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**ADAM GAUNTLETT
& FRIENDS**

for 7th Edition
CALL of CTHULHU
MODERN DAY





STYGIAN FOX

CHESTER & NORTH WALES, UK

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ALL THE DARK MINIONS OF PATREON

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BACKGROUND



In 2017, Ukrainian Andrej Stefanyk is arrested for transporting migrants from Turkey. As skipper of the yacht *Mako*, he and his two-man crew ferried North African migrants to a safe haven - those who could pay. Andrej's syndicate, based in Ukraine, offers a luxury service for families who cough up €8,000 or more. Andrej, a former soldier with a forged skipper's certificate, made very good money, so long as he kept his mouth shut and told no tales.

It all fell apart in May 2017, when the *Mako* took €15,000 to transport one passenger: a young girl. Andrej couldn't understand it, and neither could his Moroccan crewmen, but the money was good and his syndicate confirmed the job was legitimate. The girl was left at the dock by her silent family, and Andrej agreed to take her to a small town in Sicily as anywhere in Greece had become too congested and the focus of the world's media. Her family didn't say anything about the pick-up on the other end; by this point,

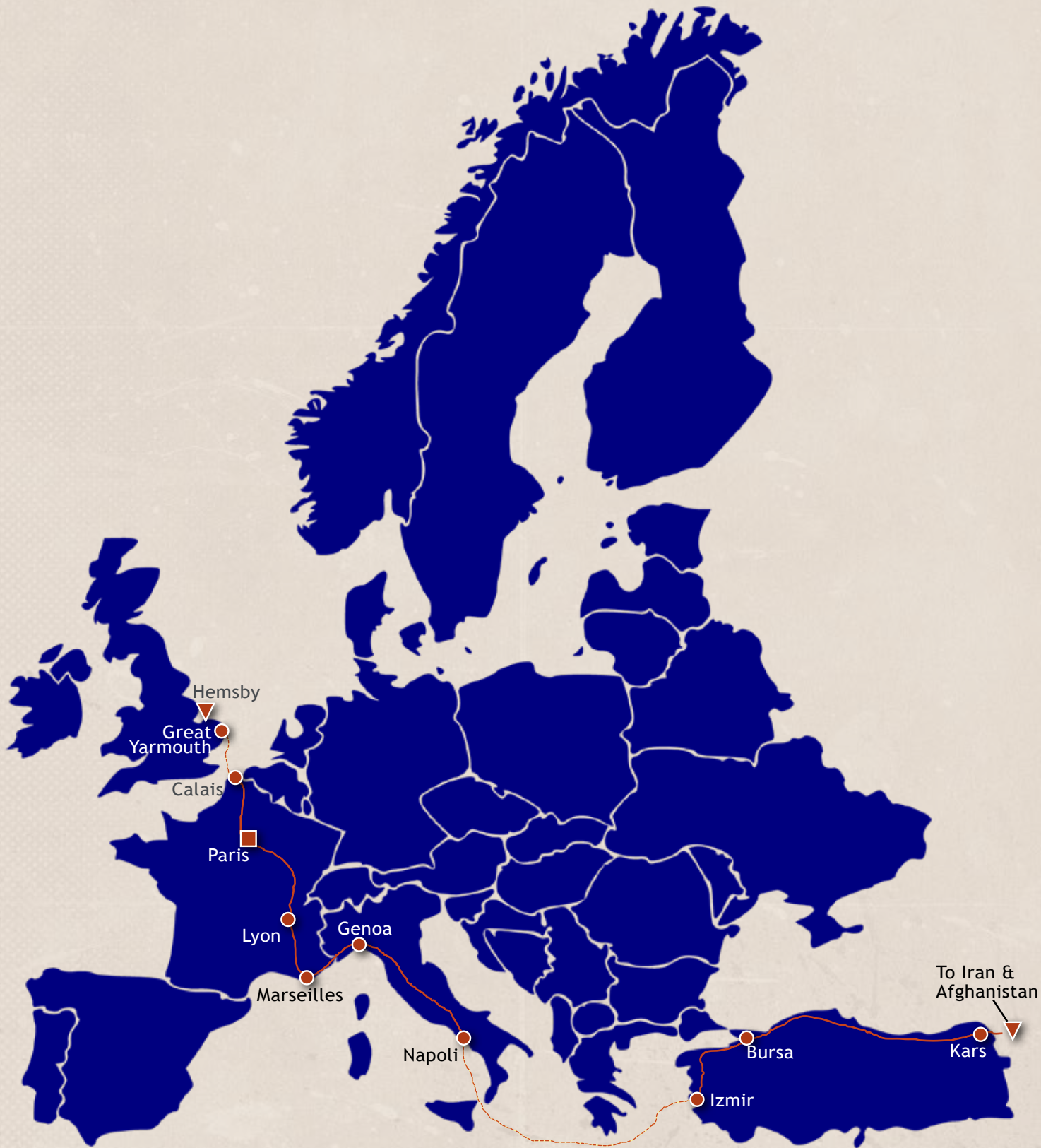
Andrej didn't care.

Andrej was arrested by the Italian authorities when the *Mako* was discovered adrift, not far from the coast of Naples apparently having drifted past Sicily. The Moroccans had vanished, and so had Andrej's child passenger. Andrej told stories nobody believed, about shadows in the night, and a creature with terrible thirsts. Since he wasn't willing to help convict his syndicate friends, he was thrown in jail and forgotten.

One item vanished from the evidence locker: the girl's toy bear. Nobody noticed.

The Truth

The bear houses a spirit, known to the ancients as a night-walker, a soul-eater, who wanders in the plains. It's embodied in an old relic, a shard of cuneiform on pottery. It has to hide this artefact, and the bear - stuffed with hair and shreds of flesh from its kills - is



- Land Route of the Bear/Night Hag
- - - Sea Route of the Bear/Night Hag
- Capitol
- Major City
- ▼ Other Locations

the perfect vessel. During the day it relies on its innocuous appearance for protection. The creature can enthral victims, commanding them to pick up, care for, and protect its mundane form. This works best on children, but adults can be affected.

Typically it uses this ability to travel; that's how it got from Afghanistan to Italy via Turkey, from there to France, and from France across the channel to Norfolk and England. The one thing it hasn't anticipated is Andrej. Delusional and consumed with rage, its former savior has relentlessly pursued it, determined to destroy the creature. The other is the player characters.

Hemsby, Norfolk

Hemsby is a seaside resort, a couple thousand souls heavily reliant on tourism for their living. It's mentioned in the Domesday Book and boasts a Grade II listed church, St Mary the Virgin, built in the 12th century. It sent its sons off to the Great War, and a memorial commemorates their loss. A bunker and some defenses left from the Second World War dot the beaches.

When Pontins Holiday Camp, Hemsby's main attraction, shuttered in 2009, Hemsby had

to scramble to find a new way of bringing tourists in. Pontins in its heyday brought in thousands; it kept Hemsby afloat. Hemsby's solution was Hemsby Beach, featuring fun-fairs, cafes, amusement arcades and accommodation parks. Meanwhile the former Pontins remains abandoned. It's caught fire twice since its closure. The latest scheme is to replace it with holiday chalets.

Hemsby's biggest problem, apart from money and heroin, is erosion. The beach, its dunes, and the cliffs with their holiday chalets on top, has been steadily destroyed, with the damage increasing significantly in recent years. In heavy weather, houses have collapsed into the sea.

There is no train service. There is a bus service. There is an active volunteer lifeboat service, Hemsby Inshore Rescue, with two boats. Hemsby has three pubs: the Lacon Arms, right on the water, King's Head, and the Bell. Plus a couple takeaways and smaller bars. There's crime in Hemsby, but not much of it; just a scattering of violence, antisocial incidents, drugs, burglary and arson. Violent crime and antisocial behavior are by far the most frequent reported crimes.

