a fetish or medicine bundle. That night, the horrible being claimed a fifth victim. On the Sixth day, the shaman was prepared. He and four of the bravest warriors of the rival family waited in the hut of the next victim (the being was killing the family members in reverse order of their status in the family). When the being appeared, the shaman identified it for what it was and the four warriors held it long enough for the shaman to place the magical shackles on the creature. Trapped by the magic of the shackles, the creature supposedly turned to wood and was frozen in place. Enraged at the horror visited upon them the family butchered their enemies as they slept. As a symbol of their triumph, the family displayed the statue in the leader's hut.

Maps

The following describes the areas detailed in the maps. One map shows the relevant exhibition area in the museum. If the investigators decide to check out other areas of the museum, the Keeper will need to provide the details for the players. The other map shows an area of the city sewer. If the investigators decide to check out other areas of the sewer, it will be mostly straight tunnels and junctions.

Display Area

The display area is located in one of the new wings of the museum. The wing is dedicated to African and African-American history and culture. The exhibits in the area include the dawn of humanity, the development of civilizations, the arrival of the Europeans, slavery in America, the Civil War, the Civil Rights movement and more recent events.

The display area that is relevant to the adventure is dedicated to the earlier years of slavery. The exhibit area has a motif intended to convey the feeling that the viewers are in Africa.

1. Doors:The doors are thick oak wood and have been overlaid with African style carvings. During the hours the museum is open the doors are kept open. At night, the doors are closed and locked. The lock is concealed under a carved panel that slides aside and has a STR of 16. Most exhibit areas have their own doors to provide extra security in case someone manages to break in.

2. Display:The display, like the other three (3-5) consists of an indented area protected by plexiglass. The plexiglass can be withdrawn by using a lock switch (a switch that requires a key and works somewhat like a car ignition) in the floor. When the switch is activated the plexiglas withdraws, allowing access to the exhibits. The display is fifteen feet across. This display contains a very detailed

miniature scene showing a slave ship anchored off the coast. The display is highly detailed and shows unique individuals being dragged off to a life of slavery in the New World. A plaque tells about the scene.

3. Display: This display contains a miniature scene showing Europeans taking Africans into captivity. The figures are extremely well done. A plaque tells about the scene.

4. Display: Prior to the arrival of Dr. Angela Stane, this display will show miniatures of Africans capturing other Africans to be sold into slavery. After Stane arrives, the scene will be changed to a scene similar to that in display 3.

5. Display: This display contains a collection of mid-sized African and European artifacts from the time period in question. The case also contains the “wooden vampire,” which appears to be a statue. Prior to the arrival of Dr. Stane, the statue will be wearing the enchanted shackles. Once Stane takes over, she will have the shackles removed, which will start the horror.

6. Display Case: This case contains a variety of small artifacts from the relevant time period, such as weapons, coins, shackles, personal items and such.

7.-9. Computer Kiosks: Each kiosk station has four interactive computer systems that provide a multimedia experience. The kiosks are Macintosh systems running SuperCard™ standalone applications.

Sewer Juncture

The sewer juncture is located under the streets of the city. The sewer is, of course, a rather nasty place complete with garbage, nasty water and worse. Access to the sewers can be readily gained via manhole covers. Sections of the sewers do have lighting, so as to make service work easier, but most areas are dark. There are no alligators or such things in the sewers, but there are rats and there is the danger posed by the potential of injury or drowning. The water in the sewer ranges from ankle deep to chest deep. In cases of excess rain, the water can get much deeper. Unless the players are exceptionally foolhardy, they should be able to avoid being injured or killed by the environment.

The sewer environment is rather spooky and unpleasant, even under the best conditions. Because of the water and the concrete walls, there are plenty of strange sounds and echoes, which makes tracking anything by sound and judging distance by sounds very difficult. The water can also make combat and movement difficult. The Keeper should judge the individual situations as needed.

After it leaves the museum, the “wooden vampire” will take up residence in a sewer juncture near the museum. The sewer juncture consists of a central chamber, which is domed, and has four sewer tunnels leading from it. There is a manhole two junctures away, since the “wooden vampire” wants easy access to the outside world but does not want to have anyone stumble directly into his hiding place.

Once the “wooden vampire” sets up residence in the sewer juncture, it will

construct a platform for itself out of wood and items of debris it finds. The platform will be supported by the pipes on the walls. The “wooden vampire” will also set up similar platforms in other junctures and use them to store some of his victims for later feedings. When the investigators enter the sewer, it is likely they will come across such platforms with dead and rotting victims still chained or tied to them. Such sights might require a sanity roll, at the Keeper’s discretion. The investigators might also find some survivors to rescue, at the Keeper’s discretion.

Action

This section provides some guidelines for the Keeper in running the action part of the adventure.

Discovering the Body

For dramatic effect, the investigators should be present when the bodies of the two guards (Johnson and West) are found. The investigators should be nearby, perhaps talking to one of the staff or Mufasta. Two children will be messing around by the exhibit and one will be pushed into it, disturbing the shallow grave and exposing a hand. The children will start screaming and people will go running to the area. One of the nearby adults, in sort of a “shock trance” will push away some more of the dirt, exposing more of the body. Then the security guards will come to clear people out. They will call the police, who will come and investigate. The police forensics team will determine that the guards were killed and then drained of most of their blood. If the investigators have contacts with the police (or press) they might be able to gain access to the forensics reports.

Naturally, the police will consider the area a crime scene and will treat the area appropriately. That section of the museum will be closed off for at least a day while the police comb the area for clues. Stane will do her best to get some “spin control” on the situation to minimize the bad press for the museum. The police will form the hypothesis that a person or persons unknown broke into the museum, committed the murders, theft and vandalism and remained undetected by somehow hiding in the building. The police will believe that the person/persons is/are insane, based on the damage to the bodies. The police will also suspect that the missing janitor might also be a victim. The police forensics expert will be a bit baffled by the injuries, which appear to be inflicted by some sort of animal. However, the wounds are very unusual and the forensic examiner will note that the wounds are similar to those inflicted by a predatorial animal, but the wound patterns seem oddly similar to human bite marks and scratch marks.

The investigators might be able to use this incident to their advantage. When the bodies are found, Stane will be hard pressed to maintain her claim that Franklin is somehow involved. Franklin is in decent shape, but it is obvious that he would not be up to killing the two guards by hand and ripping them up with his teeth. The investigators might also be able to get the museum to cooperate with them by offering to investigate the deaths discretely.

The press, ever eager to parade horror, blood and death before the public, will try to get as much information as possible. Naturally, the tabloid reporters will flock like vultures and at least one will publish stolen police photographs of the guard’s

hand protruding from the dirt. Unscrupulous investigators might be able to pick up some extra money by selling information or pictures to the tabloid journalists.

Action in the Museum

The police will suspect that the killer might be lurking in the museum, hence they will have the museum closed and will conduct an extensive search of the building. If the investigators have some sort of official status, they might be able to participate in the search. The “wooden vampire” will be carefully concealed during the day and the odds of anyone coming across it are extremely slim. Unless the investigators search every inch of the building themselves or they are able to get the police to do so, the “wooden vampire” will remain undiscovered. If the “wooden vampire” is found, it will base its strategy on the number of people who find it. If it believes it can kill its discoverer(s) quickly and quietly, it will attempt to do so. If it succeeds, it will attempt to find a new hiding place. If it believes it is at a disadvantage, it will remain perfectly still and attempt to pass itself off as a statue. If this fails, it will attack and try to escape.

If the “wooden vampire” is not discovered during the day, the police will post two officers in the museum at night, in case the killer returns. There will also be four museum guards on duty, who will be working in pairs.

If the investigators decide to enter the museum at night without authorization, they will face some dangers. First, the police and the guards will be jumpy, so the investigators might get shot if they surprise the guards or police. Second the “wooden vampire” will seek a new victim that night, and the investigators might become involved.

If the investigators are authorized to enter the museum at night, the guards and officers will be aware that they will be present and hence are less likely to accidentally shoot them. However, the “wooden vampire” will still be a serious danger.

If the investigators do not enter the museum that night, the “wooden vampire” will kill two security guards (Vick Jones and Ralph Simmons). It will stuff their bodies into some empty crates in a storage area. The police will search the museum again and will eventually find the bodies. The police will decide to sweep every inch of the museum during the day and that night six heavily armed police officers will be assigned to the museum. The “wooden vampire” will decide to flee the museum and find the sewers which it will find very appealing.

If the investigators are in the museum at night, it is likely that they will become involved when the “wooden vampire” attacks the guards. The Keeper should allow the investigators to see the “wooden vampire” so that they will have some idea as to what they are up against. The Keeper should set up a plausible scenario in which the “wooden vampire” kills at least one guard, yet manages to escape the museum into the sewers. Of course, if the investigators act brilliantly, the Keeper should not excessively interfere with the outcome.

In any case, the “wooden vampire” will end up in the sewers. The police will continue to stake out the museum, but nothing else will happen there. The attack on the guards will clear Franklin, since the police will have had him under observation because of Stane’s suspicions. Stane will be happy when the “activities”

at the museum come to an end and will reopen the exhibit. Ironically, the violent incidents will increase attendance for a while and Stane will even manage to sell the rights to “her” story and it will be made into a rather bad made-for-TV movie at some point.

Into the Sewers

After the police activity drives the “wooden vampire” into the sewers it will set up a platform, for itself in one of the junctures and then learn the layout of the sewers (which it will take to be caves of some kind). It won’t take it long to determine that the sewers provide access to the surface in various places and it will soon start use them as a way to get around in its search for victims.

After the “wooden vampire” enters the sewers, it will scavenge material to set up a ledge for itself. It will also scavenge material to create platforms and shackles to store people for later feeding.

The “wooden vampire” will take its first victim from the ranks of the homeless, but will not find the blood to its liking because of the victim’s poor diet. It will discard the victim’s body in the sewer. The next night, the “wooden vampire” will select a victim (Rusty Cown) who is (unknown to the “wooden vampire”) using PCP. The PCP will effect the “wooden vampire”, causing it to rip the victim apart and leave the body parts scattered about the alley. The “wooden vampire” will, in its deranged state, kill three prostitutes (Melanie Hart, Janice Kelender, and Latosha Weeks) and drink their blood. It will then attack a cab (driven by Marty Singh) in the street, doing significant amounts of damage to it. The “wooden vampire” will then flee into the sewers, running about madly.

If the investigators have police or press contacts, they will be able to learn that the police forensics team will determine that the new victims (Cown, Hart, Kelender, and Weeks) were almost certainly killed in the same manner as the victims in the museum. The police reports on the cab detail the damage to the vehicle. The police think the cab was worked over with a bat, although the driver will insist that the attacker used his fists. The driver will want to try to sell his story to the media, but he will tell the police (or persuasive investigators) that “Some crazy black man came running out of an alley, naked as the day he was born and covered in blood. His eyes were wide open and he didn’t look right. He started beating on my cab with his fists, putting dents in the metal and breaking the glass. I am so glad to be alive! He then ran back into the alley and I called the police.” The police did a forensic examination of the cab and were able to find blood and tissue samples. The blood samples were identified as belonging to the victims (the blood was smeared on the “wooden vampire”’s hands). Some of the tissue samples will be identified as belonging to the victims but some of the tissue samples are listed as being contaminated, since the DNA appears to be damaged in some manner. If the DNA is carefully examined by a professional geneticist (with a very open mind) he will be able to determine that the DNA is similar to human DNA, but is different in many key respects.

Once Singh sells his story to the media, they will publish it with all sorts of embellishments. Naturally, the authorities will not be pleased with this sort of “publicity.”

While the police will attempt to keep the details under wraps, the tabloid presses

will be having a field day, suggesting that some sort of naked and crazed “Jack the Ripper” killer has come to the city. In fact, one tabloid will call the killer “Naked Jack” and the same will stick. The press will attempt to acquire photos and information using all means necessary. Again, unscrupulous investigators with police access might be able to make some fast money by selling stolen evidence.

The authorities will want to catch “Naked Jack” and put the incidents behind them. To this end, the police will form a special task force. If the investigators are able to convince the police or other authorities that they have special or useful skills, they might be able to get involved legitimately. Otherwise the investigators will probably pursue the “wooden vampire” on their own.

More Victims

Once it recovers from its experience with the PCP, the “wooden vampire” will decide to seek out a different sort of victim. The “wooden vampire” will start entering buildings at night, looking for victims. Over the next few days it will take a victim each night. On one night, it will enter a security building (it will acquire clothes so it can pass better as a human) in an attempt to get a victim. The attempt will fail and the “wooden vampire” will be captured on film. The police will get a copy of the film and create a photo to post around town. Mufasta and Franklin will be horrified if they see the photo, since it will clearly be the face of the missing “statue.”

The “wooden vampire” will seek other victims and will decide to capture them and take them back to the sewer. There it will tie or shackle them to storage platforms for later feeding. Because the sewer is so far underground and most of it is under roads, any cries or screams of the victims will go unheard. Some of these victims will be reported missing

The police will be making a concerted effort to find the killer, although they will never think to look in the sewers. If the investigators come to the police with a story about a statue come to life or some such thing, the police will probably consider them to be unbalanced and will not take such stories seriously. If the investigators persist in trying to persuade the police, they might end up being placed in “protective custody.” If the investigators are able to provide some form of objective evidence (such as the tissue samples, should the investigators learn of them) the police might be willing to listen. However, it is suggested that the investigators be forced to act on their own.

Escape

While the investigators are trying to search for the “wooden vampire”, they will get a lucky break. One of the “wooden vampire”'s victims (Janet Henderson) will escape. Henderson will be taken by the “wooden vampire” from her apartment while she is asleep. She will be reported missing by her next door neighbor (Sarah Wilkins) who plays racquet ball with her regularly. The “wooden vampire” will tie Henderson to one of its platforms, along with two other victims. The “wooden vampire” will glut itself on the other two and then go to rest for the day. Henderson will manage to escape the ropes, inflicting severe injuries on herself in the process. She will emerge from the sewer, stinking of refuse, bloody and dazed. The

investigators should be among the first people to encounter her. She will be babbling madly about the “woodman in the underground drinking people.” It will be fairly clear to the investigators that she has just emerged from the sewers. The investigators will probably decide to take action.

The police will eventually arrive to take Henderson to the hospital. The police will have some difficulty making sense of Henderson as she will become increasingly incoherent, but they eventually will figure out that she escaped from the sewer after being taken away by “Naked Jack.” At that point, the police will send teams in to search the sewers. By that time, the investigators should have already encountered the “wooden vampire.”

Battle in the Sewers

After the investigators find Henderson, they will probably enter the sewer to confront the “wooden vampire.” If the investigators enter the sewer during the day, the “wooden vampire” will be dormant and they might be able to surprise it. If the investigators enter the sewer at night, the “wooden vampire” will be active and probably feeding on a captured victim or setting out to find a new one.

The exact nature of the battle in the sewers is left to the Keeper, but it should be a harrowing battle in the dark full of fear and uncertainty.

Conclusion

The adventure comes to an end when the investigators are defeated, give up or defeat the “wooden vampire.” If the investigators give up or are defeated, the “wooden vampire” will almost certainly integrate itself into modern society and prey on helpless victims with impunity. In this case, any surviving investigators should leave 1D4 Sanity Points for permitting the horror to continue. The players might choose to attempt to hunt down the “wooden vampire” later, but this will prove very difficult once it develops an understanding of the modern world.

The investigators can defeat the “wooden vampire” by destroying it. This will become increasingly difficult as the “wooden vampire” gains an understanding about the modern world. Defeating the “wooden vampire” will net the surviving investigators a 1D6 Sanity Point bonus. The investigators might also be able to gain some useful contacts and allies in the course of the adventure, especially if they are able to rescue victims from the “wooden vampire.”

NPCs

Dr. David Franklin, Expert on African/African American History

STR: 11 Con: 13 SIZ: 12 INT: 13 POW: 13 DEX: 12 APP: 11 EDU: 21 SAN: 65 HP: 13 DB: 0

Skills: Accounting 15%, Anthropology 45%, Archeology 13%, Bargain 16%, Credit Rating 35%, History 91%, Library Use 78%, Natural History 21%, Occult 41%, French 35%, Sneak 15%, Handgun 39%, Rifle 65%

Weapons: None

Description: Franklin is a medium sized black man with gray hair and beard. He is fifty seven years old. Franklin was drafted into the US Army during the Vietnam

war and served on the frontlines. He was badly injured during the war, but recovered from his injuries. After the war ended, he used the G.I. Bill to receive an education and pursued a graduate degree in history. Franklin is a true scholar and is dedicated to the truth. He is respected by most people in his field, but has fallen out of favor due to his failure to endorse all aspects of the recent trends in historical revisionism. Franklin is a fairly religious man and has no doubt about the existence of evil, thanks to his tour of duty in Vietnam. Hence, he will be willing to believe in the existence of the “wooden vampire”, provided there is adequate evidence. Although he is getting on in years, he will be willing to actively aid the investigators.

Malcolm Mufasta, Graduate Student in History

STR: 12 Con: 11 SIZ: 11 INT:14 POW: 12 DEX: 14 APP: 14 EDU: 17 SAN: 60 HP: 11 DB: 0

Skills: Anthropology 6%, Archeology 16%, Bargain 31%, History 34%, Library Use 38%, Occult 12%, Ride 45%

Weapons: None

Description: Mufasta is a medium sized black man with short cut hair and glasses. He is twenty five years old. He dresses very well and typically carries an Apple Newton PDA and a cell phone. Mufasta’s parents are both lawyers, but he decided to pursue a career in academics. Mufasta is currently a graduate student and is finishing up his dissertation in history. While Mufasta has studied some aspects of the occult, he has no real belief in the supernatural and will be very skeptical about any suggestions that something unnatural is going on. Should the evidence prove overwhelming, Mufasta will accept the existence of the supernatural. At heart, Mufasta is a decent person and will be willing to aid the investigators. However, Mufasta is a man of thought and not much of a man of action, hence any aid he renders the investigators will be in that area.

Dr. Angela Stane, “Diversity Expert”

STR: 8 Con: 9 SIZ: 9 INT: 11 POW: 11 DEX: 15 APP: 12 EDU: 16 SAN: 55 HP: 9 DB: 0

Skills: Bargain 55%, Fast Talk 60%, Law 10%, Library Use 30%, History 25%, Persuade 35%, Psychology 45%

Weapons: None

Description: Stane is a small woman with brown hair and brown eyes. She is forty two years old. Stane earned a doctorate in Women’s Study from a mediocre university but was able to ride the wave of “political correctness” to several very lucrative positions, despite her lack of scholarly abilities. Stane is a very cunning and unscrupulous individual whose main concern is furthering her own career. Naturally, she carefully conceals her real motives and attempts to convince people that she honestly concerned with equity, equality, and diversity. While Stane professes a belief in the spiritual (she claims to be a member of Wicca), she has no real belief in the supernatural and will be unable to accept any evidence to the contrary. In a real crisis, Stane will be worse than useless. Her main concern will be concealing any problems and finding a way to minimize any damage to her career. She is a master of passing the buck and fixing blame on others and will use these

skills to her fullest ability.

Typical Security Guard/Police Officer

STR: 13 Con: 12 SIZ: 12 INT: 10 POW: 12 DEX: 12 APP: 11 EDU: 16 SAN: 60 HP: 12 DB: +1d4

Skills: Fast Talk 15%, Law 13%, Persuade 25%, Handgun 30%

Weapons: .38 Damage 1D10 Range 15 yards Shots/Rd 2 Shots 6 HP 10

Description: The typical security guard/cop is between 30 and 50 years of age, in fair physical condition, and of average intelligence. The guards are reasonably competent but are not paid enough to be willing to face great danger or risks. Most of the guards and officers do not really believe in the supernatural. The guards will be willing to aid the investigators, provided such aid falls within their job description. The officers will be more willing to face great danger and risks, since that is in their job description.

Monstrous Beings

“Wooden Vampire”

A “wooden vampire” is a horrid creature that is similar in some respects to the “traditional” vampire. However, the “wooden vampire” differs significantly from the “traditional” vampire.

The “wooden vampire” is native to Africa. Some experts in occult knowledge have speculated that the “wooden vampire” is an offshoot of the human race or perhaps a completely non-human primate species. Others speculate that the “wooden vampire” has a supernatural origin. Whatever the truth of the matter, the “wooden vampire” appears to exist only in parts of Africa. These beings live in small groups in the “dark and shadowed” areas of the country. Naturally, they do their best to avoid detection.

The “wooden vampire” is as intelligent as a human being and is roughly human in appearance. However, its skin is rough and appears wood-like (hence the name). The creature has no hair, adding to its unusual appearance. Where humans have fingernails and relatively flat teeth, a “wooden vampire” has long, wicked claws and a mouthful of needle like fangs. The fangs inflict terrible wounds which bleed freely. A “wooden vampire” has a special organ in its chest and throat that acts as a suction pump for rapidly draining its victim of blood. A “wooden vampire” needs human blood to survive, but it also enjoys the experience of feeding, especially draining a human to death. Most “wooden vampires” revel in inflicting pain and horror on humans and they are quite good at it. Due to some ancient traditions, whose origins are lost in the mists of time, particularly desperate, foolish or wicked human beings can seek out a “wooden vampire” and make a deal with it. Because of the traditions, “wooden vampires” will bargain in what almost approaches good faith, although they will always seek loopholes and ways to turn any agreement to their advantage.

A “wooden vampire” has hearing that is as good as a human beings, a marginally better sense of smell, and excellent night vision.

Like the traditional vampire, the “wooden vampire” is vulnerable to daylight. When exposed to the light of day, a “wooden vampire” sustains 1 point of damage

for each minute of direct exposure. A “wooden vampire” can resist the affects of the sun by consuming its internal blood supply. A “wooden vampire” can reduce the damage to 1 point per half hour by expending 1 “point” of stored blood (see below). A “wooden vampire” is not affected by typical artificial lighting, but would be affected by things like sun lamps or tanning beds. If a “wooden vampire” is reduced to 2 or fewer hit points by exposure to the sun, it will undergo a sudden paralysis and its skin and muscles will automatically transform into a wood-like substance, protecting its organs from the sun. This wood like substance also acts as 8 point armor against physical attacks. However, when this occurs the “wooden vampire” will be helpless and unable to move. It will remain in that state until it is able to regenerate its hit points to 3 or greater. Once this occurs, its outer skin will return to a normal appearance and it will be able to move again. A “wooden vampire” can also enter this state voluntarily and “wooden vampires” tend to do this for protection during the daylight hours. When in this state, a “wooden vampire” ages extremely slowly (about one year of aging for every twenty five years spent in hibernation) and “wooden vampires” can live to be 150 years old.

Like the traditional vampire, the “wooden vampire” feeds on human blood. A “wooden vampire” must consume at least a liter of blood each day to remain active. If it does not consume that much, it will go into a form of hibernation. The “wooden vampire” can avoid going into this hibernation by consuming its internal stores of blood. Each hour it remains alert and mobile costs it 1 “point” of blood.

A “wooden vampire” can consume blood and store it, in a concentrated form, in special organs (where the human liver, large intestines and small intestines would be). Each point of STR a “wooden vampire” drains from a victim by a biting attack gives it 1 point of stored blood. A “wooden vampire” may store a number of points of blood equal to half its SIZ. This stored blood can be used by the “wooden vampire” in various ways. As noted above, this blood can be consumed to help resist the effects of the sun or to sustain the creature. It can also be used to enable the creature to heal rapidly. While a “wooden vampire” will heal as fast a human, it can consume 1 point of blood from its internal storage organs to heal one point of damage. This process requires the “wooden vampire”’s concentration, so it can take no other action that round, except for moving slowly. Further, a “wooden vampire” can use the energy in the blood to appear more human. Each point of blood a “wooden vampire” expends gives it a 20% to pass as a “black” human. This alteration lasts eight hours or until the “disguise” is dropped. Once the “disguise” is dropped, the “wooden vampire” must expend points again to regain human appearance. When its “disguise” is in effect, the “wooden vampire” actually alters its physical appearance (“hair” grows, the eyes look normal, the skin sweats, the fangs become normal teeth, the claws transform into fingernails etc.). The “wooden vampire” assumes the same appearance each time it becomes human in appearance, so it cannot use this ability to mimic specific human beings.

In combat, the “wooden vampire” fights with its claws and by ripping at its victims with its terrible fangs. To use the claws and fangs, it must be in its natural form. A “wooden vampire” can use human weapons (provided it has the skills), but generally prefers to use its natural weapons. In its “natural” form, its outer skin has a rough, wood-like appearance. This material acts as two points of armor.

| Characteristics | Rolls | Averages | #1 |
|-----------------|-------|----------|------|
| STR | 3D6+6 | 16-17 | 19 |
| CON | 3D6+6 | 16-17 | 21 |
| SIZ | 3D6 | 10-11 | 13 |
| INT | 3D6 | 10-11 | 12 |
| POW | 3D6+3 | 13-14 | 15 |
| DEX | 3D6+3 | 13-14 | 17 |
| HP | | 13-14 | 17 |
| Damage Bonus | | +1D4 | +1D6 |

Move: 8

Weapons: Claw 65% Damage 1D4+db, Bite 35% Damage 1d6 + blood drain (1D3 points of STR, victim can regain up to 1D3/day) while in its “natural” form. Can use human weapons.

Armor: 2 points of “skin” when in “natural” form.

Spells: None

Sanity Loss: 1/1D6 Sanity points to see a “wooden vampire” in its “natural” form.

Handouts

Handout #1

-Letter from Malcolm Mufasta

...I am sorry to trouble you with this news, but I believe that I would be even more sorry where I to simply let events take their course. At the museum where I conduct my research, there have been a series of problems, some of which may be related. First, a statue was stolen from the museum out of the African/African-American display area. Second, an unusual number of museum employees have left the museum with no notice. A custodian and two security guards have failed to return to work, for no apparent reason. This in itself is not entirely unusual, but has struck me as odd. The official story is that the custodian was the victim of a crime on the way home and that the first security guard simply decided to move on without giving notice. This is not entirely uncommon, but does seem unusual. Third, there was an incident in which a significant amount of damage to some of the exhibits in the Africa/African-American sections. The police have been told by Stane that the other absent security guard (a Mr. West) was involved in the incident. According to the papers, there is some evidence that West's older brother might have been involved with a racist group at one point. What concerns me the most, however, is that a respected colleague of mine, Dr. Franklin, has been accused of involvement in the theft of the statue as well as the vandalism incident by Dr. Stane, who is an administrator at the museum. Based on my knowledge of Dr. Franklin, I believe he is innocent of all wrong doing and that Stane is attempting to exploit the situation for her own advantage.

Given this situation, I would like to request your aid. I believe that while the police are basically honest, they are being misinformed by Stane. Hence, it is my conclusion that only an outside party, uninfluenced by Stane, can ensure that justice is properly served...

Handout #2

-Museum information on the missing statue.

...The statue appears to have been carved from a single block of native wood. The shackles are of iron and are believed to be European in origin. The symbols etched into the iron are clearly not European in origin and are believed to be symbols used by some shamans in African history.

The statue is believed to commemorate the victory of one family over one of their rivals. This is supported by a myth/legend from the area of the statue's origin and by the fact that the statue has been shackled. The exact date of the conflict, or even if it actually occurred, is unknown.

The statue itself was donated by an African family (legend has it that the family was the victor in the struggle mentioned above) to an African museum in 1972. In 1991 the statue was purchased by an American university and displayed (with shackles). After the week long period of display, the statue was placed into storage. In 1994 the statue was acquired by this museum and put on display this year.

Handout #3

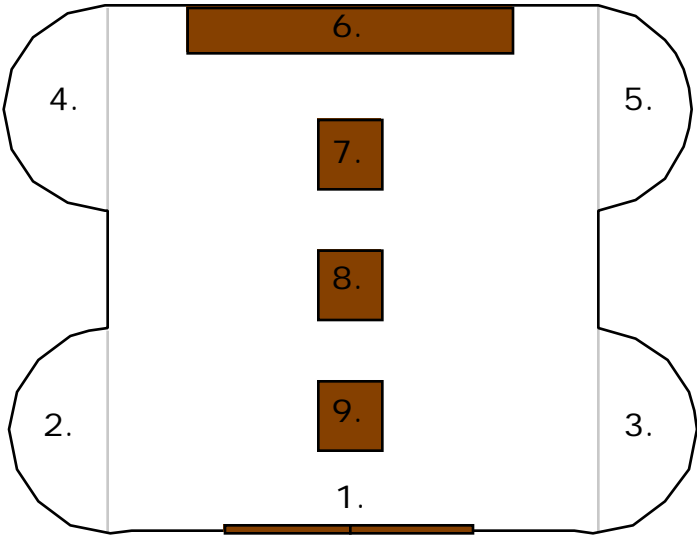
-From Horace C. Nesbeth's *African Myths, Magic and Legend*, 1921

As with all human societies, the societies of Africa were occasionally plagued with family disputes. Many of these disputes, especially the ones from ancient times, have become obscured by myth and legend. One such myth tells of a struggle between two rival families which ended in the imprisonments of a vampire like being through the use of enchanted iron shackles.

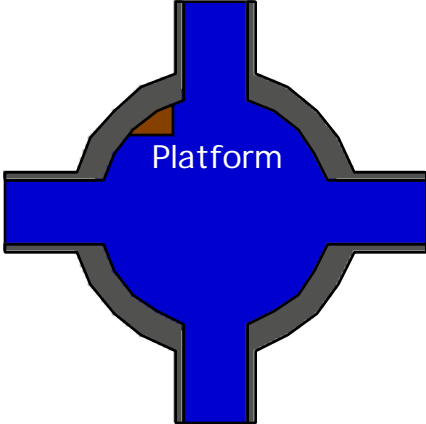
According to the myth, the two families were at an impasse and hence each was searching for a decisive advantage over the other. One of the more enterprising young men decided to follow an old legend and seek out supernatural aid. According to the myth, the young man recruited a terrible being and carried it back to the village. The horrible being is said to have plagued the young man's enemies for three days, until they enlisted the aid of a powerful shaman. The shaman, who was wise in the ways of the beings of night and evil, is said to have identified the creature on the fourth night of its feeding. On the fifth day, the shaman modified a set of European iron shackles by engraving them with the proper symbols and calling on spirits to enter the metal, transforming it into an item of power, such as a fetish or medicine bundle. That night, the horrible being claimed a fifth victim. On the Sixth day, the shaman was prepared. He and four of the bravest warriors of the rival family waited in the hut of the next victim (the being was killing the family members in reverse order of their status in the family). When the being appeared, the shaman identified it for what it was and the four warriors held it long enough for the shaman to place the magical shackles on the creature. Trapped by the magic of the shackles, the creature supposedly turned to wood and was frozen in place. Enraged at the horror visited upon them the family butchered their enemies as they slept. As a symbol of their triumph, the family displayed the statue in the leader's hut.

Keeper's Maps

Display Area



Sewer Juncture



Fungus©1997
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1997 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure pits the intrepid investigators against a non-mythos menace in the 1990s. Construction workers building a resort on a remote tropical island encounter a horrible fungus which spells doom for them and possibly the investigators as well.

This adventure can be modified by the Keeper to fit into different times and places, such as the 1920s.

Keeper's Background

The earth produces many strange life forms. For example, there is a real fungus that infects certain ants. This fungus is truly odd in that the fungus will apparently cause the ant to climb a plant. Once the ant reaches a suitable leaf, the ant will die from the infection and the fungus will grow out of the ant's head and spread its spores.

Unfortunately, this fungus is not unique in its unusual parasitism. Untold eons ago, a mutant fungus appeared. This fungus infected higher life forms, such as mammals and birds, and somehow evolved in such a way that it could literally take control over a living thing's nervous system. An infected organism would be forced to seek a damp and shadowy place in which the fungus would continue to grow, protected by its host. The host would gradually be consumed and the fungus would wait for another host to contact the body of fungus.

This terrible fungus might have become a serious threat to living things around the world, but fortunately the fungus spores died quickly when they dried out or when exposed to direct sunlight or large amounts of salt, such as that in sea water. Thus, the fungus remained on the island where it evolved, plaguing only the unfortunate native animals and the occasional visitor.

Humans from other Pacific islands eventually found the island and a number of people settled on the island. One of the people came across a fungal body in the

stream on the island. The fungal infection quickly spread among the people. Some of the islanders, who had been on an extensive expedition, returned in time to see their fellows reduced to hideous, dying mounds of fungus infected flesh. These islanders fled and warned others. Since that time, the island has had an evil reputation among the island people and it has been accordingly shunned.

Years and years after the last people fled the island Spetalzein Inc., a large and fairly secretive multinational, acquired the rights to build a resort on the island. Spetalzein owns a successful and popular cruise line and the company intended to sell package cruises to their resort. Unfortunately for the company, things did not work out as planned.

Initially all went well. Using surplus military equipment workers landed bulldozers and other heavy equipment and cleared out an area on the eastern part of the island. A dock was soon constructed and materials were brought in. Then, an assistant vice president from Spetalzein brought his young girlfriend to the island to impress her. The two of them went swimming in the small pond in the volcano's cone. The young woman stepped on a crust of fungus and broke through the crust. The woman and the man were both infected by the fungus, which also spread into the stream and went down into the construction site, infecting several of the workers.

The infection soon spread to all the workers, who soon became so infected that all thoughts of escape left their minds. Only the foreman, who was among the last to be infected, managed to send off a somewhat incoherent message warning others of the danger.

Getting the Players Involved

The investigators will be hired by Spetalzein to find out what has happened on the island. The hiring process will begin with a phone call from a man called Mr. Knowles. Knowles will inform the investigators that he has a special employment opportunity for them and that if they are interested, they should meet him for lunch at the Indignant Gecko, a popular bar/restaurant.

If the investigators agree, Mr. Knowles (who is a carefully nondescript man who dresses in a plain blue suit) will say the following:

“Your special skills and ability to handle troublesome situations have been brought to the attention of my employers. They wish to hire you to investigate a particular situation and take steps as necessary to correct said situation.”

If the investigators agree, they will finish their lunch and he will call for a large limo. He will brief the investigators while driving them to the airport.

The main points of his briefing are as follows: His employers have acquired construction rights on a small Pacific island. The land clearing and the construction went well, although some human remains were found in the construction site. These remains were carefully preserved and transported to a university for study. The site was examined by archaeologists and found to have no real archeological merit and construction continued.

After several weeks, an assistant vice president went to the island on a fact finding tour. Shortly after his arrival, an odd radio transmission was received:

“Stay...stay away...something on our skins...in our throats...on our

eyes...euphoria...drugged...eating flesh...Disease!...Disease! For the love of God, stay away!...urk...urk...arrrrr..."

After that transmission, which was received six hours ago, nothing more was heard. Knowles will provide the investigators with a map of the island, tell them that transportation will be provided as well as any needed equipment. He will then give them an opportunity to ask questions on the way to the airport. Knowles will tell them all he knows, but will not reveal his employer's identity. Naturally, he knows nothing about what is really happening on the island.

If Knowles is asked why some government agency is not being brought in, Knowles will explain that his employer intends to develop the island as a resort site and that the investigation is something that would best be handled quietly and privately. If the investigators ask about pay, Knowles will offer them a reasonable and generous sum of money (roughly three months pay for each investigator). If the investigators ask if anyone else will be going with them, Knowles will tell them that two company representatives, an infectious disease specialist and the crew of the seaplane that is to transport them will be part of the team. If the investigators ask about the travel arrangements, they will be told they will be flown to an island in the Pacific by jet and then flown to the island by seaplane.

Investigation

Since the investigators will be taken right to the airport after they are hired, they will have little time for investigation. However, they will meet Dr. Ann Lee and Dr. Kevin Sejek when they land in the Pacific.

Spetalzein turned the bones over to Dr. Lee, an anthropologist at the university of Hawaii. Lee at first thought that the bones were unremarkable and turned them over to a graduate student. The graduate student examined the bones carefully and found odd markings on the bone. He gave a sample to a friend who is a graduate student in biology and this student determined that the bones had been eaten away in places by something. He also found traces of an unknown fungus. This student showed these samples to his advisor, Dr. Kevin Sejek. Dr. Sejek realized that the fungus was an entirely new species and became very excited. He also realized that the fungus could be extremely dangerous. He contacted Dr. Lee and informed her of his findings. She contacted Spetalzein. By this time the trouble had occurred on the island. Spetalzein decided to bring Dr. Lee and Dr. Sejek in as part of the team going to the island.

The investigators will have six hours to talk to Dr. Lee and Dr. Sejek before they reach the island. They have the following useful information to impart: Dr. Lee knows that there are several small islands that are considered to be cursed or haunted. One such tale tells of a terrible monster that "eats of the skin" which destroyed an entire village. According to this myth, the villagers disturbed the monster in a "small pool of decay" and it consumed them. The legend of which she speaks is based on what happened on the very same island all those years ago.

Dr. Sejek will be able to tell the investigators that the bones he examined appeared to have been "eaten" by an unknown fungus. The chemical traces he was able to examine indicated that the fungus is new to science and the damage to the bone suggested to him that the person was still alive when the fungus began

“eating” his bones.

Along with the two professors, there will be the two company representatives (William Malloy and Heidi Lin), the doctor (Karl Sturbach), and the crew of the sea plane (Bob DeSantis and Sam Beck). The representatives will have little to say, but will be able to tell the investigators all they want to know about the layout of the island and the plans. If the investigators ask, the representatives say that they are coming along to make sure that everything runs smoothly and in accord with company policy.

The doctor will be more willing to talk. He will say that he was hired, just as the investigators were, and that he was given the same briefing as them. Some of what he says is, however, not true. Sturbach works for Spetalzein and has handled some rather sensitive problem for them in the past.

The crew of the seaplane work for a transportation company which is owned by Spetalzein (although they do not know this). The crew will say that they have been “hired to fly you in and out and that’s that.”

Maps

The maps detail the areas where the adventure takes place.

The Island

The island is located deep in the pacific and is one of the many small islands that dot that great body of water. Like many of the islands of that region, it arose from the sea due to volcanic activity.

The island is relatively small, but does sustain a fairly extensive array of life, including some animals that humans brought with them (such as pigs). The island is beautiful, but is not otherwise remarkable (with the exception of the deadly fungus, of course).

The island is ringed by a coral reef, which requires that smaller boats be used to reach the shore. A small passenger ship is anchored off the island. The ship was used to transport the workers to the island and, unlike the cargo ships, it remained in case of a storm or other problem. There are no people on the ship, but there are no signs of any struggle or any disaster. The ship appears to have simply been left at anchor while the crew went ashore (staying aboard a ship at anchor is very boring).

There is a newly constructed dock on the southeast part of the island. There are loading cranes and crates on the dock and many small craft are moored to it. All the small craft are in good condition.

1. Construction Site: The construction site consists of a large area of cleared land, several foundations, and two modular housing units. The construction site is detailed in its own map.

2. Volcano Cone: The volcano cone holds a small pond which is where the fungus originated. The cone is detailed below.

Construction Site

The construction site appears to be deserted of human life. There are four

foundations in the main area, two modular housing units, and a small artificial pond. There are several construction vehicles in the area, some of which appear to have run out of gas.

1. Housing: The housing units were used by the workers and they contain bunks, a kitchen, showers, a generator, and so forth. In the office there is a radio which is still on. The microphone is smeared with dried up (and harmless fungus) and the walls are marked with fungus stains in the shape of hand prints.

The modular housing contains the workers few personal effects and two 12 gauge shotguns (with forty shells). The guns were brought in case the island had a population of wild pigs.

The housing will reveal that there were twenty people housed there.

2. Pool: The pool is clearly artificial as its banks are made out of concrete. There are boards, metal pipes, tarps and other building material piled up over one end of the pond. Some of the infected workers piled up the materials to protect them from the sun. There are a dozen workers lying in the water under the debris. Since sunlight is painful to them (the fungus hurts them if they go into the sun) they will stay hidden until night and go looking for other people to infect when the sun goes down).

Volcano Cone

The volcano cone has a pond of water at its bottom. Gasses leak up through the pond, causing it to bubble slightly. The water is reasonably fresh from the regular rains, but is slightly murky. The bottom is covered with what appear to be crusty black rocks. These "rocks" are actually fungus nodules and breaking them open will expose the living (and infectious) fungus within.

Near the pond are clothes that belonged to Alicia Hunt and assistant vice president Russ Hemeck (the clothes can be identified because Hunt's purse and Hemeck's wallet are still there). Hunt and Hemeck are in the pool, laying under and outcropping of volcanic rock. They will attack anyone who comes into the pool.

Action

The following sections detail the suggested action that is to take place during the adventure.

Arrival

The journey to the island will be uneventful. If the investigators ask, the pilot will be willing to do a fly over of the island. During the fly over, the investigators will be able to see the foundations, the equipment and such. However, they will not see any signs of people. If the investigators try the radio, they will receive no reply.

After a couple passes, the pilot will set the seaplane down near the dock. The plane has a shallow enough draft to allow it to get fairly close to the dock. The plane has two large rubber rafts on board which can be inflated and used to take the team to the dock.

Body on the Beach

When the team arrives at the dock, they will see a grim sight: washed up on the beach is the face down body of a man. The body was Ted Fender, one of the aides to the assistant vice-president. The body is wearing a suit and has a wallet (with a driver's license) in the pants' pocket. The body has marks all over it that look similar to acid scarring. The marks were caused by the fungus, which produced an acidic chemical to "punish" the host. Fender was infected by the fungus, but was allergic to the euphoria producing compound the fungus generated. In horrible pain, Fender threw himself into the sea. The fungus on his skin was dissolved by the water. If the doctor and the biologist examine the body carefully, which they will want to do, they will be able to determine that Fender died from drowning and that he had been infected with a fungus identical to that found on the bones that were dug up on the island. If given some time for testing, the biologist will be able to determine that the fungus was apparently dissolved by exposure to salt water, which will give the investigators a weapon against the fungus.

The Construction Site

The construction site is described above. During the day, the twelve infected humans will remain hidden under the debris. If the investigators disturb them, the infected humans will attack them. If the investigators do not check the debris, the infected humans will remain there until nightfall. When the sun sets, they will come forth and attack any available humans. They will also stagger about, looking for food. They will also sometimes do things that they did when they were "normal." For example, some of them might drag around tools, while others might climb in and out of the vehicles.

The Keeper should do his best to make the construction site seem disturbingly empty, as if the people just vanished during the middle of work. The activities and attacks of the infected humans should be calculated to strike horror into the hearts of the investigators.

The Keeper might wish to put off the encounter between the investigators and the infected humans for a short while, so as to allow the tension to build. Since there is no reason to suspect that anyone would actually be under the debris in the pool (the Keeper should be careful to not draw attention to the pool) this should be easy enough to do.

The Cone

While it is not likely that the investigators will go to the cone, they might decide to do so. The cone is a dangerous place to be since there are two infected humans there and the pool in the cone is full of fungal nodules. If the investigators go to the cone, they will be attacked. If they enter the pond, they stand a good chance of becoming infected.

The Jungle

A dozen of the infected humans fled into the jungle, where they lurk in damp and dark areas. These infected humans will be moving about in the darker parts of the jungle, looking for food or simply wandering. They will, of course, attack any

animal or person they see. If the investigators journey into the jungle, the Keeper should arrange a few attacks on them. Infected humans will be attracted by noise, so if the investigators are loud, the infected humans will be drawn to them. Noises of combat will also attract infected humans.

Conclusion

The adventure ends when the investigators solve the problem, flee, or die. If the investigators die, another team will be brought in to deal with the problem. If the investigators flee, they will (at best) receive a very reduced payment. At the Keeper's discretion, they might be given the opportunity to return with another team. If the investigators flee, the Keeper might chose to penalize them with a 1D3 Sanity Loss.

Solving the problem involves dealing with the infected humans and the fungus. Killing all the infected humans and disposing of the bodies properly will count as a success. In this case, the investigators should receive a 1D3 Sanity Point reward. The company will pay the investigators the agreed upon fee. The investigators will also impress the company with their success, which can lead to other employment opportunities in the future.

The company has invested a great deal of money into the island and they will not want to have spent this money in vain. Unfortunately, the fungus (like any fungus) will prove very difficult to eradicate. Unless the Keeper wishes to portray the company as stupidly villainous, the company will write off the island investment as a loss and then get a tax break by turning the island over to the university for its research into the fungus.

If the investigators attempt to blackmail the company, the company will counter sue them. Unless the investigators are able to fake evidence to prove that the company was guilty of negligence or that the company intended to infect people, the investigators will end up in jail. The company is a legitimate business with a large and powerful legal department, so it will not resort to violence against the investigators.

NPCs

Dr. Ann Lee, Anthropologist.

STR: 11 CON: 7 SIZ: 11 INT: 14 POW: 15 DEX:8 APP:8 EDU: 17 SAN: 75 HP: 9 DB: 0
Important Skills: Archeology 15%, Anthropology 65%, Fast Talk 34%, First Aid 41%, History 45%, Library Use: 65%, Natural History 35%, Navigate 25%, Occult 45%, Pharmacy 10%, Spot Hidden 35%

Weapons: None

Description: Dr. Lee is a professor at the University of Hawaii. She is of average size, has brown hair and wears thick glasses. She favors jeans and work shirts when in the field. She is a recognized expert in anthropology with a specialization in Pacific island cultures. Dr. Lee has spent an extensive amount of time in the field and has some experience in dangerous situations. Dr. Lee is very concerned with her own life and her career and she will be primarily concerned with surviving and escaping from the horror of the island.

Dr. Kevin Sejek, Biologist.

STR: 5 CON 11: SIZ: 8 INT: 12 POW: 12 DEX: 9 APP: 14 EDU: 18 SAN: 70 HP: 10
DB: -1D4

Important Skills: Biology 75%, Chemistry 35%, Electrical Repair 25%, History 35%, Mechanical Repair 35%, Operate Heavy Machinery 36%, Pharmacy 15%, Rifle 39%, Handgun 35%, Machine Gun 34%

Weapons: None

Description: Dr. Sejek is fairly old and is currently a professor of biology at the University of Hawaii. He has gray hair and wears wire rim glasses. He wears slacks and sweaters, even in warm weather. He is a small and frail man, but still remembers what he learned during the Korean war as a tank crew member. Dr. Sejek is a bit too old to get involved in dangerous activities, but he will be both fascinated and horrified by the fungus. He will want to study it, but will not risk his life or the lives of others to do so.

William Malloy , Corporate representative (troubleshooter).

STR: 18 CON: 17 SIZ: 14 INT: 15 POW: 10 DEX: 13 APP: 7 EDU: 12 SAN: 50 HP: 16
DB: +1D4

Important Skills: Art (painting) 25%, Climb 47%, Conceal 35%, Dodge 43%, Fast Talk 20%, First Aid 50%, Hide 25%, Jump 30%, Listen 45%, Martial Arts 35%, Persuade 25%, Sneak 45%, Spot Hidden 47%, Handgun 60%, Rifle 45%, Shotgun 55%, Punch 70%, Kick 50%, Grapple 45%, Submachinegun 43%

Weapons: 9mm Automatic Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8 Mal 99

Description: Malloy is an obviously fit man with short black hair and blue eyes. He dresses in a three piece suit, with his pistol concealed under the jacket. He works for Spetalzein as a "trouble shooter" for the company. Malloy's assignment is to protect the interests of Spetalzein using any means necessary. Malloy will pretend to be a corporate flunky who is simply there to observe. Since the fungus threatens Spetalzein's plans for the island, he will cooperate fully in any sensible plans aimed

at destroying the fungus.

Heidi Lin , Corporate representative (lawyer).

STR: 12 CON: 15 SIZ: 10 INT: 13 POW: 16 DEX: 8 APP: 10 EDU: 16 SAN: 80 HP: 13
DB: 0

Important Skills: Accounting 17%, Fast Talk 63%, Law 71%, Library Use 45%, Latin 10%, Persuade 55%, Psychology 29%

Weapons: None

Description: Lin is an average woman who has long black hair and brown eyes. She wears a woman's business suit and carries a brief case. She works for Spetalzein and her assignment is to protect Spetalzein's interests through legal means. She hopes to be able to handle any legal situation relating to the island (such as law suits) so that they end in Spetalzein's advantage. Lin will be worried about the fungus, but primarily because of the possibility of law suits against Spetalzein. She will do her best to get the investigative team to declare that the disaster was in no way the fault of Spetalzein (which is actually true). Lin is a sharp and ruthless lawyer who is loyal to Spetalzein and will act accordingly.

Karl Sturmbach , Doctor.

STR: 10 CON: 10 SIZ: 11 INT: 16 POW: 10 DEX: 10 APP: 8 EDU: 19 SAN: 50 HP:11
DB: 0

Important Skills: Anthropology 12%, Biology 59%, Chemistry 35%, Fast Talk 19%, First Aid 82%, Law 15%, Library Use 55%, Medicine 89%, Latin 15%, German 95%, English 60%, Pharmacy 55%, Psychology 24%, Handgun 35%

Weapons: .38 Special Damage 1D10 Range 15 yards Attacks 2 Shots 6 HP 10 Mal 00

Description: Sturmbach is a German doctor. He has thinning blond hair and a small moustache. He is fairly old, but is in reasonably good shape. Sturmbach is an expert on infectious diseases and has been sent by Spetalzein to the island because of what the foreman said over the radio. Sturmbach is a loyal employee to the company, but he is also a dedicated doctor. His main concerns will be protecting the interests of Spetalzein and protecting humanity from the fungus. He carries a small .38 revolver in his medical kit.

Bob DeSantis , Pilot.

STR: 11 CON: 9 SIZ: 15 INT: 11 POW: 14 DEX: 16 APP: 10 EDU:14 SAN: 70 HP: 12
DB: +1d4

Important Skills: Astronomy 4%, Electrical Repair 45%, Fast Talk 35%, First Aid 40%, Listen 34%, Mechanical Repair 45%, Navigate 55%, Pilot 65%, Spot Hidden 35%, Handgun 47%

Weapons: .45 Automatic Damage 1D10+2 Range 15 yards Attacks 1 Shots 7 HP 8
Mal 00

Description: Desantis is a middle-aged, ex-military pilot. He has brown hair and brown eyes. He is a skilled pilot and has been hired to fly the team to and from the island. He does have a sense of adventure, but has learned to curb it. His primary concern will be staying alive. If he is terrified enough, he might decide to flee the island.

Sam Beck , Co-Pilot.

STR: 11 CON:14 SIZ: 17 INT: 10 POW: 8 DEX: 14 APP: 11 EDU: 14 SAN: 45 HP: 16

DB: +1d4

**Important Skills:Electrical Repair 65%, Listen 38%, Mechanical Repair 55%,
Navigate 45%, Pilot 55%, Knife 50%**

Weapons: Survival Knife Damage 1D4+2+db HP 15

Description: Beck is a middle-aged man who is going bald. He always wears a baseball cap to conceal this. Beck served in the military with DeSantis and now works with him as a co-pilot. Beck is more likely to panic than DeSantis. While Beck might abandon the team, he would never leave DeSantis.

Creatures

The Fungus

As noted above, the fungus evolved on this island as sort of a freak of nature. Like the fungus that infects certain ants, this fungus infects living things and literally takes control of them.

After contact occurs, the fungus spreads rapidly across the skin and into the mucous membranes of the host. The fungus produces a potent chemical which severely impedes (the host loses 1 point of INT and EDU every ten minutes) the host's mental faculties, creating a euphoric state and near paralysis. A significant amount of the fungus or its spores will act as a potency 16 poison (causes paralysis but not death). The chemical is so potent that within a few hours of infection the host will be effectively lobotomized. At that point, the fungus will have severely infected the host and the paralysis effect will wear off, allowing the nearly mindless host to move about. The fungus will continue to spread and "eat" the host. During this time, the victim can be saved by removing the fungus (this will inflict 1 point of damage for every 10 minutes the victim has been infected) with chemicals or physical means. The victim will regain 1 point of INT and EDU per day until fully recovered. Within twelve hours of infection, nodules will emerge from the host's body on stalks. At this point, medical science cannot save the host. These nodules contain fungal spores. The nodules break off easily, spreading spores over whatever contacts them. As mentioned above, these spores act as a potency 16 poison. If the victim is not affected or has companions, the spores can be removed by salt water or wiped away. Within thirty six hours of infection a human size host will be incapable of movement and within forty eight hours the host will be reduced to a mass of fungus.

The fungus is an extremely unpleasant life form. It is simple, but is capable of synthesizing rather complex chemicals that can cause other life forms to behave in ways beneficial to the fungus. For example, the fungus is damaged by sunlight, so it will create chemicals that cause the host pain when it is exposed to sunlight. The fungus needs damp, dark areas, so it will cause the host to experience waves of euphoria when it goes to such places. The fungus also "desires" to reproduce and survive, so the host will be caused to feel rage at other living things so it will infect them.

The fungus is, of course, not intelligent. But its ability to react to its environment and chemically manipulate its hosts is remarkable.

As mentioned above, the fungus is harmed by quantities of salt. Salt thrown on the fungus or exposure to large amounts of salt water will dissolve the fungus. Naturally, sweat is unpleasant to the fungus, which is why it leads its hosts to fresh water as soon as possible. Sunlight and dryness also damages the fungus, which is why it will cause its hosts to seek damp and dark areas.

Fungus Infected Humans

| Characteristics | Rolls | #1 | #2 | #3 | #4 | #5 | #6 |
|-----------------|-------|------|----|----|----|----|----|
| STR | 3D6 | 13 | 7 | 7 | 9 | 13 | 12 |
| CON | 3D6 | 13 | 9 | 16 | 11 | 7 | 11 |
| SIZ | 2D6+6 | 16 | 12 | 10 | 13 | 16 | 9 |
| POW | 3D6 | 9 | 12 | 8 | 12 | 12 | 17 |
| DEX | 3D6 | 9 | 10 | 9 | 10 | 7 | 13 |
| HP | | 15 | 11 | 13 | 12 | 12 | 10 |
| Damage Bonus | | +1d4 | 0 | 0 | 0 | 0 | 0 |

| Characteristics | Rolls | #7 | #8 | #9 | #10 | #11 | #12 |
|-----------------|-------|------|------|------|-----|------|------|
| STR | 3D6 | 12 | 11 | 13 | 11 | 15 | 13 |
| CON | 3D6 | 11 | 15 | 12 | 11 | 14 | 9 |
| SIZ | 2D6+6 | 14 | 14 | 16 | 8 | 12 | 13 |
| POW | 3D6 | 10 | 11 | 4 | 8 | 11 | 12 |
| DEX | 3D6 | 15 | 12 | 16 | 9 | 9 | 15 |
| HP | | 13 | 15 | 14 | 10 | 13 | 11 |
| Damage Bonus | | +1d4 | +1d4 | +1d4 | 0 | +1d4 | +1D4 |

Move: 8

Weapons: Fist 50% Damage 1D3+db, plus fungal infection (see below). Grapple 25%, special + fungal infection.

Armor: None

Sanity Loss: 0/1D4 Sanity points to see an infected human.

Description:

These are the people who were infected by the fungus. #1 is the assistant VP, #2 is his girlfriend, and the others are workers and the two people who came with the assistant VP.

The infection process affects humans as follows: Twelve hours after infection, strangely colored and “warty looking” nodules will emerge from the bodies of the infected humans, making them a hideous sight to behold. These nodules contain spores which will spread onto anything an infected human contacts violently. The spores act as a potency 16 paralytic poison. If the spores are not quickly removed, the victim will become infected and suffer a horrible fate, as specified above.

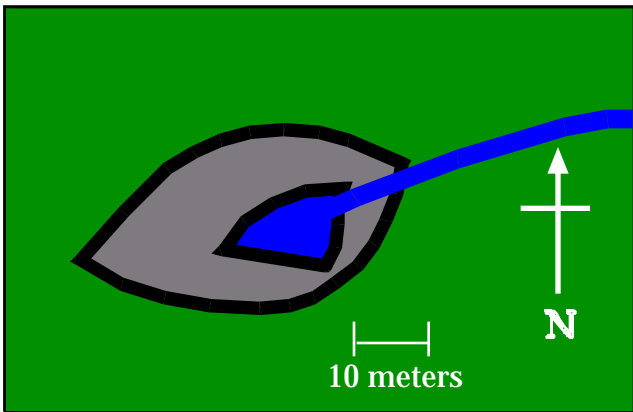
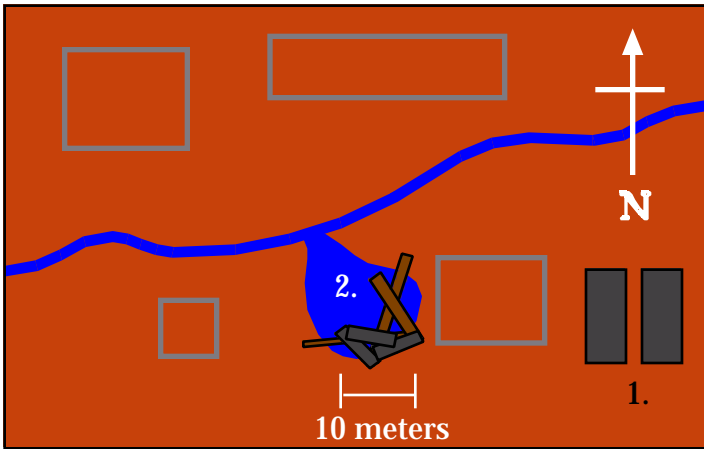
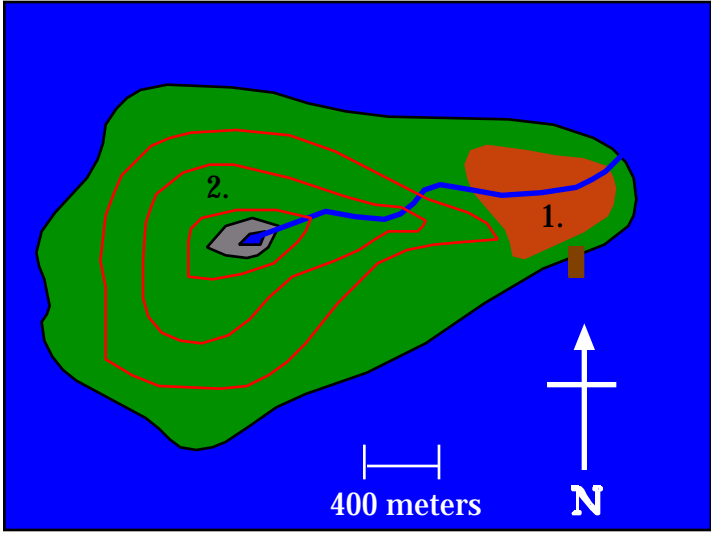
Thirty six hours after infection, the host will no longer be able to move and twelve hours later the host will have been fully consumed. The infected humans will have been infected over twelve hours by the time the investigators arrive on the island.

Humans that have been infected by the fungus will pose a serious danger to others. Since the fungus' chemicals basically lobotomize the host, the infected humans will not use complex weapons (like guns) or even use any strategy. They will simply be driven by the rage-inducing chemicals to attack other living things. Because of the rage and euphoria induced by the fungal chemicals, the infected humans will attack until they are destroyed. Since the fungus is not really hurt by most weapons and the fungus is in control, the infected humans cannot be driven off unless a weapon that will harm the fungus is used, such as fire, acid, or salt.

In combat, the infected humans will try to punch and grapple with their opponents. They will often tear and bite as well. When a character is struck by or strikes an infected human, a successful Luck roll (modified by any particulars, such as the clothing worn by the character and the degree of contact) will avoid exposure to the spores.

The infected humans are as vulnerable to attacks as any normal human. However, hand to hand attacks will expose the attacker to the spores and other weapons will tend to spread the spores (for example, a shotgun blast will scatter spores all over the place). Even when they have been killed, the bodies will remain infectious.

As mentioned above, the fungus is vulnerable to salt and sunlight. Exposure to direct sunlight will inflict one point to the host every ten minutes (from the chemical secreted by the fungus). Exposure to salt or salt water will also harm the fungus which will in turn harm the host. A gallon of very salty water would inflict 1D4, while being thrown into the sea would inflict 3D6.



Maps: Island, Construction Site, and Cone

“Goddess” ©1992
Dr. Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

"I've always been for the environment, only a fool wouldn't be. Of course, you always have to remember that Nature isn't all sweetness and light. It has a dark side and some parts of that dark side are truly dark indeed."

Legal Information

This adventure is copyright 1992 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction:

This modern era Call of Cthulhu adventures pits the intrepid investigators against an ancient evil hiding behind a facade of environmentalism. This adventure is fairly dangerous for the involved investigators and is recommended for an experienced party with a good mix of fighting and magical skills.

This adventure may be set in almost any location, provided the required woods are available. While the adventure is written in a North American context, it may be modified for other locations and ambitious Keepers may modify it for use in other times.

Keeper's Background

Six months ago an ancient priestess of Shub-Niggurath came to the city in which the adventure is set, posing as a young professional named Jennifer Drake. Drake soon joined a local environmental group named Earth Friends with the intent of gaining followers for her dark goddess. The willful leader of the group, Amanda Pierce, prevented Jennifer from taking over her organization, but Jennifer was able to draw away several female members of the group (she didn't want any men) to form her own group, the Daughters of Earth. The cover story for DOE is that it is a women's organization dedicated to purifying the world and serving the Earth Goddess. In actuality, the group is Shub-Niggurath cult made up of women who have been driven insane by the horrors Jennifer exposed them to.

Jennifer is not simply content with forming a cult in the city. She hopes to take advantage of the upcoming Festival of the Earth in order to provide a special gift for her goddess. Her plan is to summon Shub-Niggurath, with the aid of her cultists, during the festival. She expects that the appearance of Shub-

Niggurath will cause many people to accept her as their goddess. Those that fail to "see the light" will serve the goddess as blood sacrifices.

Getting the Investigators Involved

If there is a woman investigator, she will receive a disturbing letter from a friend, Jill Dyson. If there is no woman investigator, pick one of them at random. The letter explains how she left EF and joined a women's environmental group(DOE), then began suffering odd lapses in her memory and strange attacks of extreme fear. A week after the investigator receives the letter, he or she will learn that Jill Dyson was found dead in her apartment, apparently from an overdose of heroin . The investigator friend of Jill knows she hated drugs and would never use them (her brother was killed when a person high on marijuana hit him with a car while he was biking) so he or she will suspect foul play. Jill was in fact, forced to kill herself by Jennifer who used her spells to bring about the event. The investigators can be drawn in by their own curiosity and concern for one of their number's friends or they may be hired by Jill's parents to investigate her death (the police think it is an open and shut case).

Investigating the Death

If the investigators decide to check on the details of Jill's death they can learn what is available in the news quite easily. According to these reports, a young woman from a fairly wealthy family died of a drug overdose. If the investigators talk with the police, successfully using Persuade or Law will enable them to learn that Jill's body was found in her chair. The syringe was still in her hand and there was no indication that she hadn't injected herself.

If the investigators talk to Jill's local friends, they will learn that she was a mostly happy, intelligent person who was well liked by those who knew her. They can also learn that she volunteered her weekends at the local drug rehabilitation clinic. If the investigators ask about any odd behavior on her part, her friends will say she complained about lapses in her memory and that she would sometimes freak out a bit. One friend will recall that she almost fainted when they went into the park (the trees reminded her of the Dark Young).

If the investigators decide to check her apartment, they will find that it has been cleaned out, but has not been rented. All of her stuff has been given to GoodWill. However, on their way out of the building, the investigators will see Simon Washington working in the garden. Simon is a bit slow, but is a very kind man. He will stop the investigators and say he saw them at Jill's apartment. He will tell them how much he liked Jill and will ramble a bit. If the investigators are patient he'll finally say "Before she went on to a better place, I saw this awful woman bring her here. Poor Jill looked really tired. The woman was bad. She looked at me strange and my head hurt. I don't like her." If asked, he can provide a rough description of the woman. In fact, he did see Jennifer bringing the bewitched Jill into her apartment. Jennifer tried to cloud Simon's memory, but it didn't work very well on him.

Visiting Earth Friends

If the investigators decide to visit Earth Friends (which Jill mentioned as the group she left in her letter to the investigator) they will find the organization in an office over a local gaming store. The office is staffed mostly by young people working phones but there are people writing reports and analyzing soil and water samples. There are posters up everywhere announcing the Festival of the Earth that will be occurring next weekend. If the investigators talk to the people, those that knew her will say that they liked her and were sorry when she left. They are all very sorry that she died. If an investigator makes a Psychology skill roll, they will notice that some of the people they talk to seem to grow a bit angry when they talk about her death and if they mention the Daughters of the Earth, they can make their Psychology rolls at a +20% bonus. With very little prodding, the investigators can learn that DOE is a split off group from EF and that the parting was not a friendly one. If the investigators talk to Amanda (she will talk to them if they say they are friends of Jill or if they persuade her to give up some of her time) she can tell them that Jill left with several other woman from the EF to join DOE. If the investigators can get her talking (using their Persuade skill) they can learn that there was a showdown between Amanda and a woman named Jennifer Drake. Jennifer left EF but took several women with her. Amanda will say, if the investigators have gained her confidence, that she thinks Jennifer is either a religious nut ("She was always talking about her great goddess") or a scam artist (or both). With a little persuasion, she will give the investigators Jennifer's address, especially if she thinks the investigators will cause Jennifer some trouble.

As the investigators leave, a young man will come in with a jar of green goo. He will say "Look at this." to the investigators and unscrew the top. This will release a smell like an open grave. All investigators that are present can check against their Cthulhu Mythos skill to see if they recognize it as Dark Young ichor (if the investigators have met Dark Young before they will recognize it). An analysis of the material will reveal that it is very odd stuff. If the man is asked, he will say he found clumps of it in a clearing in the park.

Visiting DOE

If the investigators visit DOE, they will find that the organization is located in a building located between a herbal medicine shop and a Grateful Dead style shop (sells tie-dyed T-shirts, beads, incense, etc.). The first floor of the building contains telephones, three Macintosh computers, and other office equipment. The young women here are working the phones, typing up reports and so forth. Most of the young women have no idea what is going on, they are just working a summer job. Some of them are insane cultists. If the investigators ask about Jill, the sane woman will say that they liked her and that she was a happy person, but started complaining about memory loss and she wouldn't go to the meetings in the park. One of the cultists will take the investigators aside and tell them, with feigned reluctance, that Jill had been very depressed about something and that she had seen her meeting a man out front of the building and she gave him

some money in return for an envelope. This story is, of course a fabrication. The fact that the investigators are asking questions about Jill will be reported to Jennifer who will arrange to have the investigators observed.

If the investigators ask to see Jennifer, she will be called down from the second floor, which is for members only. Jennifer will be friendly with the investigators and will express her sympathy. She will pretend to let herself be persuaded into talking about Jill. She will say that Jill was depressed for some time and then started suffering memory lapses and exhibited odd behavior on occasion. Jennifer will say that she suspects Jill was using drugs. She will finish by saying "I only wish I knew. I only wish I could have helped her." She will arrange for the investigators to be observed and will take action if they keep digging.

If the investigators get onto the second floor (by sneaking in late at night or by some other means) they will find that it has three rooms. The first is a storage area, the second contains all sort of New Age stuff, incense holders and so forth. This is where the special meetings of the Chosen Daughters (the cultists) meet. The third room is Jennifer's business office. It contains standard furniture and a Macintosh computer. Everything in these rooms is above board and contains nothing incriminating (Jennifer is an old hand at this game).

Only female investigators have chance of infiltrating DOE. What the investigator learns and what happens is left to the Keeper. However, it should be kept in mind that Jennifer is not easily duped. She may kill an infiltrator or, worse, she may turn her against her own friends.

Investigating the Park

The park itself is quite large (it can be a state or national park, but must be large enough to have thick woods) and admission may be charged for admittance. The park closes at dark.

If the investigators encounter the young man with the jar, they may wish to investigate the park. He can tell them where he found the stuff, or direct them to it. According to the young man, the stuff was located in a clearing off from one of the hiking trails. If the investigators go there, they will find a clearing in the woods. This dark and dank part of the forest will feel quite eerie and any investigator making an idea roll will notice that the area is devoid of animals. In the center of the clearing is a stone that seems to have been worked at a bit, giving it a roughly cubical shape. According to a plaque set beside it, the stone was used by a group of Native Americans for religious purposes. The plaque also says that the tribe was latter killed off. If the investigators decide to check up on the stone, they can learn in a library, using their Library Use skills, that the tribe in question worshipped a dark goddess called the "She of the Forest with a Thousand Daughters" and sacrificed humans on the altar in the park. This tribe was wiped out by Europeans and members of another tribe (many of those sacrificed were members of this tribe). If the investigators get the politically corrected version, they will learn that a group of Native Americans practiced an "alternative form of goddess worship" and were massacred by white Europeans.

If the investigators examine the clearing carefully, they will find traces of the green ichor on the ground. An investigator with tracking skill who checks the area carefully can roll to see if he or she spots what appear to be huge goat prints on the ground from a massive bipedal animal (the tracks are, paradoxically too big to notice, the mind automatically classifies them as natural depressions). A successful Cthulhu Mythos skill roll will reveal that the tracks are those of a Dark Young. If the investigators have encountered a Dark Young before, they will recognize the tracks.

A spot hidden roll made while examining the altar will reveal the presence of rusty colored material on the ground near the altar and an idea roll will reveal that the altar looks particularly clean. The rusty material is blood and the altar looks clean because the cultists clean it off after each sacrifice to avoid attracting attention. Jennifer and her cultists have been consecrating the altar (requires 200 size points of sacrifice) at night when the park is closed. It is left up to the Keeper as to how much more blood she needs to consecrate the altar and whether there will be sacrifices during the course of the adventure.

Sacrifice in the Park

If the Keeper decides that the consecration is not finished before the investigators arrive in town, the investigators may have a chance to interrupt a sacrifice. When a sacrifice is to be done, Jennifer will gain a victim from the ranks of those not likely to be missed. She will then drive to the park in a rented van along with 3-9 cultists. All of the cultists will wear dark robes and hoods. Jennifer has a key to the park and will let herself in, locking the gate after her. She will then park the van in the park and the group will go to the sacrificial site where Jennifer will summon a Dark Young to aid in the sacrifice and take care of the body afterwards. If the investigators interrupt, they will be in for a stiff fight, especially if the Dark Young is present. If the investigators kill off the cultists and Jennifer and get rid of the Dark Young (if it is present) then they will have saved the day, unless the Keeper decides that another cultist goes through with the summoning. If Jennifer escapes, she will seek revenge using all her abilities and it is likely that either she or the investigators will be dead by the time of the festival. If she cannot kill off the investigators in time, she will consecrate another altar in another location and Shub-Niggurath will have to trek to the festival, wreaking havoc on whatever lies in between her and the festival.

Jennifer's Apartment

The investigators may wish to check out Jennifer's home address. She lives in a modest apartment building. The front door is locked and there is an intercom system for contacting people in the apartments. There is a 30% chance that the door is propped open or that someone will let the investigators in. If they can't get in that way, they may have to break in.

Jennifer's apartment is # 302 and it is on the third floor of the building. Jennifer is at her office from 9am to about 5pm and is often away at night. The door is fairly secure (strength 16), but the lock can be picked. Breaking it down

has a 65% chance of attracting the attention of a neighbor who has an 80% chance of calling the police who will arrive in 11-20 minutes.

Kitchen/Living Room: Contains compact kitchen appliances, furniture, a TV, VCR and stereo. There is nothing unusual about the room.

Bedroom: Contains the usual things found in a bedroom, with nothing unusual. There is a 9mm parabellum automatic under the pillow and there are two boxes for shells for it in the dresser drawer.

Closet: Contains various articles of clothing as well as a 20 gauge pump shotgun with two boxes of shells.

Bath: A standard bathroom.

Secret Room: This room can be found by a spot hidden roll made a 1/4 the normal value. Such a roll might involve noticing a small mismatch in the paint or razor thin lines in the wall. Another way to find it is to look at maps of the building or see another apartment which will reveal that a large chunk of the bedroom is missing. Access to the room is via a cleverly designed door which is opened by pushing in the proper place. The wall can also be bashed down.

Bashing it down has a 20% chance of attracting a neighbors attention, with a 10% chance they will investigate the noise. These chances can be modified based on how the investigators open the wall or door.

The room contains a desk with a Macintosh PowerBook and a bookshelf containing several books. A dark robe and hood hangs on a wall hook and a bucket with several scrub brushes (stained with human blood) is on the floor. The desk holds a sacrificial knife (razor sharp and is considered an enchanted weapon), as well as \$25,000 in cash, and a kg of pure heroin. The book shelf contains a variety of books. Some are fairly mundane: law books, map books of the area, and so forth. Others of them are hard core occult books. Two of the books are Mythos books. One is the horrible Cultes des Goules (spells left up to the Keeper) the other is The Book of the Dark Goddess see below). If the computer is checked, it will be found to have MS Word and Access on it. The hard drive contains part of the text of the Cultes des Goules, which Jennifer has been typing into it in French. Her work is backed up on disk (she's insane, not stupid).

If the investigators leave evidence of their presence (they smash a hole in the closet with an ax, for example) Jennifer will know someone is on to her and will act accordingly. She will call the police (owning a knife and weird books is not a crime, but taking them from their owner is) and will arrange her own investigation. She can easily persuade the building manager that she received permission to build the room, if the police ask her about it. Clever investigators may wish to make it look like a simple robbery, this might throw Jennifer off the track. She will call the police, but may not be suspicious (unless she has reason to be suspicious of the investigators).

A Trap

If the investigators draw too much attention to themselves, Jennifer will arrange a trap for them. The investigators will receive a call from one of the cultists who will say, between sobs, that she knows something horrible,

something that the investigators need to know. She will say that she is afraid to talk on the phone, but is willing to meet the investigators at public place. She will meet with them there and say that she will give the investigators a plausible story about something they are curious about is at a nearby warehouse (examples: heroin or an altar).

If the investigators fall for this, they will be brought to the warehouse by the young woman. She will take them through one of the large front doors which is open. Once all the investigators that are going in are in the building, the door will close (its powered) and the lights will go out. The investigators will notice a smell like an open grave (Cthulhu Mythos roll, or experience with Dark Young to recognize it as the smell of a Dark Young) and hear boxes being knocked aside and crushed as something huge and horrible closes in on them. The Dark Young will attack until it kills all the investigators or is itself killed or driven off. Investigators that remain outside will be attacked by a group of cultists (2-3 per investigator) armed with knives and handguns who will fight to the death. If the investigators survive, they will have to be careful to avoid leaving any clues that might link them to the dead bodies as the police may suspect the investigators of committing some crime. The warehouse is owned by a rental company. If the investigators survive to investigate, they can learn that it was rented by Jennifer Drake.

Main Room: This room contains all sorts of boxes and containers. The main doors are quite large and Will be locked by the cultists once the investigators are inside. They have a strength of 25. The smaller door is weaker (strength of 18) and will also be locked. The doors can be unlocked from the inside, but this will be hard in the dark with a monster lose in the room. The cultists will be watching the exits.

Office: The office is reachable by a set of stairs going up (they won't hold the Dark Young, it will have to tear through the floor to get at people inside) and is empty. The door is locked, but only has a strength of 14.

Storage: An empty storage room, the door is unlocked.

Boss' Office: An empty room, the door is unlocked.

A Clue

The investigators will receive a phone call from one of the cultists. She will be sobbing and will occasionally "loose it" (and start shouting into the phone, singing to herself, etc.) she will however, make a lucid statement "The bitch is going to call Her in the park during the concert. I'm evil, I'm evil, like my parents said I would be. I must die..." she will then hang up the phone. Her body will be hooked by a fisherman in a river a week latter. The paper will report the death of Madeline Parks, who was employed by DOE, as a suicide.

Festival

The festival is to be a three day event that begins Friday night and ends on Sunday. It is supposed to feature live music from a variety of bands, food, crafts, speeches, and all sorts of other stuff. During the festival the park will be open until midnight, but will be patrolled by rangers and police with a low tolerance

for trouble. The festival is largely confined to the open areas of the park. Friday night will see only a moderately sized crowd, but Saturday will be packed. On Saturday night a popular pro-environment band (Keeper's choice) will hold a concert which thousands will attend. While everyone else is heading to the show, Jennifer and her cultists will be heading for the woods to prepare the sacrifice.

During the course of the extremely long show, Jennifer will summon four Dark Young to aid her and then she will cast the spell to summon Shub-Niggurath after sacrificing four people on the altar. The surviving cultists will chant along with Jennifer, each donating one point of power. Jennifer will put in enough power to make the chance 100% (reserving the rest in case something goes wrong).

Resolution

If the spell works (which it will, unless the investigators stop it), Shub-Niggurath will be summoned. She will then move into the concert area followed by the Dark Young and the cultists causing many people to go insane. Any who resist her, or do not go insane, will be attacked by her. After hundreds have been killed and thousands driven mad, she will return "home". The park will then be frequented by Dark Young and a large cult will form in the area drawing upon those who went insane due to seeing Shub Niggurath for its membership, with Jennifer as its head. Any surviving investigators will lose an additional 1D10 SAN for failing to stop the situation.

If the investigators stop Jennifer from summoning her goddess and kill her and wipe out her cult(which will soon collapse without her anyway) , they will receive 2D10+2 in SAN points. If they stop Jennifer, but she escapes, they only gain 1D8 points (they know she is still out there, waiting for another chance). If Shub Niggurath is summoned and banished by the investigators, their reward will depend on how much damage she does beforehand and whether or not they kill Jennifer.

If Jennifer escapes, she will go far away, assume another identity and plot the deaths of those who thwarted her.

NPCs

Amanda Pierce

STR: 12 DEX: 14 INT: 16
CON: 13 APP: 14 POW: 17
SIZ: 12 SAN: 85 EDU: 17
HP: 13

Damage Bonus: none

Weapons: Pistol (9mm parabellum) 50% 1D10, Martial Arts 45%

Skills: Accounting 60%, Computer Use 34%, Credit Rating 60%, Fast Talk 60%, Law 50%, Persuade 60%

Personality/Description: Amanda is an athletic woman in her mid thirties. She has black hair and brown eyes. She was very pro-environment and pro-women's right when she was in college and after law school she acted upon her convictions and formed EF. She also publishes several women's rights

magazines. She is best known for her incredible stubbornness and iron will power. The powers that be are a bit worried about her, because she doesn't talk that much (they don't worry about the people that talk a lot or write for scholarly journals, they know these people won't do anything). Amanda is very open minded and if the investigators can persuade her, she will help them against Jennifer, whom she hates.

Jennifer Drake

STR: 13 DEX: 16 INT: 19

CON: 13 APP: 17 POW: 21

SIZ: 13 SAN: 0 EDU: 21

HP: 13

Damage Bonus: +1D4

Weapons: Shotgun (20 gauge pump) 90%, Pistol (9mm Parabellum) 90% 1D10, Knife 110% 1D6, Martial Arts 85%

Skills: Bargain 90%, Climb 80%, Chemistry 70%, Computer Use 25%, Conceal 90%, Cthulhu Mythos 90%, Hide 90%, History 80%, Law 85%, Library Use 95%, Listen 90%, Occult 95%, Sneak 80%, Spot Hidden 90%, Swim 75%, Track 40%.

Languages: English 90%, French:105%, German 75%, Latin 70%, Greek 40%

Spells: Summon Dark Young of Shub-Niggurath, Bind Dark Young of Shub-Niggurath, Call Shub-Niggurath, Shriveling, Voorish Sign, Cloud Memory, Dominate, Enthrall Victim, Mental Suggestion, Steal Life.

Personality/Description: Jennifer currently has dyed blonde hair and blue contact lenses (her natural hair color is brown and here eyes are green) as part of her disguise. She is very attractive and dresses well. While Jennifer appears to be a perky young professional, she is actually a centuries old priestess of Shub Niggurath. She learned of the Mythos when she seduced an old wizard in France back in 1523. After learning all he knew, she used Steal Life to kill him and then set out on her own. She is ruthless and completely evil, but possess a great intellect, augmented by her years of life. While she is competent in the ways of personal violence, she prefers to use her magical abilities to defeat opponents. Her favorite tactic is to turn members of an enemy group against one another and let them destroy themselves. She also likes to turn former enemies into slaves.

Jennifer hasn't lived this long on luck alone. She is extremely intelligent and talented and will be a very dangerous foe for the investigators.

Typical Cultist

STR: 11 DEX: 12 INT: 13

CON: 11 APP: 13 POW: 10

SIZ: 9 SAN: 0 EDU: 13

HP: 10

Damage Bonus: none

Weapons: Knife 35% 1D4, Pistol 30%

Skills: Computer Use 15%, Cthulhu Mythos 20%, Fast Talk 25%, Persuade 20%

Description: The cultists are twenty young women who have been driven insane by Jennifer exposing them to the Dark Young. The woman who went too insane was eaten by the Dark Young. These women are cunning and are completely dominated by Jennifer.

Typical Dark Young

STR: 44 DEX: 16 INT: 13
CON: 23 POW: 17 Move: 8
SIZ: 41 HP: 33

Weapons: Tentacle (4 attacks/round) 80%, 4D6 damage + permanently drains 1D3 points of STR each round thereafter.

Armor: None. Most firearms do 1 point of damage per hit, while an impaling shot only does 2 points. Shotguns do minimal possible damage while crushing or slashing weapons do full damage.

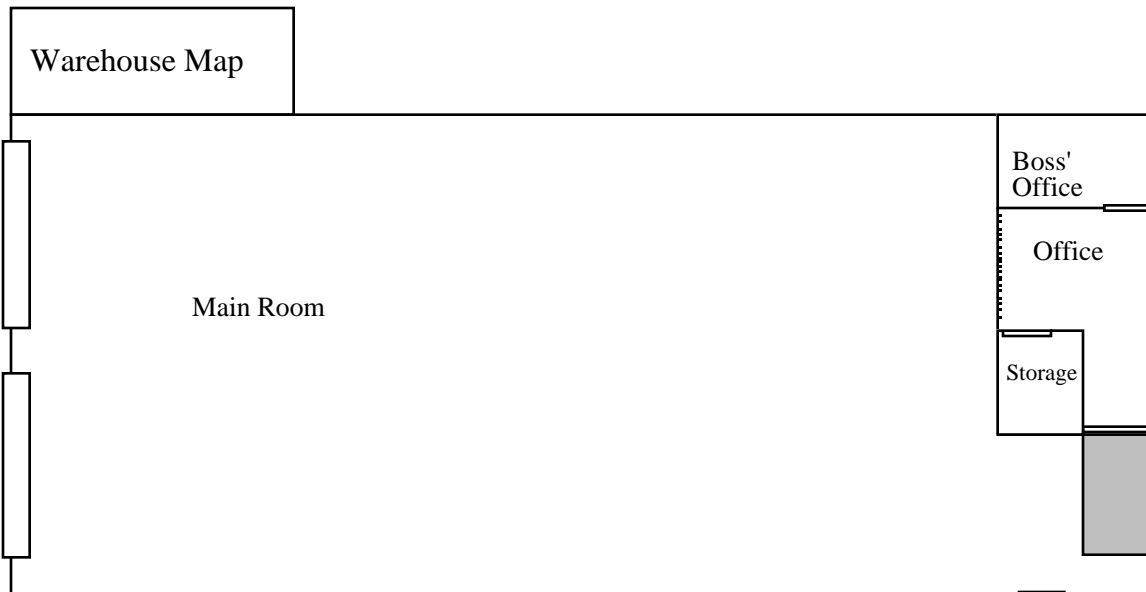
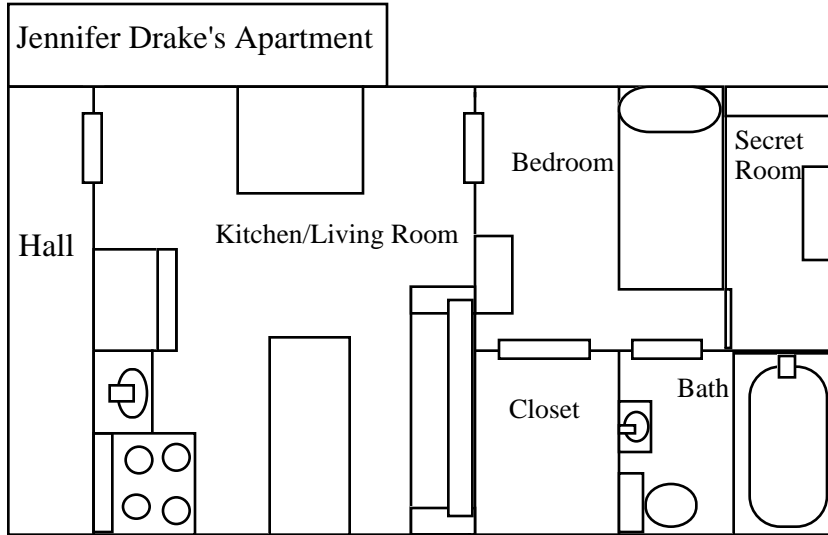
Spells: Call Sub-Niggurath, Shriveling.

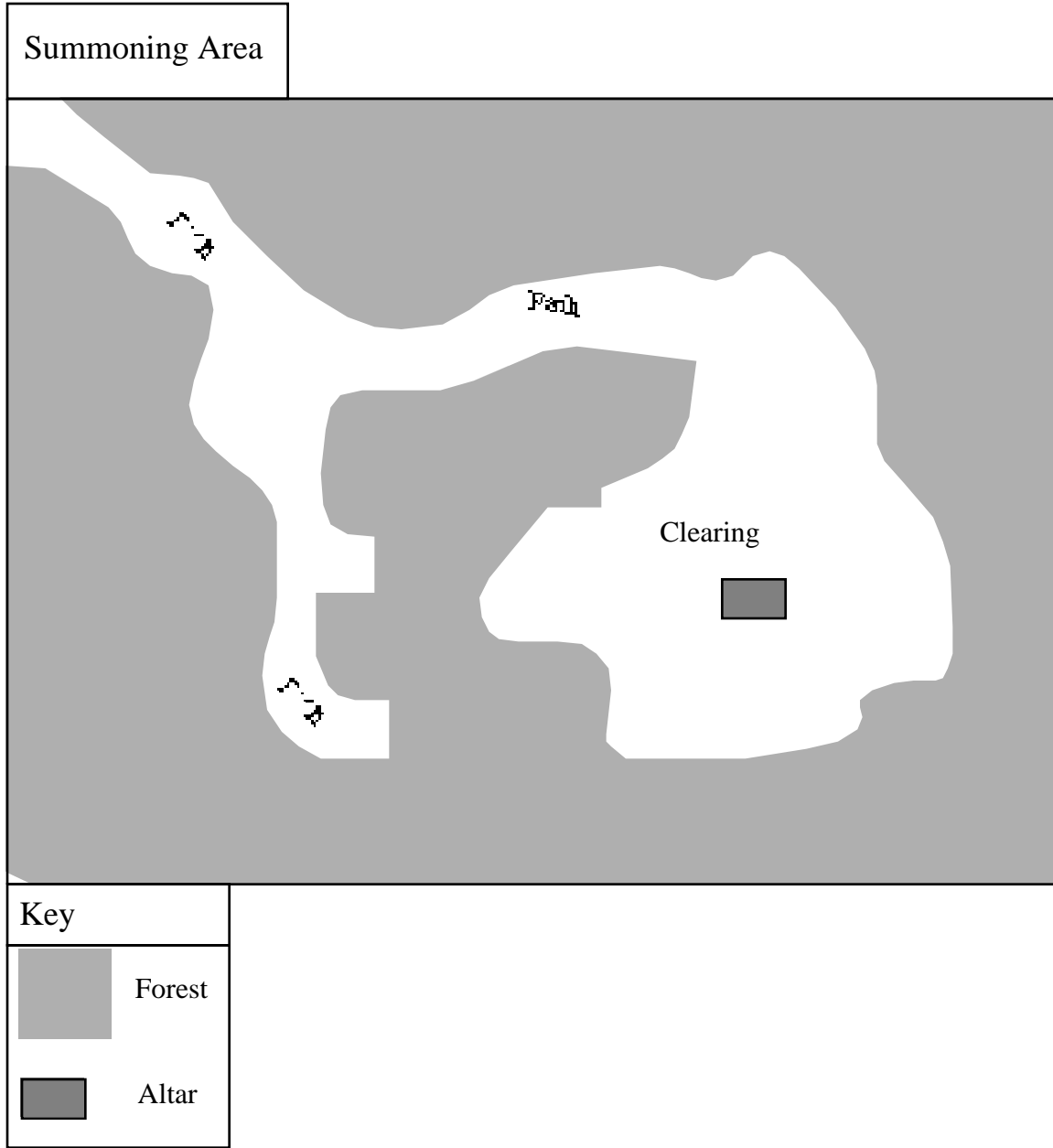
Sanity: 1D3/1D20.

The Book of the Dark Goddess

| Title | Language | + to Knowledge | Spell Multiplier | Effect on SAN |
|--------------------------|-----------------|-----------------------|-------------------------|----------------------|
| Book of the Dark Goddess | English | +6% | X3 | -1D8 |

Description: This book, written in England by Sir John Roth in 1614 (he was later executed under mysterious circumstances) focuses primarily on Shub-Niggurath and her Dark Young. The book contains the spells Summon Dark Young of Shub-Niggurath, Bind Dark Young of Sub-Niggurath, and Call Shub-Niggurath.





House on an Island©1996

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1996 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

In this adventure, one of the investigators runs into a bit of luck:one of his distant relatives passed away some time ago, leaving him partial ownership of a house on an island off the coast of Maine. On the minus side, the investigator must share the house with another distant relative and his family. On the darker side, the house and island have a terrible secret history, a history that will plunge the investigator into the depth of horror.

Getting the Investigators Involved

One of the investigators will receive an official letter from the Boston law firm of Goldstein, Hansen, and Wabiski. The letter, which is written in legal jargon, will inform the investigator that the firm is acting on instructions from a distant relative named Vincent Carver, who passed on approximately a year ago, of the investigator. The letter details that the investigator is to receive ownership of one half of a small island off the coast of Maine as well as one half of the house located on the island (half the house is located on the land the investigator is to inherit). The property is fully paid up and comes with a sum of money allocated solely to pay the property taxes for approximately three years (the amount of time the sum will cover depends on whether the tax rates stay the same or not). The letter also mentions that there are two stipulations in the will. The first is that the property may not be sold without the consent of the owner of the other half of the property. The second is that the investigator must spend a week on the island, doing repairs on the house and maintaining the grounds. After that the title will pass to the investigator.

If the investigator checks on the law firm, he/she will learn that it is very reputable and has been around for a considerable length of time. If the investigator inquires about who owns the other half of the property, he/she will learn that a distant cousin, Janet Brisby has been named as the inheritor. The lawyer will say that Mrs. Brisby has been sent a letter similar to that the investigator received and

that Ms. Brisby and her family will be staying on the island for the required week.

The law firm has been instructed to provide (via money left by the relative) transportation for the two parties to the island. The Brisbys will be flown in from Pennsylvania to Portland, Maine. The investigator and up to three companions will be flown (free of charge) to Portland, should they need transportation. Once in Portland, the Brisbys and the investigators will be taken to the island by charter boat. The boat is fairly large and can carry the investigators' gear. However, it is not a ferry and cannot transport any vehicle larger than a bicycle. The investigators will have one week to prepare for their journey.

Initial Investigation/History

If the investigators are suitably paranoid and decide to investigate before going to the island, they might be able to find out some of the following, depending on how they investigate and at the Keeper's discretion.

The "Official" History

The following is the sort of information the investigators can turn up by consulting normal sources, provide that they do some research in the library.

In 1803 a wealthy Boston merchant named Daniel Hawthorne purchased the island. In 1804 he had a house built on the island, along with a large dock and two warehouses. From 1804 to 1834 Daniel Hawthorne ran his trading business from this island. In 1834 Hawthorne died and his cousin James Diggs took over the business and moved the base of operations to Boston and branched out into manufacturing and import/export. He retained ownership of the island. Diggs ran the business until 1900 and it was taken over by Carl Franc, the son of Diggs business partner. Franc ran the business until he died in 1937 and it was taken over by James Brisby. Brisby ran the business until he died in 1963. At that point the business was taken over by Vincent Carver, Brisby's nephew. Carver died recently, leaving the island and house to his living relatives.

Carver's business, Hawthorne, Inc. is worth approximately thirty five million dollars. The company deals mostly in import and export operations and handles such things as shipping, transportation and storage. According to all sources, the company is above board.

The Real History

The following is the truth of the matter. Unless the investigators have access to extremely unusual sources, they will probably not be able to learn the truth before it is too late.

Shelstone was born in London in the year 1530 to a wealthy merchant family. Much to his family's dismay, as a young man Shelstone was drawn to a Mythos cult. In 1566 he became head of his order and in 1568 Nyarlathotep presented him with the enchanted stone mentioned below. Through the power of the stone and his own cunning, Shelstone amassed a great deal of wealth and power.

Over the centuries, Shelstone survived and prospered by taking over new bodies and arranging to transfer his wealth in property. In 1700 he decided to leave the Old World to come to America, in search of new opportunities and anonymity (he was

finding it increasingly difficult to effectively cover his tracks in England). In 1791 Shelstone he took on Daniel Hawthorne, a young and relatively unsuccessful businessman as a partner. Over the next decades, Shelstone helped the inept Hawthorne build up a flourishing business and in 1799 his body died and he took over Hawthorne's body, arranging in his will to leave his wealth to "Hawthorne."

In 1803, Shelstone (as Daniel Hawthorne, now a wealthy Boston merchant), purchased the island where the adventure takes place. In 1804, so he could conduct his rituals out of the way of prying eyes he had a house built on the island. So he could bring in material he needed he also had a large dock and two warehouses built. He also used these for his business. From 1804 to 1834 he ran his trading business from this island. In 1834 Hawthorne faked his death and had his "cousin" James Diggs take over the business. So he could continue his research and activities in private (having Byakhee flapping down out of the sky with people unloading and loading ships would certainly "blow his cover") Shelstone arranged to have the base of operations moved to Boston. Under Diggs' guidance the business branched out into manufacturing and import/export. In 1900 Shelstone needed a new body and took over Carl Franc's, the son of Diggs business partner. Masquerading as Franc, Shelstone ran the business until 1937. In 1937, Shelstone was "killed" by two investigators and needed a new body. He took James Brisby's body and used it until 1963 when cancer forced him to take a new body. At that point he took over the body of Vincent Carver, Brisby's nephew. This body lasted until just before the start of the adventure when its heart finally gave out. In need of a new body and hoping to find some way to reduce the size of the stone through a ritual that requires blood sacrifice, he lured the investigator and the Brisby family to the island.

Carver's business is worth approximately thirty five million dollars. He plans to "leave" it to the person whose body he takes over. Once he takes his new body (most likely Brad Brisby's) he will have Teschek write the inheritance of the business into the will. If the investigator learns about the business (this would only require a modest amount of investigation) he might inquire about the business assets. Teschek will say that the business assets have been turned over to a charitable foundation or some other plausible lie. If the investigators are able to check up on this story (which will be difficult, since they will be on the island) they will be able to find out that the company, Hawthorne Inc., is still intact. The company itself, which deals primarily in import and export operations, is a legitimate, above-board operation. No one at the company is involved with the Mythos and Shelstone simply uses it as a source of income.

Other Investigation

If the investigators seek to learn more about "Carver," they will find nothing of interest. Shelstone has been meticulous in keeping his public affairs perfectly normal and has done nothing on the island to attract attention from the outside world.

The only source of odd information about the island is an article in the Bangor Daily from 1937. The article would be very difficult to find, but could be found by checking in the newspaper morgue at the Bangor Daily or the microfilm section at a major library which has past issues on film. This short article mentions that two

fisherman, Andy Jones and David Tibits, reported seeing strange flying things (the Byakhee) over an island off the coast. Concerned about the possibility of foreign agents, the government sent a party to investigate the island. The agents were assured by "Mr. Franc" that nothing unusual was happening and that the fishermen were probably drinking at the time. While the government was convinced nothing was amiss ("Franc" was a reputable and wealthy businessman, after all) two investigators learned of the fishermen's description and realized the flying things were Byakhee. The investigators went to the island, confronted Shelstone and were killed. Realizing that people might actually believe the fishermen, Shelstone sought out the two fishermen and used Cloud Memory to cause them to forget what they had seen. He then made sure that the Byakhee never flew during the day. When the fishermen could no longer remember seeing the things, they lost all credibility and it was assumed that they had either been drinking too much or had gone senile. Since then Shelstone has taken extreme care in keeping his activities completely secret.

The text of the article is as follows:

Foreign Spies or a Nip at the Old Bottle?

Fishermen Andy Jones and David Tibits claim to have seen things flying over an island off the coast of Maine. These men told their story at the local drinking establishments and it soon reached the attention of the authorities. Concerned about the possibility of foreign agents, federal authorities visited the island, which turned out to be owned by Mr. Franc, a very respected businessman. Not surprisingly, the authorities found no evidence of foreign agents. While the story attracted a great deal of attention in these troubled times, the two fishermen later stopped telling the tale and one local man said "Sure the idea that some European spies were landing here got us all going. But now Andy and David say they can't remember what happened. I think those planes came right out of a bottle, if you know what I mean."

-Bangor Daily News, June 21 1937.

On The Island

If the investigators are suspicious, they might wish to explore the island and the house. Most of the island is completely normal and investigating the normal areas will, of course, turn up nothing suspicious. If the investigators look for the old warehouses, they will find signs of their foundations near the dock (the warehouses were dismantled and shipped to the coast.

If the investigators go to the ruins of the tower, which will take some effort to find since the view is blocked by many large pine trees, they will find the stone. However, unless one of the investigators has skill in geology, it is unlikely they will learn anything useful about the stone. If they decide to damage the stone, they will be attacked by the animated skeletons. If the investigators do not molest the stone, the animated skeletons will remain hidden. The ruins of the tower are described below. The tower itself is not mentioned in any literature the investigators might research. Examination of the ruins will suggest that it was once a lighthouse. Aside from the stone, there is nothing unusual about the tower.

If the investigators check out the house, they will not find anything unusual on the first two floors. The Keeper should take some care to prevent the investigators from finding the secret basement too early, otherwise the adventure will be very short.

Maps

The following provides details about the adventure maps.

Keeper's Maps

The Keeper's maps details the key areas in which the adventure takes place.

Island Map

The island map shows the main details of the island. The blue is water, the light green is clear terrain, and the dark green represents light woods. The black line running around one section of woods represents a small hill. The red line across the island is the property line which divides the investigator's property from Mrs. Brisby's property. Naturally, there is not really a red line across the island.

The island is located four miles off the Maine coast. The island is mostly clear terrain with some small sections of forest. The beach sections are composed of slabs of granite which slope steeply into the ocean (hence the need for a dock). The island is quite pleasant and it is clear that it is a valuable piece of real estate.

Dock: The dock is a well made structure and is large enough to handle a ship the size of a Yankee Clipper. It is supported by blocks of granite (cut from the island). The dock has a large, but old, manual crane which was used to lift cargo and other items from the ships which visited the dock. There is a 20 foot open sail boat tied to the dock. The sail boat could use some work, but it is seaworthy. The dock is not drawn to scale.

Shed: The shed was used to store cargo and other items which were brought to the island. Now it holds lumber (most of which has dry rot), other building supplies, rope, very old items for sailing ships (a spare compass, a couple large iron anchors, two complete anchor chains, and other items), two electric generators with 55 gallon fuel tanks, and two spare 55 gallon drums of generator fuel. The generators provide power to the house (there are cables, supported by small "telephone poles", running from the shed to the house. The shed is not drawn to scale.

House: The house is detailed in its own section, below. The house image on the map is not drawn to scale.

Ruins: These are the remains of an old granite tower. The ruins are detailed below. The ruins image on the map is not drawn to scale.

The House

The house is clearly an older structure. It is well built and was constructed out of wood with a granite foundation. It is a two story structure with glass windows.

Aside from the fact that it could use a fresh coat of paint, it is in good shape. The windows all have storm shutters.

There are two large water tanks located next to the house. The tanks have a rain trap and the boat that brings the investigators will also bring along water to refill the tanks. Near the water tank is a large pile of wood and two gas cylinders (for the stove).

There is an outhouse located near the house, although the house now has a septic tank. The house does have working plumbing (it has an electric pump to provide water pressure) and electric power. There are also plenty of oil lamps in the house. Naturally, there is no phone. However, there is a short wave radio in the living room. Shelstone used the radio to keep in contact with the outside world and to contact his lawyer. The house is furnished with furniture from the 1800s. Aware of his rapidly approaching death, Shelstone removed all of his personal effects and hid his important possessions in the secret basement, where he has also concealed his dead remains.

Shelstone has had several small cameras concealed about the house which he will use to observe the investigators and the Brisby's. These cameras have been carefully concealed and will be extremely difficult to find (assuming that the investigators even try to look for them).

First Floor

The first floor of the house contains the dining room, living room, kitchen, bedroom and bathroom.

Living Room: The living room is tastefully decorated and contains comfortable chairs. There is a large wood stove in the room.

Dining Room: The dining room has a large table, cabinets for utensils, plates and such, as well as chairs.

Closet: The closet contains some heavy coats and boots in various sizes. Located under a rug in the closet is a concealed panel which provides access to the secret basement.

Kitchen: The kitchen is equipped with two sinks, a large refrigerator and freezer, utensils (including a nice assortment of knives) plenty of cabinets and a gas powered stove. The kitchen will be empty of food, but the boat will bring supplies for a week.

Bedroom: This bedroom has a bed, dresser and small writing desk.

Bathroom: The bathroom has a sink, bathtub and a toilet.

Second Floor

The second floor of the house contains five bedrooms and bathroom.

Bedrooms A-E: Each bedroom has a bed, dresser, and a small desk.

Bathroom: The bathroom has a sink, bathtub and a toilet.

Secret Basement

The secret basement can be reached by using the wooden ladder under the concealed panel in the closet floor. The basement is located two feet beneath the ground. It has granite slab walls and floor and a wooden ceiling.

Entrance: The entrance is dusty and empty. Once Brad Brisby enters the secret basement, there will be footprints in the dust and signs of a struggle. The area smells faintly of rot, decay and death.

Secret Room: The walls of this room are marked with various arcane symbols, some of which have been painted in blood. The room has been enchanted to preserve the existence of the sorcerer Brian Shelstone. At the start of the adventure Shelstone will be lying on a palette in the room waiting for the chance to acquire a new body. Shelstone will attack anyone who enters the secret room and will attempt to take possession of him/her. Unless the investigators stumble across the secret basement, Brad Brisby will be Shelstone's victim. Shelstone keeps a .357 Magnum, a Garand M1, 50 rounds for each, as well as a two-way radio in the basement. Shelstone also has a monitor for the cameras he has had concealed in the house. He also keeps his collection of books and notes in a chest in the basement. The chest contains a worn copy of the Golden Goblin edition of *Nameless Cults* (Sanity Loss 1D8/2D8 Sanity Points, Cthulhu Mythos +9%, spell multiplier X2), a poorly done hand copy of the *Sussex Manuscript* (even worse than the original, which is a poor translation of the *Necronomicon*: Sanity Loss 1/1D3 Sanity Points, Cthulhu Mythos +3%, Spell Multiplier X1), Shelstones' notebooks (see below) and a copy of *Secrets of the Graveyards* (see below). Shelstone also keeps three of his animated skeletons with him as guards. The bones and animators are piled up in the corner.

Tower Ruin Foundation

The ruins of the tower are located on the northern end of the island. The tower was constructed in 1806 by Brian Shelstone and was used in his rituals. Over the years the tower fell into disrepair, but still retains usable. To keep people from asking too many questions about the tower, he put an oil lamp on the top and also used it as a lighthouse. The remains of the oil lamp are still present, although they are badly corroded.

The tower was made of local granite and stood thirty feet tall. The top of the tower was knocked off during a storm in the 1940s, so the tower only stands about fifteen feet tall now.

Stone: The stone is clearly not composed of native granite and looks very unusual. A person with skill in geology will be able to determine that the rock does not appear to be native to earth. The rock looks very unusual, almost as if it had grown. The rock is, in fact, not from earth. The stone was brought from an alien world by one of Nyarlathotep's servants and given to Shelstone in 1568. The stone is

enchanted and is used by Shelstone to “absorb” the effects of age, injury and disease from his body. The stone also enables him to steal a new body when his current one finally wears out. This process is described below.

There are two animated skeletons near the stone. They stay in the ruins of the tower, out of the light of day. If they detect people coming, they will conceal themselves under some of the rubble and fallen leaves. They are under strict instructions to avoid being seen, unless the stone is attacked. In that case, they will attack the intruders. If the intruders prove too difficult, they will flee to warn Shelstone.

Players’ Maps

The players’ maps show some of the same areas as the Keeper’s maps, but leave out some areas the investigators will have to find on their own. The players should be given a copy of the players’ maps once the investigators reach the island and see the inside of the house.

The Keeper should describe the features on the players’ maps using the relevant descriptions given in the Keeper’s Maps section, above.

Action

This section details the action that takes place in this adventure. The Keeper should use this information as a set of guidelines for running the adventure but (of course) should feel free to change the course of events as needed.

Arrival

The investigators will be dropped off on the island with the Brisby family, Teschek and a week’s worth of supplies. Teschek will remain with the investigators and the Brisbys for about an hour telling them about the details of the will and so forth (as well as checking them out for Shelstone). After he finishes his business, he will leave the island on the boat. A couple hours later he will return in one of Shelstones’ boats. He will contact Shelstone via a two-way radio and tell him what he learned. Teschek will tie the boat, which is a cabin cruiser, to a buoy about a mile from the island. He will wait there in case Shelstone needs his aid.

Always cautious, Shelstone will wait a day or two before taking action. This will add more material to the stone, but Shelstone hopes to complete the ritual and be able to start over again.

The Possession

After observing the Brisby’s and the investigators, Shelstone will decide to take Brad Brisby’s body. Part of the reason is that Brad is young and in excellent shape. Another part of the reason is that Shelstone will learn that Brad almost always gets a midnight snack. The second or third night the investigators are on the island Shelstone will wait for Brad to go for his snack. Shelstone will then create enough noise to get Brad’s attention (but not enough to wake the others) and open the secret way to the basement. When Brad goes to investigate, he will attack Brad and steal his body. Shelstone, as Brad, will take the old body and dump it into the ocean with an old anchor from the shed attached to it.

Shelstones' Preparations

After dumping his old body, Shelstone will contact Teschek and have him order the gold wire. Shelstone will then take three days to doublecheck his spell while he waits for the wire. During this time he will also be planning a way to deal with the investigators and the Brisby's. He will take steps to making this easier. For example, he will use the cameras to find out what weapons the investigators might have with them and then dispose of them. Naturally, he will also take steps to isolate the investigators by destroying the radio and setting the boat adrift. He will also attempt to arrange accidents for the investigators. He will begin with limited attempts that can easily pass as accidents (such as leaving things on the stairs in the dark) to more active measures (such as starting fires in their rooms while they are sleeping, putting finely ground glass in the dinner wine, and so forth). These attempts should, at most, slightly injure an investigator or two and tip them off that something is definitely wrong. Unwilling to blow his cover too early, Shelstone will not risk a direct attack on the investigators (unless they are exceptionally weak) because he has only one chance to cast the ritual until he gets another new body. If the investigators become suspicious, he will arrange to have some of his animated skeletons and perhaps a Byakhee or two serve as red herrings to lure the investigators away from the truth (and into traps). While this is going on, Shelstone will do his best to keep up his masquerade as Brad Brisby.

The Ritual

Three days after Shelstone takes Brad's body, Teschek will return to the island with the gold wire he needs. Shelstone will pick up the wire at night after taking care to make sure that no one is watching. Once he gets the wire he will call all the Byakhee and gather up his animated skeletons. He will also make Teschek join the group. Shelstone will send his forces against the investigators and Brisby's. He will take one of the Brisby's captive to use in the ritual and will try to kill or keep the others busy until he can complete the ritual. The ritual will take place at the stone. Shelstone will attach the wire to his victim and begin the ritual with the aid of Teschek and Byakhee #3. He will have Teschek expend all but one magic point and the Byakhee will expend as many magic points as it can. If the ritual succeeds, Shelstone will have the Byakhee fly him to the mainland and Teschek will escape in the boat. What happens next is up to the Keeper. If the investigators defeat Shelstone, they will be victorious.

Conclusion

The adventure comes to an end when the investigators defeat Shelstone or they are themselves defeated. If the investigators flee the island without defeating Shelstone, they should each lose 1D4 Sanity points for knowing that they have permitted a terrible evil to flourish. In this case, Shelstone will do his best to make sure that the investigators do not survive for long.

If the investigators defeat Shelstone, they should receive a 1D8 Sanity point award. The Keeper might also wish to give the investigators a bonus if they defeat the Byakhee. The Keeper might also wish to adjust the investigators' Sanity award for

the specific actions of the investigators. For example, if the investigators cannot prevent the death of the Brisby's, their award should be reduced.

If the investigators are able to save the Brisby's, they will be very grateful and the investigators will probably get their taxes done for free for life. Further, if the inheriting investigator survives, he will retain ownership of his half of the property. The investigator and the Brisby's might even be able to find a way to inherit the entire business, since they are legally Carver's next of kin.

NPCs

Wayne Teschek, Lawyer

STR: 12 Con: 6 SIZ: 14 INT: 13 POW:14 DEX: 8 APP:11 EDU: 16 SAN: 00 HP: 10 DB: +1D4

Skills: Accounting 16%, Bargain 44%, Credit Rating 27%, Fast Talk 35%, History 22%, Law 60%, Library Use 44%, Occult 23%, Latin 17%, Psychology 21%, Handgun 31%

Weapons: .38 Special 31% Shots/Round 2 Damage 1D10 Range 15 Ammo 6

Description: Teschek is in his early 50s, overweight and in frail health. He has lost most of his hair and has a bad toupee. Teschek appears to be a slightly greedy lawyer, which he is. However, he is also a servant of Shelstone. Twenty years ago Teschek was an ambitious young lawyer looking to make fast money and willing to not ask questions. Unfortunately for Teschek, he took Shelstone as a client in the hopes of making his fortune. Shelstone gradually dragged Teschek into his whirlpool of evil and madness. Teschek serves as Shelstone's liaison with the outside world, since Shelstone cannot leave the island without the stone. Teschek is loyal to Shelstone, out of fear and greed for Shelstone's wealth. Because of his insanity, Teschek will do anything for Shelstone. Teschek always carries a snub nosed .38 special in his brief case.

Janet Brisby, Inheritor

STR: 8 Con: 12 SIZ: 9 INT: 13 POW: 11 DEX: 12 APP: 12 EDU:15 SAN: 55 HP: 11 DB: 0

Skills: Accounting 11%, Bargain 17%, Chemistry 59%, Fast Talk 14%, Medicine 23%, Persuade 11%, Pharmacy 54%, Swim 36%

Weapons: None

Description: Mrs. Brisby is 41 years old. She has black hair, is thin, and keeps herself in decent shape by playing racquetball. She favors conservative dresses. She is a quiet, meticulous woman and is considered to be extremely reliable by her employers, a medium sized pharmaceutical company. Brisby has had no dealings at all with the unnatural and will be very upset by any encounters with unnatural beings. If the investigators are able to focus her on tasks (such as doing chemical analyses) she will be able to cope with the situation better.

Brisby loves her son very much and will do anything to protect him. Once Shelstone takes over Brad's body, he will soon realize this about Mrs. Brisby and exploit it as fully as possible. If Mrs. Brisby goes temporarily insane, she is likely to viciously attack anyone who she thinks is a threat to her "son."

Harold Brisby, Skilled Accountant

STR: 10 Con: 12 SIZ: 12 INT: 13 POW: 13 DEX: 10 APP: 10 EDU: 14 SAN: 65 HP: 12 DB: 0

Skills: Accounting 75%, Bargain 21%, Credit Rating 35%, Fast Talk 17%, Law 35%, Library Use 38%

Weapons: None

Description: Mr. Brisby is a 44 year old man. He has brown hair, wears glasses and favors conservative suits. Like his wife, he is quiet and meticulous. These qualities serve him well in his job as an accountant for a major computer manufacturer. Mr. Brisby has no belief in the supernatural, although he attends church regularly. Despite his fairly sheltered existence, he has a remarkably strong will and will not break easily under pressure. He loves his son greatly and will do anything to protect him. However, if presented with clear evidence that something is hideously wrong, he will be able to take action. If he is driven temporarily insane, he will babble about numbers and start doing meaningless calculations on any available surface.

Brad Brisby, Teenage Athlete

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

Skills: Accounting 11%, Fast Talk 12%, Dodge 38%, Jump 40%, French 4%, Swim 40%, Throw 55%

Weapons: Folding knife 27% Damage 1D4+1D4

Description: Brad is 17 and has black hair. He wears contacts and favors the latest teen fashions. Unlike his parents, he is very talkative and excessively active. He plays basketball, football and baseball for his high school and is expecting a college scholarship. While he often appears a bit arrogant and has some of the typical high-school kid behavior, he is a friendly, decent, outgoing young man. Once Shelstone takes possession of his body, the change will be relatively easy to detect if the investigators have gotten to know him. His parents will notice the change almost immediately, but will initially chalk it up to his being bored. After a while, they might suspect that something is seriously but they will probably not suspect that their son is possessed by an ancient wizard.

Monstrous Beings

Brian Shelstone, Servant of Evil

Shelstone was born in London in the year 1530. As the son of a wealthy merchant, he was brought up in luxury and received an extensive education. Much to his family's dismay, Shelstone was drawn to a group of individuals who, it was whispered, were involved in "black magic and devilry." Unfortunately, these people were involved in something much worse, namely the Mythos.

Shelstone's intelligence and his lack of a conscience enabled him to advance rapidly in his group. In 1566 he became head of his order and in 1568 Nyarlathotep presented him with the enchanted stone mentioned below. Through the power of the stone and his own cunning, Shelstone has been able to survive and profit across the centuries.

Shelstone is extremely intelligent, experienced, and skilled. These abilities make

him an extremely dangerous opponent. While he is hundreds of years old, he does appreciate and understand modern technology and science. Because of this, he uses such things as guns, radios, and close circuit TV.

