

Out of the Depths CoC©1992, 1998

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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 she 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.

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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 can 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.