It's a quiet little spot on the coast, in an area famous for storms, Black Shuck, wrecks, raiders and smugglers. These days people smuggling's taken over from the old trade in tea, Dutch gin, and brandy, and it doesn't always end well ...



The view down to Hemsby from Park Point & the Carmody Trail





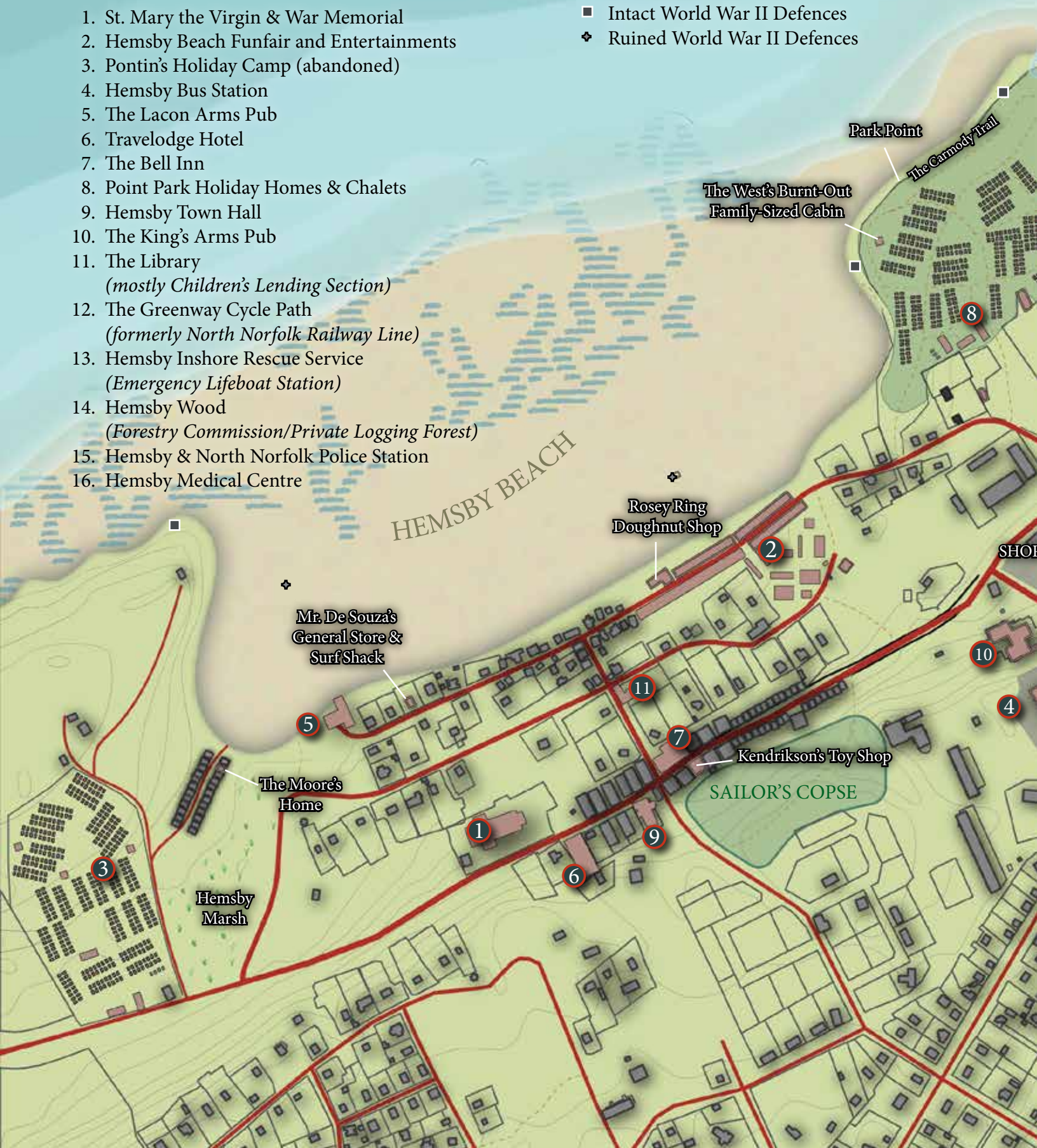
Hemsby

A Quiet Seaside Town In Norfolk



1. St. Mary the Virgin & War Memorial
2. Hemsby Beach Funfair and Entertainments
3. Pontin's Holiday Camp (abandoned)
4. Hemsby Bus Station
5. The Lacon Arms Pub
6. Travelodge Hotel
7. The Bell Inn
8. Point Park Holiday Homes & Chalets
9. Hemsby Town Hall
10. The King's Arms Pub
11. The Library
(mostly Children's Lending Section)
12. The Greenway Cycle Path
(formerly North Norfolk Railway Line)
13. Hemsby Inshore Rescue Service
(Emergency Lifeboat Station)
14. Hemsby Wood
(Forestry Commission/Private Logging Forest)
15. Hemsby & North Norfolk Police Station
16. Hemsby Medical Centre

- Intact World War II Defences
- ◆ Ruined World War II Defences





The Carmody Trail

13

The Hemmen

BOADICEA
COACH WORKS
(CLOSED)

St MARK'S

GEOMEDICA
(NORFOLK)

16

SEAVIEW
SHOPPING PRECINCT

HEMSBY
SCHOOL
(ALL GRADES)

15

OLD STATION
ENTERPRISE CENTRE

12

MCDONNELL & PRICE
PAPER FACTORY

14



THE OPENING SCENE




This scene assumes the characters are in Hemsby. Perhaps they live in Hemsby, or are on holiday there. If the investigators are already seasoned seekers into mystery, they might be following up on old Norfolk legends about Black Shuck, or skeletal coachmen stealing away luckless brides on their wedding day. Alternately they could be investigating something more modern, such as the possibility those fires at Pontins were the work of unnatural creatures, like Fire Vampires.

At about one in the morning, they are awoken by a terrific din coming from a house nearby. A woman calls for help. Someone

screams. There's a massive bang, as if a sledgehammer smashed the side of an SUV. Someone runs past, at full pelt. Anyone who looks outside sees dark smears on the foot-path directly outside the house.

The noises come from one of the holiday homes overlooking the ocean, right on the cliff edge. The character may (*Idea*) remember who's living there now, a family from Oxford with a teenage son and young daughter. The car alarm's going off on what looks like an expensive four-wheel drive, parked on the road just outside the cottage.

The investigators have the option of calling the police, or going to help.

Going to help can mean following whoever it was running down the street, or going up to the cottage.

If the investigators follow the person running down the street, they soon find a teenage boy hiding in the public phone box, the only one on the street. Blood pours from a head wound, his eyes are wide but unseeing, and he screams whenever someone shines a light at him or tries to open the phone booth to help him. *SAN O/1D2*, and a successful *Psychoanalysis* or hard *Persuade* is needed to get him calm enough to accept help. Even then, he's too terrified to say much more than his name (*Ben*) and that "*it got Dad!*" He's badly injured and needs *First Aid*; otherwise he passes out and goes into shock. If this happens, he never regains consciousness.

Anyone going up to the cottage finds a bloodbath. The front door's been destroyed, by a single tremendous battering attack.

Spot Hidden: whatever it was, the attack came from inside, and blew the door out. The door's thick, solid wood; it would take tremendous strength to do this, particularly in one blow.

The SUV's side door has been ripped off, and the driver's seat is soaked in blood. Whoever was here didn't have time to start the car; the key fob's on the curb, along with two fingers and most of a wallet, belonging to *Keith West*. [*Forensic* investigation will later determine that the fingers also belong to Keith.]



The cottage is a small holiday chalet, built in the last twenty years. It's comfortable but not ostentatious, and its main feature is its beautiful views across the sea. Moonlight glimmers on shifting waves, and a cool, salt breeze blasts in through the chalet's shattered picture windows. It has three bedrooms, two bathrooms, a living room, small outdoor patio and kitchen.