Once he takes control of a new body, he will do his best to avoid being exposed until he can complete his plan. If forced into combat, he will try to kill his enemies in the most effective way and will pursue their deaths ruthlessly.

| Characteristics | As "zombie" | As "Brad Brisby" |
|-----------------|-------------|------------------|
| STR | 20 | 12 |
| CON | 20 | 15 |
| SIZ | 14 | 13 |
| INT | 15 | 15 |
| POW | 17 | 17 |
| DEX | 8 | 15 |
| APP | n/a | 12 |
| HP | 17 | 14 |
| Damage Bonus | +1D6 | +1D4 |

Move (as zombie): 6 Move (As Brisby): 8

Weapons (as zombie): Bite 30%, Damage 1D3, Punch 65%, Damage 1D3+1D6

Weapons (as Brisby): Folding knife 48% Damage 1D4+1D4, .357 Magnum 53%

Shots/Round 1 Damage Range 20 Yards Shots 6, M-1 42% shots/Round 1 Damage 2D6+1 Range 100 Shots 8.

Armor(as zombie): None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

Armor (as Brisby): None.

Skills: Accounting 47%, Archaeology 25%, Art 17%, Astronomy 20%, Bargain 86%, Biology 14%, Conceal 55%, Cthulhu Mythos 67%, Drive Auto 38%, Fast Talk 79%, First Aid 85%, Geology 15%, Hide 79%, History 85%, Jump 47%, Law 60%, Library Use 95%, Listen 67%, Locksmith 18%, Medicine 62%, Natural History 60%, Navigate 23%, Occult 81%, Ancient Greek 52%, Latin 85%, German 72%, Russian 31%, Spanish 41%, English 99%, Persuade 55%, Pharmacy 41%, Psychology 52%, Ride 52%, Sneak 45%, Spot Hidden 47%, Swim 59%, Track 21%, Handgun 53%, Rifle 42%, Shotgun 42%, Knife 48%, Sword 46%.

Spells: Animate Skeleton, Summon/Bind Byakhee, Contact Nyarlathotep, Contact Ghoul, Dread Curse of Azathoth (costs 1D6 Sanity Points, 4 Magic Points, match victim's POW for 1D3 POW loss), Enchant Byakhee Whistle, Shrivelling (1 magic point per point of damage, vs victim's POW, Sanity points lost = 1/2 damage), Cloud Memory (blocks memory, 1D6 Magic Points, 1D2 Sanity points, match victim's

POW).

Magic Items: Enchanted Whistle (+20% on Summon Byakhee chance)

Sanity Loss: 1/1D8 Sanity points to see Shelstone as a zombie. There is no Sanity point loss for seeing Shelstone as Brisby.

Byakhee

Byakhees are described on page 92 of the *Call of Cthulhu* manual. Shelstone has worked out complex and evil deals with three Byakhee. These hideous beings aid Shelstone in his ceremonies and perform various tasks for him. The Byakhee do not dwell on the island, but Shelstone can summon them with his spell. The Byakhee will fight for Shelstone, but will flee if the opposition proves too dangerous.

| Characteristics | Rolls | Averages | #1 | #2 | #3 |
|-----------------|-------|----------|------|------|------|
| STR | 5D6 | 17-18 | 15 | 22 | 25 |
| CON | 3D6 | 10-11 | 11 | 11 | 10 |
| SIZ | 5D6 | 17-18 | 21 | 18 | 23 |
| INT | 3D6 | 10-11 | 16 | 13 | 13 |
| POW | 3D6 | 10-11 | 10 | 13 | 16 |
| DEX | 3D6+3 | 13-14 | 17 | 15 | 12 |
| HP | | 13-14 | 16 | 15 | 19 |
| Damage Bonus | | +1D6 | +1D6 | +1D6 | +2D6 |

Move: 5/20 Flying

Weapons: Claw 35% Damage 1D6+db, Bite 35% Damage 1d6 + blood drain (1D6 points of STR, victim can regain up to 1D3/day).

Armor: 2 points of fur and hide.

Spells: Byakhee #3 knows Call Hastur, Brew Space Mead, Free Hastur

Sanity Loss: 1/1D6 Sanity points to see a Byakhee.

Animated Skeletons

Description: In combat, animated skeletons do not sustain damage in the normal manner. Instead, any blow striking one has a chance of destroying a skeleton equal to the damage inflicted X 4%. Animated skeletons are described more fully on pages 134-135 of the *Call of Cthulhu* manual. The skeletons in this adventure are somewhat different from the "normal" animated skeletons in the sense that they have a lower INT, but greater POW. These skeletons are animated by unnatural beings which infuse and animate the bones. These skeletons have a faint luminescence to them, due to the animating creature. There is also a faint, sickly

green glow in their eye-sockets which marks the presence of the animators' sensory apparatus. When a skeleton is "killed," the animating creature oozes off as a thick, stinking, grey-green luminescent fluid. The fluid decays rapidly, leaving only the faintest trace of organic material. The animators are extremely light sensitive. If exposed to sunlight or other strong lights, their DEX is reduced to 50% of normal and they have extreme difficulty seeing. If they are exposed to sunlight or extremely strong lights or high temperatures for extended periods of time (more than an hour), they perish. Because of this, they avoid light and heat, preferring to remain in dark, damp and cool areas.

Shelstone has created five of these skeletons. He keeps two by his stone and three with him in the basement. #1, #2, and #3 were John Gustav, Carl West, and Thomas Smith. They were fishermen who had the misfortune of stopping off at the island for repairs and stumbling across one of Shelstone's ceremonies (two Byakhee were present who made quick work of the unarmed men). These men were reported missing in 1981 and it was assumed that they were lost at sea. The remains can be identified by their dental records. The families of these men will be grateful if the investigators recover the bones. #4 and #5 were investigators who came to the island in 1937 to confront Shelstone. Sadly, they were ill-prepared and perished. However, they did manage to hurt Shelstone badly so he decided to keep their bones. These remains will be all but impossible to identify.

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 | #5 |
|-----------------|-------|----------|-----|-----|-----|-----|-----|
| STR | 3D6 | 10-11 | 11 | 11 | 11 | 6 | 14 |
| CON | N/A | N/A | N/A | N/A | N/A | N/A | N/A |
| SIZ | 3D6 | 10-11 | 12 | 8 | 9 | 15 | 9 |
| INT | 2D6 | 7 | 10 | 12 | 7 | 7 | 9 |
| POW | 2D6 | 7 | 4 | 5 | 7 | 8 | 12 |
| DEX | 3D6 | 10-11 | 11 | 10 | 14 | 11 | 10 |
| HP | | N/A | N/A | N/A | N/A | N/A | N/A |
| Damage Bonus | | 0 | 0 | 0 | 0 | 0 | 0 |

Move: 7

Weapons: At 3% X DEX, will pick up a hand weapon such as a knife (1D4+db), axe (1D8+2+db), or a club (1D6+db).

Armor: None

Sanity Loss: 0/1D6 Sanity points to see an animated skeleton.

Items/Artifacts

The Stone: The stone in this adventure was given to Shelstone in 1568 by Nyarlathotep and is enchanted with special powers.

This sort of stone is given by a powerful Mythos entity to mortals they wish to have as special servants for a long time. Naturally, only the most insane, powerful and evil humans are chosen for this sort of “honor.” The stone must be attuned by the receiver in the following manner: the receiver must pour a significant quantity of his own blood over the stone while it is held by the giving entity. The receiver then invests five points of his POW into the stone, which glows red hot. The giving entity then presses the stone against the receiver’s chest (over the heart) which creates a distinctive burn mark. This mark will remain with the receiver until he dies and will be magically transferred to a new body when the receiver uses the stone to take over a new body. The process of being marked with the stone costs the receiver 1D6 Sanity Points and inflicts 1-2 point of damages from blood loss and burn damage.

Once the stone has been attuned to the receiver, it will grant him the following powers. First, the receiver will age at three quarters of his normal rate and will be immune to all but the most serious diseases or medical conditions (such as cancer or heart attacks). The nature of this aspect of the enchantment results in an accumulation of material on the stone. Each year the user is attuned to the stone causes roughly one pound of material to accumulate on the stone. Second, the user will also sustain half damage from all attacks as the stone will magically take on some of the damage. Every ten points of damage the user sustains magically adds one pound of material to the stone. Third, the receiver will be able to sustain himself after his death by making himself into a zombie like being (use the zombie statistics in *Call of Cthulhu*). The individual must expend one magic point each day to remain in existence and one magic point for every ten minutes the body is active. This process adds one pound of material to the stone for each week the owner remains in his zombie state. Finally, the receiver can use the stone as a focus to take over the body of another when his current body finally succumbs to the ravages of time. Taking over another body requires that the owner of the stone be within five feet of his victim. The owner must expend 1 magic point to make the attack. The attack matches the attacker’s POW against the victim’s. If the attacker wins, the victim loses 1D4 magic points. If the victim wins, the attacker loses 1D4 magic points. If the attacker’s magic points are brought to 0 or lower, the attacker dies. If the victim’s magic points are brought to 0 or lower, the attacker takes over the victim’s body. The attacker’s new body will have the same STR, DEX, CON, and APP as the victim while the attacker will retain his INT, EDU, and POW. Each transfer adds a pound of material to the stone.

The owner of the stone must remain within one mile of the stone. If he is forced more than a mile away all of the aging, disease and damage the stone absorbed will come “crashing down” on the owner, almost certainly resulting in hideous and instant death (with the potential of causing Sanity loss to any viewers). Since the stone will typically begin to accumulate material rapidly, the owner will find it increasingly difficult to travel freely. The stone in this adventure weighs hundreds

of pounds, so the owner placed it in a tower to protect it.

The stone is magical but is vulnerable to damage. More importantly, the stone's magical connection with its owner is two way: for every ten points of damage the stone sustains, the owner takes one point of damage (naturally, the stone does not help reduce this damage).

Secrets of the Graveyard

In English, by Samuel K. Westingstone, 1596. Reported to be a reasonably accurate translation of an Latin work which was written in 232 AD by the Roman author Septicus. Printed in London, England. Seven original copies were created and distributed, mostly to universities and religious institutions. Twenty additional copies, of varying degrees of accuracy, are believed to exist. Sanity Loss: 1D4/2D4 Sanity Points, Cthulhu Mythos +9%, Spell Multiplier X2. The book contains the spells Raising the Bones and Contact Ghoul.

Shelstone's Notes

Shelstone has a large collection of notes that deal with the Mythos. Most of his notes focus on the stone and his attempt to develop a ritual to reduce the size of the stone so he can travel freely. Reading the notes costs 1D6/2D6 Sanity points, adds +6% to Cthulhu Mythos, and has a spell multiplier of X1. The only spell the notes contain is the Ritual of the Stone (see below).

Spells

Raising the Bones

This spell allows the creation of the sort of animated skeletons described above. Casting the spell is a fairly drawn out procedure and has multiple steps. First, the caster must acquire the complete bones of one or more beings (typically human). Second the caster must cast a summoning ritual to call the animating beings mentioned above. This ritual takes about thirty minutes to complete and involves chanting while throwing a mix of blood, powdered bone and various other ingredients into a bonfire. The ritual costs 1D4 Magic Points and 1D4 magic points to cast. Each day the spell is cast there is a cumulative 10% chance that 1D4 of the animating beings will be drawn to the caster. The ritual may be conducted for up to seven days. The animating beings will come slithering out of cracks, dark areas and any other nasty place that is at hand. Once the creatures have appeared, the second step of the spell is the binding of the creatures to the bones. This part of the ritual costs 1D4 Magic Points, 1D4 Sanity Points and the caster must beat the animating creature in a POW struggle. If the caster succeeds, the animator is bound to the bones and will serve the caster until it is destroyed. Part of learning this spell involves learning the rather limited language of the animating creatures, so the caster will be able to give them simple commands.

Ritual of the Stone

This ritual serves one purpose: to remove the accumulated material of the stone by transforming it into a hideous energy and expending it in the hideous

destruction of living things. Casting the ritual requires that the caster be linked to a Stone. To cast the spell, the caster must have one pound of fine gold wire and two living humans. The caster must wrap the wire around the stone and wrap a length of the wire around the head of one of the victims, who must be alive for the ritual. The caster must then sacrifice a human victim and coat the stone and wire with blood. At the same time, the caster intones the spell. This casting costs 1D6 Sanity points and a number of Magic Points. Each Magic Point the caster expends gives the spell a 5% chance of success. The caster can also have others help him with the ritual. These individuals can contribute Magic Points which will add to the chance of the spell succeeding. The ritual takes 1D4 hours to complete. If the ritual fails, nothing will happen. If the ritual succeeds, the stone will begin to glow a putrid green color and the material will begin to convert into energy. This energy will flow down the wire to the victim. This process will take 30 minutes, with the victim taking one point of damage per minute from the hideous energy. The ritual can be interrupted by breaking the wire or preventing the caster from continuing the ritual. The ritual will continue even after the victim dies. Once the spell is complete, the victim will be a burnt out husk, coated with the residue of the stone. The stone will be reduced to its original size, which is small enough to be easily carried around.

Because of the terrible strain involved in this ritual, the ritual may only be attempted once per body. Once the owner steals a new body, he may attempt the ritual again.

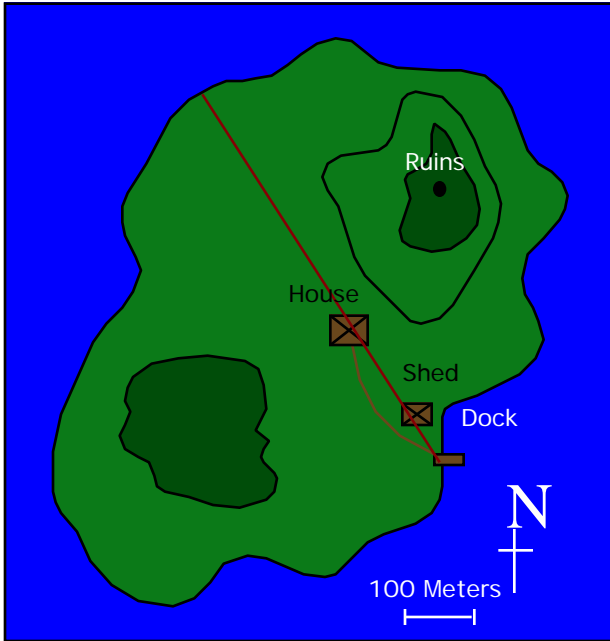
Handout #1

Foreign Spies or a Nip at the Old Bottle?

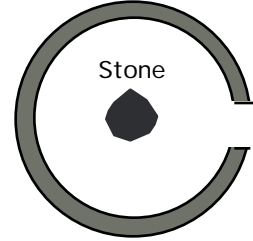
Fishermen Andy Jones and David Tibits claim to have seen things flying over an island off the coast of Maine. These men told their story at the local drinking establishments and it soon reached the attention of the authorities. Concerned about the possibility of foreign agents, federal authorities visited the island, which turned out to be owned by Mr. Franc, a very respected businessman. Not surprisingly, the authorities found no evidence of foreign agents. While the story attracted a great deal of attention in these troubled times, the two fishermen latter stopped telling the tale and one local man said "Sure the idea that some European spies were landing here got us all going. But now Andy and David say they can't remember what happened. I think those planes came right out of a bottle, if you know what I mean."

-Bangor Daily News, June 21 1937.

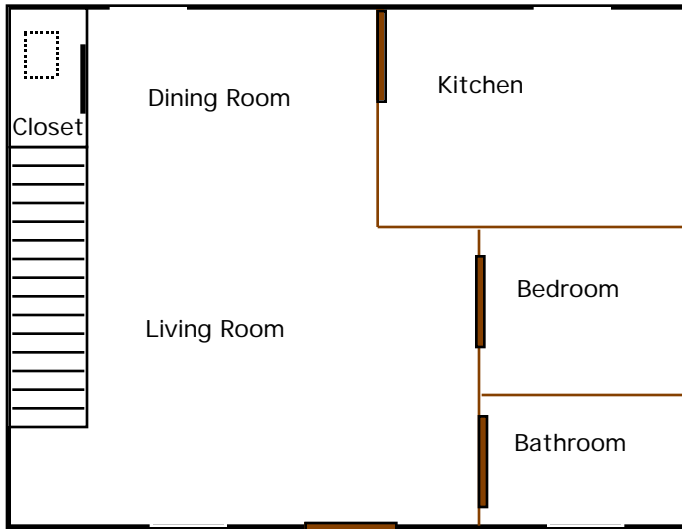
Keeper's Maps



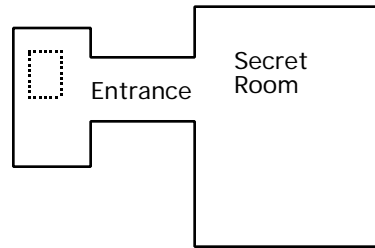
Tower Ruin Foundation



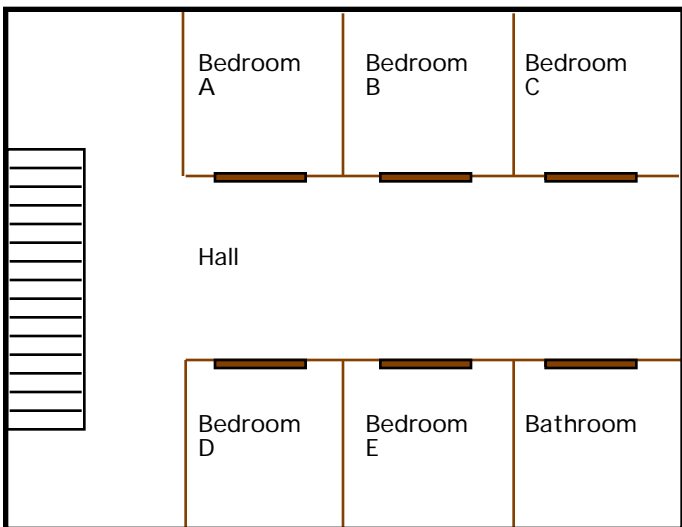
First Floor



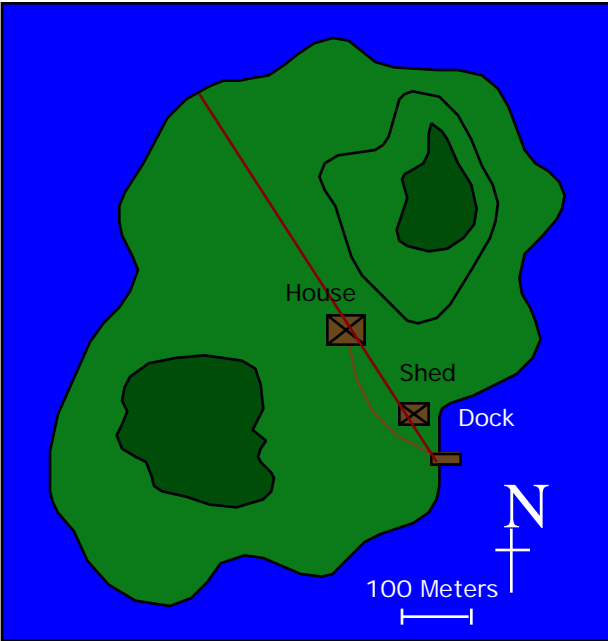
Secret Basement



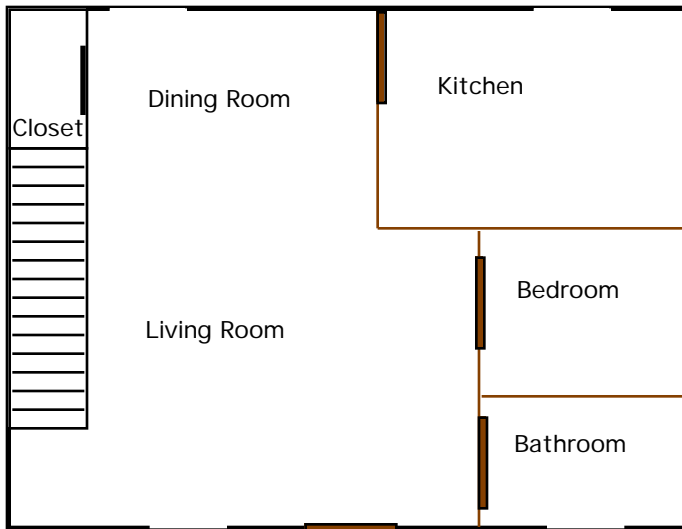
Second Floor



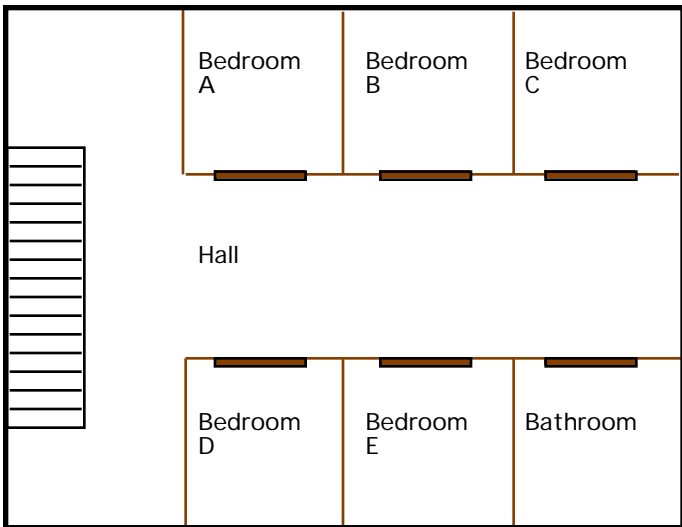
Players' Maps



First Floor



Second Floor



“I Want You to Kill the Ice Cream Man” ©1998

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure must take place in the summer in a place where there are ice cream trucks. Virtually any American town or city will do. The adventure is set in the 1990s, but could be modified to fit in other time periods.

While most ice cream trucks bring joy to thousands of children, one brings horrible death to them and grief to their parents. It is up to the investigators to find and kill a hideous creature. A creature that dresses in the flesh of dead ice cream men. A creature that feeds on children. A creature that must be stopped.

This adventure is fairly short, but might be a bit disturbing to some people.

Getting the Investigator's Involved

On a pleasant summer evening, some of the investigators will be enjoying a meal at a small restaurant. They will be seated in the outdoors section. One of the investigators will notice that a man keeps going past the restaurant and returning, all the while casting furtive glances at the investigators. The man is dressed in a suit that was once obviously very nice and expensive, but is now tattered, worn and stained. The same is true of his shoes and brief case. Finally, the man will appear to steel himself and will go up to the investigators and sit down.

He will say the following: “Most of what I say will seem mad. But I am not mad. Please listen to me. If you don't believe me, I'll just get up and leave. I won't try to hurt you or anyone else.”

If the investigators tell him to leave, he will do so. A few minutes later, the investigators will see two police officers chase after him and take him away. They will later learn he has been charged with shooting an ice cream man. He will admit his guilt, rant about the monster and be institutionalized. Eventually, he will commit suicide.

If the investigators are willing to listen, he will tell the following story:

Four years ago I was a successful researcher for a law firm. I was divorced, but I had joint custody of my son and he was spending the summer with me. That summer seemed so great...I bought him ice cream...I bought him ice cream from the truck...One night, something woke me up and, for some reason, I felt the need to check on David. He was gone, so I went looking for him. I happened to look out the window and I saw him walking down the sidewalk towards the ice cream truck...I ran out of the house, yelling to him. He seemed to be in some sort of trance and just kept on walking towards the truck. I saw the ice cream man get out of the truck. He looked like a young man, blonde and smiling...but there was something wrong...a smell...or something. I ran to grab David...when I reached him, I felt the ice cream man's hands fall on my shoulders, pulling me up...I looked straight into his dead black eyes...then nothing. I woke up the next morning, laying on my bedroom floor, wondering what had happened. I almost forgot...I didn't remember what happened that night, not until after the therapy. I went to check on my son, but he was gone. My wife thought I had taken him somewhere and the police got involved. That's when I had the therapy...that's when I remembered.

If the investigators still seem willing to listen, he will continue:

I don't have much time, so here are the important things. After I remembered, I went looking for the ice cream man. He was gone without a trace. So I went looking for him and his truck. I searched and searched, finding traces. All my research is here, in this brief case. I don't have much time...they'll be here soon...but I learned that he goes to a town and sells his truck. Then he steals the buyer's body and starts selling ice cream. Then he starts taking children. Not many...just one or two a month...not enough to attract attention. I researched everything carefully...I was in research you know...I have photos from the towns, missing child reports, eyewitness reports and statistics. I showed it all to the police but they couldn't see it. They were polite and were interested, but I made the mistake of saying that it was one person in every case...then I said something about a monster...sometimes I say things I shouldn't...

He will look around and see two police officers walking across the street. He will look nervous and slide his brief case under the table. He will then say:

Here they come...it is time to pay for my mistake. I tracked it to this town but I acted too soon. I went up to the ice cream man and shot him. He just dropped to his knees, blood staining the white...a look of dumb shock on his face...not the monster at all...you have to stop him. I want you to kill the Ice Cream Man...

The man, Larry Helmsworth, will get up and run toward the police, yelling "here I am!" The police will grab him and take him away. What the players do next is up to

them.

Keeper's Background

The creature Helmsworth is talking about really does exist. Four years ago it came to his town and took his son, along with some other children. It has been preying on children, in one guise or another, for untold centuries.

While the creature has used many disguises in the past, it currently is posing as an ice cream man. To disguise its true appearance, the creature steals the skin of a person and wears it like a suit. The creature has been operating in the following manner: it will drive the truck to a town and put it up for sale. After it sells the truck to a suitable person, it will wait for the new owner to get all the licenses and such for the truck to operate. After the person establishes a route, the creature will kill him, skin him and then wear the skin as a disguise. The creature will then select a few suitable victims and sell them some "special" treats. After the creature has fed on at least two victims, it will decide to move on (also, it's disguise will be getting a bit decayed by that point). It will drive to another town and start the process all over again.

Helmsworth managed to find the creature and track it to the current town. Three days ago he shot the person driving the truck. Unfortunately, the person driving the truck was not the creature, but the person intended to be the creature's next victim. Horrified, but knowing only he knew the truth, Helmsworth fled the scene and went looking for help. Because of his skill in research and his obsession with the creature, he was able to learn a great deal about the unusual aspects of the world, including the identity of at least one of the investigators. Thinking he might be able to convince the investigator, Helmsworth found out where he was and went there with his evidence. Helmsworth knew the police were after him, but he figured he would have just enough time to talk to the investigators.

While Helmsworth is talking to the investigators, the creature will be waiting to get its truck back. It will tell the police that it had not been fully paid for yet (which is true). Three days after the shooting, the creature will have its truck back and be back in business.

Investigation

There is a variety of information the investigators might be able to acquire.

Helmsworth's Brief Case

Most of the investigation has been done for the investigators by Helmsworth. His briefcase contains many photos of the truck, different drivers, as well as children buying ice cream from the truck. For many of the photos of the children, he has a corresponding "missing child" picture. He also has a list of children who went missing in each town when the ice cream truck was there. Finally, he has a list of ice cream truck owners/operators who went missing in the same towns.

If the investigators check the information themselves, it will all check out. All the people who are listed as missing are really missing. If the investigators know about missing person statistics (or talk to someone who does) and checks the information,

they will learn that the places listed in Helmsworth's data do not have missing rates that differ significantly from those of similar places. If the investigators take the time to do some research on the matter or hire or ask an expert, they will learn that all of Helmsworth's data could be explained entirely in terms of chance. In other words, if a person just went around taking photos and making lists of missing people in various places, the results could be similar. Because of this and the fact that Helmsworth seemed a bit unstable caused the police to not accept his story.

If the investigators decide to try to dig deeper, they will not be able to turn up any new information. No one else suspects that some creature is involved and people with missing children will become outraged if someone comes to them talking about monsters. If the investigators are too persistent in investigating the matter, the police might connect them with Helmsworth and bring them in for questioning.

The Victim

If the investigators check on the person who was killed, they will be able to learn that he was Jeffrey Kelly. According to the newspapers, Kelly had no immediate family in the area (which is why the creature picked him) and it was his first day selling ice cream. Part of the story is as follows:

Senseless Killing

The merry bells of a ice cream truck bring joy to the hearts of the children, but today one set of bells fell silent. Jeffrey Kelly set out this morning in his ice cream truck to begin what he hoped would be a fun and profitable career. Sadly, tragedy struck. As Jeffrey was handing out frozen treats to the eager children, an unidentified man leaped out of a car and ran up to Mr. Kelly. According to eyewitnesses, the man calmly fired three shots from a small pistol into Mr. Kelly, then said "I got it wrong" and fled the scene on foot. Police are still looking for the gunman.

If the investigators decide to dig deeper and get access to some official sources of information, they might be able to learn that Kelly bought his truck from a Mr. Hugh Jones. If they check up on Mr. Jones, they will find the address given for Jones actually is the residence of an older couple, who have nothing to do with the creature. They might also learn that Hugh Jones reclaimed his truck after he was able to prove that Kelly had only made one payment on the vehicle.

Helmsworth

If the investigators try to contact Helmsworth, they will learn that he is in police custody and will be undergoing psychiatric evaluation. An investigator with legal or psychiatric credentials might be able to talk to him. Helmsworth will, unfortunately, have little else to add. He is consumed with guilt and is just waiting to die so he can "join his son in heaven..." .

The Ice Cream Truck

The investigators will probably want to investigate the truck. As mentioned above, the truck was turned over to a Hugh Jones. After getting his truck back, the creature

had to take another victim to replace its decaying skin. It then sold the truck to another person. The person will take only a few days to get the truck going, since he already owns a small ice cream truck business. If the investigators ask about the truck, he will say it was sold to him by a Mr. Morton Downer and will have the paperwork to prove it. The address given by “Downer” is, of course, someone else’s address. The driver of the truck will be a new hire, a young man named Martin Ray. Ray is a high school graduate who likes kids and is trying to earn some money for school.

A few days after Ray gets his route established, the creature will ambush him, kill him and take his skin. Unlike his other victims, Ray has family in the area. Naturally, the creature will avoid the family and Ray’s friends. If the investigators contact Ray’s family, they might be able to learn when Ray has been replaced by the change in “his” behavior.

If the investigators check out the truck itself, they will find it is fairly normal, except that it has a very large freezer with padding on the bottom (large enough to hold an adult human) and it has an odd device. The device looks like a large metal vat with a mixer and cooling tubes around it. The padded freezer is where the creature normally sleeps and cools its skin during the day. The vat is used to completely grind and liquify its victims for eating. The new owner will assume that the padded freezer is to keep delicate treats from being damaged and that the mixer is for making ice cream (it works fine as an ice cream maker).

Action

The action begins when the investigators go after the creature. Since so many different things could happen, only a general set of guidelines and hints can be provided.

If the investigators talk to the creature while it is working, it will seem to be a normal person (the creature has lots of experience). If it become suspicious of the investigators, it will take action against them. It will offer them some of its “special” treats (treats it has infected with parasites and chemicals) and plan to attack them at night. If they seem too dangerous, it will either plan a subtle attack or leave the area and take a new identity.

If the investigators follow the truck during the day, nothing unusual will happen. They will just see “Ray” driving around selling ice cream. If they follow Ray home, they will see him go into his apartment for the night, at least until it decides to take a victim.

If the investigators check out Ray’s apartment, they will see that there is dust everywhere and there is food rotting in the fridge. There is a large freezer in the middle of the main room. “Ray” sleeps in the freezer at night to help keep its skin from decaying as quickly. If the investigators bring this to the attention of the police, the police will point out that having a freezer is not a crime.

If the investigators try to attack the creature during the day or when it is in Ray’s apartment, it will call for the police and try to act like a normal person, hoping the police will deal with the situation. If the investigators are able to expose it, it will try to escape.

If the investigators follow “Ray” long enough, they will see it leave the apartment

at night and go get the truck from the business. “Ray” will then drive to one of the neighborhoods along “his” route and park the truck. A few minutes later, a child will come out of the house, looking pale and dazed. If the investigators do not intervene, the creature will take the child into the truck, put him into the vat, “vomit” into the vat and drive away to someplace quite and isolated. It will then wait for the parasites and chemicals to start dissolving the body of the victim. Then it will turn on the mixer and feed. If the investigators attack it, it’s main goal will be to try to escape.

Conclusion

The adventure comes to an end when the investigators defeat the creature, are themselves defeated, or they give up.

If the investigators defeat the creature, they should receive a 1D6 Sanity Point award for making the world a safer place. If they are able to provide the police with enough evidence, they might be able to help Helmsworth. Knowing the creature has been destroyed might help Helmsworth recover. If the investigators actually save a child from the creature, the parents and the community will be grateful. The body of the creature would create quite a stir in the medical and scientific communities. Naturally, they will regard it as a mutant of some kind.

If the investigators are not able to stop the creature or they give up, it will take 2-3 victims and then move on to a new place. If the investigators know that the creature exists, they should lose 1D3 Sanity Points.

The Ice Cream Man

The creature is a one of a kind thing that was born to a woman centuries ago. At first, it grew up like a normal child, then its outer layer of skin began sloughing off, its eyes turned dull black, its teeth fell out, its lips enlarged until its mouth became like a sucker and it underwent other changes. Among these changes was the loss of its gender and the alteration of its digestive system. It found it could only feed on human flesh that had been treated with its own hideous vomit. Over the years, it learned that its vomit contained parasites and chemicals that would weaken the will of a victim, enabling it to call the victim to it. The creature found that children were least resistant to its call and it decided to prey on them. It also learned that its skinless body could support, briefly, the stolen skin of another. It used this ability to disguise its true nature so it could more easily find victims.

Its latest disguise is that of an ice cream man. For the creature, this is an ideal disguise. It can select its victims without creating any suspicion. The freezer in the ice cream truck keeps its stolen skin from rotting so quickly. Finally, it can use the ice cream to introduce certain parasites and chemicals into its chosen victim.

As mentioned above, the creature can wear the skin of a human being, provided the person is within two size points of the creature. The skin will last up to a month, provided it is kept cold to retard the process of decay. The skin will give off an odor of decay, which the creature disguises with deodorants and cologne.

The creature can also produce parasites and chemicals. When the creature selects a victim, it introduces the parasites and chemicals into the treat. Over the course of

the day, the parasites reproduce and infect the victims brain. The creature can then send a mental call to the victim. If the call succeeds, the victim will come to the creature and be unable to offer any resistance. In game terms, the parasites lower the victim's POW 1-6 points for the purposes of resisting the creature. The chemicals and the parasites also make the victim weaker, inflicting 1D3 points of damage. The creature matches its POW with the victim and, if successful, the victim comes to the creature and is unable to resist. The victim can try to resist every fifteen minutes. The call uses up one magic point when used and then one point every fifteen minutes it is maintained. The parasites are not known to modern science, but can be treated with antibiotics if the victim survives.

In addition to its ability to call victims, the creature can also attempt to mentally dominate others and erase their memories. The attempt to dominate others costs the creature 3 magic points and requires that it matches its POW against the victim. If the creature is successful, the victim will be unable to move for five minutes, unless attacked or otherwise forcefully accosted. Once the victim is unable to move, the creature can expend 3 more magic points and attempt to overcome the victim's POW. If successful, the creature can order the person to go to sleep and forget everything that has happened. The creature can erase an hour of memory for every three magic points it expends.

In combat, the creature can strike with its fists and use human weapons. It generally does not go armed, though. If it is not worried about revealing its true nature, it can also shoot forth its vomit up to ten feet. The vomit it expels is acidic and inflicts 1D6 points of damage, then 1D3 and then 1 point before losing potency (if it is not diluted or washed off first). The creature can make six such attacks in one day.

The creature prefers to avoid combat. If confronted, its main goal will be to escape rather than fight. It is an intelligent, experienced and subtle creature, so it will act accordingly. Its main weakness is that it can only feed on human flesh. It needs to consume a number of victims every thirty days whose combined Sizes at least equal its Size. Otherwise it loses one hit point every two days for each SIZ point it is short. As long as it is fed, it has amazing healing abilities, healing one point of damage each round. The creature is also effectively immortal: as long as it can feed it will not die of "natural" causes.

**STR: 17 CON: 16 SIZ:14 INT: 13 POW:15 DEX: 14 APP: (as per victim) EDU: 21 HP: 15
DB: +1D4**

Move: 8

Sanity Loss: 1/1D6 to see the creature in its natural form.

Important Skills: Bargain 65%, Biology 25%, Chemistry 25%, Conceal 65%, Drive Auto 60%, Fast Talk 65%, Hide 75%, History 65%, Jump 55%, Listen 65%, Locksmith 21%, Persuade 65%, Sneak 65%, Spot Hidden 70%,

Weapons: Fist 75% 1D3+1D4, Vomit Spray 65% 1D6/1D3/1

Handouts

Hand Out #1

Senseless Killing

The merry bells of a ice cream truck bring joy to the hearts of the children, but today one set of bells fell silent. Jeffrey Kelly set out this morning in his ice cream truck to begin what he hoped would be a fun and profitable career. Sadly, tragedy struck. As Jeffrey was handing out frozen treats to the eager children, an unidentified man leaped out of a car and ran up to Mr. Kelly. According to eyewitnesses, the man calmly fired three shots from a small pistol into Mr. Kelly, then said "I got it wrong" and fled the scene on foot. Police are still looking for the gunman.

Temple in the Ice

©1993,2000

Michael LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1993,1999 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at

www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure takes place after the events detailed in "Pines & Sunshine". It is set in Antarctica in 2000, but can be modified for other times and suitable cold places.

Connection to Pines & Sunshine

This adventure has been written from the assumption that at least some of the investigators successfully completed the *Pines & Sunshine* adventure. It is further assumed that they have the first gate component, the gate

component locator and that they are working with the key NPCs from the adventure.

While the Keeper will need to decide exactly what events take place between *Pine & Sunshine* and this adventure, the following should serve as a general guide.

The members of the team (West, Lansing, and Reed) and the investigators will spend some time examining the gate component they recovered and trying to figure out what to do next.

In the course of his studies, Dr. Lansing will learn that the item appears to be part of a larger structure and that it is clearer not of human manufacture. Dr. West will continue his medical research and will learn more about the genes and will have started working on a way to delay or even stop the effect of the genes. He will also learn that the component affects the alien DNA, initiating changes in the cells. Because of this Dr. West will try to keep Reed and Lansing away from it as much as possible. However, they will both find it strangely compelling.

While the good doctors are doing their research, Major Reed will be using her connections in an attempt to gather as much information as possible.

The Keeper will need to decide whether the authorities become involved in the investigators' activities. The adventure is written on the assumption that the relevant authorities are keeping a discrete eye on the investigators but have decided not to become actively involved (yet). If the Keeper decides to have the

authorities undertake a more active roll, he will need to make some alterations in the adventure.

Keeper's History

The following time line details the events leading up to the adventure. Some of this information may become available to the investigators in the course of the adventure.

1919: While doing research in Canada, Dr. Henry Pierce encounters a cult of Ithaqua worshippers. From the cultists, Pierce learns the legend of a temple of Ithaqua in the Antarctic. According to the legend, the temple contains the means for transforming a human into an immortal being. The legends also mention that the temple contains a gateway to other worlds. Filled with a desire for immortality, Pierce is determined to find the temple.

1920: In his quest for the temple, Pierce manages to locate an ancient compass-like device that is supposed to point to the location of the temple. The device is an ancient artifact actually designed to locate Vorceki technology. Pierce also manages to find a map that purports to show the location of the temple.

1921: Pierce starts organizing and planning his expedition to the Antarctic. Realizing that he will not be able to fund the expedition entirely by himself, Pierce gets Dr. John Taylor to join the expedition.

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steamship *Westward*.

June 23-July 7, 1923: The expedition

searches the wastes of Antarctica, directed by Pierce's map and artifact. Despite these aids, the expedition makes little progress. Over the course of the search, four expedition members are lost, reportedly to freak accidents. In actuality, the hapless victims were sacrificed to supply the blood required by Pierce's artifact.

July 8, 1923: Dr. Pierce locates the temple and sets his men to the task of blasting away the encasing ice.

July 13, 1923: The work crews reach the temple and are able to excavate the opening. Pierce enters the temple and begins to decipher the writings within.

July 14-July 20, 1923: Pierce continues to decipher the writings and learns that they continue a ritual that will transform a human into a supernatural servant of Ithaqua. He begins preparing to work the ritual on himself, while carefully concealing what he has learned from Taylor.

July 21, 1923: Pierce sends Taylor and some of the men back to the *Westward* to get supplies. Taylor is suspicious and leaves behind some loyal men.

July 22, 1923: Aided by his followers, Pierce over powers the men loyal to Taylor. He then begins sacrificing them in his ritual. One man is able to break free long enough to fire off a flare, which alerts Taylor..

July 23, 1923: Taylor and his well-armed compatriots return and do battle with Pierce and his followers. In the ensuing melee, everyone except Taylor and Pierce are killed. Pierce, having almost completed the ritual, is sealed within the

temple by Taylor. Taylor makes his way back to the *Westward*.

July 27, 1923: The drifting *Westward* is found and Taylor is rescued.

1924: After recovering from his ordeal, Taylor writes a book about the expedition. Naturally, he leaves out many of the actual events. Ironically, Pierce is portrayed as the hero of the expedition.

May 4, 1996: The Pierce Antarctic base, named after the renowned explorer lost in the area in the 1920s, is established by the United States.

May 4, 1998 The United States makes the base into a multinational outpost.

Present -5 Days: Shifts in the Antarctic ice sheet partially exposes the temple.

Present -4 Days: Shifting ice cracks the temple open. Pierce, who has survived in a state of enchanted suspended animation, awakens when the imprisoning Elder Sign falls from where Taylor placed it.

Present -3 Days: A surveillance satellite detects the temple. A helicopter is dispatched from the base to investigate. The helicopter lands and the exploration team reports finding a structure.

Present -2 Days: The exploration team examines the temple carefully. They find Pierce, but think him to be just a frozen corpse. Pierce magically feeds off the team members until he is strong enough to act.

Present-1 Day: The investigators arrive at the base, late at night.

Pierce kills two of the team members and completes the ritual. Transformed into an even greater

inhuman monstrosity, Pierce kills three more of the expedition. Two of them escape in the helicopter, only to be brought down by icy, magical winds created by Pierce.

Present: The adventure begins.

Getting the Investigators Involved

The following provides guidelines for smoothly getting the investigators into the adventure.

An Amazing Coincidence

Amazingly enough, one of the investigators is distantly related to Pierce and will learn of this when a package arrives from FedEx. The package contains a variety of antiques (a telescope, a sextant, some books), the alien compass (detailed below as Pierce's Compass) and a small sheaf of hand written notes. The package also comes with a letter indicating that the items were found when one of the investigator's distant relatives died and that this relative remembered that the investigator liked odd things. A copy of *The Pierce-Taylor Expedition* accompanies the items.

The investigators should be lead to experiment with the compass. If they get it to work and compare the coordinates it produces with Beck's information, they will learn that the coordinates of the compass coincide with some of Beck's data. If the investigators check, they will learn that the coordinates point to a location in Antarctica.

Reed's Investigation

Major Reed has extensive connections in the intelligence community and will use these connections to gather information that might be relevant.

Her investigation will begin with the information gathered from Beck's records and the compass.

This investigation will lead her into contact with Dr. Taylor.

Meeting with Taylor

After Reed contacts Taylor, he will agree to come and talk with her. While Reed and Lansing (and the investigators) will probably be suspicious of Taylor, he should be able to win them over. He does not know anything about the alien genetic material or the gates. However, he will divulge what he knows about the Pierce-Taylor expedition.

Taylor will say that the events described in his ancestor's book are not completely accurate. According to information passed down in his family, Pierce went to Antarctica in search of some sort of ancient temple that was said to be able to transform beings.

Not surprisingly, the expedition ended badly. Everyone, with the exception of Taylor and Pierce were killed. According to the tale, Pierce had begun to alter himself, but Taylor was able to seal him in the Temple.

Taylor will say that because of his family history, he has always had an interest in Antarctica. He will relate that this interest led to a surprising find. Almost by accident he came across a satellite image that showed what appeared to be a structure frozen in the ice. Taylor

will say that he contacted the people at the Pierce Antarctic base and asked them to do a preliminary survey. He will emphasize that he told them not to interfere with the site until he arrives.

Unless the investigators beat him to it, Taylor will suggest that they combine their forces and go to Antarctica. If the investigators agree, he will help arrange suitable transport to the base.

If the investigators chose not to go with him, the Keeper will need to find some other way to get the investigators into the adventure.

Investigation

The following details the information the investigators can find prior to the action.

Taylor's Book

The following information is in *The Pierce-Taylor Expedition, 1924* by Dr. Jonathan Taylor.

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steamship *Westward*. Dr. Henry Pierce was a well-known expert archaeologist and arctic explorer. Dr. John Taylor, the author of the work, was also a noted arctic explorer.

June 23-July 7, 1923: The expedition explores the wastes of Antarctica. Over the course of the exploration, four expedition members are lost to accidents. The accidents are described in a plausible manner.

July 21, 1923: Taylor leads several men back to the *Westward* to get supplies.

July 23, 1923: Taylor and his men return and find that Pierce and the

others have perished in a devastating storm. Taylor writes glowingly of Pierce' heroic attempts to save his men.

The book concludes with a somewhat odd passage: "It is well that men head the fate of brave Pierce. There are some places where man should tread carefully or perhaps not at all. Pierce's place of rest, the vast icy realm of Antarctica, is one such place. May his body rest eternally in peace."

Pierce's Notes

Pierce's handwritten notes mostly contain innocuous information about the planned expedition. However, there are a few items that will interest the investigators.

These sections are as follows:

"The compass device is clearly ancient and alien in nature. I have learned through my research that it is activated by heart blood. It points the way."

"While I have followed many wild geese, I think that this time I have the answer. The texts speak of the ancient temple in which 'transformations take place.' The Walker in the Wastes shall have his ideal servant in me."

"The ancient texts speak of a race that flew down from the stars and built might cities. There are some references to the Shugguths. However, such is the power of my desire that I will dare even them."

"There is a single reference to a hole to the stars in some of the fragments. I know not what this

refers to."

Map Information

The following details the maps for this adventure.

Main Map

The main map details the area around the Antarctic base.

Base: This is the Antarctic base. It is detailed in its own section.

Helicopter Crash Site: This is where Pierce brings down the helicopter. The crash site is detailed below.

Mysterious Ruins: This is where a temple to Ithaqua has been exposed by an ice slide.

Antarctic Base Map

The Antarctic Base is a scientific outpost dedicated to studying the Antarctic. A twenty person international team of scientists and support personnel mans it. The base is constructed out of strong, but light material and the whole thing can be disassembled for helicopter transport.

Barracks: The barracks contains the living quarters for the personnel.

To minimize stress, each crewmember shares a room with another crewmember who is on the opposite shift. The barracks is equipped with the latest in entertainment and exercise equipment as well as comfortable facilities. In addition to the quarters, the barracks contains kitchen facilities and the mess.

Main Building: The main building houses the scientific labs, meeting rooms, computer rooms, and the radio shack for the base. This is where the on duty crew works. The equipment is all state of the art and

cutting edge research in a variety of areas (such as climate history) is done here.

Ground Vehicle Storage: The base's four snowmobiles and one Snow Tractor are stored here. The snowmobiles are quite large and are capable of holding three adults and a fair amount of equipment. The Snow Tractor can hold up to three adults in its heated cab. The Snow Tractor is used mostly to plow snow.

Helicopter Pad: The pad is a heavy wooden platform set on the ice. It has protected lights set into it as well as a radio transponder to aid in landings under almost any conditions. The base is equipped with two Boeing Arctic Hawk helicopters.

Fuel Storage: Fuel for the vehicles and power plant are kept here in self-sealing containers. The building is equipped with automated fire extinguishers to avoid accidents.

Power Plant: This building contains the base's power plant. It is a technologically advanced generator which produces a large amount of electricity from a moderate amount of fuel. Each building also has a small back up generator and a forty eight hour fuel supply.

The Trip

Taylor will make arrangements for the investigators and the others (along with himself) to travel to South America via plane. Once there, they will get aboard a Russian ship that takes wealthy tourists to Antarctica.

Unless the Keeper has other plans, the trip should be

uneventful. The group will arrive in the cold wastes and be flown to the base via a sturdy Russian helicopter. When they arrive, they will learn that a team from the base has been working at the site for some time. This will displease Taylor and frighten him a bit. However, he will conceal his feelings and take steps to try to get to the site as soon as possible. Unfortunately, events are already underway.

The Howl of the Sirens, the Roar of the Wind

The adventure begins for the investigators with the howl of the emergency sirens at 12:01 AM. The investigators will, no doubt, try to find out what all the noise is about. They will be informed of the events since 11:45 and say that it is believed that the expedition helicopter has crashed while attempting to return to the base, probably due to the weather conditions. It will be added that it is suspected that the pilot may have psychologically disturbed, since his last transmission was extremely odd. This would help to explain why he chose to fly the helicopter under such dangerous conditions. Since the investigators are the focus of the actions they must be persuaded to join the search for the missing helicopter and investigate the expedition site. Harnst, Armstrong and Gupta will join the investigators on the rescue mission.

Of course, no one will leave until the storm dies down. The storm will dissipate as rapidly as it

appeared, allowing the investigators to depart at 12:15 am, after the helicopter has been made ready.

Defrosting the Helicopter

Because of the harsh Arctic conditions the helicopter is typically coated with snow and ice very quickly after landing. In order to get the helicopter ready to fly, the investigators will have to spend some time getting the ice and snow off it. The standard method employed is to use some old sunlamps that are stored in the base to speed up the process. These rather harsh lamps generate enough heat to melt the snow and ice off the helicopter. Although the designer would probably not be pleased with this method of flight prep, the helicopter's advanced construction makes it able to withstand the stresses of freezes and thaws. Once airborne and powered up, the heating elements incorporated into the helicopter are adequate to keep the ice formation down to a minimum.

Action

The action begins for the investigators when they are sent out to investigate the helicopter crash site. After they visit the crash site, they will then proceed to the temple site and their fate.

Helicopter Crash Site

The search for the crash site will be uneventful. The investigators will soon locate the missing helicopter, which is on the ice, partially buried in snow. The investigators will notice that the

helicopter has suffered little damage, although it is lying on its side and its rotor is smashed. All of the helicopter's doors are open, but no bodies are visible from the air (either in the helicopter or on the ice).

If the investigators set down their helicopter and go to investigate the downed helicopter, they will be able to clearly see that the landing was not too bad and that the crew should have survived. If they approach the helicopter, they will spot a 9mm automatic pistol lying in the snow, with four shell casings scattered on the ice. Around the helicopter are thick drifts of snow, which could easily conceal something quite large. If the players decide to inspect the helicopter, they will find it abandoned, with snow already beginning to collect through the open doors.

If the players decide to check the area, they will notice a body partially concealed in the snow behind one of the drifts. If the investigators call out, the body will move a bit. If the investigators go over to the body, they will be quite surprised when, the body, Lieutenant Daniel Jones, turns out to be a monster. It would not be inappropriate to give "Jones" a free attack on the surprised investigators (should conditions warrant). As soon as "Jones" attacks, the dead scientist Rachel Tsung will rise out of the snow to attack. While the battle with the Ice Zombies will not be very pleasant for the investigators (after all, they will be forced to mangle the corpses), the Ice Zombies should not pose a serious threat and the

investigators should be able to journey on to the expedition site.

If the investigators report in to the base, the commander will not accept any explanation that involves zombies. The commander will suggest that 1) the expedition members went mad or 2) that they were exposed to some sort of natural or artificial biological agent (remember, they reported feeling ill after entering the structure) which brought about their current condition. After the good doctor treats any wounds, the investigators will be asked to continue on to the expedition site to search for any survivors there.

While the investigators are dealing with the Ice Zombies, Pierce is searching the Antarctic for signs of other humans. While he is insane and wants to sacrifice all the humans in the base to Ithaqua, Pierce wants to be sure that there are no other humans nearby that can come to their aid (Pierce is, after all, terribly afraid of death and wants to take no chances). Once he is confident that there is no help for the humans of the base, he will return to attack the base. This process will, however, take him a few hours.

The Temple of Ithaqua

When the investigators arrive at the expedition site, they will see a circular structure (with a broken section-it looks like something took a bite out of it) and the expedition tent nearby. If the investigators check the area, they will see little from the air.

Tent: The tent is the expedition's tent. It is a fairly large arctic tent

and is made of special material and equipped with a small generator. The interior looks as if the expedition suddenly abandoned it in a great hurry. One side of the tent is torn open, apparently by claws. There is a small amount of blood on the ice near the opening. If the investigators check the tent, they will find that it contains the usual arctic gear as well two notebook computers. All of the contents of the tent are quite cold and dusted with snow. Fortunately, the computers are specifically designed for arctic use and will operate properly in the cold. One belonged to Rachel Tsung, the other to Dr. Charles Daniels. Tsung, the expedition's biologist, has extensive notes on the organic material found within the and on the structure. Most of her notes are mundane, except for two entries. In one she described the remarkable preservation of the body of Pierce and reports her findings from the sample taken from Pierce, namely that Pierce's cells are still alive, although his metabolic processes have slowed incredibly.

The second entry reports that Pierce's body is host to an unknown form of microorganism. Tsung reports that she is completely baffled by the organism, which seems to be incredibly resistant to her attempts to destroy samples. She also reports that it grows extremely rapidly, with larger colonies of the organism consuming smaller ones when no other nutrients are available, when exposed to UV radiation.

Dr. Daniels specialty was archaeology (no one at the base,

including him, was sure why he was assigned there-the reason was that high government officials had reason to suspect the presence of pre-human structures in Antarctica) and his notes are primarily on the temple. He describes it as being of no known human building style and as being composed of “unknown material.” His notes on the altar state that the designs and inscriptions on it are similar to those found in sites in Alaska. He has several references in his notes to the “Walker of the Wastes”, which is one of the titles humans have given Ithaqua. According to the notes, this “Walker of the Wastes” is described as a giant monster of the ice which “travels all the realms to sate its eternal hunger.”

Aside from the two computers, there is nothing else interesting in the tent.

The Temple of Ithaqua

The temple building was originally a storage container used by Elder Things around 250 Million BC (just prior to the revolt of the Shoggoths).The container was no ordinary one for it was used to hold material for the creation of the dread Shoggoths. While the fate of the rest of the Elder Thing structure remains a mystery, the container eventually ended up in the Antarctic where it was found by a pre-human race that worshipped Ithaqua. This race converted the container into a temple (they took it to be a gift from Ithaqua) and set about their vile practices with a renewed frenzy.

During their search for more

“temple” structures, these creatures stumbled across a gate component. Sensing its power, the creatures dragged the component into their temple and made it their central altar.

Unfortunately for this vile race, the container still held some mutated shoggoth material that soon infested and devoured the bodies of these faithful servants of Ithaqua.

Shortly after these creatures perished, a serpent man explorer found the structure and studied it and the gate component carefully. He recognized the menace presented by the Shoggoth material and wisely sealed the temple. His writings on the temple were eventually copied by human wizards and passed down through the centuries.

The temple then lay abandoned for untold years until Dr. Pierce, after learning of it in dark and secret books based on the writings of the serpent man, set out to find it.

The temple structure is clearly of alien manufacture. While the structure is not offensive to the human eye, there is something vaguely off about it, something that indicates (on a subconscious level) that this is not a work of man. One side of the temple structure is open (where the entrance used to be) as it was broken off by shifting ice.

In the center of the temple is the altar, which is actually the ice coated gate component.

The Shoggoth Zombie

If the players look inside the temple, they will see the altar as

well as the body of Dr. Daniels. Daniel's body is a horrid sight: the flesh seems to be melting off from it and forming a puddle on the floor. Mixing with the slowly forming puddle of flesh are small, grayish clumps with eye like markings (shoggoth-matter). Nearby lies the mauled body of the other member of the expedition, Sergeant Mjanwi. If the investigators enter the temple, the flesh from Daniel's body will ooze back up onto his skeleton, guided by the shoggoth matter. The horrible mass will then arise and lurch towards the investigators.

Daniel's body has almost been completely absorbed and converted to a form of shoggoth matter. The resulting being is twisted and weaker version of a shoggoth, but it is still dangerous. It is driven by a primal desire to incorporate more and more flesh into itself, so it can achieve true shoggoth size.

Temple Interior

The interior has an odd smell to it (a mix of fresh blood, old bones, shoggoth-matter, and other stuff) which humans will find disagreeable. The interior contains the bodies of the two expedition members. They were drained of power by Pierce and then killed as sacrifices to Ithaqua. An examination of the bodies by someone with medical skill will reveal that they were killed by a knife (a survival knife from the expedition supplies, which is resting on the altar). A knocked over table is on the floor and scattered about it on the floor are various instruments and notes. An

examination of the material will reveal the same information as the computers, but there are actual samples present. If the investigators examine the samples and the examiner makes a medical skill roll, they will learn that the samples are of what appears to be human tissue infested by some very odd, unknown organisms. If the investigators expose them to UV light, they will expand dramatically and consume their host tissue. If the investigators are foolish enough to let any of the material come in contact with their skin, the shoggoth-material will enter their bodies and begin feeding.

Skulls and Bones: This is a pile of skulls and bones that has collected due to the slight tilt of the temple. If someone with biology or medical skill examines the bones and makes a skill roll, they will be able to determine that not all the bones are human. The human ones are, of course, those from the Pierce-Taylor expedition while the non-human ones are from the pre-human race that worshiped Ithaqua.

Altar: The altar is coated in frozen blood, has the survival knife on it, as well as two odd protrusions. These protrusions are all that are left of a crude stone statue of Ithaqua. The side of the altar is covered with strange designs and script. The script, which is in an ancient, non-human language, contains the text of the spells Contact Ithauqua, Call Ithaqua, and Ritual of Transformation.

Broken Wings

While the investigators are examining the temple, Pierce will return to the area and notice their presence. He will initially want to simply slay them outright, but when he sees Dr. Taylor, he will change his mind. Pierce will be convinced that Dr. Taylor is actually John Taylor and Pierce will want to make him suffer before he sacrifices him to Ithaqua. This will give the investigators time. Being in a particularly sadistic mood, he will damage the helicopter and render it incapable of flying. If the investigators left one of their number behind, they will be attacked, unless they flee. Once they see the condition of their helicopter, the investigators will realize that they have to trek across 26.84 km of frozen waste to reach their base.

Journey Across the Ice

Since the investigators are well equipped, they will be able to cover the distance in about seven hours. The investigators have no chance of getting lost as they have satellite navigation up link. However, they have no way of communicating with the base since radio communications will be filled with static (a convenient freak atmospheric condition).

Since Pierce wants to torment the investigators, they will not be in actual danger as they travel back to the base. However, the investigators will not know this and their journey will be horrifying. As they trek back across the ice, Pierce will play tricks on the investigators. For example, he

might re-animate one of the expedition members and drop him off in the investigators' path. The keeper should be sure to instill the proper level of fear in the players. For example " The snow crunches under your feet, like long frozen bones. The wind picks up, tearing at your clothing and howling like a lost soul in search of someplace warm to dwell, someplace like your body. Out of the corner of your eye you can see shapes moving across the ice, shapes that look nothing like man, nor bear, nor any wholesome creature of God's earth."

At some point while the investigators are making their trek, Pierce will stop harassing the investigators. However, far from relieving the investigators, this event will fill them with trepidation: "With one last feeble moan, the wind dies. The dark shapes that have plagued you on your journey are suddenly absent. However, far from feeling relieved, a cold terror fills your bones. You are not sure why, but you know that this is worse." The reason for this feeling is that Pierce has finally gathered his courage to attack the base, which he will do. His attack will be brutal and devastating.

Homecoming

As the investigators approach the base, they will see the interior lights shining and everything apparently normal. Once they get closer, they will see signs of a struggle: bullet holes in some of the walls, broken windows, and blood on the ice. The interior of the base is a mess. Everything has been torn

up and there are frozen bodies, with horrible wounds and terrifying expressions, scattered about within the buildings.

After the investigators realize the full horror of their situation, they will hear the wind die down and a booming voice will be heard: "Welcome home Taylor. Do you like what I've done to the place? You probably never expected to see me again, when you sealed me in the temple, but you never were very bright. I was awake all those years Taylor. I spent them thinking of what I would do to you when my great intellect and ability led to my freedom. I think this is suitable revenge, don't you Taylor? After I kill your friends and re-animate them to keep you company, I'll leave you here. I'll leave you here forever." After giving his speech, Pierce will set about making his threat good.

Fighting Pierce

Pierce's great ego is forcing him to attack the investigators without help. While he wants to live forever, he is utterly confident that humans cannot possibly do him harm. However, he does know about firearms and will be subtle and cautious in his attack. This will give the players some time to plan and effect their defense.

Pierce can be defeated in two main ways. The first is an out and out battle. If the players chose this option, Pierce will probably slaughter them. The second option is to make use of the investigators talents and assets. Being a mythos being, Pierce is repelled by Elder signs. Taylor can construct one,

using the spell passed down through his family. Once one is constructed, the investigators will have to set a suitable trap for Pierce. If the players checked the computers, they will know that Pierce is infested with Shoggoth material and that this material grows rapidly in UV light. The investigators will know that the base has a stock of old sun lamps (which are used to melt ice off the vehicles since they emit harsh UV radiation). The investigators can set these lamps up in a suitable place and power them off one of the buildings' power supplies. The big problem will be forcing or luring Pierce into the trap. This can be done in a variety of ways. The two main ways are 1) to force him into the area using an Elder Sign or 2) to lure him into an area by having Taylor taunt him. Because of Pierce's ego, he will be easily provoked by Taylor and will pursue him.

If Pierce is exposed to the lamps, the Shoggoth-material in his body will begin to grow and consume his flesh. He will take no damage the first round, one point the next round, two the second, and so on until the fifth round. After five rounds of exposure to the UV light, the growth cycle of the shoggoth-material will be fully activated and it will continue until Pierce is consumed. After that, he will take 1D6 a round as the rapidly growing shoggoth-material rips its way through his body. Seeing this process costs the viewer 1/1D8 Sanity points. Once Pierce starts taking damage, he will flee the building, howling. He will rush out

into the arctic to summon Ithaqua, in the hopes that his god will be able to save him. It will be obvious to anyone with Mythos skill (such as Taylor) that the noises coming from Pierce are part of a summoning ritual.

Unless the investigators finish him off quickly, as Pierce is consumed his life energy will go into his summoning spell and Ithaqua will be brought to earth just as Pierce's body is reduced to a writhing, twisting mass of mindless shuggoth matter. Needless to say, this will be extremely bad for the investigators. If they are lucky, Ithaqua will merely kill them.

If Pierce kills the investigators, he will re-animate them as Ice Zombies and leave them and the still living Taylor in the base. He will then summon Ithaqua to transform Taylor (after Pierce bites of his feet, of course) and Taylor will be left, a mad, transformed cannibalistic monster, to gnaw the bones of the dead.

Conclusion

The adventure ends when the investigators defeat Pierce or they themselves are defeated.

If Pierce defeats the investigators, they will meet the horrid fate described above. If the investigators defeat Pierce, the survivors will need to return to the ruins of the base and undertake repairs so that they might survive the harsh conditions and secure rescue. The Keeper should give a few tense moments by making the players roll to repair key items (like a generator or satellite uplink) and by

hinting that they think they see "things" moving out in the windswept wastes.

Unless the investigators simply give up, the Keeper should allow them to be rescued by a Russian crew after a few days of rather bad weather. The survivors should receive a 1D10 point Sanity Award.

The Russian ship is a tourist vessel that takes wealthy Americans to Antarctica. The Russians, eager for hard currency, can be recruited to help recover and transport the gate component. With suitable cash inducement, they will also back up any story the investigators care to provide.

The investigators' wisest choice is probably to lie about what happened and report that a storm destroyed the base. If the investigators do not come up with a plausible story, there will be an extensive investigation and they might end up losing the gate component. This, of course, assumes that the investigators are not operating under the auspices of the government in their recovery of the components.

The team members will study the newly found gate component. Dr. Lansing will be able to determine from his careful study that there are a total of six gate components.

Non Player Characters

The following details the NPCs in the adventure. Statistics are given only for relevant NPCs. If the Keeper decides to bring other NPCs into the action, he will need to generate their statistics.

Relevant Base Personnel

Captain Karl Harnst, German Army

Security Chief, Antarctic Base

STR: 13

CON: 15

SIZ: 13

INT: 14

POW: 15

DEX: 14

APP: 13

EDU: 17

SAN: 75

HP: 14

Damage Bonus: +1D4

Skills: Climb 55%, Computer Use

15%, Dodge 45%, Electronics 15%,

First Aid 45%, Listen 35%, Martial

Arts 65%, Persuade 55%,

Psychology 65%, Sneak 45%, Spot

Hidden 65%,

Track 45% Handgun 75%, Rifle 65%

Languages: German 85%, English

75%

Stereotype: Clean cut, German professional soldier.

Physical Description: Harnst is a tall, healthy looking man with blonde hair and blue eyes. He has a large scar which runs from his left cheek all the way down to his chest (a hunting accident).

Description: Harnst's entire adult life has been spent in the German military. After enlisting right after school, his abilities soon lead him to officer candidate school and up through the ranks. In his younger days, Harnst was nearly a fascist, but his experiences while assigned to a peace-keeping force in Eastern Europe radically altered his views.

Harnst is a very practical and pragmatic man and considers the rational use of force to be an effective means of problem solving. Hence, his approaches to

problems tend to be very direct.

While Harnst is very intelligent, he has little in the way of fanciful imagination and dismisses all rumors about some supernatural basis to the world's problems as complete nonsense.

Equipment: Arctic gear, 9mm Pistol and two clips, HK MP5, Military Binoculars.

Lieutenant Janet Armstrong,

Australian Air Force

STR: 11

CON: 14

SIZ: 8

INT: 15

POW: 13

DEX: 16

APP: 14

EDU: 16

SAN: 63

HP: 11

Damage Bonus: none

Skills: Astronomy 35%, Computer

Use 15%, Dodge 45%, Electrical

Repair 35%, Electronics 10%, First

Aid 40%, Hide 85%, Listen 55%,

Locksmith 45%, Martial Arts 50%,

Mechanical Repair 55%, Persuade

25%, Pilot Aircraft (Helicopter)

90%, Knife 55%, Handgun 45%,

Rifle 35%

Languages: English 80%

Stereotype: Tough Australian, mixed with a stunt helicopter pilot.

Physical Description: Armstrong is a dark skinned Australian woman with a slightly wild look in her eyes.

Description: Armstrong has been flying helicopters since she was a girl and did several stunt jobs in various films. When condition worsened around the world, she volunteered for military service.

After dumping an amorous general who tried to put a move on her into the ocean, she was transferred to the base.

Armstrong is an incredibly skilled and extremely reckless. She tends to live her life like she flies, which has gotten her in trouble on many occasions. Most of the base personnel think she is completely nuts, but there is no one they would rather have at the controls when things get difficult.

Equipment: Arctic gear, 9mm pistol and two clips, combat knife.

Dr. Neraj Gupta

Medical Officer

STR: 12

CON: 14

SIZ: 12

INT: 19

POW: 12

DEX: 12

APP: 13

EDU: 20

SAN: 60

HP: 13

Damage Bonus: None

Skills: Biology 65%, Chemistry 25%,

First Aid 95%, Library Use 85%,

Medicine 85%, Pharmacy 65%,

Psychology 25%, Psychoanalysis

15%

Languages: Hindustani 100%,

English 85%, Latin 15%

Stereotype: Competent, compassionate doctor.

Physical Description: Dr. Gupta is a tall, thin man with dark brown hair and brown eyes.

Description: Dr. Gupta grew up in India and was educated in the United States. After practicing for several years in the United States,

he returned to India for several years. While in India, he was befriended by a holy man who taught him many things about medicine and life. On his death bed, the holy man told him he must “journey to the land of ice to face the bitter wind.” When Dr. Gupta heard that there was a need for a medical officer for the arctic base, he knew he had to volunteer for the job.

Dr. Gupta is an extremely skilled doctor and a kind man. He employs a wide variety of medical techniques, ranging from the latest medical treatments to ancient yoga practices. Dr. Gupta has sworn never to take a human life and is a strict ethical vegetarian.

Equipment: Arctic gear, notebook computer, and medical kit.

Team NPCs

The following are the NPCs that should be working with the investigators. The investigators should know them from the previous adventures. The Keeper might need to alter the statistics for the NPCs based on events that took place in previous adventures (such as Sanity losses).

Dr. Karl West

STR: 11 CON:12 SIZ: 13 INT: 16

POW: 13 DEX: 11 APP: 11 EDU: 17

SAN: 65 HP: 13 DB:

Important Skills: Biology 70%, Chemistry 70%, Climb 50%, Computer Use 20%, First Aid 75%, Library Use 65%, Medicine 80%, Pilot Boat 20%, Physics 10%

Description: Dr. West is forty nine years old. He is five feet, eight inches tall. He has thinning brown

hair, a moustache and a beard. He is in reasonable good shape.

Dr. West is a normal human being. He received his M.D. from Ohio State University. Early in his career West had the misfortune of delivering a stillborn baby that was a horribly flawed hybrid. Horrified, yet curious, Dr. West decided to investigate further. To his horror, he found that there were an increasing number of such births.

Dr. West is a very compassionate and concerned man. He is dedicated to finding out what is going on and protecting humanity from what he fears is a great threat.

Dr. Blake Lansing

STR: 16 CON: 17 SIZ: 16 INT: 19
POW: 18 DEX: 16 APP: 16 EDU: 19
SAN: 90 HP: 13 DB:+1D4

Important Skills: Computer Use 50%, Electrical Repair 40%, Electronics 80%, Library Use 65%, Persuade 70%, Physics 98%, Swim 50%

Special Abilities: Dr. Lansing's genetics gives him two unusual capabilities. He heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to sense the emotions of those within 20 feet of him. This ability is not fool proof, but does give him the equivalent of a 60% in psychology in terms of determining people's feelings and whether they are lying or not.

Description: Dr. Lansing is thirty-six years old. He is six feet tall and weighs 190 pounds. He has jet-black hair and intense blue eyes. He is in excellent physical condition,

handsome and has a deep, commanding voice.

Dr. Lansing is a Terceki-human hybrid. Fortunately for Dr. Lansing, the DNA combination is stable and has served only to enhance his physical and mental capacities.

Dr. Lansing earned his doctorate in physics at MIT at the age of 18.

After that, he worked in corporate research for five years and then took a teaching position at MIT.

Throughout his life he was plagued by strange dreams. As he grew older, his dreams took on greater clarity. They revealed, in part, some of the truth of his situation.

At the start of the adventure, Dr. Lansing will be a brilliant scientist who is concerned with finding out more of what lies behind his dreams. However, his heritage will begin to affect him. Eventually he will become obsessed with finding the gate components and will be willing to destroy anyone who stands in his way.

Major Janice Reed

STR: 15 CON:16 SIZ: 15 INT: 15
POW: 16 DEX: 16 APP: 14 EDU: 17
SAN: 80 HP: 16 DB:+1D4

Important Skills: Computer Use 40%, First Aid 40%, Hide 45%, Jump 47%, Martial Arts 50%, Mechanical Repair 40%, Sneak 50%, Spot Hidden 55%, Swim 43%, Throw 45%,

Handgun 60%, Rifle 50%, SMG 50%

Special Abilities: Reed's genetics gives her two unusual capabilities. She heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to influence the emotions of those within 20 feet of

him. This ability is not foolproof, but does give her the equivalent of a 60% in Fast Talk and Persuade.

Weapons: Glock 9mm 60% Shots 3 Damage 1D10 Ammo 30 Range 20 Yards, Silenced HK MP 5 50% Shots 2/Burst Damage 1D10 Ammo 30 Range 45 Yards, Knife 44% 1D4+2+DB

Armor: Light Vest 6 Armor Points, -5% on skills.

Other Equipment: Headset radio, night vision goggles.

Description: Major Reed is thirty-three years old. She is five feet, eight inches tall. She has brown hair and brown eyes. Major Reed is in excellent physical shape and is good looking in a rough sort of way.

Major Reed is a Vorceki-human hybrid. Her genetic material is stable and gives her excellent physical and mental capabilities.

Major Reed was born to a poor family in the inner city. A athletic scholarship supplemented with an ROTC scholarship gave her a ticket from her humble origins. She excelled in school, but had trouble with her temper and was arrested several times for fighting. After graduation she entered active military service and eventually ended up in a Special Forces team. Major Reed has intense dreams that have revealed to her that she is meant for a higher purpose. Her dreams have also inspired her to do extensive research using her contacts in the intelligence community.

Dr. David Taylor, Scientist

STR: 11

CON: 14

SIZ: 12

INT: 19

POW: 16

DEX: 12

APP: 13

EDU: 21

SAN: 74

HP: 13

Damage Bonus: None

Skills: Anthropology 35%, Archaeology 85%, Biology 60%, Computer Use 10%, Cthulhu Mythos 4%, Geology 35%, Library Use 85%, Occult 75%, Spot Hidden 35%, Handgun 35%

Languages: English 105%, Latin 65%, Greek 60%

Stereotype: middle-aged, but active professor.

Physical Description: Taylor is a tall, thin man with light brown hair and blue eyes. He has a beard and moustache. He also looks almost exactly like his ancestor, Dr. John Taylor.

Description: Dr. Taylor is the last of the well-known Taylor line and the heir to the secret of the Taylors. Dr. Taylor is aware that John Taylor was an investigator of Mythos secrets and that he and his companion Dr. Pierce ran into some horrible trouble in the Antarctic that resulted in Pierce's death. After learning of these events, and several others in John Taylor's notes (which were passed down through the family), Dr. Taylor became interested in what was really going on in the world and on more than one occasion he has had the opportunity to find out.

Taylor is a knowledgeable and brave individual who has faced some strange terrors in the past.

Because of his experiences, he is ready for almost anything.

Equipment: Arctic gear, 9mm Parabellum pistol, and notebook computer

Spells: Elder Sign

Magic Items: Elder Sign

Equipment

Arctic Gear

Arctic gear consists of a full body suit of heat retaining material. The body suit is equipped with a battery powered heating system that is good for twenty-four hours of use. Along with the suit comes a helmet equipped with a two-way radio and polarized lenses. Stored in various convenient pockets are survival items such as medical supplies, a knife, flares, and other equipment. Arctic gear with a functioning heating system counts as four points of armor against cold attacks and two points against such attacks when the batteries are exhausted.

Military Binoculars

Military binoculars are highly advanced optical binoculars that are also equipped with a thermal and light enhancement viewing systems. They are also equipped with microcomputers that can calculate ranges and enhance images. Such binoculars are extremely useful in the arctic as they can be used to detect heat sources (such as vehicles, bases, and people) even through snowstorms.

Creatures and Spells

Shoggoth “zombie”

STR 13

CON 17

INT 4

SIZ 12

POW 12

DEX 4

Move 4 HP: 10

Damage Bonus: none

Weapons: Claw 35%, damage 1D6.

Armor: None, but 1) fire and electrical attacks do only three quarters damage, physical weapons such as firearms do only quarter damage, and 3) it regenerates 1 hit point per round.

Sanity Loss: 1/1D8 Sanity points to see this being.

Ice Zombies

Ice Zombies are rather horrible in appearance as they look like frozen human corpses of people who have tied terrible, agonizing deaths and have been forced back into some unholy semblance of life. This is because this is exactly what they are. Because of their magically frozen state, they can move, but do so in a jerky fashion and all movement is accompanied by a horrid sound that reminds listeners of breaking bones.

Like their normal zombie “cousins”, Ice Zombies are almost immune to impaling weapons (such as firearms), although such weapons will give them an even more horrifying appearance. Being dead, Ice Zombies cannot be killed but must instead be hacked apart or destroyed by some other means.

They are particularly vulnerable to intense heat or large fires, taking double normal damage from such attacks. Ice Zombies also require freezing temperatures to remain active, otherwise they begin to thaw out. Once thawed, they cease to be animated. Ice Zombies, like normal zombies, require one point of power from their creator.

| Char | Rolls | Averages |
|------|--------|----------|
| STR | 3D6 x2 | 20-22 |
| CON | 3D6 x2 | 20-22 |
| SIZ | 3D6 | 10-11 |
| POW | 1 | 1 |
| DEX | 1D6 | 3-4 |
| Move | 3 | HP 15-17 |

Av. Damage Bonus: +1D4 - +1D6
 Weapon: Bite 30%, Damage 1D3, Bludgeon (punch) 30% 1D6+db
 Armor: Frozen body acts as 2 points of armor, impaling weapons do 1 point of damage, and all others do one half rolled damage.
 Sanity Loss: 1/1D8 Sanity points to see an ice zombie

Lieutenant Daniel Jones, Ice

Zombie
 STR 26
 CON 28
 SIZ 13
 POW 1
 DEX 3
 Move 3 HP 21
 Damage Bonus: +1D6

Rachel Tsung, Ice Zombie

STR 20
 CON 22
 SIZ 7
 POW 1
 DEX 5
 Move 3 HP 15
 Damage Bonus: +1D4

Dr. Henry Pierce, Servant of Ithaqua

STR 26
 CON 30
 SIZ 26
 INT 18
 POW 19
 DEX 14
 Move: 8/ 60 Flying
 HP 28
 Damage Bonus: +2D6
 Weapons: Wind Gust 50% , damage lift and drop: 1D6 x 10 feet, each 10 feet dropped equals 1D6 damage. Claw: 40%, Damage 2D6+db (normal armor and "cold" armor, such as arctic gear, counts against this attack).
 Attacks: If Dr. Pierce is within six meters, he can use powerful winds to whisk victims up into the air and drop them onto the ice. Players of those attacked must roll on the Resistance Table, matching the investigator's STR against Pierce's STR on that table. If Pierce is attacking several people, he must divide his strength among them. Pierce can also use his winds to interfere with flying vehicles, especially helicopters. Used in this manner, the pilot must roll a successful piloting skill. This skill is modified by subtracting Pierce's STR from the pilots skill. On a missed roll, Pierce can force the craft 3D6 meters in any general direction he chooses. If the pilot succeeds, she retains control of the craft.
 Armor: 4 points of skin.
 Spells: Call/Dismiss Ithaqua, Contact Ithaqua, Create Ice Zombie, Power Drain, Ritual Of Transformation, Shrivelling.
 Sanity Loss:1/1D10 to see Pierce in

his new form.

Physical description: Pierce is a horrid monstrosity. He appears to be an unholy mix of his original, human form and Ithaqua. Despite his horrid alteration, many of Pierce's features are still recognizable (which makes his appearance even more horrible).
Description: Once human, Pierce is a vicious and insane monster. After successfully completing the ritual, he was transformed into a servant of Ithaqua. Now he exists to further madness, death, and the spread of icy cold.

Despite his complete insanity, Pierce still has a brilliant mind and he retains most of his memories and knowledge. His main vulnerabilities are his ego and his desire to live forever. He can be driven into rages by insults and provocations and during such rages he will often make mistakes that can be exploited. His desire to live forever, which helped lead him to his current fate, makes him overly cautious and somewhat cowardly (at least when he is not in a rage).

Spells

Create Ice Zombie

Casting this spell requires a human body which was either killed by cold (or by a being of the cold such as Ithaqua, a Servant of Ithaqua, or a Gnoph-Keh) or a corpse that has been allowed to freeze all the way through. This body must be coated in snow or ice and then the spell must be cast. Casting the spell requires one magic point for every three Size points of the corpse, a permanent point of POW from the caster, and

1D6 Sanity Points. Casting the spell requires a number of minutes equal to its cost in magic points. At the end of the spell, the newly formed zombie (which looks like a frozen corpse) stands up to do its master's bidding.

Ritual of Transformation

This extremely rare spell enables a human being to transform himself into a monstrous Servant of Ithaqua. Casting this spell requires three days (which need not be consecutive). On each day of casting, at least two humans (or human like beings) must be sacrificed and the caster must expend 20 magic points and one permanent point of POW. The caster (if not already insane) loses 1D8 points of Sanity per casting. After the third casting, the caster is transformed into a hideous monstrosity. The caster's STR, CON and SIZ all double, while all other attributes (except APP) remain the same. The caster's SAN drops to 0, if it is not there already. The transformed person has the attack abilities and inflicts the Sanity loss as described above in Pierce's statistics.

Items

Pierce's Compass

Pierce's compass is actually an ancient device constructed by the serpent man who found the temple. He placed a "charge" on the temple and constructed a device that would locate the temple from any point on earth. The device survived the eons, eventually being partially rebuilt in the 18th century by a skilled madman.

The compass was eventually located by Pierce, who was able to learn its purpose through arcane research.

Externally, the device looks like a very ornate, complex and unusual compass/gyroscope combination made of brass. Internally, the device is composed of incredibly odd and very advanced instruments. In the center of the compass is a small cap. The cap covers a tube which runs down into the mechanism. The interior of the tube is coated with dried blood.

The device is inert until blood is poured into the tube. Ten milliliters of blood is enough to activate it for ten minutes. Pierce mistakenly thought that the blood had to come from the heart of a human victim, but any blood will do.

When active, the compass part will spin and the gyroscope parts will rotate. The device will indicate the location of the temple, using the compass arrow. The rings of the gyroscope like part are covered with odd mathematical symbols. A successful roll using Navigation will reveal that the rings indicate position in latitude and longitude. Naturally, the location will correspond exactly to that of the temple.

Handout #1

It is well that men head the fate of brave Pierce. There are some places where man should tread carefully or perhaps not at all. Pierce's place of rest, the vast icy realm of Antarctica, is one such place. May his body rest eternally in peace.

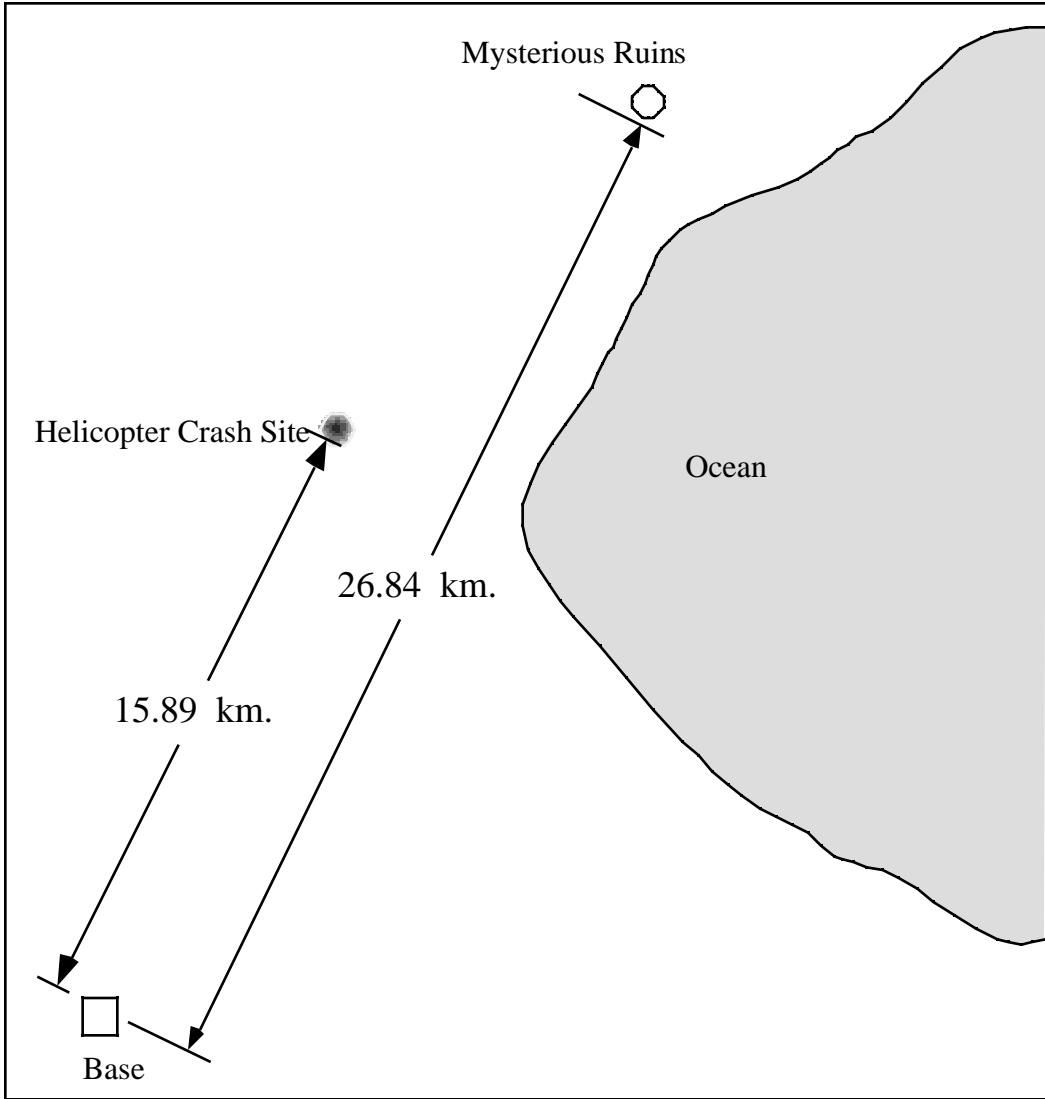
Handout #2 Pierce's Notes

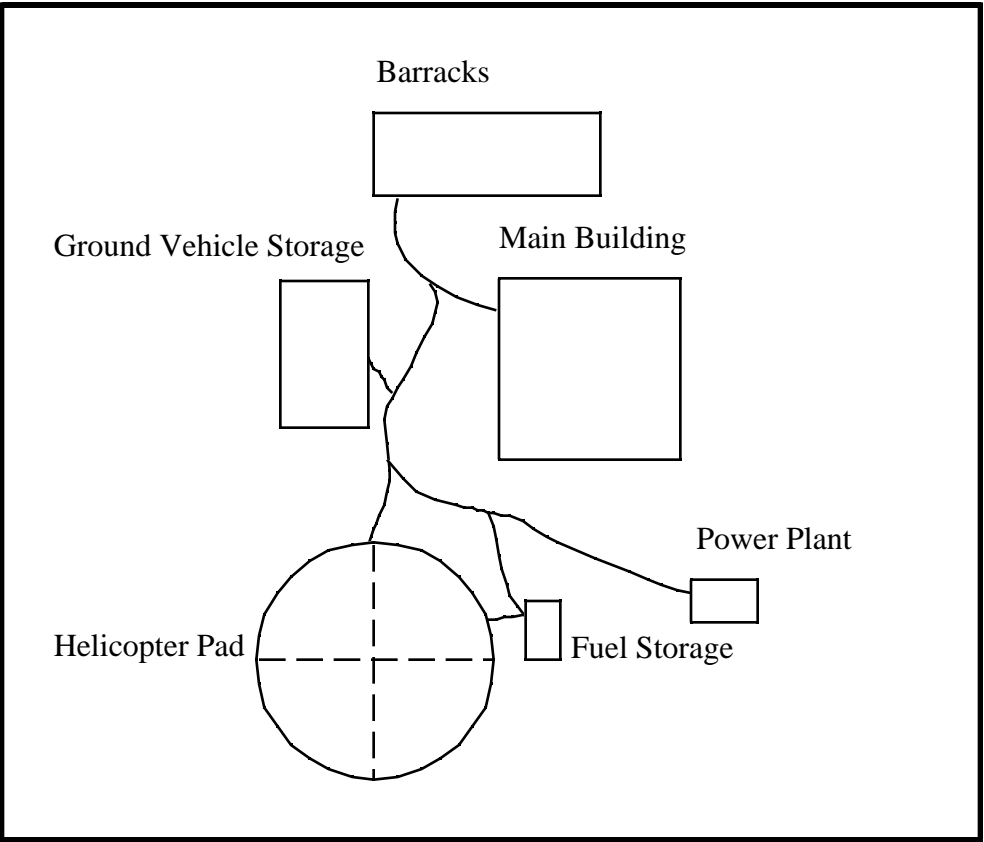
“The compass device is clearly ancient and alien in nature. I have learned through my research that it is activated by heart blood. It points the way.”

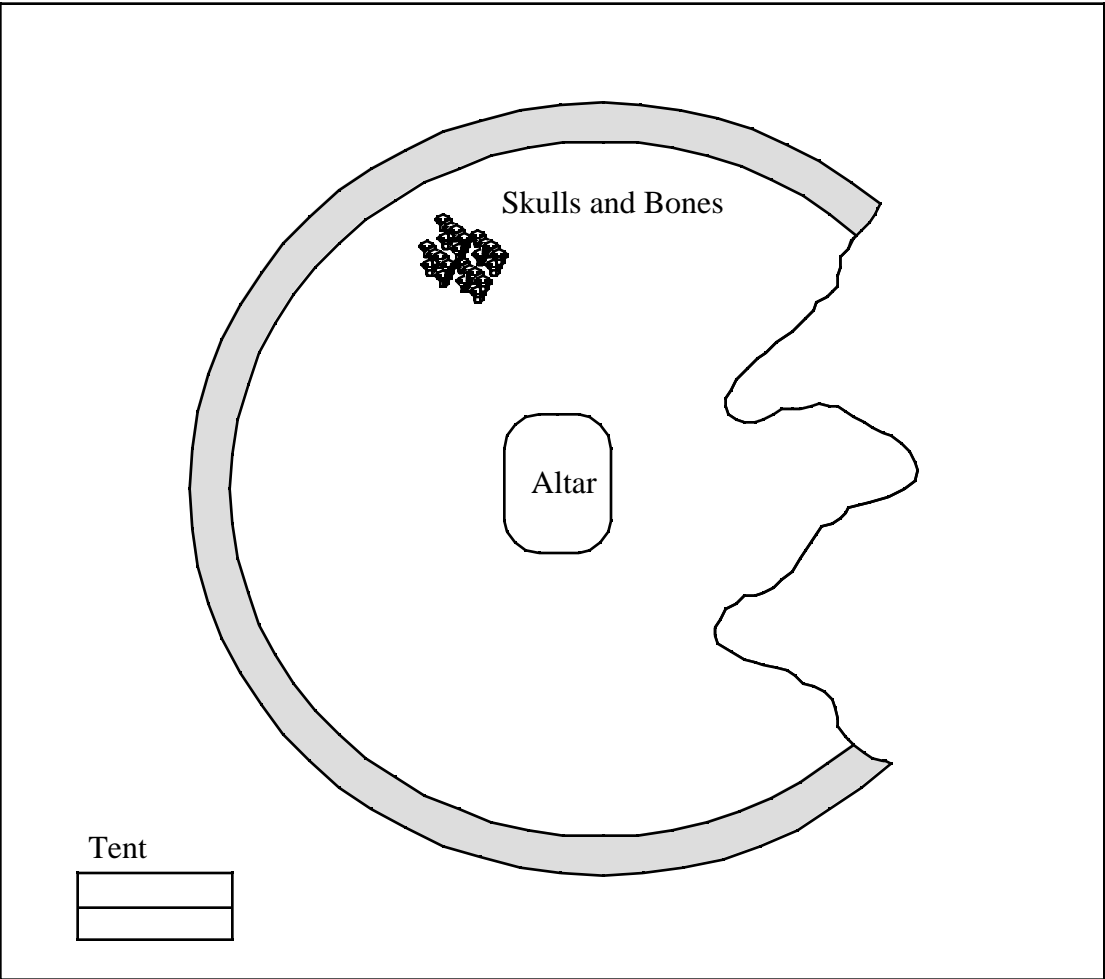
“While I have followed many wild geese, I think that this time I have the answer. The texts speak of the ancient temple in which ‘transformations take place.’ The Walker in the Wastes shall have his ideal servant in me.”

“The ancient texts speak of a race that flew down from the stars and built might cities. There are some references to the Shugguths. However, such is the power of my desire that I will dare even them.”

“There is a single reference to a hole to the stars in some of the fragments. I know not what this refers to.”







“Thin Jack” ©1992
Dr. Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

*"Is it not wisely said there are things buried in the earth that should never be disturbed?
Is it not said that there are things best left alone in their dark slumbers? Woe be it to
those that disturb such things, may Allah curse their names."*

-(Translated from the Arabic by Dr. Phileus P. Sadowsky)

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Keeper's Introduction/History

In 1849 a down on his luck miner named John Jones accidentally freed a Gaunt from the shaft it had been imprisoned in by Native American Shamans. The Gaunt killed the miner's companions, but took him as a servant. Jones was told to lure people into the area with the gold that had been used to imprison the Gaunt. He did so, and soon the Gaunt was feeding off the people who arrived and constructed the town of Green Grove. After learning that the townspeople planned to flee the area, the Gaunt killed them all in an orgy of destruction. The horror of the experience broke the being's hold over John and during the day, with the help of four mules, he sealed the entrance to the shaft in which the Gaunt slept with stones, wood, and all his gold. He died during his monumental effort and his bones lay amidst the rubble and gold. The empty town was discovered later and the incident became known as "The Mystery of Green Grove."

The area was undisturbed by anyone until 1992 when the King Movie Company began filming "The Mystery of Green Grove" a horror story loosely based on the historical mystery. The basic plot of the movie is that miners intruded on an ancient Native American burial ground and stole the gold within it. The ancient spirits that protected the tomb were released and set about killing off the miners and the rest of the town for good measure. The filming went along smoothly until the company suffered financial difficulties and the filming stopped. One of the actors, Dave Parker, wandering about while waiting to leave, came across the shaft and did some digging. He discovered some of the gold and then returned and dug the rest of it up. He sold it and used the money to fund

the film, and the shooting began again, with Parker as the new star. The being, which had dug its way to the surface after the gold was removed, discovered the movie people three days after the shooting had started up. It began killing that night, taking an immigrant worker back to its lair. The next night it took a cameraman who had a fight with the director. The third night, it took Dave Parker, who offered to serve it in exchange for his life. He told it about the nearby town and offered to drive it there at night if it would let him live and leave the film site alone. It agreed and Parker has driven it to the city each night, where it takes a victim.

Getting the PCs Involved

While the adventure must be located in an area that was part of the historical gold rush, it is up to the Keeper to decide exactly where to place it, based on his/her campaign needs. The PCs will be drawn into the adventure by a letter (or fax) from an old friend. William Gardner, a horror story writer, will write to say that he believes something unnatural is occurring. The letter will say that two people vanished from the movie site about two weeks ago and that there have been six reported incidents of people disappearing in the nearby town. He will also write that the local paper reports that Joe Miller, a night watchman, went insane, babbling about "a thin thing, a thin thing that ripped him apart." And two days later, William writes, the paper reports that a wino saw something that took one of his buddies. The night after the incident with the wino, William writes, there was another reported disappearance and the locals have started calling the unknown criminal "Thin Jack." William will conclude his letter by writing that he thinks that there is more here than just a psycho grabbing people and he will ask the investigators for aid. Most of William's money is tied up in the film, so he will only be able to provide very minimal financial aid to the investigators for their travel expenses.

Arrival

If the investigators decide to aid William, they can secure transport via airplane, bus, or they can drive out on their own. If they go by airplane, they will have to take the bus to the nearby town (a three hour drive) and William will pick them up in town. If they go by bus, they can go directly to the town and William will pick them up. If they drive, they can go all the way to the film site and William will meet them there.

William will offer the investigators a place to stay on the film site, or they can seek lodging in town at their own expense. There is one motel in town (\$20 a night for a single) as well as a YMCA (\$5 a night/person). If they select the film site, they will be sleeping in the barracks like building along with the camera crews, gophers, and minor actors.

Books

The various available books and the information they provide are detailed below.

Unexplained Vanishings: This book is typical of its ilk and it (and others like it) are available in almost any public library. The town library has a copy of it. The book briefly mentions the town of Green Grove which was found empty in 1849. The book goes on to note that none of the missing people were ever heard from again, even though almost all of them had relatives in other places.

Indian Legends: This book (and others like it) is available in almost any public library. The town library has a copy of it. One section of the book discusses a monster "that came from the earth" and was driven back from whence it came with magic and gold. It was supposedly sealed beneath the earth by the use of golden wards. According to the book, the monster's name translates into English as "The Thin One" , or "The Skinny One".

Book of the Underlands: This Mythos book contains information on the various beings (such as Chthonians, Ghouls, and Dholes that dwell beneath the surface of planets or are associated with the underground places (known as the Underlands). It is very difficult to find in English, and almost impossible to find in the original Greek. The town librarian, a descendent of an investigator who was active in the 1920s has a copy of it. She will only reveal it if the investigators earn her trust. The book has a section describing a race of beings known as Gaunts (no relation to Nightgaunts) that dwell beneath the earth. These beings are described as "inhumanly thin" and are known to "fear gold, for it is their bane." While these creatures are reported to be "invincible in battle" they are supposedly vulnerable because they had to "reside within their foul pits" during the day "and could not abide the light of day." Additional details of this book are given at the end of the adventure.

Newspapers: The local newspapers contain the articles William mentioned in his letter. One article makes reference to "The Mystery of Green Grove" and the writer wonders (but not seriously) if the same thing is happening to the town that happened in Green Grove.

Investigation

Listed below are individuals/groups the investigators may wish to talk to and the information they can provide.

The Police: If the investigators go to the police, they will only be told that the police are working on the case. If the investigators have enough clout, fame, or status to impress or influence the police, they will be told that the police have no leads, except that the person they are looking for (if it is just one person) is thin. The crimes are particularly baffling because they seem to have no common element, except for the fact that a person is taken. The police will be grateful for any help the investigators can offer, provided they stay within the law.

Joe Miller: Joe Miller is the security guard who went insane due to seeing the Gaunt feeding upon one of its victims. He is currently at the town hospital and will be transferred to the state mental institution if he does not recover soon. The investigators can see him if they get permission from the police or are able to bluff or persuade their way into doing so. An investigator using his/her psychoanalysis skill will be able to calm Miller down and draw out a description of what he saw. He will say: "It was horrible. Thin, very thin. Yes. It had him in

its claws. Was ripping him apart. Eating him bit by bit. He was alive. At the start. Alive. Yes. It was thin. Very thin. Yes." He will then stare up at the ceiling and begin drooling profusely (he will eventually recover and have no recollection of what he saw).

Bill Newsmith: Bill is the wino that the newspaper article mentioned. If the investigators inquire at the newspaper office, they can find out who he is and where he tends to hang out. Bill is a Korean veteran who was captured by the Chinese during the war and escaped after severe mistreatment from which he never quite recovered. If the investigators buy him a drink, or are willing to listen to his war stories for a while he will tell them what he saw: "It was real thin and smelt like a dead body, like the ones in the war. It grabbed up old Will and his screaming woke me up. Haven't heard screams like that since the war. It ran off with him. I think it was going to eat him."

People at the Film Site: Anybody at the film site can tell the investigators that three people vanished from the site. The first was Manual Padre, a migrant worker who had been hired to do manual labor at the site. Most people think he simply moved on. The second person to vanish was Homer Wilson, a cameraman. He was seen fighting with the director over pay and the way the film was being done. Most people think he just left one night. The general consensus is that there is some psycho loose in town, but the incidents in town are totally unrelated to the people that left the film site.

Dave Parker: If the investigators talk to Parker, a successful Idea roll will reveal that he seems to be under a great deal of stress (which is not surprising, given that he is playing his first major role) and a successful psychology skill check will reveal subtle signs of mental disturbance. Parker, being a skilled actor, will handle the investigators questions well and will do his best to keep them from suspecting him. He will say that he thinks that "this 'Thin Jack' individual is a psycho, like the ones you hear about all the time. I hope they catch and fry the bastard." He will say that he thinks the people vanishing from the film site simply left and were not victims of "Thin Jack."

Clues

The following passages provide descriptions of various clues the investigators may find.

Parker's Jeep: If the investigators examine Parker's jeep, a successful spot hidden skill roll will reveal small bloodstains on the back of the fold-down seats in the rear of the vehicle (Parker puts a plastic sheet down, but some of the blood has run off it). The blood, if tested, will be found to be human blood. A rolled up sheet of plastic can also be found under one of the seats. If confronted, Parker will claim it is from a hunting trip (Parker does hunt, and has often bragged about his kills to the others) and will tell the Gaunt about the investigators. The Gaunt will then seek out the investigators and try to kill them.

Personal Effects: If the investigators examine the barracks, they will find that the missing peoples' lockers are still locked. If they pop or pick the locks, they will find that both men's personal effects are still present. The fact that Padre "left

behind" all his hard earned money will probably convince the investigators that he didn't leave voluntarily.

Financial Matters and New Roles: The investigators are likely to learn that the film ran into financial difficulty a while back and shooting had to stop until new funding could be found. If the investigators can access the records of the film company (either by hacking into their files or by good old fashioned breaking and entering) they will learn that Dave Parker provided the money (almost one million dollars). If the investigators check on Parker's financial dealings and gain access to the broker he did business with (it is listed in the movie company's files) they can learn the money was from the sale of a great deal of gold. It is well known that Dave Parker replaced John Stand (a fairly well known actor who left after being replaced) in the role of the main character. Some of the people at the site think Parker must have had something to do with the new money, but they don't know what. If asked, Parker will say that he doesn't know where the money came from, but he got the new role because of his acting abilities.

Maps

Area Map

The area map shows the general details of the area around the rebuilt Green Grove.

Paved Road: This infrequently traveled road leads to town (it is north).

Dirt Road: This road was put in by the movie company.

Elevation Line: Indicates a gradual increase in elevation.

Trail: A successful track skill roll will reveal the presence of the tracks of some sort of creature, about the size of an adult mail. However, the foot prints are very odd and are clearly not human at all. This is the path that the Gaunt takes into Green Grove each night to meet Parker. A roll against one quarter of an investigator's tracking skill will reveal that a truck or jeep went up this way some time ago. This was Parker's jeep.

The Mine: detailed below.

Green Grove: Detailed below.

Green Grove Map

The original Green Grove was worn down by the elements. The current Green Grove is a movie set. All of the buildings are plywood mock-ups of the buildings they are supposed to be, with nothing inside (interior shots are actually done on a sound stage back in Hollywood). The stables, however, are real and hold the horse for the filming (6 horses).

Trailers: There are four trailers. Each houses two people (four actors, the director, and William) in relative comfort (shower, color TV, small kitchen, etc.).

Film Compound: The compound contains three buildings. One building is a wooden barracks style building with two bathrooms, two sleeping rooms with bunk beds and lockers and a common area. The minor actors, camera crews, gophers, and so forth sleep here. There are twenty men, seventeen women, and twelve children housed here.

The second building is what amounts to a mess hall where food is prepared and served. The third building is used to hold the equipment and props. Power for the buildings and trailers is provided by three generators which are located adjacent to the equipment building.

The Mine

The mine is a thirty foot shaft dug down into the earth that ends in a chamber. Parker knows about it, but no one else does. The mouth of the shaft is still clogged with hunks of stone and wooden timbers. There is a pile of rubble near the edge of the shaft and the timbers and stones show recent marks from the cables Parker used to winch them out. Any people in the area will notice a faint hint of a vile odor and a successful idea roll will indicate that the investigator notices that no animals go near the shaft entrance and that the plants around it are unhealthy looking.

If the investigators examine the shaft, they will notice that the smell is stronger in it and a successful spot hidden skill roll will reveal to the investigators that there are odd scratch marks on the timbers and stones in the shaft, as if something with claws had been climbing out of it. If the investigators decide to climb down into it, they must make their climbing roll one every fifteen feet. The old shorings are in poor shape, and there is a 20% chance that one will give way. Such an occurrence will require a luck roll on the part of the investigator to avoid falling. Of course, if the investigators think to use ropes, the descent will be much easier.

Chamber: The walls and floor of the chamber are odd looking. They look like some sort of solidified dark green resin material and from the walls hang tattered strips of some sort of reddish material. The chamber stinks of death and the floor is lined with human bones and is stained black from the blood. During the day, the Gaunt resides in this chamber and this is where it feeds.

Action

The Gaunt will leave its lair each night when it is fully dark. It then will lope to the saloon mockup, and wait until Parker meets it there. The two will then go to Parker's jeep and Parker will drive it to the town, where the Gaunt will select its next meal. Parker will then drive the Gaunt back and it will return to its lair to finish its meal. Parker will then clean out his jeep, wash off and hide the plastic under the seat. He will then go to sleep.

If the investigators are watching Parker, and he is not aware that they are doing so, they will be able to see him meeting the creature and transporting it. If Parker notices that the investigators are watching him, he will pretend that he doesn't notice and lure them into a trap. If the investigators attack the Gaunt, Parker will aid it, but not at the risk of his own life. If the investigators decide to go into town and wait for "Thin Jack", it is up to the Keeper to determine what results the investigators' efforts yield.

It is important that an aura of horror and mystery be built up over the course of the adventure. To build horror, the Keeper may find it useful to allow the investigators to catch a glimpse of the Gaunt (they might see it leaping from roof top to roof top, clutching its latest victim) and see some of its handiwork (it

may tear someone apart for no reason). To build/maintain the mystery, the exact nature of what is going on should not be revealed too quickly. The investigators should have to work for their clues and information and should have to think things through carefully before realizing what is actually going on. The Keeper may also find it useful to introduce red herrings and sidetracks into the situation to keep the investigators guessing. For example, the Keeper may wish to have a minor earthquake nearby which might lead the investigators to suspect Chthonian activity (especially if they have access to *the Book of the Underlands*), or the Keeper may wish to use a copy cat psycho as a red herring.

Resolution:

The Gaunt is an extremely dangerous opponent and it will be difficult for the investigators to defeat it. If they do succeed in imprisoning it, each investigator involved will receive 1D3 SAN as a reward. If the investigators actually destroy it, each involved investigator should receive 1D6 SAN as a reward. The investigators defeat the Gaunt, they will earn the good will of the movie company as well as that of the people of the town. The movie company will offer the investigators rolls in the film (which will turn out to be the year's surprise box office smash) and the towns people will be willing to aid the investigators in the future. If the investigators flee without imprisoning or destroying the Gaunt, they will each lose 1D3 SAN. In such a situation, the Gaunt will continue to terrorize the town and it will soon kill Parker and the entire film crew. Eventually it will undergo its metamorphous (it is left up to the Keeper as to how much power the Gaunt has consumed) and its reign of terror will end until its offspring start theirs.

NPCs

William Gardner

Gardner is a famous horror writer who earned his fame with his novel, *Days of Hell*, which became a successful movie. Like many horror writers, William believes little about the supernatural or occult, and it will be difficult for him to fully accept the actual existence of a real supernatural horror. However, he cannot escape the facts of the situation. William will aid the investigators to the best of his ability and will not shy from any tough situations.

STR 12 CON 14 SIZ 10 INT 14 POW 14
DEX 12 APP 11 EDU 15 SAN 64 HP 12

Weapons: ..22 Long Pistol 30% 1D6

Skills: Computer Use 25%, Credit Rating 85%, Drive Auto 30%, Library Use 75%, Occult 75%, Handgun 30%

Bill Newsmith

Bill is currently a wino. During the Korean War he was shot down and captured by Chinese troops. He later escaped, but never recovered from their mistreatment of him. Bill saw the Gaunt take one of his buddies and he is eager for revenge. Despite his run down appearance, Bill is still in good shape (he walks around all day) and still remembers a lot of his training. If the investigators ask for his help, he will clean up, shave, and ask for a gun. The

investigators may well find him a useful ally, if they can put up with his odd behavior (he sometimes gets flashbacks).

STR 13 CON 15 SIZ 13 INT 13 POW 15
DEX 14 APP 10 EDU 13 SAN 45 HP 14

Weapons: .45 Service Automatic 60% 1D10+2

Knife 45% 1D6+1D4

Skills: Climb 35%, Conceal 40%, First Aid 45%, Hide 55%, Listen 40%, Navigate 50%, Korean 15%, Pilot (Sabre jet fighter): 66%, Handgun 60%, Rifle 30%

David Parker

Parker is a fairly talented actor, but he is obsessed with his own fame. He values fame more than anything, including money and power. He will do just about anything to acquire fame, which he sees as his ticket to immortality (his greatest fear is dying an unknown). When he found the gold he used it to fund the movie on the condition that he be given the starring roll. When the Gaunt took him, he pleaded for his life and the Gaunt recognized a person it could use. He will serve the Gaunt loyally as long as doing so serves his own end and he has plans to use the Gaunt in his rise to fame. Parker has six ounces of gold hidden in cut out books on his bookshelf in the trailer.

STR 13 CON 13 SIZ 15 INT 13 POW 15
DEX 13 APP 16 EDU 14 SAN 41 HP 14

Skills: Acting 65%, Fast Talk 45%, Listen 40%, Persuade 45%

Book of the Underlands

The content of the book is given in the text of the adventure. The book is a Mythos text. The English version contains Contact Ghast and Contact Ghoul and the Greek version contains both those spells plus Contact Chthonian.

| Title | Language | + to Knowledge | Spell Multiplier | Effect on SAN |
|-------------------------------|----------|----------------|------------------|---------------|
| <u>Book of the Underlands</u> | English | +9% | X2 | -1D6 |
| <u>Book of the Underlands</u> | Greek | +12% | X3 | -2D6 |

Gaunt (Lesser Independent Race)

Description: A Gaunt in the second stage of life looks like a desiccated corpse of a person who died of starvation. The skin of the Gaunt is coated with a thick slime that is grayish-green in color and there are thin tendrils coiled all over the surface of the body, which writhe and move in a most disturbing manner. A Gaunt in the third stage looks very much like an adult Chthonian, but their tentacles are longer and they are not accompanied by a chanting noise.

Notes: Gaunts have a three-stage life cycle. The first stage is an egg stage in which the Gaunt is encased in a thick globule of slimy resin that gradually hardens into a shell like material. The Gaunt then enters its second stage in which it assumes a human like form by using the body of the human that it was provided with by its "mother." During this stage the Gaunt feeds on the flesh and

power of living creatures at the rate of one per night (it can kill many more, however, but cannot use their power). When it has consumed 500 power points of sentient beings, it will undergo a metamorphous into its third stage. This takes one night to occur. The third stage Gaunt emerges the next night and captures as many humans as it can, up to six. It then inserts an egg into each human and digs a hole for each egg, puts a slimy globule of resin in the bottom of the hole and then pushes the human into it. After laying six eggs, the mature Gaunt dies, having expended its life energy producing the eggs and globules.

Gaunts at Stage One or Two communicate via telepathy and can communicate with humans that way. They can communicate with one another up to a distance of 100 miles, and can communicate with (and detect) humans at a distance of 1 mile.

Armor/Vulnerabilities: Because of their nature (which is largely non-physical), Gaunts at all stages take minimal damage from all physical weapons (even impaling weapons). Gaunts at Stage One must be attacked through the globule (it is meters thick), but they have no armor of their own and are easily killed. Gaunts at Stage One have 4 points of armor and regenerate 6 points a round, while Gaunts at Stage Three have 8 points of armor and regenerate 12 points a round. Gaunts take normal damage from magical weapons or weapons made of gold or magical gold weapons.

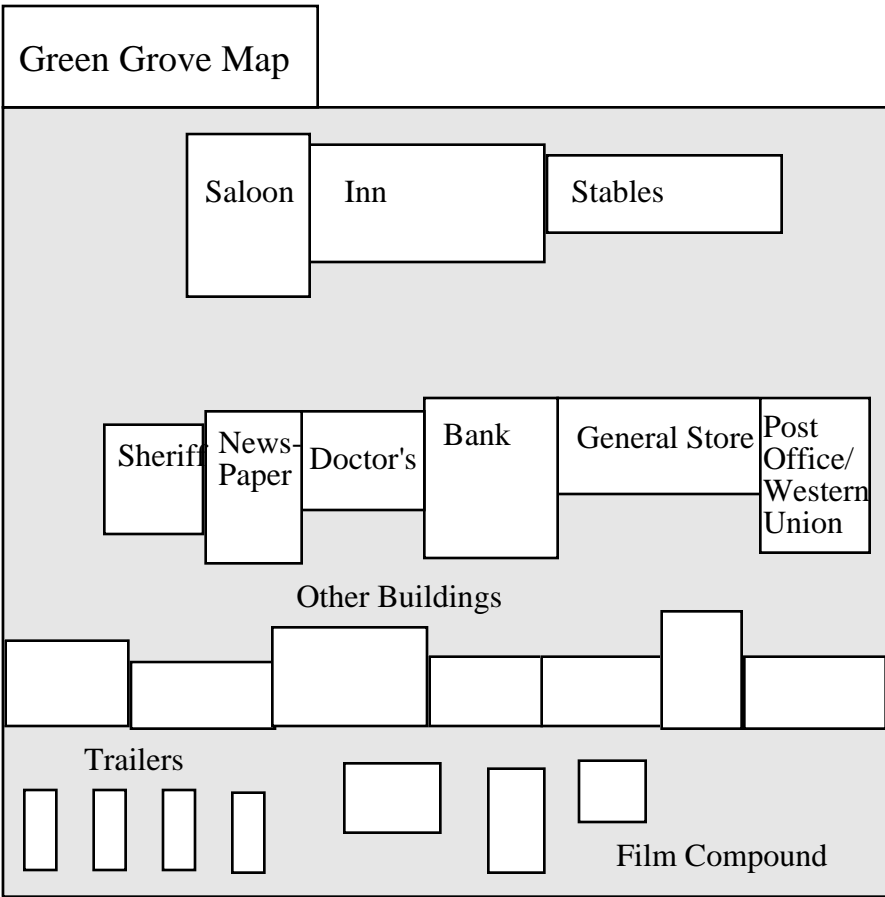
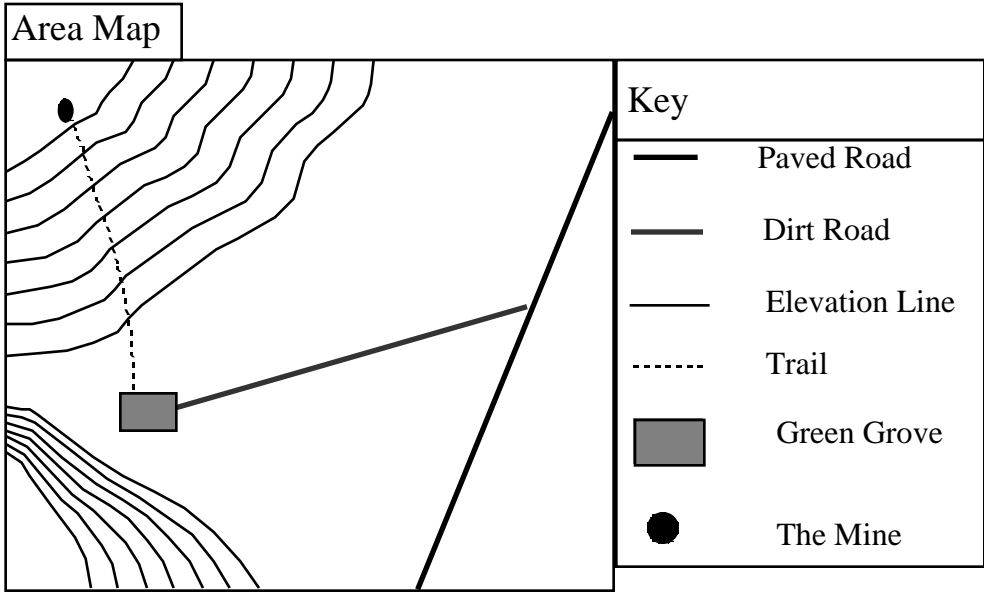
Fortunately, Gaunts have vulnerabilities. First, they are extremely vulnerable to solar radiation and take 1D10 a round they are exposed to direct sunlight or its equivalent. Second, they must sleep at least six hours a day in their "egg". For each day they go without such sleep, they take 1D10 points of damage and lose one point of power permanently. Third, they can only consume power within their "egg". If a Gaunt cannot bring its kill into its "egg" within six hours of the kill, it will not be able to gain the power of the victim. Destroying the "egg" is one obvious way to destroy a Gaunt. Doing so would require explosives, lots of acid, or any other means of large-scale destruction. The egg is vulnerable to conventional weaponry. Fourth, Gaunts are vulnerable to gold. The intrinsic properties of gold act in such a way as to repel Gaunts. Each ounce of gold will create a "repulsion zone" one meter from the center of the gold mass that a Gaunt cannot enter. If it is trapped within a repulsion zone, it will be paralyzed for as long as the gold is present, although it can still communicate telepathically.

