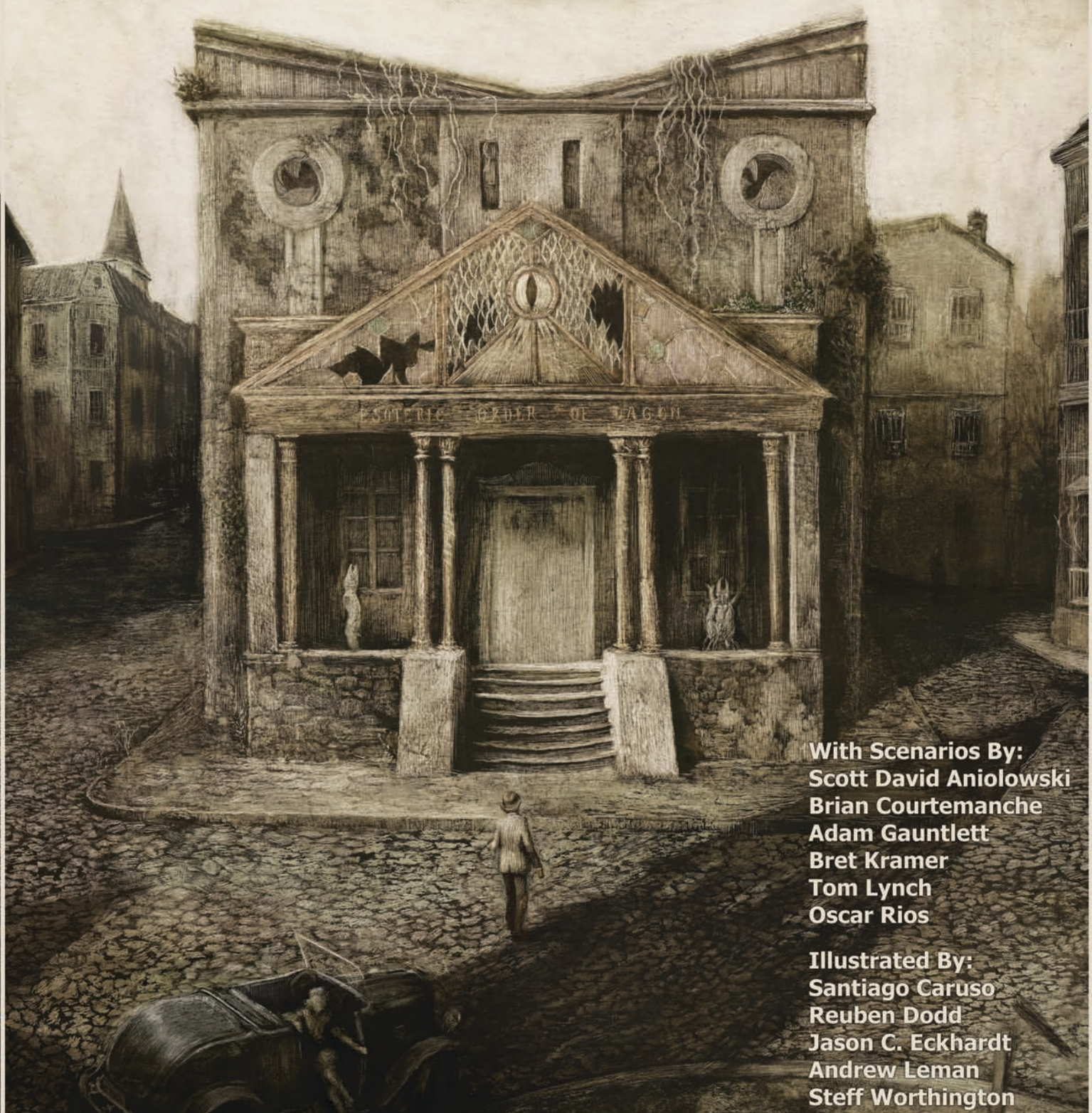


# More Adventures in Arkham Country

Six New Scenarios for Classic Call of Cthulhu



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Six New Scenarios for Classic Call of Cthulhu

*for use with*

**CALL of  
HORROR ROLEPLAYING  
CTHULHU**®



## Dedication

This book is wholly and completely dedicated to the memory of Keith “Doc” Herber. He founded Miskatonic River Press, and passed away long before we were ready. We hope to make him proud with our efforts.

## Special Thanks

Thus commences the loooong list of thank yous to those who helped put this book together. Some of you are in the credits. Huzzah! Thank you to our playtesters: Tali Teichman, Mike Czaplinski, Earl Gatchalian, Regina Mireau, Andrew Fattorusso, Pat McGrath, Sean Foster, Rob Cortigino, Christopher Macias, Ryan Roth, Joel Jackal, Michael Hurst, Matthew Higgins, Lisa Padol, Anna-Maria Jung, Gibel and Walter Attridge, and many others whose names we didn’t get (sorry). Thanks also (of course) to the most excellent Paul Maclean, host and proprietor of [yog-sothoth.com](http://yog-sothoth.com). Huge thanks to Andrew Leman and Sean Branney of the H.P. Lovecraft Historical Society for doing such a masterful job with the handouts contained herein (folks, head to [cthulhulives.org](http://cthulhulives.org) for the full color deluxe versions). More thanks goes out to Pelgrane Press, who graciously agreed to let us include system conversions for their *Trail of Cthulhu* game. And, as should go without saying, but won’t, thanks to our wives, who live with us anyway.

## Clear Credit:

We welcome Scott Aniolowski back to writing for Call of Cthulhu with “Shades of Tomorrow Lost.” Bret Kramer slept in Kingsport and dreamed up “Ghosts of the Florentina.” Brian Courtemanche, Lovecraft Country resident, wrote “The Crystal Cavern.” Tom Lynch, MRP President and Grillmaster, channeled his inner slasher-film monster and came up with “Engine Trouble.” Adam Gauntlett contributed “Spare the Rod” from across the sea. And finally, resident MRP prose generator Oscar “Rather Prolific” Rios wrote “The Hopeful.”

The cover art is the product of Santiago Caruso, though Tom did the cover design. The intro and afterword art, as well as the inset piece on the back cover come from down under, penned by Reuben Dodd. All other exhaustive interior illustrations were drawn by the ever-Lovecraftian Jason C. Eckhardt. MRP’s cartographer, Steff “Twilight-Was-My-Name-First” Worthington, created all the new maps. Lovecraft Country maps were used with permission of Chaosium, Inc. All interior layout and design was done by Badger McInnes.

Osk (Oscar) did all of the original scenario selection and arrangement. Mike Hurst edited grammar, style, and content. Lisa Padol and Christopher Smith Adair did our copyediting and in-depth proofreading. Jeff Okamoto did some additional proofreading. The exhaustive Trail of Cthulhu conversions were written by Christopher Smith Adair.

The handouts were all the work of the disturbingly inspired Andrew Leman of the HP Lovecraft Historical Society, whose deluxe handouts (full color/customizable) are available at [www.cthulhulives.org](http://www.cthulhulives.org). Andrew was assisted by the artistic abilities of Chris Lackey and Mary Austin, and by the linguistic skills of John Singleton who helped bring a dead language to life for this book. Bonnie Leman, in addition to being Andrew’s proud mother, provided the shorthand.

# More Adventures in Arkham Country

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The doorbell rang. Both men stopped packing and listened for a moment. They checked to make sure their weapons were close at hand before one of them moved to the door.

“Yes?” asked one of them, holding a snub-nosed .38 revolver inside his pants pocket.