Most of **Mrs. West** is in the kitchen. The oven was on when the attack took place, and is within moments of catching fire due to the refuse thrown on the hob by the mayhem. As it's a gas oven, the likely result is a fireball that will take the kitchen and a fair chunk of the living room with it, along with what's left of Mrs. West. **Spot Hidden** with a bonus die realizes this in time to shut the oven off.

One of Mrs. West's legs is thrust into the pantry, but most of her lower half is spread indiscriminately over the floor and walls. There's nothing left of her above the waist. **SAN 0/1D3**.

If the fire spreads, then the entire chalet catches fire. This isn't serious enough to pose an immediate threat to the investigators, but if they don't do anything about it then the chalet will burn down. There is emergency fire-fighting equipment in the chalet, near the kitchen. Prompt action delays the fire long enough for the fire brigade to put it out.

Evidence found in the kitchen (without **Spot Hidden** if the explosion doesn't happen, with **Spot Hidden** if it does): a **smartphone**. **Electronics** bypasses the phone's modest security, or Hard **Electronics** gets the data if

the phone was caught, and damaged, in the explosion.

Data on the phone: most of it's personal and not relevant to the incident. Several of the most recent photographs show a young girl with a ragged, water-damaged teddy bear. By the expression on her face, she clearly loves it. **Psychology:** judging by the look on her face, she's enraptured by it, the same way a Jonestown cult member idolized Jim Jones. This goes well beyond a girl's love for her favorite toy. The bear appears in none of the previous photos; it must have turned up in the past few days. Any investigator who sees these pictures thinks they saw that bear somewhere before. See also **Looking for a Lost Teddy Bear**.

The final shot is very blurred, and all that can be seen is a running figure making for the front door, while something large, black and fast-moving lashes out at the photographer. **SAN 0/1, +1 Mythos**.

The girl, **Lucy**, is not in the house. She ran down to the beach, injuring herself badly enough to slow her to **MOV 5**. She's running up and down the beach looking for '**Boofuls**'. **Psychology** or Hard **Persuade** calms her enough to get her talking, but she's too young to really understand what's going on. All she knows is, mommy tried to make her throw away Boofuls, saying Boofuls was stinky and bad. After that, she knows nothing. She doesn't know how she first found Boofuls. As far as she's concerned, she's always had Boofuls.



Lucy & Boofuls

The police will arrive soon after the incident. If the investigators didn't get involved straight away, or called the police but didn't do anything else, then the police get there soon after the explosion, and the fire brigade arrive about twenty minutes after that. By that time the fire is well and truly blazing, and by morning there'll be little left of the chalet but ashes. Fortunately, the fire brigade stop the blaze spreading to nearby houses.

The police, and next day's newspapers, chalk the incident up to a home invasion gone wrong. Mr. West is officially described as Missing, and an appeal for information or witnesses is put out in the papers and local television. Even national media get in-

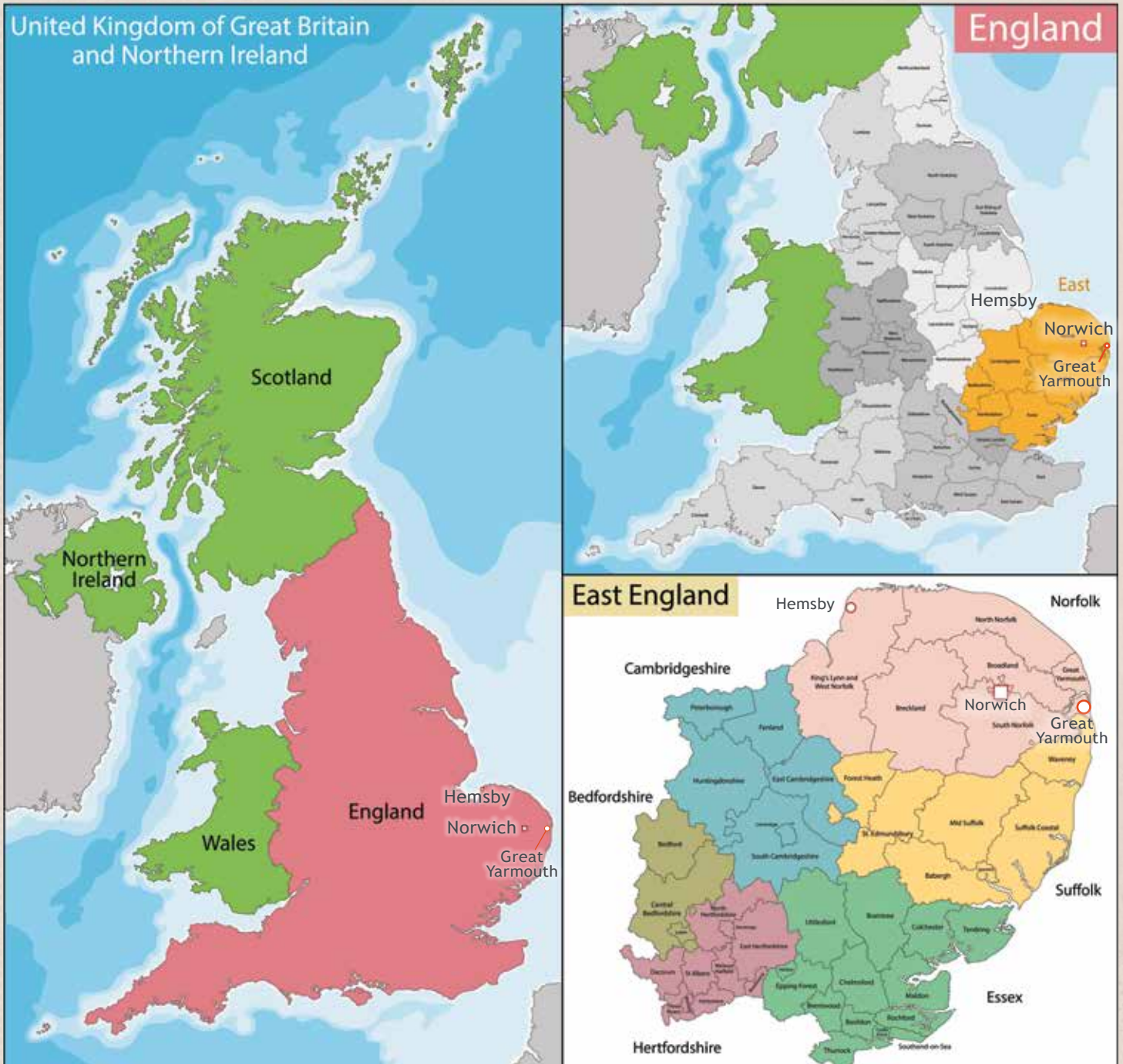
involved, for about twenty four hours, before moving on to the next big thing.

An investigator who can plausibly claim prior friendship with the police, or the media, can learn (**Charm, Persuade** or similar) that the police believe a small gang of not more than three people went after Mr. West, and in the ensuing struggle Mrs. West was killed. [This is more plausible if an explosion and fire happens, as it destroys much of the evidence that might prove otherwise.]

They think this is related to an incident Mr. West reported earlier that day. According to the incident report, Mr. West complained that "a foreigner" approached his daughter while the family was at Hemsby Beach. The

man wanted to take away Lucy's teddy bear, and Mr. West stepped in. There was a brief altercation, but the man fled without a fight when other members of the public stepped in to help. According to the report, the unknown man was probably foreign, possibly an illegal immigrant, living rough, judging by his condition. He was tall, bearded, and

strong. One of the witnesses saw a distinctive tattoo, a rosary entwined around a skull and a knife, on his right forearm. A **Hard Library Use**, **Hard Law** or similar recognizes the imagery as common among those who've been in Italian prisons. The knife signifies vendetta, the skull a mocking invocation of mortality.





GOING FORWARD



Possible avenues of enquiry:

- The images on Mrs. West's phone.
- The children; Ben may not have survived, but Lucy will.
- Finding out more about the West's last hours.
- Finding out more about the foreigner who attacked the Wests.
- Looking for a lost teddy bear.