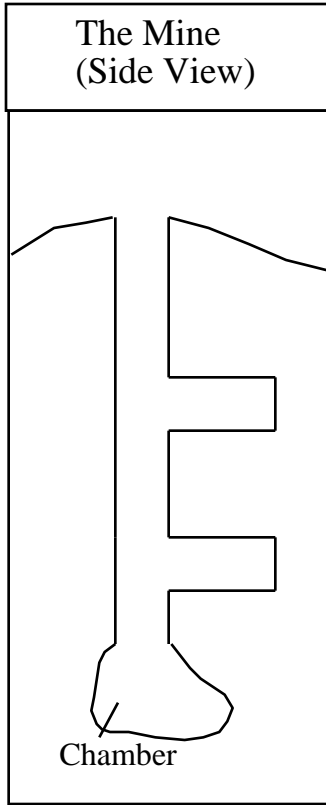
Spells: None

SAN: Those who encounter a Gaunt egg lose 1 SAN if their rolls fail, none if they succeed. Seeing a Stage Two Gaunt cost 1D8 if the roll fails, only 1 if the roll succeeds. Seeing a Stage Three Gaunt costs 2D6 if the roll fails, only 1 if the roll succeeds.

Gaunt Life Cycle

| | Stage Two | | Stage Three | |
|------------|------------------|---------|------------------|---------------|
| | Statistics | Average | Statistics | Average |
| STR | 4D6 | 14 | 4D6X3 | 42 |
| CON | 4D6 | 14 | 4D6X2 | 28 |
| SIZ | 3D6 | 10-11 | 3D6X3 | 30-33 |
| INT | 3D6 | 10-11 | 3D6 | 10-11 |
| POW | 4D6 | 14 | 4D6 | 14 |
| DEX | 3D6 | 10-11 | 2D6 | 7 |
| Hit Points | | 12-13 | | 29-31 |
| Move | | 8 | | 7/1 Burrowing |
| Regenerate | 6 pts/rd | | 12 pt/rd | |
| Armor | 4 pts | | 8 pts | |
| Weapon | Claw 60% 1D6+1D4 | | Tentacle 40% 2D6 | |
| Weapon | Bite 40% 1D6+1D4 | | Crush 3D6 | |





The Journey©2002
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 2001 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cncost.com. Call of Cthulhu is Registered Trademark of Chaosium Inc. <http://www.chaosium.com/cthulhu/>. Chaosium Inc. 900 Murmansk Street Suite 5 Oakland, CA 94607.

Introduction

This adventure is set in Europe in the 1920s game period. In this adventure, the investigators delve into the mysteries of the Order of the Ancient Stone and attempt to learn some of its dark and horrid secrets.

The adventure is challenging, but not overly so, and should prove suitable for a group of 3-7 moderately experienced investigators.

This adventure is intended to be a continuation of the adventure "War Buddy." However, with some suitable modifications it can easily be played as a stand-alone adventure or as part of another campaign.

Getting the Investigators Involved

This adventure is written on the assumption that the investigators have completed "War Buddy." It is also assumed that the investigators have allied themselves with Father Henesey and that they have a Shard of the Stone in their possession. If this is not the case, the Keeper will need to arrange a suitable adventure so that the investigators have an ally as well as a Shard of the Stone.

Father Henesey will tell the investigators that the Church has been engaged in a long struggle with various cults and other forces that are inimical to all that is good and holy. He himself has been involved in the struggle for some time. He will tell the investigators that in light of the previous events, it would be best if they left the country for a while. This, he will explain, is not just to help escape potential retaliation, but he has also been informed that there is evidence that additional information useful to both the investigators and himself is to be found in Scotland.

Father Henesey will mention that an old friend of his, Dr. Hiram Jones, is involved in researching cult activities in Scotland and that he has unearthed information that might prove quite useful. Dr. Jones has invited Father Henesey to Scotland and Henesey will suggest that the investigators accompany him.

The Journey

Assuming the investigators agree to accompany him, Father Henesey will book passage on the next vessel to Scotland.

Henesey will not inform the investigators, but he will intentionally allow the Ancient Order of the Stone to learn which ship they are traveling on. It is a bit of a gamble, but Henesey hopes that the cultists will send their agents on the same ship. This way, the good Father hopes, the investigators will be able to confront and defeat the cultists before reaching Scotland. This way, reasons Henesey, it will be some time before the cultists will learn what happened and be able to react. By that time, Henesey hopes, he and the investigators will be in Scotland and well into their research.

The Ship

The ship the players have booked passage on is a mid-sized vessel that carries both passengers and freight. The ship, which is British, is called the *John Harvey*. It is an older ship and makes an average of twenty knots.

The *John Harvey's* accommodations are comfortable and the cabins are well appointed, but not luxurious. The ship has a pleasant dining area and the ship's cooks are quite skilled. Passengers can amuse themselves at the ship's bar or by playing some of the shipboard games or engaging in the various recreational activities offered.

Actions Aboard Ship

Just as Henesey hopes, cultists from the Order of the Stone will be onboard the ship.

The lead cultist, Daniel West, will spend some time checking out the investigators. Once the ship is far out to sea (and out of the range of help) Daniel West and his cultists will stage an attack. West will begin the attack by activating his Shudos disk. This will disable the ship's compass and communication equipment. Once the disk has been activated, Daniel West and his followers will quietly capture some passengers and use their blood to summon Lesser Blood Vortexes. Once West has summoned the Lesser Blood Vortexes, he will turn them against the investigators and the crew.

Out at sea, with no working electronics, the investigators can expect to receive no outside help.

Conclusion

If the investigators are defeated, West will question them, then kill them. If the investigators win, they might have the chance to interrogate West.

If the investigators are able to save the ship, the passengers, crew and owners will be grateful. The investigators should also receive a modest 1D3 Sanity Award.

Assuming the investigators survive, the adventure continues in the next in the series: "The Bog."

NPCs

Father Ronald Henesey, Catholic Priest

STR: 12 CON:13 SIZ:13 INT:14 POW:15 DEX: 13 APP:12 EDU: 19 SAN: 72

HP: 13

DB:+1D4

Note: If the investigators have completed “War Buddy,” then they will already know Father Henesey. If his adventure is being run on its own, the Keeper will need to introduce him.

Description: Henesey is forty years old, but still in excellent shape. He has black hair and brown eyes. He has a thick beard and a scar on the left side of his face, from a shell fragment. Henesey is a member of a society that has been fighting against the evil and madness of cults like Blake’s for centuries.

Henesey is a brave man and is not afraid of combat, having served in the war before taking his vows.

Important Skills: Climb 55%, Cthulhu Mythos 6%, Credit Rating 34%, Dodge 37%, Fast Talk 35%, Hide 21%, History 35%, Library Use 55%, Natural History 25%, Occult 65%, Latin 55%, Persuade 55%, Rifle 55%

Spells: Create Silver Blood

Weapon: .45 Automatic 51% Damage 1D10+2 Range 15 Yards Attacks 1 Shots 7.

Items: Silver Blood in a silver flask, the Shard (if the investigators do not have it).

Daniel West, Cultist

STR: 12 **CON:** 15 **SIZ:** 14 **INT:** 15 **POW:** 17 **DEX:** 13 **APP:** 14 **EDU:** 19 **SAN:** 00 **HP:** 15

DB: +1D4

Description: West has brown hair, brown eyes and a friendly, honest-looking face. He does his best to appear as a pleasant, young American lawyer. While he is a young American lawyer, he is anything but pleasant. In actuality he is a member of the Order of the Ancient Stone who has been charged with eliminating the investigators and recovering the shard taken by Jack Meredith. West is only a junior member of the order. Hence, he only knows very little about what is going on. However, he has complete faith in (and fear of) Lance Blake and will be unwilling to tell even what little he does know, regardless of how the investigators might threaten him.

Important Skills: Cthulhu Mythos 20%, Fast Talk 56%, Hide 34%, Law 64%, Occult 55%, Persuade 55%, Sneak 42%

Spells: Summon Lesser Blood Vortex , Bind Lesser Blood Vortex

Weapon: .32 Automatic 52% Damage 1D8 Range 15 Yards Attacks 2 Shots 8

Items: Shard Ring, Shudos disk.

The Cultists, Faithful Muscle

Description: The cultists are cannon fodder for Daniel West. Three of them will have knives and one has a hidden .38. They will use better weapons should they become available. The cultists are convinced that their cult, the Brothers of the Stone, will eventually have great power. They do not know that the Brothers of the Stone is essentially a front used by the Order of the Ancient Stone to recruit gullible cannon fodder for dangerous jobs. If defeated and questioned, the cultists will give a variety of unusual answers. For example, they claim to serve the Stone God of Babylon who will drive out the God of Moses and give them the keys to the world. They know nothing of the true purposes of the Order of the Ancient Stone or even that it exists at all.

The Cultists

| Characteristics | #1 | #2 | #3 | #4 |
|-----------------|-----------------------|-----------------------|-----------------------|---|
| STR | 13 | 13 | 16 | 12 |
| CON | 12 | 15 | 13 | 13 |
| SIZ | 12 | 16 | 16 | 14 |
| INT | 10 | 10 | 11 | 13 |
| POW | 9 | 9 | 12 | 11 |
| DEX | 12 | 11 | 13 | 14 |
| HP | 12 | 16 | 15 | 14 |
| Damage Bonus | +1D4 | +1D4 | +1D4 | +1D4 |
| Weapon | Knife 61% 1D4+2+db | Knife 55% 1D4+2+db | Knife 58% 1D4+2+db | .38 Revolver 23% 1D10 15 yard base range, 6 shots, Attacks 2. |

Mythos Beings

Lesser Blood Vortex, Lesser Servitor Race

Description: Blood Vortexes are terrible beings that must be summoned through a special blood ritual (see below). In their natural state, Blood Vortexes are loci of energy and malign intelligence that dwell in the empty places of space. When summoned, they form swirling bodies from the spilled blood of the victims used in the ritual.

Blood Vortexes move by flying and are remarkably fast and agile. In combat, they slash out with pseudopodia of blood. These tendrils rip at their victims and pull blood from their veins. These attacks inflict 1D6 damage per hit. In addition, the blood can be used to strengthen a Blood Vortex. A Blood Vortex's hit points increases by one point for every two points of damage it inflicts.

Blood Vortexes are themselves resistant to most forms of physical damage (being liquid and energy). They sustain only minimal damage from physical attacks. Attacks that do damage on a large scale (like explosions) and attacks that are especially effective against liquids (such as flame-throwers) will do normal damage. At the Keeper's discretion, other forms of attacks (like high-pressure water hoses) might prove effective.

| Characteristics | Rolls | Averages | #1 | #2 |
|-----------------|-------|----------|----|----|
| STR | 2D6 | 7 | 8 | 9 |
| CON | 3D6 | 10-11 | 13 | 12 |
| SIZ | 2D6 | 7 | 8 | 10 |
| INT | 3D6 | 7 | 7 | 6 |
| POW | 2D6 | 7 | 8 | 5 |
| DEX | 5D6 | 17 | 21 | 22 |
| HP | | 10-11 | 14 | 14 |
| Damage Bonus | | 0 | 0 | 0 |

Move: 10

Weapons: Tear 60% Damage 1D6

Armor: None, but mundane weapons inflict only minimal damage. They sustain full damage from enchanted weapons and spells. They also regenerate (see above).

Spells: None

Sanity Loss: 0/1D6 Sanity Points to see a Lesser Blood Vortex.

Spells & Items

Create Silver Blood

Knowledge of the ritual to create silver blood enables the caster to transform a mixture of mercury, iron shavings, and a small portion of his own blood into silver blood. The ritual takes three hours of mixing and tracing symbols and patterns into the fluid. The caster must expend six magic points to create enough silver blood to coat the cutting edges of about six knives, or about twenty small projectiles, such as arrowheads. There is no sanity cost for creating silver blood.

Summon/Bind Lesser Blood Vortex

This ritual requires an intelligent humanoid with blood flowing in its veins. As the ritual is cast, the caster slashes the victim's throat with a knife. As the blood gushes forth, the caster makes a rapid circular gesture with his hand which causes the blood to act very strangely. Instead of merely spilling down the victim's chest, the blood will be sucked up rapidly, float, and then spin rapidly. During this time the victim, if still living, will lose a hit point every five seconds. If the ritual succeeds, within a matter of a few minutes, a small rift will appear in the fabric of space-time and a horrid entity will enter and inform the blood, creating a Lesser Blood Vortex. The magic cost varies. For each point used, the chance of success increases by 10%. A result of 96-00 is a failure. Casting the spell also costs 1D3 Sanity points. Once bound, the Lesser Blood Vortex will obey the caster. If the binding fails, the Lesser Blood Vortex will attack the nearest living creature in search of blood.

Items

Shudos Disk: A Shudos Disk is a rare item that is designed to interfere with compasses and electronic means of communication and detection as well as magnetic compasses. The device might be a form of Mi-Go technology. A disk appears as a metallic disk with an odd oily feel to it. A disk is deeply engraved with odd symbols and has a clear stone in the center. When activated, a disk will begin to consume itself. As the disk "burns," it will disrupt compasses, radios, and similar devices within 100 kilometers. People within the area of effect will "hear" an extremely faint humming noise that is very easy to ignore. The hum stems from the effect of the disk's field on the human nervous system. A Shudos Disk is activated by holding the central stone and sending a mental command. Once activated a disk will "burn" for twelve hours, leaving behind an oily, metallic ash.

Silver Blood: Silver blood is an enchanted mixture of mercury, iron and more exotic items. It is a thick fluid which will cling tenaciously to almost every metal

except silver. It is known as silver blood because it looks like liquid silver with thin veins of red fluid (which is actually blood). When used to coat a weapon or projectile, it enables the weapon or projectile to act as an enchanted weapon. The first attack with a coated melee weapon will do full damage, the second attack half damage, and the third one quarter. After that, the silver blood will have come off the weapon. Coated projectiles can be used once. If a projectile hits, it will do full damage and the silver blood will be left in/on the target. If the projectile misses, the silver blood will most likely come off on whatever is hit. If a weapon or projectile is coated with silver blood, but it is not used within about 15 minutes, the silver blood will gradually drip from the weapon or projectile. Steps may be taken to prevent this from happening, such as pushing the silver blood back onto the weapon or projectile. The effectiveness of such methods is left up to the Keeper.

Shard of the Stone

This shard is from one of the legendary six stones. The shard appears to be made of gray slate, but it has an odd metallic sheen to it. It is cool, almost cold to the touch. If a person touches it or even gets within a few inches of the stone, strange images will gradually appear in the person's mind. The images will grow stronger the longer a person holds it. The images appear to be mathematical and geometric symbols, odd curving marks and anomalies of space-time, and brief, but horrific, manifestations of indescribable things. If a person holds the shard for longer than fifteen minutes, the images will manifest strongly enough to affect the person's mind. For every fifteen minutes the person holds the stone, the investigator must make a Sanity check. If the roll fails, the investigator loses 1 point of Sanity. A successful roll results in no sanity loss. While the stone is held, the person will receive, in addition to the maddening images, images that indicate where the full stone is located. For every fifteen minutes the shard is held, the investigator should roll 1D10 and note the results. This is the percent chance the person holding the shard will receive a useful clue to the location of the stone. The chance of receiving a useful clue is cumulative, so the longer a person holds the shard, the more likely it is that they will receive a useful clue. Of course, the person will be risking his sanity in the attempt. The effects of the shard are blocked by lead, which is why Henesey keeps the shard in a lead-lined box.

Shard Ring

A shard ring consists of a band of lead (to keep the shard from contacting the skin of the wearer) with a tiny shard of one of the six stones. In addition to producing the effects described above, a shard ring has been prepared in such a way that it can detect the stones or shards of them. The shard can detect another shard within one kilometer by creating a faint pulling sensation in the general direction of the shard. A full stone can be detected within 10 kilometers. The shard is not very specific in its indications. For example, it would not pull directly towards a person who had a shard. A shard ring can be worn and used by anyone, but unless a person knows what the ring is for and how to use it (clear their mind and hold out the hand in a relaxed manner) it will not be recognized as a special item.

Full members of the Ancient Order of the Stone are given a Shard Ring as a mark of their position and a means of finding shards and the stones themselves.

Lozdra©1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440.

Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>. This adventure was inspired, in part, by "The Little Finger on the Left Hand," by Ardash Mayhar. It is copyright 1990 by the Ardash Mayhar. The copy I read is in *100 Twisted Little Tales of Torment*, which contains tales selected by Stefan Dziemianowicz, Robert Weinberg, and Martin H. Greenberg. It was published by Barnes & Noble Books in 1998.

Introduction

This adventure is set in 1920s Scotland. It pits the intrepid investigators against a horror from the 12th century and is intended for a moderately experienced group. The adventure provides the opportunity to gain access to an ancient book and is suitable as a side-adventure for investigators in search of information. The adventure also serves well as a stand-alone adventure and can be set in other times and places with suitable modification.

Getting the Investigators Involved

If the adventure is being run to allow the investigators to find information they need, the investigators can learn of the existence of a book which might contain this information. The source or sources the investigators consult will reveal that the book is reputed to be located in the village of Kenburrough in Scotland.

If the adventure is being run as a stand-alone, the following letter (handout #1) can bring them into it:

Dear x,

I hope that this letter is appropriate. A mutual associate informed me that you and your fellows are intrepid and skilled at solving various problems and resolving difficult issues. Because of my physical condition I am unable to travel and I wish to employ you in a noble endeavor.

In the course of my research into various matters, I have learned of the existence of a rather interesting book. According to the histories and records I have consulted, this book was written in the 12th century by a Christian thinker named Joseph. According to the descriptions, this book contains a great deal of metaphysical information pertaining to "devils mentioned not in the Bible."

The contents of this work would be priceless in my ongoing research into these topics. I have managed to track the work by the legends and tales associated with it. To the best of my knowledge, it is currently located in the village of Kenburrough in Scotland.

If you would undertake the recovery of the text, my university will provide you with passage and a suitable finder's fee for the work.

Sincerely,

Dr. K. Phileus
Harvard University

If the investigators decide to search for the book, they will need to arrange transport to Scotland. If the investigators accept Dr. Phileus' offer, he will make good on his offer of passage. The investigator and his fellows will be booked on a steamer bound for England. From there, they will be able to travel by land to Scotland.

Keeper's Information

Untold years ago a Mi-Go expedition landed on Mars in search of minerals and other things the Mi-Go value. Unfortunately for the Mi-Go, they stumbled across a clutch of hibernating creatures. These creatures, known as the Lozdra, came out of their hibernation and implanted parasites into the Mi-Go. Transformed into hideous undead fungi, the Mi-Go bore their new masters through space to the more hospitable world of Earth.

The horrid Lozdra found many suitable hosts for their parasitic brood among the indigenous life forms of earth. The Lozdra thrived on the primitive earth until they began to intrude into the lands claimed by the Elder Things.

After the Lozdra overran and infested a small town, the Elder Things took swift and devastating action. Using weapons that produced a radiation extremely harmful to the Lozdra, the Elder Things swept down upon the town and slew all the Lozdra present. For good measure, the Elder Things sought out and exterminated as many Lozdra as they could find missing only a few that went into hibernation to hide from the onslaught.

Over the centuries, some of the hibernating Lozdra were distributed by natural events. The first encounter between the Lozdra and humans took

place in 121 Ad when Roman road builders unearthed a Lozdra. Thinking it to be some sort of artifact, the soldiers took it to a nearby official. The Lozdra came out of hibernation and soon had control of the official's villa and a force of legionnaires. Fortunately, one of the official's children was able to escape and bring warning. Legionnaires were dispatched to retake the villa, but they were killed, taken over, or driven away.

Luckily for the Romans, a Greek thinker named Phaedrus was in the area. Phaedrus knew a man named Philo the Mad who had read books of pre-human origin. Philo informed Phaedrus that the Romans would need "Elder Metal" and that a small quantity of the metal could be found in a temple in Egypt. The metal was brought to Phaedrus, who had smiths quickly work it into arrowheads and a crude sword. Armed with these weapons, another group of legionnaires was sent to attack the villa. Armed with the metal, they were able to defeat the Lozdra and drive it into hibernation.

Phaedrus agreed to become the keeper of the Lozdra and was given the surviving weapons as well as support from the government. Some of the metal was worked into wire, which was wrapped around the Lozdra's hibernating form. Other bits of metal were worked into hinges and used in the Book of Phaedrus in which the keepers of the Lozdra kept their record as well as other things they learned.

Phaedrus' successors safeguarded the hibernating Lozdra as the Order of Phaedrus until 1140 ad. In that year some of the members were murdered and the Lozdra was stolen and taken to Scotland. One of the surviving member of the Order, Joseph, was able to track the Lozdra to the village where it was taken, but not before the Lozdra was freed.

Joseph arrived in the village in 1141 ad and faced the Lozdra and its servants. In the battle, Joseph was mortally wounded after defeating the Lozdra. He told the surviving villagers to wrap the Lozdra in the wire and keep it and the book safe.

The book and the Lozdra have resided in the village ever since.

Trip to Scotland

Unless the Keeper has special plans for the investigators, the trip to Scotland should be uneventful. The investigators will arrive safely in the village of Kenburrough after a trip by ship, train and local bus. The village is located about two hours by bus from the nearest city.

Investigation

There is a variety of information that might become available to the investigators. The two main sources are old texts and the inhabitants of the village they will be visiting.

Texts

If the investigators decide to investigate the situation, they might be able to find the following information. If they are working for Dr. Phileus, he will be able to provide them with all of this information.

One source is *Obscure Legends of the Isles* written by Dr. Charles Winters and published in 1908. The book is available in most major and academic libraries in Britain and America. The University of London has a copy. The text contains the following relevant passage:

One story that is similar to many lake and sea monster tales speaks of a serpent creature referred to as a Lozdra or Losa. In the tale, a thief steals an egg that belonged to this serpent and took it into the village of Kenburrough. Outraged by this theft, the serpent creature rose from the nearby lake and

attacked the village. As happens so often in these tales, a heroic stranger appears at the last minute and vanquishes the serpent. This stranger is referred to as Joseph. According to the tale, he is mortally wounded by the serpent and leaves behind a book and his sword for future generations. The similarity to other such legends is clear and a further analysis reveals...

The information in Winters' book can lead the investigators to an older book which refers to the Lozdra. The book is fairly rare, but most large university libraries, including the University of London, will have a copy or access to a copy. The book is *Lesser Cults of Rome* by Dr. Julian White, 1821. The relevant text is as follows:

One of the smallest cults of Rome was the Order of Phaedrus. While the name Phaedrus is no doubt familiar to those who have read the works of Plato, there is no evidence of a connection between this order and the Phaedrus mentioned by the father of philosophy.

The Order of Phaedrus is first mentioned in a work by the obscure and minor historian Citius. According to Citius, the Order was founded in 121 ad and supported by the Roman government. The Order appears to not be religious in the usual sense and they are not associated with any god. Citius notes that the Order was "dedicated to protecting the people of Rome from the Lozdra, which laid waste to a villa and greatly threatened the region." Phaedrus was said to have defeated the Lozdra by using a special "elder metal" which was the bane of the Lozdra.

The last relevant textual source is the work of Citius in 162 ad. Only fragments of Citius' work remains and only a few libraries, including the University of London, have copies. The text is in Latin and it has not been translated into English. The text (in English) is as follows:

The story, as told to me by an old man who witnessed the event, is as follows. A crew digging up earth for a road came across an egg in the earth. Recognizing its rarity, they brought it to the villa of Sallus, a local official. The egg soon hatched, bringing misery to the people. The young son of Sallus alone escaped, bringing word to legionnaires nearby. A brave band of them set out and only two returned, screaming of flying horrors and worse. A Greek named Phaedrus came to the aid of the legionnaires, bringing elder metal from the lands of Egypt. Armed with the metal, the brave fighter defeated the serpent Lozdra and Phaedrus was given the egg, which was somehow made whole again, to guard.

The Village

Provided the investigators are polite, the villagers will be willing to talk to them. Most of the villagers work raising and shearing sheep or fishing and know little beyond the old stories. The typical villager will be able to tell the following tale:

Quite some time ago, back in the Dark Ages, a great evil came from the lake in the form of a serpent. It plagued the village terribly until a stranger from a faraway land came and did battle with it. This stranger, known only as Joseph, smashed the head of the serpent, but was bitten in the leg. Dying of its foul venom, Joseph entrusted his book and sword to the village. He was buried in yonder tomb and his book is kept in the small stone tower nearby.

The villagers will, of course, be able to show the investigators the location of the tomb and tower. If they investigators seem interested, the villagers will suggest that they talk to the keeper of the tower and tomb, David Lynn.

Lynn is in his sixties and has been taking care of the tomb and the tower for the past four decades. If the investigators are polite, he will be willing to show them the inside of the tower and show them the book. He

knows quite a bit more than the other villagers, thanks to the oral tradition of the keepers. Lynn knows that Joseph did not actually kill the Lozdra and that it's "egg" lies in the tower. Lynn also knows that only the special metal of Joseph's sword can harm the Lozdra. However, Lynn does not speak of these things because it would frighten the villagers.

If asked about the book, Joseph will be willing to show it to the investigators, as long as they seem honest. He will not allow anyone to take the book or even look at it, as it is old and delicate. He will, however, say that a scholar in a nearby town has a copy of the work that was made about a century ago. The scholar, he will say, would probably be willing to part with the book for a suitable price.

Lynn will not allow the investigators to disturb the tomb or the tower. If they insist, the villagers will step in to stop them.

At the end of their conversation, Lynn will remark that someone else has recently come to the village to ask about the book. Lynn will say that the man gave his name as "Donald West" and that his card said he is a collector of antiquities. If asked about West, Lynn will say he did not like the man's looks and thought he was a shifty character.

The Scholar

For the adventure to work properly, it is important that the investigators all go to see the scholar. If some or all of the investigators decide not to go, then the events of the adventure will need to be modified. In such a situation, the players whose investigators remain in the village will need to play out the situation until the other investigators return.

The scholar lives in a nearby town which is six miles away. His name is Eric Walters and he is a retired

university professor. He lives in a modest cottage with two dogs and six cats. He will be happy to have polite visitors, especially if they are educated. If the investigators ask about the copy of the book, he will tell them he has it and that he would be willing to part with it, provided that it is being purchased by a reputable party. At this point he will mention that a rather “shifty philistine” named Donald West was here earlier asking about the book. Walters will say “I could see that he was no honest man, so I sent him packing.”

If the investigators seem to be on the up and up, Walters will sell them the book. He will tell them it is a careful copy of the original and was done by a scholar named Henry McRay. The text, Walters will explain, is in coded Latin. The book comes with a key written by McRay. Walters will say “According to some, McRay went off his rocker after publishing an article about completing a key to this text. His wife supposedly found him one morning in the bath, dead by his own hand. I think he cut his own throat with a straight razor. Unpleasant business, that.”

Walters will admit that he has never actually read the book. He checked its accuracy by comparing the pages to that of the original.

Maps

The following details the maps used in the adventure.

The Village of Kenburrough

The village is a small, pleasant place with traditional cottages, some small businesses and fishing docks. The other main features of the town are Joseph’s tomb and the tower. Beside the town is Loch Joseph, named after the hero of the village.

1. **Grazing Area:** This is the main grazing area of the village sheep.

During the day there will be a few flocks of sheep and their attending shepherds. After West frees the Lozdra, this will be a scene of carnage.

2. **The Village:** This is the village proper. It consists of traditional buildings. Once West frees the Lozdra, the streets will contain bodies.
3. **The Tomb:** This is the tomb of Joseph. Grass grows thickly on the tomb, except for one section that is bare. Village lore says that Joseph watches out for the return of his enemy and that his stern gaze prevents any grass from growing there. In actuality, the radiation from his sword kills the grass. The tomb is an earthen mound with a carved stone marker. If the tomb is dug up, a skeleton will be found as well as the still intact sword of Joseph. The sword is located exactly under the bare spot. Also with the remains is a badly decomposed wooden box with strips of lead attached to the interior. The box was used to protect the owner of the sword from its radiation.
4. **The Tower:** The tower is actually a fairly small building: about fifteen feet tall and ten feet wide. Joseph’s book is kept in a locked chest in the main room. Hidden beneath the wooden floor is another chest, obviously quite old. This chest contains the hibernating Lozdra. In hibernation, the Lozdra looks like a smooth black egg with strange lines. The “egg” is wrapped up in a very shiny, almost luminescent, wire. Naturally, once West frees the Lozdra, it will no longer be here. The bodies of Lynn and West will be on the floor, with chunks of meat torn from them. Seeing this sight requires a 0/1D3 Sanity Check.

5. **Docks:** These are the docks used by the local fishermen. There are several small fishing boats moored here when they are not out in the lake.

Action

The following details the key events of the adventure.

The Freeing of the Lozdra: While the investigators are visiting the scholar, Donald West will return to the village. West is a criminal who makes a living by stealing valuable historical and artistic items. He typically sells them to wealthy and unscrupulous collectors. While West is trying to steal the book, he will be surprised by the arrival of Lynn. In the ensuing struggle, Lynn will be killed and part of the floor of the tower will be broken away. West will investigate and find the chest. Opening it, he will see the Lozdra. Knowing he won't be able to smuggle the whole thing out, he will take off the wire, which he suspects is made of a valuable metal. Will he is carefully folding up the wire, the Lozdra will revive and attack him. Starving, the Lozdra will gorge itself on West and Lynn. It will then go out into the village.

Once in the village, it will start attacking the villagers. It will infect some of them with its parasites. Once it kills everyone in the village, it will gorge itself on their bodies and then turn to the sheep. It will also use some of the sheep as hosts for its flyers. The Lozdra will then settle down to rest and to finish digesting its meal.

If some or all of the investigators are in the village when the Lozdra awakens, they will be caught up in the action. The Lozdra will attack those who appear to be the greatest threat first.

Sheep: When the investigators return, the first evidence they will have that all

is not well is the sight of sheep carcasses in the field. The sheep appear to have been ripped apart and eaten alive. A man is staggering about the field along with four sheep.

The man is actually dead and is inhabited by a Lozdra parasite that is using the body for locomotion and food. The sheep are infected with parasites as well. These parasites are consuming the sheep from the inside. As the horrified investigators watch, the sheep will start bleating terribly, then they will begin to swell at the midsection. Blood will start spilling out of their eyes, noses and ears. Finally, each of the sheep will shudder, fall to the ground and then burst open with a horrible popping noise. The horror of this scene requires a 0/1D3 Sanity check. From the shattered carcasses will emerge four Lozdra Flyers, which will shriek, shake off the blood and entrails, and fly at the investigators. Seeing the Flyers requires another Sanity check. The infected man will also attack.

If the battle takes only a short time, the other infected villagers will not have time to join the battle. If the investigators are able to kill the creatures quietly, nothing will come from the village.

Village: When the investigators enter the village, they will see torn up corpses in the street. This requires a 0/1 Sanity check. Staggering about in the street will be five of the villagers, controlled by the Lozdra parasites.

Fighting the Lozdra: The Lozdra will have retired to the shallows of the lake to rest and digest its food. Because of this, it will not be aware of what is going on in the village. If the investigators are smart, they will head for the tomb as soon as possible to get Joseph's sword. Without the sword, the investigators will not stand a chance.

When it becomes aware of their presence, the Lozdra will rise from the lake and attack. It will keep fighting until it kills everyone or is defeated.

Conclusion

The adventure concludes when the investigators defeat the Lozdra or they themselves are defeated. If they defeat the Lozdra, each investigator should receive a 1D10 Sanity award. They will also have to do something with the hibernating Lozdra. A museum would probably be an excellent choice.

If the investigators flee, the Lozdra will continue be able to create more parasites and will expand its influence. The investigators should lose 1D4 Sanity points for their cowardice.

If the investigators return, the Lozdra will have even more minions. If the investigators do not return, the Lozdra will kill quite a few people until another group of investigators eventually defeats it. Alternatively, the Lozdra might chose to retire to the lake, only occasionally venturing forth for a quick meal.

Mythos Beings

Lozdra, Lesser Independent Race

Description: A Lozdra is a large being with a worm like body. The body is dark gray in color and is oddly textured (similar to Giger's Alien). Unlike worms, a Lozdra has two tentacles extending from its upper body. These tentacles end in a gripping "hand" with sharp, bony talons. The head of a Lozdra is devoid of any obvious eyes or other sensory organs. Despite this, the Lozdra have extremely acute senses, including excellent hearing and the capacity to sense heat. The mouth of the Lozdra is small relative to its head, but is filled with needle like teeth. The mouth also contain an extendible tendril like growth which the Lozdra uses to inject its parasites into its victims.

In combat, a Lozdra will slash at its victims with its talons and rip at them with its teeth. If a Lozdra bites a victim, it will attempt to inject parasites into the victim. To do this, the Lozdra must match its POW against the victim's POW. If the Lozdra succeeds, the parasites enter the victim and begin consuming his flesh. The parasites will inflict 1D3 points of damage for 1D3 rounds. Seeing the parasites writhing in the wound costs 0/1 Sanity points. Being a victim of the parasites costs 0/1D3 Sanity points.

While a Lozdra can be harmed by normal weapons, it regenerates three hit points each round. Further, when it is "killed" it will condense itself into a virtually indestructible hibernation pod (the "egg" described above). Once "killed" the Lozdra will regenerate one hit point a day until it reaches half its original hit points. At that point, it will expand itself and begin regenerating normally. A Lozdra cannot regenerate damage inflicted by a special metal until it enters into hibernation. If a Lozdra is in contact with the metal while hibernating, it will be able to regain half its hit points but will be unable to expand itself. A Lozdra can also hibernate to survive harsh climate changes or when the food supply runs low.

A Lozdra has the capacity to create a variety of parasites. One type is injected into the bodies of dead humans (or other intelligent beings of roughly human size). These parasites spread throughout the corpse, animating it. It takes 1D3 hours for the parasites to re-animate the body. It takes two Magic Points for a Lozdra to create each such parasite. The other type of parasite is injected into the bodies of living animals. These parasites grow and consume the flesh of the host until they emerge as Lozdra

flyers. It takes 1D3+3 hours for the parasites to gestate into Lozdra Flyers. It costs the Lozdra one magic point to create a flyer parasite. Other Lozdra can produce other types of parasites.

| Characteristic | Rolls | Average | Stats |
|----------------|--------|---------|-------|
| STR | 4D6+10 | 24 | 30 |
| CON | 2D6+6 | 13 | 16 |
| SIZ | 4D6+10 | 24 | 31 |
| INT | 2D6 | 7 | 9 |
| POW | 4D6 | 14 | 16 |
| DEX | 3D6 | 10-11 | 12 |
| Hit Points | | 19 | 24 |
| Damage Bonus | | +2D6 | +3D6 |

Move: 8/12 Walk/Swim

Weapons: Bite 50% Damage 1D8+Special, Claw 40% 1D6+db

Armor: None.

Spells: None.

Sanity Loss: 0/1D8 Sanity Points to see a Lozdra.

Lozdra Zombies

Description: Lozdra zombies look like "conventional" zombies, except their skin writhes with small tendrils, a bundle of small stalks replaces the eyes, and sharp, needle like growths extrude into the mouth. The writhing tendrils are part of the animating parasites body, which is wearing the corpse like clothes. The stalks are the parasite's heat sensitive organs.

A Lozdra zombie is considerably more intelligent than a normal zombie and it is capable of planning and some limited strategy. A Lozdra zombie is able to communicate with other Lozdra forms by emitting heat patterns. A Lozdra zombie cannot create parasites of its own.

Since the parasite is spread throughout the body, a Lozdra zombie is extremely difficult to kill. A Lozdra zombie sustains little damage from most weapons. It attacks by biting with its needle like teeth. The bite injects a caustic substance which inflicts another 1D3 points, unless the victim makes a successful luck roll.

Like the Lozdra, the Lozdra zombies are harmed by the special metal. Unlike the Lozdra, the zombies do not regenerate.

The parasite secretes chemical that helps preserve the flesh, enabling the corpse to remain useful for up to two weeks. At the end of that time, the body collapses into a pile of horribly rotted flesh and the parasite dies.

| Characteristic | Rolls | Ave | #1 | #2 | #3 | #4 | #5 | #6 |
|----------------|---------|-------|----|----|----|----|----|----|
| STR | 3D6X1.5 | 15-17 | 16 | 15 | 17 | 17 | 18 | 15 |
| CON | 3D6X1.5 | 15-17 | 17 | 15 | 18 | 16 | 15 | 19 |
| SIZ | 2D6+6 | 13 | 13 | 14 | 16 | 14 | 14 | 16 |
| INT | 2D6 | 10 | 8 | 9 | 11 | 8 | 7 | 6 |

| | | | | | | | | |
|--------------|-----|------|------|------|------|------|------|------|
| POW | 1D6 | 3 | 5 | 2 | 5 | 3 | 4 | 3 |
| DEX | 2D6 | 7 | 8 | 6 | 10 | 7 | 8 | 8 |
| Hit Points | | 14 | 15 | 15 | 17 | 15 | 15 | 18 |
| Damage Bonus | | +1D4 | +1D4 | +1D4 | +1D4 | +1D4 | +1D4 | +1D4 |

Move: 8

Weapons: Bite 30%, damage 1D4+Special.

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see a Lozdra Zombie.

Lozdra Flyers

Description: A Lozdra flyer has a dark gray body with a pinkish underbelly. It flies by flapping large, membranous wings. The head is mostly mouth, which splits open in four sections, enabling a Lozdra flyer to inflict rather nasty bites. Like the other Lozdra forms, the Lozdra flyer detects heat.

In combat, a Lozdra flyer swoops at its intended victim, aiming at the head and limbs. A successful bite with its teeth can inflict serious damage and injects a caustic agent. The agent inflicts an addition 1D3 points of damage, unless the victim can make a successful luck roll.

A Lozdra flyer regenerates one point each combat round, but stays dead if it is killed. The special metal will also harm a Lozdra flyer in the same manner it harms the Lozdra.

| Characteristic | Rolls | Average | #1 | #2 | #3 | #4 |
|----------------|-------|---------|------|------|------|------|
| STR | 1D6 | 3 | 4 | 2 | 3 | 6 |
| CON | 2D6 | 7 | 8 | 6 | 10 | 8 |
| SIZ | 1D6 | 3 | 4 | 5 | 6 | 5 |
| INT | 1D6 | 3 | 3 | 3 | 6 | 4 |
| POW | 2D6 | 7 | 6 | 10 | 11 | 8 |
| DEX | 4D6 | 14 | 15 | 16 | 17 | 15 |
| Hit Points | | 5 | 6 | 6 | 8 | 7 |
| Damage Bonus | | -1D6 | -1D6 | -1D6 | -1D6 | -1D6 |

Move: 1/12 crawling/flying

Weapons: Bite 40% Damage 1D3

Armor: None.

Spells: None.

Sanity Loss: 0/1D4 Sanity Points to see a Lozdra Flyer

Artifacts

The following details the artifacts in the adventure.

Joseph's Sword

The sword is fairly rough looking. The blade looks like a gladius short sword, although it is clearly made out of very unusual metal. The metal is bright, almost luminescent. The metal is extremely tough and is almost completely resistant to almost all the elements. As a weapon the sword does 1D6+1+db and has 40 hit points. The base chance is 20%.

The metal the sword is made from is extremely harmful to the Lozdra. A Lozdra struck by the blade suffers and additional 2D6 points of damage from the radiation it emits. This radiation causes burns and scarring on the creature.

The radiation emitted by the blade is also harmful to humans. If a person is exposed to the blade for an extended period of time, he will start becoming ill from radiation sickness, In game terms,

the person will lose one point of CON every two days the person is exposed to the sword. Half the loss can be regained at the rate of one point of CON per month.

Joseph's Book-*In coded Latin, by Joseph, in a single volume. A record of the Order of Phaedrus containing a history of the order. It also contains a large amount of Mythos information gathered and recorded by members of the Order over the centuries. Cracking the code requires either the key or a great deal of work (months, with language, Luck and Know rolls at the Keeper's discretion). Sanity Loss 1D4/1D8; Cthulhu Mythos +8 percentiles; average 14 weeks to study and comprehend once translated. Spells: Bless Blade, Cast out Shan, Chant of Thoth, and Elder Sign.*

-Handout #1

Dear x,

I hope that this letter is appropriate. A mutual associate informed me that you and your fellows are intrepid and skilled at solving various problems and resolving difficult issues. Because of my physical condition I am unable to travel and I wish to employ you in a noble endeavor.

In the course of my research into various matters, I have learned of the existence of a rather interesting book. According to the histories and records I have consulted, this book was written in the 12th century by a Christian thinker named Joseph. According to the descriptions, this book contains a great deal of metaphysical information pertaining to “devils mentioned not in the Bible.”

The contents of this work would be priceless in my ongoing research into these topics. I have managed to track the work by the legends and tales associated with it. To the best of my knowledge, it is currently located in the village of Kenburrough in Scotland.

If you would undertake the recovery of the text, my university will provide you with passage and a suitable finder’s fee for the work.

Sincerely,

Dr. K. Phileus

Harvard University

-Handout #2 *Obscure Legends of the Isles* by Dr. Charles Winters, 1908.

One story that is similar to many lake and sea monster tales speaks of a serpent creature referred to as a Lozdra or Losa. In the tale, a thief steals an egg that belonged to this serpent and took it into the village of Kenburrough. Outraged by this theft, the serpent creature rose from the nearby lake and attacked the village. As happens so often in these tales, a heroic stranger appears at the last minute and vanquishes the serpent. This stranger is referred to as Joseph. According to the tale, he is mortally wounded by the serpent and leaves behind a book and his sword for future generations. The similarity to other such legends is clear and a further analysis reveals...

-Handout #3 from *Lesser Cults of Rome* by Dr. Julian White, 1821.

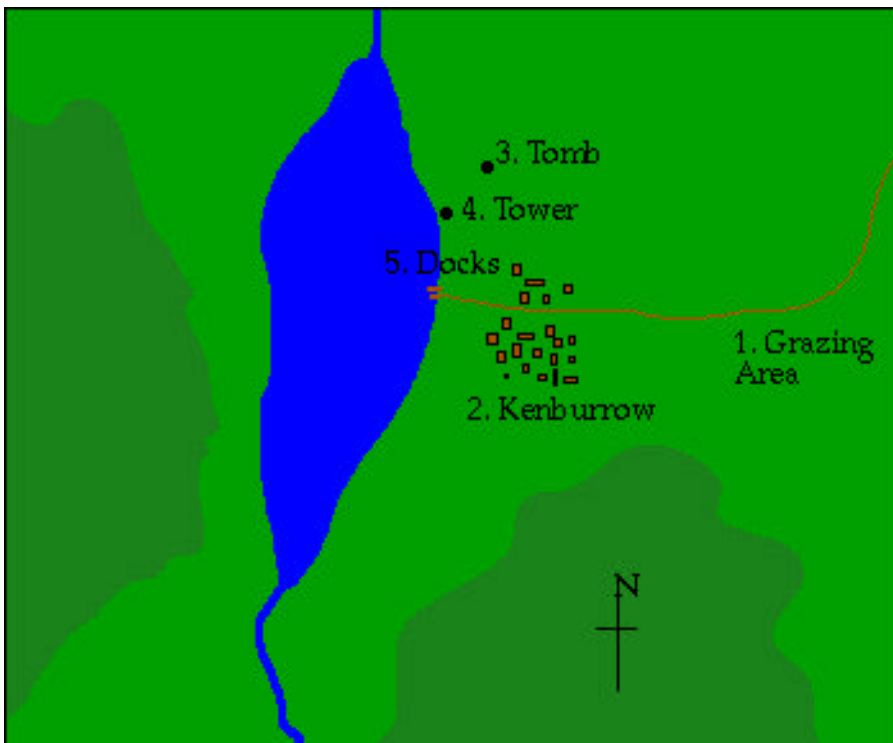
One of the smallest cults of Rome was the Order of Phaedrus. While the name Phaedrus is no doubt familiar to those who have read the works of Plato, there is no evidence of a connection between this order and the Phaedrus mentioned by the father of philosophy.

The Order of Phaedrus is first mentioned in a work by the obscure and minor historian Citius. According to Citius, the Order was founded in 121 ad and supported by the Roman government. The Order appears to not be religious in the usual sense and they are not associated with any god. Citius notes that the Order was “dedicated to protecting the people of Rome from the Lozdra, which laid waste to a villa and greatly threatened the region.” Phaedrus was said to have defeated the Lozdra by using a special “elder metal” which was the bane of the Lozdra.

-Handout #4 from Citius, 162 ad.

The story, as told to me by an old man who witnessed the event, is as follows. A crew digging up earth for a road came across an egg in the earth. Recognizing its rarity, they brought it to the villa of Sallus, a local official. The egg soon hatched, bringing misery to the people. The young son of Sallus alone escaped, bringing word to legionnaires nearby. A brave band of them set out and only two returned, screaming of flying horrors and worse. A Greek named Phaedrus came to the aid of the legionnaires, bringing elder metal from the lands of Egypt. Armed with the metal, the brave fighter defeated the serpent Lozdra and Phaedrus was given the egg, which was somehow made whole again, to guard.

Keeper's Maps



Return to the Monolith©1998

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

*They say foul beings of Old Times still lurk,
In dark forgotten corners of the world,
And gates still gape to loose,
On certain nights,
Shapes pent in Hell.*

- Justin Geoffrey, People of the Monolith

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit the Opifex Phoenix web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-547-7681. Visit Chaosium's web page at <http://www.sirius.com/~chaosium/chaosium.html>.

This adventure is based on "People of the Monolith" which appeared as a bonus scenario in *Shadows of Yog-Sothoth*, published in 1982 by Chaosium. This scenario was in turn based on "The People of the Monolith" from Robert E. Howard's *Tales from the Cthulhu Mythos*, which was published by Arkam House.

Introduction

This adventure is set in the 1990s and is intended to be a follow-up on the events that took place in 1920s Hungary, as detailed in Chaosium's "People of the Monolith."

In this adventure, the investigators will be part of a team creating a documentary on ancient occult sites. More specifically, the investigators will be traveling to Hungary in search of a monolith with a dark and troubling past. They will find the monolith, but they will also find more than they bargained for.

Getting the Investigators Involved

The investigators will be contacted by a man name Bruce Baston who is representing Steiger Incorporated. Baston will inform the investigators that Steiger Incorporated, is producing a show for television. The show is to feature several site around the world that have occult significance. Since many shows have already covered the best known areas (such as Stonehenge), this show is going to cover more obscure, but still interesting locations and features. Because of their reputation in such matters, Baston will say, Steiger Incorporated wants to hire them to work on one of the segments.

If the investigators are interested, Baston will arrange to meet with them, at a

restaurant, to discuss matters. Baston will tell the investigators that he wishes to hire them as special consultants for a segment on a curious black stone in Hungary. If they ask for more details, Baston will say that he has been informed that the stone has a dark and curious history, but that part of the investigators' job will be to learn more about the monolith and its history.

If the investigators agree to take the job, Baston will assign them appropriate responsibilities and prepare contracts which specify appropriate payments for the completion of the tasks. For example, investigators with high Library Use will be hired to do research.

Some alternative means of getting the investigators involved are given below.

Keeper's Background

Untold years ago, people who worshipped a foul, toad-like being came to an area in what is now known as Hungary. These people raised up a monument to their god and performed terrible rites around the stone, the vilest rites taking place on Midsummer's Night (June 23). The presence of a minion of their god, which took on the appearance of a green, toad-thing and their wicked rites imbued the stone with a great and evil power: shadows of the very beings who worshipped and presided there became part of the stone itself.

The area festered with evil until Turkish soldiers encountered the toad-thing and destroyed it using blessed weapons, ancient magic and fire. Unfortunately, the death of the toad-thing did not entirely dispel the horror. As mentioned above, the stone itself had become tainted with evil and madness. Because of this, shades from the past appear around the stone on Midsummer's Night, bringing madness and horror to any foolish enough to visit the stone.

The stone's existence was only known to the local people and a few odd scholars, until an English poet named Justin Geoffrey visited the stone, wrote a poem about it, and then went mad. Shortly after Geoffrey died in an asylum, a few brave souls were hired by his publisher to investigate the monolith. They visited the stone on Midsummer's Night and witnessed the horror and madness. Returning home, they took up the battle against the Mythos.

The stone was largely ignored by outsiders until 1995 when Dave Bunson, David Metz (now known as Christopher Russell) and Sarah Killeans went to the monolith for an occult magazine. Metz, who was into the occult, suggested that they visit the stone on Midsummer's Night and the others agreed. This fateful decision would result in Metz (who was never very stable) going insane. In his madness, Metz killed his friends as "sacrifices." After hiding the bodies in a nearby cave (ironically, the same place the Turks killed the toad-thing) Metz wandered the world, hoping to find a way to serve his new god.

Metz dyed his hair, had some minor cosmetic surgery, changed his name to Christopher Russell and established his new identity. After that, he spent the next few years researching books better left unread and meeting with people and things who possessed knowledge better not known. Russell learned a spell to contact beings, the Lesser Toades, which serve the god associated with the black stone. Summoning one of the Toades, he was told he would be rewarded with power if he were to revive the ancient sacrifices at the stone. Completely and irrevocably insane,

Russell eagerly agreed.

Through his connections (Russell had rapidly built a reputation as a weird but strangely gifted photographer) Russell learned about the Steiger documentary and arranged to get on the team. Russell does not know that Steiger has some knowledge of the Mythos and is, in part, sending the investigators to see if anything is going on with the black stone.

Investigation

The investigators will, of course, want to acquire some information before leaping into things. The following sections detail some of the information the investigators can turn up.

Books and Articles

There are several books that the investigators might find, through Library Use or other means, in the course of their search for information.

The Monolith

If the investigators seek for a reference to a monolith in what is now Hungary, they might find Dostmann's *Remnants of Lost Empires*, which was published in 1809 in Berlin. This book is rather difficult to find and the full edition is available only in German. There is a partial translation in English, which was written by an American graduate student in 1973. There are only a few copies of the English partial translation, which was done by Hilary Stanton. Stanton died of a drug overdose before she completed the work.

Dostmann claims that the monolith is a relatively recent construction, probably erected to commemorate a Mongolian victory. Dostmann bases this on his claim that the defaced characters on the monolith are Mongolian in origin. Dostmann does admit that he was never actually able to clearly make out the characters on the monolith, yet he does not let this count against his claim about the origin of the stone. Dostman does note that the village near the stone is known as "Stregocaver", which translates as "witch town."

If the investigators find the partial translation by Stanton, they might decide to follow up on that lead. If they do, they might find an article, written in a rather dry anthropology journal, will be of interest. In her article, "Cult Artifacts in Eastern Europe", published in 1972, she cites Von Junzt's *Inaussprechlichen Kulten*. (*Nameless Cults*): "Otto Dostmann's theory that the monolith is a remnant of the hunnish invasion and had been erected to commemorate a victory of Attila over the Goths is as logical as assuming that William the Conqueror reared Stonehenge." (from page 63 of *Shadows of Yog Sothoth*).

Stanton's article refers to several books which will prove useful to the investigators. These books can also be found by independent research if the investigators do not find the Stanton article.

In 1901 *Magyar Folklore*, by Dornly, was published. In his chapter on Hungarian Dream Myths, he mentions a stone known as the "Black Obelisk." According to Dornly, this obelisk has strange and terrible powers. If someone sleeps near the obelisk, he will be plagued with terrifying nightmares for as long as he shall live.

Dornly also mentions various folk tales that speak of people visiting the obelisk on Midsummer's Night. Such visits, the tales claim, end in madness and death. Dornly also notes that the area in which the obelisk was located was called "Xuthltan." Dornly points out that "Xuthltan" is not a Magyar name and is, in fact, a rather odd name.

The investigators might wish to investigate the word "Xuthltan" further. A book by Schuman called *Myths and Magic* was published in New York City in 1912. This book is rare and will take some effort to find. The book explicitly mentions Xuthltan as a town with an evil reputation. According to ancient tales, the inhabitants were prone to capturing young women as sacrifices in their evil rites. Schuman writes that the inhabitants of the village were slain by the Turks. Later people from Schomvaal, a nearby village, moved into the ruins and, after rebuilding, called the place "Stregoicavar."

Stregoicaver

The investigators might also wish to investigate more into the place known as Stregoicaver, Schomvaal and the Turkish invasion.

In his 1892 work, *Back Roads of Hungary*, Rachismoff writes about Stregoicavar. In his book he asserts that Stegoicavar is a "beautiful and fertile" valley in the Carpathians. As a point of historical note, he mentions that a battle took place in 1526 at Schomvall. In this battle, Count Boris Viadinoff fought against the forces of Suleiman the Magnificent. The town, according to Rachismoff, is a three day coach ride from Bische. Rachismoff suggests that the traveler watch for various ruins from the Turkish war along the road sides.

If the investigators pursue their investigations, they can find Larson's 1890 book, *Turkish Wars*. This massive six volume series mentions, in a chapter, the battle of Schomvaal. According to Larson,

An aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and ... the walls crash[ed] down in ruin, completely covering the Count. (from page 63 of *Shadows of Yog Sothoth*).

Without the leadership of the Count, his army was crushed by Suleiman's forces.

The chapter closes with the lines: "Today the natives point out a huge and moldering ruin near Schomvaal beneath which, they say, still rests what the centuries have left of Count Boris Viadinoff." (from page 63 of *Shadows of Yog Sothoth*).

Justin Geoffrey

The only recent book mentioned in Stanton's article, David Dormley's *Men, Myth, and Madness* (1970) mentions Xuthltan as well as Justin Geoffrey. Geoffrey is said to have been a brilliant young poet whose career was cut short by his commitment to

an asylum and his untimely death in the early 1900s. Dormley asserts that Geoffrey's strangest poem, "People of the Monolith," was written as the result of his journey to a place called "Xuthltan." Dormley also asserts that Geoffrey was driven mad by what he saw and experienced in Xuthltan.

If the investigators seek out further information on Geoffrey, they will be able to find a collection of his poems. The work, *Complete Works of Justin Geoffrey*, is still being printed by a small press. "People of the Monolith" is his last and strangest poem. The other poems are of high quality, but are quite different from "People of the Monolith."

In the 1920s Justin Geoffrey went to Hungary in search of the monolith. If the investigators found the *Complete Works of Justin Geoffrey* they will learn from the introduction that Geoffrey went to Hungary and then went mad. If the investigators contact the editor of the book, Diane Hutton, she will be able to tell them a great deal about Geoffrey's poetic style and early history. If she is asked about "People of the Monolith" she will say that it is his most unusual poem. If asked about his fate, she will tell the investigators that he went to a village called Stregoicaver. There, the story has it, he found a black stone that drove him mad. Hutton is mainly concerned with poetry and she has little information about the black stone.

If the Keeper wishes an alternative way to get the investigators involved, they could be hired by the small press to research the "black stone." The small press has very limited resources, so the investigators would have to provide their own transportation.

The Missing People

If the investigators are thorough, they will learn that they are not the first people to go in search of the monolith. Justin Geoffrey visited the stone in the early part of the twentieth century and went mad. There are also some rumors and stories about other people who visited the stone, some of whom never returned. The most recent story, which is also the only one backed with hard evidence, is about two free lance journalists who went missing in 1995. According to the story, which made some newspapers in 1995, Dave Bunson and Sarah Killeans were doing a story on a "black stone" located in some obscure part of Hungary. According to the story, the two journalists never returned from Hungary. The local authorities investigated the disappearance, but found nothing. Some journalists privately speculate that the journalists, who were on assignment for *Secrets of the Occult Magazine*, stumbled across some local criminal activity and were killed. It is also speculated that the local authorities were paid to "find nothing." The two reporters are missing and presumed dead. Their families are still holding out hope and have made several efforts to find them.

Another alternative way for the investigators to become involved in the adventure is to have them contacted by the families of the two missing people. The families have limited resources, so the investigators would have to provide their own transportation.

Places

The following section details the places the investigators will visit during the course of the adventure.

Hungary

The team will fly to an airport in Austria and they will be provided with suitable transportation (vans) at the airport. From Austria they will drive into Hungary. Steiger Inc. Will have made all arrangements so their trip will go smoothly.

Stregoiavar

Stregoiavar is not a real place, but Biske is eighteen miles west of Budapest. The trip to Stregoiavar will take the team past the ruins were Count Boris Viadinoff who was killed long ago by the Turks. In the 1900s, Stregoiavar was a quiet little town, still living in the 18th century. World War II, the following Cold War, and more recent events have all but emptied the village. Most of the structures are still standing, but the young people have mostly left in search of better opportunities. Those who remain are mostly older people.

The Inn

The inn in Stregoiavar is still standing, although it has seen better days. However, it is still well kept and the team has reservations (they will be the only guests).

Laszlo Yukarskin owns and runs the inn and he knows a fair amount of the local history. If he is treated well, and asked about Justin Geoffrey, he will tell them that “local legend has it that some English poet by that name went and looked at the stone. According to old superstitions, the stone is said to cause madness. In the case of the poet, it did its job. It is said he was found gibbering, drooling and moaning.”

If he is asked about the black stone, he will tell the team where to find it. If asked what he thinks about it, he will say “Well, they say that the stone is...unnatural. I don't place much stock in ghost tales and the like. Then again, I've no desire to visit the stone, especially at night.”

If he is asked about the people who went missing, he will say that all three of them stayed at the inn and that he sent the belongings of two of them home. If asked about the third person, he will say he did not send his belongings because he was told that he had no relatives. If asked about the third person, the innkeeper will check his records and tell them that his name was Metz. If asked what he thinks happened, he will say that he doesn't know. He is willing to speculate about the mafia, but he will say they seemed like nice people.

Talking to the Villagers

Provided the investigators are polite (and speak their language) the villagers will be willing to talk about the stone.

In general, the investigators will learn that the stone still has a bad reputation and that people stay away from it. Local legend has it that the stone was reared by some devil-worshippers who were killed by the Turks. Local legend also has it that there have been attempts over the years to destroy the stone. According to these tales,

those who harm the stone suffer from “fits, madness, and terrible dreams.”

The best source of information in the village is Geoff Stakuski. Stakuski served in a German SS armored unit (under a different name) and retired (anonymously) to this small village. Stakuski, who married a local woman, was fascinated by the history of the area and learned a fair amount about it. He knows that the village was originally called Xuthltan. He believes that the monolith was reared by people who worshipped a “god not well known to men.” His wife’s mother befriended an American who came to the village in the 1900s. According to Stakuski, the American was part of a small group of men who came to see the stone. The men stayed in the village for some time and the American, named Sam Lorenzo, later returned for a short while, leaving some books and other items. If Stakuski is asked about the books, he will say that they were lost when the roof sprung a leak. He will say that they still have a notebook and a beaker of odd powder.

The notebook is in English and is tattered and worn. The following passages are the most interesting and relevant:

We have seen the horror that plagues this place on Midsummer’s Night. It is something that is not to be spoken or written of. Dr. Harveld thinks that it is just an image from the past, somehow electrically trapped in the stone itself. I think it is something far worse.

I have returned again to the village to visit Mary again. She is a fine woman, but the things I have seen and experienced prevent me from asking for her hand. After all, how can I promise to protect her, when there is no protection from Them? However, I can do some small thing for her. I finally learned the secret in the Arab scroll and found that the dust is as acid to the horrors. I have created a beaker of the dust, sufficient for two uses, and I have left Mary with instructions on how to use it. She seems skeptical, but she has seen the stone.

I leave tomorrow in search of the island. I hope to someday return to Mary.

If the investigators are persuasive, he will be willing to allow them to read the notebook. If they are very persuasive, he might be willing to allow them to take the powder. The powder is the Dust of Suleiman, which does 1D20 worth of damage when thrown on a Mythos creature, such as the Toade. Stakuski has two applications of the powder.

Stakuski spoke extensively with Russell (then Metz) and his two friends when they came to the village. Stakuski thinks that they might have been killed by the mafia or that they had some sort of falling out. Stakuski will say that Metz “had a look in his eyes...” and that he might have done something. Because he knows that Stakuski might recognize him, Russell will avoid him.

The Black Stone

The Black Stone stands on the summit of a mountain near the village. The monolith is roughly octagonal in shape. It stands about sixteen feet high and is about one and a half feet thick. The stone appears to have been highly polished a

marked with strange symbols. The stone has been defaced and the symbols have been badly damaged.

The symbols on the stone do not appear to belong to any known language and they have been so damaged that it is unlikely that anyone would be able to even attempt a translation. An investigator who makes a successful Archeology roll will note that the symbols seem vaguely like those found on a large, apparently man-worked stone found in the Yucatan. Most archaeologists have dismissed the Yucatan markings as being idle scratches or perhaps some type of art. If an investigator with Geology skill examines the stone and makes her skill roll, she will be able to tell that the rock appears to be volcanic in origin, but it definitely seems out of place in this area.

The stone is surprisingly resistant to damage, although the use of modern equipment (powered drills) and explosives could break the stone into fragments. Unfortunately, physically damaging the stone will cause the stone to “yield” fragments and pieces of the horrible things that happened on or near it. The effect is that as the stone takes damage, people within 50 meters will have horrible images, feelings and sensations invade their minds. In game terms, for every ten points of damage done to the stone, anyone within 50 meters must make a Sanity roll. If the roll fails, the person loses 1 Sanity Point. If the roll succeeds, there is no loss. If the whole stone is blasted at once, there will be a massive “shockwave” that will cause a 1D6/1D20 Sanity loss to everyone within 50 meters, 1D3/1D10 Sanity loss to all within 100 yards, 1/1D6 Sanity loss to all within 150 yards, and 0/1D3 Sanity loss to all within 200 yards. The “shockwave” will cause bad dreams in people within 100 kilometers of the stone itself. If the stone is blasted to pieces, it will lose all its power and will simply be normal stone.

Visiting the Stone During the Day

If the monolith is visited during the day, it will seem odd, out of place and spooky. However, nothing will happen.

Visiting the Stone at Night

Visiting the stone at night is not a very good idea. Those in the presence of the stone will feel a faint chill, as if something cold is brushing their spines. The shadows falling in the area create a very convincing illusion that the stone is at the center of a vast, alien city of forbidding towers and dark, unnatural spires. Bringing artificial lights makes the illusion even stronger, as the bright lights will make the shadows seem somehow more solid. Spending time in this area at night will cost one Sanity Point, unless the investigator makes a Sanity Roll.

Visiting the Stone on Midsummer's Night

Visiting the stone on Midsummer's Night (June 23rd) is an exceptionally bad idea. As mentioned above, the stone has been imbued with the horror and madness that has occurred in its vicinity. This horror and madness is partially released every June 23rd. Anyone in the vicinity of the stone at this time will hear a faint moaning noise, which sounds almost like the wind through the trees.

A scene from the past will be re-enacted near the stone by phantoms of the past. At

midnight faint images of people will begin to form, growing more solid appearing as they move towards the stone. As they grow more solid looking, a priest will begin to lead them in an obscene ceremony. If a person watches the events that happen from 12:00 to 12:30, he will lose one Sanity point unless he makes a Sanity Check. At 12:30 the ceremony picks up, with young women dancing about the stone while the priest lashes at their bodies with a leather whip. While the dancing is going on, the other cultists begin to lash some terrified looking people to a wooden log, obviously in preparation for a blood sacrifice. At 1:00, those still present must make a Sanity Check or lose 1D3 Sanity Points. From 1:00 to 1:30, the cultists continue their rituals, culminating in a bloody sacrifice at 1:30. When the blood spills to the ground, the image of a horrid toad-thing will appear over the stone. Those seeing this phantom will need to make a Sanity Check or lose 1D6 Sanity Points. A successful roll still results in a loss of one Sanity Point.

The bloody sacrifice is, as mentioned above, merely a horrid phantom from the past. While it can cost Sanity, the images are merely reenacting a scene from the past and can cause no other harm. While the images appear solid, they can be walked through. Moving through the images will have no effect on the ceremony, but will cause the person to feel the horror with even greater intensity. In game terms, the person will need to make an extra Sanity Check each time she moves through one of the images. A failed roll costs one Sanity Point.

The Ruins

The ruins where Boris Vladinoff died are still present, although they have been covered with years of debris and plant growth. If the investigators decide to muck about in the ruins, they will be able to find some bones, but they will also be able to tell that the ruins have been well picked over.

Action

The main action will center around Russell. Russell's general plan is to get the team to the monolith, summon the Lesser Toade and kill them all in a blood sacrifice.

Russell is very cunning and will try to determine which of the investigators might be dangerous or armed before taking action. If possible, he will try to damage any guns the investigators might have brought with them.

If the adventure is not taking place near June 23rd, Russell will have a plan to deal with the investigators. His specific plan is this. First, he will talk the team into having a team picture taken at night. When they agree, he will summon the Lesser Toade and have it wait in a nearby cave. That night, he will say that he is going ahead to set up the lighting. He will do this, but he will also visit the Toade and tell it to attack when it sees the flash. Russell will rig up the lighting equipment to create a powerful, blinding flash of light. If the team members make a Luck roll, they will be only partly blinded for 15 seconds (half all visual based skill rolls, such as combat skills). If they fail their Luck rolls, they will be blinded by the flash for 15 seconds (all visual based skills at 25% of normal) and partly blinded for another 15 seconds.

After the flash goes off, the Lesser Toade will tear into the nearest person, ripping and biting. Meanwhile, Russell will pull out his 9mm and start blazing away. The

Toade and Russell will do their best to kill everyone. If things go against them, Russell and the Toade will try to flee.

If the investigators are visiting the stone in June, Russell will do his best to get them to visit the stone on the night of June 23rd. Russell will hope the events will cause some of the team to go mad, thus increasing his chances of defeating them. In this case, he will summon the lesser Toade, which will act as if it is merely another image from the past. The Toade will then watch the team, waiting for the events and its presence (seeing the Toade will require a separate Sanity Check) to take their toll on the team members. If some team members go insane, the Toade and Russell will take advantage of this to attack the team. The Lesser Toade will tear into the nearest person, ripping and biting. Meanwhile, Russell will pull out his 9mm and start blazing away. The Toade and Russell will do their best to kill everyone. If things go against them, Russell and the Toade will try to flee.

Conclusion

The adventure ends when the investigators defeat Russell and the Toade, they flee, or they are killed (or go insane).

If the investigators defeat Russell and the Toade, they should receive a 1D8 Sanity point award. If the investigators are able to destroy the monolith, they should receive an extra 1D10 Sanity point reward.

If the investigators were working for Steiger Incorporated, they will be paid if they are able to complete their jobs. Steiger Incorporated will be very interested in hiring the investigators again in this case. If the investigators are unable to complete their jobs or events go badly (team members are killed, for example), then the Keeper will have to decide what happens.

If the investigators flee without defeating Russell and the Toade, they will lose 1D3 Sanity Points. Russell will acquire sacrifices to bring back the "old religion" and he will soon gather a following of cultists and expand his operations. The investigators may return to face the greatly expanded evil at some point in the future.

NPCs

David Rolfe, Director

STR: 14 CON: 15 SIZ: 14 INT: 13 POW: 14 DEX: 13 APP: 13 EDU:19 SAN: 70 HP: 15
DB: +1D4

Important Skills: Bargain 55%, Credit Rating 45%, Direct 65%, Fast Talk 60%, Jump 45%, Law 15%, Mechanical Repair 40%, Occult 35%, German 25%, Russian 15%, Persuade 35%, Photography 27%, Psychology 37%, Spot Hidden 41%, Swim 55%, Handgun 40%

Weapons: None

Description: Rolfe is a tall, middle-aged man. He has tanned, weather-beaten skin, black hair, and a neatly trimmed beard and moustache. He generally wears "outdoor" style clothing when in the field. Rolfe is an experienced director and made his reputation covering various wars and disasters. Because of this, Rolfe is very good under pressure. He does not really believe in the supernatural, but will aid the investigators should he become convinced of its reality.

Brent Travis, Vocal Talent

STR: 11 CON:12 SIZ: 13 INT: 11 POW: 11 DEX: 10 APP: 15 EDU: 15 SAN: 55 HP: 13
DB: None

Important Skills: Bargain 25%, Fast Talk 32%, German 45%, French 55%, Japanese 45%, Russian 11%, Persuade 55%, Psychology 25%

Weapons: None

Description: Travis is a handsome young man, with perfect hair, a perfect face, and a perfect voice. He dresses stylishly and favors expensive clothes. Travis is rather empty-headed and does not believe in the supernatural. If he encounters anything dangerous or frightening, he will attempt to run away.

Christopher Russell, Insane Photographer

STR: 12 CON:13 SIZ:13 INT:14 POW: 12 DEX:14 APP:13 EDU:18 SAN:00 HP: 14
DB: +1D4

Important Skills: Bargain 21%, Fast Talk 35%, Hide 25%, Law 16%, Library Use 45%, Listen 35%, Mechanical Repair 37%, Occult 45%, Spanish 35%, French 25%, Persuade 24%, Pharmacy 15%, Photography 83%, Sneak 25%, Handgun 35%

Weapons: 9mm Pistol 35% Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8
Malfunction 99, Combat Knife 45% 1D4+2+1D4 HP 15, BlackJack 53%, Damage 1D8+1D4 HP 4.

Spells: Contact Lesser Toade, Summon Lesser Toade

Description: Russell (once known as Metz) is a thin, nervous looking man. He has brown hair, which is thinning badly. He is clearly well on his way to going bald. He smokes constantly and dresses in out of date clothing, mostly army surplus. He always has at least two camera bags with him (one of which holds his 9mm). Russell is a very good photographer and clearly knows his job.

Russell is completely insane and is the loyal servant of his new master. Despite his madness, Russell is extremely clever and is very adept at tricking people into getting

what he wants. Russell prefers to deal with problems indirectly, through deception, tricks, ambushes and such. He always desires to have an advantage in any situation and will carefully plan his actions. Russell is very careful to maintain his image as an eccentric photographer and is careful to never have anything incriminating on his person or in his gear.

Sam Gussett, Camera

STR: 15 CON: 14 SIZ:17 INT: 13 POW:12 DEX:9 APP:11 EDU: 14 SAN:60 HP: 16
DB: +1D4

Important Skills: Fast Talk 22%, Electrical Repair 55%, Electronics 15%, Drive Motorcycle 45%, Hide 25%, Law 15%, Mechanical Repair 60%, Operate Heavy Machinery 50%,Photography 65%

Weapons: Knife 35% Damage 1D4+1D4 HP 9

Description: Sam is a very large, overweight man. He has dark brown hair, a thick beard, and blue eyes. He generally wears biker style clothing (leather jacket, T-shirts, jeans, and heavy boots), a left over from his days in a motorcycle gang. Sam is a skilled cameraman and able to lug around a lot of equipment. Sam has been in some nasty bar fights and is not afraid to have it out with people.

Diane Gussett, Camera and Sound

STR: 12 CON:13 SIZ: 11 INT:14 POW:12 DEX:14 APP:12 EDU: 15 SAN: 60 HP: 12
DB: None

Important Skills:Fast Talk 25%, Electrical Repair 35%, Electronics 25%, Drive Motorcycle 35%, Hide 20%, Listen 55%, Mechanical Repair 35%,Photography 60%, Sound Recording 60%

Weapons: None

Description: Diane is a thin, wiry women, with sharp and harsh features. She dresses like her husband, Sam. She has dirty blonde hair and blue eyes. She found God a few years ago and made Sam leave the gang and take up an honest life. Because of her religious beliefs, Diane does believe in the supernatural.

Geoff Stakuski, Old Man

STR: 9 CON:10 SIZ: 12 INT:14 POW:12 DEX:14 APP:12 EDU: 15 SAN: 60 HP: 12
DB: None

Important Skills: Bargain 45%, Electrical Repair 32%, First Aid 55%, Hide 55%, History 48%, Mechanical Repair 75%, Natural History 35%, Operate Heavy Machinery 56%, German 55%, English 24%, Handgun 28%, Machine Gun 55%, Rifle 45%

Weapons: 12-gauge Double Barrelled Shotgun 60% Damage 4D6/2D6/1D6 Shots 2
Range 10/20/50 yards HP 12

Description: Stakuski is an extremely old man, with white hair. He keeps his hair very short and does not have a beard. Stakuski was in the SS during WWII, but he has long since put the war behind him. As mentioned above, Stakuski has useful information for the investigators.

Creatures

Lesser Toade

Description: The Lesser Toades are hideous, toad-like beings. These horrid creatures are servants of Tsathoggua and are related, in some odd way, to the Formless Spawn.

The Toades are intelligent, speak many human languages and often serve as emissaries for Tsathoggua when that horrid deity has business in the world. They look like very large toads with oddly gelatinous bodies. Unlike typical toads, the Toades are huge, have jagged black fangs, and sharp claws. In battle, Toades attack with both claws and bite at their foes with their crooked and jagged teeth. Because of their odd, gelatinous composition, Toades sustain only half damage from kinetic energy weapons, such as guns and knives.

All Toades know two spells, Contact Tsathoggua, Contact Formless Spawn.

| Characteristics | Rolls | Average | Stats |
|-----------------|-------|---------|-------|
| STR | 3D6+6 | 16-17 | 18 |
| CON | 2D6+6 | 13 | 16 |
| SIZ | 3D6+8 | 18-19 | 21 |
| POW | 3D6+3 | 13-14 | 15 |
| DEX | 3D6 | 10-11 | 12 |
| HP | | 15-16 | 19 |
| Damage Bonus | | +1D6 | +1D6 |

Move: 7

Weapons: Two claws, 55% 1D6+db, Bite, 55%, 1D10

Armor: None, but a Toade sustains half damage from all kinetic energy weapons.

Spells: Contact Tsathoggua, Contact Formless Spawn

Sanity Loss: 1/1D8

Handouts

Handout #1

An aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and ... the walls crash[ed] down in ruin, completely covering the

Count.

Handout #2

We have seen the horror that plagues this place on Midsummer's Night. It is something that is not to be spoken or written of. Dr. Harveld thinks that it is just an image from the past, somehow electrically trapped in the stone itself. I think it is something far worse.

I have returned again to the village to visit Mary again. She is a fine woman, but the things I have seen and experienced prevent me from asking for her hand. After all, how can I promise to protect her, when there is no protection from Them? However, I can do some small thing for her. I finally learned the secret in the Arab scroll and found that the dust is as acid to the horrors. I have created a beaker of the dust, sufficient for two uses, and I have left Mary with instructions on how to use it. She seems skeptical, but she has seen the stone.

I leave tomorrow in search of the island. I hope to someday return to Mary.

Down to New England Town(CoC) ©1997

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1997 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

The investigators will be driving through a small New England town on their way to some other place when they will encounter a police road block. There will be two police cars and four officers. They are armed with 9mm pistols. They are stopping every car and are searching it 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). She will tell the investigator the following: "It's the oddest thing. Old Roger Colwin passed away recently. You know him, he's the guy that wrote those horror movies a while back. His funeral was set for the other day, but they found the church broken into and his body gone. Roger was going to be buried with all his jewelry and it's worth quite a bit. The chief thinks someone stole the body. (insert the name of one of the investigators' contacts) told me 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. If they accept, she will tell them to go see the chief.

Meeting the Chief

The police station is an old house that also serves as the city offices. 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. If the Investigators talk to him, he will tell them some of what he knows. His story is the same as that of Officer Hansen, except the chief tells the investigators that the body was probably stolen out of the town church, where it was kept before the funeral. If the Investigators ask about what the police found, he will say that didn't find any useful clues. If an investigator with psychology skill makes an average roll, he or she will be aware that the chief is holding something back. If the Investigators are able to persuade him into talking or he thinks he can trust them, he will tell them that the footprints of large dogs or wolves were found around the church. He will also tell them that this isn't the first disappearance of a corpse. There have been six other such disappearances from the church and the local funeral parlor. In most of the cases, the tracks of large dogs or wolves were found in the dirt near the buildings.

Checking for Clues

If the Investigators decide to check out the church, they will find that there are numerous prints that seem to be of large dogs or wolves. If an investigator with tracking skill checks the tracks carefully (and makes his or her tracking skill roll) he or she will learn that while the tracks are dog like, they

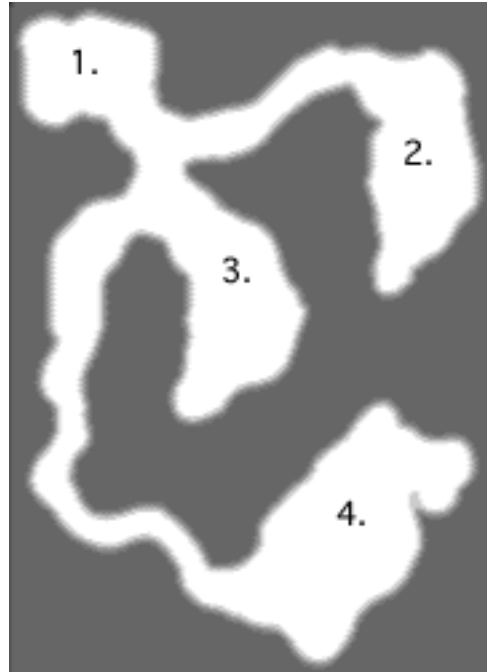
were made by man sized creatures walking on two legs. The door to the church has been forced open. A successful check using an investigator's Spot Hidden skill will indicate that the investigator has spotted a log in the nearby bushes. The log was apparently used as a battering ram. There are some hairs caught on the log and if they are analyzed at the nearest hospital (about a twenty minute drive) they will turn out to hairs from no known creature. If the Investigators try to follow the tracks, they will lose them when they reach the tar road.

To Catch a Crook

If the players don't come up with a plan, the chief will say "Well, I guess we could always wait until somebody dies and then hide in the church to catch the crook." He will then come up with a plan. Once he gets permission from Harvey Carnnet, he will have the local paper post that Harvey has died and that he will be buried with his valuable collection of antique scrimshaw. Harvey will go into hiding prior to the announcement. The Chief will bring the Investigators in on it. The Investigators, the chief, and one other officer will hide in the church and wait for something to happen.

Slightly after midnight, those in the church will hear something sniffing around outside, and then they will hear 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 flee into the night. If the Investigators pursue, they will see them head into the graveyard. Since it has rained recently, the ghouls will leave easy to follow tracks in the mud. These tracks will lead up to a stone slab (it weighs 50 kg). If the slab is removed, a narrow tunnel into the darkness will be visible 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 referee.



Ghoul Warren Map

The ghoulish warrens consist of tunnels large enough for man sized creatures and larger chambers. The warrens are unlit and smell like a well ripened grave.

- 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 younger ghouls use this area. There are initially four younger ghouls in this chamber.
- 3. Chamber 2:** This chamber is used by the 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 ghoulish leader. 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. There are seven pieces of jewelry, ranging in value from \$5,000-25,000. There is only one leader.

Finish

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 be sure to 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 who came to town for her father's funeral. 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 Dark Conspiracy. If the investigators 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

Officer Jennifer Hansen

STR: 12 Con: 14 SIZ: 10 INT: 12 POW: 11 DEX: 13 APP: 13 EDU: 17 SAN: 55 HP: 12 DB: 0
Skills: Fast Talk 25%, First Aid 35%, Law 23%, Handgun 45%, Shotgun 41%, Nightstick 50%, Listen 39%, Drive Automobile 55%, Martial Arts 32%
Weapons: 9mm 45% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17 HP 8,
12 Gauge Shotgun 41% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1 Shots: 8 HP 10,
Nightstick 50% Damage 1D6 HP 15

Description: Hansen is a young woman who is in good shape. She has red hair, green eyes and a somber look. She was an officer in Boston for three years, but moved to Maine 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.

Chief Dale Chipman

STR: 14 Con: 13 SIZ: 14 INT: 13 POW: 13 DEX: 11 APP: 11 EDU: 18 SAN: 65 HP: 14 DB: +1D4
Skills: Fast Talk 35%, First Aid 42%, Law 43%, Handgun 55%, Shotgun 51%, Nightstick 41%, Listen 45%, Drive Automobile 65%, Ride 55%
Weapons: 9mm 55% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17 HP 8,
12 Gauge Shotgun 51% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1 Shots: 8 HP 10,
Nightstick 41 % Damage 1D6+1D4 HP 15

Description: Chipman is a large, quiet man in his mid 40s. He was an officer in New York city for several years, but returned home to Maine 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.

Typical Officer

STR: 12 Con: 12 SIZ: 11 INT: 12 POW: 11 DEX: 12 APP: 10 EDU: 16 SAN: 55 HP: 12 DB: 0
Skills: Fast Talk 22%, First Aid 30%, Law 15%, Handgun 35%, Shotgun 35%, Nightstick 35%, Listen 35%, Drive Automobile 40%, Martial Arts 15%
Weapons: 9mm 35% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17 HP 8,
12 Gauge Shotgun 35% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1 Shots: 8 HP 10,
Nightstick 35% Damage 1D6 HP 15

Description: The typical security 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 Creatures

New England Ghoul, Lesser Independent Race

| Characteristics | Rolls | Averages | 1 | 2 | 3 | 4 | 6 | 7 |
|-----------------|-------|----------|------|------|------|------|------|------|
| STR | 3D6+8 | 18-19 | 23 | 21 | 19 | 18 | 20 | 15 |
| CON | 2D6+8 | 15 | 18 | 15 | 17 | 16 | 14 | 16 |
| SIZ | 2D6+8 | 15 | 19 | 14 | 18 | 20 | 17 | 18 |
| INT | 3D6 | 10-11 | 12 | 10 | 9 | 12 | 10 | 15 |
| POW | 3D6 | 10-11 | 14 | 11 | 7 | 9 | 12 | 13 |
| DEX | 3D6 | 10-11 | 12 | 10 | 14 | 12 | 13 | 11 |
| Move 9 | | HP 15 | 19 | 15 | 18 | 18 | 15 | 17 |
| Damage Bonus | | +1D6 | +2D6 | +1D6 | +1D6 | +1D6 | +1D6 | +1D6 |

Average Damage Bonus: +1D6

Weapons: Claws 40%, damage 1d6+1+DB

Bite: 40%, damage 1D6+1+automatic worry.

Armor: Firearms and other piercing projectile weapons do half rolled damage.

Spells: None.

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 that are 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. While they generally prefer to gather already dead bodies, but they are not adverse 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 ghoul can make up to three attacks each round. If a ghoul strikes with both paws and bites in a round, it can hold the victim and rip at him with its teeth. Such attacks succeed automatically and inflict 1D4 each round. To break away, the victim must match his STR against the ghoul's STR.

"The Thing in the Park" ©1996
Copyright 1996 by Dr. Michael C. LaBossiere
ontologist@aol.com

Introduction

This adventure is intended for a group of experienced Investigators and is set in the area where the French and Indian War took place (around modern Pennsylvania and the Ohio River). It is a 1990s adventure, but could be extensively modified for use in another time period.

The adventure begins with the mysterious death of a friend and pits the investigators against a horror that was spawned from the French and Indian War. Can the investigators defeat a accursed being that steals the faces of the living, or will they end up as moldering, faceless corpses?



Legal Information

This adventure is copyright 1996 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Keeper's Background

Keeper's History

The French and Indian War was fought over nearly a decade and ultimately resulted in English dominance in North America. There were many battles that were recorded in the history books and there are some that have been lost in the murk of the past. One such battle involved a small force of English soldiers who were brutally murdered by an obscure tribe who worshipped abhorrent beings. These people were hated and feared by the other Native Americans who lived in the area, so much so that when a reprisal force of English soldiers and Mohawk warriors came in search of this tribe the local inhabitants gave them directions. The battle was short and vicious and resulted in the almost complete extermination of the tribe. Unfortunately for the English officer, Daniel Tucker, one of the survivors was a particularly powerful and evil shaman. This shaman plotted his revenge for years and in 1766 he sent a small band of warriors to capture Daniel Tucker. Tucker was brought to the shaman who transformed him into a face stealer using dark and terrible magic. The evil shaman then used Tucker to kill the men who were under his command.

The evil shaman's revenge would have been completed except that one of the Mohawk warriors, "Growling Bear," who had befriended Tucker was not unskilled in the ways of magic. This warrior consulted his elders and shamen and learned much about the face stealer. Growling Bear went to Jonathan Tucker, Daniel's brother and an English officer, and told him what was happening. Jonathan

Tucker, Growling Bear, and a small force of English soldiers and Mohawk warriors set out to kill the evil shaman.

The force arrived at the small fort Daniel Tucker had commanded only to find that all the men had been killed and their faces removed. For the next two weeks the soldiers and warriors fought the shaman's warriors and tracked the face stealer. Finally, Growling Bear located the shaman's shelter and killed him. Growling Bear had expected the face stealer to perish upon the death of its creator, but his information turned out to be false. For the next three days the face stealer came and killed soldiers and warriors. During this time Growling Bear worked at a frenzied pace to construct a "tomb" in which to imprison the face stealer. When the "tomb" was complete, only Tucker, Growling Bear, one English soldier named John Trask and one Mohawk warrior remained alive. Guided by Growling Bear, the men tracked the face stealer and did battle with it. During the pursuit John Trask was shot in the chest with a musket and told the others to leave him under a tree. Certain he was dying, he wrote of the events that had taken place (see Handout #1). The others went on without him. In the final battle, the Mohawk warrior died first, followed by Jonathan Tucker. Fatally wounded, Growling Bear felled the face stealer with a final blow of his war tomahawk and shoved the body into the "tomb." With his dying breath he put the Elder Sign into the stone and spoke the spell sealing the "tomb."

John Trask crawled to the old fort and lapsed into unconsciousness for nearly two days, but he was lucky enough to be found by an English search party. He was carried back to civilization and eventually recovered enough to return and search for his friends. Because of the thickness of the woods and the presence of hostile natives, he was never able to find the bodies. His writings of the event were kept by his family and eventually loaned to a museum.

The face stealer that has once been Daniel Tucker lay for over two centuries in its "tomb", kept in suspension by the enchantment, until it was exposed by construction workers and the Elder Sign was removed. The face stealer regained consciousness and pushed its way out of the tomb, thus setting the stage for the adventure.

Adventure Timeline

This table shows the events which occur immediately prior to the start of the adventure. The "Days" column lists the number of days prior to the start of the adventure the events took place. The "Events" column lists what happened during those days.

| Days | Events |
|------|--|
| 14 | Construction workers accidentally dig up the face stealer's "tomb" and expose a skeleton. The police are called and bring the skeleton to be examined. The Elder Sign imprisoning the face stealer is removed by one of the workers, allowing it to escape after dark. |
| 13 | The face stealer attacks and kills six teenagers in the park late at night. This occurs at area "A" on the park map. It drags five of the bodies to area "9" on the park map and uses their blood to begin the ritual to prepare the site, completing one pole. The face stealer eventually buries all the bodies in area "A." |
| 12 | The Medical Examiner determines that the skeleton is over 100 years old. The construction site is declared a potential archeological site and construction is stopped. The face stealer continues its ritual and completes the second pole. The parents of four of the missing teenagers report them missing while the parents of the other two assume they ran away from home and are glad to be rid of them. |
| 11 | David Brant and his graduate students arrive to begin their excavation. The face stealer completes the third pole. |

| | |
|-----|---|
| 10 | Brant and his team continue their work. The face stealer completes the fourth and final pole. |
| 9 | The owner of the construction site, Jack West, threatens Brant and a fist fight breaks out. West is arrested, but Brant doesn't press charges. The face stealer finishes preparing its ritual site and kills a young woman, Carol Stenhegan, at site "B." It buries her body and takes her face to its ritual site to prepare it. The staff at the park finds a puddle of blood in the parking lot from the face stealer's ritual. |
| 8-6 | While waiting for the face preparation to end, the face stealer explores the area. Carol Stenhegan is reported missing by her roommate. |
| 5 | The face stealer's face is completed and it takes its second victim, Carl Porter, in area "C." It buries his body in area "C" and begins preparations on Porter's face. Tim Williams, who was running with Porter, see's Porter killed by the face stealer, but not before Porter tears its stolen face and reveals it for what it is. Terribly shaken by these events, Williams escapes the face stealer and runs aimlessly all night until he is picked up by the police and taken to the hospital. |
| 4 | The police finally get a semi-coherent story from Williams and begin their search. The face stealer decides to keep a low profile for a while. Based on Porter's story, the police believe the killer is Stenhegan. |
| 3 | The police search the park and find Porter's shoes hanging from a tree and his hand nearby. The police step up patrols of the park and urge people to not go into the park alone or at night. |
| 2 | The police find Porter's faceless body cleverly buried under a fallen tree. The police decide to keep the details about Porter's body from the public. |
| 1 | The investigator who knew Porter is called about his funeral and receives word about how Porter died. |

Getting the Investigators Involved

At some point prior to running the adventure, the Keeper should establish Carl Porter as a friend of one of the investigators. The adventure will begin after the investigator who knew Porter is called and told of his death. Porter's sister, Elizabeth, is arranging the funeral and will expect the investigator to come. She will let the investigator know about the horrible nature of Porter's death and will say that the police are not doing a very good job finding his killer. Since she will know a little bit about the investigators brushes with the unknown from her conversations with Porter, she will hint that the investigator should bring any associates along with him and that she would like him to look into her brothers death

Players' Information

Investigating Porter, Williams and Stenhegan

Carl Porter was an accountant in a modestly successful firm, single, very reliable and a well adjusted individual. He was in excellent health from running and working out in a health club on a regular basis. He had no known enemies and no one had any good reason to want to kill him. His friend, Tim Williams, works as a manager at a record store. Porter's past communications with the investigator suggested

that Williams had suffered some sort of problem with drug addiction after having a nervous breakdown in college and that Porter was his mentor in a rehabilitation program.

The investigators have two primary sources of information about Porter's death: the police reports and Williams. If the investigators have access to the police reports or are able to win the confidence of some local police officers they will be able to learn some or all of the following:

- 1) Porter was killed in the park 5 days prior to the start of the adventure.
- 2) Porter's hand was found three days ago in the park.
- 3) Porter's body was found buried under a fallen tree in the park.
- 4) Porter's body was found missing a hand (which was recovered) and facial skin (which was not recovered).
- 5) The main suspect is Carol Stenhegan, who was reported missing 9 days prior to the start of the adventure.

If the investigators are able to get access to the coroner's report or win over someone who works in the coroner's office, they will be able to learn some or all of the following:

- 1) Porter was killed by a combination of blunt trauma to his chest and a stab wound in his abdomen.
- 2) The blunt trauma appears to be from a very powerful impact, perhaps from a baseball bat.
- 3) The stab wound is exceptionally deep and done with an unusual amount of skill.
- 4) The missing hand appears to have been pulled off by a great deal of force after the wrist was shattered.
- 5) Porter's face had been removed with surgical precision.

If the investigators check on Williams, they will learn that he is in a private hospital room undergoing treatment. If the investigators are able to convince the staff that they are friends of Williams, official investigators, medical personal or that they have a very good reason as to why they should be allowed to talk to Williams, they will allow one or two investigators to talk to him.

Williams will be sitting in a chair reading a magazine when the investigators walk in. He will have a haunted look in his eyes and will seem to be slightly on the edge. There are several prescription bottles on the nightstand, mostly tranquilizers. If the investigators ask about Porter, Williams will tell the following story:

Carl and I were out running at night. I know the park is supposed to be closed when its dark, but we both had been stuck at our jobs all day. We were in a wooded section when we saw a woman runner up ahead of us. She was very good looking and we saw her twist her ankle and fall. Carl is...was...much better with the ladies than me. He got up to her and was helping her stand up...I don't think she saw me...she attacked Carl. I saw her grab his throat and strike him...then she had a knife in her hand and stabbed him. I...could see blood all over him. I screamed and she looked up at me...Carl was still struggling for life and hit her in the face and then....God...and then...he pulled her face completely off...it was horrible...God it was horrible...horrible...horrible!

At this point Williams will start screaming and run towards the door. If he is shown a picture of Stenhegan he will immediately start screaming. Once he begins screaming, two nurses and an orderly will come into the room to calm Williams down. The investigators will be told to leave and will not be allowed to see Williams again. Williams will eventually recover but will be on medication for the rest of his life.

If the investigators decide to check on Carol Stenhegan, they will find two primary sources of information. The first is the police report and the second is Stenhegan's roommate Jenifer Stubbs. According to the police report, Stubbs reported Stenhegan missing 8 days prior to the start of the

adventure and she is the only suspect in the murder of Porter. Given the damage Porter sustained, the police believe that if Stenhegan is involved then she must have had help.

The investigators will be able to learn her roommate's name and address from the police report. If they decide to talk to her, she will be willing to speak to them if they give her a good reason to do so. If the investigators are able to talk to her, she will tell them that Stenhegan went running in the park 9 days prior to the start of the adventure and that Stenhegan never came back. If the investigators suggest that Stenhegan was involved in Porter's death, she will vehemently deny it, saying that Stenhegan was a very kind person. Stenhegan was a nurse and the people she worked with will confirm this.

Investigating Missing Teenagers

If the investigators learn of the missing teenagers and are able to get access to the police reports, they will find that four teenagers have been reported missing by their parents on the same day. According to the reports, the teenagers were last known to have been in the park. If the investigators talk to the parents who reported their children missing and the teenagers' friends, they will learn that the teenagers often hung out in the park and that most of them had minor police records. They will also find out that the parents of two of the teenagers think that their kids ran away and are not worried about it. The other parents are worried about their kids and do not think that they ran away. If the investigators suggest that the teenagers might have been involved in Porter's death, they will be told that the teenagers were not angels but that no one thinks they would ever kill anyone. The teenagers' names were: Janet Anderson, Kevin Davis, Bert Trent, Ted Bunch, Keisha Lont, and Jim Boyd. The police have no leads on the disappearances, but some of the officers suspect that Porter's death and Stenhegan's disappearance are related to the disappearance of the teenagers.

The Blood in the Parking Lot

If the investigators go looking for reports of any other unusual events, they might be able to learn from the police or the park staff that a puddle of blood was found in the park 9 days prior to the start of the adventure. The blood tested as human, but the police have no leads in the case. The blood is the result of the face stealer's creation of its ritual site. The investigators might be able to learn about the significance of the blood from Brant's grandfather, namely that it is within 30 feet of the original face.

Talking to David Brant

The investigators should talk to Brant since he holds three keys to successfully defeating the face stealer, namely the missing Elder Sign, John Trask's writings, and his grandfather. Brant spends most of his days at the archeological site. Given the slow nature of archeology and the trouble caused by West's occasional interruptions, Brant and his team will be there for at least a month, possibly longer. Brant is staying at one of the hotels in town along with his graduate student team.

The investigators should have little trouble learning of Brant since his little expedition has made the local news a few times, primarily because of the controversy over the state moving in on West's land. Investigators who shun the local newspaper, TV and radio might run into him while he is at the site or while he is in the park, looking for signs that there might be additional sites worth digging up. Brant is a bit obsessive about his work, but will be approachable.

Brant is an expert on the original inhabitants of North America and is familiar with many of their myths, legends and histories. His special area of interest is the French and Indian War. He has a copy of Trask's manuscript, the Elder Sign taken from the "tomb" and his grandfather knows a great deal about ancient magic.

Brant will be willing to give the investigators a tour of the site, if they are willing to follow his rules about where they can step and what they can touch. He will also be willing to show them the Elder Sign,

but will not part with it without an extremely good reason to do so. He does not believe that it is magical. He does, however, think that it is a very valuable historical artifact. If the investigators ask if he knows anything about the "tomb" he will mention the Trask writings. He has text copies of the Trask writings on his PowerBook and will be willing to give away copies, if the investigators seem interested. Brant does not believe that anything supernatural happened in 1766. Instead, he believes that an unusual, but not supernatural, event happened in the area and that it was turned into a myth. He does give some credence to Trask's writings, but dismisses the more unusual parts as the product of a superstitious and unscientific mind. He will point to the fact that Trask admits that he was badly wounded and it is not uncommon for people to suffer lapses in rationality when they are badly injured. The Trask writings are as follows:

The year of our Lord 1766,

I write this knowing that it might well be the last thing that I pen for others to read. My friend Jonathan Tucker lost his brother to a most wicked savage who took him from the very midst of an armed camp. My friend Jonathan learned of his brother's fate from one noble savage who is called Growling Bear by his fellows.

This warrior told Jonathan that his brother had been taken by an evil shaman and turned against his fellows. We placed little stock in his words at first, but a dispatch from the fort confirmed that Daniel had been taken and that the men were being slain in the night. One soldier reported seeing Daniel striking down one of his own men and dragging him off to the woods. Growling Bear, myself and a band of stalwart Englishmen and Mohawks set out with Jonathan to set matters straight. We marched and marched to reach the fort quickly, but we came to late. I spilt the life blood of many a man in service to my King and Country and I have seen much horror in my time, but what we found chilled all our blood like the winter wind. The men at the fort had all been slain and their bodies left to feed the carrion birds. The true horror was that every man's face had been peeled from his skull. I have seen the savages take scalps, but this sort of wickedness was beyond even their heathen souls.

Growling Bear led us to the hiding place of the shaman and after a stiff fight with his guards Growling Bear put his war hatchet through the man's head. We lost a few men in that battle, some we found had died from no apparent wound. The warriors whispered of witchery and although we brave Englishmen laughed at such things, I could not find a single mark on any of the bodies.

We had thought that the worse was over with the death of the shaman. Would that this had been the case. Over the next three days Daniel came and killed and killed. At least I think it was Daniel. It looked just like him and his own brother even said so. But the things he did were not like the Daniel Jonathan described in any manner. On one occasion, we fired four muskets into him. He staggered and fled, but returned the next day with no sign of injury. Growling Bear believed that Daniel's body was the possession of a spirit of darkness and evil and I am inclined to believe him.

With only four of us left, we almost lost hope. In desperation we followed Growling Bear's order to help him build a small structure of stone and wood. He danced about the thing chanting and calling out. I would have thought he was offering up to the Devil, if I didn't know it was out in the dark woods watching us.

The morning came with a bright sun that brought us no cheer. Quietly and grimly we went to hunt it rather than waiting for it to come to us. We managed to catch the cursed thing while it

was doing something awful to a face it had taken and put some lead balls into it. The thing tore into us, felling me before I could do more than stick a knife in its arm. It ran from the others who took of in pursuit. I can hear the musket fire always down the woods. I think I am dying now and I pray to God that they kill the thing.

If the investigators ask Brant what he thinks about the murders and missing people, he will say that he has not been following the news closely but he thinks that it is "yet another psychopath who has been created in our society like a timebomb and has gone off." He, and the general public, do not know that Porter's face was taken. If the investigators tell him this, he will be very surprised. He will suggest that it is either some sort of coincidence or that someone made the connection between the Trask writings and the "tomb" and was crazy enough to do the sort of things described in the writings. He will point out that the Trask writings can be found in many books and on the internet.

If Brant is exposed to evidence that indicates that something supernatural is involved or if the similarities between the events in the Trask writings and events in the park become too obvious to ignore, he will be willing to call his grandfather and ask for information. He will still insist that it is just a psycho doing the killings and will say that he thinks that his grandfather's knowledge of lore and mythology would be useful in catching the person.

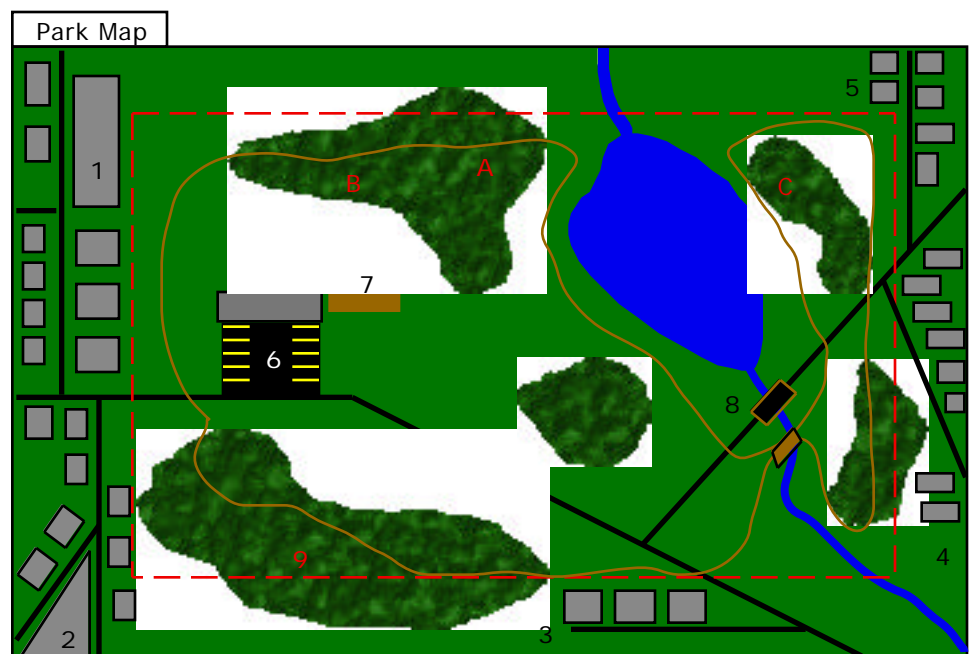
His grandfather, John Brant, is unable to travel but will be able to advise Brant over the phone. He will also be willing to talk to the investigators, especially if they take him seriously. John Brant knows a great deal of myth and lore (he has an Occult skill of 90% and a Cthulhu Mythos skill of 4%) and will be able to provide the investigators with information about what they might be facing. John Brant will say that they are either dealing with a crazy man, some sort of evil spirit, or a horrible being known as a "stealer of faces." He will say that if it is a crazy man, then the police will be able to settle the matter. If it is an evil spirit or a "stealer of faces" then the police will not be able to deal with the thing. He will give the investigators advice about how such beings are dealt with. A lot of the advice will either be completely based in myth or not relevant to dealing with a face stealer, but he will describe at least one correct way defeat the face stealer. He will also provide some incorrect information about "stealers of faces" but some of it will be accurate. It is left to the Keeper to decide what exactly John Brant tells the investigators.

Maps

Park Map

The park is a public park and requires no admission fee. It is reasonably well maintained and is visited irregularly by the local police, mostly to keep juvenile delinquents and the homeless from overrunning the park.

The park tends to be fairly empty during work hours, but there are almost always a few people walking dogs, biking or running in the park when it is open (the hours are from sunrise to sunset). After work and on



weekends, the park tends to be heavily populated when the weather is nice. In bad weather there will still be a few die hard fitness buffs in the park. Even after the first incident, park attendance will not drop significantly. After all, most American parks have suffered from violence and people still keep going. Naturally, the sensible people will be more cautious. As the situation worsens, the number of people going to the park will drop significantly. Unless the police actually close the park, some people will still keep going.

The park map shows the layout of the park as well as the area around it. The red dotted line shows the boundary of the park. The areas of the park near developed areas tend to have chain link fences. These fences were put up by the land owners to keep people from taking shortcuts through their land. Some people have even strung up barbed wire as a deterrent. There are some wooden fences beside the entrances to the park, but they are primarily for the sake of appearance.

Access to the park is via four entrances. Four roads run into the park and there are two main roads in the park. These paved, two lane roads run through the middle of the. While the posted speed limit is 10 mph, people often tear through the park at speeds in excess of fifty miles per hour.

There is a dirt running and biking trail in the park. The trail is marked with a thin brown line on the map. The trail is legally limited to bikes and pedestrians, but it is wide enough for a car. There are poles driven into the trail in several places as a deterrent to adventuresome motorists.

The small lake and stream are marked on the map in blue. There are fish in the water, but it is not really fit for humans to swim in.

The heavily wooded sections are marked on the map as textured green sections. There are trees and bushes scattered about the park, but these areas have enough vegetation to qualify as tiny forests.

Keepers who wish to set the adventure in a specific area can feel free to replace the park map with one of their own or perhaps even a map from their local park service.

1. Apartments, Houses and Stores: This area contains six houses, three apartment buildings and a "mini-mall." The houses and apartments are all perfectly normal. The "mini-mall" has a drug store, a convenience store, a book store, a record store and a laundromat. The "mini-mall" is the largest building and is the one marked with a "1."

2. Houses and Gas Station: This area contains eight houses and a convenience store/gas station. The gas station area is the triangle marked with a "2."

3. Construction/Archeological Site: There are three partially built townhouses in this area. On the side of the street opposite the town houses an archeological site has been set up. This is the area where the bones and artifacts were dug up by the construction workers. The archeological team has been meticulously marking the area in preparation for their digging. Naturally, they will not be inclined to tear the area apart and will resist (within limits) anyone who tries to interfere with the site. During the day the university team will be working away, with the occasional interruption from the owner of the land. The owner, David Riverstein, wants them to dig everything up and go away since he cannot resume construction until the area is properly surveyed and excavated. At night the city posts an old security guard. The guard spends most of his time sleeping in one of the shacks at the site.

The site contains three sets of human bones and associated artifacts. The first skeleton belonged to a 28 year old Native American male. The skeleton has a broken right arm and a shattered collarbone. This skeleton will be found directly in front of the "tomb." The remains of a bow, several arrowheads, and an iron tomahawk will be found. The second skeleton belonged to a 34 year old English soldier. The skeleton is ten yards from the tomb and has a crushed skull. The remains of a sword and musket are near the bones. The third skeleton belonged to a 19 year old Native American. The skeleton has a broken leg and a shattered rib cage. The remains of an iron tomahawk are near the bones.

The "tomb" consists of a small chamber in a large pile of rocks. The chamber was created through the use of thick timbers. The timbers are engraved with strange symbols, many of which look very similar to the Elder Sign. One large stone (about 2.5 feet wide) was pulled from the pile when it was struck by

a backhoe. The stone looks weirdly melted on one side and there is a star shaped impression on that side. The Elder Sign that fits the hole was found by the construction workers and given to the archaeologists. Aside from the bones and the "tomb," there are no other remains or artifacts.

4. Apartments: This area contains eight apartment buildings. These are efficiency apartments which have two rooms: the kitchen-bedroom-living room and the bathroom. These apartments are used mostly by students and other people who have a small income.

5. Houses: This area contains six houses, four of which have been subdivided into apartments.

6. Parking Lot/Park Building: There is a paved parking lot and the park building in this area. The park building has a men's bathroom, a women's bathroom, a small office/break area for the park workers, and an equipment storage room. Behind the building are several picnic tables and grills. Buried fifteen feet beneath the parking lot, in the area where the blood will be found, is the face stealer's original face. It is sealed in a strangely marked clay pot which is full of thick oil. Near the pot is a badly rusted iron box. Inside the box is an enchanted knife (as per page 153 in the 5th edition rule book) which was wrapped in oiled leather to preserve it. There are also 76 gold coins from the early 1700s (French and English) in the box. These coins would be worth a great deal to a collector or museum. The box also holds an enchanted flute suitable for summoning/binding a Servitor of the Outer Gods (as per page 144 of the 5th edition rule book). These items belonged to the evil shaman who created the face stealer. They were kept in the iron box (which he stole from some Europeans he murdered) he hid in the woods to protect them while he was engaged in various activities.

7. Playset: A heavy duty playset for children has been set up here. It is typically swarming with small children on weekends and holidays.

8. Bridges: There are two bridges here. One (marked in black) is a concrete and steel bridge for cars. The other (marked in brown) is a wooden bridge for pedestrians and bikers. The bridges are sturdy but the wooden bridge gets very slick when it is wet.

9. Ritual Site: The face stealer has set up its "residence" in this area. The presence of this being will cause the area to deteriorate. Initially, the trees and vegetation will begin to look like they are suffering from some sort of mild disease. As time passes, the area will begin to worsen and the effect will spread. Animals will avoid this area as soon as the face stealer arrives. As the area of its foul influence increases more and more animals will flee. The ritual site has its own map, which is detailed below.

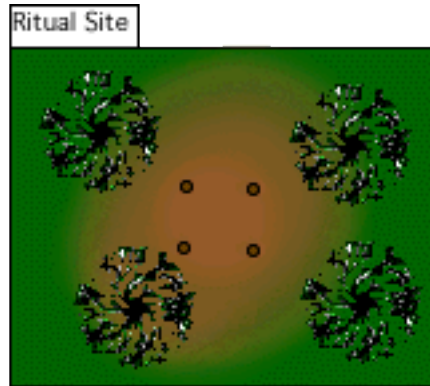
A. Site #1-Teenagers: This is the area where the face stealer killed the six teenagers. Their bodies are buried under fallen trees, thick piles of brush and other things that conceal the shallow graves. Because of the face stealer's efforts, the graves will be fairly hard to find. The teenagers were killed by crushing blows to their heads and bodies. Five of the bodies have been drained of blood and one has had its face carefully removed. Nothing has been taken from the bodies, so all the dead men have their wallets and IDs and the women have their purses. Their bodies are fairly well decomposed and insects have been working on them.

B. Site #2- Stenhegan: This is where the face stealer killed Stenhegan. Her body is buried under a thick pile of pine needles. Her body is fairly well decomposed and her face is missing. Her crushed Walkman is lying under some bushes near her body. The face stealer did not notice that she dropped the Walkman. Her body will be fairly difficult to find, given the care with which it buried.

C. Site #3-Porter: This is where the face stealer killed Porter. Because Williams survived the

encounter, the police knew where to look for the body and the police dogs were able to sniff it out.

Ritual Site Map



The ritual site is located in a thick and isolated section of trees. The face stealer selected this area precisely because it is unlikely that anyone would stumble across it by chance and it is within 2 miles of where its original face is located. There are four closely spaced trees in the area. In the center of the trees is a five foot square patch of ground that has been cleared of all grass and vegetation. At the corners of the square are carved wooden poles (stolen from the construction site) which are three feet high. They are stuck two feet into the ground and are bent slightly (using rope stolen from the construction site) towards the center of the square. The poles have been inscribed with many strange symbols and they and the rope have been soaked in human blood. There is a small pit (two feet deep) dug in the center of the square. When the face stealer takes a face, it stretches it out over the pit using thin rope tied to each pole. The face stealer then builds a smoky fire in the pit using green wood sprinkled with human blood. Once the face is "smoked" it needs to dry further for a while, so the investigators might find a face should they enter this area. Seeing a drying face costs 0/1D6 Sanity Points.

The face stealer has invested a point of its POW in preparing this area, so it tends to stay nearby to prevent the ritual poles from being disturbed. Because of the nature of the site's creation, the face stealer has a link to it that will enable it to know if the site is disturbed.

Players' Map

The players' map is identical to the park map except that "9," "A," "B," and "C" have been left off. Refer to the park map section for the location descriptions and details. The players' map is the sort of map that can be acquired from the local park service, from the city, or by talking to locals and sketching out a map.

Action

The action begins when the investigators arrive in the area where the adventure takes place. The first part of the adventure will focus on investigation as the investigators try to find out what is going on. During the initial investigation the investigators should attend Porter's funeral and learn about what happened to him. After that, they will probably attempt to contact the police. If the investigators have acceptable credentials and seem willing to help, the police will be glad to bring them in as special consultants. If the investigators decide to go it on their own, the Keeper will have to find some other way to get them drawn deeper into the situation. The investigators should be given the opportunity to make contact with Brant at some point early on so that they will be able to earn his trust and gain his help.

Another Attack

The face stealer will claim another victim early in the adventure. This victim will be Sandra Jones who will be attacked while rollerblading during the day. A woman who stumbled onto the attack, Anne Smith, will survive the encounter with a broken arm and three broken ribs by fleeing as soon as she is attacked. The description she gives the police will closely match Porter's description. The

investigators should learn of this information. One way is from access to the police reports. A more dramatic way is to have Anne come careening out of the woods on her bike, blood spilling from her broken arm, to collapse in front of the investigators.

More Attacks

The face stealer will continue to take victims every few days and will prepare their faces for his use. In cases in which there are survivors, they will report that the attacker was some previous victim. If the investigator are unable to take effective action, the police will be forced to close the park. At that point, the face stealer will start attacking people outside of the park. The police will be hard pressed to defeat the face stealer on their own, but eventually someone from the government will be brought in who can handle the situation.

Stalking the Stealer

It is likely that the investigators will attempt to find the face stealer. If they learn about the ritual site from Brant's grandfather, they will probably look for that too. The face stealer will be difficult to find since it is adept at staying out of sight and will be able to assume the appearance of its victims. It is quite intelligent and is unlikely to fall for any crude traps or tricks, However, a well worked out plan could snare it. The face stealer is very protective of its ritual site and a stakeout there would be one way to be certain to encounter it.

Battling the Stealer

The face stealer is not afraid of direct combat, although it does prefer attacking at an advantage. If the investigators are able to engage it in combat, it will fight to kill as many people as possible. If things go bad for it, it will attempt to escape. It does know that it will reform after it is "killed" but it prefers to avoid expending its POW. It is likely that the investigators will "kill" it at some point and it will reform the next day. It will be enraged by this and will attempt to kill the investigators and take their faces. If the investigators prove to be exceptionally formidable, it will chose to lay low after its "death" for a while and then go back to killing. Because of its twisted nature, it cannot go for very long (about five days maximum) without killing and taking a face.

A Red Herring

Robert Chaplin, one of Brant's graduate students, will be recruited by West to sabotage the dig. Chaplin is addicted to drugs and always in need of money to support his habit. When West tries to bribe Brant, Chaplin will overhear the conversation. He will then contact West and offer to help him out in return for cash.