“Telegram for Mr. Lyons,” A voice replied.

The door was opened, the telegram received, a tip rendered, and the messenger was on his way. The other man resumed packing a large book, some rope, and spare batteries for the electric torches.

know . . . .”

A long stunned moment passed. The reader broke the silence saying, “What now?”

His partner passed him a flask. They both took hits from it. He replied, “We stick to the plan.”

“There’s still so much we don’t know. We were supposed to be helping him. . . .”

“We’ve got his contact list. We’ve got the leads. He taught us a lot, let’s hope it’s enough. This doesn’t change anything.”

“Oliver . . . I’m not sure if we can do this . . . .”

“Does that mean you don’t want to try?”



The telegram was read, and the reader grew pale and sat down. His partner paused from his labors, looked over at his friend, and asked, “What’s wrong?”

“Doc’s dead.”

It was his partner’s turn to pause, “Please tell me you’re kidding?”

“It’s from his wife. She found him dead this morning . . . .”

“How?”

“It doesn’t say. I don’t think they

“Goodness, no! Do you think I want his ghost haunting me for giving up?”

“Okay then . . . so . . . ?”

A long sigh. “So we stick to the plan. We carry on, figure this out. We make him proud.”

# More Adventures in Lovecraft Country

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# SHADES OF TOMORROW LOST

by Scott David Aniolowski

*Wherein the investigators must save Kingsport and the entire planet from the sinister machinations of The Great Old One Vulthoom.*

## For the Keeper, Ancient Times:

**V**ulthoom The Sleeper, God Tyrant of Mars, is an obscure and bizarre botanical Great Old One that travels from world to world conquering and enslaving intelligent indigenous life forms. Time is irrelevant to Vulthoom, who lives out an eternal cycle of 1,000 years of sleep followed by 1,000 years of activity. When Vulthoom fled its home world, its original destination in this universe was Earth; however, for unknown reasons it ended up stranded on Mars. For uncounted millions of years, Vulthoom has dwelt on Mars. The Sleeper was a tyrannical ruler of the Martian people until they rose up against it and forced it to withdraw deep beneath the surface of Mars to a labyrinth of caverns. Eventually, after thousands of generations, Vulthoom was all but forgotten by the indigenous Martians and became a figure of legend, taking the equivalent position of the devil in Martian mythology. Weakened and forgotten, but not destroyed, Vulthoom lives on in its alien labyrinth with its small band of deathless followers.

The Great Old One attempted an invasion of Earth about 65.5 million years ago. Vulthoom and its followers built a great three-mile-wide ether ship deep beneath the surface of Mars. When the gigantic vessel tore through the surface of Mars and roared out of the planet's atmosphere, it caused an ecological disaster. The once-fertile and lush planet was scorched and seared, destroying most Martian life. But the escape from the Martian atmosphere also damaged the ether ship. Vulthoom and its faithful reached Earth, but their ether ship was too badly damaged to land.

As the massive vessel entered the Earth's atmosphere, it began to break up. The planet's gravity took hold and pulled the dying ship planet-ward. It became a massive ball of fire. Able to send its consciousness anywhere in the cosmos, Vulthoom's mind fled the death ship and went back into an avatar it had left growing beneath Mars. The Great Old One's last action before it and its ship and crew struck the surface of the Earth

was to release hundreds of seeds into the atmosphere. Seconds later, the monstrous ether ship struck the Earth. The resulting explosion produced a massive cloud of iridium which blanketed the planet and may have been the ultimate cause of the dinosaur extinction.

Most of Vulthoom's seeds were destroyed as they plunged through Earth's atmosphere however several fell in what would eventually become Asia. None of the seeds germinated, but were instead buried beneath muck and layers of falling iridium particles as the Earth burned and slowly died from the cosmic disaster. Millions of years later, the fossilized seeds began to be discovered in China. Early men discovered the dark secret of the Vulthoom seeds when they watched them sprout. They managed to destroy the Vulthoom plants, and the enormous blossom that produced a great and powerful being became a part of Asian cultural mythology.

## For the Keeper, Today:

Famed Kingsport plant enthusiast Chaucer Wentworth-Smith has recently acquired one of the fossilized Vulthoom seeds after a lifetime of searching for the heretofore unknown species. He secretly spirited the fossil away from a hidden Chinese sect known as "They Who Never Sleep," a secret religious group whose sole mission is to unearth the strange fossilized seeds and destroy them. Once safely at his estate in Kingsport, Wentworth-Smith planted and tenderly nurtured the seed in his sprawling greenhouse. Very soon the fossilized seed sprouted and began to grow. Within months, it blossomed. Then Vulthoom came.

Temporarily transferring its consciousness into the avatar seedling growing in Kingsport, Vulthoom made contact with Chaucer Wentworth-Smith. He was easily and quickly indoctrinated into the ways of the Vulthoom sect with promises of power and a better world ruled by the one thing he loves more than anything else – plants. Having failed with its first invasion attempt, the Great Old One devised a more subtle plan for its



second attempt. It would use its pollen to put all Earthly life to sleep, permanently transfer its mind to its avatar, and bring its followers to Earth. While the Earth slept, Vulthoom and its faithful would sweep across the planet and secure their rule. With Kingsport so closely connected to sleep and dreams, it is the ideal base for The Sleeper. To assist in its alien schemes, Vulthoom has sent one of its faithful Martian Aihai followers to Earth. The creature conceals its true alien form with a mask and bulky clothes, masquerading as Wentworth-Smith's enigmatic manservant Mr. Black.

To further complicate matters, three members of the They Who Never Sleep sect have tracked the stolen Vulthoom seed to Kingsport. While they are not enemies of the investigators, they are also not allies or friends. They will attack or even kill investigators should they consider them a threat or get in their way of finding and destroying the Vulthoom seedling.

Vulthoom's machinations have not come to full fruition when the investigators become entangled in its plot. They start out experiencing disturbing dreams which hint at dire things ahead. Eventually clues lead them back to Chaucer Wentworth-Smith and his Vulthoom seedling. Hopefully they are in time to stop them. If not, the world sleeps only to wake to a reign of alien tyranny and terror.