Mrs. West's Phone

According to its GPS function (**Electronics**, or **Hard Electronics** if it was damaged in the explosion) the Wests spent most of their last day at Hemsby Beach.

Also according to the GPS, the first photo with the bear was taken while the family was walking the dunes at the bottom of the cliff edge next to their holiday chalet. The bear must have drifted in on the tide.

Texts to Mrs. West's sister show Mrs. West was upset with her daughter Lucy. *"The silly thing's picked up some horrible thing off the beach, and now she won't be parted with it! I've got to get that bear away from her before we go back - you can't believe the smell!"*

None of the family's other electronic devices survive, whether or not the explosion happened. They were destroyed, crushed or smashed by something with great strength. If the investigators go through text messages and similar stored in the cloud, assuming they have the skills to get to these messages, they find nothing more detailed than the information on Mrs. West's phone.

The Children

Ben and Lucy were taken to Hemsby Medical Center in the first instance, and then the James Paget University Hospital in Great Yarmouth soon afterward.

The investigators must make **Hard Fast Talk** or **Hard Charm** checks to work their way past the bureaucracy, with a *bonus die* if they can credibly claim medical expertise or have police contacts. Investigators who actually are police or similarly official don't need to make this test.

If Ben survived, then he's conscious and compos mentis. According to him, Lucy picked up the bear, Boofuls, from the beach. It had drifted in on the tide, and stank, but she loved it at first sight and would not be parted with it. Mum was upset, but she didn't challenge Lucy straight away. Later the next day, when they went to Hemsby Beach, a stranger demanded Lucy hand

over the bear, but she refused, and a fight started. Ben thinks the man was Ukranian or Russian; he has a friend at school from Ukraine, and the man sounded just like him. The last Ben saw, the man was running "up the beach" (in the direction of the abandoned Pontins park). Ben knows very little about what happened on the night of the attack. Something large came out of the dark and took his family away. That's all he remembers.

Lucy is only six, and the shock of the last few days has regressed her back to her three-year-old persona. **Psychology**: she's coming out of a deeply traumatic event, but it's not just that. It's as if she had been under the control of a dominant personality, and now that personality's gone. The subsequent trauma's too much for her to handle. **Hypnosis**: she talks as though Boofuls was in the room. "*What shall we do, Boofuls? [Boofuls voice] KILL THEM ALL!*" No stats given, but assume Lucy has **Brawl** 15%, damage bite 1D2.



THE LAST HOURS



The Tide Is Out

The investigators will need to ask a lot of questions. Neighbors, shop owners, concession owners and the general public can all help build a picture that shows what happened the day the Wests died. If the investigators can plausibly get hold of security camera footage, that helps too.

The police and local media are also informative, if they can be **Charmed** or **Persuaded**. Most people are all too willing to talk. It's the biggest thing that's happened in Hemsby for some time.

The day started like any other. They ate breakfast at home, left about ten, and made a leisurely way to Hemsby Beach. They spent some time at Lost World Adventure Golf, went on to an arcade briefly, and walked to a donut shop for a snack. This was at about two thirty.

The foreign attacker caught up with them outside the donut shop. He'd been trailing

them for some time; security camera footage shows him following the family for at least twenty minutes. He made his approach while the family stood outside the donut shop, looking at the menu. There was an argument, and he punched Mr. West hard enough to knock him down. Other people came out from the donut shop to help, at which point the foreigner ran away.

Security cameras, (and a bewildered donut shop cook, *Mika* from Syria, concerned about her visa status), saw the bear move when the foreigner came close. It turned its head, making a soundless snarl at Andrej, then glanced at the camera before going back to a normal stance (for a teddy bear). This incurs a **SAN** loss of 0/1.

The family made a statement to the police when the police arrived, and that took about an hour to resolve. After that, they went to the *Lacon Arms*.



“The Foreigner”
(Andrej Stefanyk)

The foreigner went after them. He spoke to a friend of his at the Lacon Arms, (security camera footage, a barman named John, Ben West, all saw and can confirm this), but left empty handed.

The friend is a dishwasher at the Lacon Arms, *Veronika Holub*. She knows Andrej, and has helped him. **Hard Persuade** or **Fast Talk** needed, with a *Bonus die* if the investigator speaks Ukranian, or has more than 25% **Intimidate**.


Veronika, (dark hair, smokes like a chimney, lots of tattoos), knows Andrej from his time with the people smuggling syndicates. She used to work for the same people, but decided to make a clean break before she ended up in the cells, or worse. She saw Andrej begging on the street and offered him food, and ever since he’s been coming to her for help - usually a place to wash up or sleep, *“better than that rat hole he’s in now.”*

According to Veronika, Andrej is obsessed with a monster he encountered, that devoured his crew and *“ate his brain - what little there’s left of it.”* The beast once

forced him to help it get away, and now he’s determined to end it before it can hurt more people. She thinks he needs psychiatric help, but she won’t get the authorities involved in case they start looking at her own immigration status.

“I would never let him hurt a child, but he said it wasn’t about that. It was about the zabavka - the toy.” She didn’t really understand this part, and didn’t want to. Whenever Andrej talked about it, he became very agitated.

If **Hard Persuade** or **Regular Intimidate** is used, she’ll help the investigators track down Andrej.



Veronika Holub

The Stranger

Andrej Stefanyk is hiding in the abandoned Pontins park.

The park has suffered two arson attacks and is an eyesore which the council would prefer was removed, but its plans to replace the holiday park have yet to come to fruition. Homeless and transients regularly break in, looking for shelter, and bored teens also sneak in, to drink and party. The park stinks of mold, damp, beer, and excrement. Many of the cabins have been damaged by fire, neglect, and willful vandalism. The police swing by here every so often to make sure nothing too awful's going on, but they have better things to do than keep watch 24/7 on an abandoned holiday park.

In its heyday, this camp provided accommodation and entertainment for over 2,000 people. The goal was cheap family fun, so there were rides, play areas, arcades, dance halls, a bar, ice cream shop, swimming pool, pool hall, launderette, a theatre - everything to keep families occupied.

Andrej is in hiding, planning his next move. He knows what happened to the Wests; he saw it in his nightmares, thanks to the connection forged with the *Night Hag* through repeated **Mental Suggestion**. He's basically feral after escaping prison, trekking across half of Europe to get here and kill the thing he hates more than anything else alive. It will take hard **Persuade** to get him to cooperate in any way, though this is reduced to Regular difficulty if the investigator also has **Psychoanalysis** greater than 20%.



If captured, or threatened with **Law/Intimidate**, he immediately shuts down and becomes completely uncooperative. The investigators can't frighten him; he's dealt with much worse people than them, in prison and in his former syndicate.

If Persuaded, Andrej says the creature - he calls it a dybbuk - is extremely dangerous and must be destroyed. He is very insistent about this. **Psychology** realizes he's completely sincere, almost pathological, about killing the creature. Moreover he claims to know how it can be done. A man he met in prison taught him a ritual that will help 'cleanse' the 'stone that is its heart.' This is true, so far as it goes. Andrej can cast this ritual despite not having any **Occult** knowledge. However Andrej doesn't realize the ritual has to be conducted during the day, with sunlight on the stone. He doesn't understand the ritual well enough to teach it to someone else; he knows it by rote. He says if the creature is not destroyed it will

kill again, and again, and again - like it killed his crew. He swears on his mother's life he shall not harm anyone, nor did he ever intend any harm to come to the Wests. Knowing they died, and how they died, drives him near-incoherent with rage and sorrow. He sees this as a personal failure, and vows not to fail again. **Law** used in conjunction with his photo, a detailed description (including his tattoo), or his fingerprints, can trace his criminal history. He's wanted for prison break, assault, and various other criminal acts committed during his flight to the UK. If the police get hold of him, Andrej will be shipped back to Italy as soon as possible under a Europol arrest warrant.