Chaplin will visit the site one night and start destroying things. He will be surprised by another graduate student, Mindy Carlitto. Chaplin will hit Mindy with a shovel, realize that he's killed her and try to bury her. While he is digging the grave he will be seen by Mindy's boyfriend, Juan Rodenburg who is returning from the nearby store with sodas and chips. Chaplin will escape, but will be seen by Juan. Juan will call the police and report the murder. He will be eager to help the police and the investigators track down Chaplin. Chaplin will go to a pawn shop, buy a gun and a tent and go into hiding in the park.

The Keeper should do his best to use Chaplin as a red herring. Chaplin will go over the edge after killing Mindy and will be suffering from terrible withdrawal symptoms, so he will look awful and behave like a madman. He will tend to shoot at people who discover him, although his main goal will be avoiding discovery.

If Chaplin is captured or killed, the local politicians will be eager to pin all of the murders on him. Most of the police will not be very happy about this, since it will be obvious that Chaplin did not have

the strength to do the sort of damage that was inflicted on Porter's body.

Conclusion

The adventure continues until the face stealer is defeated, the investigators are killed, or the investigators give up and leave.

Defeating the Face Stealer

The face stealer can be defeated in four ways. The first is to find and destroy its original face. Destroying the face will cause the face stealer to deteriorate and eventually disintegrate completely. The face is buried beneath the parking lot in the park. The only real clue to its location is the puddle of blood that was found by the park staff and reported to the police. Getting permission to dig there will be difficult and if the investigators do it on their own they are likely to be arrested for destroying public property. The best chance of digging up the lot is to talk Brant into saying that he has solid evidence that there are artifacts buried under the parking lot. If Brant does this, he will be allowed to dig up the lot. The face stealer is aware of its vulnerability and will do its best to prevent the investigators from getting its face.

The second way to defeat the face stealer is to destroy the ritual site and then "kill" the face stealer repeatedly. The face stealer will have to expend 1 point of POW each time it reforms and will need to create another ritual site in order to regain lost POW. If the face stealer's POW is reduced to 0 it will dissolve into a puddle of fluid and never reform.

The third way to defeat the face stealer is to "kill" it and carefully collect all of the remains. If the remains are completely destroyed using fire, acid or some other extremely destructive means, the face stealer will be unable to reform and will perish. If even 10% of the face stealer's mass is left undestroyed, it will be able to reform the next day.

The fourth way to defeat the face stealer is to "kill" it and then put its body into the specially prepared "tomb" in the construction site and then seal it by pressing the Elder Sign into the depression on the sealing stone. The face stealer will lapse into a coma and be unable to take any action. If the "tomb" is left unguarded and exposed, it is likely that someone will take steal the Elder Sign and free it again. The best way to avoid this is to seal the whole thing under a lot of concrete, which is readily available on the site. West will be happy to pour it himself if it means he can go back to building.

Failing to Defeat the Face Stealer

If the investigators do not defeat the face stealer it will continue to kill until it is defeated. It will create trouble for an extended period of time but eventually another group of investigators or the government will manage to destroy it.

Sanity Point Awards

If the investigators destroy the face stealer they should receive a full 6 Sanity points. If they imprison it, they should receive a 1D6 Sanity point award. If the investigators flee without defeating the face stealer, they should each lose 1D4 Sanity points.

NPCS

Dr. David Brant, Archeologist

STR: 13 Con: 13 SIZ: 14 INT: 16 POW: 12 DEX: 13 APP: 13 EDU: 19 SAN: 70 HP: 14

Skills: Anthropology 40%, Archaeology 75%, Climb 50%, Computer Use 5%, Geology 30%, History 55%, Library Use 65%, Natural History 20%, Navigate 15%, Occult 30%, Spot Hidden 45%, Handgun 35%, Rifle 37%

Damage Bonus: +1D4

Magical Items: Elder Sign

Description: Brant is 37 years old, has black hair and dark skin. He is in excellent shape and works out on a regular basis to keep himself fit for his often strenuous expeditions. Brant sees himself as a "man of science" and does not believe in magic or the supernatural. He is somewhat dogmatic about these beliefs, but they can be eroded in the face of solid evidence.

As mentioned above, he is an expert on the original inhabitants of North America and is familiar with many of their myths, legends and histories. His main area of interest is the time period in which the French and Indian War took place as well as the time periods immediately before and after.

Brant is a brave individual and is concerned about people. Hence, he will be willing to help the investigators. If he survives the adventure, he can serve as an excellent contact for the investigators in later adventures.

Robert Chaplin, Drug Abusing Graduate Student

STR: 10 Con: 9 SIZ: 11 INT: 14 POW: 10 DEX: 11 APP: 12 EDU: 15 SAN: 47 HP: 10

Skills: Anthropology 15%, Archaeology 25%, Computer Use 25%, Geology 10%, History 35%, Library Use 45%, Sneak 19%

Damage Bonus: 0

Description: Chaplin is a tall, extremely thin man with long blond hair and blue eyes. He always seems nervous, as if he is hiding some secret and suspects people are on to him. Chaplin is quite intelligent and a fairly diligent worker. His main weakness is his addiction to various drugs which he uses to "relieve the stress of graduate school." His addiction also stems from the fact that he was terribly abused a child and escaped into drugs. It is this addiction that will lead him to become a dupe of West. Chaplin has a very quick temper and is prone to violent outbursts and threats. If severely pressed by the investigators he might resort to violence. If he feels threatened by them, he will buy a gun at a pawn shop and keep it near him. Chaplin is an extremely screwed up individual, but has become adept at hiding just how deranged he actually is under a veneer of carefully constructed semi-normalcy.

Jack West, Angry Developer

STR: 11 Con: 10 SIZ: 15 INT: 13 POW: 10 DEX: 11 APP: 12 EDU: 15 SAN: 50 HP: 13

Skills: Accounting 30%, Bargain 45%, Credit Rating 35%, Fast Talk 45%, Law 15%, Persuade 37%

Damage Bonus: 0

Description: West is 49 years old, in poor physical condition and overweight. What little hair he has left is brown. He is a fairly unethical land developer and has been involved in a variety of shady deals in the past. Although there has never been enough evidence to actually warrant charges being brought against him. West has sunk a large amount of money into the housing project that has been interrupted by the discovery of the "tomb" and bones. He will have several confrontations with Brant and the police over the digging. Finding that he cannot buy Brant or the state off, he will recruit Chaplin to sabotage the site so that he can get back to making money.

Typical Cop

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

Fast Talk 20%, First Aid 35%, Hand Gun 65%, Martial Arts 15%, Night Stick 50%, Law 30%, Listen 35%, Drive Automobile 45%, Spot Hidden 35%, Shot Gun 45%

Damage Bonus: +1D4

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,

9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15

Night Stick: 1D8

Other Equipment: Radio, two 9mm clips, handcuffs.

Description: The local police officers are competent and most are honest. They generally patrol with two officers in each car or together on foot. There are also two person mountain bike patrols in the

park.

Mythos Being

Face Stealer, Lesser Servitor Race

Description: A face stealer is created by dark and terrible magic from a human victim. A face stealer looks very much like a normal human, except its body is extremely pale and has a faint greenish tint to it (reminiscent of spoiled meat). The most horrible aspect of a face stealer's appearance is the absence of facial skin. Instead of being covered by skin, the muscles and bones are exposed and covered with a thick, mucous like substance. There are also thin, maggot-like tendrils growing from the muscle tissue. These tendrils are used to hold stolen faces in place.

Face stealers are created as servants by evil magicians, and are often used as guardians and assassins. However, they often outlive their creators and go on to trouble the world on their own.

Because of the horror of their creation and the nature of the magic used to create them, face stealers are, by human standards, completely insane and utterly evil. They do possess the intelligence they had as a human, as well as all of their original skills which can make them very dangerous opponents.

Face stealers derive a great deal of pleasure from killing people, stealing their faces and masquerading as a human. They also "feed" on the faces they steal, although they no longer consume normal food and drink. In order to prepare these faces, the face stealer must create a ritual site, which is described in the Prepare Face Stealing Ritual Site spell.

While face stealers are stronger than most humans, they have normal hands and teeth and only do normal damage in unarmed combat. Because of this, face stealers will generally rely on weapons in combat.

What makes face stealers particularly formidable is the fact that they are virtually indestructible. If a face stealer is "killed" its body will start to dissolve into a greenish liquid. This process takes one minute per SIZ point of the face stealer. This liquid will seep into the ground, run through cracks, evaporate and so forth. Twenty four hours later, the face stealer will reform completely at its ritual site at the cost of 1 point of POW.

There are three main ways to destroy a face stealer. The first is to find and destroy its original face. Destroying the face will cause the face stealer to deteriorate and eventually disintegrate completely. The second is to destroy the ritual site and "kill" the face stealer repeatedly. The face stealer will have to expend 1 point of POW each time it reforms and will need to create another ritual site in order to regain lost POW. If the face stealer's POW is reduced to 0 it will perish. The third way to destroy a face stealer is to "kill" it and carefully collect all of the remains. If the remains are completely destroyed using fire, acid or some other extremely destructive means, the face stealer will be unable to reform and will perish. Face stealers are also vulnerable to the Elder Sign and are repelled by it. A face stealer can be sealed in a specially prepared "tomb" that has been enchanted for that purpose and sealed with an Elder Sign.

A face stealer will have the same statistics it possessed as a human, except its STR and Con will be 1.5 times greater than they originally were. Naturally, the face stealer will have 0 Sanity Points. The Keeper can, of course, generate a face stealer's statistics randomly.

The face stealer in this adventure was an English soldier named Daniel Tucker. He fought in the French and Indian war and was with a unit that ran across a tribal cult in the woods of North America. The English soldiers and their Mohawk allies suffered heavy casualties but managed to kill almost all of the cult members. Years later one of the survivors, now a powerful evil shaman came back for revenge and transformed Tucker into a face stealer. Tucker's brother and a powerful Mohawk shaman eventually defeated the evil magician and imprisoned the face stealer, but at the cost of their own lives.

The face stealer in the adventure is ignorant of the modern world, but it does understand technology like firearms and anything else that has not changed incredibly from the late 1700s. It will be confused by things like cars and has no idea about phones, radios, aircraft and such. However, it is intelligent and will learn quickly from what it sees and any mistakes it might make. It does know how it can be destroyed or defeated, so it will do its best to keep that from happening. Having been a soldier, it knows how to use weapons and will try to acquire them as soon as possible.

Face Stealer, Malign Thieves of Flesh

| Characteristics | Rolls | Averages | Statistics |
|-----------------|---------|----------|---------------|
| STR | 3D6X1.5 | 15-17 | 20 |
| CON | 3D6X1.5 | 15-17 | 18 |
| SIZ | 3D6 | 10-11 | 13 |
| INT | 3D6 | 10-11 | 12 |
| POW | 3D6 | 10-11 | 12 (At start) |
| DEX | 3D6 | 10-11 | 13 |
| HP | | 13-14 | 16 |

Move: 8

Average Damage Bonus: +1D4, this face stealer has a +1D6 damage bonus.

Weapon: Punch 50%, Damage 1D3+db

Armor: None

Spells: A face stealer always knows Prepare Face Stealing Ritual Site and Steal Face. There is a 20% chance a face stealer will know 1D4 other spells.

Sanity Loss: 0/1D6 Sanity points to see a face stealer.

Skills: A face stealer retains the skills it possessed as a human and can learn new skills. The face stealer in this adventure has the following skills: Climb 45%, Dodge 47%, Hide 36%, Jump 34%, Ride 21%, Sneak 33%, Track 18%, Handgun 35%, Rifle 46%, Knife 55%, Sword 26%.

New Spells

Create Face Stealer

This spell turns the victim into a terrible monster. The spell requires 2 point of POW from the caster, a specially made pot, four poles and a human victim. Conducting the ritual involved in casting the spell costs 3D6 Sanity Points. The spell has a base chance to succeed equal to the casters POWX5. Using an enchanted knife in the ritual will increase the chance of success by 10%. The chance of the spell succeeding is reduced 1% for every point of POW the victim possesses, unless the victim is a willing participant. The roll is made at the end of the process. If the roll succeeds, the caster has a face stealer at his command. If the spell fails, the victim dies in the ground without being transformed.

The spell begins when the caster has staked the victim out on a flat surface, such as the ground or a table. The caster then uses a sharp knife to carve symbols into the victim's naked flesh while chanting. This process costs the victim 0/1D10 Sanity Points and 1D6 Hit Points. After preparing the torso and limbs, the caster must carefully remove the face of the victim intact. This process costs the victim 1/1D10 Sanity Points and 1D4 hit points. The spell helps with this removal, causing the face to peel away fairly easily once the required cuts are made. The caster puts 1 point of the POW he expends into

the face and the other into the body of the face stealer. The victim must be bound and buried alive between four specially carved wooden poles. Each pole has to be soaked in the blood of a human being to be used in the ritual. The victim's face is stretched out between the pole and dried with a fire that is made over the buried victim. During these five days the caster must tend the fire on a regular basis and sprinkle some of his own blood on it every day. The magic of the spell keeps the victim horribly alive for the whole process and the victim will lose 1D10 Sanity Points for each day he is buried. Five days after the victim is buried, the victim becomes a face stealer and the caster can dig it up. At this point the face must be sealed in a pot filled with a thick oil that has been created from human fat. The face stealer will faithfully serve its creator to the best of its abilities. The face stealer will survive as long as its original face is intact. The magic that is imbued in the pot will keep the face intact for one hundred years for every point of POW the caster possessed when the spell was cast. If the pot is broken and the face is destroyed, the spell is broken and the face stealer will die. If the face is not destroyed, the face will begin to slowly decay causing the face stealer to lose 1 point of POW each day until it perishes.

Prepare Face Stealing Ritual Site

This spell requires four specially carved poles and five human victims. Casting the spell costs the caster 1D4 Sanity Points and one point of POW. This spell may be cast by a being for its own use or for the use of another being.

The spell is cast over a period of five days. On each of the first four days of the casting, the caster must carve a wooden pole with the necessary ruins and soak the pole in human blood. The pole must then be driven in the ground. Each pole must be within ten feet of another pole and they must be positioned to form a square area. On the fifth day the caster must remove the face of a human (the person can be dead, but for no more than a week) and soak the ground with his blood. The face must then be taken to within 10 yards of the face stealer's original face. At that point the caster loses 1 point of POW which is imbued into the face. The face then must be taken and buried in the center of the ritual area.

Once the spell is complete, the face stealer whose original face was used in the ritual can use the area to prepare the faces it steals. The removal or destruction of the face or any of the poles breaks the enchantment and the ritual site can no longer be used. In order for the face stealer to steal and use more faces, another ritual site must be created.

The evil magic used in creating the ritual site corrupts the very ground. The vegetation in the area of the site will wither and become diseased and animals will flee the area. This effect will increase in intensity and area the longer the site is in use. The extent of the effect is 10 feet for every face stolen with a maximum area equal to 5 feet for every point of POW the face stealer currently possesses. 70% of the area will be slightly affected, 25% will be moderately affected, and 5% will be severely affected.

Steal Face

This spell requires a previously prepared ritual site and a freshly dead (within 7 days) victim. The spell begins with the removal of the victim's face. The removal part of the spell costs the caster 1D6 Sanity Points and 1 Magic Point. Once the face is removed it must be taken to the ritual area and hung over the fire to dry. The fire must burn for no less than two hours. During this time the caster must tend the fire and sprinkle blood into it while chanting the spell. This part of the spell costs 1D3 Sanity Points and 1 Magic Point. The face must dry for four days before it is ready for use.

Once a face is prepared, it will last 1 day for every point of POW the victim possessed, although it will gradually deteriorate during this time period. When the face stealer puts on a prepared face, it will be able to magically assume the likeness of the victim. To most observers, the face stealer will look, sound and smell like the victim. To determine if the disguise is effective, the Keeper matches the face stealer's POW against the observer(s) POW(s). The roll is modified by 5% for every day that has passed since the preparation of the face was completed and by an additional 5% for each day the victim

was dead prior to the preparation of the face. If the face stealer succeeds, the observers see what appears to be the victim whose face was stolen and no Sanity roll is required. If the face stealer fails, the observer(s) see the face stealer for what it is and will have to make a Sanity roll. If the stolen face is damaged while it is being worn (the face stealer takes damage to its head from the front) the face will be ruined and it will be exposed for what it is. The face stealer does not acquire any of the victim's memories or knowledge. However, if the face stealer consumes the face before it is completely deteriorated, it will gain some POW. For every 50 points of POW the victims possessed, the face stealer gains 1 point of POW, up to its maximum of 21.

The face stealer can only prepare one face at a time at the ritual site, but it can have many prepared faces on hand. It can only wear one face at a time, but can switch faces in about a minute (assuming the faces are on hand).

Players' Handouts

Players Handout #1

The year of our Lord 1766,

I write this knowing that it might well be the last thing that I pen for others to read. My friend Jonathan Tucker lost his brother to a most wicked savage who took him from the very midst of an armed camp. My friend Jonathan learned of his brother's fate from one noble savage who is called Growling Bear by his fellows.

This warrior told Jonathan that his brother had been taken by an evil shaman and turned against his fellows. We placed little stock in his words at first, but a dispatch from the fort confirmed that Daniel had been taken and that the men were being slain in the night. One soldier reported seeing Daniel striking down one of his own men and dragging him off to the woods.

Growling Bear, myself and a band of stalwart Englishmen and Mohawks set out with Jonathan to set matters straight. We marched and marched to reach the fort quickly, but we came to late. I spilt the life blood of many a man in service to my King and Country and I have seen much horror in my time, but what we found chilled all our blood like the winter wind. The men at the fort had all been slain and their bodies left to feed the carrion birds. The true horror was that every man's face had been peeled from his skull. I have seen the savages take scalps, but this sort of wickedness was beyond even their heathen souls.

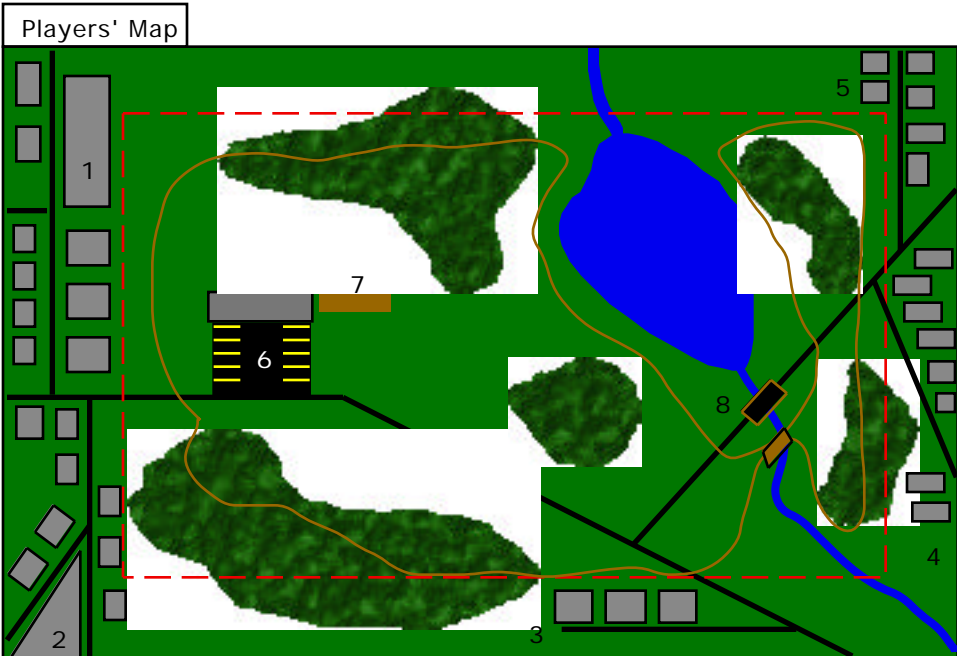
Growling Bear lead us to the hiding place of the shaman and after a stiff fight with his guards Growling Bear put his war hatchet through the man's head. We lost a few men in that battle, some we found had

died from no apparent wound. The warriors whispered of witchery and although we brave Englishmen laughed at such things, I could not find a single mark on any of the bodies.

We had thought that the worse was over with the death of the shaman. Would that this had been the case. Over the next three days Daniel came and killed and killed. At least I think it was Daniel. It looked just like him and his own brother even said so. But the things he did were not like the Daniel Jonathan described in any manner. On one occasion, we fired four muskets into him. He staggered and fled, but returned the next day with no sign of injury. Growling Bear believed that Daniel's body was the possession of a spirit of darkness and evil and I am inclined to believe him.

With only four of us left, we almost lost hope. In desperation we followed Growling Bear's order to help him build a small structure of stone and wood. He danced about the thing chanting and calling out. I would have thought he was offering up to the Devil, if I didn't know it was out in the dark woods watching us.

The morning came with a bright sun that brought us no cheer. Quietly and grimly we went to hunt it rather than waiting for it to come to us. We managed to catch the cursed thing while it was doing something awful to a face it had taken and put some lead balls into it. The thing tore into us, felling me before I could do more than stick a knife in its arm. It ran from the others who took off in pursuit. I can hear the musket fire always down the woods. I think I am dying now and I pray to God that they kill the thing.

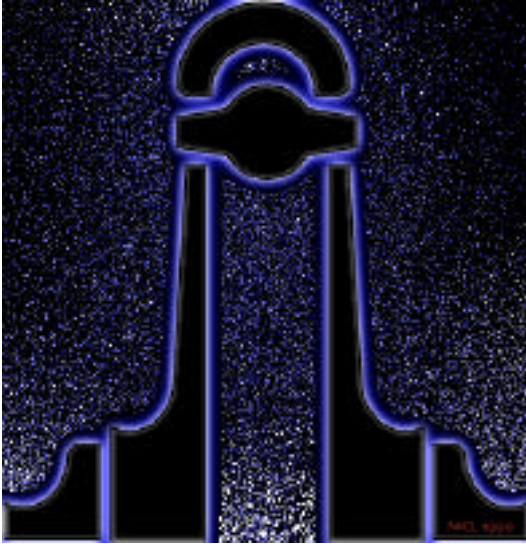


Pines & Sunshine(CoC)

Dr. Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu



Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure takes place in New England, with a brief journey to Florida. The adventure is part of a series of adventures that are suitable for a campaign. The adventure is fairly challenging and is best

undertaken by investigators who are at least moderately experienced.

This adventure is also available for *Dark Conspiracy* in the *Demonground* ezine.

Getting the Investigators Involved

It is assumed that the majority of the investigators already know each other and that they form at least a loose group. If this is not the case, the Keeper should arrange a brief session to bring the investigators together.

The most experienced investigator in the group will receive a letter, fax or email from Dr. Karl West:

“Dear x,

I apologize for contacting you out of the blue like this, but I have stumbled across a matter of grave concern. When I contacted a mutual friend about this matter, he suggested that I contact you because of your talents and experience in dealing with certain “unusual” matters.

I hope I am not out of line in asking for your help, but I cannot think of anyone else to turn to at this time. I assure that the situation is worthy of your attention and could well pose a danger to a significant portion of the human race.

In hopes that you and your companions would be willing to listen to what I have to say, I have taken the liberty of arranging transportation for you and your friends to Portland, Maine.

Sincerely,
Dr. Karl West”

The mutual friend who recommended the investigator

should be an NPC the investigator knows and trusts. If the investigator contacts his/her friend, the NPC will vouch for West and will support West's claim that what he has stumbled onto is critically important.

If the investigators decide to check on West's background, they will find that he graduated second in his class from the Ohio State University medical school, that he has an impeccable record as a doctor, and that he is currently involved in a research project in Portland, Maine. If the investigators decide to contact West, he will be pleased to hear from them. He will answer questions about the "unusual" matters only in fairly vague terms and will subtly suggest that such topics are best not spoken of over an unsecured line. In their conversation, West will come across as a sincere and worried man who is carrying a great burden. If the investigators accept his invitation, they will find that West has arranged suitable passage for up to four investigators. He will be willing to provide transportation for more, should the investigators ask.

Keeper's Background

The following information is provided for the Keeper. Some of this information might be brought to light by the investigators, but at the start of the adventure they will be ignorant of what is actually behind the events they will be facing.

The Vorceki

Three and a half million years ago the Vorceki ("The People") emerged as the dominant life form on their watery homeworld. A curious and intelligent species, the Vorceki eventually achieved space-flight and had the good fortune of finding the

ruins of an ancient city on the fourth planet in their star system.

In less than one century, the Vorceki learned how to use the ancient gates left behind on the world and began their own exploration. At first, they were disappointed to find that each world they visited was a desolate and blasted ruin, with crumbling spires and decaying hulks that were once pinnacles of architecture. Finally, almost on the verge of giving up their searching, a gate opened onto a small blue planet, rich with a bewildering variety of life.

The Vorceki, having grown lonely in their search for another intelligent race, decided to create one by spurring on evolution. Using their advanced genetic techniques, the Vorceki kindled the fire of reason in otherwise unremarkable ape-like creatures.

For nearly ten thousand years the Vorceki expanded outward via their gates, sometimes finding dead worlds and sometimes encountering worlds that still lived. On these worlds, they encouraged the developed of intelligent life. Finally, the Vorceki came across the greatest gate they had ever encountered. Even with their advanced sciences and experience, it took them nearly fifty years to discern its workings. This gate, it was found, lead to not merely another planet, but into another realm entirely. A band of explorers, well equipped to face anything, set out through the gate. They returned, but were not the same. These Vorceki turned against their fellows and brought them through the gate. These victims were changed as well, adding to the swelling army.

Taken entirely by surprise (the Vorceki had not known war in

centuries), world after world fell before these changed Vorceki, now known as the Terceki (“Ghosts”). Eventually awakening to the danger, the Vorceki counterattacked and were able to hold off the Terceki long enough to come up with a plan. The elders of the Vorceki decided to sacrifice themselves to spare the worlds they had seeded.

Deliberately, they destroyed all their gates and cities, leaving behind only ruins and bones.

On earth, a few Vorceki and Terceki survived the destruction of the gate. Realizing they would not be able to survive on the earth as the food supplies ran out, their equipment fell apart and the other alien beings begin to turn on them, both sides sought desperately for a way to survive and defeat the other.

The Terceki tampered with the genes of some of the proto-humans and embedded their DNA into the genetic code of these creatures. When these beings eventually evolved into intelligent life forms, the genetic codes would become active, triggering genetic “memories” and “programming.” The surviving Vorceki learned of this plan when they finally defeated the last of the Terceki on earth. The Vorceki, weak and dying, could not find and destroy all the infected proto-humans, so they decided to counter by creating hybrids of their own. These proto-humans would bear in their genes the “memories” they would need to continue the fight.

Now, millions of years later, the tampering of the Terceki and Vorceki have borne fruit. Some humans, infected with now active Terceki DNA, have set out to find the parts of the ancient gate and reactivate it. Of course, this yearning

on their part is subconscious, but is growing stronger. The descendants of those altered by the Vorceki are also being manipulated by their genes.

The Gate

The complete gate consists of six main components, diagrammed to the right. The gate components are composed of a material best described as “super dense matter.” The molecules that make up the components have been artificially “compressed,” allowing rapid energy transfer and a relatively small size. To offset the incredible density of the matter, each gate component generates an artificial gravity field. These fields prevent the components from simply plunging into the earth. This field also stabilizes the matter, preventing it from collapsing further (which could result in a nuclear reaction).

The gate’s components are oddly colored and are best described as a “silvery black.” Almost paradoxically, the gate components seem to “drink” light, while at the same time the components almost seem to sparkle. The material of the components is impervious to almost all forms of violence, short of the application of nuclear weapons or other forms of energy strong enough to either destroy the material or to cause the gravitic field to collapse. The smallest components of the gate, the two end pieces, are five meters tall and five meters wide. Thus, the gate is a fairly sizable construct, although it is fairly small relative to other Vorceki gates.

The gate components have no apparent instrumentation, although their surfaces are not smooth. The surfaces are marked with various orderly and precise lines, circles and

raised surfaces. The gates are operated by direct mental contact and are equipped so that even beings with relatively weak minds (in game terms, any intelligent creature that has POW of at least 8) can utilize them.

When all the pieces are within 500 meters of each other and they are sent the combination signal, they will rise up and form the gateway. The entire structure will seem to emit a faint, but powerful, hum. The hum is purely mental and will not be recorded by sound recording devices. When the gate receives an initialization signal it will power up and present the user with a mental list of possible destinations. After that, the user can cause the gate to open to any viable destination. When active, the destination appears as a "hole" in space-time, located between the main pylons.

Action

The following events detail key occurrences that take place during the course of the adventure. The Keeper needs to ensure that each event takes place.

Events: Maine

The following events take place in Maine. Maine is a heavily wooded, lightly populated state. The largest city in the state is Portland, which is located in southern Maine, on the coast. Portland has an airport and the capital, Bangor (which is about a two and a half hour drive from Portland) has an international airport.

Unless the Keeper has special plans, the journey to Maine should be fairly uneventful.

Meeting Dr. West

Dr. West works at the Cohen Medical Research Center in Portland. The research center does cutting edge work in medical research and is staffed by some of the finest researchers. The CMRC is also involved in various secret projects aimed at defeating the hidden evils that threaten humanity.

Dr. West will arrange for the investigators to have passes that will allow them into the CMRC. The building is modern, attractive and obviously well designed from a security standpoint. Polite, unobtrusive, but well armed personal make sure that only welcome guests have an enjoyable stay.

Dr. West will give the investigators a brief tour of the public areas of the CMRC and then take the investigators to his office. After offering coffee and soft drinks, Dr. West will begin his story:

"What I am about to say might seem a bit, well, crazy. However, as you will see, I have the scientific evidence needed to back up all my claims. It is my opinion that the human race might well cease to exist within the next fifty years. However, I am getting ahead of myself and I will start at the beginning.

Exactly ten years ago, when I was working as a general practitioner, I had the misfortune of delivering still-born baby. I know that this happens sometimes, but this child was deformed in ways I had never seen...never even heard of. There were what appeared to be pseudopods or tentacles extending from the body and what appeared to be some sort of mouth in the middle of the abdomen. I would have chalked this up to one of Nature's

cruel jokes, but a morbid curiosity lead me to investigate further. I contacted other doctors and even began checking various web pages and tabloids for similar occurrences. What I found shocked me. I was able to gather hard evidence that showed that a statistically significant number of babies were being deformed in similar ways. Some of these babies survived, but only for a relatively short time.

Eventually, I decided to step up my investigation and began acquiring genetic samples from these mysterious babies. What I found was a bit of a shock: in each case there were bits of genetic code that were identical. It was clear to me that there had to be some common cause.

After sharing some of this information with a colleague, she suggested that the genetic material might be recessive in some cases, resulting in normal births. I decided to check up on this and learned, to my horror, that a small percentage of the people I tested had this genetic material in their DNA.

Further examination of the material, conducted when I took a position here at the Center, revealed that the genetic material does not appear to be a natural mutation. In fact, one of the genetic experts suggested that the evidence points to genetic tampering.

I naturally assumed that the tampering was recent, but as I tried to track down when it started, I learned something that startled me: signs of the genetic material are present in samples that are quite old. In fact, some of this material was found in the remains of an Egyptian mummy that is thousands of years old.

My most disturbing find, based on a comparison of the old information

and the new, is that the genetic material seems to be becoming active, almost as if it is on a timer. Based on this evidence, it appears that another species is emerging from the human race, one that might have been caused by some sort of ancient intervention on the part of someone or something.

It is my opinion that this genetic material might pose a serious threat to the existence of the human race.

As such, I believe that it is imperative that we find out just what is going on.”

Dr. West does have extensive evidence, including tissue samples to back up his claims. Dr. West is, of course, telling the truth. The still-born fetuses were non-viable hybrids and the genetic material he has isolated consists of Terceki and Vorceki genetic material.

If the investigators ask for more information about the genetic material, Dr. West will say the following:

“As near as we can tell, the genetic material alters the physical and mental characteristics of the human being. We are not certain, but the material seems to contain coding for another form of life. Further, one researcher noted that the material seems similar in many respects to work she is doing in using genetic material to store “memories” or programmed behavior.

The material can be detected by a relatively simple test. I have found it in people who are otherwise perfectly normal. Of course, not everyone with this material is normal. In fact, there is a person I would very much like you to meet.”

At this point, Dr. West will handle any other questions the investigators might have and he will provide them with his evidence. Dr. West does not, of course, know what is really going on and he has no idea at all about the gate. After the investigators are satisfied, Dr. West will say "As I mentioned, there is someone I think you should meet. His name is David Beck. His case is...somewhat unique." If asked about this person, Dr. West will insist that the investigators need to see him "so he can tell his own story."

A Visit from Dr. Lansing

As the investigators and Dr. West are getting ready to leave, one of the security personal will knock on the door and then speak with Dr. West in a whisper. Dr. West will nod his head to the guard. A short time later, Dr. Blake Lansing will come into the room. After introducing himself, he will say the following:

It is good to meet you Dr. West. Your associates have spoken highly of you. Since you are clearly in a hurry, I will be brief.

It has come to my attention that you have found some sort of "alien" DNA in certain human beings. After I learned of this, I decided, on a whim, to have myself tested. It turns out that I have this material in my DNA. As you might imagine, I am very concerned about this. I have been informed that you are involved in a project aimed at getting to the heart of this matter. I wish to be involved."

Dr. Lansing is a very persuasive man and will not take "no" for an answer. Dr. West knows of Dr. Lansing and will consider him someone who can be trusted. This is

because Dr. Lansing has done some "sensitive" work in the past for an organization affiliated with the CMRC. Dr. West will quickly be able to verify Dr. Lansing's claim about his genetic material. Dr. West will be willing to bring Dr. Lansing into the project and will encourage the investigators to accept him as well. If Dr. Lansing thinks that the investigators are trustworthy, he will confide that he has been having unusual dreams. Dreams that involve some sort of hole in space and time. He cannot be more specific, but he will say that he suspects that the genetic material might have a role in these dreams.

Meeting David Beck

David Beck lives in a camp in Norway, Maine. Norway is a rather small town and has a lake (Norway Lake) with excellent bass fishing. Norway is about an hour from Portland by car.

If the investigators talk to some of the locals about Beck, the general consensus is that Beck is an odd fellow, but pleasant (although he keeps mostly to himself). The locals will also note that he often seems sad and that he always wears a heavy coat, even in the summer.

Beck's camp is in the woods. The camp is quite isolated and the investigators will have to walk about half a mile from Beck's "driveway." The camp itself is a sturdy structure, with two rooms on the lower floor and an attic. It has power and water, but does have an outhouse.

When the investigators and West arrive, Beck will be chopping wood with a rather sharp axe. Beck is of average height and build and has brown hair. As the locals remarked, he is wearing a heavy coat. He is also wearing a baseball hat and gloves.

For a moment, a look of mindless rage will come across his face when he sees Dr. Lansing (a successful Psychology roll will connect Beck's reaction with his sighting of Dr. Lansing), then his features will settle back to look of resigned sadness. If asked about this, he will say that he must have had an "episode." In actuality, Beck subconsciously sensed that Dr. Lansing is a Terceki hybrid and Beck's genetic programming was momentarily triggered. Beck has no conscious understanding of why he reacted as he did. If the investigators question him, he will simply say that his "condition" has many side-effects and inexplicable rage seems to be one of them.

Beck will greet Dr. West warmly and invite everyone inside for some coffee. The interior of the cabin is packed with documents, books, computer equipment and other items. The walls are covered in medical charts, star maps and maps of the earth with strange markings on them.

Beck will tell the investigators that he has known Dr. West for some time and that they first got in contact when they were both doing research in genetics. When he learns that the investigators know about the genetic material, Beck will say that his DNA contains the material and that it appears to be quite active. As Beck talks, he will appear increasingly agitated and the investigators will notice odd movements under his jacket, as if snakes were writhing in there. What is happening is that Dr. Lansing's presence is affecting Beck, triggering the programming in his genes.

Beck will say that he has been working with Dr. West for some time, trying to determine the source

of the material. Beck will also say that he has been plagued with dreams about some sort of structure that open a hole in space. He will say that he believes that his dreams might be genetic memories and that he thinks he knows the location of at least one part of this structure. Before Beck can finish, Dr. Lansing will reach out and touch Beck's arm, saying, "I think I have the same dreams..." At this point, Beck will let out an inhuman howl and his coat will ripple, like snakes are fighting beneath it. A ripping noise will be heard and Beck will stagger back, blood spilling out from under his coat. His eyes will be blank and his face will be contorted in mindless rage. He will tear at his coat, revealing his altered body. His flesh is mottled and grayish under the coat and several thick tentacles extend from his flesh at odd points.

The most horrible part is that there is a gaping mouth in the center of his abdomen, leaking blood and filled with savage teeth. Seeing this will require those present to make a Sanity check. A failure costs 1D6 and a successful roll results in a 1 point loss.

With a horrible noise, Beck will hurl himself at Dr. Lansing and try to tear him apart. Beck should do some damage to Dr. Lansing and any investigators that try to help him. However, Beck should be defeated by the investigators. If the investigators are losing, Beck could regain control of himself long enough for the investigators to make an effective attack.

Aftermath

After Beck is defeated, he will die (even if the damage did not seem severe enough to kill him). However,

with his dying breath he will say "...location...map.. Deep spring there.. mastodon bones...find detector...use disk seven for more..." and then die. The map he is pointing to is of Florida. If the investigators check disk seven, they will find that it contains very complex mathematical data and equations which, according to Lansing, seem to be some sort of coordinate system.

If the investigators check on the clues Beck gave, they will find that the only place in Florida that involves deep springs and mastodon bones is Wakulla Springs in Florida. Both Dr. West and Dr. Lansing will insist that the group journey to Florida to follow the lead.

Events: Florida

The following events take place in Florida.

The Journey

Wakulla Springs is approximately 2,000 miles from Maine. Dr. West will be willing to arrange air transportation for the group. Unless the Keeper wishes to cause the investigators additional trouble, the journey should be uneventful. The investigators will fly into the Tallahassee airport. Tallahassee is the capital of Florida and also contains two universities, Florida State University and Florida A&M University. Wakulla springs is about a thirty-minute drive from Tallahassee.

Wakulla Springs

Wakulla Springs is a state park, It is best known for the spring, which is very deep and leads into a rather large underground cave system. Mastodon bones were found in the sink and are on display in the Tallahassee Museum. There are also

boat rides that go down the river that comes from the spring. A variety of Florida wildlife, including alligators, the common moorhen, egrets and turtles, can be seen in abundance. Some Tarzan films, the Creature from the Black Lagoon and an Airport film were all shot here. There are also a 50K and a 50-mile foot race at the springs every December, put on by the Gulf Winds Track Club.

The investigators will be able to stay at the lodge, which is quite nice and has its own restaurant.

There numerous sinks in the Wakulla area, some of which lead to flooded some of which are large enough to hold six story buildings.

After the group arrives in Wakulla, they can look at the spring and check out the area. At first, no one will be sure of what to do. However, Dr. Lansing will have a "feeling" that they should send divers into the spring as far as possible using a detection device that he will make. His genetic material is of course, manipulating Dr. Lansing. The idea for the device is from Beck's notes.

Dr. Lansing will spend two days constructing the detector, using a variety of exotic parts. During this time, Dr. West will be using the influence of his associates to get permission to send divers into the sink.

After a few days, Dr. West will get permission and a deep dive team will be sent. If any of the investigators have dive experience, they will be able to participate. The search will be slow and dangerous. Even with the advanced diving gear available, the water is very deep and cave diving is inherently dangerous. However, after a few days the divers will detect something and arrange to

bring it to the surface. The object they bring up will be encrusted with minerals and will take some time to clean. After it is cleaned, it will be revealed as a tablet shaped item, made of the same material that the gate components are made of (of course, the investigators won't know this-it will just look very odd). The device is the Gate Component Locator. Dr. Lansing will immediately start working with it, trying to figure out how it operates.

Meeting Major Reed

The odd components that Dr. Lansing ordered and the activities in Wakulla Springs will not go unnoticed. The US Military has, for its own reasons, been keeping a tab on Dr. West's research. When military intelligence learned that Dr. West's group was sending divers into the Springs, they sent Major Reed to observe the activities. Reed will be content to watch the investigators until she learns that they have recovered some sort of device. She will contact her superiors who will order her to detain the group and confiscate the device. Since the investigators are probably well armed, Reed will call in some support to make sure things go peacefully. Her support will consist of twelve military NPCs, plus an additional team member for every investigator, equipped with body armor and armed with H&K MP5s and 9mm Glock pistols. They will arrive by helicopter. The official story will be that it is a training mission. The soldiers will be very polite and friendly to the lodge guests, but they will effectively detain the investigators. The investigators should be encouraged to avoid a firefight, which would probably result in needless deaths.

Major Reed will handle the interrogation of the group. She will be polite, but forceful, and ask intelligent questions. If the investigators play it smart, they will be detained for a few days at a naval base in Pensacola, Florida and then released with a warning to "stay out of trouble and talk to no one." If the investigators decide to play it stupid, Reed will have them "vanished."

The military will keep the Locator-although not for long; Reed has her own plans for the device.

After their release, the investigators will probably be depressed about losing the locator. However, Dr. Lansing will have some good news. He will inform the group that he had access to the locator long enough to get data from it. This data, combined with the information in Beck's files, has enabled him to calculate the location of the object Beck spoke of.

Ironically, the coordinates are almost exactly where Beck's cabin is located.

Dr. Lansing will suggest that the group give the military the impression that they have decided to give up. Dr. Lansing will suggest that they go to some interesting places in Florida until things cool down a bit, and then secretly meet in Norway, Maine.

Events: Maine

The following details the next series of events in Maine.

Back to Maine

If the investigators agree to Dr. Lansing's plan, they will notice that they are being watched for a while. Eventually, the military will be satisfied that the group has been "taught a lesson" and they will drop back their surveillance. At this point, Dr. Lansing will contact everyone

and arrange to meet in Norway, Maine.

Dr. Lansing will use his own money (so as to avoid any undue attention) to buy chainsaws and rent some excavation equipment he will then spend some time learning how to use it. His plan is to cut down enough trees so they can drive the equipment to the cabin site and dig for the object. Since Maine has fairly shallow topsoil (a glacier gave it a good scrapping in the last ice age) Dr. Lansing thinks it won't take too long to find the object.

The Return of Reed

Dr. Lansing will prove to be too optimistic. The group will spend several days digging to no avail. As Dr. Lansing is considering admitting defeat, Major Reed will arrive. She will be alone, but well armed. She will tell the group that she thinks she is somehow connected to whatever it is that is going on. She will also admit that she had her genes tested and that they contain the alien material.

Major Reed will negotiate with the group and offer them the use of the locator in exchange for her participation. She will say that she can cover for their activities using her connections. If the investigators agree, she will drive to where she has hidden the locator and bring it back. If they do not agree, she will leave and it will take months for the investigators to find the component. If the investigators decide to attack her, she will fight back and call in her situation. Help will probably not be able to arrive in time, but the US military will be after the investigators if anything happens to Major Reed.

The Gate Component

Eventually the investigators will unearth the gate component. The component they find is the very top of the gate. When the component is unearthed, everyone with POW higher than 5 will feel a sense of purpose and power exuding from the object. Dr. Lansing and Major Reed will stand transfixed by its presence.

Conclusion

At the end of the adventure, the investigators should have secured the gate component and the Locator. Both Dr. Lansing and Major Reed will argue that the component should not be turned over to the government. Dr. West will reluctantly agree, given his last experience with the military.

The investigators and the NPCs will need to work out what they will actually do with the component. This adventure is the first in a series of adventures, so the action continues from here.

The investigators should be given a modest Sanity Point Award (1D3 is suggested) for securing the gate component.

Key NPCs

The following are major NPCs. With the obvious exception of Beck, they should be kept alive if at all possible, since they are intended to play critical roles in additional adventures..

Dr. Karl West

STR: 11 CON:12 SIZ: 13 INT: 16
POW: 13 DEX: 11 APP: 11 EDU: 17
SAN: 65 HP: 13 DB:

Important Skills: Biology 70%,
Chemistry 70%, Climb 50%,
Computer Use 20%, First Aid 75%,

Library Use 65%, Medicine 80%,
Pilot Boat 20%, Physics 10%

Description: Dr. West is forty nine years old. He is five feet, eight inches tall. He has thinning brown hair, a moustache and a beard. He is in reasonable good shape.

Dr. West is a normal human being. He received his M.D. from Ohio State University. Early in his career West had the misfortune of delivering a stillborn baby that was a horribly flawed hybrid. Horrified, yet curious, Dr. West decided to investigate further. To his horror, he found that there were an increasing number of such births.

Dr. West is a very compassionate and concerned man. He is dedicated to finding out what is going on and protecting humanity from what he fears is a great threat.

Dr. Blake Lansing

STR: 16 CON: 17 SIZ: 16 INT: 19
POW: 18 DEX: 16 APP: 16 EDU: 19
SAN: 90 HP: 13 DB:+1D4

Important Skills: Computer Use 50%,
Electrical Repair 40%, Electronics
80%, Library Use 65%, Persuade
70%, Physics 98%, Swim 50%

Special Abilities: Dr. Lansing's genetics gives him two unusual capabilities. He heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to sense the emotions of those within 20 feet of him. This ability is not fool proof, but does give him the equivalent of a 60% in psychology in terms of determining people's feelings and whether they are lying or not.

Description: Dr. Lansing is thirty-six years old. He is six feet tall and weighs 190 pounds. He has jet-black hair and intense blue eyes. He is in excellent physical condition,

handsome and has a deep, commanding voice.

Dr. Lansing is a Terceki-human hybrid. Fortunately for Dr. Lansing, the DNA combination is stable and has served only to enhance his physical and mental capacities.

Dr. Lansing earned his doctorate in physics at MIT at the age of 18. After that, he worked in corporate research for five years and then took a teaching position at MIT.

Throughout his life he was plagued by strange dreams. As he grew older, his dreams took on greater clarity. They revealed, in part, some of the truth of his situation.

At the start of the adventure, Dr. Lansing will be a brilliant scientist who is concerned with finding out more of what lies behind his dreams. However, his heritage will begin to affect him. Eventually he will become obsessed with finding the gate components and will be willing to destroy anyone who stands in his way.

Major Janice Reed

STR: 15 CON:16 SIZ: 15 INT: 15
POW: 16 DEX: 16 APP: 14 EDU: 17
SAN: 80 HP: 16 DB:+1D4

Important Skills: Computer Use
40%, First Aid 40%, Hide 45%, Jump
47%, Martial Arts 50%, Mechanical
Repair 40%, Sneak 50%, Spot
Hidden 55%, Swim 43%, Throw 45%,
Handgun 60%, Rifle 50%, SMG 50%

Special Abilities: Reed's genetics gives her two unusual capabilities. She heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to influence the emotions of those within 20 feet of him. This ability is not foolproof, but does give her the equivalent of a 60% in Fast Talk and Persuade.

Weapons: Glock 9mm 60% Shots 3 Damage 1D10 Ammo 30 Range 20 Yards, Silenced HK MP 5 50% Shots 2/Burst Damage 1D10 Ammo 30 Range 45 Yards, Knife 44% 1D4+2+DB

Armor: Light Vest 6 Armor Points, -5% on skills.

Other Equipment: Headset radio, night vision goggles.

Description: Major Reed is thirty-three years old. She is five feet, eight inches tall. She has brown hair and brown eyes. Major Reed is in excellent physical shape and is good looking in a rough sort of way. Major Reed is a Vorceki-human hybrid. Her genetic material is stable and gives her excellent physical and mental capabilities.

Major Reed was born to a poor family in the inner city. A athletic scholarship supplemented with an ROTC scholarship gave her a ticket from her humble origins. She excelled in school, but had trouble with her temper and was arrested several times for fighting. After graduation she entered active military service and eventually ended up in a Special Forces team. Major Reed has intense dreams that have revealed to her that she is meant for a higher purpose. Her dreams have also inspired her to do extensive research using her contacts in the intelligence community.

David Beck, Hybrid

STR: 18 CON:17 SIZ: 15 INT: 16
POW: 13 DEX: 15 APP: NA EDU: 17
SAN: 21 HP: 16 DB:+1D6

Description: Beck is a hybrid who is in the final stages of his transformation. He is described in detail above. When he attacks, Beck will lash out with his fists and his

tentacles. He can make one fist and three tentacle attacks each round.

Attacks: Fists 50% 1D3+DB,
Tentacles 20% 1D3.

Technology

Gate Component Locator

The GCL looks like a tablet about the size of a coffee table book and it weighs three kilograms. It is made of the same material as the gate components and was manufactured by the Vorceki. The device is actually a sophisticated computer, but the only use that will be accessible to humans is the function it was last programmed for, namely locating gate components. Using the device requires a POW of at least 12 . Using it effectively requires a successful Computer Use skill roll. If used successfully, the user will receive a complex string of data and formulas that indicate the location of the nearest gate component. Interpreting the information into longitude and latitude requires a successful Navigate skill roll.

If the locator is within 10Km of a gate component, it will create a "pull" in the mind of the user, enabling him to find the component.

Think of it as sort of an alien dowsing rod.

-Handout#1

Dear x,

I apologize for contacting you out of the blue like this, but I have stumbled across a matter of grave concern. When I contacted a mutual friend about this matter, he suggested that I contact you because of your talents and experience in dealing with certain "unusual" matters.

I hope I am not out of line in asking for your help, but I cannot think of anyone else to turn to at this time. I assure that the situation is worthy of your attention and could well pose a danger to a significant portion of the human race.

In hopes that you and your companions would be willing to listen to what I have to say, I have taken the liberty of arranging transportation for you and your friends to Portland, Maine.

Sincerely,

Dr. Karl West

“A Most Awful Plant” ©1995,1997
Dr. Michael C. LaBossiere
ontologist@aol.com
Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Introduction

This adventure for *Call of Cthulhu* is set in the 1990s and is located in an isolated part of Georgia. However, with suitable modification it could be used in any isolated local in almost any time period.

This adventure is primarily intended as an introductory adventure for a new group of characters. It is assumed that these individuals are not particularly familiar with strange and horrible things that are beyond the experience of the ordinary mass of humanity. At the same time, the adventure is somewhat dangerous and challenging. Hence it would be very suitable for a group of experienced players.

GM's Background

In 1944 Charles Bentley, an American fighter pilot, was captured by the Japanese. He was sent to an island where horrifying research was being conducted on American POWs and native islanders. A year later, when the Marines liberated the island, Bentley was the only survivor. His experience left him almost completely insane and crippled. However, he left the island with a dark hope. The Japanese scientists had been conducting research on integrating plant and animal tissues and Bentley, armed with notebooks and seeds he had managed to keep hidden from the military, hoped to restore his ruined body.

Shortly after his return to the States his wife, unable to deal with a crippled husband, divorced him and went back to her family in Maine with her daughter. Shattered even more by this, Bentley became fanatically determined to succeed in quest.

In pursuit of his goal, Bentley took advantage of the G.I. Bill and used it to learn as much as he could about biology, Japanese, medicine, and botany. He never earned a degree, but instead went from university to university pursuing his eclectic and unusual education. Along the way he developed several useful varieties of crop plants and used the income to purchase an old farmhouse in Georgia. He had a stone structure built by the edge of a lake and began his experiments in earnest.

After many fruitless years, he finally achieved a breakthrough in 1958. In May of that year he succeeded in creating a plant that could grow within a rat and restore mobility to the limbs Bentley had intentionally crippled. In 1960 he began developing a plant that would produce seeds which would grow into plants large enough to do the same thing for a man. In 1963 he succeeded in growing such a plant in an underground chamber he had laboriously dug over the years. He found, when it consumed his dog, that the plant needed to drain blood from living animals in order to thrive. To keep his plant well fed he bought large numbers of livestock which were kept in the old barn.

It will never be known what sort of success Bentley might have reached. In 1964 Bentley, filled with pride at his accomplishments, invited two friends (David Clasbornne and Sanja Gupta) to see his work. The friends, who were both professors at Ohio State, were eager to see what Bentley had accomplished and flew to Georgia in July. the two men were impressed by his research, but they were both horrified to see the terrible plant feeding on the blood of living animals. The professors were even more horrified when Bentley showed him the collection of planet infested animals that were kept locked in the basement of the farmhouse.

The professors tried to talk Bentley into destroying the abominations, but Bentley would have none of it. That night, while Bentley was asleep the professors decided they must take action. Getting cans of gasoline from a tool shed , Clasborne went and soaked the animals in the basement with gasoline while Gupta headed off to the stone house intent on burning the terrible plant.

Bentley, perhaps warned by some sixth sense, caught Clasborne as he was starting to burn the horrid animals. In the course of a brief struggle, Bentley shot and killed Clasborne. Bentley suspected that Gupta was heading to kill his beloved plant and went as fast as he could to the stone house. In his frenzy, Bentley didn't notice that the fire in the basement had spread considerably.

Bentley managed to reach the stone house just in time to see smoke spilling out of it. Enraged, he hobbled down to the basement and shot Gupta as he was coming out. He tried desperately to save the plant from burning, but the flames were too intense.

Hours later, he was found wandering on the main road covered with soot , badly burned, babbling about his friend burning in front of him and completely insane. When the fire trucks finally arrived on the scene, they found that the house had completely burned to the ground. The investigators were able to recover some of Clasborne's bones and the officials assumed that the house had burned down in some terrible accident . They also assumed that Bentley, who had never been very stable anyway, had seen his friends burned alive and that the experience had driven him insane.

After spending several days in a Georgia hospital he was brought to Maine by his daughter and she had him institutionalized. He lived for five more years in ever

increasing madness and finally died in 1969, leaving a sizable fortune and a collection of notebooks to his daughter.

The notebooks gathered dust for years until Kyle Reese, Bentley's grandson, discovered the notebooks and began reading them. Reese, an extremely intelligent and imaginative young man, was fascinated by the content of the notebooks. This fascination gradually grew into something of an obsession over the years. He was especially obsessed with the mysterious notebooks in Japanese and he was convinced that they held secrets that would garner him the fortune he so greatly desired. Finally, in 1995, he was able to crack the code used in the notebooks and he learned of his grandfather's experiments in Georgia and about the existence of the stone house. Deciding to continue his grandfather's experiments, he purchased the equipment he would need and drove to Georgia to find his legacy. Unfortunately, it turned out to be a legacy of madness, horror and terrible death.

Reviving the Terror

Reese will (unfortunately) make the trip to Georgia safely and begin to pick up where his grandfather left off. He will spend several weeks getting the stone house fixed up and laying the groundwork for his research. During this time he will fly to Boston several times to visit his fiancée Janet Shin. He will also call her every day from the town of Possum Hollow, which is about twenty miles from the stone house. Three weeks before the adventure begins he will discover the "hibernating" seed pod in the cave and begin his attempts to revive it. Two weeks before the adventure begins he will discover that the pod needs fresh animal blood to fuel its recovery and he will, like his grandfather, purchase animals in order to feed the plant. During this time he will call Janet only once every two days. A week before the adventure begins the plant will reach its adulthood. Four days before the adventure begins the plant will fire a seed into Reese and he will be converted into a Superior Creeper. This process will take two days. A day before the adventure begins the "converted" Reese will go to the Clancy house at night, bearing seeds from the Creeper Mother plant. He will overpower the Clancy family, insert seeds into them and leave them to "germinate" in their own bathroom. It is into this horror that the players will arrive.

Getting the PCs Involved

Janet Shin is a friend of one of the PCs' friends or associates. The friend or associate will put her in touch with the PC and ask him or her to help. Janet will tell the PCs the following: Her fiancée, Kyle Reese, went to Georgia several weeks ago to continue some odd experiments his grandfather had begun years ago. Two weeks ago he stopped calling her everyday and that during this time he spoke about a great discovery. He sounded odd, as if he was obsessed with something that was wasn't particularly wholesome. She is very worried since he hasn't called her in four days, which is totally unlike him. She will finish by asking the PCs to go to Georgia to find Reese. She will be willing to pay their air fare and a reasonable fee.

If Janet is asked why she has not called the police, she will say that she has but that

they can't consider him to be a missing person, at least not until they have some evidence to the contrary.

If asked for further details, she will be able to give a very good description of Reese (she is engaged to him, after all). She will also be able to provide the PCs with a map he printed up for her on his computer. The map shows how to get to the remains of the farm house from Possum Hollow, Georgia. Since her education is in linguistics, she does not know the details of his work. She does know that he was always reading and talking about plants, genetic engineering, and human biochemistry.

If the PCs ask for anything that might be of help to them, she will say that Reese had become quite focused on some old notebooks that he had inherited from his grandfather. She will say that Reese didn't talk much about his grandfather, except to say what a genius he was and what terrible tragedies befell him, such as the time that he saw his friends burned alive when his house burned down. If they seem trustworthy, she will be willing to allow the PCs to look through the notes and papers Reese left behind.

Investigation In New England

Aside from Janet herself, there are two main sources of potentially useful information. The first are the papers and notes that Reese left behind. Some of these papers are obviously very old and are written in a hand that is clearly not Reese's. These papers were written by Reese's grandfather. Most of the material is fairly mundane, things like grocery lists, notes to do things, but among these items are some interesting pieces of information. First, there are several bills of sale for livestock, dated in 1963. Second, there are two sheets of paper covered with a description of how to mix animal blood with various chemicals and a time schedule for administering the mixture.

The other items are all fairly recent and all appear to belong to Reese. The first item is a photocopy of an old news story (1964) about the tragic death of two Ohio State professors in a fire in Georgia. The article states that Charles Bentley, the eccentric inventor of some "miracle wheat" plants, survived the fire but was hospitalized for his injuries. The second item is a clipping from a gossip column (1965) that suggests that Charles Bentley, whose "miracle wheat" has now earned him over a million dollars has been institutionalized in Maine for over a year. The third item is a 1969 obituary of Charles Bentley. It tastefully fails to mention that he died in an asylum. The third item is a bundle of notebooks full of what appears to be Japanese and English. A careful examination of the notebooks will reveal that they appear to be full of attempts to break some sort of code in Japanese. Reese took the notebooks with the cracked code with him so these notebooks will be of little use unless the PCs can crack the code. With Reese's notes it would take somebody who knows Japanese about 2 weeks to a month to finish the work. However, there are some tantalizing bits about combining plant and animal cells to form some sort of hybrid life form.

The second source of information is Bentley's folder at the Bangor Mental Health Institution. This folder can be acquired by a person with the proper credentials or by effective use of duplicity. The file details Bentley's date of admission and death and

contains a great deal of information. If the PCs read or skim the file's contents, they will find out that Bentley's madness seemed to focus on two things. The first was that he had seen his best friend burn to death. The report includes a note that Bentley seemed to imply on several occasions that his best friend was a plant and not a human being. For example, one passage states:

Dr.: "It must have been awful to see your friends die like that. Were you close to Clasborne and Gupta."

Bentley: "It was awful. I saw my friend burn...just shriveled up, the vines burning and burning...the noises were horrible...horrible..."

The second is that Bentley was constantly trying to steal plants from the various rooms and bring them into his room. On several occasions staff members caught him cutting his own wrists to soak his stolen plants in blood. When questioned, he said that "blood gives life...soon I'll have my friend back." After several such incidents Bentley was kept in a straight jacket most of the time. After seeming to recover somewhat, he stole a plant from another patients room and cut his arm open with a dinner knife he had hidden in the tank of a toilet. The blood loss and the infection he got from the rusted knife weakened him severely and he eventually died and was buried by his daughter.

Travel

The nearest Sizable airport is in Atlanta. Once the PCs get there they can rent a car to for the three hour drive from Atlanta. Unless the GM is feeling particularly vicious, the PCs should have a safe and uneventful trip.

Possum Hollow

Possum Hollow is a small Georgia town located about 20 miles away from the ruins of the farm. The only road to the farm passes through town, so the PCs will visit Possum Hollow, if only for a short time. The town has a population of 1,842 people and most of them are middle aged or older. The town has a two pump gas station, a general store, a doctor's office, a small post office, and a police station. There is no school as the few children attend school in another town 30 miles north of Possum Hollow.

The inhabitants are fairly friendly, although some do have biases against Yankees and non-whites. However, unless the PCs actively seek trouble they should have no problems in Possum Hollow.

Possum Hollow's police force consists of two officers and one patrol car. The police station is actually the first floor of a house and has a small jail in one room, which is hardly ever used. The police are reasonably competent and will call the State Police or County Sheriff if things get bad.

Investigation in Possum Hollow

If the PCs ask about Reese at the general store, the manager will remember him, since Reese used the pay phone there. The manager, Bill Tompkins, is in his fifties and purchased the store after retiring from the Army. He will say that Reese was “a nice enough young fella, but very quiet.” The owner of the gas station, Mary Hawkins, also remembers Reese. The 45 year old widow will say that Reese was very polite and always paid cash.

If the PCs ask about the area, the locals will say that it is mostly forest. If they ask about there being any other people living near the farm, they will be told that the Clancy family lives in a house nearby. The locals know that the Clancy’s are tight-lipped religious fanatics who moved out in the Georgia woods to avoid the sinfulness and corruption of living around other people. The PCs will be told that Fred and Carolyn Clancy have two teenage children, Issiah and Judith. Unlike the other children in the area, the Clancy children do not commute to school. Instead, the PCs will be told, they stay home to do chores and study the word of God. Most of the townspeople think that the Clancy’s are rather odd, but the townspeople think they must be fairly decent folk since they are so religious.

If the PCs ask about the farmhouse, some of the older residents will say that they remember the awful fire that killed those two professors and left poor old Mr. Bentley in a terrible state. As far as most of the townspeople are concerned, the fire was just a terrible tragedy and they suspect nothing about the truth of the situation.

One of the older and more eccentric inhabitants, Old Harvey Whitaker, will have some interesting things to say to the PCs, if he overhears them talking about Reese or the old farmhouse. Whitaker is 70 year old man and is barely able to walk. He is still quite sharp and his memory is very good. He tends to hang out at the general store playing checkers with the other older gentlemen. If he hears the PCs ask about Reese, he will mutter something like “that boy’s probably doing the Devil’s work, just like his grandpa...”

If the PCs ply him with some suitable alcohol beverage, he will give them the following story: “In 1950 the old guy, Bentley, came here and bought an old farmhouse. I was one of the guys that he hired to fix it up. I also worked on that weird stone house he had built down by the lake. He told me that he was going to raise plants in it. I didn’t see how, seeing as it didn’t have any windows. Well, he was paying us well, so I just kept my mouth shut and took my greenbacks. Things were pretty normal for several years, then around about 1961 or 1963 or sometime these trucks carry livestock started coming through town, The drivers that stopped here said that they were delivering to Bentley. Now, I went past his place a few times during deer season and I never once saw any of the livestock out in the field. I think he was taking them to that stone house. I think he was probably sacrificing them to the Devil. Things really came to a head in 1964 when those two brain boys from Ohio came here and died in the fire. Those two guys seemed nice enough, for eggheads and all. It was certainly really odd how the farmhouse burned down right after they went to Bentley’s place. It was also mighty queer how they both died and Bentley survived. My guess is that his master was looking out for him. Last I heard was that he ended up in some sort of hospital. Now his grandson has come back.

You know, I've seen several trucks come through here carrying livestock and I'm sure they went out to the farm. But, when I took a little drive out there, I didn't see any animals around. It's happening all over again, I'm sure of it. You young folk better be careful. The last people to go out to visit that place ended up dead."

Whitaker won't have much else to add, except to speculate further on Bentley and Reese's dealings with the Devil. The other residents have heard Whitaker's story dozens of time and give it little credence. Of course, they can't really explain what happened to all those animals.

Maps

Main Area Map

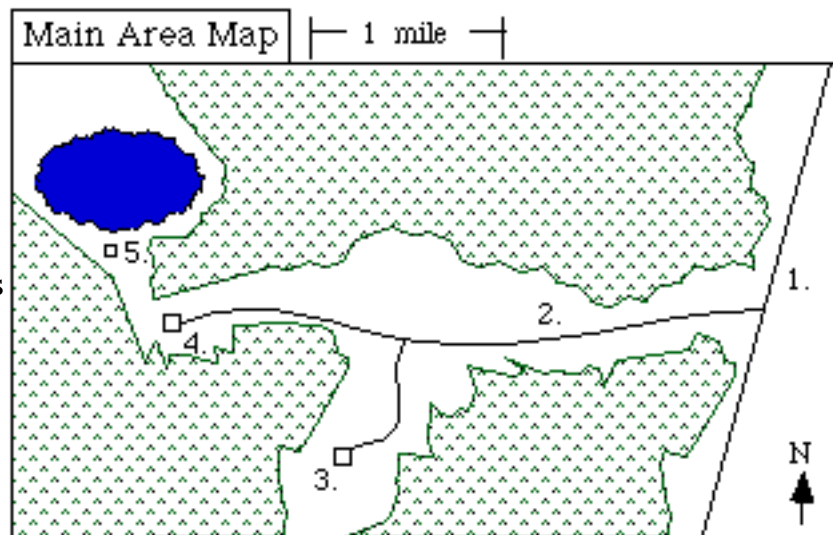
1. Mesley Road: This road is paved and fairly well maintained. The road runs north 17 miles to the small town of Possum Hollow. The road runs south and eventually ties into roads that lead to Florida. There are telephone poles along the road indicating that this area does have power.

2. Dirt Road: This was a dirt road when Bentley bought the farmhouse and it is still a dirt road today. It is in somewhat better shape, at least up to the Clancy

House, as the state grades it once every five years. The part of the road going up to the farm house is in fairly bad shape since it hasn't been graded or maintained in years. It is clear that a vehicle (Reese's) has been driving along the road. The road is three mile long.

3. The Clancy House: This house was built about fifteen years ago when the Clancy family decided to leave the sinfulness of Atlanta so the children could be raised in a proper Christian environment. Unfortunately for the Clancy family, they will be caught up in the unfolding horror. The Clancy House and its contents are detailed below.

4. Bentley's Farmhouse: This is were the farm Bentley purchased used to be. There are a few pieces of the fences left as well as a badly rotted, partially burned and mostly collapsed barn. The only thing left of farmhouse is the foundation, which still shows signs of the fire that destroyed the house. The fire and years of weather have left nothing of use or interest. Reese's Mitsubishi Montaro is parked near the



foundation. The vehicle holds some groceries, which have spoiled, as well as two cans of generator fuel. There is a 12 gauge pump shotgun in a case in the back of the truck, hidden under a blanket. Locked in the glove compartment is a box of shotgun shells as well as a box of 9mm shells. Reese, who has seen the movie *Deliverance* was a bit worried about being in rural Georgia all by himself, so he bought a shotgun and a pistol before leaving New England.

5. The Stone House: The stone house is reached via trail that Reese wore with his commutes to the structure. This solidly built structure is still intact, although it is covered in moss, fungus and creepers. It is beside Lake Jackson, which is a small, normal lake. The structure looks somewhat imposing and foreboding as if it held forth the promise of dark secrets.

Players' Map

The Players' Map shows less detail than the Main Area Map and leaves out some important features, such as the Clancy House and the Stone House. This map was prepared by Reese on his computer for his fiance and it is based on the map Reese found in his grandfather's notebooks along with the deed for the property.

The map shows a rather underpopulated area of Georgia near the small town of Possum Hollow. At the bottom of the map is a note from Reese to Janet.

Mesley Road: This road is paved and fairly well maintained. The road runs north 17 miles to the small town of Possum Hollow. The road runs south and eventually ties into roads that lead to Florida.

Dirt Road: This road was a dirt road when Bentley bought the farmhouse and it is still a dirt road today. It is in somewhat better shape as the state grades it once every five years.

Grandpa's Farm: This area is where Bentley's farmhouse used to be.

Jackson Lake: This is a normal lake.

The Clancy House

The Clancy house looks like a fairly normal place and is clearly well kept. It has one floor and is made of brick. When the PCs arrive, a beagle will come running out of the woods. The dog seems frightened and hungry and will bark at the house and press close to the PCs. It will not enter the house. If the PCs check the collar, they will see it is the Clancy family's dog. It has been on its own since "Reese" came to the house.

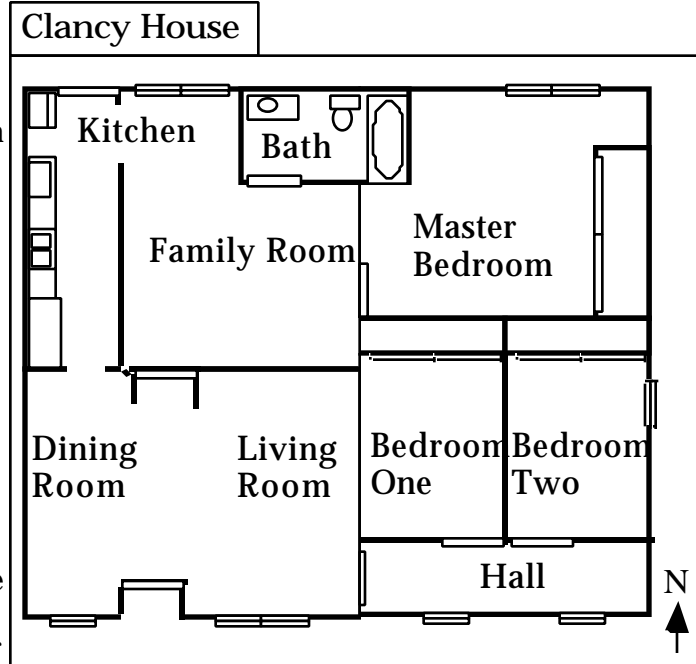
The front door is locked, so the PCs will have to pick the lock or break the door down to get into the house this way. The lock of the back door has been broken and the door is hanging ajar. If the PCs go to the back door they will smell a faint odor that smells like a mix of blood and plants. This odor is much stronger in the house and is overpowering in the bathroom.

Dining

Room: This area has a table, chairs, and a cabinet with dishes and such in it. There are religious pictures and such all over the place.

Living Room:

This area contains a couch, two east chairs and a book shelf full of religious literature. Like the dining room, there are plenty of religious items. There are also plenty of cheap little knick-knack items.



Kitchen: This is a normal kitchen with the usual modern appliances, such as a microwave, refrigerator, stove, etc. There are plenty of sharp knives, should the PCs need a weapon. There is a dog's water bowl and food dish on the floor.

Family Room: This room contains a table, bookshelves, and such. There are old, slightly out of date school books on one of the tables. The smell of plants and blood is very strong in this room. The carpet of the room is soaked with water which seems to be leaking out of the bathroom.

Bath: The door to this room has been blocked up with towels. If the door is pulled open, the PCs will be confronted with a horrid site and an awful smell. The bathroom floor is soaking wet with a mixture of blood and water. Lying on the floor are what appear to be four human skeletons with bits of flesh clinging to them. Wrapped thickly around the bones are what look like pinkish vines and there are fleshy lumps in the rib cages of the skeletons. These are the remains of the Clancy family. Once the PCs open the door, the Creepers will be aware of the PCs but will not attack unless the PCs attack them. Instead, the Creepers will wait another 15-30 minutes until they are fully formed and stalk the PCs. If the Creepers are forced to fight the PCs, they will attack at 50% of their normal skill for 15-30 minutes.

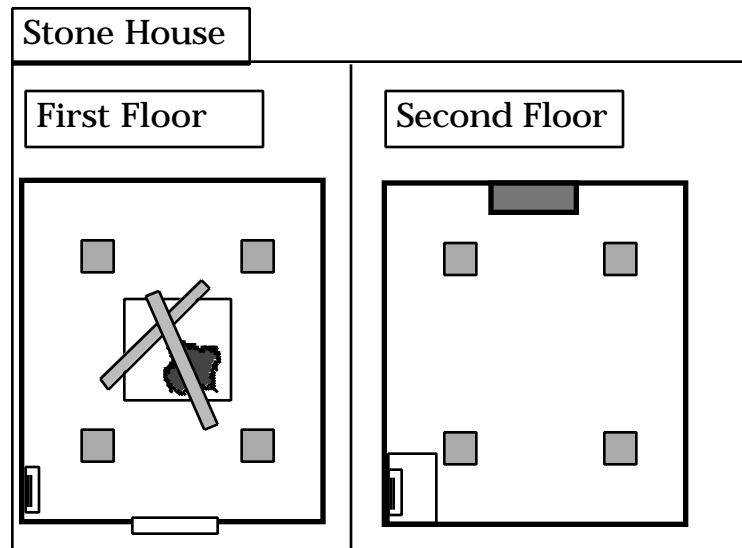
Master Bedroom: This room is a fairly typical bedroom with two single beds, two dressers and a large walk in closet. If the PCs decide to do some looting, they can find a wallet with \$85 in small bills, a Visa card, and about \$250 in jewelry.

Hall: This is the walkway to reach the children's bedrooms. There are religious posters in the hall.

Bedroom One: This bedroom belonged to Judith. It has a bed, dresser, and a large closet. If the PCs decide to loot, they can find \$15 in her purse as well as about \$40 in jewelry.

Bedroom Two: This bedroom belonged to Issiah and has a bed, dresser, desk and a older model IBM PC on the desk. If the PCs

want to loot, they can find \$25 in change and small bills. There is an aluminum baseball bat on the floor. The bat has a pinkish resin-like substance on it. The substance is a mixture of blood and plant sap and is the result of Issiah's futile attack on "Reese."



Stone House

The stone house is an extremely solid structure. It is covered with a myriad of creepers, fungus and a thick layer of moss. This solidly built structure is still intact, although it is covered in moss, fungus and creepers. It is a rather foreboding structure and looks vastly older than it actually is. The air around it is tainted with the smell of old blood and odd plants. The door shows signs of recent use and there is a trail worn in the grass.

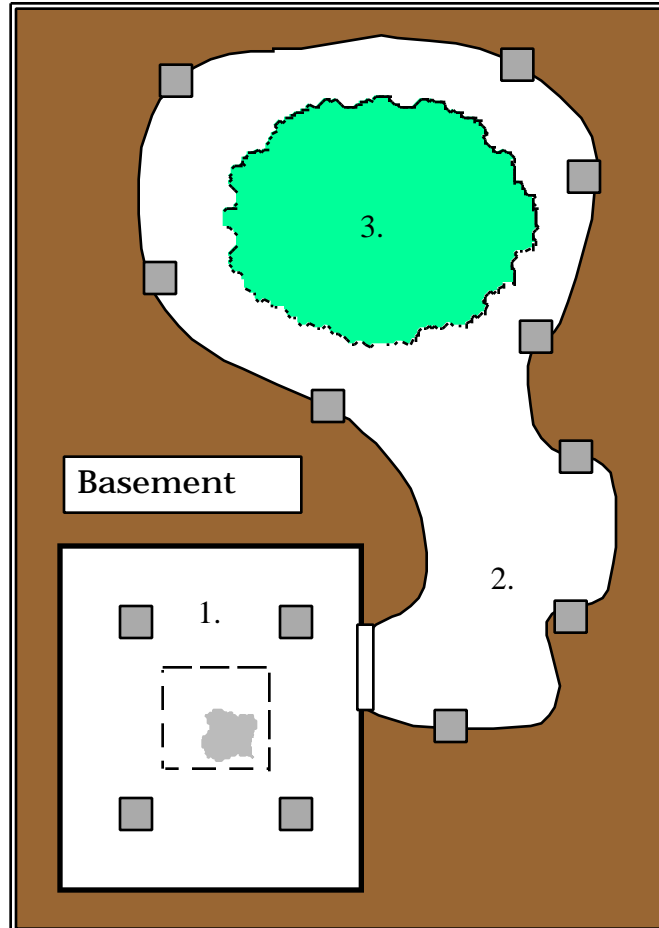
Since there are no windows in the structure, it is very dark inside. Hence, it would be wise of the PCs to bring in flashlights.

The stone house is about 20 yards from Jackson Lake. Jackson Lake is a perfectly normal lake, well stocked with game fish, frogs and birds.

First Floor: The door to the stone house is thick, tarred wood which has been reinforced with iron. The door does not lock but it can be barred from the inside. The first thing the PCs will notice when they enter the room is the strong smell of animal manure. There is a lot of manure on the floor from the animals and incautious PCs might slip on some. There are iron rings on the walls from which hang ropes that were used to hold the animals until they were fed to the Creeper Mother. There is a large trap door on the floor with two beams over it. The trapdoor has a jagged hole in it, which Reese hacked out with an axe. The beams have been set up to act as a winch which Reese used to lower the animals into the basement. The second floor is reached via an iron run ladder. It is a bit rusted, but is still

sturdy. A rope hangs down from the opening the ladder goes through. Reese used this rope to lift equipment up to the second floor. Located by the ladder is a portable generator. The generator is resting on a small wooden platform which Reese built. The generator's fuel tank is empty, but there are two full cans of fuel beside it.

Second Floor: The second floor has been cleaned up quite a bit and there are about a dozen air fresheners attached to the walls, support pillars and lying about. Located on one wall is an old stone fireplace. The fireplace and chimney are large enough for an adult human (or Creeper) to climb through. Set up in front of the fireplace is a Coleman camp stove and two coolers full of spoiled food and melted ice. Lights, which are powered by the generator, have been strung up across the pillars. In the middle of the room is a dome tent, large enough for three people. In the tent is a sleeping bag, clothing, and various personal items that belonged to Reese. Beside the tent is a table with a small TV, a lamp and a brief case. The briefcase holds three



notebooks in coded Japanese that detail the experiments conducted during WWII. These books would be valuable to a collector, even more valuable to the government and extremely valuable to the Japanese government (the notebooks describe, in great detail, the terrible experiments conducted on American POWs-this would be rather embarrassing to the Japanese). There are also three notebooks that contain Reese's translation of the broken code. Two other thick notebooks contain Bentley's notes, in coded Japanese and two other thick notebooks contain Reese's translation of the notes. These notes describe, in great detail, his later experiments. Included in the notes are a description of the Creeper Mother in the cave as well as the formula (which includes animal blood) he developed to feed it. The writing is very technical and skill in Biology, Botany and Medicine would be required to fully understand what it is all about. However, a reading of some of the nontechnical comments will indicate that Bentley was trying to create a hybrid plant that would meld effectively with animal tissue in order to repair his damaged body. One thin notebook contains Reese's notes on his experiment. The notes detail how he found the withered and dried

seed pod in the cave, which appears to have been in a fire, and caused it to grow using a mix of blood and special chemicals. The notes detail how, once the plant grew to enormous size, he began feeding the plant live animals which it would drain of blood. Reese notes that the plant seemed to be aware of him and seemed to recognize that he was its benefactor since it never tried to feed on him. The final passage notes the growth of six seed pods in a cluster. This passage is dated four days before the start of the adventure. These notebooks would be very valuable to the right buyer, such as a university, the government or a corporation.

Basement

The basement smells rather odd, like a mix of musty earth, mold, plants, blood and fear. One section of the basement has stone walls, the other part is packed earth supported with thick, tar-coated beams. The area is quite damp and in some places the packed earth has turned to slippery mud.

1. Main Basement: This area has stone walls and a stone floor. Slime and fungus grow thickly on the walls and floors. There are marks on the floor indicating that someone has been down here and several lights have been hung from the pillars.
2. Passage: This passage has a small alcove which holds extremely rotten shelves. Scattered about in the alcove are old rusted through cans and bottles full of murky fluid. Two badly rusted empty kerosene cans are in the alcove, although they appear to have been recently thrown in there. Lying in front of the alcove is a flashlight (dead batteries, and a pair of slimy hiking boots. The dirt Appears to be oddly stained and there are small bits of human flesh on the ground. Marks on the floor indicate where Reese was dragging himself along as the poison took effect.
3. The Mother Creeper: This area contains a three foot deep pool of the blood and chemical mixture. Protruding from the liquid and lying about on the bank are bones from the animals Reese fed to the plant. The plant itself is in the center of the pool. The horrid thing is described below. It is terrifyingly clever and will do its best to disable the PCs and keep them its prisoners until it can grow more seeds. When the PCs first come into the cave, it will curl itself up and hide beneath the pool to avoid being seen. Its memories include the time it was burned so it fears humans to some degree.

Action

As in any good horror adventure, things should start out suspicious, but fairly mundane. It should seem like a fairly straightforward missing person case. Then, somewhat gradually, the PCs should be drawn into the horror. Alternatively, the GM may wish to yank the PCs into the horror with a great and terrible shock.

If the PCs go to the Clancy place first, they will probably stumble across what is left of the Clancy family. These Creepers will attack the PCs and attempt to bring them to the Creeper Mother. If things go badly for the Clancy Creepers, they will flee and stalk the PCs, waiting for an opportunity to take them. The Clancy Creepers aren't as

intelligent as the Reese Creeper, so their tactics will not be very imaginative. However, they will be terribly cunning. For example, they might choose to remain on the floor, pretending to be corpses. Once the PCs let down their guard or other victims (say an ambulance crew or a police investigation team) show up, they will rise to attack. The Clancy Creepers will attempt to capture people alive, if at all possible. They will then drag the victims into the nearby woods and send one of their number to find "Reese." Eventually, these victims will be brought to feed the plant or serve as hosts for additional Creepers.

The Reese Creeper, who retains a considerable amount of intelligence and some of the skill's Reese possessed, will be a dangerous opponent. He has taken the Clancy station wagon and will use it to transport any victims he or the Clancy's capture. If he cannot acquire victims locally, he plans on driving to Possum Hollow at night to capture people to turn into Creepers and others for food. He has two Seeds left and he will implant them in the first two victims captured. These victims will be left in a shallow area of the lake to develop. After about 48 hours, they will stagger up onto land and go to the Creeper Mother. Like the other Creepers, they will seek out sources of food for themselves and the Creeper Mother. Reese will be using the Stone House as his base of operations, unless he is prevented from getting into it. He can climb the walls fairly easily and he can squeeze through the chimney, so it would be hard to keep him out of the building.

Conclusion

The adventure comes to an end when the PCs die, defeat the Creepers or leave. If the PCs die, its time to roll up new characters.

In order to defeat the Creepers, the PCs need to kill at least the Creeper Mother. Once it is dead, no more Seeds will be produced. Once the existing Creepers realize the Creeper Mother is dead, they will wander about in search of food for themselves. Eventually they will probably be killed off, if the PCs don't kill them during the adventure.

If the PCs leave without killing the Creeper Mother, it will continue to produce 7 seeds each week and the Creepers will eventually turn the inhabitants of Possum Hollow into Creepers. If that happens, the authorities will eventually figure out what is happening and take proper action (such as turning the whole area into scorched earth with air strikes).

Conclusion

The adventure comes to an end when the PCs die, defeat the Creepers or leave.

If the PCs die, its time to roll up new characters.

In order to defeat the Creepers, the PCs need to kill at least the Creeper Mother. Once it is dead, no more Seeds will be produced. Once the existing Creepers realize the Creeper Mother is dead, they will wander about in search of food for themselves. Eventually they will probably be killed off, if the PCs don't kill them during the adventure.

If the PCs leave without killing the Creeper Mother, it will continue to produce 7 seeds each week and the Creepers will eventually turn the inhabitants of Possum Hollow into Creepers. If that happens, the authorities will eventually figure out

what is happening and take proper action (such as turning the whole area into scorched earth with air strikes).

If the characters kill the Creeper Mother, they should receive a 1D6 Sanity Point award. If they kill all of the Creepers, they should receive an addition 1 point Sanity Point.

NPCs

Janet Shin, Graduate Student Age 26

STR: 8 Con: 12 SIZ: 10 INT: 14 POW: 12 DEX: 16 APP: 16 EDU: 17 SAN: 60 HP: 11
Computer Use 20%, Drive Automobile 30%, Japanese 55%, Library Use 60%, Latin 35%, Linguistics 60%, Persuade 80%, Psychology 45%, Spanish 25%, Tennis 65%
Weapons: None

Description: Shin is a very attractive young lady with dark hair and brown eyes. She is in good shape from years of playing tennis. Her main area of study is in linguistics. She is desperately concerned about Reese's safety since she loves him very strongly. She will be shattered if she learns that Reese has become the terrible victim of his own experiments (double her Sanity Point loss if she sees Superior Creeper Reese and recognizes his clothing). She has never been exposed to anything very unusual and she will have a tough time coping with the situation.

Wayne Gutherford, Cop

STR: 13 Con: 14 SIZ: 13 INT: 12 POW: 10 DEX: 12 APP: 10 EDU: 12 SAN: 50 HP: 14
Fast Talk 20%, First Aid 35%, Hand Gun 65%, Night Stick 50%, Law 30%, Listen 35%, Drive Automobile 75%, Spot Hidden 45%, Shot Gun 65%
Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15
Night Stick: 1D8

Other Equipment: Radio, two 9mm clips, handcuffs.

Description: Gutherford is 41 years old, has brown hair and brown eyes. He is in reasonably good physical shape. He grew up in Possum Hollow and is serious about protecting the inhabitants from any trouble. He has some prejudices against people who aren't from the south or who aren't the "right sort of people" but he takes his job seriously and is fair about enforcing the law. He has never experienced anything particularly unusual, but will keep a cool head and try to do his best.

Bill Weatherspoon, Cop

STR: 11 Con: 12 SIZ: 12 INT: 12 POW: 11 DEX: 12 APP: 10 EDU: 11 SAN: 55 HP: 12
Fast Talk 27%, First Aid 30%, Hand Gun 55%, Night Stick 50%, Law 25%, Listen 35%, Drive Automobile 30%, Spot Hidden 35%, Shot Gun 50%
Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15
Night Stick: 1D8

Other Equipment: Radio, 2 9mm clips, handcuffs.

Description: Weatherspoon is 36 years old, tall and very thin. He has sandy brown hair which is thinning in places. He has been trying various means of combating his

hair loss, none of which has been successful. Weatherford likes being a cop and has been thinking about going to a bigger city so he can see more “action.” Weatherford watches the TV “real life drama” cop shows far too much. He will be prone to taking rash actions in order to “make a name” for himself. Gutherford will do his best to keep Weatherspoon from getting into too much trouble.

Typical State Trooper

STR: 13 Con: 14 SIZ: 14 INT: 13 POW: 12 DEX: 13 APP: 12 EDU: 14 SAN: 60 HP: 14
Fast Talk 30%, First Aid 40%, Hand Gun 65%, Night Stick 50%, Law 35%, Listen 35%,
Drive Automobile 60%, Spot Hidden 40%, Shot Gun 50%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15

Night Stick: 1D8

Other Equipment: Radio, 2 9mm clips, handcuffs, Patrol Car.

Description: The State Trooper are competent police, but have never dealt with anything quite so unusual. They will perform their jobs well and will call in additional help when it becomes evident that the situation calls for it. State Police typically operate with one Trooper per car. There is generally one Trooper within an hour of Possum Hollow.

Creatures

The Mother Creeper

Description: The Mother Creeper is a rather terrible mixture of plant and animal, making it almost unique in biology. However, the Creeper Mother is no naturally occurring life form. Instead, it was created by Bentley using various procedures he perfected over the decades.

In terms of appearance, the Creeper Mother has a large, fleshy bulb from which extrude a number of vines. These vines are a nauseating pinkish color and are covered with sharp thorns and what look like small sucker mouths. These vines whip about with surprising speed and are employed by the Creeper Mother in feeding and defense. The sucker mouths do produce some noise and the noise is singularly unwholesome. In the center of the vines is a small bulbous area, that looks suggestively like a head. This area will, given enough food and time, develop into a seed pod. Patches on the body and vines are light sensitive, enabling the Creeper Mother to locate prey.

The Creeper Mother needs to feed on fresh animal blood in order to stay alive. Each day the Creeper Mother must consume blood from a number of SIZ points of animals equal to its own SIZ divided by 5. Anything with blood (humans, dogs, frogs) will do. If the Creeper Mother is not fed enough, it will lose 1 SIZ point a day. When it reaches a SIZ of 1, it will turn into a hibernating seed pod that can only be revived with the fresh blood and chemical mix Reese used. Once it is revived, it will grow 1 SIZ point for every 2 SIZ points of creatures it consumes, up to its maximum size (the rolled SIZ).

Seeds: The Creeper Mother can produce seven seeds that can transform humans into Creepers. In order to produce these seeds, the Creeper Mother must consume 7

SIZ point of creatures and wait one week. At the end of that week, the seeds will be fully formed in the pod. There will be six seeds in a circle with one larger seed in the center. This seed can be fired up to 20 yards and it will inflict 1D4 points of damage if it hits (50% chance for a moving target, 90% for a target held immobile). This seed, and all the others, are coated with a toxin that causes paralysis in humans. This toxin inflicts 1 point of damage and works with a strength equal to the Creeper Mother's CON. If the human is overcome, he will be paralyzed for two days while the seed converts his body into a Superior Creeper. This being will know instinctively to serve the Creeper Mother. The other six seeds cannot be fired out and must be planted manually into a human body. These other seeds create normal Creepers and the process takes two days. The seed may be removed surgically up to 24 hours after implantation. After that point, the tendrils from the seed have grown throughout the victim's central nervous system making it irremovable using current medical technology. Fortunately, the Mother Creeper does not produce seeds to produce other Mother Creepers. They can only be created using the process detailed in the notebooks.

The Mother Creeper exists solely to survive and to create more Creepers to serve it. It can communicate with its Creepers by chemical messages and noises. The Creeper Mother can emit chemicals that the Creepers can detect nearly two miles away. These chemicals can send simple messages like "come" or "bring food." Since the Creepers and the Creeper Mother have fairly limited intelligence, communication tends to be fairly basic, even when the Creepers are in actual contact with the Creeper Mother.

Combat: The Creeper Mother attacks by lashing out with its vines. It will have a number of vines capable of attacks equal to its SIZ divided by 5 (rounded up). A hit with a vine inflicts 1D6+ damage bonus. If the Creeper Mother is able to make two successful attacks in a row, it has succeeded in getting a firm enough grip to drain blood for 1D4 points of damage. The vines may also be used to hold a person, matching the STR of the Creeper Mother against the victim's STR (and those trying to rescue her, if applicable). For every 2 points of blood the Creeper Mother drains in this manner, it regenerates 1 HP. The Creeper Mother has no truly vital organs, hence impaling weapons do only half normal damage. Other weapons inflict full damage.

Mother Creeper, A Most Awful Plant

| Characteristics | Rolls | Averages | Stats |
|-----------------|-------|----------|-------|
| STR | 4D6 | 14 | 20 |
| CON | 4D6 | 14 | 19 |
| SIZ | 5D6 | 17-18 | 23 |
| INT | 2D6 | 7 | 9 |
| POW | 3D6 | 10-11 | 12 |
| DEX | 2D6 | 7 | 7 |

Move: N/A

Hit Points: 15-18 21

Damage Bonus: +2d6

Weapons: SIZ/5 (5)Slashing vines 50%, damage 1D6 + blood drain for 1D4 points/round.

Armor: 1 point of thick leaves, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

Sanity Loss: 0/1D6

Creepers

Normal Creepers

Description: Creepers are created when a seed from the Creeper Mother is implanted in a human being and it remains in the host for approximately 2 days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim's body. Most horribly, the victim's brain is partially preserved as a fleshy bulb in the skull and the victim retains some vague and dim memories of his previous life. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Normal Creepers are not very intelligent, but they do possess instincts and a terrible cunning.

When generating a normal Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly.

A Creeper must consume the blood of animals equal to at least one fifth of its SIZ each day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day. **Combat:** In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

Normal Creeper, A Most Awful Plant

| Characteristics | Rolls | Averages | Fred | Carolyn | Issiah | Judith |
|-----------------|----------|----------|------|---------|--------|--------|
| STR | 3D6 x1.5 | 15-17 | 18 | 12 | 16 | 13 |
| CON | 3D6 x1.5 | 15-17 | 18 | 13 | 17 | 15 |
| SIZ | 3D6 | 10-11 | 13 | 8 | 11 | 9 |
| INT | 1D6 | 3-4 | 3 | 1 | 4 | 3 |
| POW | 2D6 | 7 | 8 | 4 | 7 | 6 |
| DEX | 2D6 | 7 | 7 | 5 | 6 | 10 |

Move: 8

Hit Points: 13-14 16 11 14 12

Weapons: 2 Lashes 50%, damage 1D4, Blood Drain 1D2.

Damage

Bonus +1D4 0 +1D4 0

Armor: None, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

Skills: Hide 25% Sneak 25%

Sanity Loss: 0/1D6

Superior Creepers

Description: Creepers are created from the special seed from the Creeper Mother. Like the normal Creeper, the seed must be implanted in a human being and remain in the host for approximately 2 days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim's body. Most horribly, much of the victim's brain is preserved as a fleshy bulb in the skull and the victim retains considerable memories of his previous life. The Superior Creeper is, however, a complete slave to the Creeper Mother. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Superior Creepers are fairly intelligent, and this is augmented by the fact that they possess sharp instincts and a terrible cunning.

When generating a Superior Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly. The Superior Creeper will retain some of what it learned in its previous life. All the victim's original skills are retained, but they are at 25% of what they were (rounding up). Some skills, such as Credit Rating and Persuasion, will no longer be applicable. The Superior Creeper will still be able to understand the languages it knew and while it cannot speak, it could write (if the victim was capable of doing so, of course).

A Creeper must consume the blood of animals equal to at least one fifth of its SIZ

ieach day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day. **Combat:** In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

Superior Creeper, A Most Awful Plant

| Characteristics | Rolls | Averages | Reese |
|-----------------|----------|----------|-------|
| STR | 3D6 x1.5 | 15-17 | 17 |
| CON | 3D6 x1.5 | 15-17 | 20 |
| SIZ | 3D6 | 10-11 | 13 |
| INT | 2D6 | 7 | 10 |
| POW | 3D6 | 7 | 14 |
| DEX | 2D6 | 7 | 7 |

Move: 8

Hit Points: 13-14 17

Weapons: 2 Lashes 60%, damage 1D4, Blood Drain 1D2.

Damage Bonus +1D4

Armor: None, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

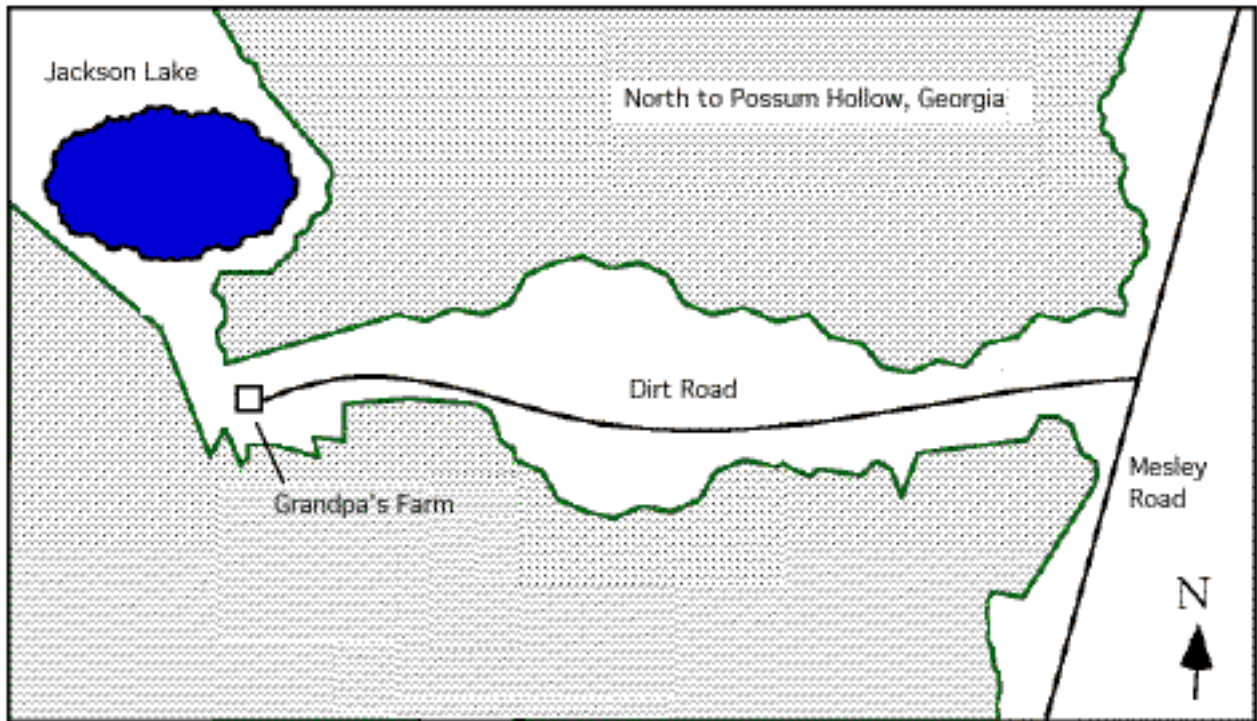
Skills: 25% of original skills + Sneak 35% and Hide 35%

Sanity Loss: 0/1D6

Creeper Reese's Skills: Biology 16%, Chemistry 15%, Drive Auto 8%, Library Use 12%, Medicine 14%, Sneak 35%, Hide 35%, 9mm 5%, Shotgun 9%

Creeper Reese's Weapons: 9mm pistol, 1 clip.

Creeper Reese's Description: The being that was once Reese is now a Superior Creeper. It is dressed in what is left of Reese's clothes and Reese's wallet (with Visa, Mastercard and \$234.65 in cash) is in the back pocket of the pants. It wears Reese's 9mm in a belt holster and has an extra clip in the shirt pocket.



Janet,

These are the directions to Grandpa's Farm. There won't be a phone there, but I'll drive to possum hollow to call you.

Love,

A handwritten signature in cursive script, appearing to read 'John'.

“Player of Hell” © 2001

By Michael C. LaBossiere, ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 2001 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnhost.com. This adventure was inspired by "The Amulet of Hell" by Robert Leonard Russell. Call of Cthulhu is Registered Trademark of Chaosium Inc. <http://www.chaosium.com/cthulhu/>. Chaosium Inc. 900 Murmansk Street Suite 5 Oakland, CA 94607.

Introduction

This adventure is intended to follow “The Bookstore” and is part of a continuing min-campaign. However, it can easily be run as a stand alone adventure as it does not presuppose the events in "The Bookstore."

Keeper's Background

After the events in "The Bookstore" the investigators will have a brief interlude of peace. But, of course, this will not last. One of professor Preston's students will have the misfortune of falling victim to a vrykolokas, or Greek vampire. After the initial attack, the student will confide in Preston, who will recognize the attack for what it is.

Getting the Investigators Involved

The investigators will be contacted by Preston who will inform them that he needs their help again. He will say the following: "This will sound odd, but given what we have been though nothing sounds odd anymore...In any case, I believe that one of my students has fallen victim to some sort of terrible being. I need your aid once again."

If the investigators agree, Preston will meet them in his office and say the following:

"Daniel Mays, one of my graduate students, told me that someone had given him a free MP3 Player while he was on his way to class. He said she was a 'freaky looking old chick' but he wasn't about to 'turn down some free hardware.' The next day he seemed a bit haggard and worn. He approached me after class and, knowing my interest in unusual events, he related how he had a terrible dream."

Preston will relate the dream as follows:

"I was asleep in my apartment when I had this horrible nightmare. It felt like the room was cold and it seemed like I was in this black void. Out of the blackness came this terrible face...the face of the old woman. She tore at my throat...I woke up screaming, with blood on my pillow."

Preston will conclude by saying "I believe that we might be dealing with a vampire. That, or Mr. Mays had one hell of a nightmare."

Investigation

There are a few avenues of investigation.

Daniel Mays

Daniel will initially believe that his experience was just a bad dream. However, he does worry that either he is going mad again or that the experience was real (he is not sure which would be worse). When he was 15, Daniel was institutionalized for a brief period and requires medication to avoid having "episodes." The Keeper might wish to play this up to create doubts in the minds of the players.

If the investigators approach Mays politely, with Preston present, he can be persuaded to describe his experience. If he is examined by a person with medical skill, it can be determined that he has two odd bite marks on his neck and that he has lost a significant amount of blood (far more than would flow from the wounds).

Preston's Information

Preston believes that his student might be the subject of a vampire's attention. He can convey the usual information about vampires, but will consult with some of his more esoteric associates as more details are gained. Eventually he will acquire a translation of the key parts of the *The Ancient Ways of the Vrykoloka*.

The Ancient Ways of the Vrykolokas.

The following useful information about the vrykolokas may be found in *The Ancient Ways of the Vrykolokas*. The information is based, in part, on Russell's short story.

"The vrykolokas, like other vampires, is an undead being who subsists on the blood of the living. Like the others of its family, it is supposed to find the cross repulsive..."

"Unlike in the myths of the Balkans, the vrykolokas lies not in his coffin during the day. This horror may freely traverse the waking world, but fortunately it is weaker and less energetic in the light of day."

"While the vrykolokas feeds upon the blood of its victims, it also has a singular method of finishing its dining. When the victim is at last slain, the vrykolokas devours the entire corpse. The noted German metaphysician Hasselberg speculates that the creature does this to prevent the creation of a competitor. He speculates that a victim slain by a vrykolokas will rise again as a vampire. Other sources state that vrykolokas are created from the bodies of people who were vicious beyond the pale of humanity in life."

"While the tales of the Balkans state that a vampire might be slain by a wooden stake, by decapitation or by the use of silver bullets, the vrykolokas proves to be unaffected by such attempts to end its existence. The only thing that has proven to be a reliable means of scourging the creatures is the use of fire."

"Like other vampires, the vrykolokas has an unusual appearance. The skin is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic. The creature has a great and

terrible ability to sway the minds of men, especially those who are feeble, inexperienced or tainted with evil. "

"A final mark distinguishes the vrykolokas from other vampires. Whereas most vampires will simply select a victim based on his whims and set to feeding, the vrykolokas must present his intended victim with a physical item that creates the foul spiritual link between victim and victimizer. The victim must freely take this item, but once it is in the victim's possession it proves to be indestructible and unavoidable. It has been speculated that the item is not, in fact, a physical object at all, but a manifestation of the creature itself."

Map

May's Apartment

Dining Room/Kitchen Area: The dining room and kitchen area for the apartment. The area contains a table, a book shelf and the kitchen appliances.

Bedroom: The bedroom. Contains a bed, desk and two bookshelves.

Closet: A closet. Contains clothes, shoes and such.

Bathroom: A bathroom, typically in need of cleaning.

Fire Escape: A standard metal fire escape.

The Basement

The following details the vrykolokas' lair. It is located in the basement of a building the vrykolokas owned when it was alive. The reputation of the woman the vrykolokas was lives on-the people in the area still speak of her legendary cruelty as a slum lord.

The basement is a normal basement, except (obviously) for the lair of the creature. The lair itself is equipped with a fire suppression system-the vampire is well aware of its vulnerability to fire and has acted accordingly. The investigators will need to disable the system in order to effectively burn the vampire here. It is up to the Keeper how the sprinkler system affects the investigators' attempts.

Hidden Door: The heavy steel door is locked and is hidden behind a pile of old boxes. The vampire generally does not use the door very often, to avoid being seen.

Tunnel to Sewer: This tunnel leads to the sewer. The vampire knows the sewers well and uses them to move about the city unseen.

Main Room: The main room is decorated as a tasteful living room. It seems strangely incongruous here. There are various valuable items, works of art and such, if the investigators are inclined to looting.

Resting Area: this is where the vampire rests during the day. There is a couch in the room, which is lined with photographs of the vampire's victims (she always takes a picture to remind herself of the evil she has done).

Action

The action begins when the investigators set out to deal with the vrykolokas. While the adventure is, by its nature, fairly free flowing, here are the likely events.

The MP3 Player

The player was taken by the vrykolokas from its last victim and it now uses it as its linking item. The player is, in effect, enchanted and cannot be destroyed or thrown away. It will always reappear shortly after such attempts. It still functions as a player.

Attacks

The vrykolokas will visit May each night until he is dead. He lives in a small one-bedroom apartment in a complex in the city. The investigators can try to ambush the vrykolokas there. In such a situation, the vrykolokas will combat the investigators. If the investigators reduce it to 0 hit points or less, it will transform into a mist and flee. It will be careful to not let the investigators follow it (which will be easy for the mist form-it can seep through cracks and such). If May is killed, the vrykolokas will not return and the MP3 Player will be nowhere to be found (the vrykolokas will take it back).

The Lair

Mays will eventually realize that he has a link to the creature. If he trusts the investigators, he will confide that he can "feel" the creature and will be able to lead them to its lair.

If the investigators take him up on it, he will lead them right to its lair. If the vrykolokas is confronted in the day, it will be weaker and easier to defeat. At night it will be at full strength. Naturally, it will know where Mays is, so will be forewarned of his approach. It will not, however, know if anyone else is with him until it sees them.

If the investigators do not go with May, he will go himself and be slain by the vrykolokas.

Conclusion

If the investigators defeat the vampire, they should receive a 1D6 Sanity point reward. If Daniel May dies, they should lose 1D4 sanity points.

If the vampire eludes them, it will continue to find victims. The Keeper might wish to give them another crack at it, or he might wish to impose a 1D3 Sanity point loss for their knowledge that it still stalks the world.

New Being**Vrykolokas**

| Char | Rolls | Averages |
|---------|-------|----------|
| STR | 3D6 | 10-11 |
| CON | 2D6+6 | 13 |
| SIZ | 2D6+6 | 13 |
| INT | 3D6 | 10-11 |
| POW | 2D6+6 | 13 |
| DEX | 3D6 | 10-11 |
| Move: 8 | | |
| HP | | 13 |

Average Damage Bonus:

Weapons: Bite 50% 1D4+blood loss*, Gaze**, Claw 50% damage 1D4+db

* If the vrykolokas bites its victim, he sustains 1D4 points of damage on the first round. Once bitten, the victim must match POW with the vrykolokas to resist. The vrykolokas then drains 1D6 points of STR.

** The vrykolokas uses its gaze by matching the victim's POW on the resistance table. If the vrykolokas succeeds, the victim is confused and unable to take any action. If the vrykolokas averts his gaze, the victim is freed. If the vrykolokas attacks the victim, the vrykolokas must match POW again or the victim is freed.

Armor: None, but regenerates damage from physical attacks at the rate of one point per round.

Spells: None

Sanity Loss: 0/1D4 to be attacked.

Description: A vrykolokas is a Greek vampire, an undead being who subsists on the blood of the living. Unlike other vampires, a vrykolokas is able to remain active during the day and is not harmed by sunlight. However, the day brings a great torpor on a vrykolokas. In game terms, the vrykolokas is at -1D4 Dex and -10 percentiles on all attacks and skills.

Like other vampires, a vrykolokas feeds on the blood of its victims. It will visit a victim once each night until the victim is dead or it is thwarted. When the victim dies, it will consume the body.

Because of their undead nature, vrykolokas are not permanently harmed by physical weapons. When injured, they regenerate one point each round until fully restored. When reduced below zero hit points by any means other than fire, the vrykolokas will turn to a foul, black mist and seep away to regenerate. The mist moves at a rate of 12. They cannot be killed by wooden stakes, decapitation, or silver bullets. They are not harmed by holy water. They can be repelled by the cross if the wielder has faith and successfully matches the vrykolokas' POW on the resistance table.

A vrykolokas must present his intended victim with a special item that creates a foul spiritual link between victim and victimizer. This item, which may be any small item, is imbued with 1 point of the creature's POW. The victim must freely take this item, but once it is in the victim's possession it is effectively indestructible and unavoidable. Though the object can be thrown away, it will, through the workings of the creature's POW, always find its way back to the victim. Attempts to destroy the item will also prove futile. The item enables the creature to find the victim wherever he may be. Once the victim is dead, the vrykolokas reabsorbs the POW. If the vrykolokas is defeated, the item can be kept and gives the possessor 1 extra point of POW for purposes of resisting POW based attacks (such as spells).

The link to the victim is partially two-way. If the victim can make an Idea roll, she will be able to find her way to the vrykolokas.

In terms of appearance, the skin of a vrykolokas is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic.

The vrykolokas in this adventure was an exceptional cruel and vicious woman named Simmone Adopolis. She died in 1958 and her evil heart and rituals she had learned caused her to rise again as a vrykolokas.

New Book

Ancient Ways of the Vrykolokas: This 1863 work in Greek, by Aristotle Pappas, contains a detailed discussion of the vrykolokas (the Greek vampire). *Sanity loss 0/1; Occult +3 percentiles. Average 3 weeks to study and comprehend/6 hours to skim.* Contains no spells.

The book discusses the Greek Vampire and, peripherally, other vampires. It's matter of fact and lucid approach to the subject conveys that the writer is working from actual experience and not simply rehashing old legends(hence the potential for Sanity loss). The book details how to destroy a vrykolokas.

NPCs

Reginald Preston, Scholar

STR: 4 CON: 7 SIZ: 8 INT: 15 POW: 18 DEX: 6
APP: 9 EDU: 20 SAN: 70 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 14%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian).

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic which will cure his body.

Daniel Mays, Student

STR: 11 CON: 12 SIZ: 13 INT: 14 POW: 12 DEX: 12
APP: 12 EDU: 14 SAN: 43 HP: 13 DB: 0

Important Skills: Philosophy & Religion 30%

Weapons: Fist 50% 1D3

Daniel Mays is a 23 year old graduate student. While intelligent and friendly, he is somewhat unbalanced and has to take medication to avoid having episodes. He has no desire to be involved in the horror he is trapped in. He will initially dismiss what has happened as a bad dream, but it will become evident to him that it is not.

He is not exceptionally brave and is ill-suited to combat. However, given that his life is at stake, he will cooperate with the investigators. If he goes temporarily insane, he will curl up in a ball and start chewing on his wrists.

Handout

"The vrykolokas, like other vampires, is an undead being who subsists on the blood of the living. Like the others of its family, it is supposed to find the cross repulsive..."

"Unlike in the myths of the Balkans, the vrykolokas lies not in his coffin during the day. This horror may freely traverse the waking world, but fortunately it is weaker and less energetic in the light of day."

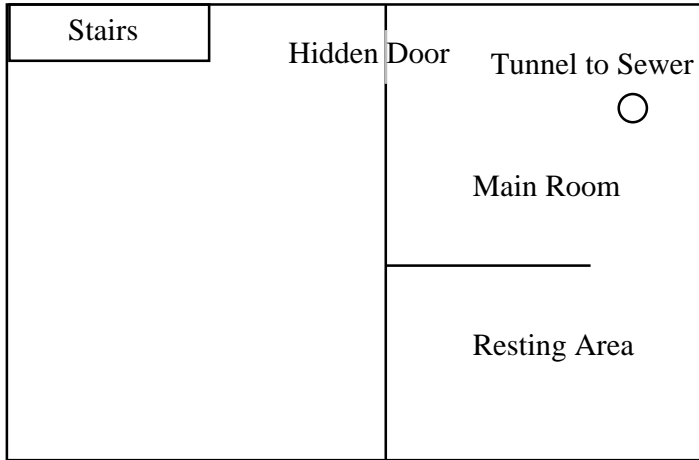
"While the vrykolokas feeds upon the blood of its victims, it also has a singular method of finishing its dining. When the victim is at last slain, the vrykolokas devours the entire corpse. The noted German metaphysician Hasselberg speculates that the creature does this to prevent to creation of a competitor. He speculates that a victim slain by a vrykolokas will rise again as a vampire. Other sources state that vrykolokas are created from the bodies of people who were vicious beyond the pale of humanity in life."

"While the tales of the Balkans state that a vampire might be slain by a wooden stake, by decapitation or by the use of silver bullets, the vrykolokas proves to be unaffected by such attempts to end its existence. The only thing that has proven to be a reliable means of scourging the creatures is the use of fire."

"Like other vampires, the vrykolokas has an unusual appearance. The skin is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic. The creature has a great and terrible ability to sway the minds of men, especially those who are feeble, inexperienced or tainted with evil. "

"A final mark distinguishes the vrykolokas from other vampires. Whereas most vampires will simply select a victim based on his whims and set to feeding, the vrykolokas must present his intended victim with a physical item that creates the foul spiritual link between victim and victimizer. The victim must freely take this item, but once it is in the victim's possession it proves to be indestructible and unavoidable. It has been speculated that the item is not, in fact, a physical object at all, but a manifestation of the creature itself."

Basement



Apartment



Woodson Pond©1998

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure brings the investigators to the American South to help debunk the claim that a tract of land is haunted. Unfortunately, the real estate agent who hires the investigators will vanish while showing a client the land in question.

The action is set in Florida in modern times. With some slight modifications it can be set in a different place and/or time. The adventure itself is fairly short and straightforward, but is still fairly dangerous.

Getting the Investigators Involved

One of the investigators will receive a fax (or letter) from a college friend, Margaret Hilton. Although Hilton sort of lost touch with the investigator, she has heard of his/her activities through other friends of the investigator. Her fax/letter is as follows:

Dear x,

How are you doing? Where have the years gone? It seems that only a short while ago we were at school. As you remember, I'm a bit blunt, so I'll get right to the point.

As you probably heard from Jane or David, I'm working as a real estate agent in Tallahassee, Florida. My company managed to pick up a large chunk of land near Tallahassee that has a prime location for development. As you probably know, Tallahassee has almost as many college students as roaches, so I could make a tidy commission if I could sell the land to some sleazy developer.

So, you are probably asking, "Why is old Margaret writing?" Well, this will sound weird, but the land is supposed to be haunted by someone or something. Some people have even talked about a monster that lives on the land. Yes, it does sound stupid to have a track of prime real estate left undeveloped these days because of some sort of superstition. Yet, it is the oddest thing: no one who has bought the land has ever been able to complete the development. Almost as odd, no one has been

really willing to say anything concrete about it. I sort of think it is just one of those real estate dead zones where nothing ever works (like Kevin's Bar when we were in school, which was Bill's Tavern, Sam's Restaurant, and about twenty other things that never worked out). But, the land has a great location and it's just perfect for those cardboard units developers love to pack students into.

So, you are probably still wondering why I am writing. Well, I need someone to come and do something about the land. Debunk the legend, that sort of thing. One of our old friends hinted that you have been involved in some odd things, but that you are still the very soul of discretion. I can offer you a percentage of the sale if you are able to help me sell the land.

Tallahassee has an airport, although getting flights there can be a bit of a challenge. Let me know if you want to make some easy money.

Margaret Hilton
Gulf Winds Realty

If the investigators accept Hilton's invitation, then the adventure can proceed. Hilton will tell them that she is showing the land to a potential buyer and that they should call her cell phone number as soon as they arrive in town. If they decline, the investigator will learn of her mysterious disappearance.

When the investigators reach Tallahassee and call Hilton, the phone will not be answered. If they call or visit her office, they will learn that she is not in. If the investigator convinces the secretary that he/she is a friend of Hilton, the secretary will say that Hilton never came to work and that she is very worried. At this point, the investigators should realize that the action has begun.

Keeper's Background

The land that Hilton is trying to sell is known locally as the Woodson plot. The Woodson family was fairly successful in business and purchased a large chunk of land near Tallahassee after the Civil War. The land was never really developed, but Colonel Woodson, who married a woman from Tallahassee, had a house constructed there in 1881. The Woodson family enjoyed a fairly solid reputation until 1945, when John Woodson returned from the war in the Pacific.