# PART ONE: DREAM WEAVER

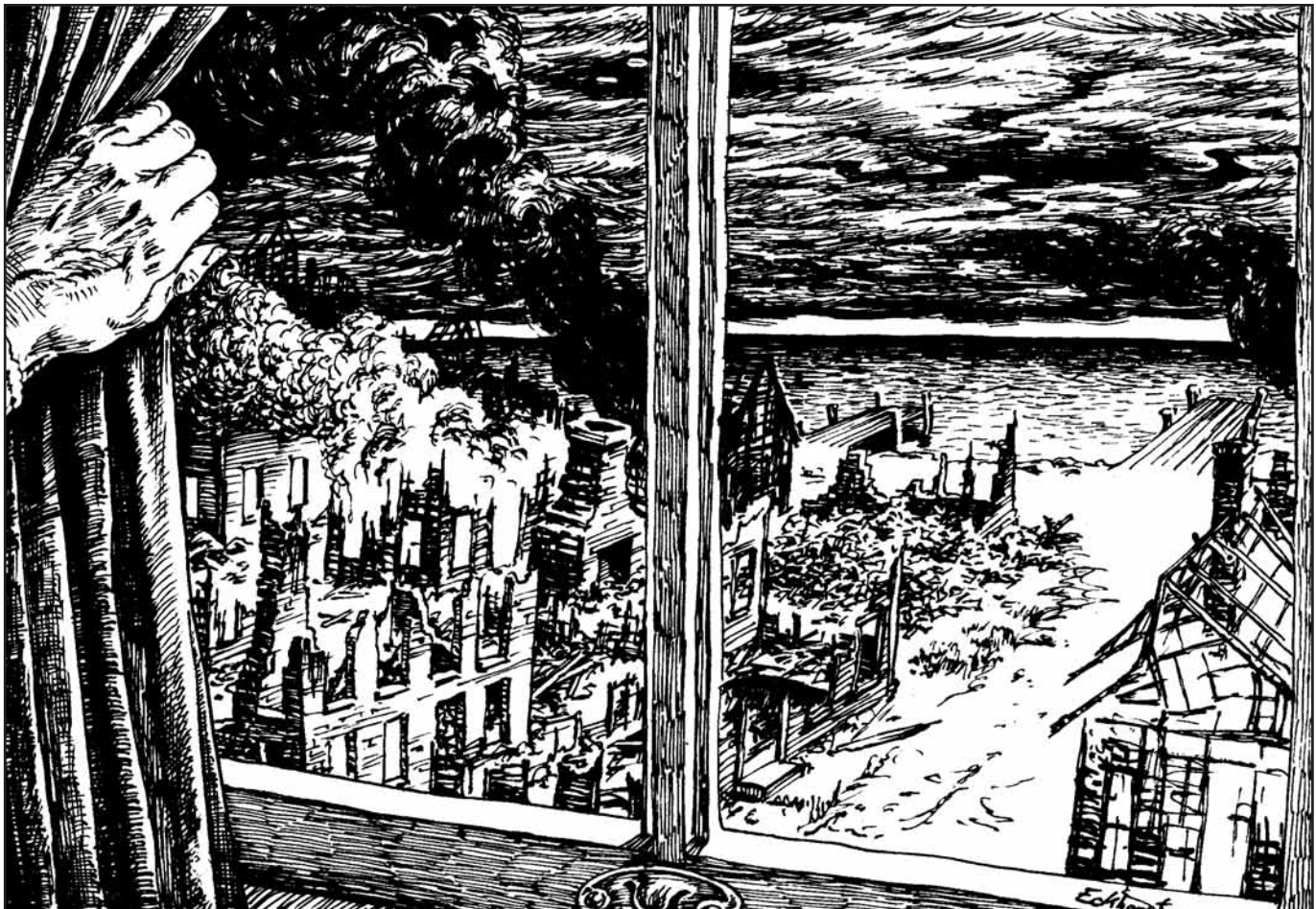
The scenario starts out with a dream that one or more of the investigators experiences...although they believe it to be real at first.

## Involving the Investigators

One or more of the investigators must be in Kingsport at the start of the scenario. They also must be asleep with a nearby window open. The action of the scenario starts immediately and although it is just a dream, the investigators must not realize this at first. Other dreams may occur throughout the scenario, and the Keeper must play them all as realistically as possible so that the investigators do not immediately realize that they are dreaming.

## Dream of the Kingsport Sleepers

The investigator has had an uneventful evening and has slept well and undisturbed. Suddenly he is aware of some sound. As the investigator awakens he hears what sounds like thunder rumbling and booming outside and shaking his bed. Peering out a window or door, the investigator is horrified to see a



charred and blasted landscape. The thunderous sound is not caused by a weather formation, but by bombs being dropped by something in the dark sky. As the bombs rain down, buildings explode and crumble in flashes of brilliant pale light. In those flashes, the investigator can see more of his blasted surroundings: buildings and landmarks he is familiar with lie in ruins, streets pitted and heaped with wreckage. This sight costs 0/1 point of Sanity.

### Exploring the Ruins of Kingsport

The Keeper may allow the investigator to explore as long as he likes, although there is little more to find beyond wreckage and sleeping people. Looking closer, it's obvious that whatever is dropping the bombs is moving away and that it is relatively safe to go outside. The investigator cannot make out what is dropping the bombs, although he can tell it is very large. A successful Spot Hidden roll lets him see a number of similar large dark shapes across the horizon.

Outside, the world is an eerie monochromatic scene of grays, like a black and white movie: there is not a hint of color anywhere. The occasional explosive flash sends long and sickly pale shadows racing along the ground. Everything is covered in gray dust, and black smoke curls up from blasted out buildings. The investigator is standing in the middle of a war zone, the air thick with the smell and taste of something metallic and unfamiliar. A successful Chemistry roll at 1/2 lets the investigator identify the substance as being iridium (see "Iridium"). The investigator also realizes that there are no sounds other than that of the bombs and the damage they cause. There are no screams or voices to be heard, no animal sounds, nor even the sound of wind in the trees.

If he specifically searches for something with a date on it, the investigator can find a local newspaper dated three years in the future. The verification of apparent time-displacement costs 0/1 Sanity point.

### Finding Other Dreamers

The dreaming investigator can explore the area or seek out other investigators. All dreaming investigators will eventually find each other, although any investigators not dreaming are found dead.

While exploring, the investigator eventually finds other people. Most appear to be dead at first, but upon closer examination they are found to be sleeping. No amount of prodding or shaking wakes any of the slumbering people. A successful Medicine roll lets the investigator know that although they cannot be woken up, the people are otherwise unharmed. Later, investigators will encounter scattered survivors, much like themselves. These people will be confused, injured, scared or in shock. Keepers should select these survivors from the Kingsport Sleepers list (see below). Just which ones investigators encounter should be based on what areas of Kingsport the dreaming investigators were in when they went to sleep or are traveling through while dreaming. Kingsport Sleepers begin their dreams in the area of the city where they went to sleep.

### The Dream Weaver's Arrival

After he has had sufficient opportunity to explore and discover his conundrum, the investigator notices a sudden splash of color: something red is approaching through the rubble and wreckage. It is a small figure in deep, brilliant crimson that glides smoothly across the ground. Before he can react, the figure is standing within ten yards of the investigator. It is an almost elfin figure with pearly white skin, white hair and deep crimson eyes and lips. The figure stands about four feet tall and is slender and delicate looking. Although humanoid, the being's gender is unclear. The figure is dressed in a cross between military uniform and religious garb: a long crimson coat with a high, stiff collar and crisp folds and pleats. The coat hangs to the ground so the figure's feet aren't visible, although a successful Spot Hidden allows a sharp-eyed investigator to notice odd, furtive movement from beneath the coat where legs and feet should be. In one of its red-gloved hands it firmly holds a silvery staff topped with what appears to be a fossilized flower. This is the Dream Weaver, although it does not identify itself. A successful Dream Lore roll at 1/2 might identify the figure to experienced dreamers.

The Dream Weaver looks at the investigator with a cold smile but says nothing. It does not move against the investigator nor make any threatening gestures. After a moment, the Dream Weaver says, "Behold, I have come." Its voice is sonorous and sweet and at once loud and soft. The voice, like the figure itself, is unidentifiable as male or female – it is somehow both yet neither.

At that point, all the dreaming investigators wake to find themselves being shaken firmly by someone (a non-dreaming investigator, landlord, roommate, etc. Whoever wakes the dreaming investigators discovered them several minutes ago and has been trying to wake them). To the awakened dreamers, the world outside is just as it should be. Their friends can explain that they had been discovered in a deep sleep from which they almost could not be awakened. It is much later in the day than the investigators normally sleep. Dreaming investigators must make a Sanity roll and lose 0/1D3 Sanity points.