Andrej is completely immune to the creature's **Mental Suggestion**, but if it tries to use that ability on him, he goes into a berserk fury. In that state he will attack anyone who gets in his way, including the investigators or innocent civilians. This fury lasts for **1D10 rounds**.



Andrej's Tattoo



LOOKING FOR THE BEAR




If the investigators decide to look for the bear, their search will be long and largely fruitless. It certainly isn't at the burnt-out holiday chalet, or on the beach, or anywhere on the road. Hard **Spot Hidden** will find a few tracks, fluff, little bear footprints in the sand, a few random locals seeing "an amazing remote control bear" thinking it's a promo stunt for the next installment of the 'Ted' franchise, but they are inconclusive. However, anyone who finds those tracks also sees traces of human blood, and, if they are lucky enough to have access to a DNA lab, forensic analysis shows this blood isn't just from the Wests. Some of the traces are weeks old, some very recent, and they come from many different sources. Ethnically the traces run the gamut, from the elderly to the young; Europeans, Asians, and Africans. Whether they are local is unknown and nearly all DNA and blood evidence is fragmentary anyway due to time in the open.

The creature is an opportunistic feeder. It doesn't need a daily supply, but it's a glutton. Perhaps following on information from Mrs. West's phone, the investigators can discover (**Library Use**) that the bear recently featured in an article posted online and in the *Norwich Evening News* newspaper.

The bear was part of a small collection of personal effects found on the beach not far from the West's chalet. A spokesman from the *Hemsby Inshore Rescue Service* unincorporated charity said there was a strong possibility that the items came from a wrecked people smuggler.

"These boats are often overloaded, show no navigation lights, don't put up flares when they get into trouble, and the crews don't always know the Broads well enough to make it to shore," says the spokesman. *"Though we hope we're wrong, it could be that this is all*

that's left of some poor souls who didn't make it. There may be hope that they got blown off course and landed somewhere up the coast but we don't know."

If the investigators ask the lifeboat charity directly, they discover that all the items were passed over to the police. However **Psychology** realizes that one of the lifeboat volunteers, **Gordon Tungate**, (serious, forties, a keen deep-sea angler), is slightly dazed and confused when asked about the bear. He doesn't remember whether the bear was part of the items handed over or not. One of his colleagues, **Mary Goodrum** (30, first aid expert, plenty of scary anecdotes about the sea and safety), remembers seeing Gordon with the bear, marching down the beach, but he didn't reply when she joked about it, and she forgot about the incident, until the investigators start asking questions.

If the investigators wonder why the bear didn't attach itself to Gordon, it's because Gordon is single, and lives alone. The Night Hag wanted more stimulating prey. It mentally dominated him and got Gordon to drop it further down the beach, close to the holiday chalets. He doesn't remember any of this, but he does have a peculiar aversion to toys and stuffed animals now.

The lifeboat charity doesn't have the personnel or means to carry out anything like an investigation, but they know, from asking other boaters and keeping a careful watch, that there hasn't been a wrecked boat or any bodies spotted, or washed into shore. A wheelie-case had some wet clothes and



Gordon Tungate

Mary Goodrum



a Tunisian passport, but that was the only clue as to the possible identity of whoever it might have been.

Investigators who walk about Hemsby asking about stuffed bears, perhaps pretending that their child lost a beloved stuffed animal, need **Luck, Charm, or Art/Craft**. A successful check means they find **Kendrickson Toys**, a hobbyist shop that deals mainly in games and models for teenagers, but has a small section for younger children. Kendrickson has a 'Build-Your-Own' desk for stuffed animals, and the shop owner, **Sarah Kendrickson** (tall, schoolmarmish, Doctor Who fan), remembers a young black couple who came in earlier that day, with their little boy in tow. The boy clutched a beloved,

water-damaged and smelly bear, and the couple wanted to do what they could to repair it. The boy refused again and again, and burst into hysterical tears. The couple had to take him away, without doing anything to the bear. Sarah doesn't remember their names, but thinks she's seen the woman before, and thinks she's local. "Someone in uniform ... Post Office? No, not that - but someone like that." She doesn't keep security cameras in the shop, but if the investigators think to check, the shops next door and across the street all have cameras, which caught images of the couple as they walked away. **Electronics** needed to get useful footage, **Persuade** or **Fast Talk** to get access. See further **Tracking Down The Moores**.



Sarah Kendrickson



MIDPOINT



At this stage the investigators should be aware that there is a hideous creature preying on people, disguised as a toy bear. They should be aware that former people smuggler Andrej Stefanyk is somehow involved, and is currently hiding at the abandoned Pontins park. They should know the bear is still out there, probably hiding with a new host family.

In the scenes to come there will be an Antagonist Reaction: **Nightmares**, and possibly also a second Antagonist Reaction: **Exterminating Andrej**.

The investigators will need to track down the Moores, who currently have the bear. They will also need to discover a means of killing the Night Hag, assuming Andrej is not available to help.

Finally, they will clash with the Night Hag in **Endgame**, and either succeed or perish in the attempt.

Antagonist Reaction: **Nightmares**

The Night Hag knows the investigators are on its trail. Possibly it sensed them through

its former minion, Andrej. In any case, it knows, and wants to frighten them away. Its first attempt involves compelling its current host, little Liam Moore, to sit in front of a mirror with the bear in his arms, until the chosen investigator sees it. The Night Hag then lets a part of its blood-slick substance emerge from the bear carcass, and threatens Liam. The boy is completely oblivious, and laughs, but the message is plain: keep this up, and the boy's blood is on your hands. The Night Hag will **Implant Fear** as well, for good measure. 0/1D6 potential **SAN** loss.

However the Night Hag has made a tactical error. It allowed the investigator to see Moore's home. **Luck, Spot Hidden** or similar lets the investigator see something that helps the investigator find Moore's house. It might be shadows from the trees outside, a particular kind of wallpaper that must be visible from the street through a window, his mother's PCSO* jacket hanging over a nearby chair. Whatever it is, it's enough to narrow down the potential search options.

Its second attempt is even less subtle. It works out where the investigators are,

*PCSO, or police community support officers are members of the public who join the police service as a full time, paid officer but not as a full Constable, although this often leads to a full career with the service.

sneaks out at the dead of night, creeps into an investigator's bedroom and invokes **Nightmare**. In that nightmare, the investigator is a child again, playing with her best friend - the bear. Except it is getting colder, and darker, and Boofuls is much larger now than he was before. Boofuls stalks her through the house, room by room, until there's nowhere left to run ... 0/1D10 potential **SAN** loss.

In both these situations the Night Hag prefers to run away rather than fight. It doesn't need the bother. Already it's beginning to worry it may have caused too much fuss when it annihilated the West family. If the investigators insist, it will fight. Otherwise it prefers to run away if challenged.

The Keeper should remember its **Mimic** power. It can use this as a distraction, or a lure into ambush. That cell phone going off in the next room might not be a cell phone; that police siren in the street could be something else entirely.

Exterminating Andrej

Boofuls knows Andrej is out there. It can sense him, just as Andrej can sense the Night Hag. Boofuls isn't about to let someone as dangerous as Andrej run around loose, but, because Andrej is a threat, it isn't about to go at him head-to-head either.

This scene happens if Andrej either hasn't been found by the investigators yet, or has been found and is their ally, or at least not their immediate enemy. If Andrej has been killed or arrested, it won't happen.

Boofuls tracks Andrej to Pontins, following in

Veronika's footsteps as she brings him food. It doesn't need her to get to him; Boofuls can find Andrej on its own. It tracks Veronika because it wants to kill them both at once. In its ideal plan, it kills Veronika after she leaves Andrej, and then Mimics Veronika's voice to lure Andrej out in the open. If the investigators are at Pontins, or if they have some way of communicating with Andrej (did they leave him a cell phone, or give him their cell phone number?) then either they get caught up in the ambush, or Andrej calls them just before he goes out to confront Boofuls. Andrej isn't entirely fooled by Boofuls' Mimic, but he doesn't want to abandon Veronika, so he goes when it calls. If he phones the investigators, he leaves the phone on, which means they hear his final screams when Boofuls gets him.