Woodson had been a Navy pilot and was shot down in 1943 in the Pacific. Woodson thought he was lucky when he was able to reach a small island, but he changed his mind when he was taken captive by the inhabitants. He quickly learned the inhabitants, who were unknown to both the Americans and the Japanese, were cannibals. Even worse, they worshipped a horror that dwelled in a pond on the island. Subjected to constant torture and abuse, and exposed to the creature, Woodson's mind eventually broke and he joined in the worship. In 1945 he was "rescued" by an American destroyer and brought a larvae from the horror with him.

When he arrived back at the family estate, he released the larvae in the pond and kept it nourished on the blood of animals. After it grew larger, it demanded human blood. Woodson gave it his elderly mother. Over the course of the next four months, Woodson kept the thing well supplied with human victims. This phase of

the horror ended when David Woodson, John Woodson's brother, returned from Europe. After David realized something horrible was going on, the two brothers fought. The fight knocked over an oil lamp, causing the house to burn down. Both brothers perished in the fire, but the creature lived on in the pond.

Denied regular fare, the thing in the pond went into a form of hibernation, waking only occasionally when something disturbed its rest. Most people and animals could feel that there was something "wrong" with the area and so avoided it. Not surprisingly, the area earned a bad reputation, as people reported sometimes hearing or seeing odd things by the pond. Sometimes the thing would take a human victim and, if the disappearance were noted it would add to the evil reputation of the area.

The land passed from owner to owner but no one was ever able to develop it. Workers would call in sick or simply not show up and even the owners would get a bad feeling about the area. Eventually the area became so overgrown that it was more or less ignored and forgotten, but not by everyone.

A few years ago some homeless people set up a camp on the land near the pond. The thing became aware of their presence attacked them. The creature ate all but one of them, sparing Fred Burton in return for his servitude. Fred served the creature well by luring people into its grasp. In return, Fred was able to take any money or possessions the victims might have.

Unfortunately, Hilton happened to drive by the land and was curious enough to find out more about it. She was able to talk her boss into buying the land and then she set out to sell it. She quickly learned that no one appeared to want it, mainly because of its reputation. At this point she contacted the investigators. The night she contacted them she took a client out to the land. Unfortunately for her and the client, the thing was hungry that night. When he saw the two walking around, Burton ran out of the bushes and grabbed Hilton's brief case and made sure to stay in sight so Hilton and the client, Ted Nesk, would chase him. When he reached the pond he stopped and the thing took Hilton and Nesk. After the thing was finished, Burton mucked around in the water until he could find her purse and his wallet. He then dumped the car in a "bad neighborhood" so it would be stolen.

Investigation

The following is useful information the investigators might be able to turn up.

Hilton and Nesk

The investigators can learn about Hilton from her office. By all accounts, she was blunt, honest and responsible, just as the investigator will remember her from college. There is no reason why Hilton would run off on her own.

Ted Nesk was a purchasing agent for a real estate developer. The developer he works for does have some history of code violations and Nesk is known to have done a few shady deals. If the investigators check up on Nesk they will find that there is no reason to believe that Nesk would have either harmed Hilton or run away with her.

The police will find Hilton's car that night when they catch some kids joy riding in it. The kids will claim that some "gross man" just drove it into the neighborhood and left it there, with the engine still running. The police will, of course, believe

none of this and the kids will be the prime suspects.

The kids (Tony Brown, Jamil Jackson and Henry Erics) do have minor police records (some shoplifting and truancy) but do not seem to be the type of kids that would kill two people and steal a car. The police will, of course, not find any evidence that indicates that the kids did anything to Hilton and Nesk. However, they will be charged with stealing the car and kept in jail.

If the investigators are able to talk to the kids or learn about their story (perhaps by talking to the police or the press) they will be able to get a rough description of Burton. However, the description would fit almost any homeless man.

Checking the Woodson Land

According to Hilton's office, she was showing a client the Woodson land. The police will do a cursory sweep of the area (it is a large area, with plenty of brambles and tons of kudzu) that will turn up nothing except the car tracks. If the investigators do a careful search (a clever investigator might call Hilton's cell phone and listen for the noise it makes) around the pond they might find Hilton's cell phone, which she dropped when the thing grabbed her. If the investigators tell the police about the phone, they will check the area more thoroughly.

If the police search the area more carefully, or if the investigators do, they have a good chance of finding one of Burton's many "nests." Burton has constructed, out of various pieces of debris, discards and refuse, various hidden shelters on the land. Searching these will turn up Hilton's briefcase. If the police find the briefcase, they will search the area even more thoroughly and look for Burton. If the investigators do not get the police involved, the rest of the investigation is up to them.

History of the Woodson Land

If the investigators check up on the history of the land, a check of the deed records will reveal the land was purchased in 1881 by Colonel David Woodson. A check of local newspaper records and such will reveal nothing unusual about the area or the Woodson family, at least until 1945.

The following article appeared in the local paper in 1945:

Tragedy Strikes the Woodson Family

Late last night the Woodson house burned to the ground, causing the deaths of Mrs. Evelyn Woodson, John Woodson and David Woodson. Evelyn Woodson was well loved in the community and a regular contributor to local charities. Both John and David served bravely during the war. David served in Europe in an armored division while John was a Naval aviator. This tragic loss has brought sadness to our community...

Further investigation will reveal no other printed sources. However, if the investigators talk to some of local people, they will learn that the area has a bad reputation. For example, Bill Jenkins, who owns the land nearby, went to the pond as a kid on a bet and saw part of the thing. He will say that he thinks he saw something like a tentacle in the water, but he thinks it was a trick of the light and his fear. Still, he will say, he never went near the pond again.

Maps

The map for the adventure details the area around Woodson pond. The land is thickly wooded with plenty of kudzu growing over everything. As noted in the Investigation section, Burton has various “nests” hidden about on the land. These are not marked.

Woodson Road: The paved road that goes by the property. Colonel Woodson had this section of the road built in the 19th century and it still bears his name.

Woodson House: The burnt out remains of the house. Hardly anything is left beside the foundation.

Altar: The altar is made out of concrete and is covered in plants. The altar has various odd symbols on it that were impressed in when the concrete was still wet. The altar was made by Woodson in imitation of the stone altar used by the islanders. Some of the marks on the altar do correspond to some known Pacific culture occult symbols, but others are Mythos related. Successful use of the Cthulhu Mythos skill will reveal that the symbols are mostly meaningless, although some have a vague resemblance to marks associated with Cthulhu. Aside from the marks, the altar is just old concrete.

Woodson Pond: The pond is murky and has plenty of vegetation in it. It is fed by a stream. The thing dwells at the bottom of the pond. Bones and personal possessions of past victims lie in the mud on the bottom of the pond. If the pond were dragged, one of Hilton’s shoes and Nesk’s toupee would be found.

Action

There are two main sources of action. The first is Burton and the second, and most deadly, is the thing.

Hunting for Burton

If the investigators learn of Burton’s existence (from the kids or by finding his “nests”), they will probably want to find him. Burton leaves the Woodson land during the day to panhandle and wander about the town, trying to find people to lure back to the thing. Trying to find Burton in town will be a real challenge, since the investigators will not have a very good description of him. The investigators could go after every homeless person in the city, but there are quite a few and if they are too “active” the police would probably become involved.

Burton always returns to the Woodson land at night to sleep in one of his “nests.” Sometimes he will bring people there, promising that he is bringing them there for a meal (this is true, but they end up as the food). The investigators best bet of getting Burton is to search the land at night or early in the morning before Burton leaves. Burton will try to avoid the investigators. If they find him, he will seem nervous, but will try to bluff his way out. If he feels threatened, he will fight and try to get to the pond in the hopes that the thing will protect him.

Since so many things could happen with Burton, the exact events must be left to the Keeper's discretion.

Facing the Thing

At some point the investigators will have to face the thing. As noted above, it lives in the pond. During the day it burrows deep in the muck and will avoid revealing itself. It also will avoid large groups of people. It will attack people at night if those people are only in small groups or alone. It will also attack if it feels threatened.

The thing is immune to most poisons, so dumping stuff in the pond will not harm it. It also lacks vital organs and reforms quickly, so explosives will not kill it. There are really only two ways to destroy the thing. The first is to use magic. The second is to kill it by getting it out of the water and drying it out. This can be done best by draining the pond. Blocking off the inflow will drain the pond in a couple days and the investigators can also use pumps. When the thing realizes the pond is emptying out, it will do its best to stop it. It will seek for any blockage and try to destroy any pumps. Hence, the investigators will need to keep the thing busy while the pond empties out. Naturally, the thing will fight viciously to preserve its existence.

Conclusion

The adventure lasts until the investigators defeat the thing, they give up or are defeated. If they destroy the thing, they should receive a 1D8 Sanity Point award. If they simply flee, the thing will continue to take victims. Such cowardice should cost the investigators 1D3 Sanity Points.

If the investigators are able to prove that the kids are innocent, they and their parents will be grateful.

With the destruction of the thing, the real estate agency will be able to sell the land and make a tidy profit. Since the investigators do not have a contract with the agency, they might get nothing for their efforts. If they are persuasive, they might be able to get a small percentage of the commission.

NPC

Fred Burton, Servant of the Thing

STR: 12 CON:11 SIZ: 13 INT:11 POW:09 DEX:12 APP: 7 EDU: 9 SAN: 00 HP: 12

DB: None

Important Skills: Conceal 45%, Fast Talk 15%, Hide 55%, Listen 55%, Persuade 24%, Sneak 56%, Spot Hidden 37%

Weapons: Chair leg 35% Damage 1D6, Knife 40% Damage 1D4

Description: Burton has dirty black hair, a wild beard, and grey eyes. He dresses in cast off and scavenged clothing. Burton once had a decent job, but unfortunately he developed severe mental illness. He did seek help, but in the 1980s he ended up on the streets and deteriorated even more. He eventually drifted to Tallahassee and had the misfortune of encountering the thing. Burton serves the thing by bringing it food and worshipping it. In return, he gets to keep anything he can scavenge from the victims. Burton is cunning and careful and has established a sort of mental rapport with the thing, which enables him to understand its commands.

Mythos Beings

The Thing in the Pond

Description: This being is a hideous creature that is loosely associated with Cthulhu and his ilk. These creatures are known to have been worshipped by a few very depraved people in the Pacific.

The thing appears as a pale white-grey blob, with mottled splotches. From the mass protrudes two thick tentacles that lash and twitch. The creature is horrid to look at and typically has bits and pieces of semi-digested victims visible in its body.

The thing is less intelligent than a human being, but still thinks (in an alien sort of way) and will act accordingly.

The thing attacks by grabbing and crushing with its tentacles. Having no mouth, the thing rends its victims into pieces and absorbs the chunks directly into its body. As noted below, the nature of the thing makes it very resistant to most weapons. If it is "killed" but not dried out, burned, etc, it will reform itself in the pond at the rate of 3 hit points every day. The thing is, however, vulnerable to fire and being dried out. Each hour it spends out of water inflicts 1D3 points of damage to it and it takes normal damage from fire. It can heal such damage, providing it can immerse itself in water.

| Characteristics | Rolls | Average | Stats |
|-----------------|--------|---------|-------|
| STR | 3D6+6 | 16-17 | 19 |
| CON | 2D6+6 | 13 | 15 |
| SIZ | 3D6+10 | 20-21 | 22 |
| INT | 2D6 | 7 | 8 |
| POW | 3D6 | 10-11 | 12 |
| DEX | 3D6 | 10-11 | 12 |
| HP | | 17-18 | 19 |
| Damage Bonus | | +1D6 | +2D6 |

Move: 4 (water) 1 (land)

Weapons: Two tentacles 45% Damage 1D6+DB

Armor: None, but the gelatinous body and lack of vital organs causes the thing to sustain only 1 point from impaling (bullets) and blunt weapons (clubs). Slashing weapons do half damage. Fire and acids will do full damage.

Spells: None

Sanity Loss: 1/1D8

Handouts

Handout #1

Dear x,

How are you doing? Where have the years gone? It seems that only a short while ago we were at school. As you remember, I'm a bit blunt, so I'll get right to the point.

As you probably heard from Jane or David, I'm working as a real estate agent in Tallahassee, Florida. My company managed to pick up a large chunk of land near Tallahassee that has a prime location for development. As you probably know, Tallahassee has almost as many college students as roaches, so I could make a tidy commission if I could sell the land to some sleazy developer.

So, you are probably asking, "Why is old Margaret writing?" Well, this will sound weird, but the land is supposed to be haunted by someone or something. Some people have even talked about a monster that lives on the land. Yes, it does sound stupid to have a track of prime real estate left undeveloped these days because of some sort of superstition. Yet, it is the oddest thing: no one who has bought the land has ever been able to complete the development. Almost as odd, no one has been really willing to say anything concrete about it. I sort of think it is just one of those real estate dead zones where nothing ever works (like Kevin's Bar when we were in school, which was Bill's Tavern, Sam's Restaurant, and about twenty other things that never worked out). But, the land has a great location and it's just perfect for those cardboard units developers love to pack students into.

So, you are probably still wondering why I am writing. Well, I need someone to come and do something about the land. Debunk the legend, that sort of thing. One of our old friends hinted that you have been involved in some odd things, but that you are still the very soul of discretion. I can offer you a percentage of the sale if you are able to help me sell the land.

Tallahassee has an airport, although getting flights there can be a bit of a challenge. Let me know if you want to make some easy money.

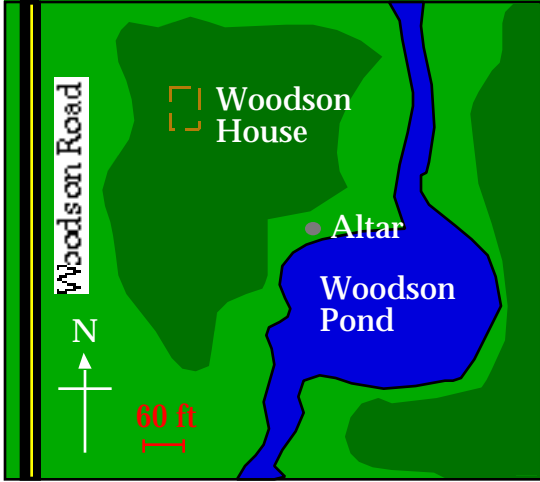
Margaret Hilton
Gulf Winds Realty

Handout #2

Tallahassee Democrat, 1945

Tragedy Strikes the Woodson Family

Late last night the Woodson house burned to the ground, causing the deaths of Mrs. Evelyn Woodson, John Woodson and David Woodson. Evelyn Woodson was well loved in the community and a regular contributor to local charities. Both John and David served bravely during the war. David served in Europe in an armored division while John was a Naval aviator. This tragic loss has brought sadness to our community...



Rest Stops © 1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1996 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

In this adventure the investigators are called upon to aid a friend whose son and daughter in law vanished on their way east from L.A. In their search for the missing couple the investigators will stumble across an ancient horror. This adventure is set in the 1990s but could be set in an earlier era with considerable modification.

Keeper's Introduction

This adventure pits the investigators against a malign spirit of dust. These supernatural beings dwell in the dry and desolate places of the earth but some of them revel in the chance to inflict suffering and horror on mankind. A young couple on their way back east had the misfortune of encountering one of these malign spirits at a rest stop. While David Holpen was walking a little way into the desert he was attacked and possessed by a dust spirit. It went back to Holpen's car, assaulted and killed his wife and then left her body and the car out in the desert. Since then, this dust spirit has been traveling the roads, satisfying its desire for evil.

Getting the Players Involved

One of the investigators will be contacted by a friend or associate, Frederick Holpen. This friend will tell the investigator that his son (David) and daughter-in-law (Jean) vanished on their way east from LA. He will say that they called him from a rest stop along Route 66 to say that they were heading out across the Mojave and that they would call him when they reached a hotel. He will say that they never called him and never showed up at their friend's house (they were going to stop at a friend's house the next day).

Holpen will say that he called the police, but they did not find any sign of the missing pair. Holpen will say that he fears something terrible has happened to his son and daughter-in-law and will ask the investigator to look into things. Holpen is a successful investor and will be able to help the investigator financially, if need be.

Investigation

The Area

The missing people last called from a rest stop on San Bernardino Route 66 and were on their way east. The way east goes through the Mojave Desert, which is extremely hot and desolate.

Frederick Holpen

Holpen will be able to provide the investigators with photographs and descriptions of the missing people and will be able to direct the investigators to the rest stop his son called from.

Initial Investigation

The investigators are likely to begin by talking to people who might have seen the missing people. If the investigators go to various restaurants and gas stations in the area, they will be able to find one or two people who remember seeing the missing people. However, they will not be able to provide much in the way of useful information.

Police

The investigators will probably decide to talk to the police at some point. Bakerfield and Perez were the officers who conducted the search for the missing pair. They will say that they checked the rest stops, hotels, and along the highway for the missing car. They will also say that other officers further up the highway have reported no sign of the missing people. The police will be friendly, but will not be able to provide much useful information. If the investigators are amiable and ask if there is anything unusual in the area, Perez will tell them that there has been a significant increase in the number of abandoned vehicles as well as a slight increase in the number of people reported missing.

Rest Stops

The investigators might decide to investigate the rest stops. Their initial investigation will reveal little substantial information. However, they should make a slightly disturbing find. Three rest areas (the one the missing pair called from is the middle one) have several cars parked in the lots that are heavily coated with dust and, upon closer inspection, can be determined to have been in the lots for a while. Some of these cars have been simply abandoned, but some belonged to victims of the spirit. If the investigators check the license plates with the police they will learn that some of them belong to people who have been reported as missing. These people have not been reported as missing to the highway patrol and hence the officers have not been checking for their cars. Most of the missing people were on extended trips and hence no one knows where they went missing.

At one rest stop there are signs (use Spot Hidden or tracking to spot) that a car has been driven off into the desert. If the investigators follow the trail for a half mile they will find Holpen's car with a tarp thrown over it. The tarp is covered with dust

and debris which makes the car all but impossible to spot from the distance. It is readily visible from the ground at about a quarter mile. The car contains the dried out and half naked body of Jean Holpen. Her body bears marks of blunt trauma and she has been sexually assaulted (by the spirit in Holpen's body). A forensic examination will reveal that she died of dehydration.

Juan Cortez

Before Encounter on the Highway: If the investigators encounter Juan Cortez prior to the Encounter on the Highway Cortez will be willing to talk to the investigators if they are friendly and interesting. He will be sympathetic if the investigators mention the missing people. However, he will probably not mention his past experience with a spirit of the dust.

After Encounter on the Highway: If the investigators talk to Martinez after the encounter on the highway, he will mention Perez when he is talking to the police. If the investigators follow up on this and are polite, Perez will talk to them he will tell them a story from thirty years ago:

"About thirty years ago, when I was a young man, I was just drifting about without a purpose. One day I was by the fire station, cooling off in the water running from the hoses, when a group of determined and dusty looking men drove up in a battered car. They offered the firemen a wad of bills to borrow some of their equipment and one of asked me if I wanted to make some money at a dangerous job. Being young and full of myself, I was all for it. Well, we rode out into the desert and we set up the gear. I had an old back pack pumper on and they had hoses and stuff. One old guy, looked like he was from India, made marks on the ground and started chanting something. Well, about 30 minutes passed and this guy just came flying, and I mean literally flying, out of the desert. One of the younger guys emptied a Thompson, you know, one of those gangster guns, into the guy. Something came out of that man and they started spraying it with water. They yelled at me and I started spraying it and screaming like a wild animal. The thing, whatever it was, looked like a man of dust. The water was clearly hurting it and eventually it was reduced to a pile of foul dust. The old guy gave me another fifty dollars and told me not to tell the police. I never have. I've always been a moral man, but that wasn't murder. Even though I was just a green kid, I could see they were ridding the world of something evil."

Based on what Martinez has to say, Perez will suspect that another one of the things he say is in the area. He will be able to suggest that the investigators will need a great deal of water to kill it. If asked about the ritual used by the Indian, he will say that he does not know how to do it or even what it really was. He will be willing to help the investigators if they ask for his aid.

Maps

The maps detail a standard rest stop area.

Rest Stop Exterior

The exterior map shows the area used to get on and off the highway, the parking

lot and the rest stop building. The parking lot is well lit at night. The rest stop building is made of concrete and there are two water fountains out front. There are automatic sprinklers to keep the grass around the rest stop alive.

The rest stops are cleaned about once a week or every two weeks, depending on the budget and the conditions. The rest stops are generally kept in good repair. Chances are good that at least a few people will be stopped at a rest stop at any given time. Rest stops are located every 50-100 miles.

Rest Stop Interior

The interior map shows the inside of the rest stop building.

Men's:

1. Sinks.
2. Shower Stalls.
3. Bathroom Stalls.
4. Urinals.

Storage:This area contains cleaning equipment, tools, supplies and such. The door is kept locked.

Women's:

1. Sinks.
2. Shower Stalls.
3. Bathroom Stalls.

Action

Encounter on the Highway

At some point when the investigators are driving along the highway (perhaps when the players are starting to run into dead ends) they will be driving by a rest stop and a flat bed truck will come flying out of it. The truck will swerve, strike their vehicle a glancing blow and a car will fall off the back of the truck (cruel Keepers may wish to have the wayward car inflict some more damage to the investigator's vehicle and give them a scare). Lucky for the investigators, a highway patrol car will be in the area and set off in hot pursuit. After about ten miles, Martinez (the driver of the truck) will pull over. The investigators, who should be driving after the fleeing Martinez, will arrive just in time to see Martinez shouting out something about a flying man in Spanish to the officer who is trying to calm him down. If the investigators stop, they will be able to hear his story. Roughly, it goes like this:

"I was driving into the lot, looking for a place to rest before I brought the car back to town for repairs. Well, I pull in and I see somebody lying in the parking lot. I go and check his body and I can see that his jaw is broken and his face is a mass of bruises. I can see his chest and it is all busted up and dried out. I then heard a woman scream. I looked up and saw a man standing there with a woman. She was struggling with him and I could hear a crunching noise when he pulled on her arm. He then rose off the ground, just like the guy in Perez's story. He was carrying her

and came towards me. I jumped in my truck and pulled out like a bat from hell.”

If the investigators accompany the officer to the parking lot, they will find a Toyota with its engine still running. In the parking lot is a tennis shoe and some dried blood. There is no sign of either the body or the missing woman as the spirit took both of them out into the desert. The car is registered to Henry Carver and his friends will say that he was going on a trip with his girlfriend Helen Jones.

The officer will question the investigators to see if they know anything and will call for a team to come out to check the sight. Martinez will be ticketed for reckless driving. If asked about Perez, Martinez will offer to introduce the investigators to him.

Hunting the Spirit

The spirit, which is currently in possession of Holpen’s body, spends most of its time cruising the highway looking for victims. It prefers to prey on women, but it will attack anyone when it needs to drain fluids. The dust spirit will not leave its desert and will tend to strike along a 150 mile stretch of highway. This will give the investigators the chance to catch up with it and destroy it.

Fighting the Spirit

Once the investigators find the spirit, they will almost certainly want to destroy it. Destroying the spirit will require the following steps. First, the spirit must be driven from the body it occupies. This can be done by a magical exorcism, if the investigators have the means of performing one. This can also be done by killing the host body or rendering it unconscious (the spirit will leave a body that has been rendered unconscious out of fear-it cannot see or hear while occupying an unconscious body). Once the spirit has been driven from its host body it can be attacked by magical means or by dousing it with water. It will take a considerable amount of water to destroy it, so the investigators will need some means of rapidly getting many gallons of water onto the spirit.

Conclusion

The adventure ends when the investigators defeat the spirit or they are defeated by the spirit. If the investigators leave the area, the spirit will eventually decide to abandon Holpen’s body and get a new one. Holpen’s body will be found shortly thereafter and the Spirit will continue its killing spree. Surviving investigators should lose 1D3 Sanity Points when they learn of these events.

If the investigators defeat the spirit, they should receive 1D8 Sanity Points as a reward. If they are able to destroy the spirit without killing Holpen, they should receive a 1D4 Sanity point bonus.

NPCs

Kevin Bakerfield, Highway Patrol Officer #1

STR: 13 Con: 15 SIZ: 14 INT: 12 POW: 12 DEX: 14 APP: 12 EDU: 14 SAN: 60 HP:15 DB: +1D4

Skills: Fast Talk 38%, First Aid 46%, Handgun 57%, Nightstick 41%, Shotgun 52%,

English 70%, Spanish 19%, Law 30%, Persuade 35%, Drive Automobile 65%, Martial Arts 25%

Weapons: .9mm 57% Shots/Round:3 Damage: 1D10 Range: 20 Shots: 15

12 Gauge Pump Shotgun 52% Shots/Round:1 Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 5

Night Stick 41% Damage 1D6+db HP 15

Equipment: 2-Way personal radio, patrol car, 2 9mm clips, 50 shotgun shells

Description: Bakerfield has been a Highway Patrol Officer for six years. He is above average in size, has tanned skin, black hair and brown eyes. He is a very calm individual and has a great deal of respect for the law. Although he is somewhat religious, he does not believe in supernatural creatures and will give no credence to any legends or myths.

Jacob Hector Perez, Highway Patrol Officer #2

STR: 14 Con: 14 SIZ: 10 INT: 16 POW: 11 DEX: 13 APP: 11 EDU: 15 SAN: 55 HP:12 DB: +1D4

Skills: Fast Talk 42%, First Aid 41%, Handgun 52%, Nightstick 43%, Shotgun 48%, Law 41%, English 80%, Spanish 45%, Persuade 38%, Drive Automobile 56%, Martial Arts 32%

Weapons: .9mm 52% Shots/Round:3 Damage: 1D10 Range: 20 Shots: 15

12 Gauge Pump Shotgun 48% Shots/Round:1 Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 5

Night Stick 43% Damage 1D6+db HP 15

Equipment: 2-Way personal radio, patrol car, 2 9mm clips, 50 shotgun shells

Description: Perez has been a Highway Patrol Officer for four years. He is of average size but keeps in excellent shape. He has black hair and brown eyes. Perez has a college degree and is currently working his way through law school in his off hours. Perez is fairly religious and, thanks to some wild stories told to him by his grandfather, he has some belief in the supernatural.

Jesus Martinez, Thief

STR: 13 Con: 13 SIZ: 13 INT: 11 POW: 11 DEX: 11 APP: 10 EDU:11 SAN: 55 HP: 13 DB: +1D4

Skills: Bargain 44%, Drive Auto 54%, Fast Talk 45%, Locksmith 53%, Mechanical Repair 47%, Sneak 47%, Spot Hidden 52%, Handgun 29%

Weapons: .22 Short Pistol 22 % Shots/Round: 3 Damage: 1D6 Range: 10 Shots: 6

Equipment: Truck, tools

Description: Martinez is of average height and in good shape. He has black hair and brown eyes. Martinez was a college student for two years but was forced to leave school when his parents were killed in a house fire. After that he drifted around, eventually turning to crime. He is actually fairly moral and religious. Because of this, one of his main sources of income is "stealing" abandoned vehicles. His latest operation is going along highways and areas where cars are abandoned. When he finds abandoned vehicles he checks them out and loads them onto his flatbed truck if they are worthwhile. Martinez is not a violent person and has never committed an act of violence against another human being. He carries a small .22 automatic,

mostly in case he runs into snakes (he has a mild phobia about snakes). Martinez does not initially believe in the supernatural. He knows Juan Cortez from a story Cortez did on new drifters of the west.

Juan Cortez, Writer

STR:11 Con: 12 SIZ: 13 INT: 14 POW: 13 DEX: 10 APP: 13 EDU:18 SAN: 65 HP: 13 DB: 0

Skills: History 58%, Library Use 63%, English 95%, Spanish 65%, Persuade 45%, Psychology 59%, Mechanical Repair 34%, Occult 57%, Track 27%, Handgun 41%
Weapons: .45 Automatic 41% Shots/Round: 1 Damage: 1D10+2 Range: 15 Shots: 10
Equipment: Van, PowerBook, Cellular Modem

Description: Juan Cortez has written several successful books on such topics as myths of the wild west and Native American legends. He is tall and thin with gray hair, beard and moustache. He has brown eyes. Cortez travels the American west looking for new material for his stories.

When he was a young man, about 30 years ago, he had an encounter with a Spirit of the Dust. He survived the encounter and saw how the spirit was destroyed. Because of his experience, he believes in the supernatural. He will be quite willing to aid the investigators.

Creatures

Spirit of the Dust

Spirits of the Dust are non-Mythos supernatural beings. They have been in existence since there have been extremely dry, dusty places (such as deserts). Most of them are wickedly evil and revel in destroying living things ripping the moisture from them.

In their natural form, Spirits of Dust have vaguely human-like torsos, featureless heads, and a lower body like a whirlwind. They appear to be made of swirling, dry dust and gritty sand. In this form they move by flying and can pass through any area which dust or sand can pass through (although the passage will take time). In this form they cannot be harmed by most weapons. In this form they can be attacked by magical means or by dousing them with large quantities of water. Each gallon of water that strikes a spirit lowers its Magic Points by 1 point. When its Magic Points reaches 0, the spirit perishes. The spirit can also be disrupted by extremely strong blasts of air (like an explosion) or captured by a high power suction device. However, they take no damage from such "attacks" and will quickly reform. They are also adept at escaping from confinement. In this form they can attack living things by contacting their bodies. They damage living things by draining the moisture from their bodies. Such an attack inflicts 1D8 and leaves marks on the victim that looks like excessively dry skin and windburn. A spirit can also attack a victim at a distance. This attack has a range of 100 yards and inflicts 1D2 points of damage for every Magic Point the spirit expends. The spirit may make this attack whether it is occupying a body or not.

Spirits of Dust can occupy human bodies and many of them enjoy this opportunity to enjoy the experiences afforded by occupying flesh. To take possession of a victim,

a Spirit of Dust must engage the victim in a struggle. To initiate and maintain the struggle, the spirit must be in contact with the victim. The spirit matches its POW against the victim's POW. If the spirit wins, the victim loses 1D6 Magic Points. If the victim loses all Magic Points, the spirit occupies his body. If the spirit loses, it loses 1D6 Magic Points. If it runs out of Magic Points, it is destroyed. A spirit will break off the struggle when it runs low on Magic Points. Being possessed by a spirit costs the victim 1D8 Sanity points. While the victim is possessed he has no awareness of what is going on and will have no memory if he survives.

Once a spirit takes over a person it has full control over the body, but does not have access to the victim's memories or skills. Spirits can learn while in a body and will acquire skills to make their time in the flesh easier. Because of the spirit's nature, it increases the energy of the body, making it stronger and tougher. However, the occupation by a spirit is draining on the body and the spirit tends to dry out the host (this manifests itself as a dryness of skin, some cracking of the skin and a lack of sweat). The host body lose two points of CON each day and will die when the CON falls below 0. This loss can be offset by draining living things. For every 10 points of damage the spirit drains in a day, it offsets one point of lost CON. CON loss is permanent and cannot be regained by the spirit by draining others once it is lost. It also cannot be regained by the victim, should he survive (Keepers may wish to make an exception if an Investigator becomes possessed). A spirit will abandon a body once its CON is reduced to 50% of its enhanced CON. When the spirit leaves, the victim's CON and STR return to normal, which will typically result in the victim's eventual death (the spirit generally abandons the body in a desolate area and with a 0 CON the victim will not last long). A spirit can be driven from the body by killing the victim or performing a magical exorcism. The spirit must expend 5 Magic Points at the end of each day to maintain control over the body. If the spirit does not have the points to expend, it must leave the body and the victim regains control. A spirit can inhabit one body every ten years for every five points of POW it has. For example, a spirit with a POW of 20 can inhabit no more than four bodies a decade.

When in a body, the spirit will be able to attack by touching a victim and drying them out. This leaves marks on the victim's flesh. The spirit can also attack by using the desiccation attack mentioned above. The spirit can also attack with normal weapons, although they usually do not do this. The victim's body is normal flesh and vulnerable to conventional attacks. Killing the victim does not harm the spirit and it can move on to another body.

When occupying a body, a spirit will typically go on a spree of violence and pleasure, indulging in excesses of various kinds. Most of them turn to murder as they enjoy killing. They are intelligent and cunning, but their evil natures often lead them to excesses that cause them to slip up. Spirits are also confined to a particular geographical location, although this location can be up to 300 miles of territory from a central point (the point the spirit was "raised up from the dust" by whatever malign beings spawn such things).

The first body the spirit occupies belonged to David Holpen. The second body listed is that of Gus Jacobs, a former football player. The spirit will take additional new bodies as needed.

| Characteris | Rolls | Ave. | Body# | Body#2 |
|--------------|--------|-------|-------|--------|
| STR | 3D6X2* | 20-22 | 24 | 34 |
| CON | 3D6X2* | 20-22 | 28 | 26 |
| SIZ | 2D6+6* | 12 | 13 | 15 |
| INT | 3D6 | 10-11 | 14 | 14 |
| POW | 4D6 | 14 | 20 | 20 |
| DEX | 3D6* | 10-11 | 13 | 15 |
| HP | * | 16-17 | 21 | 21 |
| Damage Bonus | * | +1d4 | +1D6 | +2D6 |

* In a human host body. Outside of a body a Spirit of Dust only has INT and POW.

Move: 8 (in a human body)/ 16 (flying in a body)/30 (outside of a body)

Weapons(when inside a human host): Hand 60% Damage 1D6, Fist 65% 1D3+db, can use human weapons.

Attacks (in spirit form): Desiccate 65% 1D8

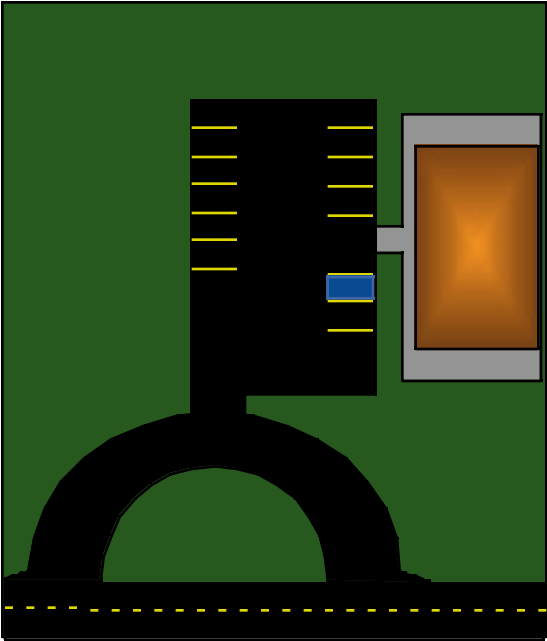
Armor: None.

Skills: Varies. This particular spirit has the following skills: Bargain 25%, Climb 55%, Drive Auto 50%, Fast Talk 65%, Hide 45%, Jump 55%, Listen 55%, Locksmith 45%, Navigate 45%, Psychology 45%, Sneak 70%, Spot Hidden 30%, Track 47%

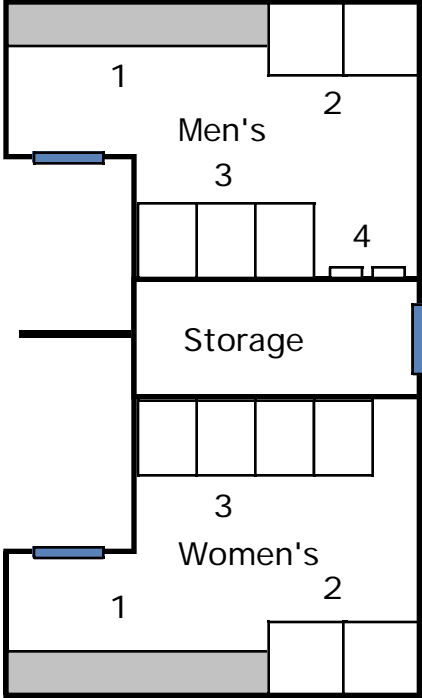
Spells/Special: Desiccation attack.

Sanity Loss: 1/1D8 Sanity points to see a Spirit of the Dust outside of a body.

Rest Stop Exterior



Rest Stop Interior



“The Scarecrow” ©1991,1997,1998

by Michael C. LaBossiere

ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1991, 1997, 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

The adventure is a rather cruel trick to play on the players. The investigators will believe that they are going on a much needed vacation, far from the madness and horror of the Mythos. They will certainly be far from the madness and horror of the Mythos. Sadly, they will not be far from madness and horror.

This adventure is set in the 1990s and is located in the imaginary town of Deerfarm, New Hampshire. With some modifications, it can be set in a different time or place.

Getting the Investigators Involved

There are several ways to get the investigators involved with this adventure. First, the Keeper could inform the players that their investigators have won a vacation at the Contented Cow. Second, the investigators might ask if their investigators can go someplace “quiet” to recover a few Sanity Points. The Contented Cow is well known as a quiet, restful place and would be ideal for the investigators. Third, if an investigator is undergoing treatment for Sanity loss, the person treating the investigator can suggest the Contented Cow as an excellent place to visit. In any case, the Keeper should find a plausible way to get the investigators to the Contented Cow.

Keeper’s Background

Unknown to the staff of the Contented Cow, two of their registered guests (Tamara and Jason Windflower) were murdered in California by Nadine Bryce and John Haplin. Haplin is a serial killer who has evaded the law for nearly a decade and Bryce is his girlfriend.

Haplin learned that his victims planned on going to the Contented Cow. Oddly

enough, Haplin's career as a serial killer began at that very spot, ten years ago. When he was going to college, he worked part time for Becky and Roger Speight on their farm. One night Haplin decided to play a cruel joke on the old couple. He dressed up as a scarecrow, even making gloves covered with straw. After dressing up, he went to the farmhouse and scared them. For some reason, their terror awakened something cruel and nasty in him and he killed them. Since then, Haplin has been obsessed with inflicting terror and pain on helpless people.

Thinking it would be a "real blast" Bryce and Haplin decided to assume the identities of their victims and go to the Contented Cow. Haplin wants to "do it big" by committing a series of killings that will become "bigger than life, an urban myth sort of thing." Haplin's plan is to kill some people in weird ways, then kill everyone at the Contented Cow and to finally blow up the Contented Cow with dynamite as sort of a closure on his career as a serial killer.

Investigation

The following information can be found by the investigators.

The Contented Cow

If the investigators check on the Contented Cow, they will find that it is owned by an aging rock star who recovered at the original farmhouse in the 1970s. He purchased the land eight years ago and had the old farmhouse replaced by a newer, larger building. The star is currently in England and the investigators will not be able to reach him. Even if they could, he would have nothing useful to say to them.

According to all sources, the Contented Cow is a respectable place. It is fairly expensive, but offers an excellent vacation for the money. The place has a reputation as a recovery spot for artists and professionals who have had problems with drugs or emotional breakdowns, but there are no incidents that stain its reputation. The Contented Cow is exactly as it appears to be: a vacation spot for people who really, really need to get away from it all.

Prior to the Contented Cow

If the investigators talk to some of the inhabitants of Deerfarm and specifically ask about any terrible or odd events, they might be able to learn about the murders that took place in the area ten years ago. The original farmhouse was the scene of two gruesome murders ten years ago. The owners, Becky and Roger Speight, were found strangled to death in their bed. The police report notes that no prints were found at the scene, but that there was straw in the bed and the forensic examination revealed bits of straw embedded in the victims' necks.

Most people believe that a mad person killed the Speights, since they were well liked and nothing of value was taken from the farmhouse. There is a local story about the "strangling scarecrow." According to the tale, back in the colonial days a witch lived in the area and it was said that she had the power to summon a demon to bring life to an old scarecrow. It is said that she used this scarecrow to strangle those that threatened her. The story ends with the old witch and her scarecrow being burned on the very spot where the farmhouse now stands. This story is a complete fabrication, but should give the investigators something to think about.

A Story

Once the investigators get to the Contented Cow, they will almost certainly start asking around about anything unusual about the place. The old handyman, Carl O'Donald, loves to make up stories and tell them to people. He will almost certainly see the investigators as the sort of people who would appreciate a tall tale. Because of this, he will tell them that the place has a rather dark history. According to an old legend, a small group of Indians were massacred on this spot by another tribe. The dying Indians are supposed to have cursed the ground so that none would be able to live here. Shortly afterwards, or so the story goes, the tribe that had perpetrated the massacre vanished one day, leaving only a deserted village.

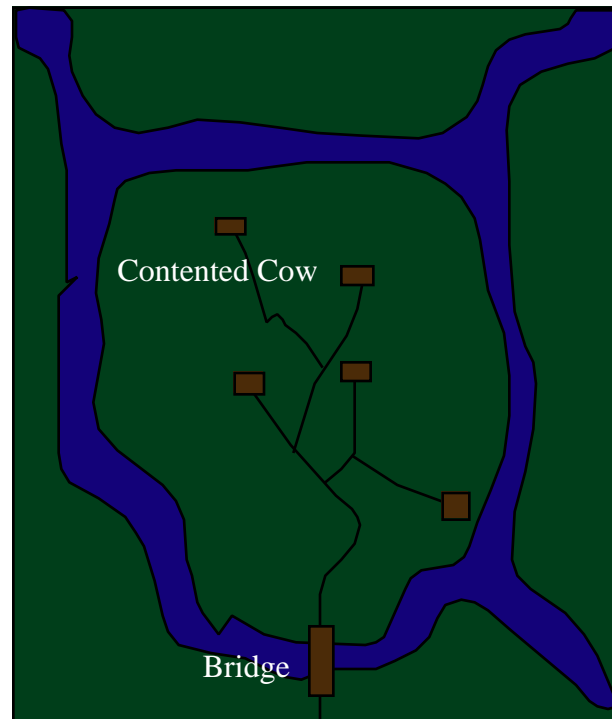
O'Donald knows the scarecrow story and will attest to its veracity. He will add that he thinks the old witch learned her secrets from the indians who were massacred.

Another Story

The owner of the one private house on the island is a middle aged woman, Betsy Carter. She was the person who found the Speights when she went to visit them for morning coffee. She knows that they were strangled and will describe how there were bits of straw and hay in the room. She will also say that the Speight's scarecrow was missing. She doesn't know anything more about what happened, but will speculate for as long as the investigators are willing to listen. Most of her speculation will be sensible, but if asked, she will say that sometimes she thinks that something unnatural might have happened in the old farmhouse.

The Contented Cow

The PCs will be staying at the Contented Cow, which is a replica of an old style farmhouse (except for the fact that it has dozens of bedrooms). It is a rather nice place with various tame farm animals about to add to the ambience. There is even a scarecrow out in the fields. The land itself is surrounded on two sides by a river and a canal has been dug making the area into an island (to keep out the riffraff). Access to the island is via a bridge. The bridge has a gate that is kept locked at night. There are four other houses on the land. Only one is currently occupied (by Betsy Carter), the other three are owned by corporations and are used in corporate retreats.



Action and Events

The first day will be enjoyable and the investigators will get a chance to relax. Not so for the next day.

A Murder

The night of the first day the investigators stay at the Contented Cow , there will be a massive thunderstorm, complete with extremely loud thunder and flashes of lightning. One bolt will strike an old tree in the yard and split it open. The next morning, Mr. James Cocil, a innocuous businessman from North Dakota ,will be will be found murdered in his room. The room is on the first floor and the window has been smashed in. There are muddy footprints on the floor leading to and from the window. The man appears to have been strangled. If the marks on the neck are examined, small bits of straw will be found stuck in his skin. He has been killed by Haplin, who dressed up in a scarecrow costume for the deed.

A dead cow will also be found in the morning with most of its major organs gone. Haplin also killed the cow, to add to the terror.

If the investigators try to call the police, they will find that the lines are dead. If someone else tries to make the call, they will report that the lines are dead. Anyone going to check out the bridge will find that it has been destroyed (the noise of the explosion was covered by the thunder). The river has also swollen to dangerous proportions. Anyone attempting to swim across must make a roll against their swimming skill at half normal chances or be swept away and possibly drowned. Their are no boats on the island, although a raft could be made by tearing apart part of a wooden structure.

It will continue to rain and storm during the day, making it fairly dark and quite noisy.

A Witness

If the investigators become involved in the situation, a young boy will come up and tug on one of the PCs' pant legs. He will say "I was scared by the thunder and I looked out the window. I saw the scarecrow..." at this point the boy's mother will take hold of him and pull him away from the investigators. She will not want him around the investigators and will keep a careful eye on him. The boy saw Haplin dressed as a scarecrow walking across the field to the building. He will be killed that night if the investigators don't solve the mystery.

Events to Follow

Haplin will pretend to be shocked and horrified by the events, while carefully planning his next murder. He will first kill Betsy Carter and then, over the course of the day he and Bryce will attempt to lure people into traps where they will be murdered. Haplin and Bryce are both skilled at deceiving people and will be able to kill several guests and staff members unless the investigators are able to stop them. If the investigators appear to be a threat, Haplin and Bryce will focus on them first.

Conclusion

If the investigators are not able to stop Bryce and Haplin, the two will kill everyone who does not escape. Once everyone is dead, Bryce and Haplin will plant dynamite in all the buildings on the island and blow them all up. After that, Bryce and Haplin will stab each other and then wait for the authorities to show up. They will tell a convincing tale about two murderers and they will go on to kill many more people.

If the investigators defeat Bryce and Haplin, they will be considered heroes. They will be welcome to visit the Contented Cow for free, as long as they do not abuse their privileges.

After putting the investigators through such an ordeal, the Keeper might decide to allow the investigators to remain at the Contented Cow, recovering and resting. If so, the Keeper might decide to allow the investigators to recover 1D4 or 1D6 Sanity points, depending on the generosity of the Keeper.

NPCs

Carl O'Donald, Handyman

STR: 13 CON: 14 SIZ: 15 INT:13 POW:12 DEX:13 APP:11 EDU: 16 SAN:60 HP:15 DB:+1D4

Important Skills: Climb 55%, Dodge 35%, Electrical Repair 60%, First Aid 45%, Hide 20%, Jump 30%, Mechanical Repair 65%, Operate Heavy Machinery 25%, Sneak 15%, Track 15%, Handgun 45%, Rifle 55%

Weapons: Garand M1 Damage 55% 2D6+2 Range 110 yards Attacks 1/2 Shots 8 HP 11 Malfunction 00

Description: O'Donald is an older man, with graying black hair. He wears jeans and work shirts when on the job. He served in Vietnam as an Army mechanic and returned to New Hampshire after the war. He does not like to talk about the war and prefers to talk about fishing instead. O'Donald saw some rather unpleasant things during the war and hence will not be excessively panicked by the events that take place. If he thinks the investigators are okay, he will help them.

Carol Burt, Police Officer

STR:13 CON:13 SIZ:13 INT: 13 POW: 13 DEX:13 APP: 13 EDU: 17 SAN:65 HP:13 DB:+1D4

Important Skills: Climb 45%, Drive Auto 44%, Fast Talk 45%, Law 25%, Library Use 46%, Listen 35%, Martial Arts 31%, Spanish 25%, Persuade 31%, Psychology 21%, Sneak 24%, Spot Hidden 32%.

Weapons: Glock 9mm Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8 Malfunction 99

Description: Burt is a fit woman who has brown hair and blue eyes. She wears hiking clothes while on vacation. Burt is a police detective in Miami and after investigating a series of brutal homicides in which she was badly wounded she decided she needed some time away from the city. Burt is an experienced detective and, if the investigators do not take the lead, she will.

Billy Barnes, young boy.

STR: 7 CON: 12 SIZ: 7 INT: 12 POW: 12 DEX:13 APP:12 EDU: 7 SAN:60 HP:10
DB:-1D4

Important Skills: Hide 10%, Throw 20%

Weapons: Fist 50% 1D3+DB

Description: Billy is a young boy. He has brown hair and brown eyes. Aside from not being able to sleep well at night, he is a normal young boy.

Typical Male Guest (10)

STR: 12 CON:11 SIZ:14 INT:12 POW:12 DEX: 12 APP: 11EDU: 15 SAN:60 HP:13
DB:0

Weapons: Fist 50% 1D3+DB

Description: The typical guest is a middle aged professional, skilled in his field, but not up to dealing with violence. Most of the guests will be to scared to do anything effectively.

Typical Female Guest (8)

STR:10 CON:11 SIZ:12 INT:12 POW:12 DEX: 12 APP:12 EDU: 15 SAN:60 HP: 12
DB: 0

Weapons: Fist 50% 1D3+DB

Description:The typical guest is a middle aged professional, skilled in her field, but not up to dealing with violence. Most of the guests will be to scared to do anything effectively.

Typical Male Staff Member (6)

STR: 13 CON: 13 SIZ: 14 INT: 13 POW:11 DEX: 12 APP:13 EDU: 14 SAN:55 HP:14
DB:+1D4

Important Skills: Fast Talk, Persuade 35%, Psychology 35%

Weapons: Fist 50% 1D3+DB

Description: The typical staffer is a student who is earning money for school. All of the staff are selected to be good looking, good listeners and friendly. The staff members are not well equipped to deal with violence.

Typical Female Staff Member (7)

STR: 12 CON: 13 SIZ:12 INT:13 POW:11 DEX: 12 APP:14 EDU: 14 SAN: 55 HP:13
DB: 0

Important Skills: Fast Talk, Persuade 35%, Psychology 35%

Weapons: Fist 50% 1D3+DB

Description:The typical staffer is a student who is earning money for school. All of the staff are selected to be good looking, good listeners and friendly. The staff members are not well equipped to deal with violence.

Serial Killers

“Jason Windflower” (John Haplin)

**STR: 14 CON:15 SIZ:13 INT:14 POW:15 DEX: 14 APP:13 EDU: 18 SAN: 30 HP: 14
DB:+1D4**

Important Skills: Art (Graphic Design) 60%, Bargain 35%, Climb 55%, Conceal 25%, Fast Talk 55%, Hide 35%, Jump 35%, Law 15%, Library Use 35%, Listen 45%, Locksmith 27%, Persuade 49%, Psychology 34%, Sneak 55%, Spot Hidden 45%, Handgun 31%

Weapons: .38 Revolver 31% Damage 1D10 Range 15 yards Attacks 2 Shots 6 HP 10 Malfunction 00, Knife 45% Damage 1D4+2+1D4 HP 15, Fist 65% 1D3+1D4

Description: Haplin is reasonably good looking and has an honest, kind face. He is quiet, but has good social skills. He has light brown hair and brown eyes. Haplin is, by normal human standards, insane. While he is rational and has effective planning skills, he loves to harm others and lives for acts of planned violence. Haplin is not a crazed killer, he is a planning, careful crazed killer. Haplin is posing as Jason Windflower, a graphic designer he worked with once. Since Haplin is also a graphic designer, he is able to play Windflower's role convincingly.

“Tamara Windflower” (Nadine Bryce)

**STR: 11 CON: 11 SIZ:12 INT: 12 POW:9 DEX: 13 APP:15 EDU: 13 SAN: 40 HP:12
DB:0**

Important Skills: Anthropology 21%, Fast Talk 41%, History 35%, Medicine 15%, Persuade 37%, Sneak 21%.

Weapons:.38 Revolver 23% Damage 1D10 Range 15 yards Attacks 2 Shots 6 HP 10 Malfunction 00, Knife 27% Damage 1D4+2+1D4 HP 15, Fist 54% 1D3+1D4

Description: Bryce is a good looking woman who knows how to use her looks. She has black hair and green eyes. She was a student when she met Haplin. Something in Haplin appealed to her and she was eventually drawn into his abyss. Like Haplin, she enjoys harming others. Also like Haplin, she is careful and planning in her crimes.

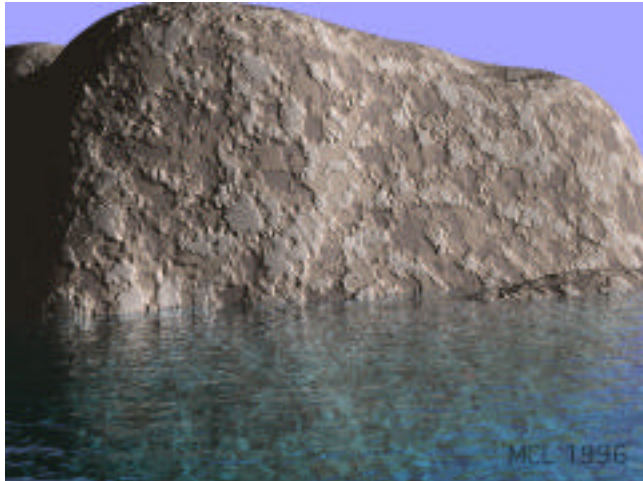
Sea Food©1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

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

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

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



Introduction

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

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

Keeper's Background

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

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

The History

Keeper's Timeline

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

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

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

Deaths near Bracken, Maine

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

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

Getting the Players Involved

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

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

The Letter

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

xx/xx/19xx

Dear x,

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

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

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

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

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

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

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

Investigation

Murder of Kelly and Jim Walt

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

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

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

Other Deaths

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

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

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

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

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

Old Stones

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

The following writings are available which relate to the stones.

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

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

“Daniel Smith, 1734

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

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

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

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

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

Old Captain Jebediah Jackery

Town Museum

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

The chest contains several interesting items.

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

The Chest

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Maps

Keeper's Maps

Area Map

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

Ocean: This is the Atlantic ocean.

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

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

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

Bracken Map

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

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

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

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

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

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

Foundation Area Map

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

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

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

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

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

Ocean: This is the Atlantic ocean.

Old Stones Map

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



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

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

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

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

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

Action

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

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

The Satanists

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

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

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

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

The Cult and Andrew Gates

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

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

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

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

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

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

The Old Wizard

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

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

Conclusion

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

Leaving Town

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

Defeating the Satanists

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

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

Defeating the Cultists

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

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

Defeating the New Wizard

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

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

Defeating the Old Wizard

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

and dead marine life.

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

NPCs

Andrew Gates, Young Sorcerer

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

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

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

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

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

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

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

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

Calyso, Ancient Witch Hunter

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

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

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

Fighting Knife: 1D4+2+1D4

Fist: 1D3+1D4

Kick: 1D6+1D4

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

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

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

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

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

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

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

Jeb Jackery, Retired Captain

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

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

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

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

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

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

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

John Bracken,

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

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

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

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

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

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

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

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

Nell Bracken

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

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

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

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

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

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

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

Carl Denson

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

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

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

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

Combat Knife 1D4+2+1D4

Fist 1D3+1D4

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

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

Denson and the others to further his ends.

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

Captain Kevin Taylor

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

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

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

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

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

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

Captain John Gussell

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

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

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

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

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

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

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

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

Crew Members

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

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

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

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

Move: 8

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

Knife 25%, Damage 1D6+db.

Sarah Walt, Young Satanist and Murderer

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

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

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

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

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

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

Bill Hansen, Young Satanist

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

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

Weapons: Knife Damage: 1d4 +db

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

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

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

Timothy Taylor, Young Satanist

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

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

Weapons: Fist 1D3+1D4

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

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

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

Josh Hynes, Older Satanist

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

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

Spells: Contact Deep Ones

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

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

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

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

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

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

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

Mythos Beings

Small of the Sea Revenant

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

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

Move: 6

Weapon: Punch, 50% 1D3+db

Armor: None, but impaling weapons do half damage.

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

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

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

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

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

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

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

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

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

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

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

Deep Ones

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

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

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

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

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

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

Move: 8/10 Swimming.

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

Hunting Spear 25%, Damage 1D6+db.

Armor: 1-point

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

Spells

Blood Claws

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

Ceremony of the Catch

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

Prepare Blood

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

Raising Up in the Small of the Sea

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

Water Lungs

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

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

Items

Potion of Lin Yung

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

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

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

Tortoise Shell Matrix

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

Player's Handout #1

Deaths near Bracken, Maine

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

Player's Handout #2

The Letter

xx/xx/19xx

Dear x,

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

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

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

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

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

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

Player's Handout #3

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

“Daniel Smith, 1734

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

Player's Handout #4

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

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

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

Player's Handout #5

Item from the chest.

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

Player's Handout #5

Excerpt from the notes in the chest.

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

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

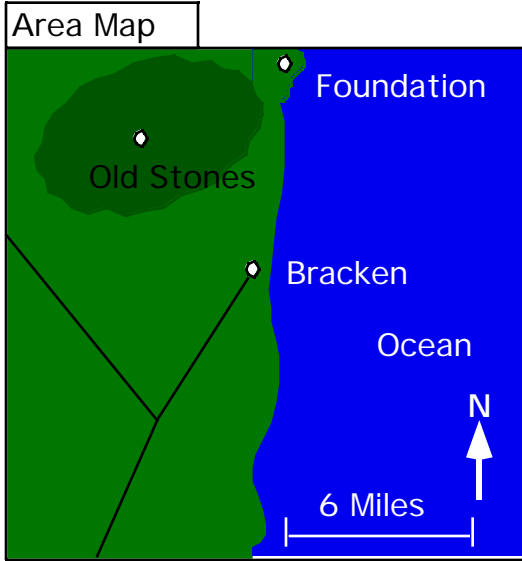
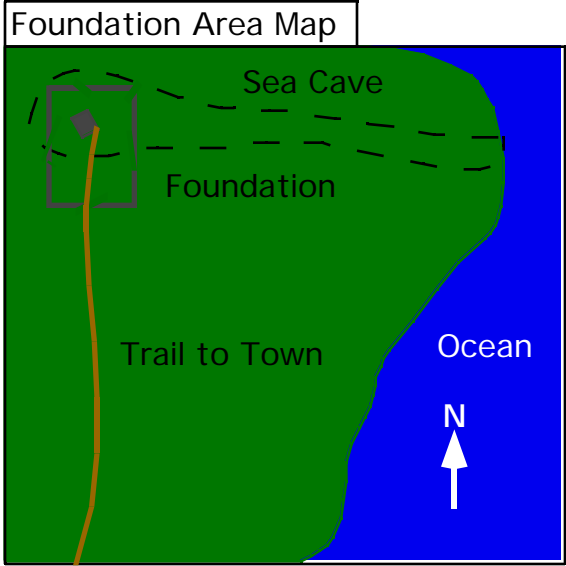
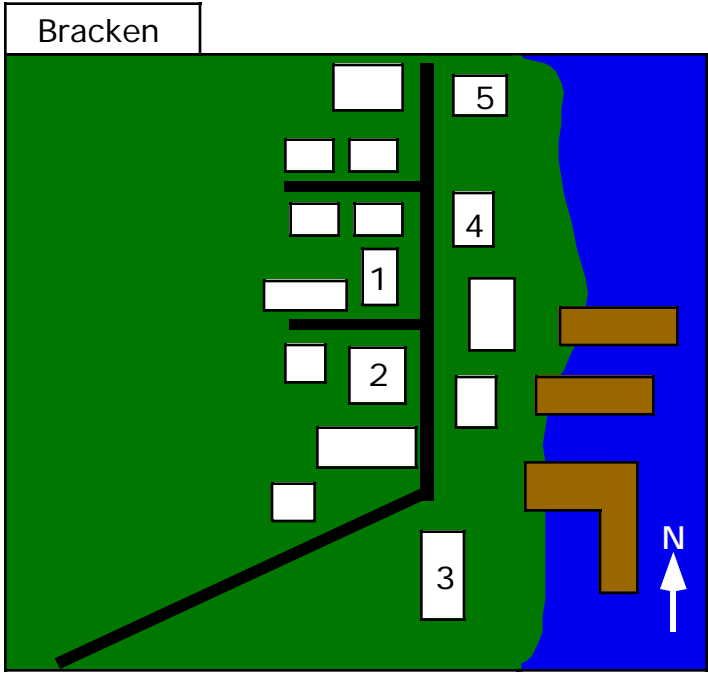
...When we arrived I learned that a man named Obediah Gates had all but taken over the town of Bracken. After some short investigation, I learned that these people were in league with something truly evil. My arrival gave Daniel and his fellows a great boost of confidence and several fights broke out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

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

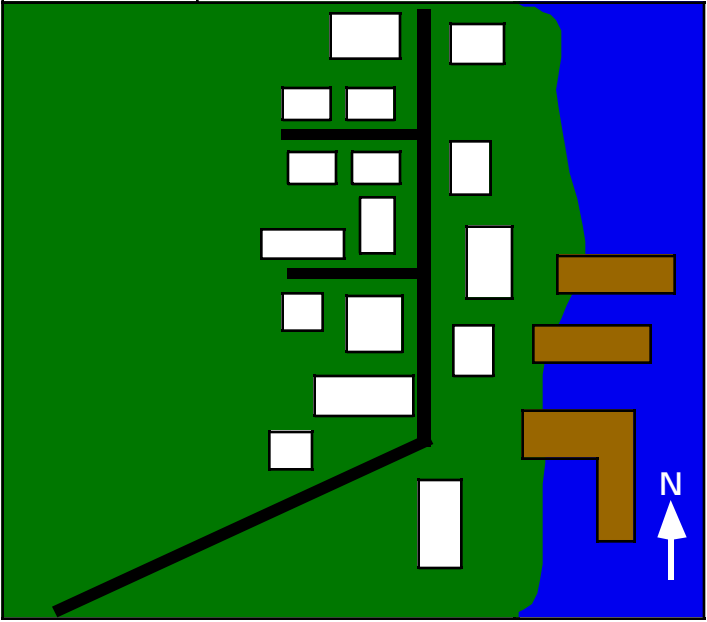
...In the course of the investigation, I learned that Gates was in an alliance with some terrible things that dwelt beneath the ocean. Fortunately, I knew ways to deal with such wretched things.

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

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

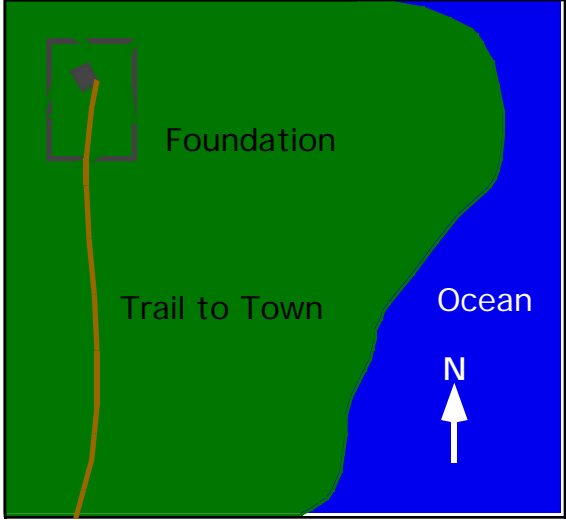


Bracken

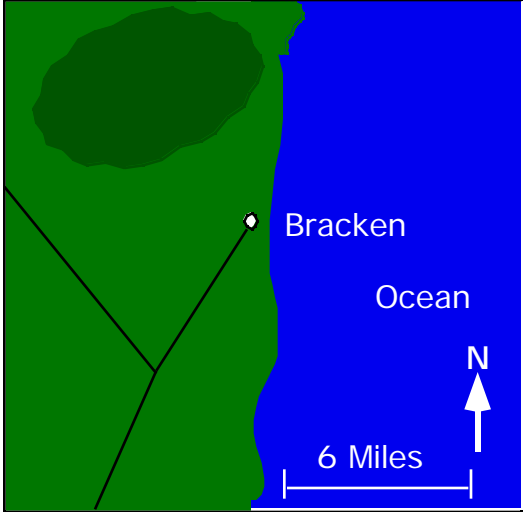


Players' Maps
(Print and Cut)

Foundation Area Map



Area Map



SinkHole©1999

By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure is set in Wakulla, Florida in the 1990s. With some slight modifications it can be used in other times and places.

The adventure pits the intrepid investigators against a cult dedicated to aiding an underground aquatic evil.

Keeper's Background

The following provide the background information the Keeper needs to run the adventure.

Untold eons ago the earth was visited by strange and terrible beings. Among these was the horrid entity Tulushuggua. Tulushuggua found the water filled crevices of the earth to its liking and squirmed its way deep into the earth's crust. There Tulushuggua spawned its brood of Tulush who spread out

through the dark caverns in search of food.

When man arose he encountered the Tulush. Some men, impressed by the power of the creatures, worshipped them and formed cults.

Most of these cults eventually perished, but some lived on in various isolated parts of the world.

Several years ago, a promising young graduate student named Hayes encountered one of these cults and found their activities appealing. With his abilities, Hayes was able to contact more sophisticated cults with a worldwide agenda. Drawn into the madness, Hayes agreed to work for the cults and chose to go back to his beginnings by reviving a Tulushuggua cult.

Hayes needed a place to locate his cult and he was able to purchase a plot of land in Wakulla, Florida. Naturally, he selected a piece of land with a sinkhole so that he might contact the Tulush.

Hayes selected Janet Reuben to aid him in his endeavors. When Hayes realized he needed help to lure people into his planned cult, he sought Pete Smith, a religious con man. Smith turned out to be something of a disappointment for Hayes, which is where the adventure begins.

Getting the PCs Involved

One of the investigators will be contacted by a distant cousin, "Preaching" Pete Smith. Smith, who has been helped out by the investigator before (the Keeper will need to make up a plausible story) will naturally seek the aid of his relative again. Smith will tell the following tale:

"As you no doubt recall, I have always been a religious man.

Recently I heard God's calling and answered by leading a flock of the faithful to a parcel of land in Florida. There we kept the faith and sought spiritual enlightenment.

All was going well, but two of my fellow preachers decided that it was time to try something new. They got into terrible things. Blasphemous things. I tried to steer them back onto the path of the righteous, but they heeded not my words. Eventually I was driven out, but not before acquiring some of the books they seemed to use for inspiration. I paged through the books but briefly, but the horrors within nearly bleached my hair white.

I considered going to the authorities, but I realized how crazy my story would sound. And, of course, they haven't really broken any laws.

They might just be harmless lunatics, but I have a feeling they are up to something terrible. Maybe something like what happened with Jim Jones or in Waco.

You are the only one I could think of to turn to, to save my poor lost flock."

The investigator will recall that Smith did have some religious leanings, but that he leaned more towards the con game. However, it will be recalled that Smith wasn't really a bad sort and he will sound sincere. If the investigator agrees to help, Smith will join up with the investigators and start them on their investigation.

Investigation

The following details the information the investigators can acquire during the course of their investigation

Smith

It is likely that Smith will be the starting point of the investigation. He will be able to provide the investigators with the following information:

"I was down on my luck and short of cash when the good Lord brought an opportunity to me. Two fellow believers, or so I regarded them at the time, came to me and spoke of their desire to establish a place for the faithful. These two, Daniel Hayes and Janet Reuben, said that they owned a piece of land in Florida that would be ideal for a religious retreat. They informed me that I had been chosen for my reputation for gaining the trust of other faithful individuals. To make a long story short, we went to Florida, where the land was located and began constructing our little earthly city on the hill.

All went well for several months as the faithful came and renounced their worldly goods so that they might join us. Then things began to get weird. Hayes and Reuben began to preach about the end times to come, but what they said wasn't in the Good Book. They spoke of those who once were and shall be again and how those who join the winning side will survive and those who do not...well, they won't survive.

I was concerned about all this, but Hayes was able to sooth my fears. But not for long. About three months ago Hayes had the faithful start digging into a sinkhole that is on the grounds. Eventually, they built a concrete dome over it. At night Hayes led strange masses in the dome. I considered confronting him, but one of the few remaining faithful fellows warned me that Hayes meant to deal with me. I took his warning seriously and made good my escape, taking with me some

books and other items that Hayes seemed to value.”

Smith will be able to provide additional useful information, such as descriptions of Hayes and Reuben and the layout of the compound. Smith knows that Hayes and Reuben are up to something very unusual and potentially quite dangerous. He has just skimmed through Hayes’ books, but it was enough to convince him not to read more.

Hayes Books and Items

Smith took ten books, several papers and a floor from Hayes. (Handout #1) is actually a map of the caves under the compound. The tile is a normal floor tile, except for the etched map on the surface.

Seven of the books that Smith acquired are fairly standard occult works and contain nothing of use to the investigators (at least in terms of this adventure). Two of the books are mostly useless, but do contain some interesting references.

Conveniently, Hayes dog-eared the pages that should interest the investigators.

The first book, *Old Cults of Mystery* (1921 by Able Hastings) contains the following:

“There are a few references to ‘those who dwell beneath the earth, yet swim rather than burrow’ and all of them are disturbing. It is said that a great evil god dwelled within the “aquatic crevices” of the earth and sent his minions to the surface to have dealings with certain corrupt men. The most complete work on this topic is contained within Humbolt’s *Forbidden Cults*.”

The second book, *Forbidden Cults* (1901 by Brian Humbolt), contains references to several cults around the world who worshipped a being called Tulushuggua. According to

Humbolt this being, which dwelled deep within the earth, was served by hideous demons called Tulush.

Humbolt describes the Tulush as a horrid mix between eels and squid and he does not even attempt to describe the horror of Tulushuggua.

While Humbolt’s work is surprisingly objective and scientific (a successful occult roll will indicate that the investigator remembers that Humbolt committed suicide in an asylum in England), he does wander a bit into rather unusual speculations. One of the oddest is his hypothesis that the various cults who worshipped Tulushuggua did not come about their beliefs in any normal manner. He asserts that these remote and isolated cults were actually linked together by flooded underground caves through which the Tulush traveled. Humbolt asserts that this is the best explanation as to how such scattered cults could have nearly identical rituals and beliefs. Needless to say, this hypothesis was ridiculed by the majority of those who read it. However, Humbolt was completely right. Reading the more speculative and unusual parts of the book costs the reader 0/1 Sanity and gains the reader a 1% increase in Cthulhu Mythos.

Smith also grabbed several loose pages that seemed important to Hayes. These pages are in English, but contain many unusual symbols. An occult roll will reveal that many of the symbols bear some similarity with occult symbols, mostly those alleged to deal with earth, caverns, water and summoning. A Know roll will also reveal that many of the symbols seem to be mathematical and geometrical. A successful Physics roll will reveal that some of the symbols bear a resemblance to certain unusual equations relating to

space and time. The pages contain the spell contact Tulush as well as some vivid descriptions of the ways and practices of the Tulush. Reading the pages gives the reader a chance to learn the spell at the cost of 1/1D3 Sanity Points and a 1% increase in Cthulhu Mythos.

Another Source

If the investigators decide to look for additional references in a large library (such as the one at Florida State) they can locate a small reference in Gerald Jone's 1966 *Odd Florida*. "In addition to the pleasant tale of the fountain of youth, there are many not so pleasant Spanish tales. One story speaks of a small band of Spanish soldiers who set out from Fort San Marcos in search of another party of men who had failed to return. Based on the references to sinkholes, it is likely that these men reached the area now known as Wakulla. The men supposedly encountered one of the missing men. The man was crazed and spoke of the 'devil' that dwelt within the water filled hollows. He told the soldiers how something lashed out of the water, dragging his fellows into the hole. He said that there was so much blood that all the holes in the area were tinted red. When the man was brought back to the fort, all he could do was recite the following: 'veins run through the earth and her blood is water. Things swim in her blood...things that should not be.' It is said that the man was sent back to Spain and died twenty years later in a monastery, still reciting the words."

Investigating in Wakulla and Tallahassee

The investigators might decide to seek additional information in Wakulla and Tallahassee.

Investigators might chose to talk to people in Wakulla and Tallahassee (the capital of Florida, which is a short distance from Wakulla. People have heard that a new cult/religion has taken up residence in Wakulla. The general consensus is that the people are weird, but harmless. Some people, in light of Waco, are worried and local law enforcement has been keeping a subtle eye on the compound. However, the members of the group, who call themselves the faithful, have done nothing illegal.

Tallahassee's local paper, *The Democrat* did an article on the group, but it is more or less a fluff piece.

If the investigators spend some time in Wakulla and speak with the locals, they will notice that a few of the locals suspect that something amiss is going on. One local, Ralph Brown, even caught a glimpse of a Tulush in a sinkhole. If the investigators win his trust, the retired electrician will tell the following story: "I was out walking my dog at the sinks when he started barking and growling at something in the water. I thought it might have been a gator that managed to get in there, but then I saw it was bigger than any gator I'd ever seen. Then it dove under. I waited about forty minutes for it to come up, but it never did."

The Faithful

The investigators might decide to talk to some of the faithful or even visit the compound. The faithful rarely leave the compound, except for brief trips to purchase food and other necessities. The faithful will be willing to talk about the great joys of

being one of the faithful, but have been carefully schooled not to reveal anything incriminating. If the investigators seem unusual or suspicious, the faithful will be sure to report to Hayes.

If the investigators are persuasive and are able to convince one of the cult leaders that they are interested in joining, they can be taken on a tour of the compound. Naturally, the cultists will be careful to conceal any evidence of unusual activities.

The investigators might wish to try to go under cover in the cult. This is possible, but very risky as the cult leaders will try to drive new recruits insane (and hence trustworthy) as soon as possible.

Hayes and Reuben

If the investigators are able to get access to the relevant records or contact people who knew him (the exact details are left to the Keeper's discretion) they can learn that Hayes was a promising young anthropologist at the University of Michigan. After working on a project investigating cults, he suddenly dropped out of school and began associating with various cults around the world.

There is little information available on Reuben, except that she worked for a short time as a minor actress (mainly bit parts and commercials). She does have a police record: one arrest for possession of illegal drugs. The police report also notes that she was arrested with several other people who were said to be members of a cult.

The Diver

Because of the deep spring and the fact that mammoth bones have been found there, Wakulla Springs is a

site that is sometimes investigated by divers and researchers. There is currently a minor project going on during the time span of the adventure. Unfortunately for the project members, hungry Tulush are active in the area.

While the investigators are in the process of investigating two divers in the Wakulla caves will encounter a Tulush. One will be killed and the other will barely escape. The *Tallahassee Democrat* will run a story on the event. The following section will be of interest to the investigators:

“Tragedy in Wakulla Springs: Diving in Wakulla Springs is a dangerous undertaking and recent events brought this fact home. Two experienced divers, Charles Walters and Reginald Brisk, went into the caves after taking extensive precautions. Tragically, only Charles Walters emerged from the dark waters. A local man, Timothy Springer, found the diver wandering in the woods and promptly took him to the Tallahassee Memorial Hospital...”

If the investigators talk to Timothy Springer, they will find that he seems to be a friendly and conscientious person. Springer works in a local bank and enjoys walking going to the park after work. If the investigators talk to Springer, he will have the following to say:

“I was in the woods, looking at some birds when I saw a man in a wet suit wandering about the woods. He seemed to be injured, so I went to help him. When I got closer, he started yelling something about a monster in the spring. I figured he might have gotten the bends, since the spring is actually quite deep. So I rushed him to the hospital. I've seen

him a couple times since then and he seems much better.”

If the investigators go to see Walters, they will have to talk the nurse into allowing them to visit (by using Fast Talk). If they get into his room, Walters will be willing to talk to the investigators if they are pleasant and have a plausible story. His initial story will be that he and his friend simply had a diving accident and that he got the bends when he rushed to the surface because he was out of air.

If an investigator makes a Psychology roll, it will be noticed that Walters appears to be uncertain about his answer and that he might be hiding something.

If the investigators are able to persuade Walters, he will tell the following story after making the investigators promise not to repeat it:

“Okay, I didn’t run out of air. We were diving in the springs and we had spare tanks set up so we could decompress on the way up. We weren’t in that deep anyway. Well, what seemed to have happened was this: Reggie was out of ahead of me and going deeper when his light picked up something. Something bigger than a man and moving. At first I thought it was a big gator, but they don’t go that deep, at least when they are alive. It came in fast and I got a better look at the parts that Reggie’s light revealed. I could see tentacles, teeth, and flippers. I could see Reggie panic and flail at it with his light, then the light was falling to the bottom, its spinning beam illuminating a new moment of horror with each rotation...the water went red...the beam was going through red tinted water...I broke for the surface as fast as I could. The next thing I remember was waking

up here. It all seems like a nightmare, and I’m not sure if any of it happened. It might just be some sort of hallucination.”

Walters will not be willing to say much more than this and will probably not be able to recover in time to be of any help to the investigators. If word gets out that Walters thinks he saw a monster, Hayes might decide to either eliminate Walters or try to take steps to cause people to suspect that Walters might have killed his friend.

If the investigators check on the official investigation, they will learn (if they are suitably persuasive) that accidents have happened in the springs and that no sort of wrong doing is suspected. Some attempts have been made to locate recover the body of the missing diver, but with no luck (since the Tulush devoured it).

Map

The adventure takes place mainly in Wakulla. Wakulla is short distance from Tallahassee, which is the capital. Tallahassee is a small city with an airport, two universities (Florida State and Florida A&M), two malls and not too much else.

Wakulla is a fairly rustic area and is best known for its sinkholes and Wakulla Springs State Park, which contains a beautiful stretch of river fed by a natural spring. The area is populated by a wide variety of wildlife, including many alligators. The area is most famous for the mammoth bones found in the spring and the various films that were shot there (various Tarzan films, one Airport Film, and the Creature from the Black Lagoon).

Compound Map

The compound is located in a wooded and isolated area of Wakulla. The compound is surrounded by a six-foot high wooden fence. During the day the cultists spend their time doing various chores and participating in various rituals. At night the cultists sometimes participate in rituals, but they generally tend to turn in early. The guard posts at the corners of the compound are manned twenty four hours a day.

1. Guard Post: The guard posts are wooden towers with metal plates reinforcing the wooden walls. Each post is equipped with a small search light. There is always at least one armed cult "tough" in each guard post.
2. Parking lot: The cult vehicles, an assortment of cars and trucks, are kept here.
3. Restroom and kitchen: One half of building contains showers, toilets and sinks. The other half contains a large kitchen and
4. Barracks: This is the sleeping and living area for the cult members. It is broken into three sections. One section is for the male cult members, the second is for the female cult members and the last section is a common area/dinning area. The barracks is typically empty during the day, except for meal times and when the cultists are cleaning.
5. Temple: This is the cults normal worship area. It is laid out like a church, with an altar area at one end and pews in the main area. The religious motif is Christian, to provide a plausible cover for the cult. The cultists conduct their normal rituals in the temple. The rituals involve unusual chants that bear no

resemblance to main stream religions (this will be obvious to nearly anyone who hears or sees a ritual). Naturally, the cult members do not conduct their true rituals in front of outsiders.

6. Hayes' House: Hayes and Reuben live in this house. The house has four rooms: a living room, two bedrooms and a bathroom. Since Smith stole Hayes' books and papers, there are no books to be found. Hayes does have a PC with an internet connection. The hard drive contains encrypted files, one of which contains the same information as to be found in the stolen papers. The other files contain cult records and such. Because Hayes has used a commercial encrypting program, the files are almost certainly inaccessible to the investigators. There are various emails from other cultists around the world on the hard drive. However, the email addresses are all through services such as Hotmail and Yahoo (and hence impossible to trace) and the emails are all in a code that makes the email seem innocuous or even spam. If an investigator chooses to try to find some sort of code, the process will take 1D4+4 months of dedicated work. The investigators might take the code to an expert, which would save them a great deal of time. If the emails are decoded, then the investigators will be able to gain some useful information that could well lead to other adventures (at the Keeper's discretion).
7. The Dome: The dome is made of concrete and reinforced with

steel. There is only one door in, which is made of steel and equipped with a state of the art lock. The interior consists of a narrow ledge around the pool in the center. There is diving gear in the dome and the pool leaves into the caves detailed on their own map.

Caves Map

The caves are accessed via the concrete dome in the compound. The caves are mostly natural, but have clearly been worked on with tools in places.

1. **Pool:** This pool was clearly shaped by tools. It leads down into the actual caves.
2. **Tunnels:** These caves lead off deep into the earth. If the investigators go down them, they might well get lost, especially if they are not experienced cave divers. Hayes has mapped out the tunnels and has an escape path that leads to nearby sinkhole.
3. **Chamber:** This chamber shows signs of having been worked with tools. There is a tunnel that goes far into the earth in the center. This is where the Tulush come when they are called. On the floor of the chamber is a locked waterproof case that contains an enchanted iron rod (3 points of POW in it). This is the rod that Hayes uses to summon the Tuush. If the investigators touch the rod, there is a 50% chance a Tulush will be close enough to sense this. The Tulush will rush into the chamber, ready to tear the investigators into bite sized morsels.

Action

While it is not possible to predict the exact actions of the players, the following guidelines should prove helpful to the Keeper.

Diving

Aquatic minded investigators might elect to dive in Wakulla Springs in search of what might have attacked the divers. Since the park is a state park, the investigators will either need to get permission (which might prove difficult in light of the recent episode) or sneak in. The spring is extremely deep and if the investigators are limited by SCUBA, they will not make it that far. If they use a remote submersible or a similar device, they have a slight chance of finding the dive light (the battery is dead) and perhaps some other pieces of the diver's equipment.

If the investigators decide to try to poison the springs or use explosives, they stand an excellent chance of being arrested. Also, such tactics would do a great deal of harm to the native life. In any case, the Tulush are unlikely to be affected by such tactics.

The Keeper will need to decide whether the investigators encounter a Tulush or not. The chances of this happening are fairly slight, unless the investigators take appropriate steps to attract their attention (such as by using the spell). Needless to say, an encounter with a Tulush in the water would probably prove extremely dangerous.

Provoking the Cult

If the investigators take action that arouses the suspicion of the cultists, they will take steps to learn more about what the investigators are

doing. If Hayes perceives the investigators as a threat, he will take steps to deal with them. Hayes will begin with some subtle attempts, such as sabotaging their vehicles or trying to get them arrested. If that doesn't work, he will take steps to hire some local criminals to take care of the investigators (use the statistics for the cultist toughs).

If the investigators are able to survive these attempts, Hayes will increase his efforts. If he gets truly desperate, he will try to lure the investigators into the concrete dome in the compound so that the Tulush he will call can kill them. As a lure, Hayes will probably have Reuben pretend to turn against the cult. Her story will be that Hayes is planning to sacrifice a volunteer from the cult. If asked why she isn't going to the police, Reuben will say that she fears that the police will not believe her and that even if they did believe her, the cultists would deny everything, including the sacrifice.

Attacking the Cultists

More aggressive investigators might decide to simply attack the cultists. The compound will prove to be a somewhat difficult target, since it is protected by a fence, guard posts and armed cultists.

If the investigators attack, the cultists will defend themselves. If given enough warning, Hayes will call the police on his cell phone. Unless the investigators have been able to win over the police, the authorities will aid Hayes.

The Subtle Approach

More subtle investigators might take a less direct approach. For example, they might attempt to find enough evidence to get the police to arrest Hayes. They might also

fabricate evidence and get the authorities to intervene. They might also attempt to win over enough of the locals so that they will be able to have a free hand against the cultists. Or they might go to the heart of the matter and simply take Hayes and Reuben out of the picture. If they are killed or otherwise dealt with, the cult will collapse.

Conclusion

The adventure comes to an end when either the cultists or the investigators are defeated.

The investigators are defeated if they are killed or driven away. In this case, Hayes will continue to expand his cult until he is eventually able to purchase and control a large part of the area. Hayes success will bring in other, more powerful individuals and evil will flourish in this part of Florida. Thus, any surviving investigators who return will face an even greater challenge.

If the investigators defeat Hayes and the cult, they should receive a 1D6 Sanity point award. Keepers should also give a few additional points if the investigators manage to defeat the Tulush in the area. The investigators should receive a lower award if they defeat Hayes through brutal means, such as murdering all the cultists.

Depending on how the investigators defeat Hayes, they might be well regarded in the area or wanted criminals. If the investigators handle the situation well, the local people will be very pleased and will be willing to help the investigators in the future. If the investigators handle the situation badly (excessive violence or injuring local people) they might end up as wanted men.

The Keeper might wish to use this adventure as a lead in to “Pines & Sunshine” (in this issue). This can be done by making some of the data on Hayes’ computer information relevant to “Pines & Sunshine.”

NPCs

The following details the NPCs the investigators are likely to encounter. In most cases only the NPC’s relevant skills are listed.

“Preaching” Pete Smith, Religious Con Man

| | | | | | |
|-----|----|-----|------|-----|----|
| STR | 13 | CON | 14 | SIZ | 14 |
| INT | 13 | POW | 13 | DEX | 13 |
| APP | 13 | EDU | 14 | SAN | 62 |
| HP | 14 | DB | +1D4 | | |

Description: Smith is a middle-aged man with graying hair. He looks extremely trustworthy and has a smooth, pleasant voice. Smith is a con man who favors the religious angle. Despite his tendency to be obsessed with money, Smith is not an entirely bad sort of person. He considers his experience with Hayes a bit of a revelation and feels obligated to undo the wrong he helped to create.

Relevant Skills: Fast Talk 65%, Law 32%, Library Use 37%, Occult 48%, Persuade 60%

Daniel Hayes, Cult Leader

| | | | | | |
|-----|----|-----|------|-----|----|
| STR | 13 | CON | 14 | SIZ | 15 |
| INT | 16 | POW | 17 | DEX | 13 |
| APP | 14 | EDU | 17 | SAN | 00 |
| HP | 15 | DB | +1D4 | | |

Description: Hayes is a moderately handsome man who has reddish blonde hair and a disarming smile. Behind the smile dwells a sharp, but evil mind. Hayes, a former anthropology student, is now dedicated to the cause of his new

masters, the hidden and unknown heads of the various secret cults that threaten the sanity and lives of mankind. Hayes prefers to solve his problems with subtlety and intelligence, but is not averse to violence.

Relevant Skills: Accounting 45%, Anthropology 55%, Cthulhu Mythos 25%, Fast Talk 60%, Geology 65%, Library Use 57%, Law 19%, Navigate 22%, Occult 64%, Persuade 75%, Swim 62%, Tulush Language 32%
Weapons: Glock .40 43% Shots 2
Damage 1D10+1 Range 20 Shots 15.
Spells: Contact Tulush

Janet Reuben, Cult Leader

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 9 | CON | 11 | SIZ | 10 |
| INT | 14 | POW | 14 | DEX | 15 |
| APP | 16 | EDU | 16 | SAN | 00 |
| HP | 11 | DB | +0 | | |

Description: Reuben is a very attractive woman who has black hair. She was working as a minor actress when she got involved with a producer who turned out to be a fairly powerful priest of the Old Ones. After he got bored with her, he sent her to aid Hayes. Reuben still sees herself as an actress and tries to use her acting abilities as her primary means of solving problems. In addition to her role as Hayes’ assistant, Reuben is also spying on him for the cult leaders (who want to see what Hayes is really made of).

Relevant Skills: Acting 42%, Bargain 55%, Disguise 55%, Fast Talk 65%, Law 17%, Occult 45%, P
Weapons: Glock 9mm 37% Shots 3
Damage 1D10 Range 20 Ammo 15

Brent Davis, Cult Enforcer

| | | | | | |
|-----|----|-----|------|-----|----|
| STR | 16 | CON | 15 | SIZ | 15 |
| INT | 11 | POW | 12 | DEX | 12 |
| APP | 11 | EDU | 12 | SAN | 00 |
| HP | 15 | DB | +1D4 | | |

Description: Davis was a career criminal until he was recruited by a cult. He found the power of the cults to be much more impressive than the power of the gang he belonged to and he has been loyally serving his new cause ever since. Davis' method of dealing with troublesome people is to shoot them and dump their bodies into any convenient body of water.

Relevant Skills: Dodge 35%, Occult 21%, Sneak 31%, track 31%

Weapons: Fist 63% 1D3+DB, Grapple 33%, .44 Magnum 61% Shots 1 Damage 2D6+2 Range 30 Ammo 6, 12-Gauge Shotgun 63% Shots 1 Damage 4D6/2D6/1D6 Range 10/20/50 Ammo 5, Knife 58% 1D4+2+DB

Cultists

Typical Cultist (26)

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 12 | CON | 12 | SIZ | 14 |
| INT | 10 | POW | 10 | DEX | 11 |
| APP | 11 | EDU | 11 | SAN | 00 |
| HP | 13 | DB | 0 | | |

Description: The cultists were originally misguided and lost people who were searching for some sort of meaning. Now, though Hayes' careful efforts and exposure to the mind-bending rituals, they are now willing servants of evil and madness. The typical cultist will tend to avoid violence, but are willing to kill to protect the cult.

Relevant Skills: Chant 45%

Weapons: .22 pistol 20% Shots 3 Damage 1D6 Range 15 Ammo 6, Club 25% 1D6+DB

Typical Cult Tough (11)

| | | | | | |
|-----|----|-----|------|-----|----|
| STR | 14 | CON | 15 | SIZ | 16 |
| INT | 10 | POW | 10 | DEX | 12 |
| APP | 10 | EDU | 11 | SAN | 00 |
| HP | 16 | DB | +1D4 | | |

Description: These are cult members who are tougher and more violence prone than the others. They are used to protect the compound and to keep any straying cultists in line.

Relevant Skills: Bully 45%

Weapons: 12-Gauge Shotgun 55% Shots 1 Damage 4D6/2D6/1D6 Range 10/20/50 Ammo 5, Knife 45% 1D4+2 +DB, Club 45% 1D6+DB

Mythos Being

Tulush, Lesser Servitor Race

| Char | Rolls | Ave | #1 | #2 |
|------|--------|-------|------|------|
| STR | 2D6+12 | 19 | 22 | 20 |
| CON | 3D6+12 | 22-23 | 26 | 27 |
| SIZ | 2D6+12 | 19 | 20 | 18 |
| INT | 3D6 | 10-11 | 12 | 14 |
| POW | 3D6+3 | 13-14 | 15 | 14 |
| DEX | 3D6 | 10-11 | 13 | 14 |
| DB | | +1D6 | +2D6 | +1D6 |
| HP | | 21 | 23 | 23 |

Description: The Tulush are servants of Tulushuggua, a terrible being that dwells deep within the flooded caves of the earth. In terms of appearance, a Tulush looks like a horrible mix between a finned eel and a squid. The front of a Tulush contains four long, squid-like tentacles with a mouth in the center of the tentacle mass. The mouth is unusual and contains a spiral of teeth that reach almost to the stomach of the creature. When the Tulush swims, the tentacles press together, streamlining the creature.

On either side of the "head" are two fluid filled bumps which serve as the Tulush's sonar sense organs. Since a Tulush has no eyes, they must rely on their highly effective sonar to find their way and their prey. The Tulush also make use of sound to communicate. They have their own language as well as a simplified version they use to

communicate with humans (it is a bit like morse code and enables humans to “talk” back by banging on a solid surface). Their language sounds a bit like that of whales, but sounds harsher and a bit menacing.

The skin of a Tulush ranges from a dirty gray-white to a brownish white. The skin is smooth, rather than scaled. Tulush reek of ammonia, which makes it easy to tell when they are around.

Like sharks, a Tulush has cartilage instead of true bones. The only hard parts of the Tulush are its shark-like teeth (these teeth have been mistakenly identified as belonging to some sort of ancient shark).

Tulush tend to be very intelligent and have quite large and developed brains. They use this intelligence effectively when they hunt their prey (other alien creatures) in the dark, water filled caves of the earth.

Tulush rarely come anywhere near the surface and only do so when they have been sent or called.

Tulush, like deep-diving sea animals, are able to withstand changes in pressure that would cripple or kill a human. They are also capable of staying at least an hour out of water, although they prefer not to do this.

In combat a Tulush will grab at its chosen victim with its four tentacles and use them to pull the target into its mouth.

Move 3/10 Swimming

Weapons: Tentacles 45% 1D6+DB

Bite 50% 2D6

Armor: 2 points of insulating fat.

Spells: Contact Tulushuggua, Call Tulush

Sanity Loss: 0/1D8 Sanity Points

Spells

Contact Tulush

This spell can only be cast near a water-filled cave that branches deep into the earth where the Tulush dwell. The spell is cast by pouring at least a pint of blood from an intelligent creature into the water followed by striking a wall of the cave with an iron rod. The pattern of striking is quite complex and conveys the request to the Tulush. The spell costs 3 magic points to cast and 1D3 Sanity points. Unless the cave does not eventually reach the Tulush, the spell succeeds automatically. See page 199 of the 5.5th edition of the rulebook.

Call/Dismiss Tulushuggua: This ritual gains the attention of Tulushuggua, “The Watery Dweller Beneath.” The spell costs the caster and any participants a variable number of Magic Points and costs the caster 1D10 Sanity Points. Additional points might well be lost when Tulushuggua makes its appearance.

This spell can only be cast near a water-filled cave that branches deep into the earth where the Tulush dwell. The spell is cast by pouring at least a pint of blood from an intelligent creature into the water followed by striking a wall of the cave with an iron rod. The pattern of striking is quite complex and conveys the request to the Tulush who bring the message to their master. The chances of success may be increased by using an enchanted rod of iron. For each point of POW the rod has been imbued with, the chances of success increases by 10%. See page 195 of the 5.5th edition of the rulebook for additional details.

Handout #2

-*Old Cults of Mystery* (1921) by Able Hastings.

There are a few references to 'those who dwell beneath the earth, yet swim rather than burrow' and all of them are disturbing. It is said that a great evil god dwelled within the "aquatic crevices" of the earth and sent his minions to the surface to have dealings with certain corrupt men. The most complete work on this topic is contained within Humbolt's *Forbidden Cults*.

Handout #3

-*Odd Florida* (1966), Gerald Jones.

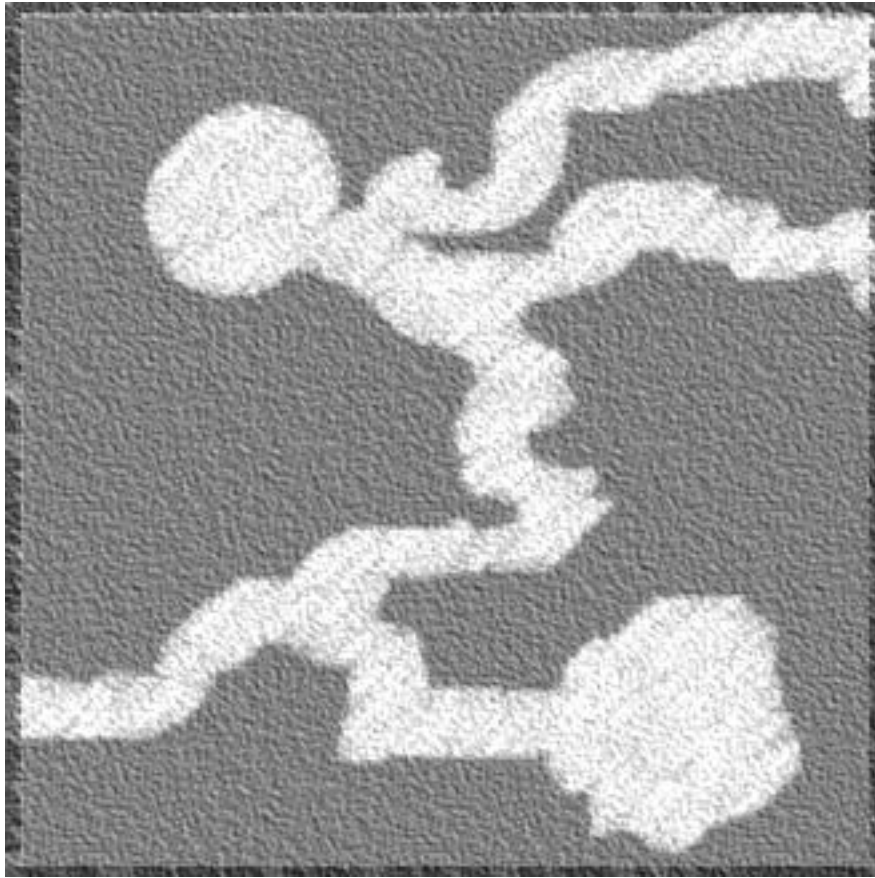
In addition to the pleasant tale of the fountain of youth, there are many not so pleasant Spanish tales. One story speaks of a small band of Spanish soldiers who set out from Fort San Marcos in search of another party of men who had failed to return. Based on the references to sinkholes, it is likely that these men reached the area now known as Wakulla. The men supposedly encountered one of the missing men. The man was crazed and spoke of the 'devil' that dwelt within the water filled hollows. He told the soldiers how something lashed out of the water, dragging his fellows into the hole. He said that there was so much blood that all the holes in the area were tinted red. When the man was brought back to the fort, all he could do was recite the following: 'veins run through the earth and her blood is water. Things swim in her blood...things that should not be.' It is said that the man was sent back to Spain and died twenty years later in a monastery, still reciting the words.

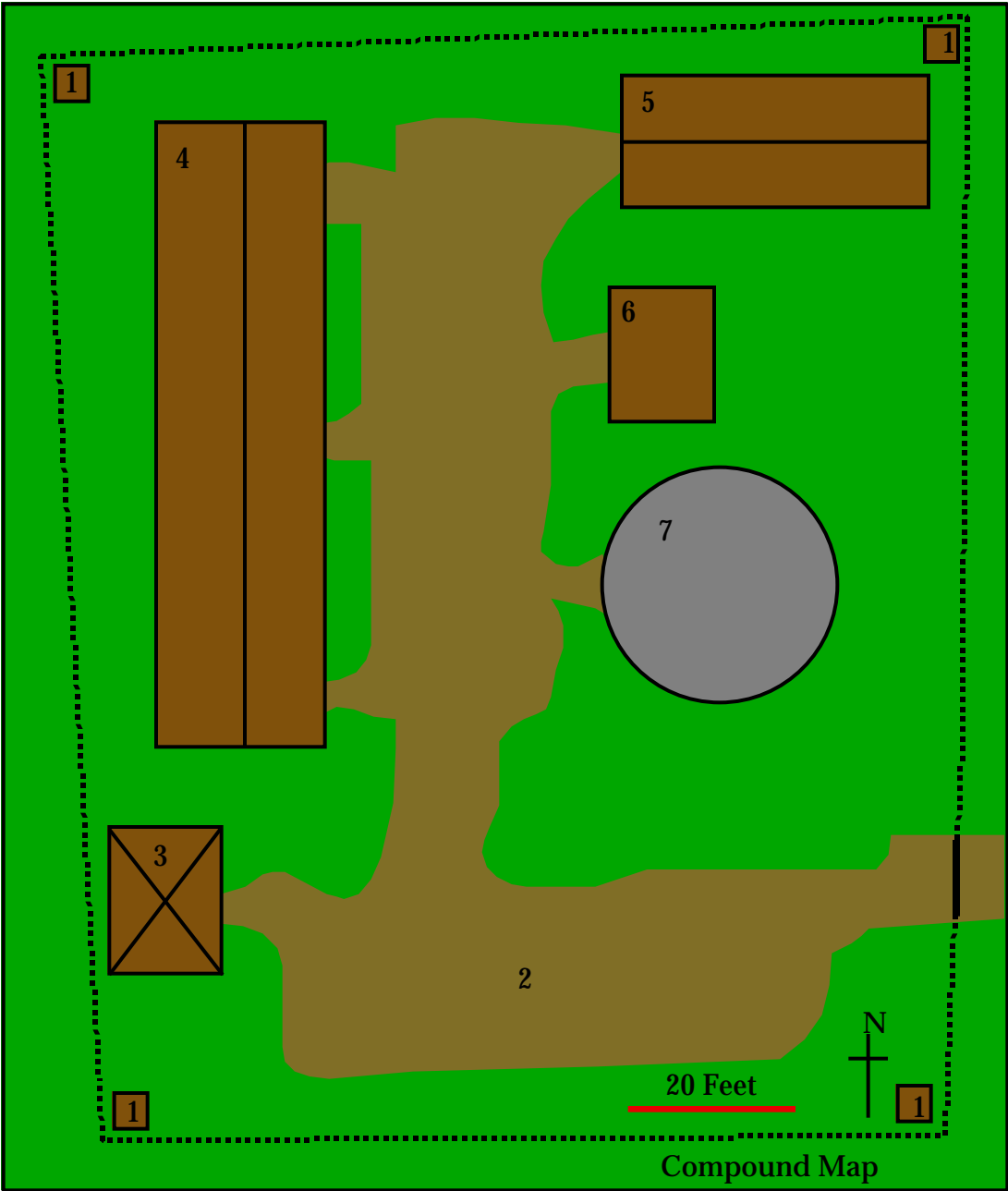
Handout #4

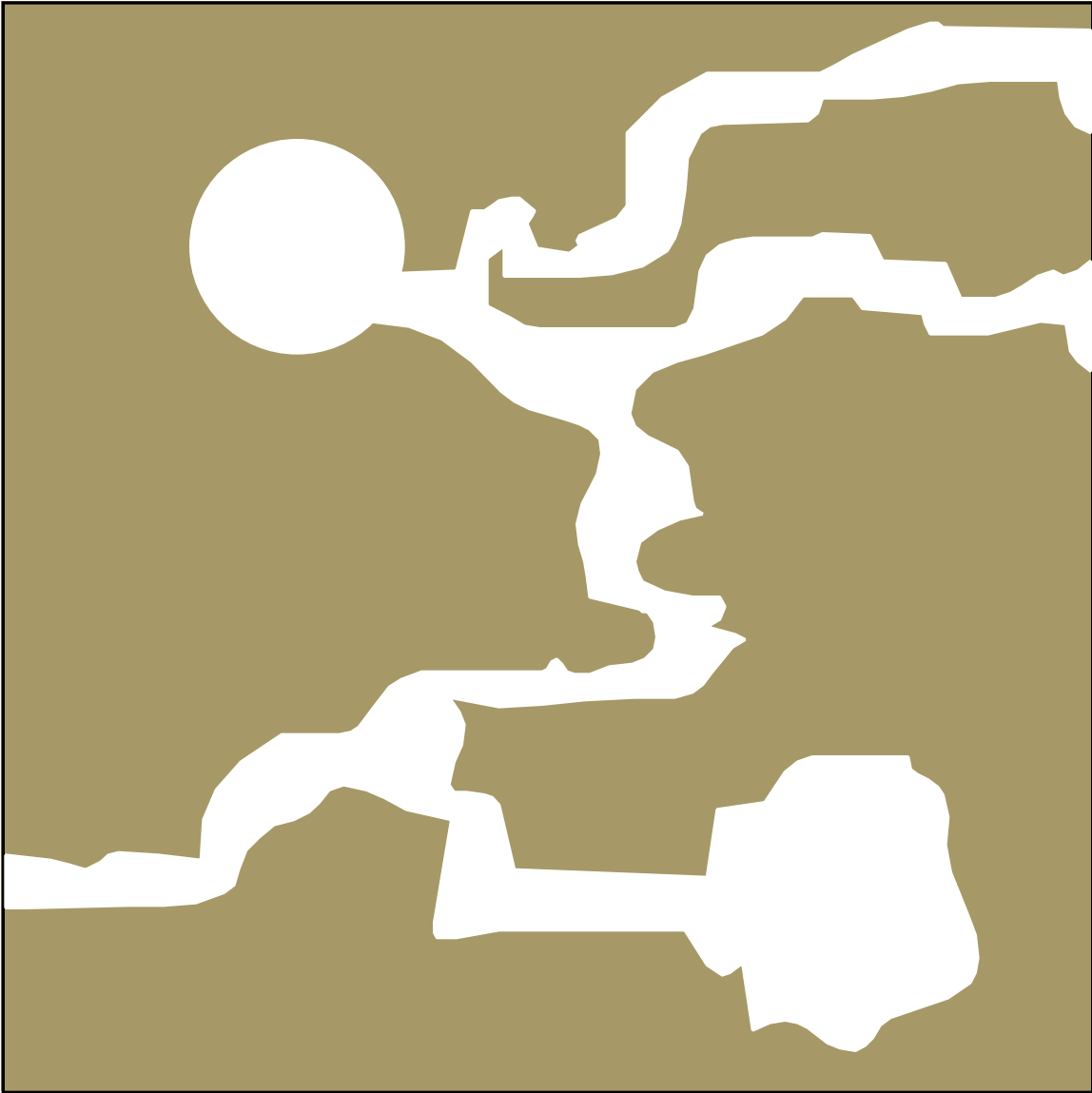
-*Tallahassee Democrat*

Tragedy in Wakulla: Diving in Wakulla Springs is a dangerous undertaking and recent events brought this fact home. Two experienced divers, Charles Walters and Reginald Brisk, went into the caves after taking extensive precautions. Tragically, only Charles Walters emerged from the dark waters. A local man, Timothy Springer, found the diver wandering in the woods and promptly took him to the Tallahassee Memorial Hospital...

The Tile







Sink Holes Map

The Black Stone©1999

Dr. Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1999 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/

Keeper's Introduction

Untold eons ago, a Devourer embryo was deposited upon the earth in what is now the state of Maine. The immature Devourer, still encased within its shell, fed upon all available life. After some time, the malign entity became dormant. It slumbered away the eons until it was chanced upon by a Mi-Go expedition. After losing several of their number, the Mi-Go sealed the being within a magical shell and went back to their mysterious activities.

Thus imprisoned, the Devourer became dormant and awaited the chance to feed again. Slightly more than 300 years ago, an English wizard named Jeremiah Trask learned of the Devourer from ancient writings and came to the New World to seek it out. Trask eventually located the Devourer and was able to partially free it from the Mi-Go

prison with the aid of the cult he had formed in the New World. There is no telling what evil might have resulted if a witch hunter named John Morril, aided by local shamans, had not put an end to Trask and his followers before they were able to completely free the Devourer. Morill, who knew of the Mi-Go, was able to partially restore the Devourer's prison. To protect the inhabitants of the region, Morill and the shamans declared the area taboo and spread terrible rumors about it so the people would fear the area.

The imprisoned Devourer lay within the deep Maine woods, unseen for human eyes, until 1935. In that year, an unfortunate hunter who had built his scamp near the Devourer's prison had the misfortune of encountering it. The Devourer quickly devoured the man's life force, leaving his corpse rotting in the woods. A guide company later purchased the camp and every so often someone would have the terrible misfortune of becoming a victim of the Devourer. However, the disappearances were never common enough to arouse any suspicions (since people do have accidents in the deep woods).

In 1965 another English wizard, Daniel Goodale, found Morill's diary and learned from it the legend of a "black stone" in the Maine woods. According to Morill's diary, the stone had a "star-spawned monstrosity" imprisoned inside of it. Eager to use this being, Goodale came to America and purchased the cabin from the guide company, which had fallen on hard times. The "black stone" Goodale came looking for was actually the Devourer's shell. Goodale, incorrectly believing that he had a spell to control the creature he sought, met his agonizing death

in the Maine woods. After the government took Goodale's land, to pay off back taxes, a lumber company purchased it and the area was undisturbed for decades. Ohio State University purchased Goodale's books (including Morill's diary), that were found in the cabin, at a government auction.

In 1992, Professor of History Hiram Jones and Professor of Anthropology George Hastings of Ohio State University came across the books that had been acquired from Goodale and set about translating and interpreting them. Finally, in 199x, they succeeded in translating and interpreting most of the books. Hastings, who considers himself a Man of Science, dismissed most of the material (including the dire warnings not to disturb the area) as superstitious nonsense. However, the references to the forbidden region and past inhabitants intrigued him enough to send a group of graduate students to investigate. Hastings, who believed that Jones was taking the "superstitious nonsense" much too seriously, sent the students to Maine while Jones was away visiting his family.

The unfortunate graduate students, who set up their base of operations in the old cabin, found the "black stone" within a week of their arrival. One of the students disturbed the magical barrier by removing one of the component stones (which they took to Clara Barton, the local matriarch and history expert in nearby Colbin). Taking advantage of its increased freedom, the Devourer soon overwhelmed the students and drained their life forces, turning them into its undead servants.

When the students failed to call in for three days, Hastings became worried and called Jones. Jones, who

possesses some knowledge of the Mythos, was horrified to learn that the students had not been heard from and was concerned that something terrible might have happened to them.

Getting the Investigator's Involved

Professor Jones, fearing that the students might have been sent into a horrible danger that the police would be helpless against, will contact the investigators. If Jones is not known by one of the investigators, he can be introduced as a friend of one of the investigator's friends. Jones will tell the investigators that he suspects the students have become involved in a situation "beyond the realm of the everyday world." If the investigators are interested in helping Jones, he will tell them what he knows (which is the information contained in Morill's diary, see below) and will offer to help the investigators with airfare (he can get a 20% discount on airfare through his connections). If the investigators ask about money, Jones will offer to hire them for \$75-100 a day (each) as "freelance consultants", with Ohio State picking up the tab. If the investigators decline to aid Jones, he will set out on his own and the investigators will later learn of a terrible disaster in Colbin (the Devourer consuming ever living thing in the town) and the disappearance of Jones and the four students. The Keeper might wish to dock the investigators a point of SAN if they learn of this.

Maine

If the investigators fly in, Jones will meet them at the Bangor

International Airport. If they arrive by bus or car, they will be met by Jones in Bangor. If needed, Jones will have enough rented vehicles to transport the investigators. Jones will want to start the journey to Colbin as soon as possible, but will be willing to take time to adequately prepare for the trip. If the investigators need equipment, they can purchase it in Bangor (there is a large mall in the area) or in a nearby community (such as Brewer, Old Town, or Orono). There are a variety of gun and outfitting stores in the area, so the investigators should be able to purchase almost anything they may need. Unless the investigators actively seek out trouble, they will be in no danger on their journey to Colbin.

Colbin

Colbin is about an hour from Bangor in good driving conditions. The road to town is a two lane, paved road that has many potholes and frost heaves. The town itself is quite small and has only a few houses, a small general store, and a gas station. The people are friendly, with the notable exception of Jeremy Morill.

Map of Colbin

Houses: The houses are fair to well-maintained old style New England structures. The majority of the inhabitants are retired (“the young folks don’t like to stay, they go off to the big city”). These people are friendly and will chat with polite investigators. They do not know a great deal about the legends of the area, but they do know a story about a demon that lived under the rock in the woods. Colbin’s phone system is a party line system (this means that

everyone shares one line) and it is quite old. It tends to fail at times and does not support cellular phones, high-speed modems, or other such “new fangled” things.

Gas Station: Harold Thibodeau runs the local two pump gas station, which offers full service at a reasonable rate. Harold has a small service garage (he was a mechanic in the Korean War) and does good repair work. Harold is also the local law enforcement officer, since Colbin doesn’t have enough people or crime to warrant a full time police force. Harold has a service .45 in his office desk. He hasn’t fired it at anyone since the war, but still knows how to use it.

General Store: The widow Sarah Goldsmith runs the town’s general store. The porch of the store is a favored summer hangout for some of the townspeople and in the winter they gather around the pot-bellied stove inside. The “good old boys” that hang out at the store spend most of their time telling jokes and swapping tall tales. They will be able to tell the investigators various elaborate tales about an old demon that lives under a rock in the woods and a wizard named Trask who came to chain the demon. Their stories will be frightening, but wildly inaccurate (the players need not know this, however). The store stocks mostly food and basic supplies, but there is a 12 gauge double-barreled shotgun in stock as well as 100 shells. There are also two one pound cans of black powder and 10 feet of fuse left over from the Fourth of July celebration.

War Memorial: This is a statue commemorating the “brave men of Colbin, who heeded their country’s call.” The statue features soldiers

from WWI, WWII, and Korea and has a long list of names (those from Colbin who were killed in the wars) on it. Prior to World War One, Colbin was a thriving lumber community. However, each war took its toll of Colbin men and it eventually ceased to thrive. All that is left is a dying town and a list of dead men's names.

Clara Barton's Home: Clara Barton lives in an old New England style home that serves as the town's unofficial historical center. Clara is the town matriarch and the townspeople turn to her when they have a problem. While her formal education only goes as far as finishing school, she knows a great deal of history and has a special interest in myths and legends. Clara has a rather impressive collection of old documents and artifacts in her home. She also has information the investigators will find useful (see below).

Meeting the Madman

Because the students called in from the local gas station, Jones will want to stop there to talk to the owner. While Jones is talking to the owner (who will say that he hasn't heard from them in days), one of the investigators will see the unkempt and insane looking Jeremy Morill letting the air out of the tires of one of the party's vehicles. If the investigators decide to do something about it, Morill will stare at them with a look of malign intelligence in his eyes (he is being controlled by the Devourer) and say "I have them. Soon I will have you." His expression will then change to that of a befuddled idiot and he will giggle, drool, and then attempt to wander off. If the investigators try to

use force against Jeremy, Harold will intervene and tell them that "Jeremy hasn't been quite right since the war. He doesn't harm anybody, so you just let him be." If the investigators persist in trying to harm Morill, Harold will be forced to arrest them.

If the investigators let Jeremy go, he will wander around all day and finally return to his tent at the edge of town at night. His tent is an old Army model and is quite dirty. The interior contains a lot of junk that Morill has collected over the years. Concealed in the junk is his locked trunk. Jeremy wears the key to it on a chain. The trunk contains Jeremy's old uniform, his Purple Star, his Bronze Star, his medical discharge, a .45 Automatic, \$45 in change, and his class ring from Cornell. Jeremy will defend his trunk and its contents fiercely.

Morill is vulnerable to the mental influence of the Devourer because of the brain damage he suffered from having a chunk of shrapnel pierce his skull. After the students removed interfered with the Devourer's prison, it was able to gradually take over Jeremy's mind. It appears to Jeremy's mind as his old commanding officer, and Jeremy can sometimes be heard muttering about orders from "Captain Keating." If the investigators check, they might be able to learn that Jeremy's old commanding officer in Vietnam was Captain Keating. Keating was killed in action in 1973.

If the investigators ask the locals about Jeremy, they will say that he was "a really bright boy and went off to school and it was a real tragedy what happened to him in the war." If an investigator makes a Luck roll, the person will mention that Jeremy started acting much stranger recently (talking to himself

more, being secretive, and so forth). If the investigator presses, the person will say that they seem to remember Jeremy getting stranger three to four days ago.

The Devourer's ability to manipulate Jeremy is as follows. First, for every magic point the Devourer expends it can completely control Jeremy for one minute or it can passively use Jeremy's senses for four minutes. The Devourer has built up some degree of rapport with Jeremy and is sometimes able to dimly sense what Jeremy is experiencing even when it is not actively in contact with him. The arrival of the investigators excited Jeremy and this alerted the Devourer who chose to investigate. Because the investigators arrived so soon after the students were taken, the Devourer suspects that they have come to investigate and it considers the investigators a potential threat.

The Devourer will prefer to use Jeremy as a spy, since controlling him directly is costly. However, it will not hesitate to use Jeremy as a weapon, should the opportunity present itself. The Devourer will, as the situation permits, try to trick or provoke the investigators into attacking Jeremy in the hopes that the inhabitants of Colbin will take care of the investigators for him. Finally, the Devourer will suggest to Jeremy that he sneak around and keep an eye on the investigators. If the Devourer senses that Jeremy is exited or frightened, he will check up on him.