### Alternate Involving the Investigators

Should no investigators be in Kingsport when the Vulthoom pollen is released, the Keeper has a few alternate routes to involve them. The easiest is for a physician investigator to be contacted by Dr. Matthew Harris, Chief of Staff at Kingsport's Congregational Hospital. Dr. Harris explains the unusual "sleeping sickness" and asks for the investigator's assistance. Dr. Harris can provide the pollen sample found in the nasal swab (see "The Sleepers").

Another option is to have the investigators read about the incident in a local newspaper. The article is picked up by the investigators' local paper from its original publication in the *Kingsport Chronicle* (see *Shades of Tomorrow Lost Papers #1*).

If the investigators come into the scenario in either of these or some other way, then they may learn of the contents of the dream by tracking down and interviewing those who suffered it. Otherwise, the Keeper may inflict the dream upon his investigators at a later time.



## The Non-Sleeping Investigators

For the other investigators, the scenario begins with one or more of their team members sleeping much later than usual. When investigators eventually move to wake them, they find this impossible. No amount of stimulation (slapping, loud noises, splashes of cold water) raise them from their slumber. As with those dreaming, medical examination of these investigators shows these sleepers to be in perfect health.

Should they contact the police or medical authorities, they will be surprised to learn that these are not isolated cases. The person on the other side of the line (a police officer or a nurse at the Congregational Hospital) will tell the investigators to remain calm and that they are sending help. They will,

however, stress that the investigators limit all physical contact with those sleeping and not leave their location until help arrives. The investigator then hears the person on the phone speak to someone in the background, saying, "We've got another case(s), over in (whatever part of Kingsport the investigators are in)." Investigators asking about these "other cases" will be told, "Yes, there are other cases. Please, everything is going to be fine, help is on the way."

The sleepers should awaken shortly before the authorities arrive. This will give the investigators a short time to explain what has been going on with one another (both inside and out of the Dreamlands). When the authorities arrive, sleepers and non-sleepers are given medical examinations. Those

who experienced the dream will then be asked to gather a small bag of clothing; they are going to be taken to the Congregational Hospital for observation as a precaution until it can be determined just what is going on. Investigators who refuse are told, politely, that this is a matter of public health and safety and that this is not a suggestion. Police officers will escort unwilling investigators to the hospital in handcuffs if necessary.

# Chronic

F, MASS.

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**KINGSPORTERS STRICKEN BY  
STRANGE SLEEPING SICKNESS**

**Frightened Parents Unable to  
Wake Children from Slumber.**

*By Stanley Carter.*

Late yesterday morning it was reported that several people were discovered in such a state of deep slumber that they could not initially be woken. One witness reported that it took him close to an hour to wake his child from her sleep with firm shaking and repeatedly calling her name.

Many of the victims were seen by Congregational Hospital Chief of Staff Dr. Matthew Harris, who appears to be leading the medical investigation. Dr. Harris and his staff are reportedly stumped as to the cause of this odd sleeping disorder, but assures the public that there appears to be no lasting or harmful effects. As of publication, there are no known connections between all the victims and tests are ongoing.

*Shades Papers #1*

# PART TWO: A MEDICAL MYSTERY

## Congregational Hospital

It has become general knowledge that numerous people around Kingsport have been found to be so deeply asleep that it was almost impossible to wake them. A general curiosity and mild panic has swept through Kingsport as people have discovered their friends, colleagues, and loved ones in coma-like or near-deathlike states of slumber. Most of the afflicted have been taken to Congregational Hospital on Summit Street. The dreaming investigators may wish to consult physicians, although they find the wait much longer than usual, as the hospital and doctors offices are crowded with panicked patients.

## Medical Mystery

A full examination requires numerous tests over several hours and three successful Medicine rolls. If any of the Medicine rolls fails, the medical evaluation is inconclusive. If successful, the doctor can tell the investigator that there may be three possible

### Narcolepsy and Encephalitis Lethargica

Narcolepsy and encephalitis lethargica are two disorders or diseases that cause unusual and unnatural sleep in patients.

Narcolepsy was clinically described in France in 1880 by Gélinau. It is a chronic disorder characterized by excessive sleepiness, especially in the daytime. Other typical symptoms include automatic behavior – sudden and uncontrollable movement or vocalization; cataplexy – sudden muscle weakness brought on by extreme emotions; sleep paralysis – being fully awake yet unable to move; and hallucinations. The cause of narcolepsy is unknown until later in the 20th century when it is linked to genetics. Early treatment included exposure to X-rays, removal of brain and spinal fluids, and the injection of air into the spinal column. By the late 20th century, drugs and psychotherapy became more commonly used to treat the disorder.

Encephalitis lethargica was initially described by Constantin von Economo in 1917. The disease attacks the brain. Symptoms include headache, sore throat, fever, double vision, lapses in mental or physical response, lethargy, and catatonia. Severe cases result in patients becoming speechless and motionless, and falling into a coma-like state. The cause of encephalitis lethargica is unknown, and in the early part of the 20th century, the only course of treatment is to treat symptoms as they occur. Between 1915 and 1926, a worldwide epidemic of encephalitis lethargica spread around the globe. There was never a reoccurrence on such a scale.

## Dreams, Dreaming, and the Dreamlands

A key component of this scenario, and many Kingsport-based scenarios, is dreams. For unknown reasons, the veil between the waking world and the ethereal realms of dreams is especially tenuous in Kingsport. Dreams experienced in Kingsport are more vivid, fantastic, and more realistic than those normally experienced. Some are short poetic abstractions while others are multi-chaptered epic adventures. Even the most mundane of dreams has some sort of fantastic or special component or significant meaning in Kingsport.

Through the course of the scenario, the investigators experience various dreams which provide them with clues and information concerning the Great Old One Vulthoom and its plans. Initially such dreams should be played out and described to the investigators as though they are real events. Only as unnatural things begin to occur should the investigators realize they are dreaming. Even then, it is hoped that they embrace their somnambular adventures to further their investigations. Skills and skill rolls should be used as normal while dreaming; however, the Keeper may want to award skill checks only to INT and POW-based skills. This will simulate the dreaming wherein the events take place within the subconscious mind of the investigator, so while mental- and intellect-based skills would be actually utilized, physical ones would not be, even though the investigator may dream he has used such physical skills.

Hit points lost and physical injuries acquired in dreams are instantly healed upon waking. SAN or POW and INT changes remain upon waking. An investigator killed in a dream immediately wakes and must make a SAN roll and lose 0/1D6 Sanity points from the trauma of experiencing his own death. Unlike the Dreamlands, however, death in

these dreams does not hinder the investigator from further dreaming. Any physical objects and artifacts found while dreaming do not come back with the investigators when they wake, but may still be in their dreams when next they return, as the Keeper wishes.

Investigators experienced in Dreamlands adventures – also known as dreamers – will have two additional skills: Dreaming and Dream Lore. Neither is required for play of this scenario, either may provide some additional assistance. The Dreaming skill might be used to dream useful items or artifacts into being, and Dream Lore might be used to help identify Cthulhu Mythos elements of the story.

Finally, while fantastic, the dreams experienced during the course of this scenario are not Dreamlands adventures. These are more like dream vignettes held in bubbles between the realm of the waking and the Dreamlands. A Keeper with an experienced group of dreamers may certainly expand upon the dreams presented here or create new ones specifically in the Dreamlands to assist his dreamers. Even in the actual Dreamlands, however, Vulthoom exists as the Dream Weaver. Its true form may be encountered in the Martian Dreamlands where Vulthoom holds great power.