Otherwise, assuming the investigators didn't track Andrej down, then the first thing the investigators know about it is when they hear about the killings in the news the next day. Both Andrej and Veronika are slaughtered, in much the same gory way that the Wests were. Their remains are found by some urban explorers searching the abandoned Pontins park.

Learning about their deaths second-hand, through the papers or local television, costs the investigators 0/1D2 **SAN**. If they have contacts in the media or police, and find out more about the killings through those contacts, the investigators are in no doubt that the Night Hag killed Andrej and Veronika. The kills were just too bloody, the strength displayed too strong - limbs ripped away, heads twisted off like champagne corks - for it to have been anything else. Officially

the police have no leads. Unofficially they believe the two were attacked by the same gang that killed the Wests, and are trying to track that gang down.

If the investigators are on site when Boofuls attacks, and intervene, then Boofuls quickly retreats as soon as it realizes Andrej isn't alone. If it gets a chance to ambush an incautious investigator, then it will, so long as it thinks it won't face more than one opponent in combat.

There's enough debris and abandoned buildings in Pontins that any attempt to start a fire quickly engulfs large portions of the

park. This might even happen accidentally if a player rolls 99-00% when discharging a **firearm**. It's been a dry summer and parts of the holiday camp are little more than kindling. Any fire started accidentally will get out of control in **1d4** minutes, any fire started deliberately will become an undeniable conflagration in **1d4** turns. This is certainly enough to force Boofuls to retreat, but it also gets the attention of the authorities. A fire is almost the only thing that will; otherwise no amount of screaming or loud noises will bring the police. Short of fire, gunfire or a 999 call, the law stays away from the park at night.



Pontin's Camp Offices Burn Down



TRACKING DOWN THE MOORES



Boofuls is living with a local family this time. Steven, his wife Sarah and their boy, Liam, live in a new build bungalow close to the beach. It's very modern, the roof leaks, and they're having a row with the builders over unfinished work. Steven works at the Primary School, and his wife is a PCSO (Police Community Support Officer) with the RPU (Road Policing Unit). They came out here because Steven was born in Norfolk, and they wanted somewhere nice for Liam to grow up.

Neither Steven nor Sarah like Boofuls, but nothing they can do or say will persuade Liam to give the bear up. They don't know where Liam got Boofuls, and Sarah's attempt to at least de-escalate the situation, by having Boofuls repaired and re-stuffed, ended messily, when Liam threw a fit in Kendrickson Toys (*Looking For The Bear*). They're in retreat for now, but Steven's patience is wearing thin. Sarah, the peacemaker of the family, is almost out of options.

Meanwhile, Liam will not be parted from Boofuls.

The Nightmare scene may have given the investigators some clues as to where Boofuls is. Otherwise he can be traced by:

- Paying attention to the news. Boofuls needs to eat, and doesn't want to consume the Moores just yet. The Night Hag attacks small animals instead. Soon the news is full of stories about missing pets, particularly in the area close to the Moores' home.



Mike Moore

- Using **Occult** means, with a bonus die if Andrej is involved. Andrej is basically a human compass, pointing directly at Boofuls at all times. Their connection means he can sense where the bear is, but not pinpoint its exact location. (Lucy and Ben West are much the same, but it will be more difficult to get their cooperation. The authorities won't let newly orphaned children in state care go off with strangers, like the investigators.) **Occult** in this instance means fashioning some kind of device, perhaps powered by blood, which allows the investigators to track the Night Hag.

- Investigators with **Cthulhu Mythos** see strange signs, some modern - graffiti using symbols associated with Nyarlathotep, for example, or an uptick in bloody accidents on the road and violent incidents at the school - some ancient. No check is needed for this, but it costs the investigator 1/1D4 **SAN**, as they realize something ancient and awful has come to Hemsby, and is somehow associated with both the roads, and the primary school.

- Investigators who found Sarah Kendrickson are contacted by her, when she remembers where she's seen the woman who came to her shop before. The woman was

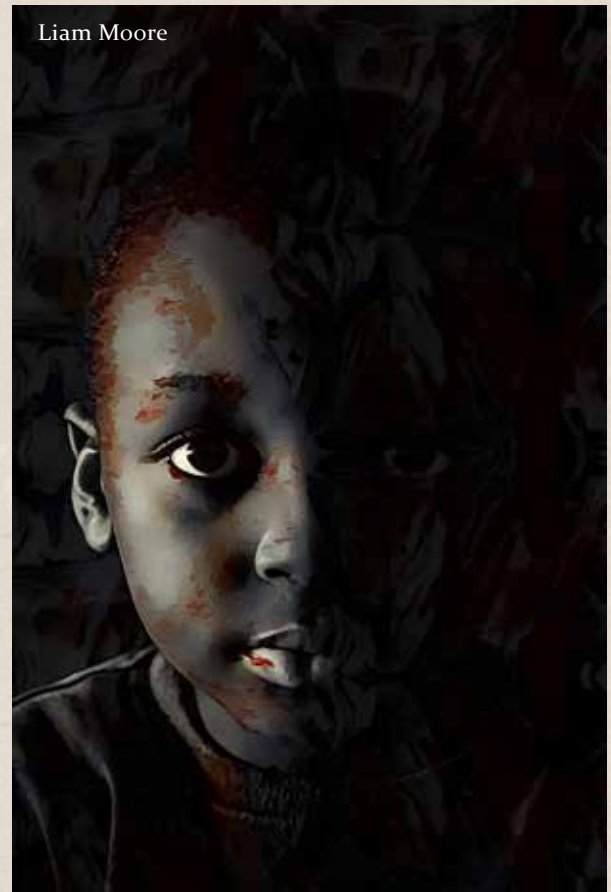


Sarah Moore

one of a number of officers who attended an accident Kendrickson was tangentially involved with. Kendrickson thinks the woman is connected with the police, but isn't sure she's a police officer.

- If Andrej dies or is in jail, but Veronika Hulub is still alive, she independently tracks down the Moores, and Boofuls has to silence her. Veronika's body is found on the Moore's street; Boofuls didn't have time to absorb Veronika's body.

- Paying attention to internet sources (*Facebook, Mumsnet* & similar) finds a series of posts about children's unhealthy attachment to favorite toys, particularly a bear. **Computer Use** can trace the user who posts these pictures and blog rants - *Sarah Moore*.



Liam Moore

Marsh Road

The Moores live on Marsh Road, a new build housing development, and close to the beach.

- **The Beach:** soft & sandy, with shingle close to the water, and many sand dunes. In summer it's idyllic, even at night, with warm breezes and starry skies. In winter it's swept by arctic winds, and stars and moon hide behind dark, oppressive clouds. Whether summer or winter, at night the beach is lonely, the few signs of tourism somehow underlining the complete isolation.

- **The Broads:** Not far away in Eastern Norfolk there are flooded medieval peat excavations, a vast interlinked network of rivers, lakes, and marshland. Regularly trafficked by pleasure boats and hikers, much of it is under special protection. The Broads can be very dangerous for the unwary, and even experienced boaters can get into serious trouble. Swift currents and underwater obstacles can quickly kill swimmers, and every so often the authorities have to fish another drowning victim out of the water. The construction company that built Marsh Road is also responsible for a speculative venture in the Broads that is currently hiding from its creditors and customers. The houses on Marsh Road were quickly and shoddily built, sold as quickly as possible to people who didn't pay attention to the warning signs. Now there are all sorts of problems, from leaking roofs to subsidence, and several homeowners have banded together to make a group litigation claim. Any investigator with **Appraise** or **Mechanical Repair** doesn't need to make a check to see signif-

icant cracks in the walls, sagging roof tiles, and poorly maintained roads, all the more visible as the estate is so new - built within the last ten years. Shiny new high-end cars sit outside garages whose doors don't, and cannot, open. Street lights flicker and die. Damp and decay hangs in the air, and the expressions investigators see on the faces of people living here are uniformly desperate. If the investigators look as if they might be media, or someone from the local council, they'll be pestered non-stop by angry residents.