Information in Colbin

Most of the inhabitants of Colbin will be willing to talk to the investigators, provided the investigators are polite. Rude

investigators will receive curt replies. If the investigators threaten or act against any of the inhabitants, Harold will take action and summon police in from nearby towns to deal with the problem.

Almost anyone in town can tell the investigators that the students were staying in an old cabin in the woods and that a lumber company owns the land. Anyone who knows about the cabin can give adequate directions to it. They also know that the students visited Clara Barton on several occasions.

Some of the inhabitants know some version of the legend of the black stone. Most versions of the story involve a demon or devil that lives under a stone in the woods. Some versions mention a wizard named Trask and others mention that a witch hunter named Morill killed him. Other versions are completely inaccurate and include stories about a big foot like creature. Such stories can be useful to through the investigators off track.

Some of the older inhabitants remember when Goodale came to town and purchased the old cabin. Those who remember Goodale will describe him as having been spooky and disturbing. They will also remark that he vanished in the woods and the government took the cabin for back taxes.

If the investigators seem interested in the history of the area and the legends, the locals will suggest that they talk to Clara Barton.

Clara is quite old, but she has a very clear recollection of the past. Unfortunately, her memory of the near past is rather poor and she tends to forget events that have occurred recently. Most importantly, she has forgotten that the students brought an odd stone for her to

examine. The stone is currently on a shelf amidst Clara's other artifacts. This stone is the key to re-imprisoning the Devourer and the investigators will have to piece together certain clues in order to realize where and what it is.

If the investigators ask her about the black stone or the associated legends, she will recount the following tale. According to legend, a wizard named Trask was driven from England and came to what is now Maine in order to continue his practices. Old Trask was said to be a Satanist, but it was rumored that he worshiped a pagan god called "Yosoth." When Trask came to the new world, he supposedly found a black stone that was sacred to Yosoth and began sacrificing people on the stone. His evil activities didn't last long, however, for the local tribes finally wiped him and his followers out with the aid of an English witch hunter named John Morill. The story concludes with Morill and the shamans imprisoning Trask's twisted soul into the stone and declaring the area taboo. As far as Clara knows, no native or colonist ever violated the taboo.

If Clara is asked where the stone is supposed to be, she will say that it is supposed to be nearby. She will add, after rambling a bit, that the students had found a black stone near the camp and that they suspected it was the black stone of legend.

If asked about Goodale, Clara will say that she remembers when he came to town and purchased the camp. She will say that she was afraid of Goodale and thought he was a bad man. She will also mention that Goodale went out into the woods and never came back. Clara will conclude by saying that the authorities found Goodale's

camp abandoned and that many of his books were acquired by a university (Clara had hoped to acquire them for her collection, but she was outbid).

Clara will be willing to talk to the investigators (as long as they are polite) for as long as they stay. However, as she becomes increasingly tired, she will begin to mistake the investigators for old friends and will make less and less sense as she drifts back into her memories. Eventually, she will drift off to sleep. If the investigators harm or threaten Clara, the townspeople will take action against them.

Into the Woods

If the investigators have directions to the camp, they will easily find the right road. If not, they will have to wander up various old logging roads in the hopes of finding the right one. The road to the camp, like the others, is an old dirt logging road. If the investigators attempt to travel the logging roads using normal cars (as opposed to four wheel drives), the driver will have to make a driving skill roll going up the road and going back. If the roll fails, the vehicle will become stuck or damaged (Keeper's discretion). Trucks, jeeps and other off-road vehicles will have no trouble on the road, provided the drivers are careful.

Camp Area Map

The Camp: The camp is located in what appears to be a well-maintained clearing. Closer inspection of the area will reveal that the plants are stunted and unhealthy. Because of various rituals Trask conducted, the area around

the camp is particularly vulnerable to the Devourer's influence and it has been feeding upon the life energy of the plants. The camp itself is rather old and worn, but is still solid enough. Parked in front of the camp is a Bronco, with Ohio plates. Jones will identify it as belonging to Jeff, who is one of the missing students. The camp interior has its own map and will be described below. As the investigators approach the camp, it will feel as if things are watching them from the woods and they will seem to hear whispering voices.

The Trail: The trail is a actually an area of the forest that has been tainted by the Devourer. As with the area around the camp, the trail is vulnerable to the Devourer and it has drained the life forces from the plants. Investigators walking down the trail will think they see furtive movement in the woods and will hear faint rustling noises, like something slithering along behind them.

The Stone: This marks the clearing that contains the Devourer. It is detailed in its own map.

Cabin Map

As the investigators approach the camp, they will see that the front door has been smashed open. They will also see five unfired 12 gauge shot gun shells lying near the step, a 12-gauge pump shotgun, and a rotting hand with a ring on it. Seeing the rotting hand costs 0/1 Sanity points. Jones will identify the ring as belonging to Jeff.

Main Room: The main room looks as if a terrible struggle occurred in it. There is dried blood, water jugs, containers of food, and a cook stove scattered about the place. Also in the

room are an old table, four chairs, and an ash filled fire place. Lying in one corner, partially concealed by some food cartons is an Apple PowerBook 140, which belonged to Lynn (her name is on the cover). It takes a successful Spot Hidden (or a thorough search) to locate the computer. The PowerBook is somewhat damaged and has a bloody hand print on the screen, but an investigator who makes a successful electronics roll can get it working again. The hard drive has a word processing program, a few games, some utilities, and several text files. Most of the text files are things like class notes, letters, and school papers, but two of the files will be of interest to the investigators. The first is Lynn's notes for the expedition. The last entry, which was made on the last day the students called in, will catch the investigators' attention is as follows: "We found the stone referred to by Hastings. The stone is roughly six feet high and about five feet wide. Jeff did some digging around the stone and turned up some human bones. Jeff also dug up an old ring of stones. The stones have some strange marks on them that I cannot decipher. They do not look like anything I've seen before. We decided to leave the bones where we found them, since we will have to call the police tomorrow. Jeff has decided to take one of the stones from the ring and show it to Clara, since she knows so much about the legends of this place. I don't know why, but the black stone frightens me. I know it's not very professional, but I think the stone is evil. Maybe it is because of the old stories, but this place really bothers me." The second file that will interest the investigators is a file that was created late at night

on the last day the students called in. This fact can be learned by using the Get Info command on the file. The content of the file is as follows: "I don't think we will live through the night. I hope someone finds this before it is too late for them. I woke up and Bill was gone. Jeff went to look for him and took his gone. Later we heard a knock on the door. Jenny opened it up. Saw only shotgun shells. We thought Jeff was fooling with us. We heard another knock. This time it was the gun. Next time it was his hand. We heard another knock, but wouldn't open it. Looked outside, saw them walking, dead horrible dead I hear them at the door God help us."

Bedroom: Each bedroom contains a bed and a dresser. They show signs of recent occupation and each contains luggage, clothing, and other personal items. There are no weapons present.

Bathroom: The bathroom is basically an indoor, two seat outhouse with a wash basin set on one wall.

Trap Door: The trap door leads to the cellar. The latch to it has been broken recently.

Cellar: Access to the cellar is via the trap door and a ladder. When the investigators open the trap door, a foul odor of corruption and rot will waft up. The smell is primarily from the rotted food lying amidst broken jars and scattered cans on the floor. If the investigators go into the cellar, the first investigator down the ladder needs to make a Spot Hidden roll to see the eyeball on the floor. If the roll fails, the investigator will step on the eye, which will pop. If an investigator pops the eye, she must make a SAN roll or lose one sanity point. In addition to the eye, there is a bloody woman's shoe, a buck

knife, a rotted finger tip, and a blood coated buck knife in the cellar. These items are obscured by various can goods and broken jars of spoiled food stuff. There are shelves in the cellar that hold some very old canned and jarred food, all of which is quite bad.

Clearing Map

The clearing around the stone, like the trail and the area around the camp, has been corrupted by the Devourer's influence. The investigators will think they see shadowy shapes moving in the woods and they will think they hear strange chanting in the sound of the wind. When it is not using them, the Devourer keeps its undead concealed on the edges of the clearing. The Devourer will do its best to conceal its undead until it is ready to act. However, if the investigators find them, it will try to destroy the investigators.

Trail: This is where the trail enters into the clearing.

20 Foot Mark: This represents the attack range of the Devourer (see below for details)

The Stone: The "stone" is oddly shaped and seems to blur and shift when looked at directly. The "stone" is actually a shell for the developing Devourer. There has been some digging around the stone and a circle of stones has been exposed. The stones are engraved with strange markings (a Cthulhu Mythos skill roll will reveal that the markings are similar to those used in various binding and imprisoning spells). Inspection of the ring will reveal that a stone has been removed from it. The ring of stones is the physical component of the spell that imprisons the Devourer. The missing stone is a key component of the ring and is currently in Clara Barton's

house. While the removal of the Stone increased the Devourer's freedom, it needs the stone in order to break the spell that confines it.

The Woods

In the course of feeding upon the surrounding plant life, the Devourer has begun to infect and corrupt it. This process is somewhat similar to the way Colours "infect" their environment, but the effects are different. At the start of the adventure, the Devourer has begun to infect all plant life within a mile and this area is subject to the corrupting influence of the Devourer. The effects of the Devourer's corrupting influence are as follows. First, the Devourer's feeding on the infected plant life generates an intermittent magnetic field. The primary effect of this field is to interfere with compasses. Anytime a compass is used within one mile of the Devourer, there is a good chance that it will point in the wrong direction. In order to determine which direction the compass indicates as north, roll 3D6: 3= North East, 4= north west, 5= south east, 6= south west, 7 = east, 8 = west, 9 =south, 10-18 = North. Since the Maine woods are quite thick and there are few easily recognizable landmarks, it would be very easy for the investigators to get lost should they head out into the woods. The Maine woods are very, very dark at night and making it extremely easy to get lost in the dark woods. Getting lost in the woods can be dangerous, since the nearest towns are miles away and a person could easily die of exposure or thirst before stumbling across a town. If the investigators decide to trek of into the woods, what occurs is left to the Keeper's discretion.

Second, the Devourer's feeding on the infected plant life will occasionally result in the formation of ghostly lights on the infected plant life. These lights will appear as pale, glowing spots of an odd and unnatural color. The glowing spots are visible only in darkness and they will appear quite unwholesome to human observers.

Third, the psychic intrusion of the Devourer into the region will have a psychological impact on humans that come within the infected area. Anyone who spends more than thirty minutes in the area will begin to think they glimpse furtive and strange things moving about in the woods and they will think they hear strange sounds and voices in the wind. Typically, people will become more "jumpy" and edgy the longer they stay in the area.

Initial Encounter with the Devourer

The Devourer will want to assess the investigators before it acts against them. Because of this, it will not attack the investigators when they first enter the clearing and it will do its best to keep them from learning what is really going on. The reason for the Devourer's caution is that it is well aware that humans can pose a serious danger to it (it still remembers Morill and the shamans). During their first encounter with the Devourer, the investigators should find the stone eerie and suspicious; but they should be uncertain as to its exact role in the situation at hand. If the investigators take hostile action or seem to know too much, the Devourer will endeavor to destroy the investigators using its abilities as well as its undead servants. At the start of the adventure it will have at

least two skeletons and four zombies. The Keeper should determine the exact number of available undead. While the investigators may take any action they wish, it would be best for the adventure if they did not simply attack the Devourer.

The Plot Thickens

If the investigators do not have a violent encounter with the Devourer, Jones will suggest that they return to town and seek lodging. Jones will be vehemently opposed to spending the night in the camp. If the investigators insist on staying in the camp, the Devourer will take advantage of the opportunity to learn more about them. At first the Devourer will simply observe them and then it will begin to test them. If it perceives them as weak, it will act against them, if it perceives them as being too great of a threat, it will leave them alone and bide its time for a better opportunity. If the investigators decide to return to town, they will encounter a police car with two officers in it. If the investigators decide to stay at the camp, Jones will drive back to Colbin and he will encounter the officers. The officers will stop the investigators and tell them that three escapees from the Bangor Mental Health Institution were seen leaving a nearby town and that the police are looking for them. If the investigators ask for further details, one of the officers will say that the three broke out of BMHI about five days ago. The officer will also add that the three are members of a very odd cult that was recently violently broken up by the police. This cult was located in the Maine woods near the town of Caribou and its members

sacrificed human beings and animals to some goddess they called Shub Guth, the Mother of Many.

If the investigators mention the missing students and what they found at the camp, the police will go investigate the camp. If Jones is alone, he will definitely tell the police what happened, since he thinks the police should be able to handle something as mundane as escaped madmen. If the police do go to the camp, the Devourer will lure them into the woods and turn them into undead. If the investigators do not mention the camp, the police will continue their search. Before departing, the police will tell the investigators that a civilian search party is forming in Colbin and that they could use help. Jones will want to join the search party and he will tell the investigators that he suspects that the escapees may have taken the students.

The three escapees are, in fact, nowhere near the area and are well on their way to Boston. Once there they will continue their activities, which can lead to another adventure.

A Night in the Woods

While the investigators are going about their business, a search party will be forming outside of the gas station. There will be ten of the younger men from Colbin as well as fifteen men from nearby towns. Harold will be in charge of organizing the searchers and will be coordinating the civilians with the State Police. Unless the investigators have informed Harold about what they found at the cabin, he will send a couple men to warn the students and to bring them to town. If he is informed of what the investigators found, he will be convinced that the

escapees are responsible and he will undertake the search with grim determination.

If the investigators return to town, they will be invited to join the search party. Jones will insist on joining in and will do his best to persuade the investigators. If the investigators decided to stay at the camp and do not return to town, Jones and a couple searchers will drive to the camp to inform them of what is going on and ask them to join the search. If the investigators neglect to join the search, what occurs is left to the Keeper's discretion.

Through Jeremy, the Devourer will know of the coming search. It will carefully prepare for the arrival of the searchers and will wait in anticipation of feeding on their life forces. By the time the search gets underway, the sun will be going down.

Events

The night search of the woods will be a nightmarish ordeal for all involved. The following are unpleasant events for the investigators to experience in the course of the night.

Jeremy with a Knife: The Devourer will command Jeremy to follow the search parties into the woods to keep an eye on them. Jeremy, who will be armed with his .45 and a combat knife, will think he is back in the war, tracking the enemy through the jungle.

Since Jeremy is the only servant of the Devourer that is capable of going into town, the Devourer will not wish to foolishly risk him. Hence, Jeremy will be used primarily to keep tabs on the searchers and lure them into traps. However, the

Devourer is not averse to having Jeremy capture a searcher or two. Anyone captured by Jeremy will be brought to the Devourer and it will turn him or her into undead. Jeremy will think that anyone he captures is a prisoner of war he is to bring to his commanding officer for interrogation. Jeremy will think that any of the Devourer's undead are fellow soldiers.

The townspeople are protective of Jeremy, so if the investigators and Jeremy have a violent encounter the Keeper will have to decide how the townspeople react. Since Jeremy was armed and running around without a light during a search for escaped madmen, it is unlikely that the investigators will be charged with murder, even if they kill him. However, if the investigators harm Jeremy, they will alienate the townspeople unless they are able to persuade them it was an accident.

Zombie Students and Skeletons:

Unless the investigators have destroyed some of the Devourer's undead, the Devourer will have four zombies (the missing students) and at least two skeletons at the start of the evening. The Devourer controls the actions of its undead and can perceive what they perceive. It can also make zombies, that are not too far-gone, speak with some semblance of their former voices (the Devourer does not have access to the memories of the people it has drained, however). Since the zombies can pass as live humans in the dark and they can be made to speak, the Devourer will use them to lure people into traps. The Devourer will use its undead troops in an intelligent manner and will take advantage of any opportunities that become available. For example, the

Devourer is familiar with human weapons and will not hesitate to arm his undead with any available weapons.

Other Zombies: As the night progresses, the Devourer's undead army is likely to gain new recruits. It will use any new zombies in the same manner as the original four. Since all the searchers are armed, and searcher zombies can be armed at the Keeper's discretion.

The Devourer's Influence: The Devourer can, as noted in its description, take control of a person's mind. The Devourer will, if the opportunity presents itself, to take control over one or more searchers to either use them against their companions or to take them to their dooms.

Madness in the Woods: Searchers who encounter the undead may well go mad. If a searcher goes insane, the exact effect is left to the Keeper. However, two typical reactions would be running blindly through the woods screaming or running blindly through the woods, screaming, and shooting anything that moves.

The Day After

Eventually, the night in the woods will draw to an end and the survivors (if any) will return to Colbin. The fate of any search party members who became lost or ran away because of madness needs to be determined by the Keeper. Such individuals might wander back into town, fall prey to the Devourer (and thus swell its army), or never return. Shortly after the survivors return to town, they will learn that the

escapees were involved in a shoot out with police in New Hampshire. However, after the night in the woods, the authorities will have a new problem to deal with. Those who survived the night will be loathe to return to the woods and will be all for getting the police or the government to deal with the problem.

Unfortunately for the good people of Colbin, the Devourer has other plans. After it drives the searchers from its woods it will waste no time in taking advantage of its increased power and expanded army to isolate the town. In order to do this it will have its zombies cut down the phone and power lines. It will then use its zombies to fell trees across the roads out of town. Finally, it will use its mind control ability on a few of the more vulnerable citizens and make them disable all the vehicles in town.

The Devourer's increased electromagnetic output will play havoc with radio communication, so the town will be effectively cut off. There will probably be only two ways to leave the town. The first is walking (or biking out) to the nearest small town, which is twenty miles away. Anyone that tries to walk out will be subject to attack by the Devourer's living and undead slaves. The second way out is to get a vehicle working and cut through the barriers. The barriers can easily be dealt with with a chainsaw and a little hard work. Of course, the Devourer will do its best to stop any escape attempts that it is aware of. If anyone escapes the town, the Devourer will step up its efforts so it can feed upon the town before help arrives.

If the investigators escape the town, what they do and what happens is up to the players and the

Keeper. If the investigators are unable to return in time (or they do not return) the Devourer will take the town (see If the Investigators Fail, below).

Trouble in Town

After the night's feeding, the Devourer will have enough magic points stored in its shell to take action against the isolated town. The Devourer will use its magic points to gain control of more people in the town to use as spies and slaves (this ability of the Devourer is described below). The Devourer will use its mind-controlled victims in four ways. First, they will be used as spies to keep an eye on things. Through these spies the Devourer will aware of almost anything that happens in the town. Second, they will be used to gain more victims for the Devourer. These unfortunate people will be forced to overpower their own friends and family and bring them to the Devourer. As its stock of magic points and power increases, it will able to control more and more people and hence gain even more victims. Thus, if the investigators are unable to stop the Devourer quickly, they probably never will. Third, the Devourer will use them to search for the missing stone. Without this stone the Devourer cannot free itself. Since touching an Elder Sign will free a mind control victim and the stone has an Elder Sign on it, none of the Devourer's slaves can touch it. If the stone is located by one of the Devourer's slaves, the Devourer will have to get its slaves to force or trick an uncontrolled person into transporting it. Whether the Devourer locates the stone or not depends on what the investigators do and the Keeper's discretion.

Fourth, they will be used to mislead or harm those whom the Devourer perceives as a threat (such as the investigators). The exact actions the Devourer's slaves take is a matter left to the Keeper's discretion. In terms of controlling people, the Devourer will be limited by its available magic points. The Devourer's strategy will be to control as many people as it needs, while keeping a magic point reserve for emergencies.

Individuals who become controlled by the Devourer will not remember what they did while they were controlled, except as vague nightmares. Because of the detrimental effect of mind control on the victim's Sanity (see below), it is likely that some townspeople will be driven insane. The exact insanities that result and the actions such individuals take are left up to the Keeper.

In addition to the active influence of the Devourer upon those it controls, its increased power will result in it gradually corrupting the whole area around it. Its corrupting influence will begin to wear on the townspeople and they will become more irritable and violence prone as time goes on. It is unlikely that any local will attack the investigators, but they will become less cooperative and will tend to see everything in a negative light. The Devourer will keep up its activities until it is freed or defeated.

Fighting the Devourer

There are a variety of clues that will help the investigators learn of the Devourer's vulnerabilities. Among the most important clue is the reference to the removal of the stone from the circle of stones. If the

investigators realize the significance of the clue, then they will suspect that returning the stone to its rightful place will set things right. Dr. Jones possesses another important piece of information. In his copy of the diary of John Morill there is a passage that refers to a “vile demon from the darkness that lived beneath a black stone and served the wizard Trask.” The passage describes the battle between John Morill and the Devourer: “The shaman chanted his ritual whilst I blinded it with the sign of the old ones. The magicked stone shattered upon contact, wounding my hand most sorely. Despite my pain, we continued the enchantment and did imprison the foul demon within the circle of stones.” The diary also includes a description of the ring and keystone. Any investigator who makes a successful Cthulhu Mythos skill roll or is familiar with the Elder Sign will recognize it as one of the markings on the central stone. If the investigators compare the sketch in the diary with the circle of stones (or if they make an Idea roll after seeing the sketch and the stone circle) they will realize that the stone described as “the key to the start spawned devourer’s prison” is missing from the circle of stones. These passages will alert the investigators that the Devourer is vulnerable to Elder Signs and that their key to imprisoning it again is the missing stone.

Jones also has some of Goodale’s other books and writings. These writings include various interpretations of Morrill’s diary, notes on the black stone of legend, and other occult and mythos information relating (or seeming to be related) to the Devourer. Among the writings are a spell that purports

to be for controlling “the devourers from beyond the stars.” This spell, which is carefully detailed is actual a spell for summoning Star Vampires and has absolutely no effect on the Devourers. The document cost 1D3 points of Sanity and provides a spell modifier of X4. Unfortunately for Goodale, he attempted to use this spell to control the Devourer and ended up its victim instead.

In order to defeat the Devourer, the investigators must acquire the missing stone from Clara Barton. This stone, which Clara has forgotten about, is on a shelf with many other stones, artifacts, and junk. If the investigators acquire the stone, they must then bring it into the clearing and place it back into the circle. Of course, the Devourer will do everything it can to prevent this from happening.

One way for the investigators to safely approach the Devourer is to touch the shell with an Elder Sign. If an Elder Sign touches the shell, it will explode violently. If the stone was held at the time, the holder would take 1D10 points of damage and all within ten feet will sustain 1D4 points of damage. The Sign does not actually have to be held to effect the Devourer; it could be thrown, shot from a slingshot, etc. Contact with an Elder Sign will put the Devourer into a state of “shock” for 2D6 minutes. During this time its undead will wander aimlessly, it won’t be able to mind control anyone, and it cannot attack. During this time, the stone can easily be put into place.

If the stone is replaced, the placing individual will lose 10 magic points (if the person doesn’t have 10 magic points, the deficit will be made up in points of physical damage). Once the stone is in place there will be a

blinding flash of light and a noise like a thunderclap. The investigator replacing the stone will sustain 1D8 points of damage and all within ten feet will sustain 1D6 points of damage. Once the stone is in place, the Devourer will be contained. While contained, it can only exercise its powers within the stone circle (which averages about three feet from the shell). All undead outside the circle will collapse, all the mind control victims will be free, and the forest will gradually return to normal. If the investigators replace the stone, each surviving investigator should receive a Sanity point award of 1D10. If the investigators seal the Devourer in concrete or something similar, they should receive an additional 1D3 Sanity point bonus. The citizens of Colbin will also be grateful.

If the Investigators Fail

If the Devourer is not stopped by the investigators, its mind control victims will find the stone and force another person to carry it to the Devourer. Once the stone is brought to it, the Devourer will cast a spell it has been crafting over the centuries to free it. The casting must be done through one of its mind control victims (it has to be cast from outside the circle) and the stone must be bathed in fresh blood and within five feet of the Devourer and caster. This spell takes an hour to complete and will drain the caster of his life force, leaving him a withered husk. When the spell is finished, the stones will explode, inflicting 1D20 to all within 10 feet and 1D10 to all within twenty feet. The Devourer will then be free. If it becomes free, the Devourer will be able to use its powers at their full potential (as detailed below). Soon

after it is freed, it will consume all living things in the town of Colbin and return to the stars. The area around the dead town will be badly withered and corrupted by the Devourer's influence and it will be decades (if ever) before the land begins to return to some semblance or normalcy. The government will investigate the wasted area and empty town and the investigators will be baffled by the twisted woods and withered, strangely glowing corpses. The government will quarantine the area and fence it off. The tabloids will have a brief field day with the mystery (UFO landing stories, nuclear testing gone wrong stories-complete with faked photos of giant ants, and so forth) but it will all soon be forgotten, leaving a stretch of bone strewn land in the Maine woods.

If the investigators fail to stop the Devourer and survive, they should lose 1D4 Sanity points. If the investigators simply flee the town and leave it to its fate, they should lose 1D8 Sanity points each due to their guilt and horror.

NPCS

Dr. Hiram Jones, Professor of

History

STR: 10 CON: 11 SIZ: 12 INT: 18

POW: 12 DEX: 11 APP: 12 EDU: 20

SAN: 55 HP: 12

Damage Bonus: None

Combat Skills: Fist/Punch 55% 1D3,

Pistol 55%, Rifle 55%

Skills: Computer Use 10%, Cthulhu

Mythos 5% Credit Rating 80%, Drive

Auto 45%, First Aid 45%, Library

Use 85%, Occult 20%, History 90%,

Sneak 15%

Languages: English 100%, Latin 75%,

French 25%, German 15%

Spells: Elder Sign

Equipment: Apple PowerBook,

camping gear, .410 gauge pump

shotgun (1D10 5 shots).

Physical Description: Dr. Jones is a

thin man with gray hair and glasses.

For this expedition he will be

wearing his hunting clothes and

sturdy-hiking boots.

History/Personality: Jones earned

his college degrees through hard

work and the help of the G.I. Bill. In

WWII, Jones was an infantry

sergeant who was decorated for

bravery. As such, he is not afraid of a

little action. Jones first exposure to

the Mythos occurred when his

dissertation research lead him to a

cult in West Virginia which he

helped defeat. Throughout his career

Jones has kept a careful watch out

for Mythos activity. In terms of his

personality, Jones is, like many

academics, driven his desire to know

as much as possible in his field.

However, unlike many modern

academics, he is very kind and quite

concerned about people. Jones is

genuinely concerned about the

missing students and will be terribly

angry when he learns of their fate.

Harold Thibodeau, gas station
owner and local law enforcement
officer.

STR: 12 CON: 13 SIZ: 13 INT: 12

POW: 10 DEX: 13 APP: 12 EDU: 13

SAN: 50 HP: 13

Damage Bonus: +1D4

Combat Skills: Fist/Punch 55%

1D3+1D4, Pistol 60%, Rifle 45%

Skills: Bargain 25%, Drive Auto 45%,

Electrical Repair 20%, Electronics

10%, Locksmith 15%, Mechanical

Repair 75%, Operate Heavy

Machinery 10%

Languages: English 65%, Korean

10%

Equipment: .45 Automatic (1D10+2)

Physical Description: Harold is a

medium sized man with thinning

black hair.

History/Personality: Harold served

in the Korean War and returned to

Maine afterwards to take over the

family gas station. He is a very

honest individual and is very

protective of his town and his

friends.

Clara Barton

STR: 4 CON: 6 SIZ: 8 INT: 16 POW:

16 DEX: 7 APP: 12 EDU: 19 SAN: 80

HP: 7

Damage Bonus: -1D6

Combat Skills: Shotgun 45%

Skills: Anthropology 10%,

Archaeology 5%, Credit Rating 55%,

First Aid 15%, History 65%, Natural

History 25%, Occult 25%, English

95%, Persuade 65%

Physical Description: Clara is a very

old woman, but the gleam of a sharp

intelligence and iron will in her eyes

indicates that she is still a very

strong person.

History/Personality: The town's

matriarch, Clara is the last living

Barton (a family that dates back to

the first European colonization of the

area). When she was younger she

was engaged to a young man who was killed during the Second World War. Clara's heart was broken and she never married. Instead, she gave meaning to her life by learning. Although she never attended college, she is a true expert on the history and legends of the area. In terms of personality, Clara is very pleasant person and is very kind to people. However, she is no fool and those who have crossed her have come to regret it. Though her memory is fading and she is living more and more in the past, she is still a very sharp and active individual.

Jeremy Morill, Insane Puppet

STR: 13 CON: 14 SIZ: 14 INT: 5*
POW: 11 DEX: 14 APP: 7 EDU:
6*SAN: 0 HP: 14

*Due to his injury.

Damage Bonus: +1d4

Combat Skills: Fist/Punch 75%
1D3+1d4, Kick 40% 1D6+1D4, Pistol
60%

Skills: Hide 55%, Jump 45%, Listen
45%, Sneak 45%, Spot Hidden 35%

Equipment: .45 automatic (1D10+2, 7
shots)

History/Personality: Morill was a college graduate who volunteered to serve in Vietnam. During his last patrol, his unit was wiped out and he suffered severe head wounds. After he "recovered" he was shipped back to the States. When federal funding was cut to his VA hospital, he and many other veterans were simply dumped on the street. Since then he has wandered from town to town, finally ending up back in his home town of Colbin. Unfortunately for Jeremy, the Devourer is able to take over his crippled mind and use him as a tool of evil. Jeremy doesn't have much of a personality left, but he has vague memories of the man

he once was, which cause him great anguish.

Typical Search Party Member

STR: 12 CON: 12 SIZ: 13 INT: 12
POW: 11 DEX: 12 APP: 10 EDU: 12
SAN: 55 HP: 13

Damage Bonus: +1D4

Combat Skills: Rifle 55%, Shotgun
60%

Skills: Drive Auto 65%, Listen 35%,
Navigate 25%, English 60%, Spot
Hidden 35%, Track 25%

Description: The searchers are average guys from small Maine towns. They are good-natured and have plenty of guns.

Equipment: compass, flash light, and hunting rifle or shotgun.

Typical Police Officer/Sheriff

STR: 13 CON: 13 SIZ: 12 INT: 13
POW: 12 DEX: 12 APP: 11 EDU: 13
SAN: 60 HP: 13

Damage Bonus: +1D4

Combat Skills: Handgun 55%,
Shotgun 60%

Skills: Drive Auto 60%, Law 25%,
Listen 30%, English 75%, Persuade
20%, Spot Hidden 30%, Track 15%

Description: Typical police officers, they are generally very honest and helpful.

Equipment: handgun, shotgun,
nightstick and radio.

Typical Mind Control Victim

STR: 11 CON: 11 SIZ: 12 INT:
10 POW: 8 DEX: 10 APP: 12 EDU: 10
SAN: 45* HP: 12

* Initial SAN, it will lower through the course of the adventure.

Damage Bonus: none

Combat Skills: Handgun 25%, Rifle
30%, Shotgun 35%

Skills: Drive Auto 55%, Hide 15%,
Sneak 15%

Equipment: some type of weapon
(knife, shotgun, handgun, or pistol).

Description: These individuals are the unwilling victims of the Devourer. While controlled, they do the will of their master. When not controlled they will be fearful and troubled by their subconscious memories of what the Devourer is doing with them.

Monsters

Undead

Note: Because of their nature, all the undead are limited to the Devourer's area of influence (initially one mile from it). If an undead creature is dragged or forced from this area, it will cease to be animated. If it is returned to this area, it can be animated again. If an undead creature is destroyed, it cannot be re-animated by the Devourer. The undead created by the Devourer do not retain any memories from when they were alive. They are basically meat or bones that are infused with the Devourer's terrible and unholy energies. Since the undead are guided by the Devourer's mind, they will fight far more intelligently than "normal" zombies and skeletons. Particularly sadistic Keepers may wish to have these beings use any weapons that may become available to them (such as dropped firearms). These beings use the weapons at the base skill chance. The undead cannot touch Elder Signs or attack anyone who has an Elder Sign on her person. The will also be forced away from such a sign (this vulnerability could be used to drive them out of the Devourer's area of influence).

The Devourer's undead produce intermittent magnetic fields and their flesh or bones glow faintly with a pale light of an odd and unnatural color. The Devourer's zombies

continue to rot after it has animated them and they will eventually decay into animated skeletons. Overall, the Devourer's undead creations are unholy horrors.

Typical Skeleton #1

STR: 12 SIZ: 13 POW: 1 DEX: 12

Move: 7

Damage Bonus: +1D4

Weapon: Club 36% 1D6+1d4

Special: Skeletons ignore impales and critical hits and impaling weapons have half of their normal chance of hitting. Any blow striking a skeleton has a chance equal to the damage done X4 (rolled on % dice) of destroying a skeleton, otherwise it is unaffected by damage. Seeing a skeleton costs 0/1D6 SAN.

Typical Skeleton #2

STR: 13 SIZ: 14 POW: 1 DEX: 13

Move: 7

Damage Bonus: +1D4

Weapon: Knife 39% 1D4+1d4

Special: As above.

Zombie Lynn Wilder

STR:15 CON: 15 SIZ: 10 POW: 1

DEX: 7 Move: 6 HP: 13

Damage Bonus: +1D4

Weapon: Bite 1D3, Club 30% 1D6+1d4

Armor: None, but impaling weapons do 1 point of damage and all others do half the rolled damage.

Sanity Loss: 1/1D8 SAN

Zombie Jeff Gruender (missing an eye and a hand)

STR:19 CON: 18 SIZ: 17 POW: 1

DEX: 8 Move: 6 HP: 18

Damage Bonus: +1D6

Weapon: Bite 1D3, Large Club 30% 1D8+1+1d6

Armor/SAN Loss: as above.

Zombie Jenny Utasha

STR: 16 CON: 15 SIZ: 9 POW: 1
DEX: 9 Move: 6 HP: 12
Damage Bonus: +1D4
Weapon: Bite 1D3, Large Club 30%
1D8+1+1d4
Armor/SAN Loss: as above.

Zombie Bill Miller (missing a finger tip)

STR:15 CON: 15 SIZ: 11 POW: 1
DEX: 7 Move: 6 HP: 13
Damage Bonus: +1D4
Weapon: Bite 1D3, Club 30%
1D6+1d4
Armor/SAN loss: As above.

Devourer from the Stars, Greater Independent Race

| Characteristics | The Devourer |
|-------------------|--------------|
| STR: n/a | n/a |
| SIZ: Equal to POW | 20 |
| INT: 3D6+4 | 16 |
| POW: 2D6* | 20* |
| DEX: 4D6 | 19 |
| Move: 15 | 15 |
| HP: n/a | n/a |

*Base power. See below.

Damage Bonus: n/a
Weapons: Feed 85%, Mental Attack 100%

Armor: None. Invulnerable to almost all physical attacks. Vulnerable to magic. See below for details.

Spells: Spell like abilities, see below.

Sanity Loss: 0/1D4 to see a Devourer (outside of its shell).

Description: A Devourer is a sentient alien being which appears, in its adult form, as a swirling and boiling field of pure blackness. It moves in an almost fluid like fashion. To infrared and thermal sensors, it appears as a patch of intense cold and contact with a Devourer is extremely cold and unpleasant in nature (and generally fatal).

Devourers are related in some manner to Colours and also come from the depths of space. Devourers reproduce by generating a young embryonic form which is deposited into a shell that looks like a black stone. The "egg" is then deposited on a living world and the young Devourer begins to feed on the life around it. After a few months of draining local life forms, the Devourer matures to its adult form, but must remain in its shell until it accumulates 24 points of power from sentient creatures. At this point it can shatter its shell and leave.

However, a bound Devourer, like the one in this adventure, cannot leave its shell until the binding is broken. Once freed of its shell, a Devourer will feed until its power reaches 36 and then fly off into space to reproduce. The reproduction process kills the Devourer 95% of the time, otherwise they would soon infest the universe.

Powers and Attacks: Devourers have an area of influence in miles equal to their power divided by ten (round down). A bound devourer has half this area of influence. Within this area, plants will become withered, animals will be absent and the strange light and magnetic effects noted above will take place. This area also marks the boundary limits for the Devourer's undead servants. A Devourer is vaguely aware of the number and general power levels of living things within this area of influence. A Devourer can tell the power of beings quite precisely if those beings are within a range equal to four feet times the Devourer's power (half if the Devourer is bound). This enables the Devourer to sense the weakest opponent/victim enabling it to direct its attacks most effectively.

A Devourer has the following attack abilities. First, a Devourer can expend one magic point (two if it is bound) to mentally attack an individual within a range equal to two feet times the Devourer's power (half range if bound). This attack matches the Devourer's power against the intended victim. If the Devourer succeeds, the victim will get a blank look on his face and begin to walk, Zombie like, towards the Devourer. Each minute, the Devourer must expend another magic point (or two if bound) in order to maintain control and the victim is entitled to a chance to escape by matching his power against the Devourer's power. A Devourer can only control one person at a time in this manner. Once a victim comes in contact with (or is struck by) a Devourer or its shell, the Devourer can attack by expanding one magic point (the victim will be within the binding area if the Devourer is bound, so there is no doubling) and matching its power against the victim. If the Devourer succeeds, it drains 1D6 points of the victim's power. If the victim's power drops below 0 (the Devourer can only get as many points as the victim had, however), the victim dies. A victim killed in this manner (and only in this manner) can be re-animated by the Devourer at the cost of one magic point for every five minutes the undead is animated (and the undead must remain within the Devourer's area of influence). If a victim is saved prior to death, the victim will regain one point of power per day until his normal power level is reached. For every six points of power a Devourer consumes, its power increases by one point. Alternatively, For each point of power a Devourer

consumes, it can store one magic point in its shell for its use. Once used, such points are not regained and such points cannot be used to increase its power. The Devourer's own magic points are regained normally, however. Devourers can also control the minds of individuals. A Devourer can, by expanding one magic point per square mile scanned (double the cost for a bound devourer), scan for minds at a distance in miles up to twice its power (half for a bound Devourer). This scan will reveal to the Devourer the presence of minds and their ability to resist it (no other information is gained, however). Once a victim is located, the Devourer may attempt to take control of the person. Doing this requires the expenditure of magic points equal to the victim's intelligence. The Devourer then matches its power against the victim. If it wins it takes complete control of the victim. Keeping the victim under control costs the Devourer a number of magic points equal to the victim's intelligence and this price must be paid every ten minutes (every five for a bound Devourer). Every ten minutes (or five) the victim can attempt to break the Devourer's control by matching his or her power against the Devourer's on the resistance table. Each time the Devourer controls the person it costs the individual 1/1D4 SAN. The victims will have no memory of what they did while under control, but will have vague nightmares and will feel somewhat ill. A Devourer can also passively make use of a victim's senses by expending the same amount of magic points it needs to control a victim, but the duration is doubled. In some cases of prolonged contact, the Devourer

builds up a rapport with its victim, such as the case with Jeremy. If a victim is driven insane by the Devourer's mental contact, he will sometimes serve the Devourer willingly.

Weaknesses: First, Devourers are vulnerable to Elder Signs. Devourers cannot approach within ten feet of an Elder Sign or attack (in any way) an individual who has an Elder Sign on his person. Second, the Devourer cannot maintain control over a victim if an Elder Sign is touched to the victim (though controlled people can be used to strike Elder Signs or those who bear them). Touching one of the Devourer's undead with an Elder Sign cause the Devourer to lose control of it and it will collapse (it can be re-animated, however). If an Elder sign is touched to a Devourer or its shell, it will be unable to act for 1D10 minutes (the sign will also explode as described above). Second, Devourers are vulnerable to magical attacks that effect POW and are destroyed if their POW drops below zero. Third, The Dread Curse of Azathoth is rather effective against Devourers and each use of the Curse stuns a Devourer for 1D10+10 minutes. A Devourer will typically avoid individuals who have attacked it in this manner. Fourth, the Mi-Go, who have had trouble with these beings in the past, have developed a spell for binding these creatures. This spell, which is known only by the Mi-Go, costs ten magic points to cast and requires the enchantment of a stone ring (which costs ten points) and the creation of a key stone (this costs 10 magic points, plus the stone must have an Elder Sign carved into it using the Elder Sign spell). The binding spell takes five minutes to cast, once the stones

are prepared. The casting involves placing the stones around the Devourer while chanting. When the spell is finished the casters must match the combined powers against the Devourer to imprison it. To be effective, the magic points expended by the casters must exceed the power of the Devourer to be imprisoned. Any number of people who know the spell may participate, but each must contribute ten points of power. Once the Devourer is imprisoned, it is limited to acting within the circle of stones (it can't sense anything outside of the ring, cannot make mental attacks, etc.). Of course, if someone enters the circle, they are exposed to the full power of the Devourer. The key stone of the ring can be removed (a bit of a defect in the spell that the Mi-Go haven't been able to solve) by any being who can touch an Elder Sign. Doing so keeps the Devourer partially trapped as described above and the Devourer cannot leave the circle. Returning the key stone is dangerous, and the procedure is described above. Fifth, a Devourer must feed regularly to stay conscious. Each victim it consumes provides it with a number of hours of consciousness equal to the victims combined intelligence and power. The Devourer can "sleep" to save its allocation of consciousness. Devourers who are unable to feed for a long time will typically go into a state of hibernation, reserving a few hours of consciousness in the hopes that someday "food" will become available again.

The Devourer in the Adventure: The Devourer in the adventure has the statistics provided above. The amount of magic points and hours of consciousness it has stored up is left

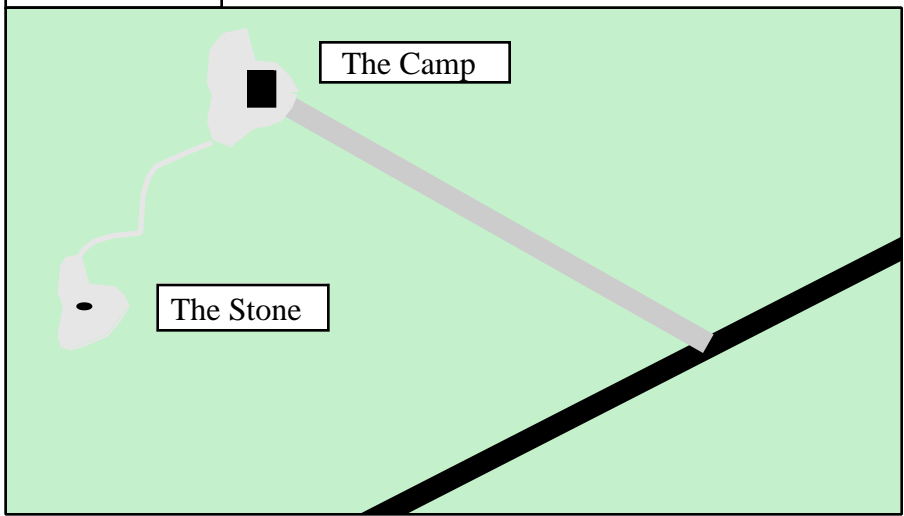
up to the Keeper and should be tailored to match the strength of the investigators. The Devourer speaks English quite well (Trask taught it) and it is familiar with some aspects of human culture and technology (it recognizes human weapons, for example). However, it is an utterly alien being that is nothing like humankind, and it should be played by the Keeper accordingly.

The Diary of John Morill

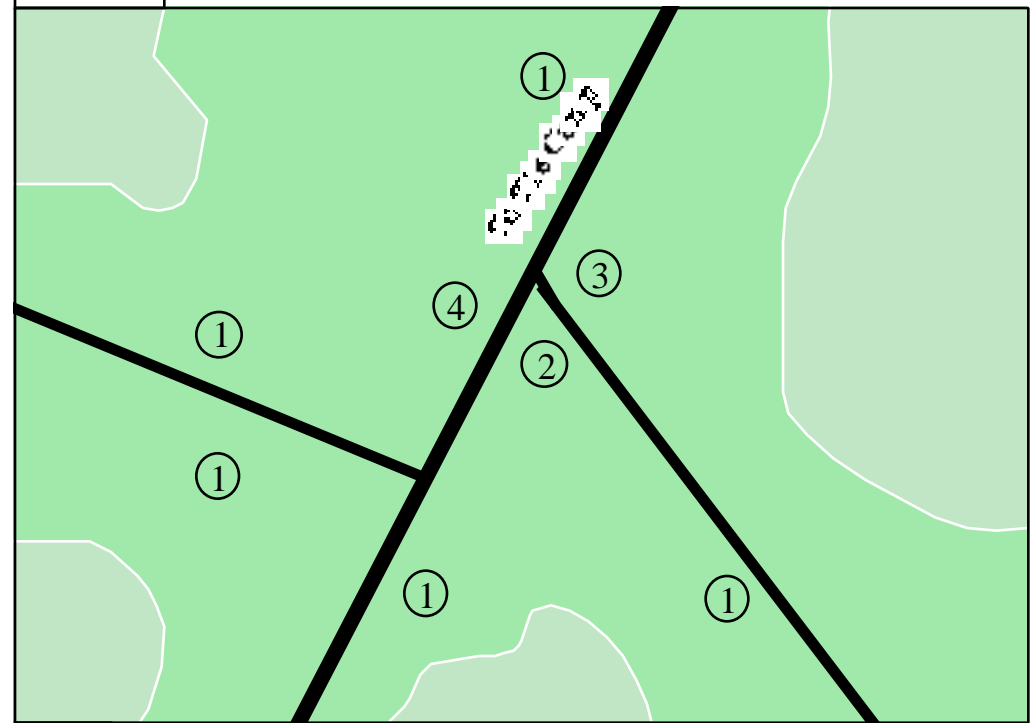
This work is written in Latin and has been translated into English by Dr. Jones and Dr. Hastings of the Ohio State University. John Morill, a famous "Witch Hunter", wrote the original in 1710. Morill was actually an 18th century investigator who dedicated his life to opposing the

goals of the Mythos. The diary details his adventures in New England and contains his notes on various legends in the area, including the legend of the black stone. The information contained within the book is a fair approximation of the Keeper's history. The exact degree of the information revealed in the diary is left to the Keeper. Included within the work is a description of the Elder Sign and instructions on how to create one. Reading the book costs the reader 1/1D4 SAN, adds +4% to the reader's Cthulhu Mythos, has a spell multiplier of X3 (since the directions and instructions are very clear). It contains (only) the spell Elder Sign.

Main Map



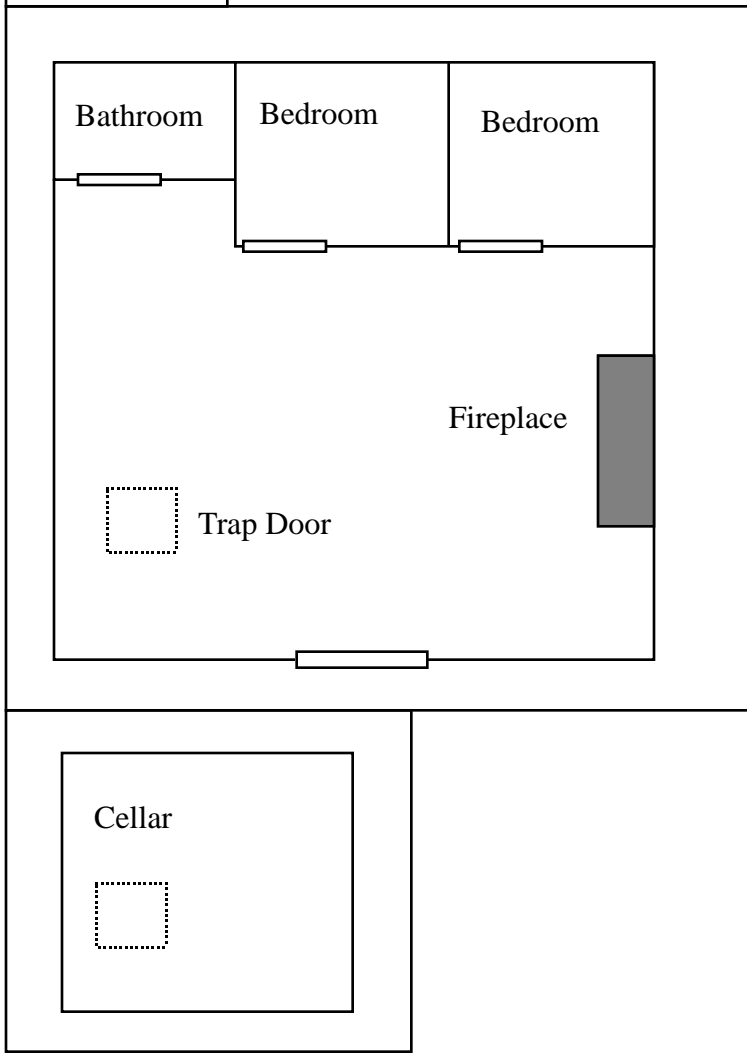
Colbin



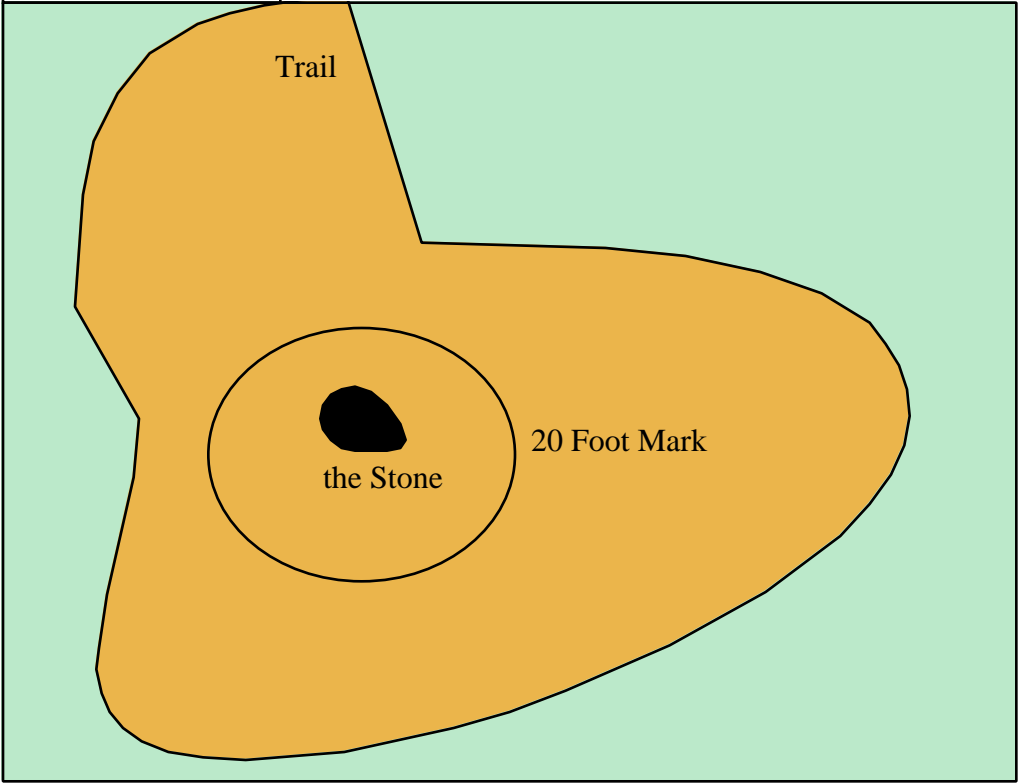
Key

| | |
|-----------------------|--------------|
| ① Residential | ■ Woods |
| ② Gas Station | □ Clear |
| ③ General Store | — Paved Road |
| ④ Clara Barton's Home | |

Cabin Map



Clearing Map



Players Handouts

Handout#1 –First File

We found the stone referred to by Hastings. The stone is roughly six feet high and about five feet wide. Jeff did some digging around the stone and turned up some human bones. Jeff also dug up an old ring of stones. The stones have some strange marks on them that I cannot decipher. They do not look like anything I've seen before. We decided to leave the bones where we found them, since we will have to call the police tomorrow. Jeff has decided to take one of the stones from the ring and show it to Clara, since she knows so much about the legends of this place. I don't know why, but the black stone frightens me. I know it's not very professional, but I think the stone is evil. Maybe it is because of the old stories, but this place really bothers me.

Handout#2 –Second File

I don't think we will live through the night. I hope someone finds this before it is too late for them. I woke up and Bill was gone. Jeff went to look for him and took his gun. Later we heard a knock on the door. Jenny opened it up. Saw only shotgun shells. We thought Jeff was fooling with us. We heard another knock. This time it was the gun. Next time it was his hand. We heard another knock, but wouldn't open it. Looked outside, saw them walking, dead horrible dead I hear them at the door God help us.

Handout#2 –Morill 's Diary

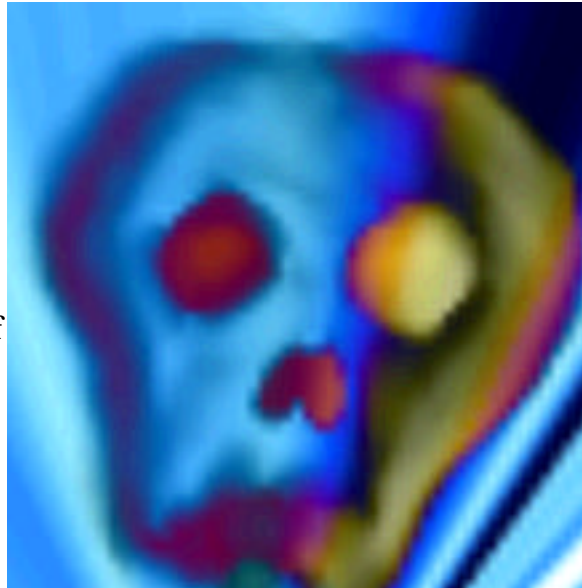
...vile demon from the darkness that lived beneath a black stone and served the wizard Trask.”

“The shaman chanted his ritual whilst I blinded it with the sign of the old ones. The magicked stone shattered upon contact, wounding my hand most sorely. Despite my pain, we continued the enchantment and did imprison the foul demon within the circle of stones.

"Swamp Bones" ©1996
by Dr. Michael C. LaBossiere
ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1996 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnchost.com. Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Introduction

Populated with alligators and poisonous snakes, the swamps of Florida are filled with danger. Occasionally, people die in those swamps. However, no one expected a university research team to vanish while cataloging swamp plants. The local authorities are baffled, so it is up to the investigators to find out why five people vanished in the swamp and a sixth person was found deathly ill and half insane.

This adventure is designed for a small group of moderately experienced investigators. It is set in the 1990s, but can be modified for a different time period.

Keeper's Background

The America Civil War was waged from 1861-1865. During this time many terrible events took place. Most of these events were mundane in nature, such as bloody battles and sieges, but some were both terrible and decidedly beyond the mundane realm of human violence.

In 1865, shortly before the war ended, a small band of Confederate deserters turned to banditry and began stealing from the civilian population. The bandits were driven into a Florida swamp by troops, some of whom had been their comrades at arms during the war. The local troops, well aware of local legends concerning the swamp, refused to enter the swamp. Their officer waded out into the swamp about two feet, saw an alligator, and decided to return with his men.

The bandits fled into the swamp until they came to a small island. On this island was a house which was surrounded with poles. The bandits saw that each pole was decorated with a human skull, which disturbed them greatly. But they also saw that each skull was decorated with a symbol of gold, which aroused their greed and overcame their fear. Approaching the hut carefully, they found that no one was present. Summoning up their courage and greed, the bandits set out to pry the gold from the skulls. They were terrified when the skulls began to scream and terrible spirits arose from the empty eye sockets. Those who survived the attack, fled into the swamp only to come face to face with what they thought were Confederate troops. The former soldiers were horrified when they saw that the things in the grey uniforms were walking corpses and leading them was something even more horrible than them. Surrounded by horrors on all sides, some of the men went insane on the spot while others put up a last, desperate struggle. In the end, all of the bandits were slaughtered, except for the leader. All of them met truly awful fates.

The owner of the hut, a terrible wizard named Papa Swamp, prepared the dead bodies of the bandits and took them to a cursed section of the swamp and sunk the bodies. After a week, the corpses pulled themselves out of the muck and staggered back to their new master. The leader met a fate even more horrible. His limbs and abdomen were cut off, while he was still living, and his torso was placed upon a pole. The wizard prepared the head and upper torso with powerful magics, preserving the remains in half living state, a guardian torso. Leaving the leader's remains as a watchman, the wizard returned to his rest in the swamp.

The wizard's minions remained undisturbed, sleeping the sleep of the damned, for over a century. Then, two people (Daniel Ricker and Marilyn Frie) from a group of university researchers blundered across Papa Swamp's house. The two researchers assumed that they had stumbled across an abandoned structure and went to investigate. They expected to find some interesting relics but instead they found terrible deaths. Awakened by his guardian torso, Papa Swamp arose from his slumbers to investigate. Papa Swamp took the bodies of the researchers to his cursed area of swamp and began the process to transform them into swamp zombies. After leaving the bodies in the swamp, he wandered the swamp with his swamp zombies until he found the research team's camp. Papa Swamp was able to kill two of the researchers (Fred Draker and Wilbur Brown) while two escaped into the swamp. One of the survivors (Brian Aspin) was killed by an alligator while the other (Janet Sloane) fled through the swamp for two days until she was found by fishermen. Papa Swamp brought the two new corpses back to his cursed swamp to be transformed into swamp zombies.

Getting the Investigators Involved

There are a variety of ways to get the investigators involved. One way is to make Janet Sloane one of the investigator's friends or relatives. In this case the investigator will be contacted by the authorities. They will tell the investigator that Sloane was in some sort of accident and that she has been asking for him. In this situation the investigators will be able to talk to Sloane freely.

A second way to get the investigators involved is to have a family member, friend, or colleague of one of the victims contact them and ask them to investigate. In this situation the investigators will have access to information about the research team.

A third way to have the investigators get involved is to have the authorities contact them and ask them to help out. If the investigators have contacts in law enforcement or have built a reputation for handling "unusual" situations, this is a plausible way to get them involved. In this case the investigators will have access to all the available information about the situation.

A fourth way to get the investigators involved is to have them learn of the situation from the news or witnesses and go in on their own. In this case they will probably have to work to get information about the situation.

Of course, the Keeper can come up with another way of getting the investigators involved that can be tailored to her specific campaign.

Players' Background/Investigation

Initial Investigation

The investigators should have little trouble learning the names of the missing people if they have the necessary contacts. The police know who is missing, as do the university staff and faculty who were involved with the research. Of course, Janet Sloane also knows the names of those who are missing but getting coherent statements from her might be difficult. The names of the missing researchers are Daniel Ricker, Marilyn Frie, Fred Draker, Wilbur Brown, and Brian Aspin.

If the investigators check into the research team, they will learn that the team consisted of six people from various universities. The team was doing research on swamp plants and the Florida swamp was one of several that the team visited. If the investigators check into the team members backgrounds they will find (assuming they have the resources to conduct an effective investigation) that none of the team members had any criminal record or any history of mental illness. All of them were respected academics and were considered reasonably friendly and stable by their colleagues and friends.

If the investigators talk to the people who found Janet Sloane (Dan Johnson, Ted Grunder, and Bill Goldstein), they will tell the investigators that they found Janet staggering through the water, covered with insect bites, leeches and scratches. They will say that she was incoherent and babbling about "the dead men." They will say that they drove her to a hospital. They will be willing to show the investigators where they found her, which is a relatively open area of the swamp with decent fishing.

Cthulhu Mythos

Investigators with Cthulhu Mythos skill can attempt skill rolls to determine if they have ever heard anything about the things encountered in the adventure. If an investigator succeeds in her skill roll, she will have some vague information about the re-animation of the dead via magical means. Unless the Keeper wishes it to be

otherwise, there are no clear references to the sort of beings in this adventure in any Mythos texts.

Occult

Investigators who have Occult skill can attempt skill rolls to determine if they have any information that might prove useful. At the Keeper's discretion, occult skill rolls will yield myths and legends about wraiths, zombies and other related horrors. The exact content of such myths and legends is left to the Keeper's discretion. Naturally, Occult skill will not reveal any specific information about the Mythos beings in this adventure.

Library Research

The investigators are likely to do some research. The following relevant information can be found by successful use of Library Use in any well equipped library by doing an internet search, and so forth.

The book *Obscure Legends of the Old South* can be found in many well stocked libraries, especially those in the South. The book is not considered to be a scholarly work, but is considered to be fairly accurate amateur work.

From *Obscure Legends of the Old South*, 1918 by Reginald Peirce-

One particularly unusual legend tells the tale of a beast known as "Papa Swamp." This being is supposed to have once been a man. Transformed by terrible and dark magic, "Papa Swamp" is supposed to be a terrifying mixture of human, alligator, serpent, and swamp water. This being is reputed to have slaughtered many people in 1730. To this day, it is said that some of those who vanish in the swamps of Florida were victims of "Papa Swamp."

The book *Unsolved Murders Of Old America* can be found in many libraries and is still available in some large book stores. Despite the fact that it was written by a former radio talk show personality, it is surprisingly accurate and well written.

From *Unsolved Murders Of Old America* , 1994 by Daniel Barker-

A particularly gruesome series of killings were reputed to have occurred in what is now Florida. In 1730 a madman known as "Papa Swamp" is said to have emerged from the swamp and killed several people. According to some stories passed down over the years, the victims were literally ripped apart. In some cases, it is said, their hearts were pulled from their chests and their skulls crushed. Unfortunately, this story cannot be adequately verified since there is no record of the location where the victims were buried. However, if the story is correct it is one of the earliest mass murders by a madman in North America. According to some of the stories, "Papa Swamp" was a man

named "Aleister Smythe."

If the investigators have access to fairly obscure documents, have academic connections, or are very persistent they will be able to find *Collected Diaries Volume III* with successful use of Library Use. This volume is from a series of collected American diaries. Most libraries do not have all of the volumes and many libraries do not have any of the volumes. The work is mostly intended for historians doing research on American history.

From *Collected Diaries Volume III*, 1973 edited by Carmen Dion, Andre Porter and Pat Reaves-

Entries from the diary of Eric Cornwall, Virginian plantation owner.

Entry for July 21, 1708

...I purchased several fine slaves today, including a healthy and surprisingly intelligent slave boy named "John." The intelligent ones are always a mixed blessing. Smart slaves are easier to teach, but they often get ideas that lead to whippings. As my field bosses say, a whipped slave just don't work as well for a while, so I would rather spare the lash whenever possible...

Entry for August 12, 1713

...One of the overseers caught some of the slaves conducting some sort of pagan ritual. He caned them good and made sure that they would think twice before practicing that sort of devil worship in God's country. I am worried about the influence of these unChristian ideas on the younger slaves. The slaves can be saved, but some of them, especially John, are showing too much interest in these matters...

Entry for April 14, 1714

...A new neighbor has moved into the old Hempstead place. Karl Hempstead and his whole family fell victim to some sort of pox or other bad sickness just a short month before. The new fellow seems friendly enough, but I am not sure just how he came to take possession of the Hempstead lands. The local officials seem satisfied with his story about being a close relative of Mrs. Hempstead, but something about him seems amiss...

Entry for October 21, 1715

...One of my overseers caught some of the slaves engaged in another one of those vile pagan rituals. This time, he caught several of the young slaves involved. I have decided to sell off these troublesome slaves...

Entry for October 24, 1715

...Mr. Smythe came by the house today to make an offer on John. I tried to talk him into taking some of the other slaves as well, but he was only interested in John. Smythe still worries me, although he seems affable enough. Although my wife says it was just a trick of the light, I could have sworn I saw him sneering and leering in church during the service...

Entry for May 3, 1723

...Two of my slaves have gone missing. The other slaves say that the "black man" came in the night for them. They seem to be very afraid of this "black man." When I asked who this black man was and why they were so afraid of one of their kind, one of the older men said he had many names and that he was not one of any man's kind, be he a black man or a white man. For some reason I think that the slaves were sincere, so I held their punishment to a merciful four lashes apiece. One of the cotton buyers told me that Smythe was selling no cotton this year and that when he rode up to his place, he saw that Smythe had just let the fields go. Apparently he has also sold off most of his slaves. I grow more and more suspicious of him...

Entry for March 4, 1724

...Tom Tremaine from down the road stopped buy today. He said that two of his cows and one of his best slaves had gone missing. He told me that his dogs commenced to howling last night around midnight, but he had paid them no head since he thought they had been riled up by a raccoon. Some of the folk are whispering that a witch might be in the area, but that is just superstitious nonsense, or so I hope...

Entry for February 12, 1715

...David came to me today and said that he and some of the younger men had been keeping an eye on Mr. Smythe and that they had seem him in the woods carrying on yelling "yogatoth" and "gnarlsteps" and doing other strange deeds. He said that he and the boys were going to put the question to Mr. Smythe and see what ill deeds he was perpetrating. I urged caution, but the young can be so hot headed at times...

Entry for February 14, 1715

...I found out this morning that David and his fellows had gone to Smythe's house last night and demanded answers. David still isn't sure what happened, but he has some nasty burn marks on his chest from something. He says that Smythe put a hex on him, but I am not sure what to think. David said that he and his fellows caught

Smythe and John prancing around in the woods conducting some sort of pagan ritual. He said that he missing slaves were there, too, but they were standing blank-eyed. David said that when he and his boys rushed into the circle, Smythe set the slaves on them. David told me that they shot the slaves after giving fair warning, but the slaves just kept on coming. He said that they smelled like they were dead so they all ran away.

Entry for February 15, 1715

...Myself and some of the other men and boys rode out to Smythe's house with loaded muskets. We confronted him at the door of his house and asked about the slaves, When he could give us no answer to our satisfaction, we forced our way in. I cannot fully recount the horrors we saw that day, but suffice it to say that I shall never forget those dead men who were still walking. We fired on Smythe and wounded him as he ran from us. Though we gave fast pursuit he was able to escape us. Thwarted, we returned to the house and set fire to it, burning the dead inside it. We never did find John, so I can only assume that he escaped along with his master...

Talking to Janet Sloane

If the investigators are able to talk to Janet Sloane, they will see that she is still recovering from her ordeal. She has scratches and cuts all over her skin, swellings from insect bites and her eyes have a terrible haunted look to them. If the investigators are able to talk to her, they will only be allowed to speak to her once she has recovered enough to be coherent. This will be about a week after she is brought in.

Janet will tell the following story:

We had been surveying this swamp for several days with no problem, aside from the usual dangers of snakes and alligators. On the last day we were set up on a fairly dry island. We were cataloging our finding for the day when Daniel (Ricker) said that he thought he saw some sort of structure on a nearby island. I really couldn't make out much of anything through the mist and trees, but Daniel insisted it was a house or something. He managed to talk Marilyn (Frie) into taking the dingy and rowing over to the island with him. Brian (Aspin) had tried to talk them out of doing it. He almost had Brian convinced to stay and help with the cataloging when Marilyn decided to play the spoiled brat. I just wish that for once she could have just gone along with what Brian said, but of course she wouldn't. If she had, she might still be alive. All of them might still be alive. I have no idea what they found over there, but an hour passed and they did not return. Brian was getting one of the boats ready to go look for them when these people...these things that were once people...came up out of the swamp. I don't really remember what happened next...just screams and blood and running. The next thing I remember clearly is waking up in the hospital. I wish it was all just a

nightmare...I wish it would all just go away.

If asked for more information, Janet will be able to give rough descriptions of the swamp zombies. She will say that they looked like human beings, except they were bloated and discolored like people who had drowned and floated for days. She will also say that there was one figure who she did not see very well, but it scared her the most.

She will be able to provide the investigators with enough information about the location of the expedition island so that the investigators will be able to find it. She will be reluctant to tell the police where the island is since she believes, correctly, that whatever it was that killed her friends is not exactly afraid of the law and that the police would just be new victims for the horrors of the swamp.

Maps

Swamp Area Map

This map shows the area of the swamp in which the action will take place. The swamp has a healthy population of alligators and snakes, many of which are dangerous. If the Keeper wants to introduce an element of natural violence, he can prepare some encounters with the local fauna. However, it is likely that the investigators will have more than enough to deal with without menacing them with alligators and serpents.

The swamp is fairly hostile terrain. Travelling through the swamp is extremely difficult. It is possible to travel through it by swimming in places and wading in others. However, this will be extremely slow, because of the terrain, and dangerous, because of the possibility of drowning and the presence of dangerous animals. The swamp can also be travelled using small boats. This is safer than traveling by swimming but can be dangerous since there are plenty of sunken tree stumps which could easily punch a hole through a boat hull. If the investigators are cautious and go slowly, they will be able to avoid accidents. If they travel quickly, using outboard motors, they are likely to hit some obstacle and have an accident. The Keeper will have to judge the likelihood of the investigators getting into an accident and the consequences of such an accident.

Expedition Base Island: This island is where the university team had set up its base of operations for the day. Unless the investigators are able to talk to Janet Sloane, they will have an extremely difficult time finding the island. The general area in which the team was conducting its survey is known to the people at the universities, but it is a fairly large area of swamp and the odds of the investigators simply coming across the island are fairly low. A search could take a couple of days, depending on how the investigators conduct the search. If the investigators talk to Janet Sloane, she will be able to tell them roughly where the island is located. With this information the investigators will be able to find the island after a couple hours of searching. The island is about three miles from solid land. Three miles through

swamp is a very long three miles indeed. The island is detailed on its own map, below.

Papa Swamp's Island:This island is where Papa Swamp's house is located. This island is not known to any living people and will be rather difficult to find. It is about 300 yards from the expedition base island. It can be seen from the expedition base island and the silhouette of the house can be seen. From the expedition base island it looks very much like part of the natural landscape. If the investigators use binoculars to check out the island, they will be able to see recognize the house for what it is. They will also be able to see that there are round objects (skulls) on poles around the house. These skulls are difficult to recognize since they are covered with muck. The house and surrounding area are detailed in their own maps.

Cursed Swamp:This is the area Papa Swamp cursed using the Curse Swamp spell. Unless the investigators have some means of detecting magical areas, they will never realize the true nature of this area. The skull used in the spell is in the area, but is located under about two feet of mud and three feet of water.

Papa Swamp's Resting Place:This is the area where Papa Swamp rests when he is inactive. He rests between three tree stumps under six feet of water. He has chains attached to the stumps to hold himself in place while he "sleeps."

Expedition Island Map

The features of the expedition island map are as follows.

Boats: The two boats used by the expedition are located here. They are aluminum hulled boats with new outboard motors. Both of the boats have holes through their hulls and are partially sunk in the swamp (the air in the seat sections keeps them from sinking completely). One of the boats has about a dozen holes in it from a bayonet but the other only has two. With some effort they could be patched and the boats bailed out. There is plenty of fuel for the engines and they will still work. The ground near the boats still is still badly torn up from the violent struggle that took place there.

Tent: This is the expedition's tent. It consists of a large awning style tent with mosquito netting covering every side. Inside are some small folding tables, folding chairs and pieces of scientific equipment-mostly specimen collection and storage gear. There is also a two way radio on one of the tables. There are three notebook computers in the tent, one lying smashed on the ground where it was walked over by a swamp zombie. One of the surviving notebooks is a PowerBook 5300, the other is an IBM model. The one smashed on the ground is an IBM notebook. The two intact notebooks still work although their batteries have little life left in them. If the investigators check the computers, they will only find material on plants and

information about the survey. The real prize for the investigators is an Apple QuickTake 150 (an electronic camera which stores its images on a RAM card and not on film). This device lies half buried in the mud near a section of netting that has been torn through. The casing is cracked but it is still functional. If the investigators hitch up the QuickTake to the PowerBook, they will be able to view the images stored in the RAM. Most of the images are plants, but the last two will be very interesting. One is a shot through the netting of what looks like men in tattered and rotted clothing marching up out of the swamp. The shot is not very clear, but the investigators will feel something "wrong" about the images. The second shot shows what appears to be a badly bloated, swamp stained corpse in the tatters of a confederate uniform lumbering through the netting with a rusted bayonet in its hand. Behind it a shadowy figure (Papa Swamp) can be seen standing in the swamp by the boats along with two other figures (swamp zombies).

Puddle: Assuming that at least a week has passed since Papa Swamp killed most of the expedition team members, there will be four swamp zombies lying in the puddle waiting for people to arrive. Papa Swamp knows it is likely that people will come to look for the expedition so he has left his newest swamp zombies as a welcoming committee. The zombies have been told to try to terrify and then kill those who come to the island. To this end it is likely that at least two of them will play dead in the tent while the other two wait in ambush. A particularly vicious Keeper may chose to have one conceal itself behind some netting and equipment in the tent and call to the investigators, pretending to be seriously injured and sick, but still alive. The zombie will say that the team was attacked by horrible monsters and that she needs help. The zombie will keep up the act as long as possible, trying to lure the investigators into the tent which will make it easier for the others to try wreck their boats. The zombie in the tent will use its supposed injury and illness to explain its appearance and its slurred speech and lower intelligence. The zombie actually does not look worse than people who have actually suffered serious injuries and a severe illness. Of course, the zombie does not have a pulse and is significantly colder than a living human. This encounter should not, unless the investigators are particularly weak on inept, end in defeat for the investigators.

Island Map

The island map details the area around Papa Swamp's House. For some reason, the area around the house is always shrouded in fog, even on hot, sunny days. The area around the house also feels slightly cooler than other areas.

Skull: Each mark on the map indicates a normal skull on a pole. The skulls and poles have been treated to prevent rot and decay. These skulls look virtually identical to the skull wraith skulls, except they do not have the gold symbols on them.

Skull Wraith: Each mark on the map indicates a skull wraith skull on a pole. These

skulls and poles are preserved by the magic of the spells used to create them. The skull wraiths will be somewhat alert, having been disturbed about a week ago. However, they will not become fully aware of the investigators unless the investigators disturb them or spend more than five minutes near a skull. In that case, the wraiths will emerge, screaming, and attack the investigators. The skull wraiths can only travel 100 yards from their skulls. They can reach every area shown on the map.

Torso: This mark indicates the location of the guardian torso. It is covered with moss, fungus and mold and has vines growing over it, so it will not be readily recognizable as a human torso unless the investigators approach it closely or make a Spot Hidden roll. The torso has been ordered to not draw attention to itself, so it will remain quite and still while observing. If someone approaches it and recognizes it, it will start speaking. Its "conversation" will be one of madness, but it might say some things that make sense, such as a request for death.

House: This is Papa Swamp's house. It is made of native stone and is fairly well constructed. The structure shows its age and is covered with moss and swamp creepers. The house appears to be in surprisingly good shape, considering its age and the fact that it is located in a swamp.

House Map

Hall: The outside door to the house is in rather bad condition as the wood has largely rotted away from the moisture. The hinges are badly rusted and the door is stuck half open. The hall contains a variety of debris that has fallen from the decaying ceiling as well as a various types of fungus.

Kitchen: The kitchen contains a rusted out stove, rusted utensils and plenty of mold and fungus.

Master Bedroom: This room was once used by Smythe. It contains a badly rotted bed, other pieces of badly rotted furniture and some tatters of rotted clothing in the closet. Located under a loose stone (which can be spotted by the fact that a small trickle of water runs into the small space around it) is a hole containing twelve Spanish, twenty English and fourteen French gold coins. These coins would be worth a considerable amount of money to a collector or museum.

Bedroom: this room was used by Papa Swamp, back when he was still human. The room is sparsely furnished with rotted furniture and contains nothing of value.

Laboratory: The laboratory is the best kept room in the house, although it has not been cleaned or tended to in over a century. There is a variety of 19th century scientific apparatus in the room, all of which are rusty and decayed. There are jars

and bottles of mysterious and not so mysterious substances in the room. If the investigators decide to foolishly sample the contents of any containers, they will end up becoming ill and may be poisoned. Located in a carefully sealed iron trunk which has been draped in thick, oily cloths are two books. One is *Obscuridad Libro* and the other is *Notes on the Principles of Violent Magicks*. The books are quite old and are in somewhat poor condition, but can still be read.

Action

The action gets underway when the investigators enter the swamp and begin their search for the expedition island. Janet Sloane will attempt to accompany them and will argue that the investigators stand a much better chance of finding the island with her along, which is correct. Sloane will turn out to be a useful asset if the investigators bring her along.

If the investigators are participating in the official investigation, they will be accompanied by Jones and two police officers. They will be equipped with enough boats to carry the whole group safely. If the investigators are not part of the official investigation, they will be on their own in getting equipment.

If the police are accompanying the investigators, the Keeper should use the two officers to show just how awful the Mythos beings are. Jones and Sloane should not be used in the manner gratuitously, unless it would be particularly effective to have them butchered.

If the investigators are going it alone, they can always encounter the police either just before the action takes place (thus allowing the NPCs to demonstrate the nastiness of the creatures) or the investigators can come across the police after they have had a run in with Papa Swamp's minions. In that case, the investigators might find an empty police boat drifting in the water with shell casings and puddles of blood littering its deck. If the Keeper wishes, one or more of the cops can escape to be found by the investigators. Of course, exactly what role the NPC cops play in the adventures is left to the Keeper's discretion and the actions of the investigators.

First Encounter: The first encounter between the investigators and the minions of Papa Swamp will probably occur on the Expedition Base Island. As noted above, there will be swamp zombies lying in wait for the investigators. The zombies will primarily attempt to destroy the investigators's means of transportation in order to trap them in the swamp. After this encounter, the investigators should be shaken up, slightly injured and without reliable transportation. The Keeper should try to find a plausible way to avoid killing off investigators in the first encounter. It is also suggested that the investigators' transportation be damaged in such a way that they can eventually repair it enough to allow them to eventually return to civilization without having to walk and swim through the swamp.

On Papa Swamp's Island: The investigators will almost certainly go to Papa Swamp's island. As long as they do not molest the skulls or spend too much time near them, they will be able to enter the house without being attacked. Unless the investigators

are masters of stealth, the guardian torso will be aware of their presence and will inform Papa Swamp. Papa Swamp will gather his swamp zombies and trudge through the swamp to the island. He will have his zombies spread out so as to lower the chances of the investigators being able to slip away. Of course, the fact that they are spread out will enable a determined group of investigators to break free without having to face all the zombies at once. Papa Swamp will have his zombies try to keep the investigators near the skull wraiths so that they will join the fray. Papa Swamp will remain a safe distance away from the action so that he can observe the investigators in action. If they seem weak, he will have his swamp zombies force them away from the skull wraiths so that he can have the pleasure of killing some of them. If the investigators prove too strong, he will flee from the battle along with any surviving swamp zombies. If the investigators manage to break away and escape, then the swamp warfare begins.

If the investigators kill Papa Swamp, then the adventure will be over. The zombies will wander aimlessly and stop fighting, the skull wraiths will be freed and the guardian torso will die. The Keeper should take plausible steps to avoid letting the investigators kill Papa Swamp at this stage of the adventure.

If Papa Swamp defeats the investigators, then any investigators taken alive by Papa Swamp will be subject to terrifying magical experiments that will make them wish they had perished. Dead investigators will be reanimated as swamp zombies. Merciful Keepers might wish to allow captured investigators a chance to escape, while truly generous Keepers might wish to allow the police to rescue surviving investigators.

Swamp Warfare: If the first two encounters do not result in a decisive victory for either side, then the battle will continue. If the investigators clearly have the upper hand over Papa Swamp, then he will attempt to escape from them. Since he can stay under water indefinitely, it will be very difficult to find him in the swamp. If the investigators are somehow able to capture him, he will say anything in order to get them to spare him. For example, he might make up a story about how he was put under a wizard's curse, that he is forced by the curse to attack people, and that there is a way to transform him back into a human being. Naturally, he will use every means in his power to escape from the investigators, preferably killing as many of them as possible.

If Papa Swamp sees his forces as being closely matched by the investigators, he will attempt a war of attrition in which he uses his minions and the dangers of the swamps to wear down the investigators. He is extremely clever and dangerous and will plot all sorts of deadly traps and ambushes. For example, he will use his zombies to lure investigators into areas of the swamp that are favored by alligators or snakes. If the investigators try to escape the swamp, they will have to run the gauntlet of swamp zombies. They are fairly slow, but they cannot drown and the local wildlife flees from them. Hence, they will probably have an easy time keeping up with the investigators, unless they have motorized transport.

If Papa Swamp sees that he has a clear advantage, he will attempt to capture as

many investigators alive as possible so he can conduct experiments on them. He will go into combat himself since he enjoys hurting things that are weaker than him. The investigators will, if they have any sense, be fleeing the swamp in the face of a terrible enemy. Papa Swamp will do his best to keep them from escaping and will make good use of his resources in doing so.

The Keeper should do his best to make the "swamp warfare" interesting. Encounters should be calculated to terrify the investigators and Papa Swamp should be played as a wily and intelligent opponent. If the investigators survive and triumph, they should feel that they have won a particularly hard earned victory.

Conclusion

The adventure concludes when the investigators defeat Papa Swamp and his minions or the investigators themselves are defeated.

Naturally, if the investigators triumph, they will still have a rather difficult time explaining what actually happened to the authorities. If Jones is involved and survives, he will find some way to explain things to the satisfaction of his superiors, even if he has to make up a fairly elaborate story with the investigators help. If the investigators have to deal with the authorities without Jones, they will find that a story involving a centuries old wizard and undead monsters will not go over well. The investigators may find that just keeping quiet is an effective option. All of the old bodies involved will be found to have been dead for an "indeterminate" length of time and the bodies of the researchers will be found to have been dead for over a week. A forensic examination of the guardian torso will reveal that it should have been dead when its limbs and abdomen were removed. Hence, unless the investigators kill any cops or Janet Sloane, the police will have to release them.

Depending on how things turn out, Janet Sloane and Jones might turn into useful contacts for the investigators.

If the investigators flee or are killed, Papa Swamp will decide to journey out of the swamp to see more of this strange new world. Needless to say, his exploration will result in many deaths. If the investigators survive their defeat and escape, they might end up having to face Papa Swamp again, perhaps with some additional mythos allies. Keepers should remember that Papa Swamp and his swamp zombies will need access to swamp water each hour in order to survive, so they will not be able to stray to far from a source of swamp water. Any swamp water will do. Papa Swamp is extremely intelligent and is likely to come up with a way to travel further inland while avoiding drying out, should the need arise. For example, he might fill a tub or even a small boat with swamp water and have it transported by his swamp zombies or by using a vehicle, if he is able to capture one.

Sanity Points: If the investigators decide to flee the area, they should each suffer a 1D3 Sanity point loss for knowing that horrible things dwell on in the swamp. If the investigators destroy all the Skull Wraiths, they should receive a 1D8 point Sanity point award. Destroying all the swamp zombies nets a Sanity point award of 1D8. Putting the Guardian Torso out of its misery results in a 1D6 Sanity point award and

defeating Papa Swamp results in a 1D8 Sanity point award. The Keeper might wish to modify the award die rolls based on the performance of the investigators. For example, if the investigators are exceptionally brave, heroic, and inventive in defeating Papa Swamp and his minions, they should receive a decent reward even if the dice rolls come up poorly.

NPCS

Janet Sloane, University Researcher Age 39

STR: 12 Con: 16 SIZ: 10 INT: 15 POW: 12 DEX: 12 APP: 13 EDU: 19 SAN: 54 HP: 13
Chemistry 20%, Biology 45%, Botany 75%, Drive Automobile 30%, Handgun 30%,
Library Use 60%, Latin 25%, Natural History 35%, Swim 55%.

Weapons: 9mm Semiautomatic Damage: 1D10 Range: 20 Shots: 10

Description: Sloane is 5 feet, six inches tall and has light skin and brown hair. Sloane is in very good condition and swims on a regular basis, which probably saved her life during her escape. She is an expert on swamp plants and has a research position at Florida State University. She has suffered the loss of some of her Sanity Points due to her exposure to the Swamp Zombies and Papa Swamp. She is fairly tough minded and will want to accompany the investigators into the swamp. She has a 9mm pistol she bought after a woman was raped in her neighborhood and she has practiced with it. She does not have a concealed weapons permit, but will bring the gun with her if the investigators bring her along. A week after her ordeal she will still be down 1 hit point due to her condition, but she will heal the point back normally if given time.

Gordon Jones, Detective Age 34

STR: 12 Con: 12 SIZ: 12 INT: 12 POW: 11 DEX: 13 APP: 11 EDU: 14 SAN: 55 HP: 12
Drive Automobile 45%, Fast Talk 20%, First Aid 35%, Hand Gun 55%, Law 30%,
Listen 35%, Persuade 25%, Psychology 35%, Spot Hidden 45%, Shot Gun 45%

Weapons: 9mm Semiautomatic Damage: 1D10 Range: 20 Shots: 15

Other Equipment: Radio, two 9mm clips, handcuffs.

Description: Jones is thin, has brown hair and brown eyes. He smokes and drinks a lot of coffee, but department regulations force him to keep in decent shape. He thinks that the expedition ran into some drug dealers who are growing pot on an island in the swamp and that they were killed by the dealers. He thinks he got assigned this case because he annoyed one of his superiors. Jones does not believe in the supernatural and he just wants to get the case over and done with so he can get away from the "nasty swamp and the damn bugs." He will complain a bit if the investigators get involved with his investigation, but he is shrewd enough to realize that having extra bodies along lowers his chances of taking a bullet.

Typical Cop

STR: 13 Con: 13 SIZ: 13 INT: 11 POW: 11 DEX: 12 APP: 12 EDU: 14 SAN: 55 HP: 13
Fast Talk 20%, First Aid 30%, Hand Gun 45%, Night Stick 40%, Law 15%, Listen 25%,
Drive Automobile 40%, Spot Hidden 20%, Shot Gun 40%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semiautomatic Damage: 1D10 Range: 20 Shots: 15
Night Stick: 1D8

Other Equipment: Radio, 2 9mm clips, handcuffs, Patrol Car.

Description: The cops are typical officers. They do not believe in the supernatural and are just as unhappy about being assigned to the case as the detective is. They do take their job seriously and will do their best to find the killers. They are a bit worried about the possibility of going up against drug dealers. There will be two officers assigned to the case (Ted Arnold and Kevin Baker).

Mythos Beings

Papa Swamp

History: The man who became Papa Swamp was born into a slave family in 1700 on a plantation in Virginia. He was named "John" by his mother and sold to another slave owner in 1708. In 1715 John was sold to a European named Aleister Smythe who recognized John's intelligence and potential.. Smythe was a powerful magician and trained John in the ways of magic. In 1725 John and Smythe were driven from Virginia when their nefarious activities were discovered by the locals and they burned down Smythe's house. The two of them fled to Florida to avoid being lynched. Having learned from the events in Virginia, Smythe built a house in a Florida swamp in order to avoid interruption from the locals. In 1730 Smythe conducted a terrible ritual which transformed John from a human being into a fully conscious dead thing.

Driven completely mad by the ordeal of his transformation, John turned on a surprised Smythe and tore him apart. John wandered from the swamp, slaughtered all he encountered and then wandered back into the swamp. Stories of the horrible murders spread giving rise to the legend of Papa Swamp, a terrible man who dwelled in the swamp and murdered all those he encountered.

John wandered the swamps for a year until he recovered enough to act intelligently again. He returned to Smythe's house and returned to his studies of the dark arts. Over the next century he refined his magic and conducted terrible experiments on those unfortunate enough to fall into his grasp. During this time he used Smythe's research to develop the spells needed to create swamp zombies.

In 1864 he got the chance to try out his newly created magic on a group of Confederate soldiers. These soldiers had entered the swamp to find two runaway slaves. These soldiers never found the slaves. Instead they were slaughtered by Papa Swamp and transformed into swamp zombies. A year later a band of former Confederate soldiers fled into the swamp and encountered Papa Swamp. These men met the horrible fate described in the Keeper's History. After finishing his terrible deeds Papa Swamp went back to his slumbers in the cursed swamp. He was awakened over a century later when a new set of victims arrived.

Description: Papa Swamp was once a human being and still retains a vaguely human appearance. His body is bloated from the swamp water it has soaked in over

the centuries and is coated with mold, moss and fungus. Despite its age, the body is still full mobile, extremely strong and difficult to destroy. Papa Swamp is extremely intelligent, powerful and a master of magic.

Because of the horror of his creation and his years of spell casting, Papa Swamp is completely insane by human standards. He is ruthlessly evil and greatly enjoys bringing others into his tormented and terrible world by transforming them. His two main interests are magical research and applying the results of this research to helpless victims. These activities help take the edge of the terrible boredom of his existence. Because of the dullness inherent in living so long, Papa Swamp has taken to slumbering in the swamp to pass the time between the arrival of new victims. So that he will never miss a victim, he has his guardian torso watching from its pole. When people come within its sensory range it awakens Papa Swamp so he can greet his "guests."

Despite the boredom of his existence Papa Swamp has no desire to have it come to an end. Hence, he will be particularly vicious and clever in combat. If people wander into his area he will observe them from a hiding place. If the people seem weak, he will take them prisoner, experiment on them and transform them into swamp zombies or skull wraiths. If the people seem to be potential threats he will act against them using his swamp zombies and skull wraiths. While his servants are keeping his opponents busy he will use his spells to attack his enemies and to protect himself from them. He will use Shriveling and Dread Curse of Azathoth as his offensive spells and Deflect Harm to protect himself from attacks. Once his Magic Points are exhausted, he will enter into physical combat. If he believes that his existence is threatened, he will try to escape. If he cannot escape, he will attempt to bargain for his continued existence.

He is almost completely immune to impaling weapons, taking only 1 point per hit from such weapons. He also takes only half damage from other weapons.

He must spend most of his time in swamp water or begin to dry up. He will lose 1 point of CON permanently for each hour he spends out of swamp water. If his CON reaches 0, he ceases to exist. Unless he dries out or is destroyed, he will continue to exist indefinitely.

Papa Swamp, Wizard

| | | | | | |
|-----|----|-----|-----|-----|----|
| STR | 19 | DEX | 10 | INT | 17 |
| CON | 22 | APP | N/A | POW | 20 |
| SIZ | 14 | SAN | 0 | EDU | 18 |

Move: 6

HP: 18

Damage Bonus: +1D6

Sanity Loss: 1/1D8 for seeing Papa Swamp.

Armor: None, but impaling weapons do 1 point of damage and all others do half

damage.

Weapon: Fist 65%, 1D3+1D6, Knife 60% 1D4+2+1D6, Staff 56% 1D8+1D6

Skills: Bargain 65%, Fast Talk 25%, Hide 45%, History 45%, Listen 45%, Natural History 55%, Navigate 30%, Occult 80%, Persuade 25%, Psychology 25%, Sneak 35%, Spot Hidden 55%, Track 25%, Speak English 95%, Speak Spanish 75%, Latin 30%

Spells: Create Swamp Zombie, Create Guardian Torso, Create Skull Wraith, Dread Curse of Azathoth, Shriveling, Elder Sign, Deflect Harm.

Swamp Zombies

Description: The swamp zombie is the product of particularly vile magic. They are like normal zombies in most respects, however they are considerably more intelligent. Like normal zombies, they are almost completely immune to impaling weapons, taking only 1 point per hit from such weapons. They also take only half damage from other weapons.

The magic used to create a swamp zombie gives it the point of POW needed to animate it. While the zombie has little in the way of will, they do have near human intelligence. Thus, they are able to engage in intelligent action, such as using weapons and avoiding obvious dangers. This intelligence does not include any of the skills possessed by the victim from whom the zombie was created, since the victim's spirit has been replaced by the point of POW from the creating wizard. The swamp zombie does retain some faint memories as well as the victim's basic motor skills ("muscle memory") and these remnants enable the zombie to carry out commands and fight. The memory traces sometimes cause odd behavior. For example, a swamp zombie who was created from a writer might "write" on leaves with his fingers. The spell used to create a swamp zombie provides it with the ability to communicate, albeit in a limited manner. A swamp zombie speaks in the native language of the victim it was created from at 5% X INT. Even if the swamp zombie does not speak the same language as its creator, the creator will be able to make his commands known.

In combat a swamp zombie can fight with weapons, including firearms. These weapons are generally used at the base percentages for humans. A swamp zombie, like a normal zombie, is extremely difficult to destroy. Unlike a normal zombie, a swamp zombie must spend most of its time in swamp water or they begin to dry up. A swamp zombie loses 1 point of CON permanently for each hour it spends out of swamp water. If a swamp zombie's CON reaches 0, it ceases to exist. Unless a swamp zombie dries out or is destroyed, it will continue to exist indefinitely. If its creator dies, it will lose all motivation and simply wander aimlessly. Such zombies will not resist being attacked.

Swamp zombies 1-9 were once Confederate soldiers who went into the swamps looking for runaway slaves. Instead they found "Papa Swamp" and terrifying deaths. Swamp zombies 10-15 were the soldiers who turned to banditry. Swamp zombies 16-19 were members of the university team. These zombies were Daniel Ricker, Marilyn Frie, Fred Draker, and Wilbur Brown.

Swamp Zombies, Malign Spawn of Cursed Swamp

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 |
|-----------------|---------|----------|----|------|------|------|------|------|----|------|------|
| STR | 3D6X1.5 | 15-17 | 10 | 24 | 18 | 14 | 17 | 20 | 9 | 14 | 18 |
| CON | 3D6X1.5 | 15-17 | 17 | 15 | 16 | 14 | 18 | 23 | 9 | 12 | 17 |
| SIZ | 3D6 | 10-11 | 12 | 14 | 17 | 13 | 9 | 8 | 11 | 11 | 10 |
| INT | 2D6 | 7 | 9 | 6 | 6 | 6 | 7 | 8 | 5 | 5 | 7 |
| POW | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| DEX | 2D6 | 7 | 5 | 11 | 10 | 6 | 6 | 12 | 8 | 2 | 4 |
| HP | | 13-14 | 15 | 15 | 17 | 14 | 14 | 16 | 10 | 12 | 14 |
| Weapon | | | S | R | R | B | B | R | B | R | B |
| Damage Bonus | | +1D4 | | +1D6 | +1D4 | +1D4 | +1D4 | +1D4 | 0 | +1D4 | +1D4 |

| Characteristics | #10 | #11 | #12 | #13 | #14 | #15 | #16 | #17 | #18 | #19 |
|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| STR | 11 | 18 | 20 | 20 | 18 | 20 | 11 | 12 | 18 | 13 |
| CON | 18 | 20 | 24 | 21 | 15 | 11 | 11 | 20 | 15 | 11 |
| SIZ | 12 | 7 | 11 | 13 | 10 | 13 | 11 | 7 | 10 | 12 |
| INT | 5 | 5 | 2 | 7 | 2 | 5 | 9 | 7 | 10 | 7 |
| POW | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| DEX | 7 | 11 | 10 | 10 | 6 | 7 | 5 | 8 | 9 | 6 |
| HP | 15 | 14 | 18 | 17 | 13 | 12 | 11 | 14 | 13 | 12 |

| | | | | | | | | | | |
|--------------|---|----------|----------|----------|----------|-------|---|---|----------|----------|
| Weapon | B | R | R | R | B | R | N | N | N | N |
| Damage Bonus | 0 | +1 D4 | +1 D4 | +1 D6 | +1 D6 | +1 D6 | 0 | 0 | +1 D4 | +1 D4 |

Move: 6

Weapon: All can punch at 50% 1D3+damage bonus, some are armed with weapons.

B=Bayonet 25%, 1D4+2+damage bonus.

S=Sabre 15%, 1D8+1+damage bonus.

C=Rifle (club)25% 1D8+damage bonus.

N=None

Armor: None, but impaling weapons do 1 point of damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity points to see a swamp zombie.

Skull Wraith

Description: Skull Wraiths are created by the use of the Create Skull Wraith spell described below. The skull wraith is "based" in the skull of the victim and when disturbed the skull wraith seems to flow out of the eye sockets like a foul vapor. Once the skull wraith forms it looks like a horribly distorted ghostly skull. They fly about with great speed but must remain within 50 meters of its skull.

Skull wraiths are not always completely under control of their creator. Because of the horror of their condition and the hatred they almost certainly feel towards their creator, they are often inclined to rebel. In order to cause a skull wraith to obey a command the creator must match his POW against half of the skull wraith's POW on the resistance table. If the roll fails, the skull wraith will do as it wills until control can be reasserted. If the roll succeeds the skull wraith will carry out the order. If the creator of the skull wraith rolls a 00, the skull wraith will break free of the spell and attack the creator attempting to destroy him.

Because of the horror of their creation and existence, skull wraiths are prone to acts of terrible violence against the living. Because of this they will tend to attack people who have the misfortune of encountering them.

Skull wraiths can be destroyed by defeating them in combat or by destroying their skull. The skulls are surprisingly difficult to destroy and have a number of Hit Points equal to their POW. Skull wraiths only have INT and POW, both of which are rolled on 3D6.

A skull wraith can journey up to 100 yards from its skull. They are somewhat aware of what goes on around their skulls and will be drawn to investigate. In all likelihood they will attack what they encounter.



Combat: Skull wraiths are not solid, corporeal entities and are not vulnerable to physical weapons. A skull wraith attacks by matching its POW against the victim's CON. If the skull wraith succeeds, the victim loses 1D6-1 points of CON. The attack looks like the skull is biting and ramming at the victim and it causes visible wounds. The victim will regain 1 point of CON each week if he survives. If the skull wraith loses the contest it loses 1 point of its POW. If it runs out of POW it dissipates and goes on to its ultimate fate. Skull wraiths can also be harmed by magical attacks that affect POW. Skull wraiths do not regain lost POW points. When the creator of a skull wraith dies, the skull wraith will be free to go on to its fate.

Skulls Wraiths, the Restless Dead

| Characteristic | Roll | Average | #1 | #2 | #3 | #4 | #5 | #6 |
|----------------|------|---------|----|----|----|----|----|----|
| INT | 3D6 | 10-11 | 12 | 11 | 12 | 13 | 10 | 9 |
| POW | 3D6 | 10-11 | 13 | 14 | 12 | 10 | 9 | 7 |

Sanity Loss: Seeing a skull wraith costs 1/1D8 Sanity points.

Guardian Torso

Description: A guardian torso is the product of particularly cruel magic. A guardian torso is created from a specially prepared human torso which is kept horribly alive through the magic used to create it. A guardian torso consists of a human torso and head. The body has no limbs. The guardian torso is not particularly dangerous (except for its potential to cause insanity) since it lacks any means of using weapons.

A Guardian torsos serves its creator by watching an area and informing its creator via magical means when events take place in its domain. This ability enables the torso to communicate with its creator from up to 1,000 meters away. This communication is very basic and conveys fairly limited information, such as the bare fact that the torso hears or sees something that has alerted it. Because of their lack of limbs, they can never leave their posts (literally) and the magic used to create them enhances their senses. Hence they make ideal sentries.

A guardian torso is an efficient guardian but is typically created as a particularly vile means of torturing someone who has earned the creator's hatred. Guardian torsos retain their full intelligence and memory so they are aware of their terrible condition but unable to do anything about it.

Because of the magic used in the spell a guardian torso will not die of natural causes. The only way a guardian torso can perish is by violence or by the death of its creator. Needless to say, a guardian torso will crave death like nothing else.

Unfortunately for the guardian torso, the spell used to create it prevents it from disobeying its master and seeking its own death.

Guardian Torso, Awful Half Beings

| Characteristics | Rolls | Averages | Statistics |
|-----------------|-------|----------|------------|
| CON | 3D6 | 10-11 | 11 |
| SIZ | 1D6 | 3 | 4 |
| INT | 3D6 | 5-6 | 7 |
| POW | 3D6 | 10-11 | 11 |
| HP | | 7 | 8 |

Move: 0

Average Damage Bonus: n/a.

Weapons: None.

Armor: None.

Skills: Listen 65%, Spot Hidden 65%

Sanity Loss: 0/1D6 Sanity points to see a guardian torso.

New Spells

Curse Swamp

This spell is cast upon a small area of swamp (about 20 yards by 20 yards) and transforms it into a cursed area. Before the spell can be cast, two human bodies must be hacked apart and thrown into the swamp. These remains must be left to rot for a week. After this week, the caster must pour at least 10 liters of human blood into the swamp while chanting. This part of the casting requires 12 Magic points and 1D6 Sanity points. Once this part of the casting is complete, the caster must take a human skull and engrave it with the required arcane symbols and put 3 points of POW into it. This skull must be cast into the swamp while the final part of the ritual is finished. After the skull is cast into the swamp, the swamp area is effectively cursed and ready to begin producing Swamp Zombies. If the skull is removed from the area of the spell, the spell will be broken and the area will no longer be cursed. Since the skull is in a swamp, it will be fairly difficult to find.

Create Swamp Zombie

This spell requires a prepared area of cursed swamp, as per the Curse Swamp spell, as well as one or more human bodies. The bodies must be freshly dead (still warm) and intact enough to allow them to move once they have been re-animated. The bodies must be splashed with warm human blood and then submerged in the cursed swamp. After the bodies are submerged, the spell must be cast. The spell costs 1D10 Sanity Points to cast and must be cast over a period of 7 days. Each day the caster must spend at least an hour conducting the ritual by the side of the swamp. Each ritual takes 3 Magic Points per corpse being re-animated. After 21 Magic Points are invested into each corpse, they will return to a semblance of life and claw their

way out of the swamp to do their master's bidding.

Create Guardian Torso

This spell requires a living human body. While the spell is being cast, the caster must remove the victim's limbs without killing him. This process will cost the victim 1/1D10 Sanity Points. The caster expends 6 magic points and then must remove the abdomen of the victim. The magic keeps the victim alive through the process which costs him an additional 1/1D10 Sanity Points. The caster must then mount the torso on a sturdy pole and invest 1 point of POW into the torso. This casting costs the caster 1D10 Sanity Points. When the spell is completed, the victim is kept horribly alive. The victim loses 1/1D10 per day spent as a Guardian Torso until he goes completely mad. At that point the victim becomes the loyal guardian torso of its creator.

Create Skull Wraith

In order to cast this spell, the caster must have a living victim and a pot of molten gold. This gold must be prepared before the spell is cast and imbued with 6 Magic Points from the caster. The spell also requires 1 point of POW and 1D10 Sanity Points. As the spell is cast, the caster must cut off the head of the victim and then carefully remove the skin and muscle from the skull. The skull is then carefully cleaned of blood and gore. After the skull is cleaned, the caster must apply the molten gold to the skull and form the required arcane symbols. At this point, the caster must match his POW against the victim. If he succeeds, the victim will be transformed into a skull wraith who is doomed to serve the caster. If the victim wins, the spell fails, the caster still loses the point of POW and the victim passes on to true death.

Mythos Texts

Obscuridad Libro (Dark Book)-in Spanish, written by Ferdinand Sanchez, 1641. Only six copies of this book exist. There were originally twelve copies made between 1641 and 1702, but six of them were destroyed over the years. One copy is known to be in the Vatican Library and another is owned by a private museum in California. This book contains extended, surprisingly coherent discussions of some aspects of the Mythos. *Sanity loss 1D3/1D6; Cthulhu Mythos +5 percentiles; spell multiplier X1. The book contains the spell to create an Elder Sign.*

Notes on the Principles of Violent Magicks-in Latin, written by Aleister Smythe, 1727. Only one copy of this book exists. This book contains an extensive series of notes on magic involving violence as well as brief discussions of the Mythos. The book is a handwritten volume on high quality parchment and bound with fine leather. *Sanity loss 1D3/1D6; Cthulhu Mythos +3 percentiles; spell multiplier X3. The book contains the Dread Curse of Azathoth, Shriveling, and Deflect Harm.*

Players' Handouts

Handout #1

From *Obscure Legends of the Old South, 1918* by Reginald Peirce-

One particularly unusual legend tells the tale of a beast known as "Papa Swamp." This being is supposed to have once been a man. Transformed by terrible and dark magic, "Papa Swamp" is supposed to be a terrifying mixture of human, alligator, serpent, and swamp water. This being is reputed to have slaughtered many people in 1730. To this day, it is said that some of those who vanish in the swamps of Florida were victims of "Papa Swamp."

The book *Unsolved Murders Of Old America* can be found in many libraries and is still available in some large book stores. Despite the fact that it was written by a former radio talk show personality, it is surprisingly accurate and well written.

Handout #2

From *Unsolved Murders Of Old America* , 1994 by Daniel Barker-

A particularly gruesome series of killings were reputed to have occurred in what is now Florida. In 1730 a madman known as "Papa Swamp" is said to have emerged from the swamp and killed several people. According to some stories passed down over the years, the victims were literally ripped apart. In some cases, it is said, their hearts were pulled from their chests and their skulls crushed. Unfortunately, this story cannot be adequately verified since there is no record of the location where the victims were buried. However, if the story is correct it is one of the earliest mass murders by a madman in North America. According to some of the stories, "Papa Swamp" was a man named "Aleister Smythe." Smythe, so the stories go, came to Florida from Virginia and had a house built in the swamp...

Handout #3

From *Collected Diaries Volume III, 1973* edited by Carmen Dion, Andre Porter and Pat Reaves-

Entries from the diary of Eric Cornwall, Virginian plantation owner.

Entry for July 21, 1708

...I purchased several fine slaves today, including a healthy and surprisingly intelligent slave boy named "John." The intelligent ones are always a mixed blessing. Smart slaves are easier to teach, but they often get ideas that lead to whippings. As my field bosses say, a whipped slave just don't work as well for a while, so I would rather spare the lash whenever possible...

Entry for August 12, 1713

...One of the overseers caught some of the slaves conducting some sort of pagan ritual. He caned them good and made sure that they would think twice before practicing that sort of devil worship in God's country. I am worried about the influence of these unChristian ideas on the younger slaves. The slaves can be saved, but some of them, especially John, are showing too much interest in these matters...

Entry for April 14, 1714

...A new neighbor has moved into the old Hempstead place. His name is Aleister Smythe. Karl Hempstead and his whole family fell victim to some sort of pox or other bad sickness just a short month before. The new fellow seems friendly enough, but I am not sure just how he came to take possession of the Hempstead lands. The local officials seem satisfied with his story about being a close relative of Mrs. Hempstead, but something about him seems amiss...

Entry for October 21, 1715

...One of my overseers caught some of the slaves engaged in another one of those vile pagan rituals. This time, he caught several of the young slaves involved. I have decided to sell off these troublesome slaves...

Entry for October 24, 1715

...Mr. Smythe came by the house today to make an offer on John. I tried to talk him into taking some of the other slaves as well, but he was only interested in John. Smythe still worries me, although he seems affable enough. Although my wife says

it was just a trick of the light, I could have sworn I saw him sneering and leering in church during the service...

Entry for May 3, 1723

...Two of my slaves have gone missing. The other slaves say that the "black man" came in the night for them. They seem to be very afraid of this "black man." When I asked who this black man was and why they were so afraid of one of their kind, one of the older men said he had many names and that he was not one of any man's kind, be he a black man or a white man. For some reason I think that the slaves were sincere, so I held their punishment to a merciful four lashes apiece. One of the cotton buyers told me that Smythe was selling no cotton this year and that when he rode up to his place, he saw that Smythe had just let the fields go. Apparently he has also sold off most of his slaves. I grow more and more suspicious of him...

Entry for March 4, 1724

...Tom Tremaine from down the road stopped buy today. He said that two of his cows and one of his best slaves had gone missing. He told me that his dogs commenced to howling last night around midnight, but he had paid them no head since he thought they had been riled up by a raccoon. Some of the folk are whispering that a witch might be in the area, but that is just superstitious nonsense, or so I hope...

Entry for February 12, 1715

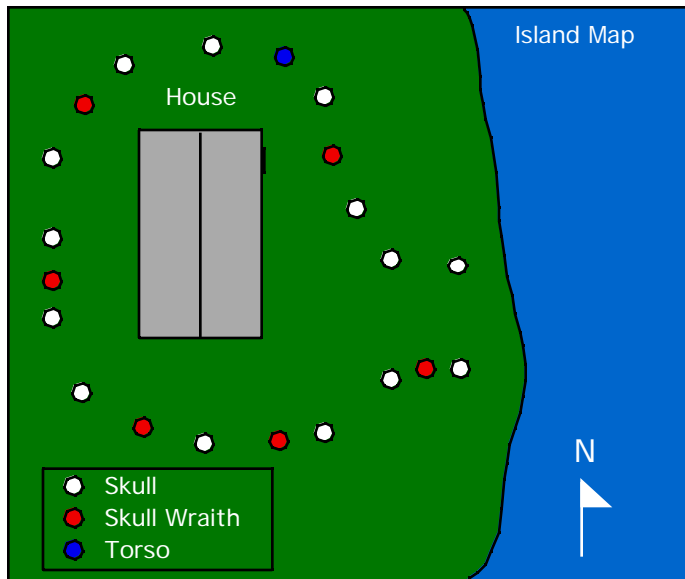
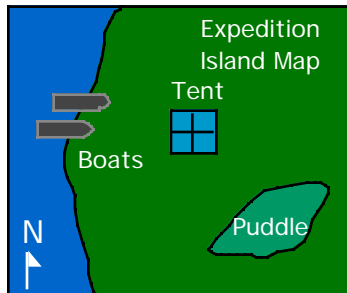
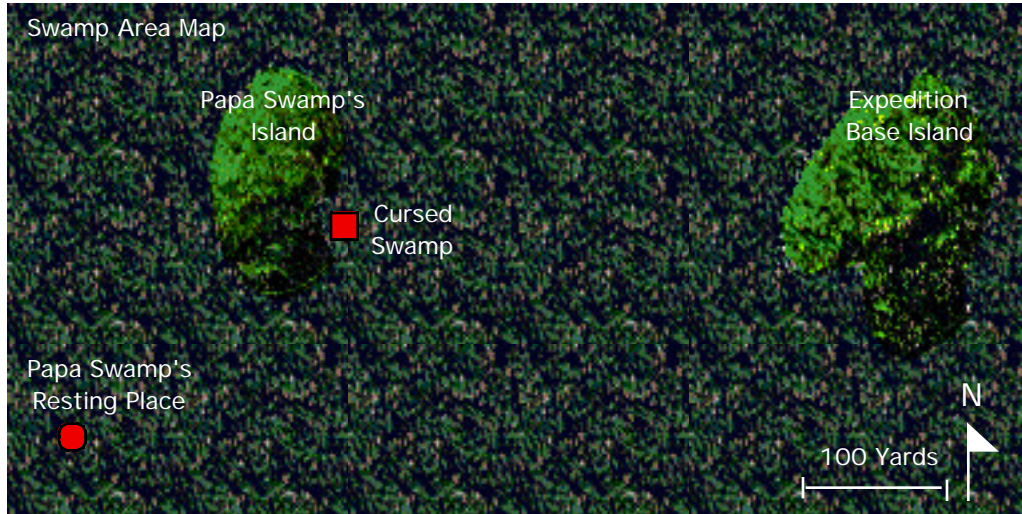
...David came to me today and said that he and some of the younger men had been keeping an eye on Mr. Smythe and that they had seem him in the woods carrying on yelling "yogath" and "gnarlsteps" and doing other strange deeds. He said that he and the boys were going to put the question to Mr. Smythe and see what ill deeds he was perpetrating. I urged caution, but the young can be so hot headed at times...

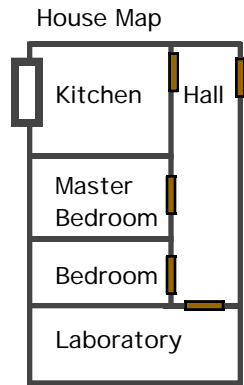
Entry for February 14, 1715

...I found out this morning that David and his fellows had gone to Smythe's house last night and demanded answers. David still isn't sure what happened, but he has some nasty burn marks on his chest from something. He says that Smythe put a hex on him, but I am not sure what to think. David said that he and his fellows caught Smythe and John prancing around in the woods conducting some sort of pagan ritual. He said that he missing slaves were there, too, but they were standing blank-eyed. David said that when he and his boys rushed into the circle, Smythe set the slaves on them. David told me that they shot the slaves after giving fair warning, but the slaves just kept on coming. He said that they smelled like they were dead so they all ran away.

Entry for February 15, 1715

...Myself and some of the other men and boys rode out to Smythe's house with loaded muskets. We confronted him at the door of his house and asked about the slaves, When he could give us no answer to our satisfaction, we forced our way in. I cannot fully recount the horrors we saw that day, but suffice it to say that I shall never forget those dead men who were still walking. We fired on Smythe and wounded him as he ran from us. Though we gave fast pursuit he was able to escape us. Thwarted, we returned to the house and set fire to it, burning the dead inside it. We never did find John, so I can only assume that he escaped along with his master...





The Hum©1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://www.opifex.cnchost.com>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at <http://www.chaosium.com/>.

Introduction

This adventure is set in the 1990s, but (with suitable modification) it can be set in other times, such as the 1920s.

The adventure takes the investigators into an area of New Mexico that has been plagued with a mysterious “hum.” It is up to the investigators to find the source of the hum and bring peace and quit back to the area.

This adventure makes some references to “Blood Moon”, in Chaosium’s *Strange Eons*. However, knowledge of that adventure is not required to run this one.

Getting the Investigators Involved

The adventure is written on the assumption that the investigators are either in need of money or are curious enough to go to New Mexico based on an article one of the investigators comes across. The relevant part of the article, from *Odd Events*, is as follows:

...a similar strange “hum” has been reported in the tiny New Mexico development of Billingswood. Once an expanding development community, residents began complaining of an unusual humming noise about two months ago. After the strange humming began, the developer, Buster Kates, had the area checked. According to Mr. Kates, “We set up a bunch of top of the line recorders and they didn’t pick up a damn thing.” Despite the lack of evidence, local residents continue to complain of the mysterious humming. This unusual event has been given a degree of credence by Dr. Trullent, of the University of New Mexico. Dr. Trullent is an expert on sound and the physics of sound and, if our reports are correct, he will soon be researching the phenomenon. When asked about the mysterious hum, Dr. Trullent said “well, it could be many things. Natural events or insects perhaps. Or it might be the result of some human project. In any case, I’ll be visiting the area.” Perhaps Dr. Trullent has been drawn to the area for reasons other than

scientific curiosity. Mr. Kates has reputedly offered a “substantial reward” to anyone who can find the source of the humming and put a stop to it. So, any reader who needs some quick cash might want to take a trip to New Mexico.

Odd Events is a reasonably reputable magazine of odd and weird things. Unlike many magazines or tabloids, *Odd Events* carefully researchs its stories and has a moderately sceptical outlook. It is run by Dr. Mary Dunstone, an anthropologist.

If the investigators do a little checking, they will be able to find Kates’ business number. Kates owns Yellow Star Development, the company that developed Billingswood Grove and the nearby Zucker Grove.

If the investigators seem sane and professional, Kates’ secretary will tell them that Kates is willing to pay for a solution to the humming problem, but that there is a ten page legal contract that specifies all the conditions for getting paid. She will say that Kates had to have it drawn up after “that damn magazine” ran the article on the mysterious hum. The secretary will say Kates had said that he would “pay good money to get rid of the damned hum”, but he didn’t expect this to be interpreted as an open invitation for every “freak and weirdo” to come to his development. The secretary will be happy to fax the contract to the investigators.