For Keepers interested in adventuring in the Martian Dreamlands, three Clark Ashton Smith stories should be read: “Vulthoom,” “The Vaults of Yoh-Vombis,” and “The Dweller in the Gulf.” These are the full extent of Smith’s Martian series of stories. A number of interesting places and creatures are described therein and would make the perfect backdrop to Martian Dreamlands adventuring, but that this is far beyond the scope of this scenario.

causes of his somnambular disorder: narcolepsy, encephalitis lethargica, or an outside agent.

- **Theory One, Narcolepsy** – Such sudden and widespread narcolepsy is unlikely.
- **Theory Two, Encephalitis Lethargica** – There was a worldwide epidemic of encephalitis lethargica between 1915 and 1926. This gives the examining physicians reason to pause, especially as there is no real treatment or known cure.
- **Theory Three, Outside Agent** – It is possible that some unknown force is at play. Frantic questioning of patients focuses on this. Patients are asked where they recently ate or drank and what places they visited over the last few days. Medical personnel try desperately to find some commonality between the Kingsport Sleepers. If one of the successful Medicine rolls was made at 1/2 or better, the physician has gotten a nasal swab that reveals unusual red pollen after examination under a microscope (see “Pollen”). Otherwise, the doctor does not know for certain what the agent was: chemical or biological or something else.

### Quarantine

Fearing widespread encephalitis lethargica, Dr. Harris decides to quarantine all known patients. The top floor of Congregational Hospital is immediately cleared of patients and all those who suffered the strange sleep, called Kingsport Sleepers by

Dr. Harris, are gathered and given beds here. Meals are served at 8:00am, noon and 5:00am sharp. All attending staff wears facemasks and rubber gloves. Tests are run, medical staff question patients, and Kingsport Sleepers are allowed to socialize (see “The Kingsport Sleepers”).

### Medical Assistance

Investigators can offer their services to the overwhelmed medical staff at the Congregational Hospital. Investigators will need to have some skill to offer (over 40% in either Medicine or Psychology) and make a successful Fast Talk, Persuade, or Credit Rating roll. Such assisting investigators will be granted access to the Sleepers and may be given tasks to perform (help with delivering meals, filling out questionnaires, delivering messages between detainees and their loved ones). This will allow investigators who are quarantined and those who aren’t to communicate and coordinate their investigation.

### Unwilling Detainees

Patients are kept and quarantined against their will, if need be. Unruly or uncooperative patients are secured to their beds with leather straps. Kingsport’s four full-time policemen take turns guarding the hospital ward along with 1D2 members of hospital staff such as orderlies and nurses, making sure there



is no unauthorized entry or exit. Only hospital staff is allowed entrance to the quarantine ward, and someone makes rounds every 30 minutes to check on the patients. Truly unwilling detainees may wish to attempt an escape from the isolation ward (see “Escaping Congregational Hospital”).

## The Kingsport Sleepers

By searching records at Congregational Hospital or questioning hospital staff, the list of names of all known Kingsport Sleepers may be found with success on any three of the following skill rolls by a single investigator: Fast Talk, Persuade, Credit Rating, Luck, or Medicine. Quarantined investigators can compile their own list simply by questioning their fellow detainees, which takes 1D6 hours.

All of the Kingsport Sleepers recount the exact same story and dream. The only things they have in common outside of the dream is that they were in Kingsport and were near an open window. It may take several interviews for investigators to realize this single connection.

Investigators who encountered other people during their dream will be reunited with them in the hospital. Kingsport Sleepers will all share the memory of what they experienced in the dream state, recognizing one another. If they bring this to the attention of medical personnel it is quickly discounted. Their medical reason for this is a trick of the mind trying to fill in the gaps, but they quietly suspect it is caused by mental deterioration due to some undiscovered illness affecting the brain. Scientifically speaking, it's not possible, for people to enter one another's dreams. Those who experienced the dream react angrily to this so-called explanation.

### Mapping the Cases

If one investigator can make successful Know, Idea, and Luck rolls, he realizes that the majority of the Sleepers were in the West Side neighborhood of the city. This can also be realized by specifically mapping out the locations of those found to have been inflicted with the deep slumber on a Kingsport map, but this will take the investigator 2D10 hours to complete.

### Strange Metallic Taste

All Kingsport Sleepers share the same memory of the dream, including a metallic taste in their mouths which lingered after awakening. Investigators may be able to identify it themselves (with a successful halved Chemistry roll). Failing this there is someone who can identify the taste among the Kingsport Sleepers.

### Iridium

Iridium is the second densest known element and is a very hard, silvery-white brittle member of the platinum family. It is the most corrosion-resistant metal known, impervious to all acids and melting only at temperatures in excess of 2000°C. Discovered in 1803 by Smithson Tennant in London, iridium is also among the rarest of elements. The iridium content of meteorites is much higher than what is found in the Earth's crust.

One of the Sleepers, Dr. Archibald Greeley, is an elderly (age 62) professor of Chemistry at Miskatonic University who may have something to add. Greeley was visiting Kingsport to consider it for a place for his upcoming retirement. His manner is dull, but his knowledge of Chemistry vast. Should he overhear people commenting on the strange metallic taste, he remembers it himself and can successfully identify it as iridium. In his flat and uninspired manner, he explains what the element is (see “Iridium”).

### Pollen

Closely examining the bedrooms or night clothing of a Kingsport Sleeper reveals, with a successful Spot Hidden roll, a very thin, light dusting of some reddish powdery substance. A second Spot Hidden roll made at 1/2 or less shows the substance to be thickest under and near the window closest to where they slept.

A successful Natural History or Botany roll is required to identify the red powdery stuff as pollen. The specific plant species cannot be identified, however, even under magnification or with additional successful skill rolls. This is a never-before-seen species. This is Vulthoom pollen. A successful Know and Idea roll lets an investigator think of the internationally-renowned plant expert and Kingsport resident Chaucer Wentworth-Smith as a possible source of identification of the strange pollen. If the investigators were already aware of the pollen through the nasal swab at the hospital, then a doctor there might suggest contacting Chaucer Wentworth-Smith if they do not think of it themselves.

An alternative for the Keeper is to have Dr. Harris call for Chaucer Wentworth-Smith for his opinion on the pollen. If the investigators have agreed to assist the hospital, Dr. Harris asks them to pay Mr. Wentworth-Smith a visit and request his assistance on this matter. If investigators are not assisting the Congregational Hospital Staff, then investigators may see the horticulturist speaking with Dr. Harris or may overhear part of their conversation (see “A Local Expert”).

Should an investigator do something as foolish as to smell or taste the pollen, he must match his POW against a POW of 35 on the Resistance Table. Failure means that the incautious investigator has taken in enough of the alien Vulthoom pollen to succumb to its effects. He immediately gets lightheaded and sleepy and begins to doze off. Within minutes he is fully and deeply asleep and experiencing “Dreams of Death and Dinosaurs.” It takes several minutes of firm prodding and shaking to wake up the sleeping investigator.

## Dreams of Death and Dinosaurs

This dream occurs when an investigator ingests some of the Vulthoom pollen sample. If this does not occur, then the Keeper may simply introduce this dream the next time any of the investigators falls asleep.