The Moores live at 32 Marsh Road. This is one of the more seriously affected houses. Both the Moores have signed petitions and become involved in the group litigation, which means investigators with **Law** or **Library Use** can easily track down where they live, from court documents, newspaper reports and similar. Both Steven and Sarah are at work during the day. Little Liam spends the day at Ladybird Daycare.

- **Ladybird:** Not-for-profit high end daycare facility. Helen Southey (tall, charming, outgoing) is in charge, and Paula Dougherty (stout, energetic, good at crafts) is Liam's teacher. Both of them have become very concerned about Liam's recent behavior (violence, bit another child), and Liam is very close to being kicked out. Only Steven's position as a school teacher - someone who understands, and works with, children - has helped the Moores keep Liam at Ladybird thus far. Liam takes Boofuls wherever he goes, and that includes Ladybird. The other children gather round Liam at playtime, while Boofuls tells stories.

 ENDGAME 



The Night Hag knows it shouldn't stick around. Too many people know what it is, and where. However it wants to tie up all loose ends, and once Andrej is taken care of, that leaves the investigators.

If the investigators are slow, and don't find the Moores, then the Night Hag has options. It can track the investigators down and deal with them, one by one. It prefers to strike from ambush, so it might try to use sounds to lure an investigator to a particular, isolated spot. It doesn't like drawn-out fights, as that increases the chance help will arrive.

If it hasn't killed its intended target within three rounds, it will retreat.

It's strong and large enough that it can indulge in flashy displays of violence, like tearing doors off of cars or ripping locks apart like they were paper. It only does this if it knows it has time; if it thinks help is only two or three rounds away, it prefers to slink into the shadows. It would prefer to kill when there are no witnesses so a dark street at night would be ideal.

If it thinks its existence is in danger, or if it's cornered, it lashes out at whoever's in front of it. It will focus on the immediate threat, so anyone, say, conducting an exorcism ritual needs to be protected for at least 1 round, or that person will be attacked, and probably killed before they can complete the ritual.

If the ritual completes, and the stone is exposed to daylight, then the Night Hag vanishes altogether, its blood-slicked hairs crumbling to dust and its noxious fiery cloud dissipating into the air. The spot where it died never recovers; grass will not grow there, and any house built there is an unhappy one, its residents doomed to live short, unpleasant lives, haunted by nightmares.

If the Night Hag survives, its priority will be to relocate. Hemsby is too small, too contained; it needs a larger canvas to work on. London, perhaps ... So it will make its way to the nearest train station, possibly using Liam Moore to get there, and as soon as that train pulls into any London station it will vanish into the big, bad city. Once this happens, it will be almost impossible to track down. Though the investigators are certainly welcome to try!

NPCs

Andrej Stefanyk

STR 80 CON 65 SIZ 70 DEX 65 INT 50
APP 40 POW 60 EDU 50 SAN 20 HP 14
DB: +1D4 Build: 1 Move: 8
MP: 12 Luck: N/A

Attacks per round: 1

Fighting: Brawl 75% (37/15), damage 1D3+DB

Fighting: Knife 55% (25/11), damage 1D4+2+DB

Firearm: Handgun 45% (22/9). He doesn't have a gun, but can use someone else's.

Firearm: Rifle: 55% (25/11) He doesn't have a gun, but can use someone else's.

Armor: none.

Skills: Climb 40%, Cthulhu Mythos 5%, Dodge 35%, Drive Auto 45%, Intimidate 45%, Jump 40%, Language (Ukrainian 50%, Italian 55%, English 35%, French 35%), Natural World 55%, Pilot Boat 65%, Spot Hidden 40%, Stealth 40%, Survival 60%

Notes: Andrej can track the Night Hag through their mental connection, and goes berserk if **Mental Suggestion** is used on him.

Veronika Holub

STR 55 CON 65 SIZ 50 DEX 65 INT 60
APP 60 POW 50 EDU 55 SAN 50 HP 12
DB: 0 Build: 0 Move: 8 MP: 10
Luck: N/A

Attacks per round: 1

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

Armor: none.

Skills: Charm 35%, Drive Auto 60%, Dodge 50% (25/10), First Aid 40%, Language (Ukrainian) 55%, Language (English) 45%, Occult 35%,

Notes: Veronika has survived a lot, and doesn't want to run any more. She remembers Andrej fondly from the old days, and will do what she can to keep him safe.

Steven Moore

STR 45 CON (35) SIZ 60 DEX 55 INT 80

APP 50 POW 70 EDU 85 SAN 40 HP (8)

DB: 0 Build: 0 Move: 8 MP: 15

Luck: N/A

Note: actual CON is 55, but he's not feeling well; he thinks it's environmental, from his shoddily built house. In fact, this is all the Night Hag's evil work. This also impacts his HP total, which should really be higher than it currently is.

Attacks per round: 1

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

Armor: none.

Skills: Credit Rating 45%, Drive Auto 45%, Dodge 30% (15/6), History 60%, Jump 40%, Law 45%, Library Use 40%, Psychology 30%

Notes: Over the months since he moved into what he thought was his dream home, Steven has become an embittered, angry man. His Law is self-taught, and comes from months of fighting the construction company that built the estate.

Sarah Moore

STR 65 CON (65) SIZ 50 DEX 65 INT 60

APP 60 POW 50 EDU 65 SAN 50 HP (12)

DB: +1D4 Build: 1 Move: 9

MP: 10 Luck: N/A

Note: actual CON is 85, but she's not feeling well; she thinks it's environmental, from her shoddily built house. In fact, this is the Night Hag's work. This also impacts her HP total, which should be higher than it currently is.

Attacks per round: 1

Fighting: Brawl 65% (32/13), damage

1D3+DB, or club (1D4+1+DB)

Armor: none, unless in uniform and wearing stab vest (2).

Skills: Charm 45%, Drive Auto 80%, Dodge 40% (20/8), First Aid 50%, Persuade 55%, Law 60% (particularly concerning roads and traffic violations), Psychology 40%

Notes: Sarah is a car nut, or petrol-head, and loves *Top Gear*. She can practically quote episodes, with the same fervor and delight a Monty Python fan devotes to shrubbery-isms.

Liam Moore

STR 35 CON 45 SIZ 30 DEX 45 INT 40

APP 40 POW 30 EDU 35 SAN 30 HP 8

DB: -1 Build: -1 Move: 8 MP: 6

Luck: N/A


Attacks per round: 1

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

Armor: none.

Skills: Art 45%, Charm 65%, Cthulhu Mythos 4%, Dodge 55% (27/11), intimidate 45% (only works when holding Boofuls), Jump 55%, Natural World 40%, Stealth 60%, Sleight of Hand 40%

Notes: When he grows up, he wants to be a writer/artist and work for 2000AD.



Night Hag

STR 110 (night form only)
CON 50
SIZ 80 (night form only)
INT 60
POW 100
DEX 55 (night form only)

HP: 13

Move: 8 (Night Hag form only, otherwise
MOV 6 in bear form.)

Build: 2 (Night Hag form, can contract to -2
in bear form.)

Damage Bonus: +1D6 (Night Hag form only,
otherwise -2 bear form.)

Attacks: Fighting (Brawl) 55% (25/11,

1D4+DB) 25% as bear,
(1D4+DB).

Grapple (mnvr): holds target immobile, allowing Drain Blood attack.

Drain Blood: 3D10 STR damage per round until killed, or hold broken. If not killed, a victim can regain this loss in 3 days, or 2 with regular First Aid or hospital care.

