

# **House on an Island©1996**

By Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu

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## **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.

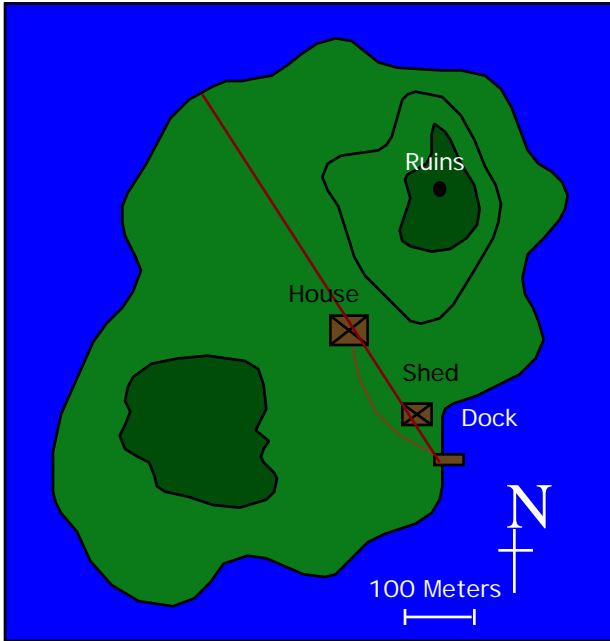
## **Handout #1**

### **Foreign Spies or a Nip at the Old Bottle?**

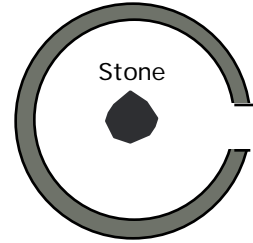
Fishermen Andy Jones and David Tibits claim to have seen things flying over an island off the coast of Maine. These men told their story at the local drinking establishments and it soon reached the attention of the authorities. Concerned about the possibility of foreign agents, federal authorities visited 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.*

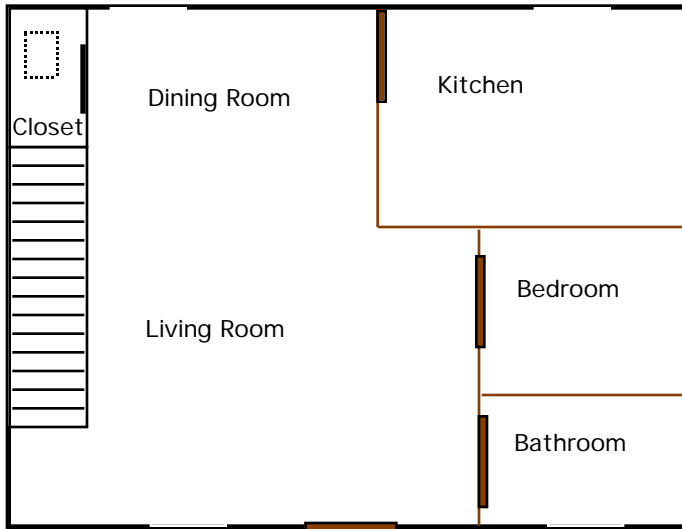
# Keeper's Maps



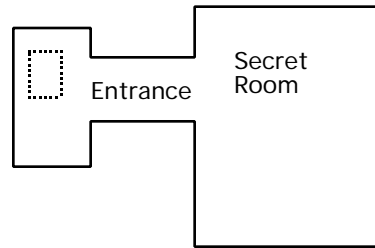
Tower Ruin Foundation



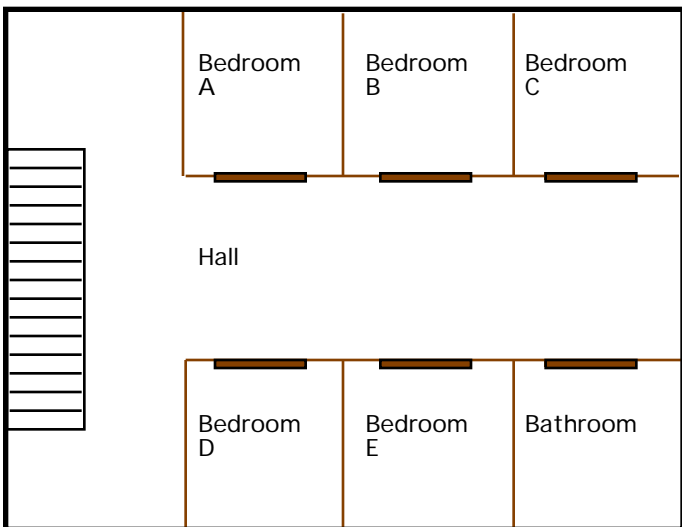
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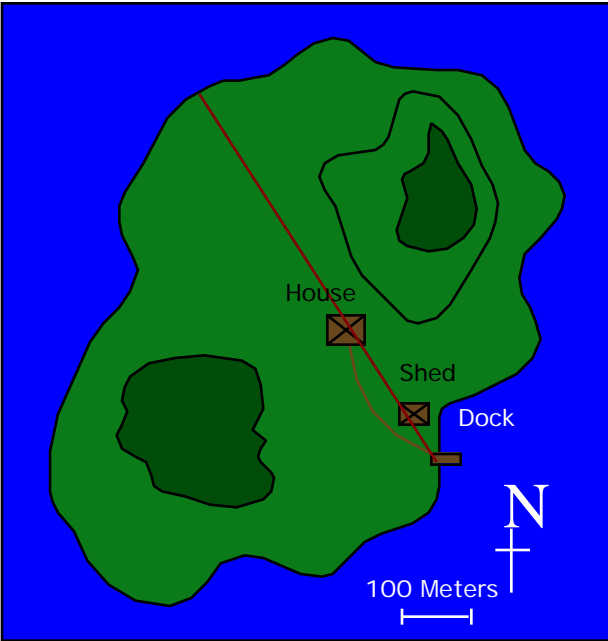
### Secret Basement



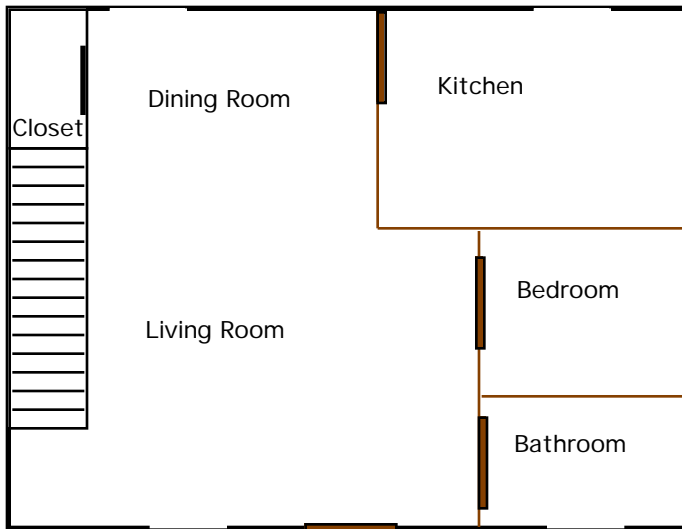
### Second Floor



Players' Maps



### First Floor



### Second Floor