The investigator wakes up in an enormous chamber. It is cold and dark, although he sees spots of sickly blue-green light. As his eyes adjust to the dimness of his surroundings, the investigator realizes that he is not alone. He sees several figures, perhaps as many as a dozen. They are giants about ten



CONGREGATIONAL HOSPITAL

*Summit Street, Kingsport*

"SLEEPERS"

Name	Location	Neighborhood
Dr. Archibald Greeley (professor)	Barnes Street	The West Side
Janice Benson (maid)	Taft Street	The West Side
Mary Crawford (child)	Pleasant Street	The West Side
Elizabeth Anne Curry (housewife)	Back Street	The West Side
Tony Fratelli (cook)	Paine Street	Hilltown
Eliot Hernberg (visitor from Boston)	Harbor Place Hotel/Turner Street	H'side
Misty Hernberg (visitor from Boston)	Harbor Place Hotel/Turner Street	H'side
Henry Hoag (retired captain)	Division Street	The West Side
Tyler Hubert (businessman)	Summit Street	The West Side
Robert Hughes (hobo)	Market House/Green Lane	The West Side
Ben James (hobo)	Market House/Green Lane	The West Side
Adam Kirby (cemetery caretaker)	Summit Street	Central Hill
Farnsworth Marston (unemployed)	Price Street	Downtown
Theresa McDonald (waitress)	Ship Street	Harborside
Thomas Prescott (trolley conductor)	Hart Street	Central Hill
Ezra Stephens (fisherman)	Market House/Green Lane	The West Side
Georgia Stroud (housewife)	Hill Street	The West Side
Randal Stroud (child)	Hill Street	The West Side
Clarence Thompson (retired)	Church Street	Central Hill
Andrew Tuttle (child)	Teagarden Apts/Mason Street	The Hollow
Arnold Tuttle (child)	Teagarden Apts/Mason Street	The Hollow

EMERGENCY DEP'T. - Congress 900

ADMINISTRATION - Congress 812

NURSING DEP'T. - Congress 815





feet tall with massive barrel chests and strangely angled, boney limbs. The beings have high flaring ears and their eyes are little more than tiny glowing red dots in deep, dark recesses. Seeing these strange creatures costs 0/1D8 Sanity points. These are the Martian Aihais. The enormous aliens yell to each other in very deep yet obviously panicked voices, although the investigator cannot understand any of the Martian tongue. The investigator is ignored, even if noticed; the Aihais are concerned with several banks of controls and blinking blue-green lights and glowing screens. The controls and furnishings of this chamber are all oversized and of odd dimensions and design, obviously constructed for the alien giants.

Thirty feet up on a smooth, shiny wall, a blue-green screen suddenly appears and an image takes form. It is a planet of blue and green which is swiftly approaching. A successful Idea roll allows the investigator to think that the planet is Earth, although the continents are all wrong. A successful Archaeology, Geology, Natural History, or History roll identifies the planet as Cretaceous-period Earth. At this point it should be clear to the investigator that he is on some spacecraft plunging toward prehistoric Earth some 65 million years in the past. If the investigator has not yet come to this realization, a successful Idea roll will allow him to do so. This costs 0/1D2 Sanity points.

As the craft hurtles through the atmosphere, it begins to shake violently and become increasingly warmer. Weird-sounding claxons and alarms begin to sound, and the giants become even more agitated. An Idea roll lets the investigator

surmise that the ship is crashing. This realization costs 0/1D2 Sanity points. The Martian ship continues to plunge through the atmosphere and begins to break up and burn. Inside, fixtures and pieces of silvery metal begin crashing to the floor. The heat becomes nearly unbearable, and the force pushes against the investigator making it nearly impossible for him to move. Alarms and alien voices continue to scream, and the ship shrieks as it plunges Earthward to its destruction. The vessel is now a fireball screaming through the sky. The now fuzzy and blinking screens show massive jungles on the planet's surface, and a Spot Hidden roll makes out the forms of dinosaurs gazing up toward the plummeting fireball.

The last thing the investigator hears is a sweet and sonorous voice, neither male nor female yet somehow both, say "Behold, I have come." Then there is a massive explosion and brilliant flash and the investigator wakes up. He must make a Sanity roll and suffer the loss of 0/1D6 Sanity points. Although it was just a dream, a smoky metallic scent and taste lingers with the investigator. It is identical to that scent and taste of metal from the initial dream (iridium).

### Escaping Congregational Hospital

The Sleepers are forced into quarantine for one week. Any investigators among the Kingsport Sleepers who wish to leave the ward will have to sneak out or forcibly escape. This will require getting past (successful Sneak check) or overpowering (see below) one member of the Kingsport Police and

1D3 members of the hospital staff. Should the investigators organize a distraction, possibly by enlisting the aid of the other Kingsport Sleepers, they can gain a +20% on their Sneak checks. There are several Kingsport Sleepers who will quickly become frustrated by their confinement and will be willing to provide a distraction. However, convincing other Sleepers to assist the investigators in overpowering a police officer is another matter and would require a successful Persuade check with a -20% penalty.

Once they have been discovered missing, the Kingsport authorities will actively search for any fugitives using volunteers and hounds to help scour the area. Resisting or fighting with an officer of the law will result in jail time and the deduction of 1D10+5% Credit Rating, as well as seriously impeding future cooperation from the local police.

**Kingsport Police**

	Chief Crane	Captain Blair	Officer Lord	Officer White
STR	13	11	15	12
CON	13	10	14	11
SIZ	14	15	8	13
INT	15	13	13	12
POW	13	11	11	10
DEX	12	8	13	10
APP	12	9	15	10
EDU	14	11	10	8
SAN	62	51	55	50
HP	14	13	13	12
DB	+1D4	+1D4	+0	+1D4

**Skills:**

Fist/Punch (1D3+db)	60%	55%	65%	35%
Shotgun (4D6/2D6/1D6)	65%	50%	70%	45%
Nightstick (1D6+db)	60%	65%	45%	35%
.38 Revolver (1D10)	55%			35%
.45 Revolver (1D10+2)		45%		
.38 Automatic (1D10)			65%	
Grapple	60%	60%	60%	30%

Further information on the Kingsport police is available in Chaosium's sourcebook *H.P. Lovecraft's Kingsport*.

**Typical Bloodhound**

STR 5	CON 11	SIZ 3	POW 8	DEX 10
Move 12	HP 7			

**Weapon:** Bite 20%, damage 1D3

**Skills:** Listen 75%, Scent 90%.

**Typical Orderlies & Nurses & Search Volunteers**

STR 10	CON 12	SIZ 10	INT 14	POW 12
DEX 11	APP 10	EDU 14	SAN 60	HP 11

**Damage Bonus:** +0.

**Weapons:** Fist/Punch 50%, damage 1D3+db

Grapple 25%

**Skills:** Listen 30%, Sneak 10%, Spot Hidden 30%.

# PART THREE: A LOCAL EXPERT

## Researching Chaucer Wentworth-Smith

Investigators may wish to learn more about Chaucer Wentworth-Smith, before or after they meet with him personally. Specific information about the noted horticulturist can be found in various articles published by the Kingsport Chronicle. There are four notable stories stretching back nearly a decade. Investigators who are area residents can make a Know roll to remember seeing stories about Mr. Wentworth-Smith periodically appearing in the pages of the *Chronicle*.

### Office of The Kingsport Chronicle

Should the investigators visit the office of the local Kingsport newspaper, they find editor-in-chief Stanley Carter cordial and helpful, although very busy. A full run of the paper dating back to 1829 is kept safely in the basement. Mr. Carter gladly allows the investigators to peruse the old papers; however, there is a 15% chance each hour that he must leave the office, escorting the investigators out and locking up. Normal business hours are 9:00am to 5:00am, Monday through Friday. The paper is published twice a week: Wednesdays and Saturdays.