Defenses: See *special*. It regenerates 1D8 per round from all conventional attacks. While it is flammable, fire will not kill it. Being on fire drives it to mindless frenzy for 1D6 rounds, in which time anything it touches will catch fire in turn.

Special: It derives its power from the cuneiform shard hidden inside the bear, on which is written its true name. If that tablet is destroyed, it is destroyed. However it's not as simple as taking a hammer to it; a specific ritual, similar to Muslim exorcism, (*Aza'im*), must be used, while the stone is exposed to daylight. In game terms, an **Occult** check and **10MP** spend is required, and it has to happen during the day.

Skills: Mimic 75% (special: allows the Night Hag to perfectly mimic voices and sounds, like police car sirens or phone ringtones. Mimic doesn't mean comprehension; it can mimic a language it has heard - Arabic, Berber, English, Ukrainian - but not understand or speak it.) Stealth 55%, (75% as bear), Track 45%

Spells: *Implant Fear* (can be cast through Mirror of Tarkhun Atep), *Mental Suggestion* (half cost for children), *Mirror of Tarkhun Atep* (typically the bear appears in the mirror as if it is in the same room as the victim, say, sat on a bedside table behind

the victim. Of course, it isn't really there) *Nightmare* (the night-hag doesn't need to know the victim's name, but does have to be in the same room as the victim.)

Sanity Loss: 1/1D10 in Night Hag form. 1/1D4 SAN in bear form if the victim sees the bear doing something unusual, like walking or climbing.

Notes: This entity is cunning, vicious and bloodthirsty. It wants nothing more than to curl up in a welcoming spot, with plenty of food. It is dragonish in its habits, and likes comfort and money. It has lived for uncounted years, unmolested, but recent events prompted it to relocate.

When not inside the bear, the Night Hag closely resembles a firey cloud of blood-stained black smoke. It can form limbs and what might be a head, but it doesn't need those to see, or clutch. Due to long association, the hag occasionally takes the shape of a massive bear, but it can change form as required.

Its external bear form is in bad condition - worn, sea-soaked, torn, missing an eye. The Night Hag gets past this with **Mental Suggestion**; those under Suggestion see it as the mint condition Steiff it once was.

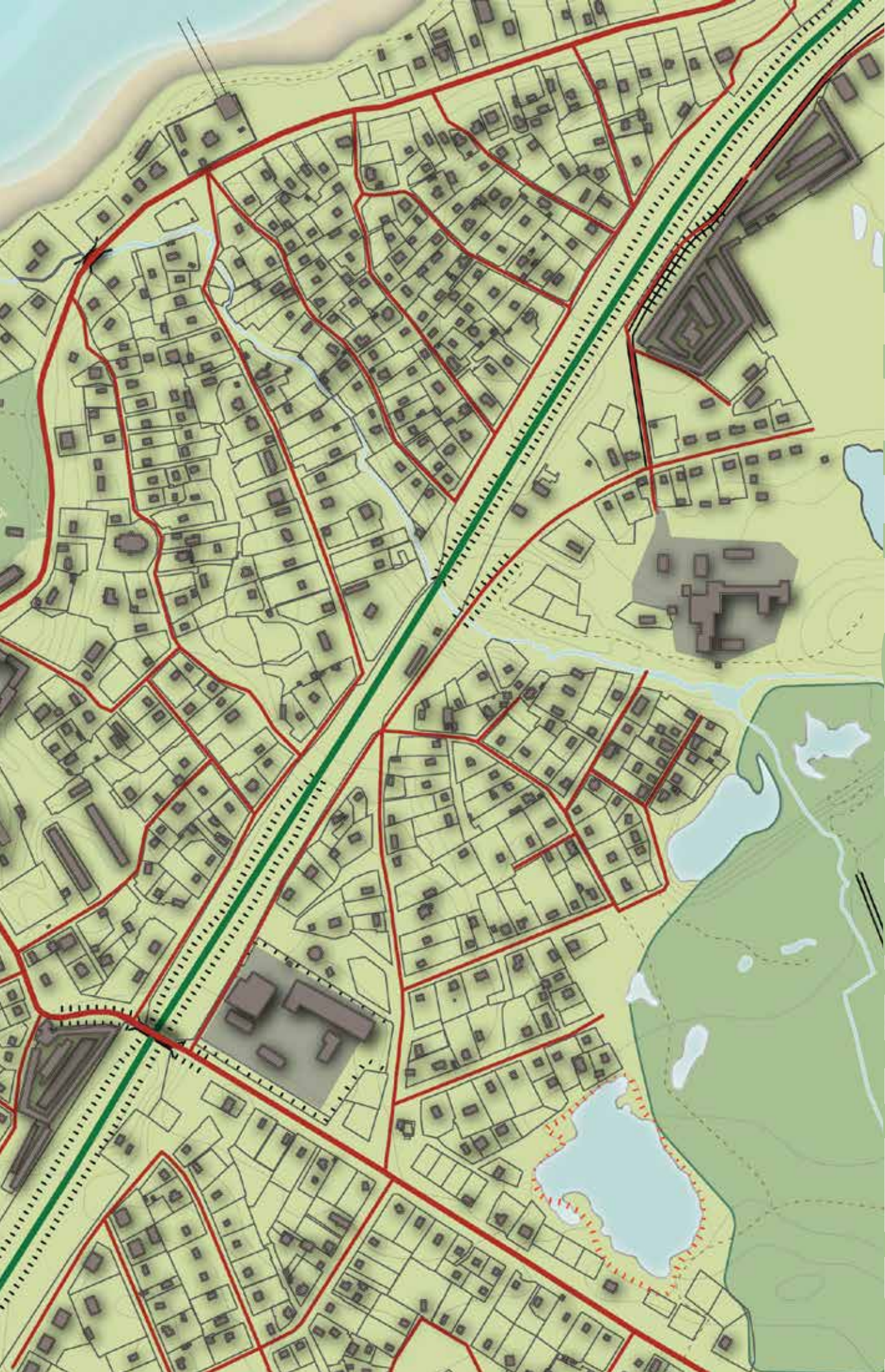
As this is an entity of limited power and without reference in any mythos books (yet!), it is unknown at this stage whether it is a servitor, independent race, or even an avatar of an Old One or Outer God.

Further investigation is required.

Hemsby

A Quiet Seaside Town In Norfolk





PLAYER'S MAP





STYGIAN FOX

FOR
MATURE GAMERS

“First it started with pets going missing. It happens here in Norfolk. There’s a lot of farmland and farmers can get a bit eager to test their guns. I mean, to a 70 year old farmer a dog can look like a fox at a distance. Then that slaughter at the holiday village happened. No one could forget that. What? No, I didn’t see the body or anything, it’s just that we’re not accustomed to being swamped by TV cameras. Hm? Yeah, the tourism trade has suffered a bit and it wasn’t great to begin with, what with Pontin’s closing... Local folk are getting nervous about the Summer. It’s like a pall has descended across the town... but then that might just be daily life in Hemsby.”

- A local resident interviewed on national news.

‘I Want To Play’ is a modern day Call of Cthulhu adventure based in a quiet seaside town desperate to raise its fortunes when a horrific murder takes place in the new holiday village. Was it just a random murder? Some people in the town are saddened but happy that Hemsby is on the map again after existing in the doldrums for so long. With its addiction issues, its unemployment, its abandoned caravans and chalets, its lingering recession, and a peculiar increase in violence, Hemsby is facing the same issues many seaside resorts across northern Europe face but, for some inexplicable reason, they seem to be worse here. Just what has gripped Hemsby?

Immigrants are blamed. The marginalised are blamed. The quiet stranger is blamed. The once-friendly neighbour is blamed.

Can the investigators get to the root of the issue before the town explodes in violence or people start leaving? What stalks the town? What is causing the tension to rise?



CONTAINS MATURE THEMES

games with themes of personal terror, horror, drama, or sexual content and heavy violence, and may also contain subjects and themes some may find unsuitable for gaming