The contract is a very convoluted legal document, which protects Kates from all sorts of things (such as people trying to sue if they get hurt while seeking the hum). However, it does specify that a person or persons who solves the problem of the hum will be paid \$10,000. For the money to be collected, the person (or persons) must have signed the form and provide evidence that he (or they) solved the problem.

Alternatively, the investigators could be brought in by a friend who lives in the area, they could be brought in by Dr. Trullent, or they could be hired by Buster Kates. In such cases, the Keeper will have to develop the relevant details.

Keeper’s Background

Approximately forty years ago, the mi-go established an outpost in New Mexico, near what is now Billingswood Grove. The mi-go used the outpost to conduct mysterious research in the area. When Billingswood Grove was set up, the mi-go decided to simply continue their experiments. About two months ago, the mi-go began experimenting with a new type of crystal that they intended to use in communications. In their experiments, they would energize the crystals and observe the effects. Unknown to the mi-go, the crystals acted as rudimentary activation crystals (see pages 29-30 of *Strange Eons*). The energy broadcast by the crystals affected some of the people in Billingswood, causing them to “hear” a humming noise. The “noise” is actually a sort of “static” the crystal emanations cause in the brains of certain human beings. The noise is annoying, but is not directly harmful.

About a month ago the mi-go learned of the effect of the crystals. Intrigued, the mi-go decided to start a new experiment: they would observe the effects of the crystal emanations on the inhabitants of Billingswood Grove. To enable them to directly observe the humans, the mi-go sent a modified member of their race (a mi-go brain in a cloned human body) into the area. Since then, the mi-go have been carefully observing the inhabitants as part of their experiment.

Investigation

While there is not a great deal of relevant information available to the investigators, there are some things that they might turn up.

The Area

The area has a very unremarkable history, with almost no reports of unusual events. The only odd event ever reported was a sighting of strange lights in the sky. When Zucker Grove was being constructed, some construction workers claimed to have seen some lights out in the desert, which rose up into the sky and vanished. The construction workers have long since left, but a few of the people in Zucker Grove remember the story. The lights the workers saw were mi-go conducting an experiment.

If the investigators check on Zucker Grove, they will learn it was developed about five years ago, by the same company that is trying to develop Billingswood Grove. The development of Billingswood Grove started about a year ago.

New Mexico

New Mexico is, of course, a hotbed of UFO reports. It is believed by some that the U.S. Government recovered four dead aliens near Roswell in 1947. There was also a UFO landing reported in Socorro in 1964 and four UFOs were tracked from Oklahoma to New Mexico. There have been numerous other UFO reports in the area of New Mexico, some of which were caused by mi-go sightings. The Keeper might wish to send the investigators off after a red herring to Roswell New Mexico. There they can meet strange people who say interesting, although false, things about UFOs. They can also pick up some souvenirs and T-shirts.

The Locals

If the investigators speak to the local people and are polite, they will be able to find that only some of the people in Billingswood Grove have reported hearing the strange "hum." They will also say that many people, all of whom either complained of the hum or had family members who did, have left.

Some of the locals will have hypotheses about the cause of the hum. Some of them are sensible (such as the view that the hum is caused by some sort of atmospheric effect) while others are more unusual (such as the views that the hum is a government experiment in mind control). A few people think that aliens are involved. They are, of course, right.

Dr. Larry Trullent

Dr. Trullent is an expert on sound who has come to Billingswood Grove to research the hum. As long as the investigators are intelligent and polite, he will be willing to talk to them.

In the course of his investigations, he has found no indication that there is any audio hum being produced. He himself does not "hear" the hum. Despite the lack of audio evidence, Dr. Trullent believes that there is something going on. He thinks that the townspeople who complain about the hum are sincere. Because of this, he suggested to his university that a medical doctor be sent to the town to check the

population.

Being very tenacious, Dr. Trullent will not abandon his search. He suspects that it is possible there is a sound being produced that he cannot detect with his current instruments. After the investigators arrive in town, Dr. Trullent will be modifying his equipment and will be willing to work with the investigators, provided they seem decent.

Dr. Wilma Lodge

After Dr. Trullent suggests that a doctor be brought in, Dr. Lodge will arrive in town. Dr. Lodge is from the University of New Mexico and an expert on unusual diseases. She is also a mi-go infiltrator. Dr. Lodge will seem a bit odd if the investigators talk to her, but no odder than some human scientists. Dr. Lodge will keep an eye on the investigators.

If the investigators talk to her, she will present a plausible case for the claim that the townspeople are suffering from some sort of unusual inner ear infection. She will, of course, offer to assist the investigators in order to keep an eye on them.

Maps

The following provides details about the adventure maps.

Players' Map

The players' map shows the main area where the adventure takes place. Naturally, it leaves off some key details. All of the details of the map are given in the Keeper's Main Map section.

Keeper's Main Map

Zucker Grove: Zucker Grove is a small development. Approximately 2,000 people live here. Most of the people are retired and are enjoying the quiet life. The houses are all well-kept and fairly expensive. The town has a grocery store, a library, a video store, a pharmacy and a few other small businesses. Many of the things that the investigators might want, such as firearms, explosives, and special equipment, are not available in Zucker Grove. For such items, the investigators will need to travel to a larger town or city.

Billingswood Grove: Billingswood Grove is a small development, designed along the lines of Zucker Grove. Unlike Zucker Grove, Billingswood contains many houses that are for sale. There are also several houses that have not been finished and many empty lots in the development.

Mi-Go Outpost: This shows the location of the mi-go outpost.

Red Circle: The red circle marks the boundary of the strongest area of influence of the mi-go device. The effects of this device are detailed below.

Blue Circle: The blue circle marks the boundary of the weaker area of the influence of the mi-go device. The effects of this device are detailed below.

Mi-Go Outpost Map

The mi-go outpost is buried under ten feet of earth. The entrance is concealed by a large, fake "stone." Under the stone is a tunnel leading down to the outpost. The outpost is made out of unusual substances that make the structure virtually undetectable by current human technology (such as radar and metal detectors). Like most mi-go structures, the interior is functional, but truly alien.

Entrance: The entrance consists of an iris valve in the ceiling of the outpost. The valve only responds to a code in the mi-go language. The valve can also be destroyed by inflicting 50 points of damage. There are three sliding doors in the entrance.

Living Area: This is where the mi-go rest and feed. The area has many odd protrubences which provide the mi-go with their food as well as entertainment.

Lab One: This is the mi-go's biology lab. Here they engage in experiments on terrestrial life, including humans. The lab is suitably equipped with a variety of alien devices and instruments. Some of the mi-go's odd experiments (including several multi-eyed modified animals in cages) are kept here.

Lab Two: This is the lab where the mi-go are experimenting with crystals. The lab contains a wide range of instruments, several crystals, and various other items. The mi-go device is also in this lab. It consists of several crystals held in an organic and mechanical matrix. The device looks rather unusual and seems to be patched together.

Action

The following details the events that are to take place in the adventure. The Keeper can modify the events as needed.

The Unnatural Crow

While the investigators are in town, they will notice an old man, Louis Jones, pedaling a three wheel bike around town. The back of the bike has a large storage basket in which Jones keeps a double barrel 12 gauge shotgun.

The investigators will see Jones parked by a telephone pole, watching some crows on the wires. He will move to get his shotgun and two of the crows will fly off. If the investigators ask Jones what he is doing, he will say "I'm watching the crows that are watching us" and pedal away.

Shortly after that, when the investigators are driving or walking through town, they will see Jones stop by a tree and whip out his shotgun. He will fire both barrels up into the tree and a small, dark shape will thud to the ground. The object will be recognizable as a badly shot up crow, with gaping wounds. If the investigators look closely at the crow (which Jones will encourage), they will see that the gaping wounds are actually eyes that have been pierced by the shotgun pellets. The crow appears normal, except that it has extra eyes, that look more like human eyes than crow eyes, on its chest and back. The crow also has a highly modified brain and other organs which enables it to transmit information to and receive commands from the mi-go. Aside from the modifications, the crow is otherwise like a normal crow (it flies and dies the same).

The crow is the product of mi-go technology and is used as a spy. The mi-go have

several of these birds in the town and they use them to observe the townspeople. They will also be used to watch the investigators.

People Go Missing

While the mi-go will not realize it, their own experiments will begin to affect them. The crystal emanations will begin to cause minor structural breakdowns in their thinking organs which will, in effect, begin to drive them insane (by mi-go standards). This insanity will cause them to take actions they would not otherwise take.

The mi-go leader will decide that passive observation is not enough and that some living specimens are needed. The leader will decide that several people are needed, rather than the usual one. That night, the mi-go will break into three homes, shoot the inhabitants with their weapons and take the people back to their base for dissection. Naturally, people will notice that some people have gone missing. If the investigators check the houses, successful Spot Hidden rolls will reveal that each house has one or more windows that have an odd circular distortion, like the glass has been warped or melted. The distortion is from the mi-go's weapons being fired through the glass. Once the mi-go stunned their victims, they used a special device to open the doors.

Dr. Lodge will know that her fellow mi-go took the people and she will contact the mi-go to find out why. When talking to the leader, she will realize that the leader has become unstable. Dr. Lodge will conclude that their experiments have harmed them in some way. Dr. Lodge will try to talk the leader into stopping the experiment, but the leader will refuse. Dr. Lodge will decide that she has to stop the mi-go before they do something that reveals them to the humans.

She will speculate that the mysterious disease drove the people insane and that they fled in the night. Aside from the glass, which she will dismiss as a manufacturing defect, there is no available evidence to contradict her claim. She will start making calls to get the town quarantined.

Mi-Go in Town

Two days after the mi-go take the people, the mi-go will become even more unstable and paranoid. They will be convinced that the mi-go infiltrator is going to turn them over to the humans. Two of them will go into town, looking for Dr. Lodge. Fortunately for Dr. Lodge, the mi-go do not know what the infiltrator looks like. They will buzz from house to house, waking people up and scaring them. Their time away from the device will bring back some measure of sanity to the mi-go and they will fly back to the outpost, before they are clearly seen, to convince their fellows to leave. The other mi-go, made even more paranoid by the effects of their device, will kill the two when they return.

Quarantine

Fully realizing that her fellow mi-go have gone insane, Dr. Lodge will decide to take desperate action. She will be able to get the town placed under quarantine. The government will order that no one leave the town and plans will be made to send in a team to quarantine the town. The investigators should learn of her quarantine

plans in time to take some action. If the investigators do not take action, the quarantine team will be intercepted, killed and replaced by people who serve the mi-go. These people will infect the townspeople and the investigators with a virus that will kill everyone within two days. They will also take care of the mi-go.

Searching for the Mi-Go

Prior to the quarantine, Dr. Trullent will complete his work modifying his equipment. The equipment will now detect a secondary vibratory effect of the mi-go device. Dr. Trullent will speculate that his device is picking up some sort of very odd atmospheric or geologic effect, perhaps minor tremors causing an extremely unusual resonance in rocks.

Dr. Trullent's device is a bit crude, but it is effective enough that it can detect increases and decreases in the strength of the energy it is detecting. Using this feature, clever investigators can locate the source of the energy by transporting the device and observing the effect on the strength.

Jones and Blount will be willing to go with the investigators to find out what is going on. Naturally Dr. Lodge will also volunteer to go along with the expedition.

Battle with the Mi-Go

The mi-go have several detection devices in the area around their outpost that will detect the approach of the investigators. The mi-go, by now extremely paranoid, will decide that they need to exterminate the humans. The four remaining mi-go will arm themselves and head out to kill the investigators. In their maddened state, they will forget their usual caution and will attack in a frenzy, with a 30% chance each round of dropping their weapon and ripping at the investigators with their limbs.

If the investigators try to escape, the mi-go will pursue them. If things go badly for the mi-go, any survivors will attempt to flee to the outpost and lock themselves in.

If Dr. Lodge is with the investigators, she will aid them in fighting the mi-go. If the investigators kill the mi-go, she will look for an opportunity to eliminate them. To give the investigators a chance, her first action could be against Dr. Trullent who will have time to cry out before the poison she will inject in him takes effect.

Conclusion

The adventure continues until the investigators defeat the mi-go or are themselves defeated.

If the investigators give up and leave, the "quarantine team" will kill everyone in town with a virus and take care of the crazed mi-go. For abandoning the people of Billingswood Grove, the investigators should be penalized 1D3 Sanity points.

If the investigators are able to defeat the mi-go by killing them or driving them away, they should receive a 1D6 point Sanity award.

The Keeper may wish to adjust the reward (or penalty) based on specific actions.

NPCs

Sheriff John Blount, Local law enforcement.

STR: 13 CON: 14 SIZ:14 INT:13 POW:12 DEX:12 APP:11 EDU: 14 SAN: 60 HP:14
DB: +1D4

Important Skills: Bargain 25%, Climb 55%, Dodge 42%, Drive Auto 65%, Fast Talk 43%, First Aid 43%, Law 39%, Listen 39%, Spanish 12%, Psychology 34%

Weapons: 9mm 55% 1D10 Range 20 yards Attacks 3 Bullets 15, 12-gauge shotgun (pump) 65% 4D6/2D6/1D6 Range 10/20/50 yards Attacks 1 Shells 5, Nightstick 45% 1D6+1D4

Description: Blount is an average sized man. He has thinning gray hair and a moustache. Blount spent most of his career in New York City and, after retiring from the NYPD, he took the job as sheriff, figuring that it would be a pleasant way to spend his remaining years. While Blount has never encountered anything like the Mi-Go, his years in NYC have prepared him for almost any type of weirdness. Provided the investigators behave properly, Blount will be willing to aid them. If the situation seems bad enough, he will even be willing to deputize them and supply them with police armaments. Blount has two extra 12 gauge shotguns and one AR-15 rifle.

Dr. Larry Trullent, Expert on sound.

STR: 11 CON: 10 SIZ: 13 INT: 15 POW:13 DEX: 12 APP:11 EDU: 18 SAN: 65 HP: 12
DB: +0

Important Skills: Computer Use 22%, Electrical Repair 54%, Electronics 50%, Library Use 65%, Listen 55%, Physics 35%, Theory of Sound 65%, Latin 15%

Weapons: None.

Description: Trullent is a thin and nervous looking man. His hair is thinning, even though he is relatively young. He wears wire rim glasses and looks like an academic. Trullent has dedicated his academic career to researching sound. He is considered one of the top experts on sound, but his reputation has been marred a bit by his interest in unusual sonic phenomenon. Trullent is not exceptionally brave, but he will be willing to help the investigators, especially if they seem interested in his research.

Buster Kates, Developer.

STR: 12 CON: 12 SIZ: 15 INT:14 POW:14 DEX: 9 APP:10 EDU: 14 SAN:70 HP:14
DB:+1D4

Important Skills: Accounting 27%, Bargain 65%, Credit Rating 45%, Drive Auto 45%, Fast Talk 62%, Law 23%, Operate Heavy Machinery 45%, Persuade 59%

Weapons: None.

Description: Kates is a large and rather fat man. He has a rather obvious toupee and dresses a bit loudly. However, he is a shrewd businessman. Kates believes in the bottom line and has no tolerance for stories about aliens or other odd things. He also has no desire to risk his own life in any foolish undertakings (he hires people to do that).

Louis Jones, Eccentric old man.

STR: 11 CON: 11 SIZ:13 INT: 12 POW: 11 DEX: 12 APP:11 EDU: 16 SAN: 53HP: 12
DB:+0

Important Skills: Accounting 65%, First Aid 45%, Law 42%, Library Use 43%

Weapons: 12-gauge shotgun (double barrel) 55% 4D6/2D6/1D6 Range 10/20/50 yards
Attacks 1/2 Shells 2

Description: Jones is a thing old man with gray hair. He pedals about the town on his three wheel bicycle. He keeps a variety of items, such as books, in the bike's basket. He also keeps a 12 gauge shotgun with him at all times. Jones was "retired" after he had a minor breakdown at work. Since then he thinks that there are things out to get him. Because of his mild paranoia, he quickly noticed the crows watching the town and decided to take matters into his own hands.

Dr. Wilma Lodge, Mi-go infiltrator.

STR: 9 CON: 14 SIZ:12 INT: 15 POW: 15 DEX: 13 APP: 9 EDU: 19 SAN: n/a HP:14
DB:+0

Important Skills: Fast Talk 43%, First Aid 65%, Hide 34%, Imitate Human 60%,
Medicine 61%, English 65%,Psychology 23%

Weapons: 9mm 55% 1D10 Range 20 yards Attacks 3 Bullets 15.

Description: Dr. Lodge appears to be a plain looking middle-aged woman. She dresses badly and often acts very oddly. Of course, she does not seem that out of place in the academic culture. She also sleeps with her eyes open. While Lodge is supposed to be an expert on infectious and unusual diseases, she is actually a Mi-Go who has had it's thinking organ transplanted into a human body. Lodge's goals are to prevent the humans from learning about the Mi-Go and to aid the other Mi-Go.

Mythos Beings

Mi-Go, The Fungi from Yuggoth, Lesser Independent Race

Description: The Mi-Go are described on page 189 of the 5.5th edition of the *Call of Cthulhu* rule book. Mi-go #1 is the leader and knows Brew Space-Mead (for transporting test subjects) and Cloud Memory (for erasing the memory of test subjects.) Mi-go #5 knows the spell Elder Sign.

These mi-go are scientists and prefer to avoid combat. However, if forced into combat they will fight intelligently, making use of their weapons and their ability to fly.

| Characteristics | Rolls | Averages | #1 | #2 | #3 | #4 | #5 | #6 |
|-----------------|-------|----------|----|----|----|----|----|----|
| STR | 3D6 | 10-11 | 12 | 14 | 13 | 11 | 14 | 9 |
| CON | 3D6 | 10-11 | 13 | 14 | 12 | 11 | 12 | 11 |
| SIZ | 3D6 | 10-11 | 12 | 15 | 11 | 12 | 13 | 12 |

| | | | | | | | | |
|--------------|-------|-------|----|------|----|----|------|----|
| INT | 2D6+6 | 13 | 17 | 13 | 14 | 13 | 15 | 14 |
| POW | 2D6+6 | 13 | 18 | 14 | 15 | 14 | 16 | 15 |
| DEX | 4D6 | 14 | 16 | 15 | 18 | 19 | 17 | 16 |
| HP | | 10-11 | 13 | 15 | 12 | 12 | 13 | 12 |
| Damage Bonus | | 0 | 0 | +1D4 | 0 | 0 | +1D4 | 0 |

Move: 7/9 Flying

Weapons: Nippers 30% 1D6+ Grapple, mi-go weapon 30% 1D8+stun.

Armor: None, but their unusual bodily composition causes all impaling weapons to do only minimum damage.

Spells: A Mi-Go has its INT X2 chance to know 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to see a Mi-Go.

Mi-Go Weapon

The mi-go in this adventure are armed with special mi-go weapons. The weapons are about the size of a human made carbine, but are clearly alien in design. The grips and body of the weapon are made out of an oddly pitted and convoluted metal that is a dull silver color. The barrel of the weapon is a ridged deep blue crystal which glows faintly when the weapon is active. The weapon is powered by what looks like a deep black, polished stone. The magazine, which holds enough energy for fifty pulses, attaches to the right side of the gun, just ahead of the handgrip.

The weapon fires a deep blue energy pulse framed in small arcs of electricity. If a pulse hits a target, it will take 1D8 in damage, plus an additional stun effect. If the pulse, which has a strength of 15, overcomes the targets CON, the target is rendered unconscious for 1D6 minutes. If the roll fails, the target is able to shake off the effect, but suffers a -5% on all skill rolls for the next 1D6 minutes. The effects of hits are cumulative, although the effects will wear off. For example, if a character is hit twice and the effect of the first hit is three minutes and the second five minutes, the character will be at -10% for three minutes and -5% for one minute after that.

| Base Chance | Damage | Base Range | Attacks Round | Shots | Hit Points | Mal |
|-------------|-----------------|------------|---------------|-------|------------|-----|
| 10% | 1D8+ Special | 90 yards | 3 | 50 | 15 | 00 |

The Mi-Go Device

The mi-go's device was intended to be for communication, but it turned out to have unexpected effects.

Blue Circle: Within the blue circle, the device produces a psychic "hum."

Approximately 60% of all humans can sense the emanations of the device, which they detect as a humming noise with no discernible source. The hum itself is harmless, although it is irritating. Most people who can sense it will find it

annoying and distracting.

Red Circle: The device produces stronger effects within the red circle. It has the same effects as in the blue circle, but the hum seems louder. Further, the energy can have some odd effects on people who can hear the hum. Each hour that a sensitive person is in the red circle, roll on the following chart for each person (alternatively, the Keeper can decide when effects take place):

| Roll (1D100) | Effect |
|--------------|--|
| 1-90 | None |
| 91-95 | Person “hears” strange voices whispering nearby. It is in no known language, but the person will “feel” that it is meaningful. What the person is “hearing” are hidden codings in their brain, placed in the genes of some humans centuries ago by the mi-go. |
| 96-97 | The person “hears” strange voices clearly. While the person will not be able to understand the language, they will “feel” that is meaningful. The person will be struck with a terrible fear, requiring a Sanity check. A failed roll costs 1 Sanity point, a successful roll results in no loss. What the person is “hearing” are hidden codings in their brain, placed in the genes of some humans centuries ago by the mi-go. |
| 98-99 | The person “hears” strange voices clearly and experiences horrible visual hallucinations. While the person will not be able to understand the language, they will “feel” that is meaningful. The person will see faint, shadowy outlines around them (images of mi-Go). The person will be struck with a terrible fear, requiring a Sanity check. A failed roll costs 1-2 Sanity points, a successful roll results in no loss. |
| 00 | The device triggers latent powers in the person causing an invisible force to manifest. The force will randomly damage things in the area. The force inflicts 1D3 on anything it strikes and leaves damage that appears to be from tearing and blunt force. The effect will last 1D6 minutes. The Keeper needs to decide what the force strikes. The person will have no idea he or she is generating the force and is just as likely to be harmed as anyone else. |

Players' Handouts

Handout#1

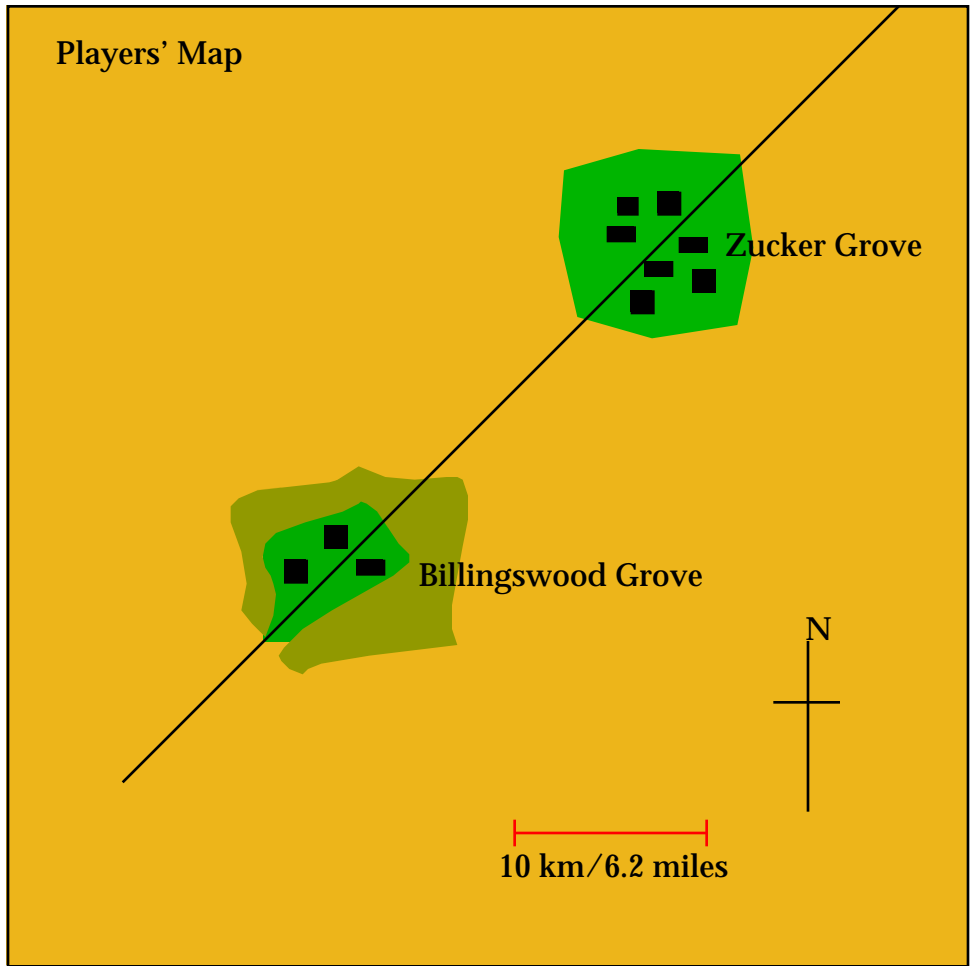
-From *Odd Events*

...a similar strange “hum” has been reported in the tiny New Mexico development of Billingswood. Once an expanding development community, residents began complaining of an unusual humming noise about two months ago. After the strange humming began, the developer, Buster Kates, had the area checked. According to Mr. Kates, “We set up a bunch of top of the line recorders and they didn’t pick up a damn thing.” Despite the lack of evidence, local residents continue to complain of the mysterious humming.

This unusual event has been given a degree of credence by Dr. Trullent, of the University of New Mexico. Dr. Trullent is an expert on sound and the physics of sound and, if our reports are correct, he will soon be researching the phenomenon. When asked about the mysterious hum, Dr. Trullent said “well, it could be many things. Natural events or insects perhaps. Or it might be the result of some human project. In any case, I’ll be visiting the area.”

Perhaps Dr. Trullent has been drawn to the area for reasons other than scientific curiosity. Mr. Kates has reputedly offered a “substantial reward” to anyone who can find the source of the humming and put a stop to it. So, any reader who needs some quick cash might want to take a trip to New Mexico.

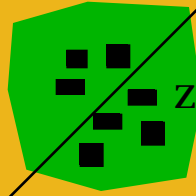
Maps



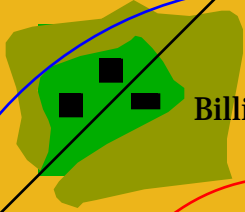
Keeper's Main Map



10 km / 6.2 miles



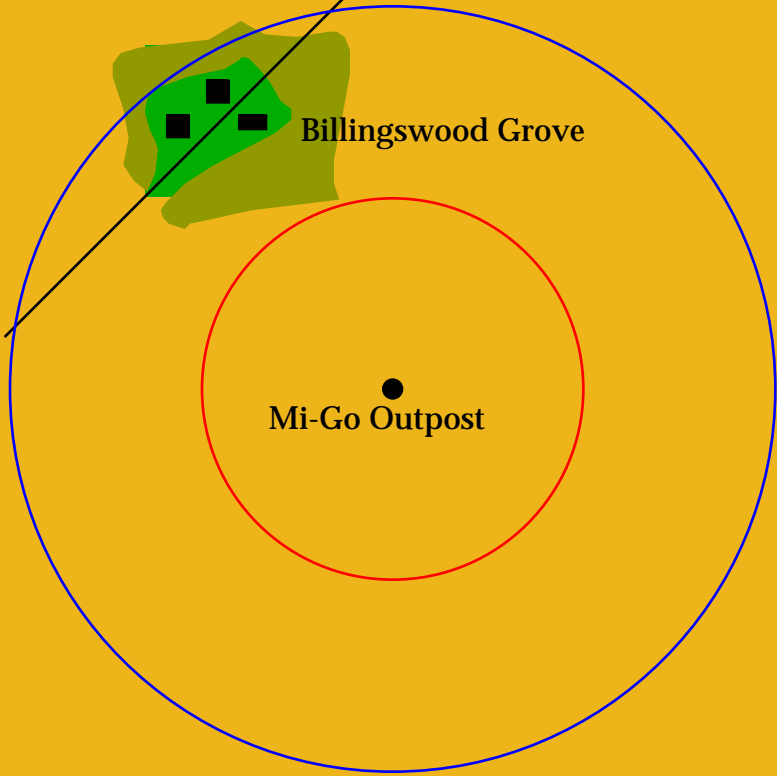
Zucker Grove

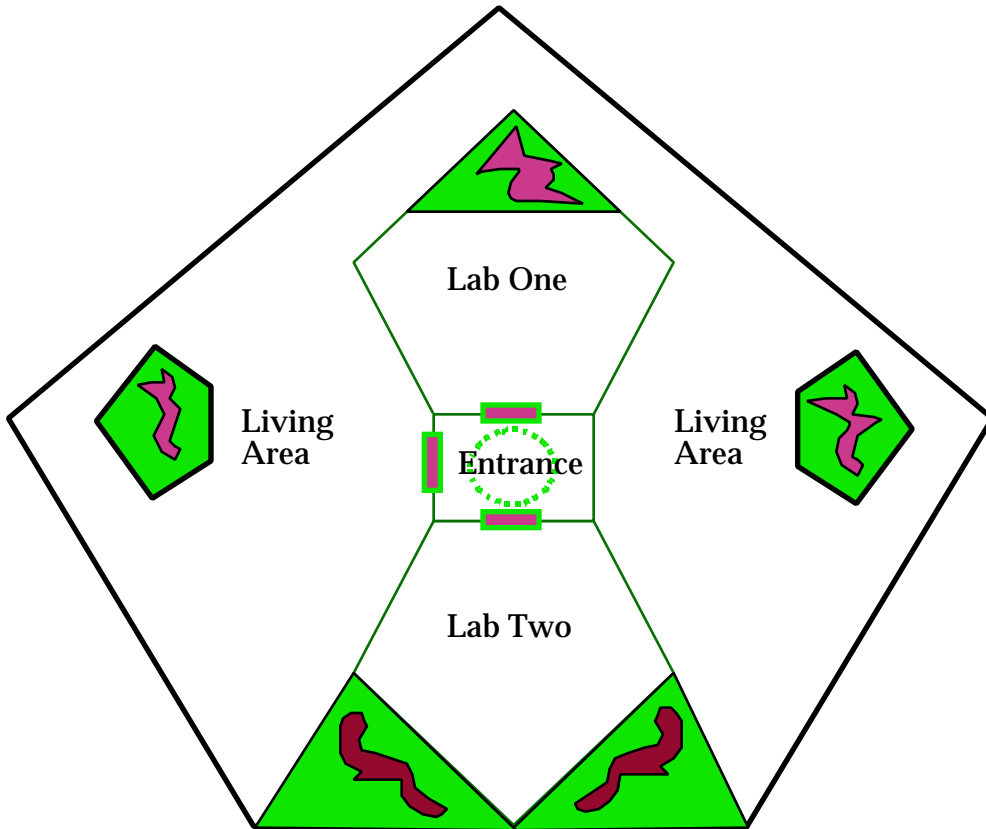


Billingswood Grove



Mi-Go Outpost





"The Knife" ©1992,1996,1998 Call of Cthulhu

by Dr. Michael C. LaBossiere, ontologist@aol.com

Sure we've had some killings here. Every US city and town has them these days. They're also getting weirder. This latest guy, the one the media calls "the Knife", has been cutting people's hearts out and draining their blood. I'm looking forward to retiring, you bet.

Contents

| | |
|--|---|
| Legal Information | 1 |
| Introduction/Keeper's Background | 1 |
| Getting the Investigators Involved | 2 |
| Players' Information | 2 |
| Action | 4 |
| Resolution | 5 |
| The Knife | 5 |
| NPCS | 7 |

Legal Information

This adventure is copyright 1992, 1996, 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://user.aol.com/ontologist/index.html>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-547-7681. Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>.

Introduction/Keeper's Background

This 1990s adventure can be set in any city or town that has or is near an established university, such as Boston . Of course, setting it near Miskatonic

University would be a nice touch.

Prior to the beginning of the adventure, US troops discovered a new site of Aztec ruins while they were conducting exercises with local troops. An archeological expedition soon arrived at the site with Professor John Wenton among them. In the course of the exploration, Professor Wenton stumbled across an enchanted mythos knife. Contact with the knife caused him to become ill and he was forced to return to his home. During the trip back and when he was back, the mythos being connected with the knife gradually drove him insane. His first victim was a colleague, who was soon discovered. His next was his wife, whom he hid in the basement freezer of his house. He has been killing one person a day ever since. It is up to the investigators to stop him and get rid of the knife.



Getting the Investigators Involved

The bizarre nature of the killings might intrigue the investigators to enter into the situation, especially if they reside in the area. They may also be brought in by a professor, who knows of them, who suspects that occult activity may be afoot. This adventure is also suitable for running "in the background." The investigators could hear of the killings while the investigators are involved in another adventure and they could be gradually drawn into this adventure, perhaps because they believe the incidents are connected with the original adventure.

Players' Information

The following information may become available to the players. There are numerous newspaper articles that the investigators might find. Most of them are difficult to find and the players would have to think to check for them. Finding them requires Library Skills rolls, which may be modified at the Keeper's discretion to reflect the difficulty in coming across some of the articles. A fairly easy to find piece of information is that a new site of Aztec ruins was discovered recently and that an expedition visited them. A more difficult article to find is a piece in the local paper about Professor Wenton joining the expedition. A later article is about the fact that he became ill and was forced to return. There are numerous news items about the killings. These are front page news and there is extensive TV coverage. The killings are sometimes mentioned on the national news. Researching the killing will reveal that the first victim was Professor Ivan Tarksi, an expert in ancient languages. He was found in his office by a student. The next victims were of various professions (ranging from hookers to accountants) and they were killed in various places (at home, in an alley, etc.). The only thing all the killings have in common is that the hearts have been precisely removed and all the blood has been drained

from the bodies.

If the investigators wish to learn more about the killings, they may want to speak with the police or the coroner. The police on the case will talk about the killings if the investigators have some of official standing (press, PIs, etc.) or if the investigators can earn their trust (or trick them). The police have no idea who the killer is, except that he is very good with the knife and is insane. They suspect that it is probably a surgeon, due to the precision of the cuts. In all cases, the police will say, the heart was removed from the body and the blood was drained. If the investigators speak with the coroner, who will talk if persuaded (expressing an interest in his work will help) or if the investigators have an official status. He will say that the hearts were removed with surgical precision with a scalpel sharp implement. The rib cage of each victim has been ripped out and the markings indicate it was done by a gloved human hand (the police haven't revealed this fact). The coroner will also say that the blood was removed completely from the bodies, but there is no indication of how this was done.

Investigators with occult skill will, if they make their skill roll, recognize that the way that the victims have been killed is very much like the way the Aztecs sacrificed their victims. According to the Aztecs' metaphysics, the universe had been made from the blood of the gods and human blood was needed to keep the universe's energy in the proper balance. The blood draining part of the killings is not part of the standard Aztec ceremony, but a second occult roll will indicate that the investigator is aware of a small cult that existed in the Aztec culture which removed the hearts of their victims and drained their blood. This cult worshiped a god named "Azatcl" who was served by a dark god named "Thotaxtl." According to this cult's mythology, the chief god lived at the center of the universe and fed upon blood. This blood was brought to it in a variety of means, but blood from sacrifices was brought to it by a toad like being. Many scholars doubt that the cult existed and believe the information on it was fabricated by the Spanish to justify their wiping out the city this cult supposedly resided in, as no evidence has ever been found supporting the documents written by a Spanish priest detailing the cult and its practices. Ecofeminist scholars contend that the city was a peaceful, matriarchal society which worshiped an earth goddess and this is why the city was destroyed by the patriarchal Spaniards. Once the Aztec link is made, finding the articles about the professor will be easier, since the investigators will be focusing on Aztec related information.

If the investigators learn about the Aztec cult, a successful Cthulhu Mythos skill check will reveal that the cult did exist and apparently worshiped Azathoth and Nyarlathotep by sacrificing people to them. There is also reference to an enchanted knife used in the sacrifices as well as some mention of a toad being that drank human blood. The knife is supposed to be inhabited by or linked to the toad thing and it is written that it can take control of anyone who possesses the knife.

The fact of the matter is that the inhabitants of the city did indirectly worship Azathoth and sacrificed humans to it. The heart and blood of the sacrifices was consumed by the nameless toad creature. The Spaniard came across this city and

learned quickly of its practices. In response, they wiped the city out and had all record of it destroyed so that no one would return to the cursed site. This city is, of course, the one that was found by US troops.

If the investigators check out the first murder, that of the professor, they will find out that he was killed in his office and that no one saw or heard anything. This is surprising, since the main office is next to the dead professor's old office and the walls are quite thin. If an investigator makes a luck role, one of the people will say "It's just terrible. First Professor Wenton took sick on the expedition and had to come early, and now Professor Tarksi is dead." If the person is asked about Wenton, they will say that he was on an expedition to an Aztec city and was forced to return due to an illness from which he hasn't recovered yet. If the investigators ask (or look in the phone book) they can find his address. The book also indicates that he is married, since it lists a Mr. and Mrs. John Wenton.

Action

The professor, insane and dominated by the toad thing, will kill a person a day unless he is stopped. He hunts each night for a suitable victim, using his own keen intelligence and the abilities bestowed upon him by the toad thing to select the best victim and circumstances in which to kill him/her. If the investigators go out at random, they will have little chance of finding him, if any. If they search for him, they will also have little chance of finding him. Their best bet is to put the pieces together in order to find out who the killer is. If the investigators call him, he will say that he is sick and doesn't feel up to visitors. If they stop by (with or without calling) during the day, he will answer the door and explain that he is ill and wishes to be left alone. A successful spot hidden role will reveal that his sneakers by the door are in small puddles, indicating he was out in the rain last night (an odd thing for a sick man to do). If the investigators ask about or to see his wife, he will say that she is out of town (and odd thing for the wife of a very sick person to do). If he becomes suspicious of the investigators (they give no good reason for visiting him, they mention the killings, or ask too many questions) he will track them down and attempt to kill them.

If the investigators talk to his neighbors and can persuade them to talk (not too difficult) they will reveal that they never see the professor leave during the day and haven't seen his wife in some time (they will give a date around the time he killed her).

If the investigators try to break in during the day, he will try to kill them. If he succeeds, he will stash their bodies in the freezer after slicing them up into easy to store pieces. If the investigators go to the house at night, they will see him go out the back door around 1:00 am. If they search the house they will find that kitchen refrigerator contains spoiled food (he lives off blood now) and if they go into the basement they will find his wife's body in the freezer. If the police are called, they will put out an APB on him and will try to arrest him. If the toad thing is convinced that the professor will not be able to escape, it will make him turn the knife over to another person who will take up the trade. The professor will then be found

wandering in the streets, totally insane.

The professor's killings will also inspire a copy cat killer. This killer will murder people and hack them open to remove their heart. Due to the difference in the killing styles, the police will know that they are now dealing with two killers. This killer will cause the investigators problems and they may run into him, since he is not as smart or cautious as Wenton and lacks the toad's help. He will attack them on sight. Of course, if the investigators take to running around at night they may be picked up by the police for questioning (and they better not be toting around any illegal fire power).

Resolution

The killings will continue at the rate of one per night (or more if the copycat stays active) until the investigators deal with Wenton. If the investigators defeat him directly, each involved investigator receives 1D4 Sanity points. If the investigators indirectly defeat him (they find the body and call the police, for example) they get 1 point of sanity (or none, if they didn't do enough to merit a reward). If the knife is captured by the investigators and taken care of (by encasing in concrete, for example) and they are aware of its nature they each receive 1D4 Sanity points. If the knife is not recovered or is lost, then the investigators each lose 1D4 Sanity points if they are aware of the nature of the knife. If the investigators give up, somebody will eventually take care of Wenton, but the knife may end up in somebody's possession and if so the killings will start again.

The Knife

The knife is composed of an extremely hard metallic alloy that is not found on earth. It has very odd markings on it that seem vaguely Egyptian in character. Used in combat, the knife inflicts 1D6+3 damage due to its enchanted nature.

The knife is linked to a horrid being. This creature manifests itself as a bloated toad whose warty head drips blood. The thing's mouth is full of bloody, writhing tentacles. The toad thing has no material body, except the knife, and has only intelligence and power stats. Its Intelligence is 16 and its Power is 21. The toad can manifest itself at the cost of one magic point per minute it appears. Seeing a manifestation of the toad costs the viewer 1D6 Sanity points on a failed roll, 1 on a successful roll. The toad cannot physically attack people and cannot be physically attacked, but may attack and be attacked mentally. Such an attack costs it one magic point. The toad and its victim match Power and each attempts a resistance roll against the other. If the victim fails his/her roll, the victim loses 1D6 magic points. If the toad fails its roll, it loses 1D6 magic points. A being (the toad or victim) who reaches 0 magic points in this battle loses consciousness and can no longer resist attacks. If the being's magic points go below 0, the being perishes. The toad will break off attacks against more powerful beings very quickly. It can also be harmed by attacks that affect the target's Power. Reducing its power to 0 will destroy it.

If a person touches the knife when it is not linked to another, the toad thing will attempt to link to the person. The process begins with a mental attack on the person

touching the knife (must be with bare skin). This attack is resolved by using the resistance table using the Powers of those involved. If the victim resists, he/she will be aware of the nature of the knife and will probably avoid it. The person is thereafter immune to contact with the knife. If the toad thing wins, it has made a link to the victim. The victim will immediately lose 2D6 CON and STR, which will be regained at the rate of one point a day each. If the loss reduces one or both stats below 0, the victim dies. If the victim survives, the toad thing will send him/her horrible visions and appear to him/her. This torment will cost the victim 1D10 Sanity points each day. The victim cannot willingly get rid of the knife once the link is made (but it could be taken from him/her). The victim is likely to go insane before reaching 0 SAN, and while insane the person will be completely under the toad thing's control. The toad thing will direct the victim to kill and the victim cannot resist. These killings are likely to cost the victim further Sanity points, especially since the toad thing makes them kill their friends and loved ones first. Once the victim's sanity reaches 0, they are permanently lost.

When the person is under the toad thing's control, he/she will be directed to kill one person a day for the toad to feed upon. The toad will manifest and feed upon the blood, heart and POW of the individual. The blood and heart are not actually eaten by the toad (it lacks the requisite body), but it does consume them. The person will be forced to drink the blood and eat some of the heart (and the person will stop eating normal food). The toad gains a number of magic points equal to the victim's POW after the kill and has 24 hours to use them.

The toad thing can aid its host in the following manner. First, for each magic point it expends it can heal one point of damage the host has sustained. Second, for each magic point expended, the toad thing can increase the host's STR by one point for five minutes (hence the ability to rip open rib cages). This can increase the host's damage bonus. Third, for each magic point expended, the toad thing can increase the host's CON by one point for five minutes. This will increase the host's hit points. When the time runs out, the added points are removed. For example, a host with 13 hit points is given 6 points of CON, increasing his hit point total to 16. He takes 14 points of damage. He will die when the magic CON runs out unless he is healed. In both the STR and CON additions, the toad can use its magic points to increase the points or the duration. Each point expended to increase duration increases it 5 minutes. For example, 6 magic points could increase the host's STR by 6 for 5 minutes, or by 1 for 30 minutes. The toad thing also confers a +20% to the knife skill of the host.

The knife is very hard to destroy. It is immune to most acids and would require an incredible amount of heat to melt. It has 30 hit points. Destroying the knife does not destroy the toad thing, but does cut off its connection to this world. Doing so will free any host it might have. If the host still has some sanity left, they can be treated and returned to some degree of normalcy. The host will also be freed if the toad thing is defeated in the mental combat earlier. The knife will turn to powder if the toad thing is killed this way. Of course, the host will be forced to prevent the knife and toad thing from coming to harm.

NPCS

Professor John Wenton

STR: 14 **CON:** 13 **SIZ:** 14 **INT:** 16 **POW:** 12
DEX: 15 **APP:** 12 **EDU:** 19 **SAN:** 0 **HP:** 14

Damage Bonus: +1D4

Skills: Anthropology 15%, Archeology 85%, Computer Use 15%, Drive Auto 55%, Library Use 75%, Martial Arts 25%, Natural History 15%, English 95%, German 25%, Latin 25%, Photography 25%, Handgun 35%, Knife 65% (includes bonus).

Weapons: The knife, 9mm Parabellum

Description: Prior to his encounter with the knife, Wenton was a kind and loving person, happily married to his wife and pleased with his job as an associate professor of archeology. Now he is an insane puppet of malign forces. Though his mind has been shattered, his intelligence remains, though it has been twisted to the toad thing's evil purposes. Wenton will make full use of his abilities when stalking victims and dealing with any threats to him. Unfortunately for the investigators, Wenton is in good physical condition, has received martial arts training (karate), and is good with a handgun. He is incapable of surrendering and will fight to the death as long as he has the knife.

Copy Cat Killer

STR: 16 **CON:** 14 **SIZ:** 15 **INT:** 10 **POW:** 9
DEX: 12 **APP:** 11 **EDU:** 11 **SAN:** 38 **HP:** 15

Damage Bonus: +1D4

Skills: Dodge 45%, Hide 55%, Sneak 25%, Fist 65%, Grapple 55%, Knife 65%

Weapons: Combat Knife (1D6)

Description: This is a disturbed individual who hopes to gain fame for being a killer. He was inspired partially by the psychic emissions of the toad thing, but mostly by his own evil character. He will stalk and kill people and will attack anyone who tries to stop him. He will not attack media crews or reporters if he recognizes them, since he is doing the killings for the notoriety.

Spirit of a Thief©1994,1996

by Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 1999 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it.

Visit my web site at

www.opifex.cnhost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Keeper's Introduction

In 1748, an English sorcerer named Matthew Whitlock came to the New World to seek a safe haven in which to conduct his arcane researches. While traveling in what is now Maine, he encountered a local tribe and learned that they possessed artifacts of some power. In 1751, he stole some of these artifacts and returned to his cabin to continue his studies. Some months later, he met his death at the hands of a group of trappers, who encountered him while he was conducting an unspeakable ritual in the woods. After burning the sorcerer's body, the trappers informed a traveling minister of what they had done. Aided by the trappers, the priest burned the sorcerer's cabin and then sealed up the entrance to the chambers beneath it.

Unfortunately, Whitlock's sorceries and terrible hatred permitted him to continue to exist after his death as a horrid wraith. This wraith has continued to exist since then, giving the area (known as "The Three Stones") an evil reputation.

Getting the Players Involved

Immediately after the artifacts were lost, the Native Americans began searching for them. Over the years, the loss was gradually forgotten and the searching ceased. Recently, William Bear learned of the artifacts and had a series of visions instructing him to recover them. William will have his son locate and contact the investigators. At his father's direction, Jason will send the investigators a letter and airplane tickets to Bangor Maine. The letter simply informs the investigators that their presence is

requested for a matter of some import.

If the investigators accept, they will fly to Bangor, Maine. They will be met at the airport by a driver and taken to William's home in Orono (about 11 miles from Bangor). William's house is a large structure and is tastefully decorated (William's deceased wife decorated it and he hasn't changed it since she died 4 years ago). Once the investigator are comfortably seated and have been offered refreshments, William will inform the investigators as to why they have been asked to come to Maine. William's son, Jason, has no idea what his father is doing (he assumes that his father is doing something in connection with the university) and will be shocked when he hear what his father has to say. Since he respects his father, Jason will go along with his plans, but will secretly believe that his father is suffering from the adverse effects of old age.

William will say the following: "I have always been a man of science and completely lacking in any belief in the supernatural. That is, until now. I recently inherited some artifacts from a distant relative, along with some papers. These artifacts belong to my tribe and are, if Dr. Andrews in anthropology is correct, quite old. The papers are not as old as the artifacts, but tell an interesting story about a sorcerer and stolen artifacts. At first I dismissed these papers as interesting fiction, but then the visions began. In these visions, one of my ancestors spoke to me, telling me the story of the sorcerer named Whitlock who stole from my people and still exists today. He told me that this sorcerer now dwells between three stones. He told me your names and that you could help me recover the artifacts for my people. However, he told me to warn you that others have taken up this task before and all have failed. I can only ask you to aid me. You don't know me and you owe me nothing, but it would be a great and good thing if you were to take on this task. I am an old man, but I will aid you in any way I can. I have asked my son to aid you and he has agreed."

William will then provide the investigators with copies of the papers he mentioned (see handout #1) and answer any questions the investigators might have. William will be willing to aid the investigators with his influence (he has a fair amount of clout in academic circles and is known and respected in the area) and can offer them financial assistance (he will only help them if they need it and he will probably see through any lies). He will suggest that the investigators begin their researches at the University of Maine in Orono.

Investigation

If the investigators begin their researches at the University of Maine and look for information about the three stones, they will be able to find the following information. With a successful library roll, the investigators will locate a book called *Legends of the Maine Woods*. Despite its interesting title, the book is a rather dull academic piece on various historical legends, with an in depth analysis of each one. However, the book is highly detailed and seems to take the legends quite seriously. The book contains a small passage on the Three Stones and the associated legend. A section from the book is included as handout #2. If the investigators research the ghost stories mentioned in the handout, they will find that they all tell of a region of

three stones that is haunted by a particularly malicious spirit. If the investigators decide to research the writings of the minister mentioned in the *Legends of the Maine Woods*, a successful Library Skill roll will enable them to find out that the university has a handwritten copy of the writings in its special collections section. If the investigators are able to gain access to the special collections (William can get them access to it with a phone call), they can read the document. Most of the document is mundane (details of his travels, his attempts to convert the natives, etc.), but one section is quite interesting. This section details the story the trappers told him and his experiences at Whitlock's cabin. The relevant passage is provided in Handout #3.

If the investigators spend a fair amount of time researching the stones, asking about local legends, etc., one of the librarians will suggest that they talk to Dr. Miller, in the history department. The librarian will say that Dr. Miller knows a great deal about such matters and teaches a class on local legends. If the investigators look for him, they will be able to find him in his office. Dr. Miller is in his late 70s, but is still alert and active. He will be pleased to talk to the investigators, since "young people today have no interest in history." He knows the legend of the stones (he can convey the information from the other sources if the investigators do not already have it) and has a personal story about the three stones. If the investigators are interested in the story, he will tell it: "Years and years ago, when I was a high school student, my grandfather told me about the three stones. He said he found them when he was out squirrel hunting. He said he felt a cold chill and swore he saw a ghost floating over the stones. He tore out of there like the Devil himself was after him, or so he said. Naturally, I asked him where the stones were and went out to see them myself. I went to the stones at night, with my friend Rod Taylor. My grandfather was right about the stones. We both felt cold when we walked up towards them. Then I saw it, or thought I saw it. It may have been a trick of the moon light, but I swear I saw something in the middle of the stones, something horrible. It looked like something out of one of the modern horror films, the ones with those multi-million dollar budgets. Rod was closer to the stones than I and I saw him stagger. I don't know why, but I grabbed hold of him and dragged him away from that place. You know, I still have nightmares about that night."

If the investigators ask him about the stones, he will be able to give them directions. The directions are a bit out of date (since things have changed a lot since he was last there), but the investigations should be able to find the stones after searching for 2-4 hours.

If the investigators investigate the theft of the artifacts, they will find no information in the library. However there is plenty of information about the fact that many of the Native Americans of that era believed in power objects (which is little different from the Christian belief in holy relics). Thus, will have no way of confirming or disproving William's story through research. If they wish to investigate the matter further, they can talk to some of the Native Americans in the area. The surest way to find someone to talk to is go to "Indian Island", which is the local name for a reservation in Old Town. The reservation looks more or less like just another part of the town (modern housing, cars, people on roller blades, etc.)

Provided the investigator are polite, they will find people willing to talk to them. Each individual they speak with will have a % chance of knowing something about the story equal to their age in years (for example, an 18 year old would have an 18% chance). If the person knows:

| Roll | Information |
|------|---|
| 1-2 | The individual remembers hearing a story about a white man stealing some religious items from the tribe. |
| 3-4 | The individual remembers some parts of a story about a white sorcerer stealing some sacred arrows and stones from the tribe. |
| 5 | The individual remembers a story about a white sorcerer named Witlec who stole a sacred wampum belt, four sacred arrows, and a set of stones. The person does not believe the story is true. |
| 6 | The individual remembers a story about a white sorcerer named Witlec who stole a sacred wampum belt, four sacred arrows, and a set of stones. The person believes the story is true, but does not believe that the artifacts were really “magic” or that Witlec was really a sorcerer. The individual would like to have the artifacts returned and might be willing to aid the investigators (generating such an NPC is left to the keeper). |

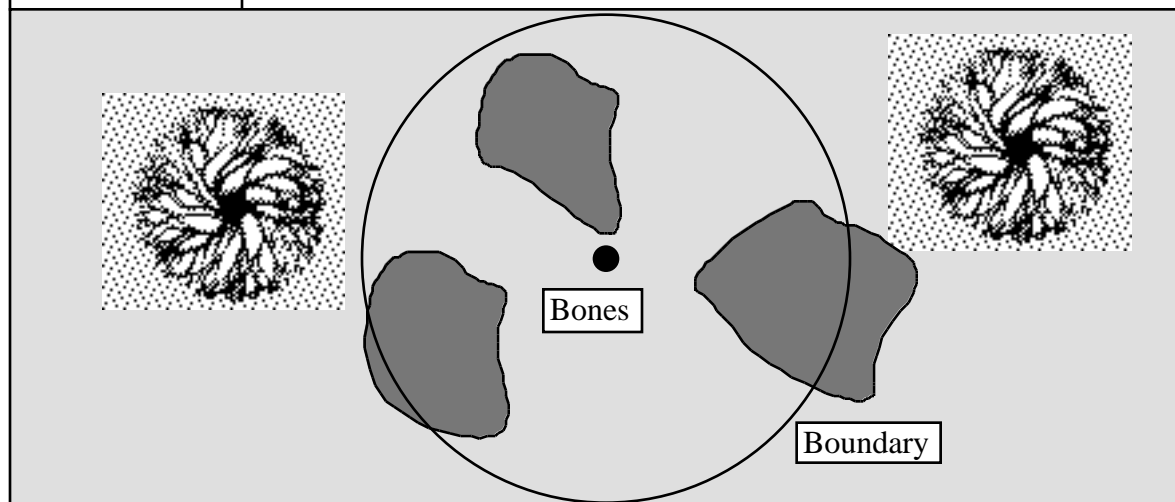
If the investigators wish to continue to investigate, what they find is left to the Keeper. However, it should be kept in mind that there is little (if any) information left to find.

Digging in the Dirt

After the investigators complete their research, the next step is to visit the stones. If the investigators talked to Dr. Miller, they will have a rough idea where the stones are. If the investigators do not talk to Dr. Miller, William will receive a vision that will reveal to him the rough location of the stones. He will then convey this information to the investigators. The three stones are located in a section of woods about a mile behind Old Town High School. There is a cross country running trail that goes about one half miles into the woods. The remaining distance to the stones consists of uncut woods. It will take about 2-4 hours of tramping around in the woods to locate the stones. When the investigators come across the stones, it will be obvious to them that they have found what they are looking for.

The Three Stone's Map

Three Stones



Stones: Marked as gray areas on the map, the three stones are well worn, granite boulders. The area between them is markedly devoid of life and the grass looks quite unhealthy (as if someone had been dumping chemicals there). If an investigator makes an Idea roll, he will notice that the grass gets worse looking the closer it gets to a point located between the three stones. This area is where the remains of Whitlock lay. Natural animals will not enter the area marked by the boundary willingly and trained animals will only do so if forcibly commanded. Such animals will clearly be in distress and will do just about anything to depart. The malign presence of Whitlock's festering spirit has harmed the grass and keeps away insects and animals.

The Boundary: Marked as a circle on the map, the boundary marks the extent to which the wraith of Whitlock can travel. The wraith can only move within this boundary region and can only attack individuals that are within it. The boundary represents the distance Whitlock can travel from his remains and the artifacts he stole (he is effectively bound to this site, even if his remains are later moved).

Bones: The location of Whitlock's remains is marked on the map with a small circle. After the trapper's killed Whitlock, they left him where he lay and then he was burned. Being fearful of Whitlock (even in death), they decided it best to not interfere with his remains any further. The remains are buried by years of accumulated dirt and the investigators will have to dig to find them. The skull has two holes in it (from musket balls) and the ribcage shows signs of having been damaged by musket fire. Along with the remains, the investigators will unearth a badly damaged (burned, rotted and rusted) flintlock pistol, several buttons (from Whitlock's clothes) and the artifacts that were stolen from the Native Americans. The wampum belt is in rough condition, but can be restored with some effort. While it is of historical and religious significance, it has no special capabilities. Only the stone arrowheads of the Four Arrows remain. If fitted to new shafts they can be used again. These arrowheads are carved out of a material not found on earth, but

otherwise they have no special properties. The stones will be the most difficult of the artifacts to find, since (except for some small markings, they look like normal stones. In order to notice the markings, an investigator must roll a successful Luck roll followed by a successful Spot Hidden roll. If the rolls are made, the investigator will find one of the stones and notice the markings. If the investigators are actively looking for the stones, then they will only need to make a successful spot hidden to find each stone. The stones are described below.

The Wraith

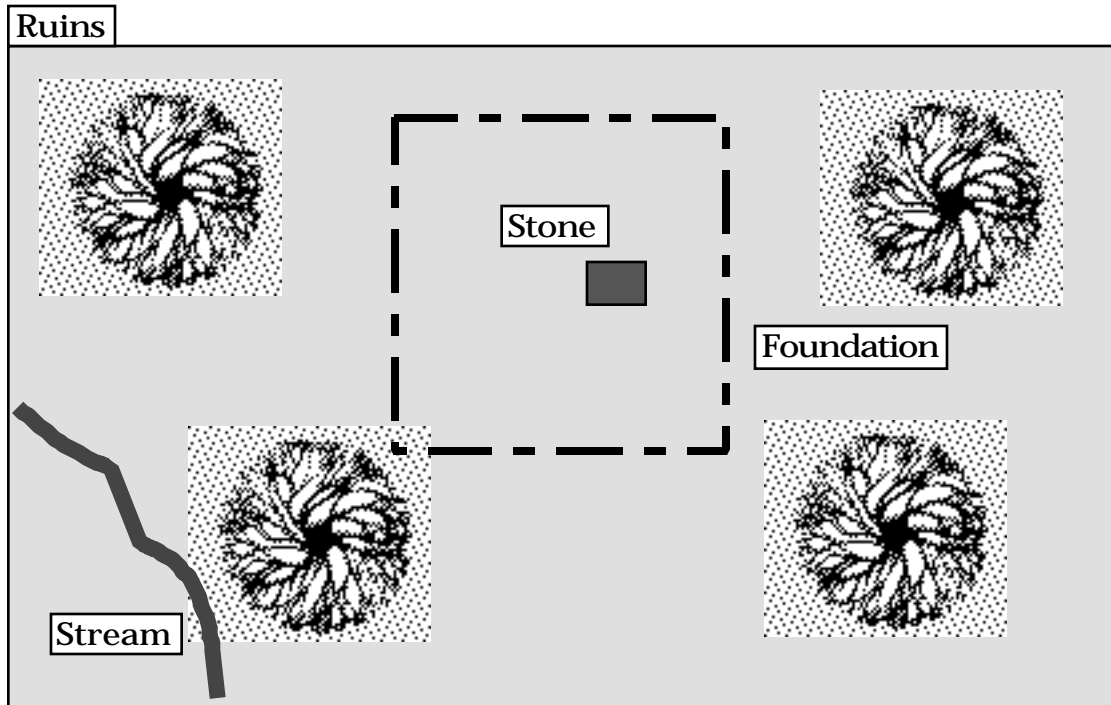
While the artifacts are not difficult to dig up, the presence of Whitlock's wraith complicates matters. Each minute that an individual spends in the boundary there is a cumulative 5% chance that the wraith will become aware of the individual and attack him. If a person begins digging near Whitlock's remains, the wraith will automatically notice the individual and attack.

When an individual enters the boundary circle, they will feel a faint chill and they will feel progressively colder the longer they stay. Just before the wraith appears, those within the circle will feel extremely cold (the wraith is drawing on their body heat for energy), they will smell the odor of a burning corpse, and hear the sounds of a distant wailing and the crackling of a fire. Then, Whitlock's wraith will appear. When it begins to manifest itself, it will first appear as a thin stream of vapor rising from the ground. It will quickly transform into a skeletal apparition, with fire-blackened bones and tatters of burnt flesh hanging from it. There are points of light, like that of hellish embers, within the skull's eye sockets. The wraith's lower "body" is swirling mist, its "teeth" are elongated to small fangs and its "fingers" are elongated and end in jagged claws. When the wraith attacks a victim, it will seem to be clawing and biting at that person. The wraith and its attacks are described below.

Unless the investigators have access to appropriate magic, they will be unable to defeat the wraith in their first encounter. If they depart the three stones area and tell William what happened, he will say that he will ask his dream guide for advice. That night, he will speak to his ally in his dreams and learn that there is a skull and a book beneath the sorcerer's old cabin. If the investigators are willing to listen, he will tell them of his dream and add that he knows that terrible things stand between the investigators and the items they will need to defeat the wraith. If the investigators decide to go it on their own, what happens is left up to their actions and the Keeper's decisions.

Ruins

Based on William's vision, the investigators should seek Whitlock's camp. There are clues to its location in the handouts (the minister's writing indicates that it is about a mile from the stones). If the investigators search in a circle about a mile from the stones, they will find it 1.2 miles east of the stone (the player's can specify where they search or the Keeper can say the investigators spend 1-3 hours tramping around the woods). Locating the foundation of the cabin requires a spot hidden roll. An investigator who makes the roll will notice a regular pattern of stones near a stream. Aside from the foundation, the area is unremarkable.



Stream: The stream is a plain stream.

Foundation: The foundation is little more than stones protruding slightly from the ground. If the investigators dig around in the foundation, they will uncover the stone mentioned in the minister's writings. The stone is heavy (it will require individuals whose totaled STR equals or exceeds 40 or the use of a winch), but can be moved. Engraved on the weather worn stone are the words "Disturb not that which lies beneath this stone. May God hath mercy. July 7, 1751." If the investigators remove the stone, a terrible odor will waft out of the revealed opening. The opening is wide enough for an individual to climb down into the chamber beneath the opening.

Underground

The underground consists of two chambers. These chambers were dug out by Whitlock and shored up with stones and timbers. The interior is extremely messy: the walls are packed earth, stones and timber and are thickly coated with moss and slime. Small streams of water trickle down the walls, making the walls and floors slippery. In many places, timbers have fallen from the wall, creating a jumble of rotting wood on the floor. Getting down into the chamber requires a successful roll against the investigator's DEX times five. If the roll fails, the investigator falls to the bottom of the chamber, taking 1D6 points of damage from the fall. If the investigators use ropes or some other safe means of getting down, they will be able to get into the chamber without risk. Because the floor is so slippery and strewn with debris getting around quickly will be difficult. If an investigator attempts to move around rapidly, he must roll his DEX times five to avoid falling. An investigator that falls must

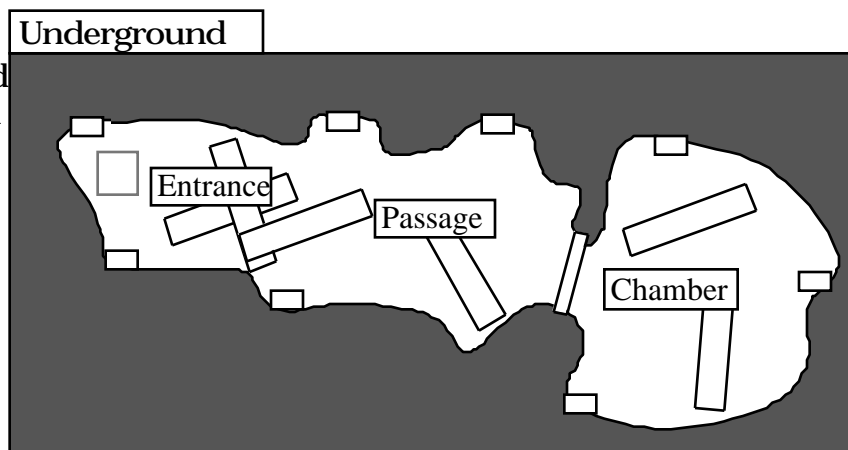
make a luck roll to avoid taking 1D2 points from the fall (there are jagged pieces of wood sticking out all over the place. An investigator engaged in combat must roll each round and will lose one round getting up if he falls. The “Morticianus” do not need to make such rolls (they are well adapted to the environment)).

Entrance: The way into the underground is marked with a gray square (which indicates the opening to the surface). The entrance ceiling is about 5 feet above the floor, which will require most investigators to stoop. The entrance section is about six feet across.

Passage: The passage ceiling is nearly six feet above the floor and the passage is slightly wider than the entrance section. There are shelves on the walls, with the rotted remains of books

(they are barely recognizable as such and are beyond recovery). In the passage lie two “Morticianus” which will become alert and attack the investigators 1D6 minutes after the investigators enter the underground.

Alternatively, the Keeper might chose to have the “Morticianus” remain inactive until the investigators attempt to leave or at some other opportune time.



Chamber: The chamber section is closed off from the rest of the underground by a once stout door. The hinges are rusted solid and the door will have to be forced. Forcing the door requires an investigator to match her STR against the door’s STR of 12. The door can also be hacked apart with an axe (this will take about five minutes). The chamber is in much better shape than the rest of the underground and is fairly dry. The chamber has several collapsed shelves on the walls and there are rotted pieces of books strewn on the floor. Resting on the remains of a crude desk is a well constructed box with a lock on it. The lock can be broken with a prying instrument or a blow from a blunt object. Inside the box is a skull with the Yellow Sign etched into it (the Spirit Skull) and the *Morticianus Liber*. Protecting the chamber is the largest of the “Morticianus.” It is lying on the floor covered in dust and debris. When the investigators enter the room, it will be alert and ready to attack (assuming the investigators used a noisy method to open the door).

Resolution

Defeating the Wraith

If the investigators cannot defeat the wraith in their first encounter, they can try

again. If they acquire the skull, they will be able to use it as a weapon against the wraith. Perhaps the best strategy is to have the investigator with the highest POW attempt to attune the skull. Once the investigator attunes the skull, it can be employed against the wraith. An alternative strategy, if the investigators are not able to attune (or even acquire) the skull, they can try an alternative strategy. One possible strategy is to have the investigators enter the boundary in a group and try to wear down the wraith (as investigators get worn down, they can leave the boundary). This option will take a fair amount of time and will be reasonably dangerous.

If the wraith's magic points are reduced to 0, it will dissipate and will not be able to reform for some time (see below). If the wraith is defeated in this manner, the investigators will be able to dig up the artifacts, but the wraith will eventually reform. Defeating the wraith in this manner will garner the investigators 1D4 Sanity points. The wraith can also be permanently defeated by using the skull to destroy or imprison it. If the wraith is defeated in this manner, it will not be able to return and the investigators will gain 1D8 Sanity Points. If the investigators force the wraith to dissipate and then return later to destroy or imprison it, they will gain 1D8 Sanity Points (of course, they will also lose 1/1D10 for seeing it). The Keeper should prevent the investigators from turning the wraith into a fountain of Sanity points. If the investigators return to dissipate it in the hopes of gaining more Sanity Points, they should either not gain Sanity points for dissipating it over again or the Keeper should be sure to have them check for Sanity loss each time they encounter it (or both).

The Artifacts

If the investigators acquire the book and the skull, they are free to keep them (provided no authority learns of them- they are historical relics, after all). If the investigators acquire the Native America artifacts, they should return them to William. If they freely do so, he thanks them and will aid them to the best of his ability in the future. William has many contacts in the academic community and Jason has several legal and corporate contacts. If the investigators decide to keep the artifacts, Jason will hit them with several lawsuits (possession of stolen property, possession of national treasures, etc.) and it is likely that he will win (especially with the current political climate) and the investigators will be in some trouble. William and Jason will certainly not be friendly to the investigators if they do not hand over the artifacts.

NPCs

Jason Bear, Lawyer

Description: Jason is a young man, in his early 30s, and he is in fairly good shape. He has black hair, which he wears short. When on the job, he dresses in expensive, conservative suits and carries a leather briefcase. Off the job, he dresses more casually. Jason is an experienced and skilled lawyer who specializes in corporate law. Aside from a very slight religious conviction, he has no belief in the supernatural (he is convinced it can all be explained through science). Because of this, he suspects that

his father is suffering from some new form of senility. However, as long as his father is acting in competent manner and not taking actions that will harm himself or others, Jason will do exactly what his father wants him to do. If Jason encounters any supernatural beings, he will do his best to come up with a rational explanation. However, if he can find none, he will accept that he was wrong about such matters (though he won't be terribly happy about it). He will initially suspect that the investigators are involved in some type of scam and it will take some doing to convince him otherwise. If he survives the adventure and is favorably inclined towards the investigators, he can be of some help to them in the future.

STR 14
CON 13
SIZ 13
INT 16
POW 14
DEX 13
APP 13
SAN 60

Damage Bonus +1D4

Hit Points 13

Weapons: Fist 55% 1D3+db, Kick 30% 1D6+db

Skills: Accounting 20%, Art 10%, Bargain 35%, Computer Use 10%, Credit Rating 35%, Drive Auto 25%, Fast Talk 55%, History 25%, Latin 05%, Law 55%, Library Use 35%, Persuade 45%, Psychology 25%

Equipment: Cellular phone, Macintosh PowerBook 540, briefcase.

William Bear, Retired Professor

Description: William is in his mid 70s, but looks like he is in his early 50s. His hair is pure white and kept fairly short. He dresses fairly well, if a bit out of dat (he is still following his wife's advice). William is extremely intelligent and is a fast thinker. While he previously had no belief in the supernatural, recent events have made him a believer. However, he still approaches matters with a systematic, scientific approach. During WWII, William was involved in heavy fighting during the D-Day landing. Because of this experience, he is not easily rattled by tough situations. However, his son will insist that he remain at home.

STR 09
CON 11
SIZ 11
INT 17
POW 16
DEX 12
APP 12
SAN 80

Damage Bonus none

Hit Points 11

Weapons: Fist 50% 1D3+db, M1 Rifle 55% 2D6+2, .45 Automatic 35% 1d10+2

Skills: Astronomy 75%, Credit Rating 25%, Drive Auto 35%, Fast Talk 15%, History 30%, Library Use 65%, Persuade 25%, Physics 85%

Mythos Beings

The Wraith

Description: The wraith (whose appearance is described above) of Whitlock exists primarily on the etheral dimension and has only limited interaction with the physical world. However, this interaction can be quite dangerous for those who encounter the wraith. Whitlock's wraith will not speak to the investigators, but it will produce a horrid wailing noise. It will attack, fiercely and with hatred, any living being that comes within range and it will not stop until its victim dies, flees, or defeats it.

Vulnerabilities: The wraith is vulnerable to magic attacks that effect magic points or POW. If the wraith loses all its POW it will dissolve and never return. If it loses all its magic points, it will be forced to fully withdraw to the etheral dimension for 10+2D6 days. The wraith is also vulnerable to the Spirit Skull, which is described below.

Attack: The wraith has two attack forms. One is aimed at draining the life from the victim, the other is aimed at draining the POW of the victim. The wraith may choose which form of attack to use each round, but can only make one attack per round. The wraith can sense the general strength of an investigator's attributes and will choose to attack an investigator's weakest attribute. To attack, the wraith matches its POW against the POW or the CON of the victim on the resistance table. If the wraith wins, the investigator loses 1D6-1 points from the relevant attribute. Attacks against the victim's CON will cause physical wounds (as if from jagged claws and bites) to appear on the victim. If the victim has her CON reduced to 0, she will go into a coma for one week. Any victim that has lost points of CON will regain one quarter of her CON per week (including the week spent in a coma, if applicable). If the victim's CON is reduced below 0, the victim dies. Attacks against the POW of a victim will look like the wraith is drawing an aura from the victim into its "mouth." If the victim has his POW reduced to 0, the victim will simply fall to the ground and stare blankly, unable to move or take any action. The victim will remain in this state for 24 hours and then will regain one quarter of his POW per week. If the victim's POW is reduced below 0, then the victim dies.

If the wraith loses to the investigator, it will lose 1D6-1 magic points. The wraith will continue to attack, even if it is in danger of losing all its magic points.

Characteristics

INT 17

POW 19

Weapons: See above.

Armor: See above.

Spells: None

Sanity Loss: 1/1D10 to see the wraith.

“Morticianus”

Description: A “Morticianus” or “Rotting Corpse Zombie” is a zombie like being that is created with particularly vile magics. This sort of zombie appears as a horribly decayed corpse with elongated, clawed fingers and fangs. They are typically covered with a variety of slimes, molds, and various forms of fungus, making them particularly vile. These creatures have a very limited intelligence, but are capable of following simple orders from their creator. “Morticianus” is actually an adjective and these beings received their current name from a poorly transcribed section of the *Morticianus Liber*.

Attacks: These horrid beings can make three attacks per round: two claw attacks and one bite. If both claws and a bite hit during a round, the “Morticianus” will hold on and continue to tear strips of flesh from the victim. This attack does an automatic 1D4 per round. The victim can attempt to break the Morticianus’ grip by matching his STR against its STR on the resistance table. If the victim is successful, the Morticianus is forced away and will need to attack again to get a hold of the victim.

| Characteristics | Rolls | #1 | #2 | #3 |
|-----------------|-------|------|------|------|
| STR | 3D6+4 | 13 | 15 | 17 |
| CON | 3D6+4 | 14 | 14 | 16 |
| SIZ | 3D6 | 12 | 13 | 16 |
| INT | 1D3 | 1 | 2 | 2 |
| POW | 1 | 1 | 1 | 1 |
| DEX | 2D6-2 | 9 | 10 | 7 |
| Move | 5 | | | |
| HP | | 13 | 14 | 16 |
| Damage Bonus | | +1d4 | +1d4 | +1d6 |

Weapons: Claws 35%, damage 1D6 + db, Bite 1D4 + special.

Armor: None, but impaling weapons to 1 point of damage and all others do half damage.

Spells: None

Skills: None

Sanity Loss: 1/1D8 to see a “Rotting Corpse Zombie.”

Books, Spells, and Items

Morticianus Liber

| Language | Sanity Loss | Cthulhu Mythos | Spell Multiplier |
|----------|-------------|----------------|------------------|
| Latin | 1d3/2d3 | +6 percentiles | x2 |

Description: The original *Morticianus Liber* was written in 345 by a Roman philosopher named Marcus. Three copies were made of the work, two of which were later destroyed. The third copy ended up in England in 1544 and was transcribed by a less than competent individual. The original manuscript was lost, but the copy survived. There is currently only one existing copy of this work. This volume is bound in treated human flesh and has iron rivets holding it together. The cover has

the title in molded lead letters on it and the faint outline of a skull can be seen in the leather.

Content: The title of the book means, roughly, “the rotting corpse book” (“Morticianus” = “dead, corpse-like, rotting” and “Liber” = “book”). The book lives up to its name. The book describes, in terrible detail such topics as the death of sorcerers, ghouls, ghouls, zombies, ghosts, wraiths and other horrors (including some very rare beings which are rarely mentioned elsewhere). The book is a fairly complete book on the topic of terrible things associated with rotting corpses. The transcription is a bit rough and sloppy in places and an individual will be at -5% on their Latin skill to read it correctly. The book contains a description of how to attune the spirit skull. If an investigator skims (be sure to use the standard rules for skimming books) the book looking for reference to the skull, a successful luck roll will enable them to find and understand it in 1-4 hours. If the luck roll fails, it will take 1D4+4 hours to find and understand the passage. These times also assume that the investigator makes a successful Latin roll. If the roll fails, the time is doubled. Naturally, if the investigator has no Latin skill at all, he will not be able to read the book.

Spells: The existing version of this book contains two spells: Create “Morticianus” and Create Spirit Skull.

Create “Morticianus”

When successfully cast, this spell will transform a specially prepared corpse into a “Rotting Corpse Zombie.” Before the spell is cast, the caster must acquire a relatively fresh body (dead within the past 12 hours). The caster then drains at least four pints of blood from the corpse and prepares it by mixing in a variety of molds, slimes, and fungi. To the mix must also be added at least one ounce of badly putrefied human flesh. The mix must be imbued with two magic points and then poured over the corpse while the caster chants and expends 10 magic points. The caster must save enough of the liquid to fill his own mouth. He must then imbue the liquid with a point of his POW (permanent loss) and transfer the liquid (and the POW) into the mouth of the corpse. The eyes of the corpse will then open and it will begin to writhe terribly. Shortly afterwards, it will begin to rot horribly, its fingers will elongate and become clawed, and its teeth will grow into small fangs. One hour after the process begins, the Rotting Corpse Zombie will arise to do its master’s bidding.

Create Spirit Skull

When cast, this spell transforms a specially prepared skull into a potent magical item. The skull must be prepared in the following manner. The caster must find an individual who has cast at least one spell and then, while the victim is still alive, cut away the skin covering the skull. The caster must gather two pints of blood from the victim and mix it with a flammable fluid that has been imbued with two magic points during a one hour ritual (which is part of the spell). The mixture is then poured over (the still living) victim’s head and set alight. While the victim’s flesh is burning away, the caster must carve a symbol of power (such as the Yellow Sign) into the victim’s skull and match the victim’s POW on the resistance table. If the caster wins, he loses one point of POW permanently, the victim dies and (once removed

from the spinal cord) the skull is now a spirit skull. If the victim wins, the victim dies, his skull shatters (making it useless) and the caster loses two point of POW permanently. Casting the spell, whether successful or not, costs 1D8 Sanity Points and 10 magic points.

The Spirit Skull

A spirit skull is a potent magic item created by the procedure described above. Once created or acquired after creation, a spirit skull must be attuned. This attunement process involves expending 5 Magic Points and matching one's POW against that of the spirit skull. A spirit skull will have a POW rating equal to the POW of the person the skull came from. One attempt at attunement may be made each day. A spirit skull cannot be attuned by anyone besides its creator as long as the creator is alive. If the creator dies, the skull can be attuned by another person.

The skull can be used to perform three functions. The first is to store magic points. The skull can store a number of magic points equal to its POW. These points may be transferred from the person attuned to the skull (as if the person were expending them). All of these points are lost when the person attuned to it dies. The second function is to steal magic points from a victim. In order to perform this function,



the skull must be held by its owner and within 100 feet of the target. The owner expends one magic point and then matches the POW of the skull against the victim on the resistance table. If the victim loses, the skull steals 1D4 magic points from the victim, up to its maximum. If the victim wins, the skull loses 1d4 magic points. If the skull doesn't have that many, the owner loses the points instead. The third function of the skull is as a magical weapon against magical beings (zombies, skeletons, ghosts, wraiths, and similar creatures). In order to use the skull in this manner, the target must be within 100 feet of the owner, who must be holding the skull. The owner then matches his POW or the skull's (whichever is higher) against the target and expends 5 magic points. If the target loses, the skull drains 1d4 points of POW from the target. If the target's POW is reduced to 0, it is destroyed. After a successful attack, the owner has the option of trying to imprison a ghost, wraith or similar immaterial being in the skull. To do this, the owner matches his POW or the skull's POW against the target's on the resistance table. If the target loses, the target is drawn into the skull and imprisoned. The skull may imprison a number of beings equal to its POW divided by 5. The owner has the option of releasing any being (which will probably be very unhappy) at any time. After the owner dies, all imprisoned beings are freed. If the target wins, the owner of the skull loses 5 magic points. Using the skull cost 1D3 Sanity Points per use.

The spirit skull in this adventure has a POW of 18 and has the Yellow Sign etched into it. The skull is that of an 18th century witch who taught Whitlock about magic and the Mythos. Whitlock repaid her by creating a spirit skull from her skull.

The Stones

The stones are made out of native stones and, except for the markings, they are unremarkable. A close examination of the markings will reveal them to be very precisely carved and they will remind the investigators of mathematical or logical formulas, even though they do not appear to be any known symbols. The stones form a barrier between each other that acts as an Elder sign. This barrier extends from stone to stone to a maximum distance of ten feet and extends upward for ten feet. If there is no other stone within ten feet, a stone is inert. As an example, if two stones were placed three feet apart in a doorway, there would be a line barrier that functioned as an Elder sign. This would effectively block the doorway to beings effected by Elder Signs. If four were placed ten feet apart on the ground to form the corners of a square, there would be a "barrier cube formed" with ten feet sides. No creature than can be blocked by Elder signs can enter the area. There are a total of five stones.

Handouts

Handout #1 Excerpt from the Papers.

(Dated 1891)

“I have been taught the writing of the white man in order to make a record of what I have been told, so that it might not be forgotten.

In the year 1751 of the white man’s god, a sorcerer came among the people and stole from them a sacred belt of wampum, the Four Arrows, and the Stones. This sorcerer fled from the people and it was not known where he went. Many sought the lost artifacts, but none have returned with them.

Let these words be read and copied and kept until the artifacts are recovered.”

Handout #2 from *Legends of the Maine Woods*

The Three Stones: The “Three Stones” is reputed to be a group of three granite stones located in the Maine woods near what is now Old Town. According to local legend, an individual whose name was “Whitlack” or “Westlake” lived in a cabin in the woods near what is now Old Town. This man was reputed to be a witch, warlock, or sorcerer and was reported to have “sorely cursed the region and was clearly marked as an ally of Satan.” According to the records of a traveling minister named Harold Whitmore, “a group of trappers brought me the news of the warlocks’s deeds and told me that they had struck him down in the name of God, for he had been engaged in conversing with the very fiends of hell.” The minister goes on to write that the trappers burned the sorcerer in an area “marked by three stones.” The minister finishes his writings on this topic with a tale of how he and the trappers found “foul things beneath the earth” and that they sealed off an underground chamber with a stone of some kind. According to the minister’s writings, these events took place in July of 1751.

The area around the “Three Stones” has been the subject of many “ghost” stories. While there are, as of this publishing, twenty four recorded versions of the story, they all share a common element. This element is the claim that the spirit of a murdered with or warlock haunts these stones and that it is particularly malicious. The bibliography of this work lists all of these stories.

Handout #3 Minister’s Writings

July 7th, 1751

One morning a group of stalwart trappers brought me the news that they had encountered a servant of the Devil in the woods. Being men of God, they pursued him through the woods and struck him down. Once the foul beast was struck down, the trappers burned his body. After they found me, we went in search of the warlock’s camp. We found his cabin about a mile from the site where he met his fate. Entering the structure, we saw clear signs that the man was a favorite of the Prince of Darkness. Within the cabin was a trap door. When one of the trappers opened it, a foul smell, like that of the very pits of hell, rose up. Gazing down into the area beneath the door, I swear that I saw the dead moving about in that foul pit. Knowing what we had to do, the trappers and I burned down the cabin. We then carried a

stone and placed it over the open wound in the ground. Over the next week, I stayed in the area, praying while engraving words into the stone. I shall tell none where the stone lies, for it is best that none disturb it.

“Tomb of Ash”© 2002

By Michael C. LaBossiere, ontologist@aol.com

Call of Cthulhu

Legal Information

This adventure is copyright 2002 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cncost.com. Call of Cthulhu is Registered Trademark of Chaosium Inc. <http://www.chaosium.com/cthulhu/>. Chaosium Inc. 900 Murmansk Street Suite 5 Oakland, CA 94607.

Introduction

This adventure is set in the modern day but with suitable modifications it could be played in any time period. It has been written as part of a mini-campaign and assumes that the investigators have played "The Bookstore", "The Player of Hell", and "The Bone Dealers." However, it can be modified for use as a standalone adventure.

Keeper's Background

During Egypt's 26th Dynasty (664-525 B.C.) an Egyptian priest was involved in an accident that cost him his right leg and arm. Despite the severity of the injuries, the doctors of Egypt were able to provide enough treatment to permit his survival. The priest's initial joy at being alive soon gave way to resentment and resentment gave way to rage.

Sadly, the priest's rage was not impotent. Drawing upon forbidden knowledge, he called up Nyarlathotep and made a deal with the Crawling Chaos. In return for the priest's obedience, Nyarlathotep restored the priest's limbs and promised him an eternal existence.

The grateful priest served his new master well, infecting many with the taint of the Mythos and murdering many good citizens. Fortunately, agents of the governor of Bahariya, Zed-Kons-uef-anckh, learned of the priest's nefarious doings.

The governor's punishment was swift and sure. The priest's limbs were hacked off and then his body was burned to ash. At the advice of an untainted priest, a special tomb was constructed to house the ashes. Into this tomb were cast the followers of the slain priest, to be entombed along with their master. Once the tomb was sealed, all references (save one) to it and the priest were stricken from all documents and carvings.

The tomb remained unknown until an Egyptian archeologist, Dr. Ahmed Hawass, came across a reference to it in a copy of an ancient papyrus scroll. The scroll, a record kept by priests, included a detailed description of the location of the tomb as well as dire warnings about said tomb. Intrigued, Dr. Hawass continued his research. Despite his efforts, he only came across one document that had been written in 1921. This document, written by the sole survivor of an archeological expedition, purports to describe the chance finding of a tomb. According to the document, four men entered the tomb and were, after a short while, set upon by “the dead come back to some semblance of life.”

After reading the description, Dr. Hawass was convinced that the tomb was the one he was looking for. Naturally, he dismissed the dire tale as mere fiction.

Unfortunately for Dr. Hawass, the account is quite accurate. The men entered the tomb and because it had not been disturbed in centuries, its denizens were “asleep.” As the men explored the tomb, the denizens gradually became aware of their presence and set out to destroy them. In the end, three of them perished and only one survived by fleeing for his life.

Because many landmarks had changed or disappeared since the writing of the 1921 document, it took Dr. Hawass almost five years to locate the tomb and begin excavation.

The excavation progressed well at first, but then trouble began. To be specific, one of his men blundered into the Chamber of Memories (see below) and was driven mad by the experience. Recognizing the madness as something more than mundane insanity, Dr. Hawass decided to contact his friend Dr. Preston. Dr. Preston will, in turn, contact the investigators.

Getting the Investigators Involved

In response to his friend’s request for aid, Dr. Preston will contact the investigators and tell them the following:

“One of my colleagues, Dr. Hawass, has informed me of a situation that might interest you. He is excavating a tomb in Egypt and during the course of the excavation one of his workers was found in the tomb in a highly agitated state...to be honest, he was insane. Dr. Hawass, who I respect and trust, believes that the insanity is something quite unusual. I told him that you might be of some assistance and I am asking you, once again, to help me.”

If the investigators agree, Dr. Preston will tell them what he knows about Dr. Hawass (that he is a talented archeologist) and what he knows about the situation (that a tomb of the 26th dynasty is being excavated and that the worker who went mad within its walls is in a hospital). If the investigators lack funds, he will be able to secure transportation to Egypt for them. With Hawass’ help, the investigators will have no difficulty getting into Egypt and he will meet them at the airport. He will also arrange for quarters for the investigators on a campus of a nearby university and will see to it that the investigators are not harassed.

Once the investigators have settled in and recovered from their trip, Dr. Hawass will inform the investigators of the situation.

Investigation

The Insane Man

The investigators might wish to speak to the man who went insane in the tomb. Dr. Hawass can arrange this and will do so as long as he believes that the investigators will not bring the man any harm.

The man is coherent at times, but often babbles in the language of the 26th dynasty (it will probably not be recognized as such-after all there were no recordings then) and mumbles about tombs, death and pain. He will say things like the following:

“We followed the priest in his worship...thotep...darkness...chaos. Bones shattered...darkness...stone...pain...pain...pain...”

The investigators will not be able to learn much from the man, except perhaps that there is something truly awful in the tomb.

The 1921 Document

This document was written by Dr. Jonathan Southport, an English archeologist. In 1921 Southport and his fellows chanced upon an unopened tomb. At first they counted themselves lucky and entered the tomb eager for fame (and perhaps a bit of gold). The document details the first level of the tomb quite carefully. The archeological description does not, of course mention the denizens.

The document is several pages long. The following excerpts details some points the investigators might take note of.

“One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters ‘K’ and ‘A.’”

“Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course, but I will not return to that chamber.”

“The next to last chamber we entered contained three mummies, These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate- apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.”

“In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.”

“It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.”

Map

The following details the tomb of ash, in which the nameless priest and his followers were entombed. The interior corresponds to the typical stereotype of an Egyptian tomb: it

is dry inside and the rooms and corridors are strewn with yellowish sand. The walls are decorated with carvings-most show dire punishments or express grave warnings about disturbing the evil that is entombed here.

The creators of the tomb imbued it with some power, within the limitations of what they knew. Fortunately, their knowledge was sufficient to create a chamber that would keep the nameless priest trapped for all eternity. Ironically, the energies spewing forth from the imprisoned priest have empowered the tomb and brought about many of the curses placed upon those trapped within.

Level One

The entrance to the first level has been excavated and the sealing stones have been removed. The stones are piled beside the entrance. Each is marked with dire threats and warnings.

Chamber of Bones: This chamber contains the bones of the priest's followers. These followers were deemed the least guilty and were merely executed. In the time the priest has been imprisoned his mind created a dire spell and his will engraved it upon the walls of this chamber. Powered by his will, the spell caused loose stones on the floor to become engraved with symbols of power. These stones melded with the skeletons rising them up as KA skeletons. When the chamber is entered, they will rise up and attack those present.

Chamber of Memories: This chamber contains the shattered bones of the nameless priest's lesser followers. They were beaten to death with stone hammers and their shattered remains were deposited within this chamber. The walls are inscribed with curses against them as well as carvings that depict their story of corruption and punishment. The power of the nameless priest has brought forth the pain and rage of the dead and these emotions have been trapped within the very stone of the chamber. Those entering the room will undergo a mental attack each round they are present. This attack matches a POW of 16 against the victim's POW. If it fails, the victim has a disconcerting vision and develops a very strong dislike of the chamber. If the attack succeeds, the victim is flooded with the emotions as well as visions from the dead. In game terms, the victim loses 1/1D3 Sanity points and loses one magic point. The visions interfere with the person's ability to navigate and see-escaping the chamber requires either concentration or blind luck (roll under POW X5 to escape). The Keeper can modify the roll based on relevant factors, such as the assistance of other. If the victim runs out of magic points, he will fall to the floor of the chamber and be unable to leave the room on his own. If the victim is not removed from the chamber, he will eventually die of thirst and his memories will join the chorus of madness. Even if the victim survives, it is likely that he will be driven completely mad.

Chamber of the Three: This chamber contains the mummified remains of the three main servants of the nameless priest. These lesser priests were wrapped in crude cloths, spiked to the wall of the chamber and then heated masks of bronze were affixed to their heads. The walls of the chamber are engraved with scenes that tell the tale of their fall into corruption and their ultimate punishment. Driven by his rage, the priest sought to transform his former servants into instruments of vengeance. His will caused the walls of the chamber to be inscribed with a spell and this spell brought a horrid semblance of life to the dead. Shortly after the chamber is entered, the three will pull themselves from the wall and stagger towards those who are present.

False Tomb I: This tomb contains a large stone sarcophagus. The sarcophagus' lid bears the following inscription, in the language of the 26th Dynasty, "Let no one who cares for life disturb what lies beneath." The sarcophagus is full of bones that belong to those who have intruded into the tomb over the years. The oldest bones belong to grave robbers and the newest bones belong to the members of the ill-fated 1921 expedition. Mixed in with the bones are the clothing and equipment of the expedition, including their wallets (allowing them to be identified). The sarcophagus also conceals a tunnel that leads into the second level.

Level Two

The second level of the tomb is similar to the first level. The chambers have been sealed off with stone. The stone walls are thin enough to break down with suitable tools.

False Tomb II: This chamber contains another empty sarcophagus. There are a few burial items, including a few small gold items. These things were left here to create the impression that it is an actual burial chamber.

Guardian Chamber: The chamber contains two large stone statues of Anubis armed with bronze swords. Though they look formidable, they are only stone statues. Naturally, the Keeper should do his best to lead the players to believe otherwise.

Room of Ash: The walls of the chamber are engraved with potent symbols intended to trap the nameless priest. The floor and walls of the chamber are marked with ash and there is a pile of ash in the center of the chamber. The ash is what remains of the priest. Such was the power of Nyarlathotep's promise that the priest's consciousness persists in the ash. The priest will attack anyone who enters the chamber.

Action

The following provides guidelines for running the action oriented parts of the adventure and the action will most likely begin when the investigators enter the tomb. The accursed occupants of the tomb make it a rather dangerous place.

Dangers of the Tomb

The following provides a guide to running the dangers of the tomb. The denizens of the tomb have been disturbed recently, so they will be active as soon as the investigators enter. As time goes by without disturbances, the denizens will gradually fall back into something of an "undead dream" and it will take longer to arouse them again. If it becomes a factor, figure that they will be "inert" unless directly disturbed for one minute for every day that has gone by since they were last active. For example, if the tomb is left alone for a month, about thirty minutes after the tomb is entered the undead will be aware of the intrusion and ready to act. At the Keeper's option, the maximum time of being "inert" can be a few hours regardless of how long the dead have been undisturbed.

KA Dead: The KA Dead will attack any person who enters the chamber they reside in. Once they become active, they will pursue intruders through the tomb and even outside. Given their limited intelligence, their main tactic will be to pursue and attack. The investigators should find them to be annoying, but they should not pose a severe threat.

Memories: The Chamber of Memories is a fixed threat-only those who enter it are subject to the effect. The chamber does not affect the mobile denizens of the tomb.

Thanks to their experience with past intrusions, the mummies know that the chamber is rather dangerous to living beings and they will attempt to herd intruders into the chamber.

Blank Face Mummies: The mummies are the most dangerous of the mobile threats. They are intelligent enough to use tactics against the intruders and will, as noted above, attempt to lead intruders into the Chamber of Memories. They are also burning with madness and rage to the degree that their only momentary relieve lies in slaying the living. Like the KA Dead, they will pursue intruders through the tomb and will even leave the tomb.

The Priest: The priest is the direst threat in the tomb. Fortunately he is trapped within one room and can only directly harm those that enter the chamber. Driven by madness and eternal anger, he will relentlessly attack all who enter the chamber.

Returning to the Tomb

It is likely that the investigators will elect to leave the tomb after encountering the menaces within and they might well wonder why they should return. Why not, they might ask, just seal up the tomb and leave it buried under the sand?

If the investigators take this approach, both Preston and Hawass will argue that they must investigate the tomb further and find some way to deal with the menace. They will point out that even a sealed tomb will pose a danger to future generations and, they will add, who knows what evil is lurking down there, awaiting its time? Dr. Preston will also add that the tomb might well contain information useful to their battle against the Mythos. He will want to get good photos of the interior carvings so that he can study them.

If the investigators persist in wanting to seal the tomb, Hawass will insist that they do not do so. If the investigators make it clear they intend to seal it, Hawass will have the government intervene. He will go so far as to have the investigators deported as threats to the national heritage of Egypt, if need be. He will not, however, instigate any action to actually harm them (unless they get way out of hand).

If the investigators elect to return to the tomb, they will be provided with cameras capable of taking high-resolution pictures in the dark. Preston will ask them to get as many shots as they can. Naturally, they will need to contend with the denizens of the tomb.

Clever and technically minded investigators might decide to come up with some sort of RV to carry a camera into the tomb. The undead will, of course, have no idea about such things and will probably ignore it unless there is something about it that would draw their attention (such as bright lights).

The Photos and Translations

Once the photos are developed Hawass and his associates will study them. While they will be able to translate many of the symbols, they will find that some of them are unknown. Luckily, or so it seems, Hawass will receive a call from Yassir Mubarek, a self-proclaimed expert in ancient symbols. Mubarek seems to be a short, portly and jolly man. In actuality he is Nyarlathotep, who has been drawn by the intrusion into the tomb.

Mubarek will provide impeccable credentials and references and will act entirely above board. He will pretend to study the photos for a plausible length of time and will stop by to talk and joke with the investigators and their associates. He will also exhibit a fondness

for alcohol and make quite a show about how it causes him guilt, “being a good Muslim and all...” Naturally, he will have no trouble translating the symbols.

Once he has decided that a plausible amount of time has passed, he will call the investigators and the others together and say the following:

“I have managed to translate the symbols, though I suspect something is lost in the process. The majority of the translations appear to present various invocations...what the unlearned might call spells.”

If the investigators have not yet found the second level of the tomb, Mubarek will say the following:

“I have found references to a second level of the tomb. According to the dire warnings, a terrible priest is entombed in this lower level, in what is called the ‘tomb of ash.’ If my translations are correct, he served an evil god and was duly punished when caught.”

At this point, he will lean forward and whisper in a conspiratorial tone:

“I feel I have not been entirely honest with you. While I am a great scholar, I am also a student of the occult. I believe the symbols in the tomb are true spells and that a great evil is trapped within the lower level of the tomb. I urge you to find out what lies there, for my intuition tells me that the key to defeating the evil lies there. I implore you to be cautious however, for I have grown very fond of you all.”

If the investigators are able to get photos of the Tomb of Ash, Mubarek will study them for a suitable length of time and then call everyone together to say the following:

“I have studied the symbols from the tomb and have learned they are part of an enchantment designed to keep the priest trapped within the chamber. I have consulted with some of my colleagues and they believe that the spell in the chamber can be refined further to trap the nameless priest within a single stone. They believe that this would also free the tomb from the curse that pervades it. I would like to ask them to develop the spell.”

If the investigators agree, Mubarek will say that he will contact his colleagues. Naturally, he already has the spell but will maintain the pretense of waiting for it to be developed. Once the time has passed, he will call the group together again:

“My associates, who must remain nameless have finished developing the ritual. It is certain to work, but it is dangerous to perform for it must be done within the very chamber of ash. I, as a faithful follower of the prophet cannot taint my soul with such a ritual. However, as infidels (smile) one of you can perform it.”

If the investigators agree to challenge the priest, Mubarek will provide them with the ritual. The ritual is rather easy to learn (compared with most Mythos magic) and will take a week to master. The chance of learning the spell is the investigator’s INT X 4.

Mubarek

As noted above, Mubarek will carefully maintain the appearance of normalcy. If the investigators investigate him, he will appear entirely above board. Mubarek will even allow himself to be “killed” by the investigators, if need be. Being Nyarlathotep, he is well up to the task.

Facing the Priest

If the investigators decide to learn the spell and face the priest, they will need to go into the Chamber of Ash and perform the ritual. While they are conducting the ritual, the priest will attack those present and attempt to slay them all.

If the ritual fails, surviving investigators can attempt it again at a later point. If the ritual succeeds, the priest will be drawn into a stone in the floor and his influence on the tomb will be stripped away. Any surviving undead in the tomb will stagger about and then collapse into dust. The Chamber of Memories will lose its power and the tomb will simply be a mundane tomb of stone.

Conclusion

The adventure comes to an end when the investigators emerge victorious, give up or are defeated.

Destroying the denizens of the tomb and imprisoning the nameless priest will result in a victory for the investigators and they should receive a 1D10 Sanity point reward. Assuming all went well, the investigators will now have Hawass as an ally and he might prove useful in future endeavors.

If this adventure is being run as part of a mini-campaign, it will now be time to move on to the final adventure in the series, “Raising Up & Putting Down.”

If the investigators give up or are defeated, Hawass and Preston will continue to take action against the tomb and its inhabitants. The Keeper will have to decide how to continue. If the adventure is being played as part of the mini-campaign, the campaign can continue either by having the investigators return for another shot at the tomb or by having Preston and Hawass undertake the actions needed to keep the mini-campaign going. To be specific, Preston needs to acquire photos of the tomb’s interior and have the symbols in them translated by Yassir Mubarek (Nyarlathotep). In this case, the investigators will proceed to the final part of the mini-campaign, “Raising Up & Putting Down.”

If the adventure is not being run as part of a mini-campaign, then if the investigators give up, the Keeper can feel free to have Preston and Hawass come to bad ends in the tomb, thus costing the investigators 1D4 Sanity Points. The investigators could then take another shot at the tomb or simply let things lie under the sand.

A Deal with Nyarlathotep

Preston’s situation will not go unnoticed by “Mubarek.” During the course of the adventure, “Mubarek” will work on influencing Preston. He will provide Preston with some books that “might be of interest.” In studying these books Preston will learn a ritual that will allow him to restore his damaged body at will. In a moment of weakness Preston will conduct the ritual. As a consequence of this ritual, Preston will go mad. This madness will create a split in his personality. One part of his personality will remain the same Preston who has been aiding the investigators all along. This aspect of his mind will have no awareness of the ritual and will act accordingly. The other aspect of his mind knows the ritual and is driven by an overwhelming desire for knowledge and power at any cost. This aspect of Preston’s mind will set out to raise up various dead “wizards” to glean lost secrets from them. These events are detailed in the adventure to follow: “Raising Up & Putting Down.”

NPCs

Dr. Reginald Preston, Scholar

STR: 4 CON: 7 SIZ: 8 INT: 15 POW: 18 DEX: 6
 APP: 9 EDU: 20 SAN: 68 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 16%, Library Use 87%, Natural History 20%, Persuade 56%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Compell Ghoul, Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian). Ward Ghoul.

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic that will cure his body.

Dr. Ahmed Hawass, Archeologist

STR: 12 CON: 11 SIZ: 14 INT: 16 POW: 12 DEX: 11
 APP: 12 EDU: 20 SAN: 70 HP: 13 DB: +1D4

Important Skills: Accounting 40%, Anthropology 40%, Archeology 70%, Fast Talk 15%, First Aid 40%, Geology 21%, History 60%, Law 25%, Library Use 60%, Naturally History 30%, Navigate 30%, Occult 45%, Photography 20%, Spot Hidden 55%

Languages: English 60%, Ancient Egyptian 60%

Weapons: Fist 50% 1D3+1D4

Description: Dr. Hawass is an expert archeologist and historian. He has worked tirelessly throughout his adult life to unearth the historical treasures of Egypt and to preserve them. He is a staunch enemy of those who would steal the historical artifacts of his country. Dr. Hawass is, however, very much a member of the international community of scientists and enjoys working with professionals from all nations.

Dr. Hawass has had a few unusual experiences over the years, for Egypt is an ancient and mysterious place. He will bravely assist the investigators, provided they do not intend to steal from the tomb.

Mythos Beings

KA Dead

| Char | Rolls | Averages | #1 | #2 | #3 | #4 | #5 |
|------|-------|----------|----|----|----|----|----|
| STR | 3D6 | 10-11 | 13 | 14 | 11 | 15 | 12 |
| CON | N/A | -- | -- | -- | -- | -- | -- |
| SIZ | 2D6+6 | 13 | 12 | 12 | 11 | 15 | 10 |
| INT | 1D6 | 3 | 3 | 4 | 2 | 2 | 5 |
| MP* | 1D6 | 3 | 4 | 5 | 3 | 5 | 3 |
| DEX | 3D6 | 10-11 | 12 | 11 | 9 | 11 | 14 |

Move: 7

HP See Below

Average Damage Bonus: None 1D4 1D4 -- 1D4 --
 Weapons: Club 1D6 36% 33% 27% 33% 42%

Sanity Loss: 0/1D6

*KA Dead have Magic Points instead of POW.

Description: These skeletons are similar to those on page 183 of the 5th edition of *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats in its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one Magic Point. When a KA Dead runs out of Magic Points, it is destroyed and the stone crumbles to dust.

Blank Face Mummy

| Char | Rolls | Averages | #1 | #2 | #3 |
|------|-------|----------|----|----|----|
| STR | 3D6X2 | 20-22 | 24 | 26 | 28 |
| CON | 3D6X2 | 20-22 | 23 | 21 | 26 |
| SIZ | 2D6+6 | 13 | 11 | 10 | 10 |
| INT | 3D6 | 10-11 | 10 | 11 | 11 |
| POW | 3D6 | 10-11 | 12 | 10 | 13 |
| DEX | 3D6 | 10-11 | 11 | 12 | 14 |

Move: 8

HP 17 16 18
 Damage Bonus: +1D6 +1D6 +1D6

Weapons: Fist 50% 1D6+DB

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity Points.

Description: These mummies are similar to “normal” mummies (see page 182 of the 5.5th edition rules) with two exceptions: they are tougher and faster than normal mummies and

their continued existence depends on their masks remaining on their faces. If the mask is torn away (this can be done by grappling with a mummy), the mummy collapses into dust.

The Nameless Priest

INT 16

POW 22

Sanity Loss 1/1D10

Description: The Nameless Priest exists as a wraith and is filled with unending madness and hate. It will attack all who enter the Room of Ash (it cannot leave the chamber). It attacks by matching its POW against its victim's POW on the resistance table. If the Priest wins, the victim loses 1D6-1 POW. If the target resists successfully, the Priest loses 1D6-1 POW. If the Priest's POW is reduced to 0, it is destroyed.

Spells

The following details the spells that Preston will learn during the course of the adventure. His "normal self" will only be consciously aware of the Ritual on Entrapment.

Restoration of Flesh

This ritual restores damaged or missing limbs and organs, but at a terrible price. This ritual takes place over the course of seven days, with each day requiring no less than two hours of ritual activity and preparation. Each day of casting costs 1D3 sanity points and 3 magic points. At the end of the ritual the caster has any lost or damaged limbs or organs fully repaired and finds that his body has been strengthened. In game terms, add +1D4 to the character's STR and CON. However, the main part of the ritual binds the person to the will of Nyarlathotep, making the person lust for power and dark secrets. The power of the ritual enables the caster to remove or restore the effects of the casting at will-witnessing this process might cost the viewer up to 0/1D3 SAN, depending on the extent of the change (the process is somewhat horrific).

Raise KA Dead

This spell is used to bring a semblance of life to the bones of the dead. This ritual requires an intact skeleton as well as a stone engraved with a symbol that looks very much like "KA." Casting the spell requires an expenditure of at least one Magic Point (the caster may expend as many Magic Points as he has) and costs the caster 1D4 Sanity points. When the spell is completed, the skeleton will rise up as a KA Dead with Magic Points equal to those the caster has invested in it.

Raising of the Flesh

This spell enables the caster to bring a form of life to the dead. It is similar in some respects to the spell Resurrection. Casting this spell requires the remains of a dead creature-the length of death is not important as long as some of the flesh remains. The ritual requires the expenditure of 5 magic points and costs the caster 1D10 Sanity points. When the spell is complete, the dead being is restored to a mockery of life (a being so resurrected loses at least 1D20 Sanity points). Treat the restored body as a zombie for the physical statistics. The spell will restore all the available remains to this state of undeath,

even transforming ash and dust into rotted flesh. However, it cannot restore parts that are completely missing. While a mostly intact corpse will be effectively restored and recall what it knew in life, the Keeper will have to judge what the effects are when the spell is cast on less complete remains. Seeing the products of this spell will probably result in some Sanity loss-viewing a Raised corpse is equivalent to seeing a zombie.

Ritual of Entrapment

The ritual requires four rounds to perform and a minimum expenditure of ten Magic Points. The ritual can be performed by any number of casters, provided that they are all within the Chamber of Ash. When the ritual is complete, the caster with the highest POW matches his POW against the priest on the resistance table. The caster's effective POW for the spell increases by one for every ten magic points expended in the ritual. The casting of the ritual also costs 1D4 Sanity points. If the ritual succeeds, the priest will be drawn into one of the stones on the floor, like a whirlwind of ash.

Handout #1 Southport's 1921 Document

“One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters ‘K’ and ‘A.’”

“Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course, but I will not return to that chamber.”

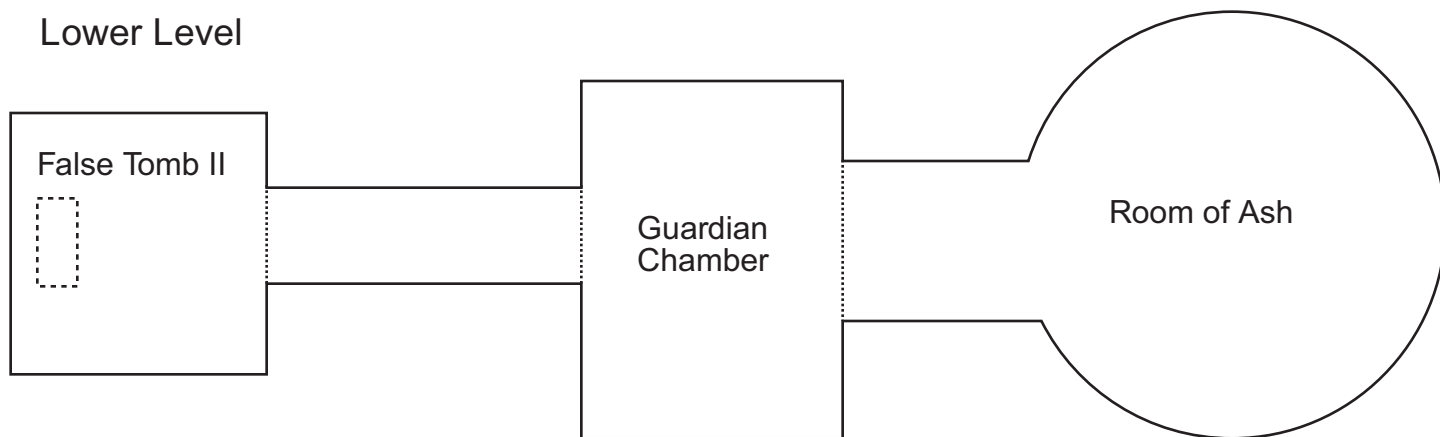
“The next to last chamber we entered contained three mummies. These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate—apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.”

“In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.”

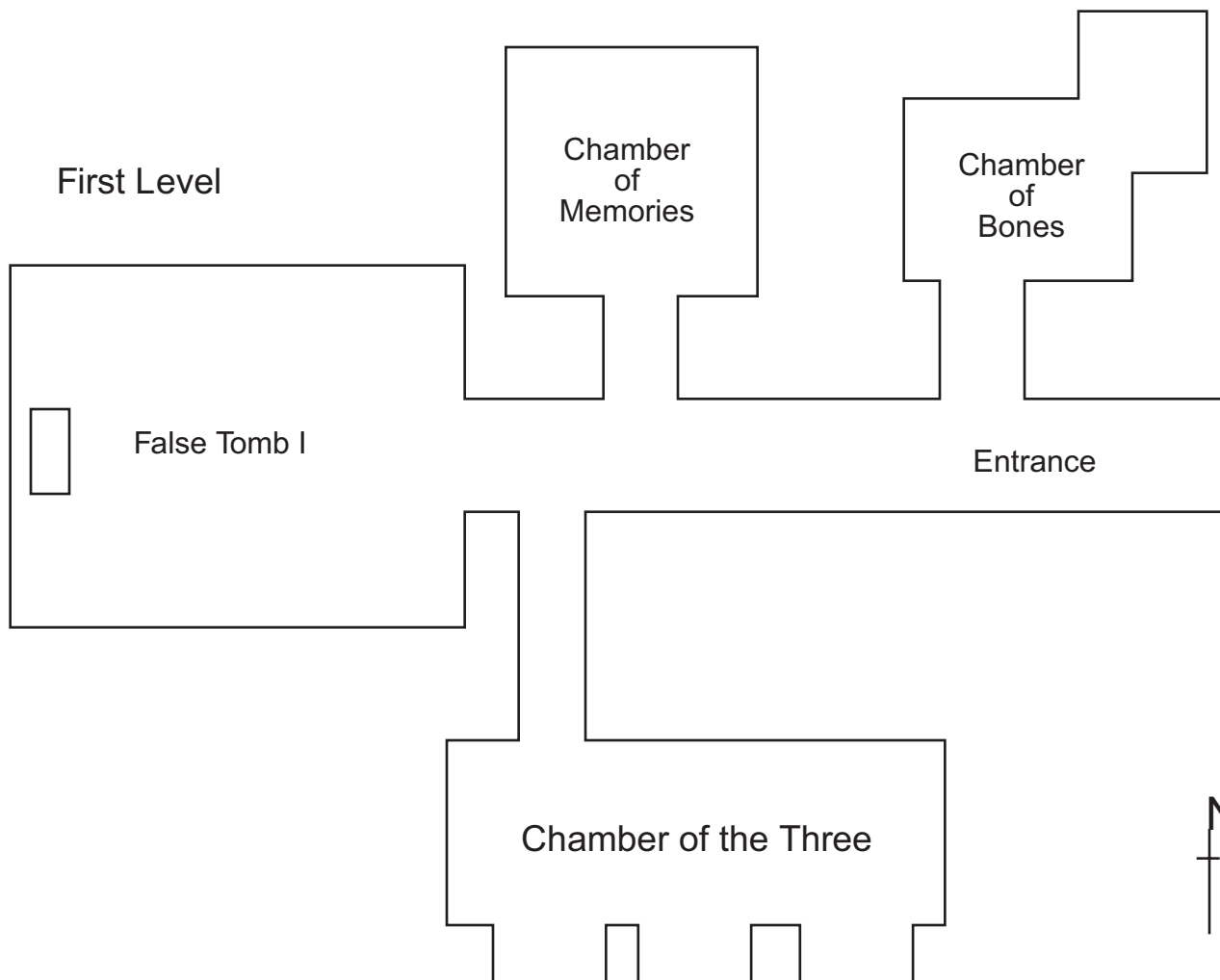
“It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.”

Tomb of Ash Map

Lower Level



First Level



3 Meters

War Buddy©1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at <http://www.opifex.cnchost.com>.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-547-7681. Visit Chaosium's web page at <http://www.chaosium.com/cthulhu/>.

Introduction

This adventure is set in the 1920s era and takes place in the Maine woods. The adventure can be set in other times and places with suitable modifications. The adventure is intended to be part of a ongoing campaign, but can be played as a stand alone adventure.

Getting the Investigators Involved

The investigators will be drawn into the horror by a desperate letter from Jack Meredith, who has clearly become involved in something very dangerous. The adventure is written based on the assumption that at least one investigator has a military background. If this is not the case, the investigators will have to be brought into the situation by a friend who was in the military with Jack Meredith.

The Letter

The adventure begins when a young man, dusty from riding in an open Model-T, brings the investigator a special courier letter. If asked, and tipped, the young man will tell the investigator that he has driven all the way from New York City to bring him the letter. If asked about Meredith, he will say that Meredith looked tired and that "Well, it was a bit odd. He kept looking around, checking out the windows and such. Like he was looking for something. He gave me a mighty strange look, like he was trying to look right through my skin. Yeah, I know that is a weird thing to say, but, God's honest truth, that's how it felt." The young man does not have anything else to say and will drive away.

Dear x,

Do you remember those days before the war when we were young and full of high

ideals? I remember how funny it was to practice with the broomsticks because the Army did not have enough rifles for everyone. How we all laughed and joked about how we were going to send the Kaiser's boys packing. Of course, we soon found out things were not going to be so easy.