If searching for articles about sleeping disorders, the only thing found is the recent article (see *Shades of Tomorrow Lost Papers #1*) which the investigators have likely already seen either in the *Kingsport Chronicle* or picked up in their local newspaper. A very recent article, no skill rolls are required to find this article.

If the investigators come to the newspaper office looking for information about Chaucer Wentworth-Smith, it will take them 1D10+3 hours and four Library Use rolls to find four articles about Wentworth-Smith.

- The oldest article, dated ten years ago, highlights Wentworth-Smith's illustrious botanical career and mentions the hundreds of rare and exotic plant species he grows in his greenhouse here in Kingsport.
- The next article, dated six years ago, reports on one of Wentworth-Smith's orchids taking first prize in the North American Floral Show held that year in Boston.
- The next article, dated five years ago, reports on Wentworth-Smith taking first prize once again in the North American Floral Show held that year in New York City. This article goes on to say that the local horticulturist plans to enter his prize-winning plants in the European and Asian shows later that year. Follow up articles dated later the same year tell of Wentworth-Smith's success in both the European and Asian shows.

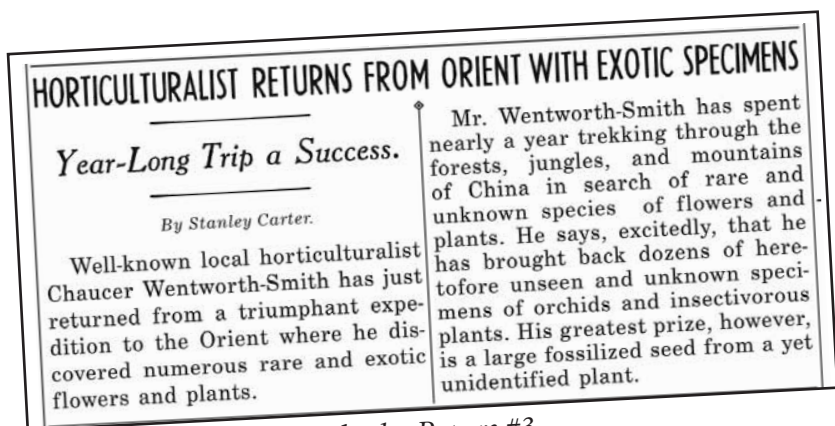


- The last and most recent article about Chaucer Wentworth-Smith is just over a year old (see *Shades of Tomorrow Lost Papers #3*).

## Visiting Chaucer Wentworth-Smith

The famous botanist lives at Barrows Hall, a sprawling Georgian mansion in the Central Hill neighborhood of Kingsport (see “Barrows Hall”).

When the investigators visit Barrows Hall, a successful Spot Hidden roll allows one or more of them to spot a furtive figure slipping into shadows, behind hedges, or beneath a copse of trees. If the investigators want to get a closer look at or confront the shadowy figure they must make successful Sneak, Spot Hidden, and Track rolls. Failure of any of the rolls indicates that the sect member has slipped away and cannot be found.



*Shades Papers #3*

This is a member of the They Who Never Sleep society. He has traced the Vulthoom seed fossil to Chaucer Wentworth-Smith and is watching the estate in preparation for action. At least one of the group is posted to watch Barrows Hall at all times, so whenever the investigators return, they have a chance of spotting and possibly confronting the sect. For more information on this cult see “They Who Never Sleep.”

## Meeting Chaucer Wentworth-Smith

Lulubelle Brown, the maid, greets investigators knocking at the door to Barrows Hall. She is a sturdy-looking black woman in her mid-sixties, dedicated to her duties and loyal to her long time employer. She asks if the investigators have an appointment with Mr. Wentworth-Smith (which she knows they do not). Lulubelle leads investigators to the house’s parlor to wait while she checks to see if her employer can meet with them.

Chaucer Wentworth-Smith joins the investigators ten minutes later, introducing himself and asking, “To what do I owe the pleasure of your visit?” He is a slight man, gray haired and spectacled, whose manner is awkward and socially unskilled. Investigators may notice he wears a silver pendant with a lotus motif. For more information on Chaucer Wentworth-Smith and Lulubelle Brown, see “Residents of Barrows Hall”.

The horticulturist will answer the investigators questions, carefully choosing his words when asked about strange pollen, trips to China, or theories on the cause of the Kingsport Sleep-

ers condition. He denies knowing anything on the matter, explaining, “There isn’t any sort of pollen on this earth that could cause these effects.” If forced to lie to the investigators, those making a successful Psychology check realize he is being intentionally untruthful. Chaucer Wentworth-Smith agrees to meet with Dr. Harris at the Congregational Hospital to examine the strange red pollen samples, and to meet with the Kingsport Sleepers.

## Wentworth-Smith visits the Congregational Hospital

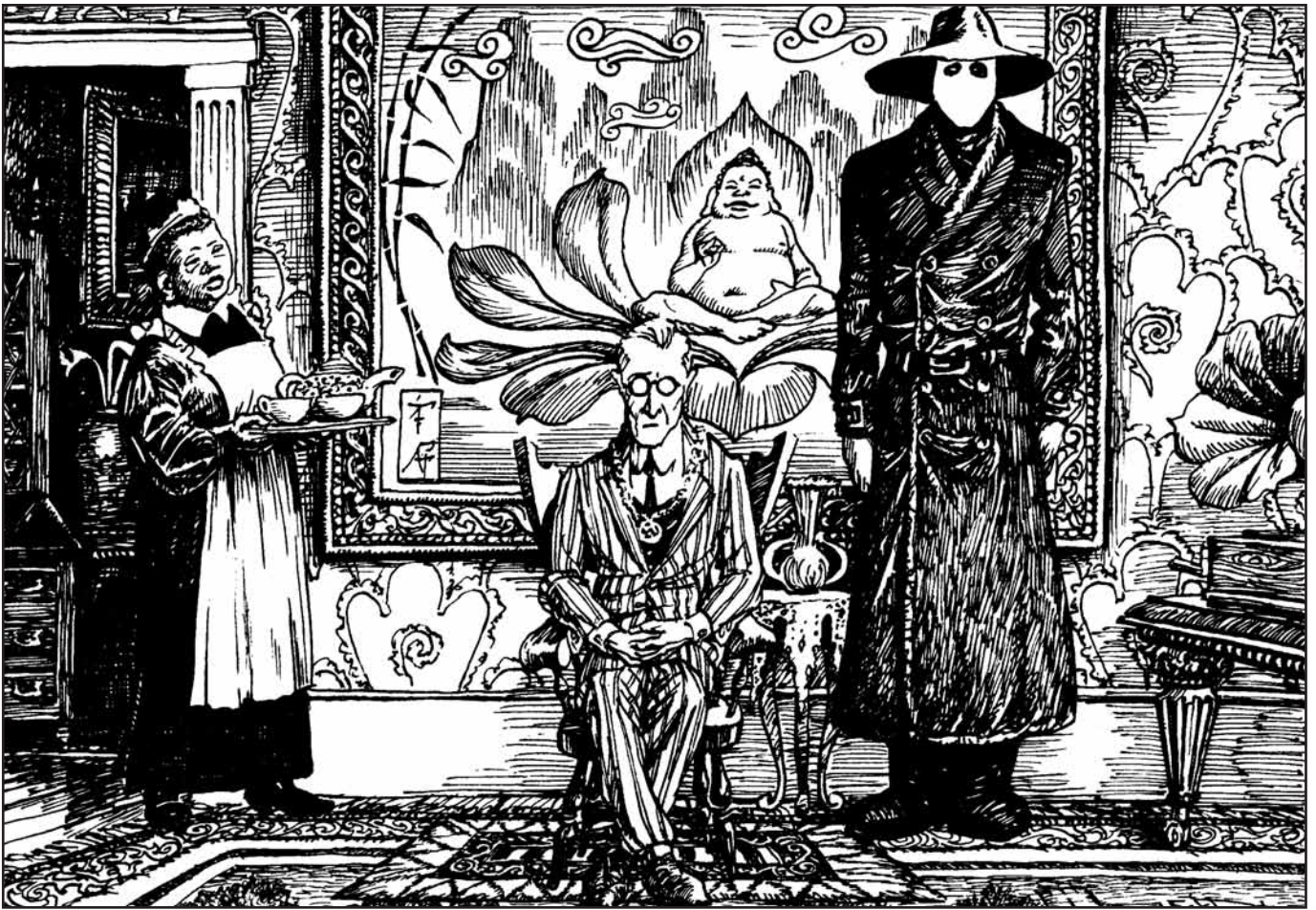
Upon arriving at the Congregational Hospital, Wentworth-Smith tries to avoid the investigators. He focuses on examining the pollen samples, questioning the Kingsport Sleepers, and speaking at length with Dr. Harris. Wentworth-Smith claims to be unable to identify the red pollen and has no guess as to what it could be. This seems odd for such a world-renowned botanical expert, and a successful Psychology roll allows an investigator to detect that Wentworth-Smith is lying. At the end of his examination he requests a private meeting with Dr. Harris.