I do not have to remind you of the mud, the blood, and the death. Even in my wildest nightmares I had never imagined such horrors. Like so many soldiers, the madness of war wormed its way deep into my heart. In the fire of the machineguns I could hear the chatter of demons, promising mutilation and death. In the explosions of the artillery shells I could hear a roaring voice, saying "God is dead," "God is dead," over and over.

The madness and horror chewed at my very soul, tearing away my faith in God and country. All that I held dear seemed empty and meaningless. I do not know how I survived those terrible days, but I did. Now, I think it might have been better if I had died.

Perhaps if we had been able to go back together, things might have turned out differently. But, on the return voyage I met another soldier, a man name Lance Blake. Like me, Blake had been terrible affected by the war. Blake, like myself, had lost his youthful connection to God and country. Unlike me, Blake had found something else to replace them.

I can only hint at the dark secrets that Blake had learned in dark and horrid places in the old land of Europe. Suffice it to say that Blake lead me blindly down a path leading to a madness and horror greater than any I had witnessed in the war.

Possessed of an almost infernal charm, Blake was able to draw others into a group, which he called the Order of the Ancient Stone. Many who joined thought it was buy yet another group of eccentric spiritualists, but they soon learned, to their endless horror, that Blake was offering something else.

Even now I cannot bring myself to write of all I know. Suffice it to say, that I have done terrible things and participated in activities that no sane and God-fearing man should engage in.

Ironically, it was Blake himself who caused me to turn against the group. He thought he could trust me and revealed some of his true plans. The horror of these words surpassed all the previous horrors and shocked me back to my senses. While I realized that I am beyond redemption, Blake must be stopped. Although I have not spoken to you in years, I know you to be a brave and good man. I hope I can count on you, for Blake must be stopped.

I have stolen an important item from Blake and I have entrusted it to Father Ronald Henesey. I have sent him to my family camp in Maine. You remember where it is. You must meet the good Father there and receive the item. He will be able to tell you more.

I now go to try to kill Blake. I fear that he cannot be slain by any mortal weapon, but I must try. For my soul, I must try.

Yours,

Lieutenant Jack Meredith

The Telegraph

Shortly after receiving the letter, the investigator will receive a special telegraph delivery from Charles Meredith, Jack's father. The telegraph will say: "Jack is dead. Suspect foul play."

The telegraph should convince the players that they will need to act quickly. The investigator who was a friend of Jack will remember where the camp is, since he spent several summer weekends there with Jack and his family

Investigation

The following information will be available to the investigators. The Keeper should be careful to keep the investigators on track. If they spend too much time investigating, they will arrive too late.

Jack Meredith

The investigator who knew Jack Meredith will remember the following about Jack Meredith: Jack was an active young man who was much given to flights of imagination as a boy. Jack was very religious and kind, but was always in search of something "more." In the war, Jack fought bravely, but he held up badly under the pressures of the war.

After the war, Jack sent the occasional letter to the investigator, telling of his latest attempt to find meaning. Jack wrote of his experiences with spiritualism, mediums, and other such things. Jack's next to last letter (the last being the letter that starts the adventure) mentioned that he had finally found an answer.

Keeper's Information

The "answer" that Jack found was Lance Blake, a man who had revived an ancient cult dedicated to finding six stones. Jack joined Blake's cult, but was horrified when he learned a small part of the actual truth. Jack contacted Father Henesey, whom he had met a few years ago during his quest for meaning. He gave Henesey an item he had taken from Blake and told him to go to the camp in Maine and wait for his friend. Henesey, who is a member of a secret society devoted to fighting the forces of evil and madness, took the item to the camp to await the arrival of Jack's friend.

Charles Meredith

If the investigator contacts Charles Meredith, Charles will obviously be upset. Charles is a wealthy man, but he lost his wife several years ago and now he has lost his only son. He will be able to tell the investigators that Jack drifted from one "group of oddballs to the next." Charles will say that he received one letter from Jack a few years ago, saying that he had found "the answer." Charles tried to find Jack, but was unable to do so, despite spending a considerable sum on private investigators.

The next time Charles saw his son was after the police called him. Jack was found dead in his apartment, only a few miles from his father's house. The doctor reported

that Jack died of a heart attack. Because of the expression of pure horror on his son's face, Charles thinks that someone killed Jack. He does not have any solid evidence, but he feels that something terrible happened to Jack. Charles will urge the investigators to find out more.

Keeper's Information

Charles is correct. Jack was killed by a horror that Lance Blake sent to take care of him. Blake knows that Jack took an item from him, but it will take him a short while to figure out who Jack gave it to and where the person went. If the investigators check Jack's apartment, it will be clear that it has been thoroughly searched. If the investigators check the apartment, they will find nothing of interest.

Father Henesey

Once the investigators get to the camp, they can speak with Father Henesey. The good Father has a photo of the investigator who knew Jack, so he will be able to recognize him. Henesey is very cautious and will keep a careful watch while he waits.

Father Henesey knows a great deal more than he is willing to tell the investigators, but he will share the following information:

The Eye

Clipping from *The Eye*, a skeptical, independent New York City newspaper that focuses on occult and other unusual matters.

The Order of the Ancient Stone is, despite the "Ancient" in its name, a relatively new group. Formed in the early 1920s by Lance Blake, the group meets here in New York City. According to one member, who chose to remain anonymous, the group is dedicated to "ancient secrets, deep mysteries, and really good poker games."

Ancient Legends and Myths,

Excerpt from *Ancient Legends and Myths*, by Dr. L. Prescott, Pilgrim Press, 1911.

There is a brief mention in the works of Lucetus, a little known historian in the Roman Empire, of a Cult of the Ancient Stone. According to Lucetus, this cult was dedicated to finding six stones that were "brought from on high." It was reported that the stones would "open a door into the world" that would allow "it who waits beyond the wall" to come to earth.

Lucetus reports that this cult was initially popular in Rome, but he notes that the cult died out when most of its leaders were found "torn asunder into bloody bits."

Other Information

Henesey says that he knew Jack from a time when Jack was lost and looking for answers: "Jack was a lost soul. He came to my church, looking for answers. Sadly, he

thought that God had abandoned him. We spoke at length and I must have made some impression on him, for he called me in his time of need and entrusted me with an item. I have had some experience with the sort of cult Jack had the misfortune of falling into, so I took what he said very seriously. I am sure the cult places a great deal of value on this item and I am certain that we must not let it fall back into their hands.”

Keeper's Information

Henesey is telling the truth about how he met Jack. However, Henesey will not say anything about the fact that he is a member of a secret society that has been waging a war against cults and other servants of madness and evil. He will admit that he has had some experience with unusual events, including an exorcism.

The item Henesey has is a shard from one of the six stones. He keeps the shard in a lead lined box, to protect himself and others from its effects. The shard is detailed below.

Maps

The following details the adventure's two maps.

Main Map

The main map details the area around the cabin. The cabin is located approximately six miles from the nearest town, which is Norway, Maine. The cabin can only be reached by a well worn trail that winds through the woods for about a mile and crosses a sturdy log bridge. Ripple Stream is shallow enough to be waded across and contains brook trout.

The Cabin Interior

The cabin is built out of native pine. It has been painted a cheerful white color with red trim. There are six glass windows which open by sliding one part of the window up. The door has a place for a padlock, a latch, and a small bolt (intended only to keep the door from swinging open-it can be broken by matching its STR of 7 on the Resistance Table). The roof is steep, to keep the Maine winter snows from crushing it.

The interior of the cabin is decorated with paintings of hunting, fishing and other nature scenes. There is a collection of camping gear, including folding cots, kerosene lamps, two cans of kerosene, cooking gear, and other common items such as fishing poles. There is even an Army surplus two-way radio in the living room along with a conventional civilian radio and record player.

The cabin does not have electricity or indoor plumbing. Lighting is provided by kerosene lamps. Water has to be poured from jugs and there is an outhouse behind the cabin.

Living Room: The living room contains a large oak table, obviously an expensive piece. It is carved with scenes of hunting. Meredith's mother made his father take it

to the camp because she thought the hunting scenes were out of place in her fine house. Around the table are several well made oak chairs. The living room also contains a well made brick fireplace. Over the fireplace hangs a double barrel 12-gauge shotgun, in excellent condition. There is a box of 50 shells for it in one of the cabinets.

Sleeping Area: The sleeping area contains two comfortable bunk beds, along with extra blankets.

Action

If the investigators act quickly and head to the camp without unnecessary delay, the action begins when the first of the forces sent to regain the stone arrive in the area. Fortunately for the investigators, Blake will sorely underestimate the abilities of the good Father Henesey and send only a relatively minor force against the investigators. Of course, Blake will not make the same mistake twice.

If the investigators spend too much time investigating and delaying, they will arrive to find the camp deserted. There will obvious signs of a desperate struggle (a broken door, bullet holes in the walls and blood) but they will find nothing else. Father Henesey will have been killed and the item Jack entrusted to him will have been taken by Blake's agent. If this occurs, the Keeper will need to prepare another adventure to give the investigators a chance to acquire the item.

The Ruffians

Lance Blake will eventually learn that Father Henesey has the item Jack took from him and that Henesey is in the camp. Believing that Henesey is not a serious threat, Blake will send Karl LeBlanc to recover the item.

After arriving in Maine, LeBlanc will hire some men of questionable character to go to the camp and rough up Father Henesey. He will tell them to keep Henesey there and that he will arrive at midnight with the rest of their money. Since the men have been out of work for quite some time and they are not exactly upright citizens, they will take his money without asking any questions.

Shortly after the investigators arrive and have had a chance to speak with Henesey, the ruffians will show up at the camp. They will knock on the door, pretending to be lost hunters. They do not expect the investigators to be there, so they might be able to take the ruffians by surprise.

The ruffians will put up a stiff fight, but if they think they are losing, they will try to escape. If they cannot escape, they will surrender and beg for mercy. If adequately motivated, they will be willing to say all they know: "Some guy hired us to come here and rough up the guy we found here. We were supposed to keep him here until midnight. The guy that hired us said he had some business, but he'd be here to give us the other half."

Karl LeBlanc and the Wood Shadows

LeBlanc knows how to summon Wood Shadows and decided, in his pride, to use

them to kill Henesey. Since Wood Shadows can only act at night, he had to make sure that Henesey would be in the cabin at night, so he hired the ruffians. Around 11:00 pm, LeBlanc will drive out to the trail to the camp and summon two Wood Shadows. He will then send them to kill everyone in the camp. LeBlanc is a frugal man, so he planned on getting his money back from the Ruffians.

The Wood Shadows will seep their way into the cabin and attack whoever happens to be in the darkest area. Henesey will recognize them for what they are and bring the silver blood into play. The Wood Shadows will attack madly until they are destroyed or the inhabitants of the cabin are all dead.

LeBlanc will wait outside the cabin until he is certain that everyone is dead. If the investigators defeat the Wood Shadows, he will be a bit worried, but his pride and fear of Blake will cause him to try to take matters into his own hands. If he is defeated, he will refuse to talk, no matter how much he is pressed or tortured. He has seen what happens to those who cross Blake and nothing the investigators can do can compare with what Blake can do.

Conclusion

The adventure ends when the investigators defeat the forces sent against them or they themselves are defeated.

If the investigators actively defeat the forces sent against them and they are able to keep the stone, each investigator should receive a 1D6 Sanity Point award.

If the investigators escape without actively defeating the forces sent against them, but they manage to keep the stone, they should receive a 1D4 Sanity Point Award.

If the investigators allow the stone to fall into the hands of the enemy, each investigator should suffer a 1D3 Sanity Point loss.

If the investigators are able to keep Father Henesey alive, each investigator should receive a bonus of one Sanity Point. If the Father is killed, each investigator should suffer a one Sanity Point loss.

This adventure is intended to tie into the next adventure in the series. If the investigators do not have the stone at the end of this adventure, the Keeper will need to prepare another adventure in which the investigators have a chance to redeem themselves.

NPCs

Father Ronald Henesey, Catholic Priest

STR: 12 CON:13 SIZ:13 INT:14 POW:15 DEX: 13 APP:12 EDU: 19 SAN: 72 HP: 13
DB:+1D4

Description: Henesey is forty years old, but still in excellent shape. He has black hair and brown eyes. He has a thick beard and a scar on the left side of his face, from a shell fragment. He will be wearing hunting clothes when he is in the cabin. As mentioned above, Henesey is a member of a society that has been fighting against the evil and madness of cults like Blake's for centuries.

Henesey is a brave man and is not all afraid of combat, having served in the war before taking his vows.

Important Skills: Climb 55%, Cthulhu Mythos 6%, Credit Rating 34%, Dodge 37%, Fast Talk 35%, Hide 21%, History 35%, Library Use 55%, Natural History 25%, Occult 65%, Latin 55%, Persuade 55%, Rifle 55%

Spells: Create Silver Blood

Weapon: .45 Automatic 51% Damage 1D10+2 Range 15 Yards Attacks 1 Shots 7.

Items: Silver Blood in a silver flask, the Shard.

Karl LeBlanc, Cultist

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

Description: LeBlanc is thirty years old. He has brown hair, brown eyes and is reasonably handsome. He is also quite evil and quite mad by normal standards. LeBlanc's biggest weakness is his great pride. He is certain that he is better than almost anyone (except Blake) and this cause him to be overconfident. LeBlanc is also enamored of magic, which is also a weakness.

Important Skills: Cthulhu Mythos 16%, Fast Talk 55%, Hide 34%, Law 24%, Occult 45%, Persuade 55%, Sneak 42%

Spells: Summon Lesser Word Shadow, Bind Lesser Word Shadow

Weapon: .32 Automatic 41% Damage 1D8 Range 15 Yards Attacks 2 Shots 8

The Ruffians, Hired Muscle

The Ruffians are desperate men, lacking in morals.

| Characteristics | #1 | #2 | #3 | #4 |
|-----------------|-----------------------|-----------------------|--------------------------|---|
| STR | 14 | 13 | 16 | 12 |
| CON | 12 | 14 | 13 | 13 |
| SIZ | 15 | 15 | 16 | 14 |
| INT | 11 | 10 | 11 | 9 |
| POW | 10 | 9 | 8 | 7 |
| DEX | 12 | 11 | 13 | 12 |
| HP | 14 | 15 | 15 | 14 |
| Damage Bonus | +1D4 | +1D4 | +1D4 | +1D4 |
| Weapon | Knife 41% 1D4+2+db | Knife 47% 1D4+2+db | Small Club 52% 1D6+db | .38 Revolver 23% 1D10 15 yard base range, 6 shots, Attacks 2. |

Mythos Being

Lesser Wood Shadows, Lesser Independent Race

Description: Lesser Wood Shadows are foul creatures which dwell in shadowed woods where human blood has been spilled in anger. They appear as tall, horribly thin beings that seem to be composed of shadows that twist and writhe unnaturally. They have no mouths or nose, but they have eyes that glow like dying embers. Lesser Wood Shadows attack their victims with claws that appear to be made of jagged and filthy wood. Having no mouth, they do not eat their victims. Instead, they leave the torn bodies lying where they fell. Lesser Wood Spirits sometimes attack humans and forest creatures in the deep woods, but most of the time they rest in the shadows, barely aware of what is occurring around them. They can, however, be summoned by those who know the right enchantment.

Lesser Wood Shadows are only partially material. Because of this, they are not harmed by mundane weapons. They do, however, sustain full damage from enchanted weapons. They are also vulnerable to sunlight. Full exposure to the sun destroys a Lesser Wood Shadow, so they seek the dark places of the forest during the day. Lesser Wood Shadows find light, including fire light, distressing and painful. They do not take damage from light that is less intense than full daylight, but will avoid any light sources if possible. To enter an area that is more light than shadow, a Lesser Wood Shadow will need to roll under its POW X5 on a D100. Failure means that it cannot enter the area.

The claws of a Lesser Wood Spirit are composed of fairly conventional matter and can be parried. Normal armor is effective against their attacks.

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

Move: 10

Weapons: Two Claws 50% Damage 1D4+DB

Armor: None, but mundane weapons have no effect on Wood Shadows. They sustain full damage from enchanted weapons and spells.

Spells: None

Skills: Hide 99%

Sanity Loss: 0/1D6 Sanity Points to see a Wood Shadow.

Spells and Items

Silver Blood: Silver blood is an enchanted mixture of mercury, iron and more exotic items. It is a thick fluid which will cling tenaciously to almost every metal except silver. It is known as silver blood because it looks like liquid silver with thin veins of red fluid (which is actually blood). When used to coat a weapon or projectile, it enables the weapon or projectile to act as an enchanted weapon. The first attack with a coated melee weapon will do full damage, the second attack half damage, and the third one quarter. After that, the silver blood will have come off the weapon. Coated projectiles can be used once. If a projectile hits, it will do full damage and the silver blood will be left in/on the target. If the projectile misses, the silver blood will most likely come off on whatever is hit.

If a weapon or projectile is coated with silver blood, but it is not used within about 15 minutes, the silver blood will gradually drip from the weapon or projectile. Steps may be taken to prevent this from happening, such as pushing the silver blood back onto the weapon or projectile. The effectiveness of such methods is left up to the Keeper.

Shard of the Stone

This shard is from one of the legendary six stones. The shard appears to be made of gray slate, but it has an odd metallic sheen to it. It is cool, almost cold to the touch. If a person touches it or even gets within a few inches of the stone, strange images will gradually appear in the person's mind. The images will grow stronger the longer a person holds it. The images appear to be mathematical and geometric symbols, odd curvings and anomalies of space-time, and brief, but horrific, manifestations of indescribable things. If a person holds the shard for longer than fifteen minutes, the images will manifest strongly enough to affect the person's mind. For every fifteen minutes the person holds the stone, the investigator must make a Sanity check. If the roll fails, the investigator loses 1 point of Sanity. A successful roll results in no sanity loss. While the stone is held, the person will receive, in addition to the maddening images, images that indicate where the full stone is located. For every fifteen minutes the shard is held, the investigator should roll 1D10 and note the results. This is the percent chance the person holding the shard will receive a useful clue to the location of the stone. The chance of receiving a useful clue is cumulative, so the longer a person holds the shard, the more likely it is that they will receive a useful clue. Of course, the person will be risking his

sanity in the attempt.

The effects of the shard are blocked by lead, which is why Henesey keeps the shard in a lead lined box.

Create Silver Blood

Knowledge of the ritual to create silver blood enables the caster to transform a mixture of mercury, iron shavings, and a small portion of his own blood into silver blood. The ritual takes three hours of mixing and tracing symbols and patterns into the fluid. The caster must expend six magic points to create enough silver blood to coat the cutting edges of about six knives, or about twenty small projectiles, such as arrowheads. There is no sanity cost for creating silver blood.

Summon/Bind Lesser Wood Spirit

This ritual must be cast in a dark woods in which human beings have been killed. It causes two Lesser Wood Spirits to ooze their way out of the darkest shadows of the wood. The magic cost varies. For each point used, the chance of success increases by 10%. A result of 96-00 is a failure. Casting the spell also costs 1D3 Sanity points. Once bound, the Wood Spirits will obey the caster.

Handouts

Handout #1-Letter from Jack Meredith

Dear x,

Do you remember those days before the war when we were young and full of high ideals? I remember how funny it was to practice with the broomsticks because the Army did not have enough rifles for everyone. How we all laughed and joked about how we were going to send the Kaiser's boys packing. Of course, we soon found out things were not going to be so easy.

I do not have to remind you of the mud, the blood, and the death. Even in my wildest nightmares I had never imagined such horrors. Like so many soldiers, the madness of war wormed its way deep into my heart. In the fire of the machineguns I could hear the chatter of demons, promising mutilation and death. In the explosions of the artillery shells I could hear a roaring voice, saying "God is dead," "God is dead," over and over.

The madness and horror chewed at my very soul, tearing away my faith in God and country. All that I held dear seemed empty and meaningless. I do not know how I survived those terrible days, but I did. Now, I think it might have been better if I had died.

Perhaps if we had been able to go back together, things might have turned out differently. But, on the return voyage I met another soldier, a man name Lance Blake. Like me, Blake had been terrible affected by the war. Blake, like myself, had lost his youthful connection to God and country. Unlike me, Blake had found something else to replace them.

I can only hint at the dark secrets that Blake had learned in dark and horrid places in the old land of Europe. Suffice it to say that Blake lead me blindly down a path leading to a madness and horror greater than any I had witnessed in the war.

Possessed of an almost infernal charm, Blake was able to draw others into a group, which he called the Order of the Ancient Stone. Many who joined thought it was buy yet another group of eccentric spiritualists, but they soon learned, to their endless horror, that Blake was offering something else.

Even now I cannot bring myself to write of all I know. Suffice it to say, that I have done terrible things and participated in activities that no sane and God-fearing man should engage in.

Ironically, it was Blake himself who caused me to turn against the group. He thought he could trust me and revealed some of his true plans. The horror of these words surpassed all the previous horrors and shocked me back to my senses. While I realized that I am beyond redemption, Blake must be stopped. Although I have not spoken to you in years, I know you to be a brave and good man. I hope I can count on you, for Blake must be stopped.

I have stolen an important item from Blake and I have entrusted it to Father Ronald Henesey. I have sent him to my family camp in Maine. You must meet the good Father there and receive the item. He will be able to tell you more.

I now go to try to kill Blake. I fear that he cannot be slain by any mortal weapon, but I must try. For my soul, I must try.

Yours,

Lieutenant Jack Meredith

Handout #2-Telegram from Charles Meredith

Jack is dead. Suspect foul play. Charles Meredith.

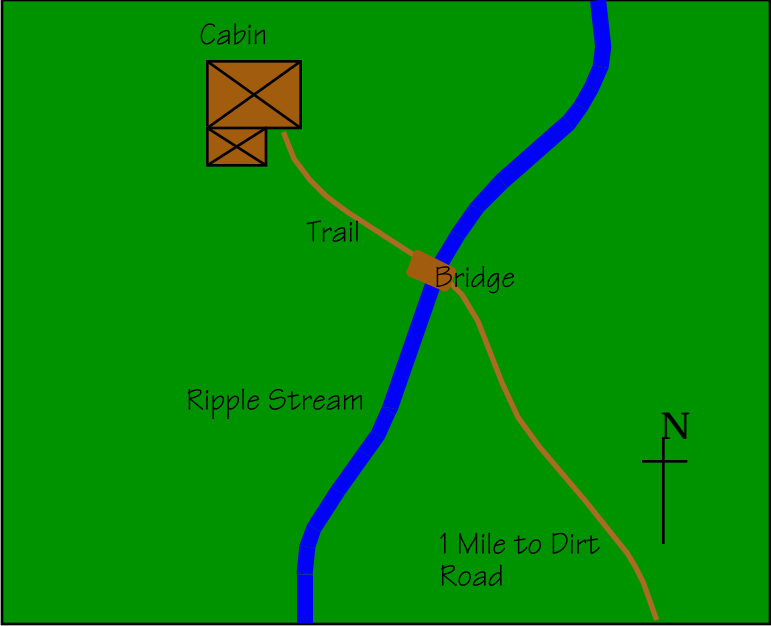
Handout #3-Clipping from *The Eye*.

The Order of the Ancient Stone is, despite the “Ancient” in its name, a relatively new group. Formed in the early 1920s by Lance Blake, the group meets here in New York City. According to one member, who chose to remain anonymous, the group is dedicated to “ancient secrets, deep mysteries, and really good poker games.”

Handout #4-Excerpt from *Ancient Legends and Myths*, by Dr. L. Prescott, Pilgrim Press, 1911.

There is a brief mention in the works of Lucetus, a little known historian in the Roman Empire, of a Cult of the Ancient Stone. According to Lucetus, this cult was dedicated to finding six stones that were “brought from on high.” It was reported that the stones would “open a door into the world” that would allow “it who waits beyond the wall” to come to earth.

Lucetus reports that this cult was initially popular in Rome, but he notes that the cult died out when most of its leaders were found “torn asunder into bloody bits.”



The Cabin Interior



Ontologist@aol.com

Call of Cthulhu

There he saw a terdble figure-something in ragged black-with whitish patches breaking out of it: the head, perched on a long thin neck, half hidden by a shapeless sort of blackened sun-bonnet.

- "Wailing Well", by M.R. James

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This adventure is set near Worbarrow Bay in England and was inspired by M.R. James's story "Wailing Well." The original story says nothing about the origin or nature of the well or its denizens, but the Keeper will find reading it worthwhile.

In this adventure, the investigators will journey to England to aid an old friend who has discovered that his inheritance includes a plot of land stained with a terrible evil. This adventure is challenging, but requires more planning and intelligent action than firepower. The adventure is set in the 1990s, but can be placed in another time period. Keepers running a 1920s campaign might wish to acquire a copy of the story and involve the investigators in the original action.

Keeper's Background

In the 18th century Edith Rheinharnst, a sorceress from Germany, came to England to conduct research on ancient stone structures, such as the various henges. She learned some terrible and dark secrets, including magicks which would allow her to create a well of immortality. This well, which was to be made of stones carved from ancient monoliths and filled with blood, would confer lasting life on those who drank from it. Unfortunately for Rheinharnst, her associate Victoria Wilson, an English Witch, betrayed her. Rheinharnst had lived in her house and they had worked together preparing the well. Wilson betrayed Rheinharnst, murdered her and used her blood to complete the well. Unfortunately for Wilson, Rheinharnst had suspected treachery (but not so soon) and had prepared for it. After her death, she rose from the blood filled well as a Well Skeleton. She then slew Wilson and her followers (Elaine Roth and Gunther Rohm) and then raised them up as Well Skeletons. Since then, the well has been a cursed place and shunned by almost everyone.

In 1927 a group of Boy Scouts from the Eton College Troop were camping in the area. One of the scouts, Stanley Judkins, was a rather poorly behaved young man. Despite being warned by a local shepherd and despite the fact that the area was marked as off limits on the scout maps, Judkins went to the well to take water from it. Unfortunately for Judkins, the Well Skeletons killed him, took his blood and raised him up as a Well Skeleton. A scout leader, Mr. Hope Jones, had attempted to

for his troubles. Since then, the well has claimed no new victims and has been studiously avoided by all of the locals.

The land the well is on eventually was claimed by the state, although it was never developed. In 1974 the land was purchased cheaply by an American, Russel Kendell, who wanted to own land in England as part of one of his money making scams. Russel Kendell made a great deal of money, enough to purchase a degree of respectability and retire from the "business."

Getting the Players Involved

Shortly before the start of the adventure, Russel Kendell will die from natural causes. His nephew, David Kendell, inherits the land in England and decides to have a small house built there using the proceeds from his latest book. Kendell had always wanted to have summer house in England, so only a few months after inheriting the land and taking care of all the associated legal machinations, he flew to England and took up residence in a boarding house only a few miles from his property. He was surprised to learn that all the local people shunned the area and almost everyone he talked to warned him to stay away from the area. No one could give him a specific explanation, but they were all sincere in warning him away.

Not wanting to abandon his land, Kendell went to his property to see what all the fuss was about. He suspected that it was all a bunch of nonsense or that the locals were having a bit of fun at his expense, but he nonetheless decided to approach the area cautiously. This caution probably saved his life as he caught a glimpse of the well skeletons and fled before getting a good look (or giving them a chance to kill him).

After that incident, Kendell will decide to seek help in dealing with the situation. At first he will go to the police and report trespassers on his land. He will learn that the police have no desire to get involved in the area, but they will send two officers during the day to make a pretense of looking around. Seeing that the local authorities will be of no help, Kendell will decide to take matters into his own hand.

To get the investigators into the action, the Keeper can arrange so that Kendell either knows an investigator or investigators or knows someone who does. In any case, one or more investigators will receive a message from Kendell to come to England to help him. He is financially well off (three of his books have been made into movies and the fourth is on the way) so he will be able to help the investigators make the trip and offer them some form of payment. Investigators might also be brought in as reporters eager for a story about Kendell or perhaps an investigator or two might be involved with the police in some capacity, or an investigator might be an occultist researching monoliths and associated legends. In any case, the investigators need to end up in England and need to meet Kendell.

Investigation

George Smith

George Smith owns the farm near the Kendell property. He has a small farm with some sheep, a couple cows and a bunch of chickens. He is retired and likes to sit on his porch and watch the world go by. He will have met Kendell a couple times prior to the start of the adventure and will be willing to talk to the investigators. He will tell them about Montogane (see below) and can suggest a couple books on the area (see below).

witness the events leading to Stanley Judkin's awful fate, but he was in the area and heard the story from the Scouts who were involved.

Anthony is 79 years old and lives in the area. He served with distinction in WWII as a pilot. After the war, he worked as a commercial pilot until he retired. Anthony is a friend of George Smith, who he has told his story too. If the investigators speak to George Smith, he will suggest that they talk to Anthony (assuming that George Smith thinks the investigators are normal).

Anthony lives in a modest house which is kept up by his daughter. He is happy to receive guests and is still quite lucid, although his memories are getting a bit fuzzy. Because of his age, he will be unable to physically aid them. However, he will tell them his story.

The Story

"In 1927, we were camping near Worbarrow Bay as part of a Scout event. Some of the boys, including Stanley Judkins, a trouble maker, went to an area they were supposed to stay away from. There was supposed to be a well in the area. This well was haunted, according to a local shepherd. I didn't see the events in question, but a scout named Wilcox, who was there, told me what happened. According to his story, Stanley was attacked by three women and a man, but these people were dead... just dried up skin and bones. He said that Mr. Hope Jones tried to rescue him, but was somehow prevented from saving him. Mr. Hope Jones came out of the trees with Judkin's body and the doctors said his body had been drained of blood. The next day, Mr. Hope Jones returned to woods and tried to destroy the trees. He came back with a broken axe and several injuries. That is all I know and I'm not sure if it is true...but I'll never go into those woods."

Books

George Smith will be able to suggest to books that are relevant to the area and further investigation by the investigators might be able to turn up more. The nearest large library is a few hours away, so library research will not be too difficult.

-The following is from *Legends of Old Britain* (1974) by Dr. Gerald Kynes. The work is a very accurate, well researched "coffee table" book with excellent photographs.

Britain is known for its legends, ghosts and strange stories. A fairly minor, but nonetheless interesting, ghost story tells of a well in England which is haunted by the restless spirits of three women and a man. The exact origin of these spirits is not known, but the area is scrupulously avoided by the local inhabitants.

-The following is from *Witches* (1983) by Heather Wells. The work is rather strange and is very pro-witch, but has some surprisingly lucid and accurate sections. It is not exceptionally easy to find, but there are many copies around. The author was found ripped apart by wild animals in 1984. The police found this very suspicious since she lived in an apartment in New York city. Her murder is still officially under investigation.

One of the more powerful witches of 18th century England was a woman named Rheinarnst. She is supposed to have come to England to research the ancient monoliths. According to the writings of several covens, Rheinarnst was betrayed and killed by her own followers and her body was dumped into a well.

even stranger than the commercially published *Witches* and contains information that could prove useful to the investigators. This book is mentioned in *Witches* and can be acquired via interlibrary loan.

The myth of the Cauldron of Blood is a common one in many cultures and it seems that the cauldron also has a connection to the monoliths of England. It has been written that there are magicks to transform stones cut from the hoary monoliths into a cauldron or a well. The well would be flooded with the blood of victims to match the blood spilled on the mouldy and blood splattered stones. Once prepared, the cauldron would confer long life on its owner. The life came with a price as the owner would have to pour the fresh blood of lively victims into the cauldron to preserve its magick.

...One enchantment was ripped forth from the realms outside the human realms and in this spell a special stone would form the heart of the well...with the stone, the well may not be harmed. ..without the stone the well may fall...

Maps

The following detail the maps for the adventure.

Area Map

This map details the area around the well.

Old Stone Wall: This is the stone wall that marks the boundary of the property. There is nothing special about the wall.

Old Fence: This is a sturdy old wooden fence which marks the boundary between the Kendell property and George Smith's land.

Clumps of Trees: These trees are fir trees and look sturdy and healthy. Due to the magic of the well, the trees are virtually indestructible. The enchantment yields ten points of armor for the trees, making them difficult to destroy. Trying to chop them up with an axe might result in some injuries as the axe will probably rebound from the tree. Other than this, the trees are normal. The Well Skeletons dwell in the clumps, laying amidst the roots, brambles and such.

Trails: These are trails that have been worn by the Well Skeletons as they walk to the well for their rituals.

Well: The well appears to be normal, but was made from monolith stones. These stones were stained with centuries of human blood, charging them with evil energy. These stones were cut and made into a well by Rheinarnst and her minions. Close inspection of the well will reveal that some of the stones have various engravings on them. The well is the center of the enchantment and serves as the focus for the energy that preserves the Well Skeletons. Other than serving as a focus, the well has no special powers. The well will be difficult to destroy. An investigator will have to enter the well and dive down to the bottom to find the key stone of the well. This stone is heavily engraved and will be recognizable as different from the others. This stone can be removed after the symbols are damaged. Doing this will require inflicting twenty points of damage using a suitable instrument. While the investigator is in the well, the investigator will faintly see skeletal shapes clawing at

the stone is on the very bottom. Once the stone is detached, the well can be drained (otherwise the water will seem to be endless) and the stones can then be pulled apart. Naturally, the Well Skeletons will do their best to protect the well. Once the well is torn asunder, the enchantment will be broken and the well skeletons will dissolve into puddles of blood.

Kendell Property Map

This is a map for the players and does not detail the important (secret) features of the area. It covers the same area as the Keeper's area map.

Stone Wall: This is the stone wall separating Kendell's property from another landowner's.

Fence: This is the fence that separates George Smith's land from the Kendell property.

Action

Approaching the Well

The action will begin when the investigators attempt to enter the area in which the well is located. They will have no problems approaching the trees, but will probably run into difficulties once they enter the woods. The investigators will notice that the area has not been tended in untold years and is overrun with brambles. The land appears healthy and rich, and there are plenty of small animals and birds outside of the trees.

Once the investigators pass within the trees, the Well Skeletons will be aware of their presence and Rheinharnst might chose to take action against them, or she might chose to observe the investigators to

see what they might do. If the investigators attempt to harm the well, the Well Skeletons will certainly attack. Rheinharnst prefers to attack single individuals rather than groups and they will almost certainly attack a single investigator should he be so foolish as to enter the area without due care.

Once combat begins, the Well Skeletons will attempt to kill the intruders and drag their bodies to the well so as to raise them up as Well Skeletons. Anyone who is killed within the tree area and brought to the well will raise the next night as a Well Skeleton and join in with the rest of them. In combat, the Well Skeletons will work together to isolate a victim and overpower him. Rheinharnst will use her spell to keep any other people in the area from taking action against the Well Skeletons. The Well Skeletons can drain a body of blood in less than three minutes, so once they get control over a victim, it is almost certainly the end of him.

A More Prudent Approach

If the investigators prudently decide to check out the situation before blindly rushing in, they can easily watch the area from a nearby property. The land behind the old stone wall is owned by wealthy foreign businessman and the people watching his house will not allow people on the land without an extremely good reason. If they are threatened, they will bring in the authorities. The investigators best bet is to stay on George Smith's land. Provided they are polite, he will allow them to watch the area from the fence area.

If the investigators watch the area with binoculars or such, they will be able to see

to see from a distance, because of their nature and they do not photograph well. This is because some of their appearance is psychic in nature and this cannot be photographed. Once the Well Skeletons get to the well, they can no longer be seen (nor can the well) from outside of the trees. The Well Skeletons will spend about ten minutes conducting their rituals and then they will return. This ritual is not essential and interfering with it will have no effect on the well or the Well Skeletons.

The Reporter

Harold Wentworth Jones, a tabloid reporter, will be hanging out in the area, looking to dig up some dirt on Kendell. He will be shadowing the investigators in order to see what is going on. If he learns that the investigators are looking into the ghastly happenings at the well, Jones will have a field day writing up articles about Kendell's "obsession" with the occult and the supernatural.

Jones should be used to annoy the investigators and to get in the way of their activities. At some point, he should also provide the investigators with a demonstration of how the Well Skeletons operate. For example, if the investigators are watching the area, they might see Jones sneaking about the woods looking for something to write about. Jones will then fall prey to the Well Skeletons in sight of the investigators. Despite his annoying manner, his death will cause the investigators a Sanity point loss (as described below) unless they can save him. If the investigators rescue him, he will be grateful enough to leave them and Kendell alone (after all, he is not a total wretch).

Other Victims

If the investigators are slow in dealing with the situation, other people might fall prey to the well. Because of Kendell's presence, the curious and fans might show up in the area. Such people might end up blundering around on Kendell's land, looking for the author and might instead find a terrible end.

Conclusion

Bringing the adventure to an end requires the defeat of the investigators or the Well Skeletons (or the cowardly fleeing of the investigators). If the investigators are defeated, any survivors will suffer the Sanity point loss(es) described below. The well will continue to exist as a festering point of evil in the world and will probably claim more victims as the area is developed.

Achieving victory over the evil of the well requires destroying the well. The process for destroying the well is described above. Destroying the well garners the investigators the Sanity point reward described below. The local inhabitants will be quite happy that the well is gone. Kendell will also be very grateful that his land will now be usable. He will be willing to aid the investigators in the future, within the limits of his resources.

Sanity Award

If the investigators fail to defeat the Well Skeletons and leave the area, they should each lose 1 D6 Sanity points for allowing a dangerous evil to flourish.

If the investigators destroy the Well Skeletons and uproot the evil, they should each receive a 1 D10 Sanity Point award.

Investigators should lose one Sanity Point for each person they allow to die, and 1 D4 for each person they allow to be drawn into the curse of the well. These penalties

investigation.

NPCs

David Kendell, Writer

STR: 12 Con: 12 SIZ: 1 2 INT: 1 3 POW: 12 DEX: 12 APP: 1 3 EDU: 1 5 SAN: 70 HP: 12 DB:0 Skills: Accounting 22%, Art 1 6%, Bargain 23%, Credit Rating: 45%, History 45%, Library User ~7%, Natural History 37%, French 22%, Persuade 24%, Pilot (Small Plane): 45%, Psychology 24% Description: David Kendell is 5 feet 10 inches tall and has brown hair. He is 41 years old and slightly overweight. He prefers jeans and baggy sweaters. Kendell has written a series of extremely successful children's books about a magical land in which humans live with magical talking animals. Despite writing fantasy books, Kendell is fairly pragmatic and does not believe in magic and such. However, after his experience at the well he will come to believe. Kendell is a decent person, is fairly generous, and quite likable. He loves to fly, which has strengthened his nerves quite a bit. He won't be thrilled about going up against evil horrors, but will try to do his best.

David Kendell inherited the plot of land on which the well is on. He is not greedy, but never walks away from capital. Once he learns about the well, he will want to have it destroyed in order to get rid of the evil.

Harold Wentworth Jones, Tabloid Journalist

STR: 11 Con: 1 3 SIZ: 1 2 INT: 1 2 POW: 11 DEX: 1 3 APP: 11 EDU: 13 SAN: 55 HP: 1 3 DB:0 Skills: Bargain 21%, Fast Talk 53%, Law 15%, Listen 32%, Persuade 24%, Sneak 34%, Spot Hidden 36%

Description: Harold stands a little under six feet tall and is a bit out of shape. He smokes heavily and drinks a bit too much. He dresses in wrnpled suits and carries around at least two cameras and a tape- recorder. He is always after dirt and really doesn't care too much about the consequences of his stories. He has been beaten up a few times, but still loves the thrill (and the money) of getting a really juicy story for the rags. He will be drawn to the area in the hopes of getting some sort of dirt on Kendell, but will be interested in the well as ghost stories sell well in England.

George Smith, Farmer

STR: 13 Con: 13 SIZ: 14 INT: 12 POW: 13 DEX: 12 APP: 10 EDU: 12 SAN: 65 HP: 14 DB:+1D4 Skills: Accounting: 24%, Bargain 37%, Biology 1 2%, Electrical Repair 35%, Locksmith 1 3%, Natural History 55%, Mechanical Repair 56%, Operate Heavy Machine 35%, Ride 25%, Track 24%, Handgun 35%, Rifle 41%, Shotgun 55% Weapon: 1 2 Gauge Double Barrel Shotgun Shots/Rd: 1 Range: 10/20/50 Damage :4D6/2D6/1 D6 Description: George Smith is a middle aged man who stands about six feet tall. He is thin and weathered looking. George Smith served in the British army and fought during the Korean war. After the war, he returned to the family farm. George Smith's farm is located near the well. He knows parts of Montogane's story and has suspicions about the well. He did a bit of reading about the well years ago, and will be able to tell the investigators about a couple sources. If the investigators convince him the well is a real threat, he will help them. He was involved in some bitter and brutal fighting in Korea and will be up to the challenge.

Creatures

| | | | | | | | |
|--------------------|-------|-------|----|----|----|------|------|
| STR | 306 | 10-11 | 9 | 12 | 11 | 13 | 8 |
| CON | 3D6 | 10-11 | 11 | 13 | 14 | 12 | 14 |
| 517 | 2D6+6 | 12 | 10 | 11 | 9 | 13 | 7 |
| INT | 2D6+6 | 12 | 16 | 15 | 12 | 12 | 11 |
| POW | 3D6 | 10-11 | 17 | 16 | 12 | 11 | 12 |
| DEX | 3D6 | 10-11 | 13 | 11 | 12 | 14 | 14 |
| HP | | 13-14 | 11 | 12 | 12 | 13 | 11 |
| <u>DamageBonus</u> | | 0 | 0 | 0 | 0 | +1D4 | -104 |

Move: 8

Weapons: Hands 25%, Damage 1 D3+db

Armor: None, but see below.

Spells: See below.

Sanity Loss: 0/1 D6 Sanity points to see a WellSkeleton.

Description: Well Skeletons are horrid beings and are sort of a pseudo-undead. Well Skeletons are only found in one part of the world, and that is near the well in this adventure. Well Skeletons are created when a human being is killed by another well skeleton by hanging the victim from a tree near the well. The victim is drained of blood, which is poured into the well. The next night, the victim's blood magically forms into a corpse-like manifestation. The "corpse" rots and dries quickly, leaving a "skeleton" with dried "flesh" clinging to it. Tatters of the victim's "clothes" and personal effects will remain on the "corpse."

Because the Well Skeleton lacks flesh and organs, they are damaged differently than human beings. First, since they have no vital organs, they cannot be impaled. Second, because the Well Skeleton is only "bones", impaling weapons have half the normal chance of hitting. Third, since Well Skeletons have no vitals, they sustain only half damage from normal weapons. Fourth, because of the nature of the enchantment preserving them, Well Skeletons are much more robust than "normal" animated skeletons. Hence, they have Hit Points instead of having a chance of shattering when struck. Finally, if a Well Skeleton is "killed" it will fall into a puddle of blood which will be absorbed into the ground. The next night the Well Skeleton will reform in the well and return to its activities.

In combat, the Well Skeletons fight with their hands, clawing and pummeling at their victims. They will bring anyone they kill near the well and drain him of blood. Once they kill their victim, they can drain the blood magically in a matter of seconds. Once they kill, they will return to their resting places at the end of their trails.

Well Skeletons retain their original human intelligence and memories. However, their horrid state makes them into monsters and forces them to try to kill almost anyone who comes into the area near the well. Aside from the killing, they conduct hideous rituals around the well once each month and visit each day to conduct lesser activities.

Well Skeletons generally do not communicate, as they cannot talk. With some effort, they could communicate by writing, but it is unlikely that they would have any reason to do so.

Well Skeleton #1: This Well Skeleton was Edith Rheinarnst, was a sorceress from Germany. In the 18th century she came to England to conduct research on the ancient stone structures. She learned some terrible and dark secrets and was the one who created the well out of stones taken from nearby monoliths. She was murdered by her rival and underlings and became the first

Well Skeleton #2: This Well Skeleton was Victoria Wilson, an English Witch. Rheinarnst lived in her house and they worked together preparing the well. Wilson betrayed Rheinarnst, murdered her and used her blood to complete the well. Unfortunately for Wilson, Rheinarnst had suspected treachery (but not so soon) and had prepared for it. After her death, she returned as a Well Skeleton through the enchantment, slew Wilson and her followers and then raised them up as Well Skeletons. Wilson knows a variety of spells, but none that she uses offensively as a Well Skeleton.

Well Skeleton #3: This Well Skeleton was Elaine Roth, who was a minor witch. She was one of Wilson's servants. She helped kill Rheinarnst and paid for it dearly. She knows no useful spells.

Well Skeleton #4: This Well Skeleton was Gunther Rohrn. He was Rheinarnst's hired bodyguard and a dabbler in the evils of the occult. He betrayed Rheinarnst for Wilson, but ended up meeting a fate worse than death.

Well Skeleton #5: This Well Skeleton was Stanley Judkins, a Boy Scout of the Eton College troop. He was a rather bad scout and not a particularly nice person, but he did not really deserve his fate. In 1927 he went to the well to do some mischief and was taken by the Well Skeletons. He is the weakest of the Well Skeletons, but is forced to act with the rest of them.

Spells

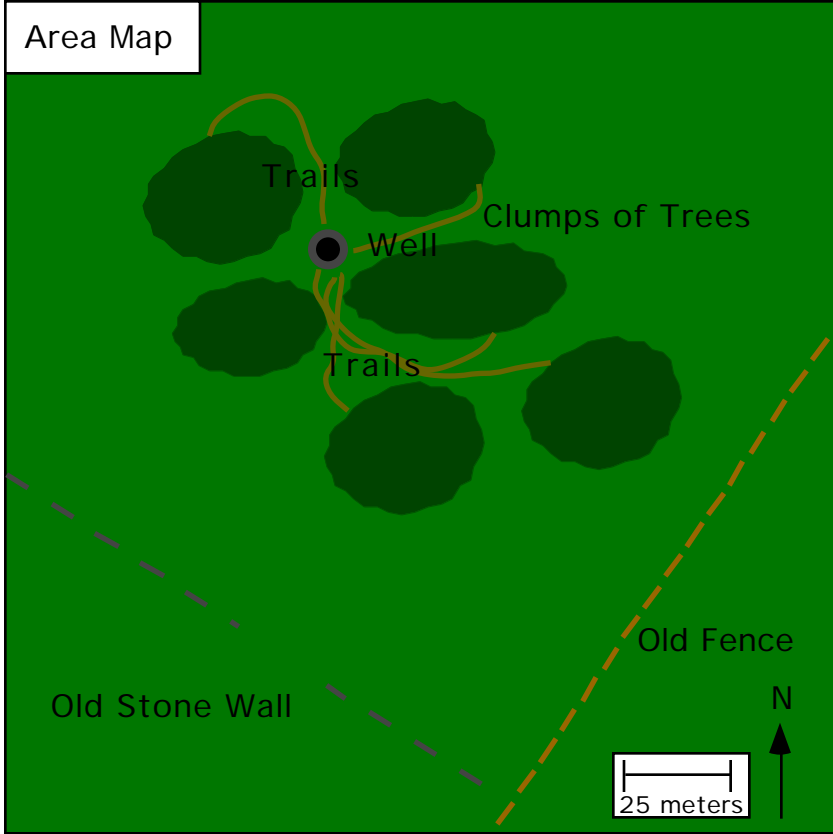
The creature was waving thin arms in the direction of the rescuer who was approaching, as if to ward him off: and between the two figures the air seemed to shake and shimmer as he had never seen it: and as he looked, he began himself to feel something of a waviness and confusion in his brain, which made him guess what might be the effect on someone within closer range of the influence.

- "Wailing Well", by M.R. James

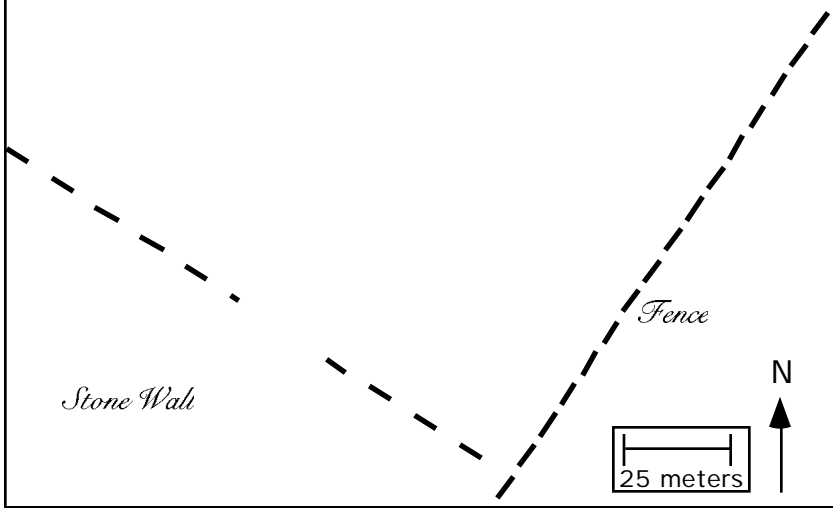
Cerebral Confusion

When casting the spell, the caster waves his arms and quietly intones the spell. Casting this spell costs 1 D4 Sanity points and 1 Magic point for every minute the spell lasts. The spell creates a shimmering area around the caster, somewhat like the effect produced by heat. The spell's effect varies with the distance from the caster. Those within ten feet of the caster match their POW against the caster. Anyone who fails will be unable to see (or effectively attack) the caster and will become confused and wander around within the area of effect, unable to go in the direction they wish. The Keeper should roll 1 D4 to see which direction the investigator goes: 1-straight ahead, 2-left, 3-right, 4-backwards. Affected victims will be able to defend themselves if directly attacked, but their skills will be at -10% due to the effects of the spell. At eleven to thirty feet, the victims resist against half of the caster's POW, but the effects are the same if the victims' fail their resistance check. At thirty one to fifty feet, people in the area will feel vaguely confused and disoriented, but not enough to affect their actions. The effects of the spell last until the caster stops expending magic points or the victim(s) resist. The caster is occupied while casting the spell and will not be able to attack.

Area Map



Kendell Property



Stone Wall

Fence

25 meters

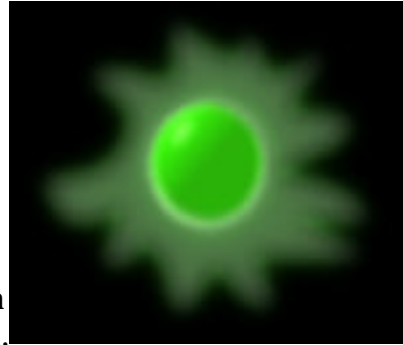
N

Will's Island©1998
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

This adventure is copyright 1998 by Dr. Michael C. LaBossiere. It may be freely distributed for personal use provided that it is not modified and no fee above the normal cost of distribution is charged for it. Visit my web site at www.opifex.cnghost.com.

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.



Introduction

This adventure takes the intrepid investigators to a small island off the coast of Maine. The adventure is set in the 1990s, but with some modifications it could be set in another time period.

This adventure is relatively short and is suitable for one session, provided the players do not get too bogged down. It is, however, reasonably dangerous if the investigators are not careful.

Getting the Investigators Involved

Prior to running the adventure, the Keeper should arrange for the investigators to meet Dr. Carl Becker, an expert on the nautical history of New England. Becker should either be a professional associate of one of the investigators (if one of the investigators is a historian or other academic type) or a personal friend.

The investigator who knows Becker will receive a call from him, asking the investigator either to help him with his current project or simply to come for a visit to catch up on old times.

If the investigators agree to go, Becker will arrange to meet the investigators in Bar Harbor, Maine. He will have lunch or dinner with them in town and then they will go to the island on Becker's boat.

Keepers Background

Untold years ago, a human sorcerer delved into matters best left alone. This sorcerer learned of the existence of Fire Vampires and similar creatures, but considered them unsuitable for his needs. Researching further, the sorcerer learned

of a race he dubbed “Sachonian” (this is how the word sounds when pronounced by an English speaking person, the sorcerer’s own language is long lost). He summoned a dozen Sachonians from the “stars” and used his power over them to take control of an ancient kingdom.

These creatures eventually turned against him and he bound them into twelve gold statues. The statues were carved with intricate symbols which served to keep the Sachonians from leaving. Over the centuries the statues passed through many hands and every great while a intelligent (but foolish) was were able to unlock the secrets of the bindings and free a Sachonian to serve him, at least until the creature turned on its “master.”

One of these statues eventually ended up in the orient, where it was acquired by a Yankee trader, Captain Harold Wellsmith of the *Fortune*. Wellsmith was fascinated by the statue and became obsessed with the patterns engraved in the metal. Over the course of his long voyage, he was eventually able to free the Sachonian and use it to increase his wealth.

Unfortunately for Wellsmith, in 1842 the Sachonian soon got the upper hand and began to feed on the crew of the *Fortune*. The crew thought they had been hit with the plague and bravely decided to stay out of port until the disease passed. The Sachonian, eager for fresh food, forced the Captain to set sail for the nearest port.

Fortunately for the rest of the world, John Reeves, the first mate of the *Fortune* and a God-fearing man, became aware of the Sachonian. Quickly learning he could not confront the Captain openly (men who angered the Captain soon ended up dead), he plied Wellsmith with rum and learned that, ironically, the Sachonian feared water.

Suspecting that the Sachonian would spread its evil if it were allowed to reach land, Reeves came up with a plan and acted on it. Reeves and the few healthy crewmen set the *Fortune* on fire. Unfortunately, the crew controlled by the Sachonian managed to ground the *Fortune* on an island off the Maine coast before the ship sank. Reeves and the few surviving crewmen were picked up by a nearby ship and told the crew a tale of madness and plague so no one would go near the island. Reeve, in the hopes of keeping people away from the island, also said that some of the crew had thrown the cargo into the ocean.

The Sachonian, unable to find any intelligent beings, unable to leave the island, and in great pain from its need to feed, was forced to re-enter the statue it had been trapped in. Shortly after it entered the statue, a storm hit the island, sweeping the statue out of the wreckage and burying it.

Over the years Reeves kept watch on the island and did his best to encourage people to stay away from it. Some local people reported seeing strange lights (at first the Sachonian drifting about the island and later people just thought they saw lights on the island at night, which lead them to call it Will-O-Wisp island, which later became Will’s island. The official name of the island is “Plesade Island”, but everyone calls it Will’s island.

For over a century the Sachonian was trapped on the island, waiting for someone to find the statue and free it. Eventually it’s patience paid off.

Becker, after a few years of research, managed to find the remains of the *Fortune* (Becker is doing a book on historical ship disasters). In his initial investigator,

Becker and his assistant Bill Jones found a few silver items in the burnt and buried wreck. Becker and Jones returned with more students, including Randy Kesk. Unknown to Becker, Kesk had gone massively into debt. Seeing the gold and silver items that Becker had turned up, Kesk decided to get out of debt by selling out the expedition. Kesk quickly got into contact with Michel LaBeau, a notorious scavenger of historical sites. When Kesk told LaBeau's agent about the large amount of valuables that Beckers' expedition was finding, LaBeau dispatched Anthony Park and his team to secure the site and steal all the artifacts.

After Becker leaves to go meet the investigators, Park's team will move in (several people will go with Becker for lunch in town, giving Park his best opportunity). When Becker and the investigators return, they will be met by Park's people.

Investigation

The situation will not permit the investigators to do much in the way of preparatory research. However, they will have a chance to talk to Becker over lunch and on the trip to the island.

Becker's Information

Becker will be able to provide the investigators with the following information:

- He believes he has found the *Fortune*.
- The *Fortune* was a trading ship operating out of New England.
- The *Fortune* was supposed to have picked up a valuable cargo in the East, including some items of historic interest (cultural artifacts mainly).
- According to the First Officer, John Reeves, the crew was infected with some sort of "exotic plague that fevered their brains" and they threw most of the cargo overboard, thinking it had made them sick.
- After the death of Captain Wellsmith, according to Reeves, he grounded and fired the ship to prevent the plague from spreading.

If the investigators ask if there is anything unusual about the island or the ship, Becker will smile and say "almost everything about New England is unusual." He will be able to relate the following information:

- According to some legends, the Plesade Island was haunted after the *Fortune* went aground there. According to these legends, some night fishermen and passing ships saw lights on the island. No one landed because the lights were thought to be either the souls of the crew looking for their ship or desperate thieves looking to pick the bones of the ship.
- The legends about the lights caused the locals to refer to the island as "Will-O-Wisp Island" and finally as "Will's Island."
- The lights have not been reported for years. The last reported sighting was in 1852.
- Becker has a letter Reeves sent to a relative. The letter is fairly mundane, but does contain some passages that should interest the investigators.

Reeves' Letter

If the investigators ask about Reeve's letter, Becker will be able to print them a copy from his portable printer (he has all his documents scanned into his notebook computer).

May 7, 1872

Dear Henry,

I trust this letter finds you well. It was good to hear that you are in fine health and that Sarah wishes to accept your marriage proposal. I only wish I had good news to share with you.

My health is fading and I feel that I shall not be long of this earth. Because of this, I feel the need to divulge to you certain facts (for though they shall appear dubious, you know I am scrupulous as to the truth).

As you know, in the 1840s I sailed with Captain Wellsmith. The Captain was a good man, but a bit eager for profit. I suspect that this was the hubris that brought him low. In the East we came across a Chinaman who sold the Captain a small statue of gold. The Captain was pleased by the price and thought it would bring him luck.

At first, it seemed that it had. Our next few voyages were extremely profitable. A bit blinded by the wealth, I did not think to wonder at our good fortune. If only I had, things might have turned out differently.

Early on our last voyage, I suspected that something haunted our ship. One man went missing and the crew complained of bad dreams and of hearing things. The second mate also reported that he had heard the Captain talking to himself in his cabin. Over the next few days, two more men went missing and the second mate decided to press the issue with the Captain. The next morning the mate was not to be seen. Fearing to take direct action, I plied the Captain with Rum. In that sorry state he whispered to me that something had come out of the statue. At first, it had served him well, but now he feared it was the master. He called it a "sackonian" or "sachonian." He said that it fed on the souls of men and even now stalked his ship. Before fear stayed his tongue, he revealed to me that the thing feared the sea.

Meeting quietly with those of the crew who accepted Jesus as their savior, we agreed to fire the ship when we neared the coast to prevent the thing from escaping. We would then jump into the sea and hope to reach shore or another vessel.

We acted on our plan, but the Captain was able to run the ship aground. Thanks be to Jesus that the ship still burned to the water line.

Though we were tiring in the water, none of us thought to make for the island where the *Fortune* burned. Fortunately, the *Whippet* saw the smoke and came to our rescue. I told her captain that the *Fortune* had been struck with a plague and that we had to set her afire to protect the rest of the world.

After my rescue, I decided to stay in Maine and keep a watch on the island. When people said they saw lights on the island, I was horrified and urged people to stay away, saying that the plague could still be present on the island.

Thank God that no one ever went to that haunted island. I believe that God Himself has been watching over us, guiding people away from the island. However, as they say, God helps those who help themselves, so I am writing to ask you to

occasionally check on the island. But, for God's sake, never go there.

Your Uncle,
John Reeves

Map

The map shows the details of Plesade island. The island is approximately one mile off the Maine coast. It is a small island, with some scrub vegetation and a few stunted pine trees. The beach area is fairly rocky.

Remains of the *Fortune*

The *Fortune* is much the worse for wear. The ship burned to the water line, leaving only blackened timbers visible. Tides and storms have further worn the wreckage down, leaving little that is recognizable. Around and in the wreckage is scattered some of the surviving cargo of the *Fortune*, including the statue. The area has been marked off with strings, indicating the various grid areas for the digging.

Camp

The camp consists of three six person tents, one of which is used to store gear and supplies. There is also an awning set up to protect the work area. The camp has a short wave radio, a flare gun, a generator, TV, radio, lights and such. There are no weapons, though.

Action

The following suggests the events that should take place during the course of the adventure. The Keeper may, of course, alter the events as needed.

Arriving in Maine

The investigators will, if all goes as planned, meet with Becker in Bar Harbor. If the investigators need to purchase any items, they should be able to find most of what they need in the area (provided that they are looking for legal, readily available items).

Becker will tell the investigators that he has located what he thinks is the wreck of the *Fortune* and will be able to provide them with the information specified above. Becker will also tell him that he will need to go back to the island soon, to pick up most of his team and take them back to town so they can have a chance to get decent showers and food.

After the investigators eat and take care on any business they need to take care of, Becker will want to show them the island. He has a good sized cabin cruiser that he will use to take them to the island.

To the Island

The island is a relatively short trip. When they get to the island, Becker will introduce the investigators to the team and show them the site. After the boat is loaded, they will depart for Bar Harbor, leaving behind Kesik, Jones and the ranger.

After Becker drops off his team, he will remember that he left some photos and

other material on the island that he needs to get to the university right away. He will ask the investigators to go back with him. If the investigators chose to stay in town, Park and his fellows will ambush Becker, take the valuables from the site and leave. The Sachonian will be freed and do a fair amount of evil, but the investigators will probably never learn of it. Alternatively, the Keeper can arrange for them to go after the missing items and develop an adventure around that.

Back to the Island

While the investigators are on their way back to the island, Park will also be on his way there. Kesik told him that Becker takes most of the people back to the mainland before dark, leaving only a couple people. Dealing with only a couple people is much easier than dealing with many, so Park decided that night would be an opportune time to do his work.

Park and his men will arrive on the island and, aided by Kesik's treachery, quickly secure the island. They will then go through the wreckage with metal detectors. They will find the statue and some other valuables.

Just as Park's men are turning up several valuables, his look out will spot the lights from Becker's boat. Park will decide that he needs more time and will set a trap for the investigators. He will move his boat, the *Shark*, behind the island (so the tents will block any sight of it) and he and his men will conceal themselves. When the investigators get off the boat, they will be facing several men armed with SKS carbines. Park will tell them that it is "just business, so if you cooperate, it will work out best for everyone." Park will be true to his word. If the investigators realize they are in a hopeless situation he will take the valuables and leave. If the investigators try anything, Park's men will open fire on the trouble makers.

If all goes as Park plans, he, his men, and Kesik will depart the island. Before he leaves, he will break the radio and sink Becker's boat.

If the investigators manage to defeat Park and his men, the Keeper will need to decide how to continue the adventure. One possibility is to have some other member of the team free the Sachonian, or have it taken back to the university and freed by someone else.

The Return of the *Shark*.

If Park gets away with the valuables, Kesik will start looking at the items, anticipating the wealth that will be his. He will find the statue strangely compelling and will pick it up. After staring at it for some time, he will make contact with the Sachonian. He will be startled by the experience, but his greed will urge him to free it. The investigators will be able to see this as a bright, but sickly looking, green flash out on the water. The Sachonian will be very "hungry" when it is freed and will immediately go after Park's men. In the ensuing confusion, one of Park's men will shoot several holes through the hull and the engine, causing the boat to begin to sink. Panicked, the Sachonian will stop its attack and try to force the survivors to take it to the mainland. Kesik will realize that the boat will never make it to the mainland before it sinks and will be able to convince the Sachonian to go back to the island until repairs can be made. Kesik will, of course, use his new found ally to take over and he will plan on keeping all the valuables for himself.

Park will quickly realize that guns will not be effective against the Sachonian. He will suspect that Kesk will feed them all to the Sachonian, so he will be busy trying to find a way to either deal with it or escape.

While any mechanically inclined people are forced to work on the boat, Kesk will have the others start digging for more valuables. The Sachonian will also select some victims to satisfy its hunger. Kesk will give it Jones, whom he has never liked, as well as some of Park's men.

If the investigators are unable to stop the Sachonian, the boat will be repaired and Kesk will depart with Park, intending to sell the valuables directly to LaBeau. Kesk will initially plan to simply strand everyone else, but the Sachonian will talk him into letting it kill them all. Hence, the investigators will eventually have no choice but to try to fight for their lives.

The investigators might decide to grab Kesk. If they can get a hold of him, they can force him to order the Sachonian back into the statue. If they kill or disable Kesk, the Sachonian will be free to do as it will. In this case, it will force the survivors to repair the boat. Then it will kill everyone but one person and then it will force that person to take it to the mainland.

Conclusion

The adventure comes to an end when the investigators defeat the Sachonian, are themselves defeated or they give up.

If the investigators provide a temporary solution to the problem (such as forcing the Sachonian back into the statue and securing the statue) they should receive a modest (1D3) Sanity Point Award. If they permanently destroy the Sachonian, they should receive a 1D6 Sanity Point Award.

If the investigators are defeated or simply give up, then any survivors should receive a Sanity Point Loss based on the magnitude of their defeat, but no more than 1D4. With the investigators out of the way, the Sachonian will be able to reach the mainland and feed regularly on people. Surviving investigators might decide to go after it again, but it will have built up a base of operations by finding greedy and weak minded people to serve it.

If the investigators are able to protect the items found at the site, such as the statue and other items, they will probably get some small measure of fame (coverage in the local news) and Becker will be very willing to help them out in the future. Of course, LaBeau will be outraged that his plans were thwarted and might be motivated to take action against the investigators if he learns of their involvement.

Very unscrupulous investigators might decide to sell the items at the site. The results of such misdeeds are left to the Keeper's discretion.

The investigators will also have to decide what to do about Park and his men, assuming they survive. If Park survives and has the upper hand, he will take the valuables and leave, then radio for a boat to rescue the investigators after he is safely away.

If the investigators have the upper hand, they might elect to turn Park over to the authorities. He is wanted for several thefts and the investigators could receive a reward for turning him into the proper authorities.

NPCs

Dr. Carl Becker, Historian and Archeologist

STR: 13 CON: 13 SIZ: 14 INT: 15 POW: 12 DEX: 12 APP: 11 EDU: 20 SAN: 60 HP: 14
DB: None

Important Skills: Anthropology 25%, Archaeology 55%, Drive Auto 30%, Geology 10%, History 70%, Law 15%, Library Use 55%, Natural History 35%, Navigate 20%, Latin 20%, German 20%, Pilot Boat 50%, Swim 45%

Weapons: None

Description: Becker has brown hair and brown eyes. He has a full beard and moustache and favors turtle-necks and brown sport coats. His main area of work is in the nautical history of New England and he has published several books and articles on the topic. Becker is an experienced diver and boat operator. He has read many ghost stories but does not really believe in the supernatural. However, he is a rational man and when he is confronted with the existence of the Sachonian he will do his best to aid the investigators.

Bill Jones, Student

STR: 12 CON: 11 SIZ: 13 INT: 14 POW: 13 DEX: 11 APP: 10 EDU: 16 SAN: 65 HP: 12
DB: None

Important Skills: Archeology 35%, Geology 5%, History 35%, Library Use 45%, Swim 50%

Weapons: None.

Description: Jones is a slightly overweight young man. He has black hair and brown eyes. He mostly wears jeans and sweaters. Jones is working in archeology and is pleased to be on Becker's project. Jones is an experienced diver, but despite his regular swims he has trouble keeping the weight off. Jones does not believe in the supernatural, but will help the investigators.

Randy Kesk, Treacherous Student

STR: 12 CON: 11 SIZ: 12 INT: 13 POW: 10 DEX: 12 APP: 11 EDU: 15 SAN: 50 HP: 12
DB: None

Important Skills: Archeology 25%, History 35%, Law 15%, Library Use 35%

Weapons: None

Description: Kesk is a thin man with long brown hair. He wears glasses and generally wears jeans and sport coats. Kesk is addicted to gambling and has gotten himself into a great deal of debt. Since he subscribes to the view that a person should look out for number one, he decided to sell out Becker to get the money he needs to pay his debts. Kesk will work with Park to get the valuables and he won't be adverse to hurting people to reach his goal.

David LaBrett, Ranger

STR: 14 CON: 14 SIZ: 15 INT: 13 POW: 12 DEX: 13 APP: 12 EDU: 14 SAN: 60 HP: 15
DB: +1D4

Important Skills: Dodge 34%, First Aid 45%, History 30%, Mechanical Repair 35%,

Natural History 35%, Pilot Boat 35%, Track 25%, Handgun 35%

Weapons: .357 Magnum Revolver 35% Damage 1D8+1D4 Range 20 Attacks 1 Shots 6 Mal 00

Description: LaBrett is a tall man with brown hair and brown eyes. When on duty he wears a ranger uniform. LaBrett is an experienced ranger and has often worked guarding archeological sites (it gives him a chance to catch up on his reading, since most sites are fairly isolated). LaBrett is Catholic, but does not really believe in the supernatural outside of his religious beliefs. However, his religious background does keep him fairly open minded about the possibility of evil supernatural beings. LaBrett will be willing to help the investigators.

Anthony Park, Treasure Stealer

STR: 14 CON: 14 SIZ: 14 INT: 14 POW:13 DEX: 14 APP: 13 EDU: 15 SAN: 65 HP: 14 DB: +1D4

Important Skills: Anthropology 15%, Archeology 17%, Painting 25%, Bargain 45%, Climb 50%, Computer Use 25%, Conceal 45%, Fast Talk 45%, First Aid 45%, History 35%, Hide 35%, Law 25%, Listen 35%, Locksmith 25%, Martial Arts 25%, Mechanical Repair 31%, German 15%, Japanese 12%, French 14%, Persuade 25%, Sneak 20%, Spot Hidden 30%, Swim 35%, Rifle 45%, Submachinegun 35%

Weapons: 9mm 60% Damage 1D10 Range 20 Yards Attacks 2 Shots 15 Mal 99, Fighting Knife 45% Damage 1D4+2+1D4 HP 15

Description: Park is a tall man with blonde hair and grey eyes. He appears to be in excellent health. He dresses well, favoring expensive (but comfortable) clothing. Park was in the British military for several years and then attended college. After college, he worked for a while as a businessman. He soon found that boring and decided on a career as “one who acquires valuable items for a suitable price.” Park is quite good at what he does. He considers his operations to be “business, nothing personal” and prefers to avoid violence. To this end, his main strategy is to act quietly or put people into situations in which they will decide to simply give him the valuables without a fight. Park is a practical man and has no real belief in the supernatural. However, he is intelligent and will recognize the Sachonian as something “very nasty.” If properly persuaded, he might be willing to aid the investigators. Park will not willingly reveal that he is working for LaBeau, but will not risk his life to conceal LaBeau’s involvement.

Park’s “Boys”

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

Important Skills: Dodge 30%

Weapons: SKS Carbine 50% Damage 2D6+1 Range 90 Yards Attacks 2 Shots 30 Mal 97, Punch 1D3+1D4 65%

Description: Park’s men are people he has hired to act as muscle. Most of them are small time criminals looking for some easy money. They would prefer not to shoot anyone, but will do so if they have too. Their main concern is getting their money. When things go bad, they will try to get away and save their own skins. There will

be a number of “boys” equal to the number of investigators plus 1D6.

Mythos Beings

Sachonian, Lesser Independent Race

Description: Sachonians originated on a far away world and once possessed conventional material bodies. When their world was threatened by a terrible disaster, a mysterious stranger appeared and presented a plan for the survival of their race: hundreds of chosen Sachonians would be transformed into creatures of almost pure energy and, in their new forms, the Sachonians would be able to survive the disaster that threatened them.

Unfortunately for the Sachonians, the mysterious stranger was Nyarlathotep. He neglected to tell the Sachonians that the process of transformation required the consumption of the life energy of living beings. Millions of Sachonians perished when Nyarlathotep guided the chosen ones through the ritual that transformed them. Seeing their fellows perish in horror and pain drove most of the transformed Sachonians mad and the horror of their new existence drove the rest insane. To complete his torment of the Sachonians, Nyarlathotep developed an enchantment for summoning the Sachonians from their dead world. Nyarlathotep taught this spell to other races, including humans.

Sachonians appear as balls of pulsing green light, with the center brighter than the outer areas. When they move, they leave a faint, swirling trail of greenish “mist.” Sachonians are intelligent, but are insane. They are also driven by a horrible need to feed on the life energy of other living creatures. Sachonians feed by coming into contact with other creatures. Such contact causes cellular damage (1D8 of damage per attack) and drains one Magic Point. A creature drained of Magic Points in this manner will die, leaving behind a corpse with strange neural and cellular damage. Most armor will not protect a target from a Sachonian attack. However, protective items (such as insulated gloves or special clothing) that would stop electricity would block the discharge damage and Magic Point Drain.

Sachonians cannot regenerate Magic Points on their own, but they can store a number of Magic Points equal to twice their POW. Once a Sachonian is “full” it can no longer drain Magic Points, but it will still inflict damage.

In combat, Sachonians can attack by contacting their opponents (as described above). A Sachonian can also project “pieces” of itself. These pieces fly from the body of the creature and look like tiny, brighter versions. These pieces can travel up to 100 yards before dissipating harmlessly. They inflict 1 point of damage for every Magic Point the Sachonian puts into the attack. Most armor will not protect the target. Protective items or armor that can stop electrical discharges can block such attacks.

Because of their nature, Sachonians are effectively invulnerable to most weapons, such as firearms, poisons, fire, and physical attacks (anything striking a Sachonian will sustain 1D8 damage from the discharge). They can be attacked with water or other things that can cause an electrical discharge or disrupt their integrity.

Sachonians have some abilities that have made them appealing to sorcerers. First,

Sachonians can render themselves invisible to the naked eye. This costs them 1 Magic Point for every ten minutes they stay invisible. If an invisible Sachonian attacks, it will discharge energy and be visible. Since Sachonians can see and hear, they can serve as invisible spies. Second, Sachonians have the ability to “see” the “life energy” of other creatures. They can use this ability to see how the creature is feeling and can even use it to tell when a creature is lying (based on the changes in the life energy). Third, some Sachonians know spells that they can use and teach to others.

Their nature also gives Sachonians some limits. First, they do not heal damage naturally and have to expend Magic Points to heal themselves. Each Magic Point a Sachonian expends heals one point of damage. Second, Sachonians need to feed fairly regularly. Every nineteen hours (one day on the Sachonian home world) a Sachonian loses one Magic Point. If a Sachonian runs out of Magic Points, it simply dissipates. Sachonians can only acquire Magic Points from intelligent beings (those with at least 2D6 in INT). Sachonians feel unimaginable pain when they go without feeding, which has forced even the best of them to feed.

Because of their condition, all Sachonians are insane by human standards. Their constant feeding on other intelligent beings has also made them rather evil and they regard other creatures solely as food and diversions from the boredom of their existence (Sachonians are effectively immortal and will exist as long as they can feed).

The Sachonian in this adventure has only ten magic points at the start.

| Characteristics | Rolls | Averages | |
|-----------------|-------|----------|-----|
| STR | N/A | N/A | N/A |
| CON | 3D6 | 10-11 | 14 |
| SIZ | 1 | 1 | 1 |
| INT | 3D6+3 | 13-14 | 15 |
| POW | 2D6+8 | 15 | 17 |
| DEX | 4D6 | 14 | 17 |
| HP | CON | 10-11 | 14 |

Move: 10 Flying

Damage Bonus: N/A

Weapons: Touch 85% Damage 1D8 energy discharge and magic point drain. Energy Attack 65% Range 100 yards, Damage Variable

Armor: Sachonians are beings of nearly pure energy and are not harmed by most material weapons. They are harmed by things that can cause their energy to discharge faster than they can control it. Large quantities of water harm them and they sustain 1D3 for every gallon of water that strikes them. Exposure to other things that could cause their energy to be drained away or disrupted (such as powerful electric currents or large explosions) can also harm them.

Spells: A Sachonian has a chance equal to its POW X3 of knowing 1D3 spells. The Sachonian in this adventure knows Implant Fear (12 Magic points to cast, causes 0/1D6 Sanity point loss), and Mental Suggestion (8 magic points to cast, last 1 round) **Sanity Loss:** Seeing a Sachonian causes no Sanity loss.

Items

The Statue

The statue is composed of gold and weighs 2.5 pounds. It has been made in the shape of a ugly human figure with a serpent wrapped around it. The figure is squatting, with its arms crossed in front of it. The gold is deeply engraved with symbols. The symbols are not in any known language and many of them appear to be geometric diagrams. The statue is normal gold, but the engravings transform it into a vessel for holding a Sachonian. If an intelligent being holds the statue and studies the symbols (for at least five minutes), they will appear to swirl into strange patterns. If the being keeps hold of the statue, he will come into mental contact with the Sachonian (assuming it is in the statue, of course). The Sachonian will plead to be released, promising wealth and power. If the Sachonian is released, it will be unable to directly harm the person who freed it and will have to serve him (even returning to the statue if so ordered). However, the Sachonian will do its best to plot against its "master" by corrupting him, making him paranoid, making him despair or anything that will free it from its servitude. The Sachonian is, of course, free to harm others and to do anything that it is not expressly told not to do.

While in the statue, a Sachonian will not lose Magic Points. However, it will not be capable of doing anything, except contacting a being who holds the statue and studies the symbols.

Players' Handouts

Handout #1: Reeves' Letter

May 7, 1872

Dear Henry,

I trust this letter finds you well. It was good to hear that you are in fine health and that Sarah wishes to accept your marriage proposal. I only wish I had good news to share with you.

My health is fading and I feel that I shall not be long of this earth. Because of this, I feel the need to divulge to you certain facts (for though they shall appear dubious, you know I am scrupulous as to the truth).

As you know, in the 1840s I sailed with Captain Wellsmith. The Captain was a good man, but a bit eager for profit. I suspect that this was the hubris that brought him low. In the East we came across a Chinaman who sold the Captain a small statue of gold. The Captain was pleased by the price and thought it would bring him luck.

At first, it seemed that it had. Our next few voyages were extremely profitable. A bit blinded by the wealth, I did not think to wonder at our good fortune. If only I had, things might have turned out differently.

Early on our last voyage, I suspected that something haunted our ship. One man went missing and the crew complained of bad dreams and of hearing things. The second mate also reported that he had heard the Captain talking to himself in his cabin. Over the next few days, two more men went missing and the second mate decided to press the issue with the Captain. The next morning the mate was not to be seen. Fearing to take direct action, I plied the Captain with Rum. In that sorry state he whispered to me that something had come out of the statue. At first, it had served him well, but now he feared it was the master. He called it a "sackonian" or "sachonian." He said that it fed on the souls of men and even now stalked his ship. Before fear stayed his tongue, he revealed to me that the thing feared the sea.

Meeting quietly with those of the crew who accepted Jesus as their savior, we agreed to fire the ship when we neared the coast to prevent the thing from escaping. We would then jump into the sea and hope to reach shore or another vessel.

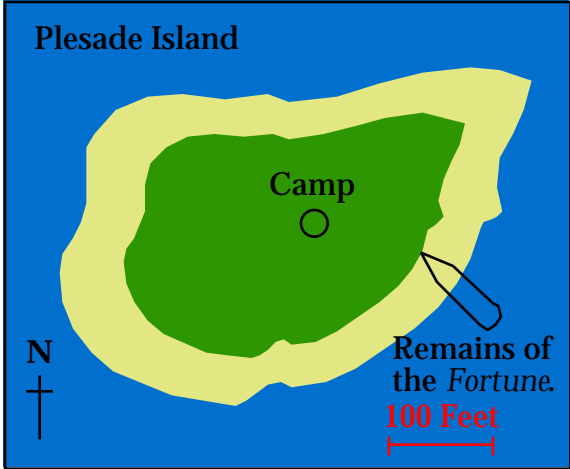
We acted on our plan, but the Captain was able to run the ship aground. Thanks be to Jesus that the ship still burned to the water line.

Though we were tiring in the water, none of us thought to make for the island were the Fortune burned. Fortunately, the Whippet saw the smoke and came to our rescue. I told her captain that the Fortune had been struck with a plague and that we had to set her afire to protect the rest of the world.

After my rescue, I decided to stay in Maine and keep a watch on the island. When people said they saw lights on the island, I was horrified and urged people to stay away, saying that the plague could still be present on the island.

Thank God that no one ever went to that haunted island. I believe that God Himself has been watching over us, guiding people away from the island. However, as they say, God helps those who help themselves, so I am writing to ask you to occasionally check on the island. But, for God's sake, never go there.

*Your Uncle,
John Reeves*



The Wrong ©1996
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

Legal Information

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

Call of Cthulhu is Chaosium Inc's registered trademark for their game of horror and wonder in the worlds of HP Lovecraft. For more information, contact Chaosium Inc., 950-A 56th St, Oakland, CA 94608 -- or call us at 510-595-2440. Visit Chaosium's web page at www.chaosium.com/cthulhu/.

Introduction

This is a fairly cruel adventure for the investigators. They will believe that they are going on a well earned vacation on a peaceful island in the middle of a Maine lake. Unknown to the investigators, chemicals leaking from a forgotten illegal dump site have leaked into a marshy area and mixed with the algae, slime and muck encasing the bones of a drowned man. The horrid combination gives rise to a truly alien intelligence, one that is very curious about the world, especially about what is inside those fleshy squishy things...

So, instead of a peaceful week of fishing and lying in the sun, the investigators will have to face a walking pile of slime, muck and death. Not exactly the sort of vacation recommended by your friendly travel agent.

The adventure is set in 1990s and is located in Maine. With a few minor changes it could be located in other times or places.

Keeper's Background

Twenty years ago the US military had to dispose of some rather nasty chemicals that had been created for possible use in the Viet Nam war. Most of these chemicals ended up in legitimate storage dumps, but some were dumped by unscrupulous contractors in various out of the way places around the United States. One particularly nasty collection of chemicals was dumped on an island in a Maine lake and forgotten about. The chemicals lay in their poorly made dump site for years until the 55 gallon drums they were stored in corroded through and the chemicals began to mix and brew.

Fifteen years ago the island the small dump was on was purchased by Brian Hansen, who had made a great deal of money with his line of fishing equipment. He had six cabins built on the island and sold five of them over the years. Hansen knew nothing of the chemicals and spent a lot of time on the island. A year ago he fell out of his boat while fishing. He tried to struggle to shore, but ended up

drowning in the marshy area he was fishing in. His remains lay in the water until chemicals from the dump were washed into the swampy area and interacted with the slime and algae coating Mr. Hansens' remains. As the summer came, the swampy area dried a bit, allowing the bones and coating to bake in the sun. From this terrible mixture arose a truly alien intelligence embodied in a horrid mixture of slime, mold, algae, muck and human bone. This terrible thing will tear itself from muck and slaughter most of the Kysler family, thus starting the adventure.

Getting the Players Involved

This adventure should take place after a particularly harrowing ordeal that the investigators need to recover from. The players should be lured into it by the promise of a relaxing vacation, perhaps one (it should be hinted) that will result in the recovery of a few Sanity points that have been lost battling the terrors of the Mythos. The Keeper can solemnly swear that she will not spring any Mythos horrors on the investigators and that they have nothing to worry about in that respect.

The investigators can receive the free use of a cabin on the island from a grateful NPC from a previous adventure, or perhaps one of the investigators might know someone who owns one of the cabins. In any case, a free vacation on a scenic island in a beautiful Maine Lake will be available to the investigators. In any case, the investigators should be brought to the island.

The Keeper should be careful to prevent the investigators from bringing lots of equipment or weapons on their vacation. After all, people simply do not truck along massive amounts of firepower, LI Goggles, extra radios, combat rations, surgical kits and such when going on a simple vacation. If the players insist on bringing lots of stuff, the Keeper should arrange some suitable accidents to dispose of some of it.

Days of Rest

The investigators will be brought to the island via the lake ferry, which goes to the island once a week. It is large, homemade pontoon boat and can carry about fifteen people and their supplies. It cannot carry cars, trucks or other such vehicles. It can tow boats behind it, though. The journey to the island will be uneventful and will take about half an hour to travel the two miles to the island. The investigators will be able to talk with the other people on the boat, who will be the people staying in the other cabins.

The first few days the investigators are on the island should go by fairly peacefully. The investigators will have the chance to interact with the other people a bit, so as to get to know about them. The more the Keeper can build relationships between the NPCs and the investigators, the better.

The investigators should at least become aware of the obvious traits of the other people. The Kyslers are nice and friendly, Jack Coney is very loud, and Eugene Shider is a victim of the "killer shrew" he is married to. The investigators should witness or hear about at least a few incidents involving Shider and his wife, that way his later actions will not seem out of character. For example, Jack Coney might

say “You know, that Shider chick is a real monster. She was going after that poor guy like some kinda rabid weasel. That’s the kind of wife that drive a guy to murder, just like that guy in the news a while back. Hey, how would you like to see some pictures of some sweet cars? I can get you a great deal, buddy.”

Investigation

Background Investigation

There is not much in the way of background investigation in this adventure as the menace more or less comes out of nowhere. Also, the investigators will not have much in the way of resources to work with on the island. However, there are the following bits of information available.

A year ago a seventy two year old man named Brian Hansen vanished while staying on the island. His small boat was found drifting in the lake, but there was no sign of violence. The authorities checked the lake and island, but never found his body. It was concluded by the authorities that Mr. Hansen, who could not swim, fell overboard and drowned. No foul play was suspected, so the books were closed on the case.

The investigators might learn of the missing Mr. Hansen from an old copy of a newspaper (the cabins have lots of old magazines and newspapers in them), or from talking to someone. The person who runs the ferry service in the lake, Andy Miller, knows about the old man and sometimes he is inclined to tell such tales. Miller knows a lot of stories about the area, including one about Obo Abulunga, a multitentacled monster who is supposed to dwell in the lake and take victims while they swim or boat. Obo Abulunga is mentioned briefly in some books on monsters, but it is not famous enough to get much mention. Jack Coney, who owns a cabin on the island, will also know about Mr. Hansen’s disappearance, primarily because there is still a \$15,000 reward for information leading to his recovery. Finally, there was a brief piece on a TV show that deals with unsolved mysteries about Mr. Hansen. In the piece it is suggested that Mr. Hansen simply fell out of his boat and couldn’t get back to it or to the shore before drowning. This is actually exactly what happened.

Investigating the Dump Site

The investigators might also be aware of a story in the news a few months ago about how the military dumped all sort of nasty chemicals in various sites around the country and how there were allegations that the military sometimes simply dumped waste in various out of the way places with little or no preparation.

If they come across the dump site, they will find that there are, in fact, leaking military containers on the island. The site is described below, in the map section.

Some of the containers have markings that indicate the contents. An investigator with skills in chemistry will recognize the chemicals as being exceptional complex, unstable and almost certainly extremely dangerous. Investigators with highly advanced skills (60% or better) in chemistry or biology will recognize that the

chemicals are of the type that would be used in advanced biological weapons. They will also recognize that the chemicals are mixed together into some sort of unholy brew.

Investigating The Kysler Place

The adventure begins when Katie Kysler stumbles across the investigators. She will be dirty, her clothes will be torn and her skin scratched from the brambles and such she has struggled through. She will also have an unusually mucky hand print on her shirt from the Wrong as well as spatters of blood from her parents and brother. She will be incoherent and muttering about “the Wrong...the Wrong came and hurt my daddy and took mommy and Billy into the woods...the Wrong...” She will not be a very good source of information, but through the use of the Psychoanalysis skill or effective role-playing, the investigators may be able to coax more information from her about the “bad man” and how it “didn’t have any eyes or mouth or nose...”

If the investigators decide to investigate at the Kysler place, they will find the mutilated remains of Ron Kysler and evidence of the Wrong. The Kysler place is described in the Maps section, below.

Maps

Hansen Island

This island is located in a fairly remote part of Maine (at least two hours from a large town) and is two miles out into the lake. The water around it is fairly deep and cold. The water contains only natural animals such as fish and leeches.

The island has six cabins on it. The terrain consists of some clear areas, three wooded areas and one marshy/swamp area on the northern end of the island.

On the map, the brown rectangles sticking out into the blue are docks. The brown squares near the docks are floats for swimmers.

1. Cabin #1: This cabin belongs to the Hansen family. It has not been used since Brian Hansen died. If there are too many investigators for one cabin, the Hansens will have the cabin cleaned up and the rest of the group will stay here.

2. Storage Area and Ferry Dock: This is where the ferry docks. Near the dock is a storage area which hold supplies for the island, including the generators that supply electricity to the cabins. There are several jerry cans of fuel in the storage area, as well as various spare parts for the boat, extra light bulbs, tools, lumber and such. There is more than enough fuel in here to burn away the Wrong, if it can be effectively used against it. There is a old skiff with an old board motor tied to the dock. It can hold four people. It is there for emergency use.

3. Cabin #2: This is the cabin the investigators will be staying in.

4. Cabin #3: This is in the cabin in which Jack Coney and Matilda Coney are staying. They have a small row boat (holds up to three people) with fishing gear in it.

5. Cabin #4: This is in the cabin in which Jeff Greene and Laura Hesten-Greene are staying. Laura has a speed boat with a large engine. It can hold four people.

6. Cabin #5: This is in the cabin in which Dr. Eugene Shider and Betty Shider are staying.

7. Cabin #6: This is the cabin in which the Kysler family was staying. After the Wrong is through with them, the place will be a mess.

The cabin will be in the following condition after the Wrong's visit: In front of the cabin there will be what look like muddy footprints. They are actually bits from the Wrong's body. The trail goes out into the woods and will be gradually lost in the debris of the forest.

Near cabin are what appear to be chunks of meat and bone, looking like something from a barbecue. These are actually pieces of the Kysler family dog. In the bushes near the remains of the dog is its head. The head is intact, except for being detached from the body. The teeth and muzzle are coated with what looks like black mud. It attacked the Wrong savagely, but was torn to pieces by it.

The door to the cabin has been torn of the hinges and shows marks from the Wrong's hands. The iron bolt to the door has been shattered from the great force of the Wrong's attack, and there is blood on the floor. The interior of the cabin has been torn up. Various personal items have been ripped and torn into pieces. The items are all stained with bits of the Wrong's body. The various appliances have been ripped into pieces and the pages have been laid out around the kitchen.

The door to the bedroom has also be torn of its hinges. There is a lot of blood on the floor and a muck coated kitchen knife is on the floor. The remains of Mr. Kysler are scattered about the room. His body has been systematically torn into pieces. The sight is truly awful: the bones have been cracked open, the organs have been pulled apart and such. Seeing these remains costs the viewer 0/1D4 Sanity. points.

The shredded remains of Mrs. Kysler and Billy Kysler are in the woods by the cabin. They are fairly deep in the woods and scattered about so the investigators are unlikely to find the pieces unless they go looking. Seeing the chunks costs the viewer 0/1D4 Sanity points.

8. Dump: This is the toxic waste dump. The dump consists of a concrete structure buried in the ground. The structure is ten feet by ten feet and twenty five feet deep. The dump is filled with rusted and corroded 55 gallon drums and plenty of nasty chemicals. Some of the drums still have labels on them, some of which identify the waste as belonging to the US military. The concrete shell is cracked and broken in many places, and there is a small trickle of fluid (chemicals mixed with water) leaking from it. The chemicals are very poisonous and noxious. Consuming them

would be fatal and limited skin contact will cause 1D6 points of damage. Falling into the dump would inflict falling damage (2D6+1D4), and the person would be coated with the chemicals, taking 3D6 each round. The Wrong is affected by the chemicals when they are this concentrated, so getting the Wrong into the dump would be an effective (and ironic) way to destroy it.

Cabin Map

The cabins are sturdily built wooden structures. They have limited electricity (enough for the refrigerator and lights), running water and plumbing. All of the cabins follow the same basic plan and are equipped in pretty much the same way.

First Floor

Kitchen: This is a fairly normal kitchen. It has a gas stove (fueled from an external cylinder), an electric refrigerator, a sink (the water is drawn from the lake and filtered), and cupboards.

Living Room: The living room has the usual sort of furniture (couch, chairs, tables, etc.), some games, a small TV, and a radio. Reception isn't all that great out here.

Bedroom: The bedroom has a bed, a small wardrobe, and some other furniture.

Bathroom: The bathroom has a sink, shower and toilet. The water pressure is a bit low, since it is pumped from the lake. The toilet has a small septic tank and is somewhat prone to problems.

Loft

The loft is reached via the stairs. The loft is sloped, because of the roof.

The Loft: The loft contains what amounts to a second bedroom with two bunk beds.

Action

Start: The action begins when Katie Kysler stumbles across the investigators. It will be evident that something awful has happen and the investigators should set out to investigate. It is likely that the investigators will head to the Kysler cabin to see what has happened. They may also want to inform the other people and get them involved. Naturally, the others will think that some crazy person has come to the island and has done something terrible.

When the investigators go to the cabin, they will find the scene of horror described below. The cabin scene should be used to set the stage of horror for the adventure. The investigators should know something bad has happened, but they should not know exactly what.

Reactions: The NPCs will react with horror and disgust at the scene. The Coneys and the Greenes will want to get off the island and go to the authorities. After some

semblance of order is restored, Laura Hesten-Greene will suggest that they go looking for the missing Mrs. Kysler and Billy. Mrs. Shider will say that she wants nothing to do with it and she will demand that she be taken off the island and to safety immediately. She will demand that any armed investigators escort her to the Laura Hesten-Greene's boat and take her to the mainland. Since it is unlikely that the investigators will do this, she will throw a very large fit. After the fit, Laura Hesten-Greene will start searching for the Kyslers with her husband and anyone else who will go with her. The Coney's will stick with those who have the most guns and will try to talk someone into taking them back to their cabin so they can pack their stuff and get off the island.

Suspicion: Laura Hesten-Greene will be the investigators best ally. She will want to search for the missing people until they are found and will want to take an active approach to the person she thinks attacked the Kyslers. Since there is no new boat present on the island and the island is two miles from shore, Laura Hesten-Greene and some of the others might begin to suspect that someone among the investigators and NPCs is responsible for the killing. This could be played up to turn the NPCs against one another and against the investigators.

Trouble: The Coneys will want to get off the island and will do just about anything to get a boat with a motor. Jack Coney will start off by trying to be persuasive, then he will start making demands and trying to take over. If he gets frightened and desperate enough, he might grab for a gun and try to take a boat by force. This could lead to violence and might result in the investigators and some of the NPCs being stranded on the island.

More Trouble: Eugene Shider will, at some point, decide that the current situation affords him an ideal way to be free of his wife. He doesn't have the courage to kill her directly himself, so he will attempt to sabotage the rowboat and power boat. Once he makes these boats unusable, he will flee the island in the skiff, leaving his wife and the others to die. He will not be thinking very clearly and will not be amenable to reason, so the investigators will have to hurt him to stop him. He will only fight if cornered, but will not be able to fight very well. The Shider gambit should be played at a point at which the investigators are planning to leave the island. The investigators should be given a fair chance to stop Shider, should they choose to leave.

Fighting the Wrong

Of course, the main problem for the investigators will be the Wrong. It will be wandering around the island, looking for things to examine (and tear apart in the process). The Wrong will tend to stay out of the sunlight because it dries its body out, which it finds vaguely unpleasant. It will find everything very interesting, so it will be tearing up plants, trees and local wildlife. It will be especially interested in human beings and will get around to examining them at some point. Naturally, the

investigators will have to destroy it.

The first encounter with the Wrong should be suitably terrifying. It will simply walk out of the woods towards the investigators and try to examine them by tearing them apart. It will not be deterred by attacks against it. Unless the investigators are extremely well equipped, they will probably have to flee the Wrong. After that, the investigators will be stalked by the curious Wrong and they will have to find a way to survive long enough to kill it.

Conclusion

The adventure ends when the investigators defeat the Wrong or they chose to flee the island. If they flee the island, the Wrong will eventually kill everyone who remains. It will also kill those who come to island. After several months, it will walk out into the water in search of new things. At the Keeper's discretion, it may survive the journey under the water and cause a great number of deaths as it wanders about the area. If the investigators do not deal with it, eventually the authorities will, probably by capturing it for study and hushing everything up.

Defeating the Wrong

Although the Wrong has no concept of combat or strategy, it will be a fearsome opponent. Its great strength enables it to inflict a significant amount of damage and it is virtually immune to most weapons. In order to kill the Wrong, the investigators will have to completely destroy its physical body. This can be done by using the gasoline stored in the storage shed, or by dragging the Wrong through the lake. Dragging it slowly, with a rowboat for example, will inflict 1D3 a round. Dragging it at medium speed with a power boat will inflict 1D6, dragging it high speed will inflict 2D6 a round, and using a very fast speed boat will inflict 3D6 a round. Of course, investigators might come up with other ways of defeating the Wrong.

The main advantage the investigators will have is that the Wrong has no fear and no concept of what will hurt it. In fact, it will find the sensation of being damaged interesting, at least for a while. Hence, the investigators might be able to get ropes attached to it and drag it out into the lake if they act quickly enough. Of course, the Wrong is fascinated by human beings and will want to pull the investigators into pieces to see what makes them work.

Awards and Penalties

If the investigators defeat the Wrong, they should receive a 1D8 Sanity Point award. They should also receive a 1D4 point bonus if they keep everyone alive or a 1 point bonus if there are any non-investigator survivors at the end of the adventure (except Dr. Shider, if he successfully flees the island). If the investigators simply leave the island, they should lose 1D3 Sanity points, since they know the Wrong still "lives." If they flee the island and leave people behind, they should lose 1D6 Sanity points for their wickedness. The dice rolls can be modified based on specific events that occur in the adventure. For example, if Dr. Shider is unable to flee and kills his wife and is in turn killed by the investigators, their deaths would not count

against the bonus for keeping everyone alive since the investigators "job" is to keep the Wrong from killing people.

If the investigators defeat the Wrong, the survivors are likely to be very grateful and might prove useful later on as contacts. For example, if the investigators save Jack Coney's life, they can expect to get a decent used car every five years from his lot. The only person who is likely to be completely ungrateful is Mrs. Shider, since she will simply expect the others to take care of her. If the investigators act in a cowardly or morally suspect manner (staking the NPCs out as bait, for example) then they will not receive any gratitude and may, in fact, be subject to law suits or some sort of retaliation.

If the investigators are defeated, the survivors will be grateful if the investigators are instrumental in helping them escape. If the investigators abandon the others, any NPCs who survive will obviously be very resentful and angry.

Finally, if the investigators recover the bones from the Wrong, they will eventually be found to be the remains of the missing Mr. Hansen. The person(s) responsible for recovering the bones will get the reward money mentioned above.

The Dump

The toxic waste dump on the island is quite illegal since the land is private property and was never authorized as a dump site. The owners of the land would be able to sue the government for damages and will probably win a decent settlement. The investigators might be able to pick up some gratitude and extra money by appearing as expert witnesses in the legal investigation into the matter. They might also be able to sell the story of the dump to a news service.

Unwanted Attention

One hazard of making the events on the island well known is that the investigators and the survivors will receive a great deal of unwanted attention. The media will hound them a bit, especially the tabloid presses. Scientists will also be interested in the Wrong especially those who work on the origin of life. After all, the Wrong certainly appears to be a case of the spontaneous generation of life from inanimate materials. What will be more serious is that the government and various arms companies will be very interested in the Wrong. After all, a creature like the Wrong would make an exceptional terror weapon and could be worth millions. Hence, investigators who are too talkative might end up in some back room getting interrogated. Thus, this adventure could lead into some intrigue with various unsavory characters, which might be a nice change of pace from the Mythos horrors.

Exactly what the consequences of the adventure turn out to be is left up to the Keeper and the actions of the players.

NPCs

Katie Kysler, Lost Child

STR: 6 Con: 11 SIZ: 6 INT: 12 POW: 12 DEX: 13 APP: 12 EDU: 6 SAN: 60 HP: 9

Climb: 25%, Hide: 6%, Jump: 17%, Listen: 25%, Sneak: 6%

Damage Bonus: -1D4

Weapons: None

Description: Katie Kysler is seven years old, has blonde hair and blue eyes. Because of her experience, her eyes will be glazed over and she will have a dull expression on her face. The only thing she will say is “the Wrong...the Wrong hurt them...” Getting her to say more will require the use of Psychoanalysis and a great deal of effort. Seeing her pet dog and her father torn into bits by the Wrong has left her in a terrible state and it will take a great deal of work to get her to even a semblance of normalcy. She can be used as a handy plot device by throwing a monkey wrench into the investigator’s plans. For example, she might run away, requiring a search for her. Or she might start screaming, thus attracting the Wrong. Katie Kysler will not want to leave the island, since she saw the Wrong carrying her brother and mother off into the woods and she thinks they might still be alive. She will eventually convey this information to the investigators.

Jeff Greene, Accountant

STR: 12 Con: 12 SIZ: 12 INT: 13 POW: 13 DEX: 10 APP: 11 EDU: 16 SAN: 65 HP: 12

Accounting: 55%, Bargain: 15%, Computer Use: 10%, Credit Rating: 35%, German: 35%, Japanese: 25%

Damage Bonus: 0

Weapons: None.

Description: Jeff Greene is forty three years old. He has thinning brown hair, brown eyes and is fairly thin. He works as an accountant with a major New York firm and has a very stable, if somewhat bland, personality. He is not very fond of the outdoors and would prefer to be vacationing in a major city. He will be fairly reliable in a crisis, but the last violent situation he was in was when Tommy Roberts beat him up in 8th grade. However, he is extremely reliable (which is why his wife married him).

Laura Hesten-Greene, Accountant

STR: 13 Con: 15 SIZ: 13 INT: 13 POW: 14 DEX: 14 APP: 15 EDU: 17 SAN: 70 HP: 14

Accounting: 65%, Climb: 58%, Credit Rating: 25%, Jump: 44%, Law: 12%, Library Use: 45%, Navigate: 21%, Ride: 26%, Swim: 56%, Track: 15%, Rifle: 45%

Damage Bonus: +1D4

Weapons: .22 Rifle Shots/Round: 1 Damage: 1D6 Range: 40 Shots: 8

Description: Laura Hesten-Greene is forty seven years old. She has brown hair and dark brown eyes. She has a visible scar on her left cheek, from where her previous husband hit her with a bottle. He was a wealthy lawyer and she was his “trophy

wife.” After years in an abusive marriage, she left him. At first she thought she was not going to make it, but she got involved in a support group that was heavily involved in athletics and confidence building. She went back to school and earned a degree in accounting. She met Jeff Greene at work and married him because of his loyalty and reliability. Laura Hesten-Greene is hard working, confident and very focused. Although she is an accountant, she is a “woman of action” and she loves to climb, swim and go target shooting. She has brought a .22 target rifle along with her, even though Jeff Greene does not like guns. She is not prone to panicking and will be all for an active strategy against the Wrong.

Jack Coney, Loud Mouth

STR: 12 Con: 13 SIZ:16 INT: 12 POW: 11 DEX: 11 APP: 12 EDU: 14 SAN: 55 HP: 15
Accounting: 24%, Bargain: 58%, Credit Rating: 45%, Fast Talk: 70%, Law: 15%,
Persuade: 25% Psychology: 35%

Damage Bonus:+1D4

Weapons: None.

Description: Jack Coney is fifty one years old. What little hair he has is black and he always has a cigar in his mouth. Everything about him is loud (except his actual income): loud voice, loud clothes, etc. Jack Coney sells used cars in New Jersey and is one of the most successful dealers in the state, mainly because he is great at talking people into buying what they don't need. His favorite phrases are “Let me tell you this...”, “I have such a deal for you”, “and I know just what you need.” He will always try to take control of any situation and will try to come out on top, preferably with a fast buck. Outside of the car business, he has no clue and he is secretly a complete coward. So, if the investigators allow him to participate in the planning or (God forbid) take charge, they will all be in trouble.

Matilda Coney, Wife of Loud Mouth

STR: 9 Con: 8 SIZ:13 INT: 11 POW: 10 DEX: 11 APP: 13 EDU: 12 SAN: 50 HP: 11
Bargain: 28%, Credit Rating: 35%, Fast Talk: 35%

Damage Bonus:0

Weapons: None.

Description: Matilda Coney is forty eight years old. She has light brown hair and brown eyes. She is fairly out of shape and overweight. Like her husband, she is fairly loud. She will go along with whatever his husband wants to do. She has a small “yippy” dog named “Precious” which she adores more than life itself. Needless to say, the Wrong should rip Precious into tiny bits.

Dr. Eugene Shider, Henpecked Husband

STR: 11 Con: 12 SIZ:12 INT: 14 POW: 7 DEX: 14 APP: 12 EDU: 18 SAN: 35 HP: 12
Accounting 15%, Biology: 50%, Chemistry: 25%, Credit Rating: 45%, First Aid: 65%,
Library Use: 35%, Medicine: 57%

Damage Bonus:0

Weapons: None.

Description: Dr. Eugene Shider is almost six feet tall, but he is extremely thin and gaunt looking. He is forty seven years old. His eyes typical have a look of desperation and hopelessness in them. He has blonde hair and brown eyes.

Shider has been controlled by others all his life and he is just about to the breaking point. As a child, his parents made all his decisions for him and carefully molded him into what they wanted him to be. When he went to college, they forced him to attend the college in his home town and made him live at home. Even though he wanted to be a teacher, his parents forced him to go to medical school. His parents even picked out his wife for him and she more or less took over for them in dominating the poor man's existence.

The one thing that has kept Shider from going over the edge was the fact his uncle owned a cabin on Hansen Island and while he stayed on the island he was mostly left to his own devices (his parents assumed he wouldn't be able to do anything on the island). Since his uncle died and left him the cabin, Shider has been taken his vacations at the island, alone. However, this time his wife (suspecting that he might be having an affair or, worse, doing something he enjoys) made him take her along. She hates the cabin, the island, the people, the lake and perhaps even the entire state of Maine. She will eventually push him over the edge and he will take the actions described above.

Betty Shider, Shrew

STR: 8 Con: 9 SIZ:9 INT: 10 POW:12 DEX: 13 APP: 14 EDU: 12 SAN: 60 HP: 9

Art 10%, Art History: 22%, Credit Rating:35%, Persuade: 20%

Damage Bonus:0

Weapons: None.

Description: Betty Shider is a small, attractive woman whose appearance is marred by the constant sneer of disgust on her lips and the cruel vacuity of her eyes. She has brown hair and blue eyes. She is thirty seven years old.

Betty Shider (formerly Betty Ferstuver) is from an "old money" family in Massachusetts. Her parents and the Shiders more or less arranged the marriage for their children. Betty was spoiled rotten as a child and her parents convinced her that they (and she) were better than anyone else. Betty is used to dominating and controlling all those around her and expects the deference she believes her wealth is due (even though she has not earned a penny of her money). She makes Eugene Shider's life a living hell because of the person she is and how she acts.

Betty Shider hates the cabin, the island, the lake and the people that are not her "equals." By the time the action gets started, she will have worked her way up to hating the whole state of Maine. She will attempt to boss everyone around and will make all sorts of unreasonable demands. She has little concern for anyone other than herself and will expect other people to treat her as someone very special. This traits can be used to annoy the investigators and interfere with their operations. For example, she might decide that she needs to use some critical piece of equipment, such as a radio, boat or light and simply take it. If caught, she is likely to simply break an item rather than turn it over. She is also prone to screaming when she gets

frustrated or angry, which might attract the Wrong.

The Wrong

The Wrong

| Characteristics | Rolls | Averages | The Wrong |
|-----------------|------------|----------|-----------|
| STR | 1 D6+18 | 21 | 22 |
| CON | 1 D6+18 | 21 | 23 |
| SIZ | 2D6+6 | 12 | 13 |
| INT | 2D6+6 | 12 | 15 |
| POW | 3D6 | 10-11 | 11 |
| DEX | 2D6 | 7 | 9 |
| HP | | 17 | 18 |
| Damage Bonus | | +1D6 | +1D6 |

Move: 6

Weapon: The Wrong attacks with its "hands", at 50% doing 1D3+db. If the Wrong strikes with both hands, it will rend the victim for an additional 1D4+db.

Armor: None, but impaling weapons do 1 point of damage and all others do half damage. The Wrong can also reform itself at the rate of 3 points per round.

Sanity Loss: 1/1D8 Sanity points to see The Wrong.

Skills: Listen 45%, Hide: 65%

Description: The Wrong is an extremely rare sort of being, in fact, only one is known to exist. The Wrong arose when certain chemicals from a secret military dump were washed into a swampy area and interacted with the slime and algae coating Mr. Hansens' remains. As the summer came, the swampy area dried a bit, allowing the bones and coating to bake in the sun. From this terrible mixture arose a truly alien intelligence embodied in a horrid mixture of slime, mold, algae, muck and human bone.

The Wrong looks roughly like a man made out of muck, slime and algae. It does not have any real features, like eyes, nose, mouth or such. It moves with a sort of rough shambling and pieces of it slough off as it walks. Pieces of it occasionally dry up and flake off, making it an unpleasant sight.

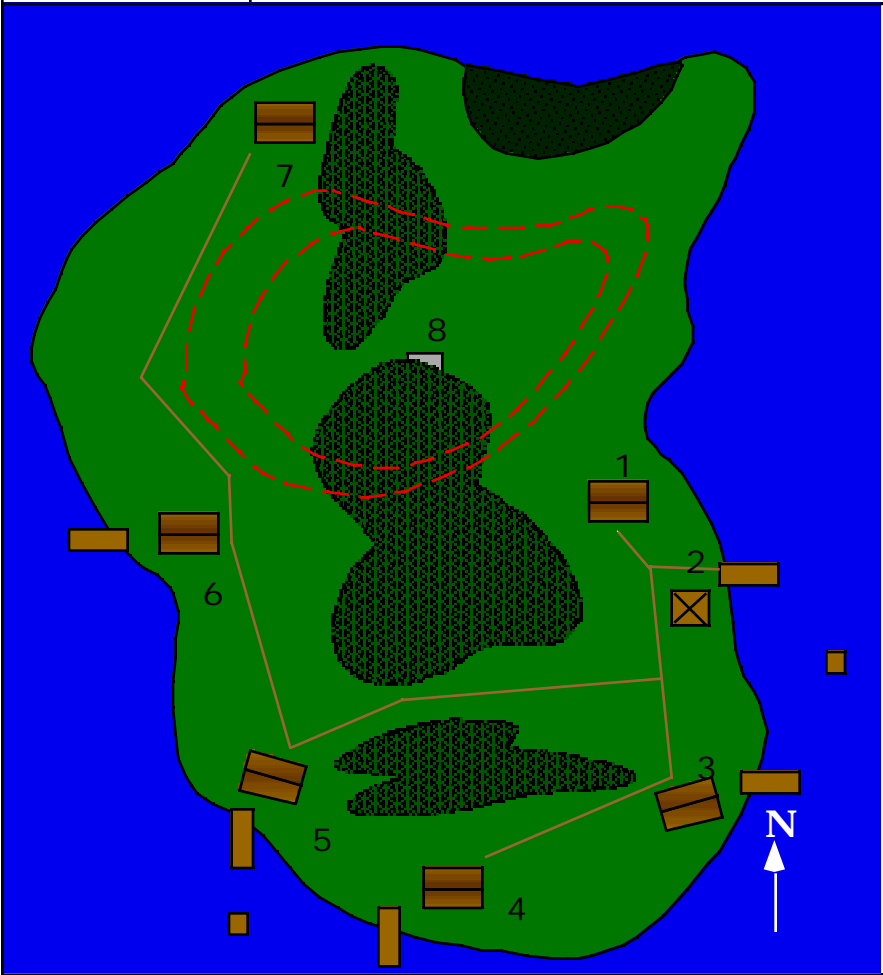
The Wrong lacks conventional sense organs, but it can somehow sense its environment enough to get around as well as a human being. It has senses that are roughly equivalent to human vision and hearing, although it lacks a sense of smell. The Wrong feeds on just about any organic material, absorbing it slowly into its

mass.

The Wrong is extremely intelligent and curious, but it lacks knowledge and experience. It is not truly evil, since it does not act from malice or cruelty, however it has no sense of morality and is so alien that it is probably incapable of developing anything like human morality. When it acts, it acts out of curiosity and in accord with its alien intellect and motivations. It will do terrible things for what appear to be no discernible reason, such as tear living things apart, simply because of what it is.

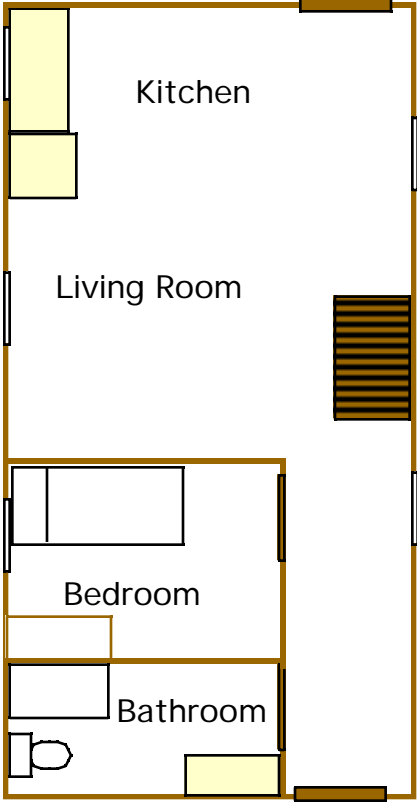
The Wrong engages in combat by smashing at its victims with its "hands." It does not really understand fighting, for example it will spend minutes tearing apart one victim, examining its parts carefully, while other people are shooting at it. The Wrong is exceptionally difficult to destroy. Its "body" has no vital organs and the muck that makes it up will simply be splattered or pushed away by physical attacks. Attacks against it by impaling weapons only inflict 1 point of damage, attacks by other weapons inflict half damage and it is not affected by poisons and such. It is, however vulnerable to fire and acids. Regardless of the damage done by conventional attacks, it will reform itself at the rate of 3 points each round. The only way to permanently destroy the Wrong is to destroy its entire physical mass or disperse it completely. This can be accomplished by an intense fire, such as a bonfire or by forcing it into a fast moving body of water that will slough away its physical mass. This could be done by physically dragging the Wrong through the water using a powerboat. In general, to destroy its entire physical mass, an attack will have to inflict its twice its full hit points in one round, or continuously damage it in such a way that it eventually reaches a negative number equal to twice its hit points (so this Wrong would have to be brought to - 36 before it is destroyed). Because of this quality, the Wrong is extremely difficult to destroy.

Hansen Island

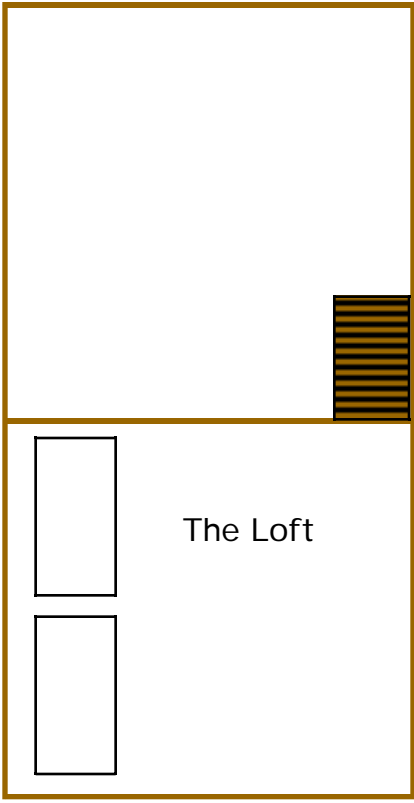


Cabin Map

First Floor



Loft



Hansen Island

Players' Map