This meeting takes place behind closed doors in Dr. Harris’s office. Investigators wishing to eavesdrop on the conversation must make a Listen check. Chaucer Wentworth-Smith will be overheard telling Dr. Harris that it is his expert opinion that the strange unknown pollen cannot be the cause of the Sleepers’ affliction. He says, “I am sorry, but it’s my expert opinion that you are dealing with an outbreak of encephalitis lethargica. I’d strongly suggest you take all possible precautions to control the spread of this.” After this conversation, Wentworth-Smith leaves the hospital and returns home.

Dr. Harris makes an urgent phone call as soon as the botanist leaves, this time to the National Guard. The investigators must again make a successful Listen check to overhear the details of the conversation. Dr. Harris can be heard talking to a Captain, explaining, “It’s as I’ve feared. You need to bring your men in to secure Kingsport for the public safety. Yes . . . Yes . . . the roads . . . and the harbor . . . Kingsport must be totally isolated until the threat is eliminated, or, failing that, until the epidemic burns itself out. An hour, you say? Okay, we’ll be ready.”

## City-wide Quarantine

Once Chaucer Wentworth-Smith perceives the investigators to be a threat to him, he utilizes his Mesmerize spell on Dr. Harris to convince him to quarantine all of Kingsport against an encephalitis lethargica outbreak. Within several hours, the National Guard sets up blockades at every road and boat dock into Kingsport, effectively sealing off the town from the outside world. Martial law is declared, a curfew is put in place, and local authorities and the National Guard patrol the streets. A coast guard cutter appears in Kingsport Harbor. The National Guard sets up a pair of command centers, one at the police station and the other at Congregational Hospital. No one is al-



lowed into or out of Kingsport, and any movement after dark has to be done secretly (Sneak rolls) or else investigators will be arrested on sight.

As each day passes without additional evidence of sleeping sickness, Dr. Harris has a +10% cumulative chance to see the error of his ways and ask the National Guard to stand down and end the city-wide quarantine. If investigators make successful Psychoanalysis and Persuade rolls, Dr. Harris immediately calls for an end to the quarantine. Wentworth-Smith and Mr. Black take full advantage of whatever time the chaos and confusion of quarantine provides them in advancing their plans. This includes hunting down and disposing of nosey investigators, if need be.

#### Typical National Guardsman

STR 14    CON 13    SIZ 14    INT 12    POW 11  
DEX 12    APP 10    EDU 12    SAN 55    HP 14

**Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 60%, damage 1D3+db, Grapple 35%

M1903 Springfield .30-06 Bolt Action Rifle 40%, 2D6+4, 5 round magazine, RoF 1/2

M1911 .45 Semi-Automatic Pistol 30%, damage 1D10+2, 7 round magazine, RoF1

**Skills:** Dodge 25%, First Aid 40%, Hide 30%, Listen 35%, Mechanical Repair 25%, Sneak 25%, Spot Hidden 30%.

## They Who Never Sleep

The order of They Who Never Sleep is an ancient and obscure religious sect hidden in a remote area of the Shaanxi Province of China. The sole purpose of the order is to watch for signs of Vulthoom and to prevent the Great Old One from getting established on Earth. For uncounted centuries, the sect has dug in remote fossil fields of China, searching for the fossilized seeds left by Vulthoom more than 65 million years ago. When one of the fossils is unearthed, it is taken back to the temple of They Who Never Sleep and ritually destroyed. The fossils are first crushed and then burned, the curling smoke inhaled by the order members deep in ritual trance.

The order is so named because the members do not ever sleep. Instead they live in a perpetual trance-like state, neither awake nor asleep. Remaining in such a state requires stupendous mental fortitude, which takes a toll on the sect members. They are in constant torture both mentally and physically. They appear prematurely old, their flesh an unhealthy pale, eyes bleary and red, and movement and speech slow and stilted. They look almost like zombies, neither dead nor alive, or neither awake nor asleep.

Because of their willpower and mental mastery, They Who Never Sleep are immune to the omnipotent and powerful senses of Vulthoom and its sleep and hallucinogenic powers. They are able to conceal themselves from the Great Old One; however, should one of them fall asleep or lose consciousness



for any reason, Vulthoom instantly becomes aware of him. Such unfortunates are immediately destroyed as Vulthoom’s alien thoughts flood into their minds, tearing them apart from the inside out.

The They Who Never Sleep society is a mysterious, reclusive sect. The ways of the modern outside world are foreign to them. They speak only their native tongue, so anyone attempting to communicate with them must do so in some Chinese dialect. They are also wholly self-sufficient, making their own shelter, weapons, tools, and clothes, and living off whatever they can find or hunt. They have taken up shelter outside Kingsport in a dark wooded area, sleeping in trees and foraging for food. Finding their camp requires a successful Track roll followed by two successful Spot Hidden rolls.

The sect’s involvement in the scenario is left to the Keeper’s discretion. They may be presented as a mysterious rival group, may be actively hostile toward the investigators, or may be used to save the day should the investigators fail miserably. In any event, they are certainly neither allies nor friends of the investigators and want only to destroy the Vulthoom seedling and return to their temple in China.

**Huang**

The oldest of the They Who Never Sleep society in Kingsport is Huang. He is a wizened, ancient-looking priest of the sect appearing to be well over 100–years old. He is small and stooped, his long white hair pulled back into a single braid down the back of his neck. Huang’s eyes are cloudy and white and his fingernails long and regal. Although blind, the old priest’s other senses are heightened, allowing him to move and function almost normally. He dresses in silk robes and wields two ritual sickles. Huang also wields great magical powers.

**HUANG, They Who Never Sleep Elder Priest, age 91**

STR 9      CON 24      SIZ 8      INT 18      POW 18  
DEX 8      APP 10      EDU 30      SAN 0      HP 16  
Move 7

**Damage Bonus:** none

**Weapons:** Finger Nail Claw 75%, damage 1D2

Ritual Sickle 90%, damage 1D6+1

**Spells:** Alter Weather, Bind Enemy, Charm Animal, Cloud Memory, Heal, Healing, Levitate, Mesmerize, Send Dreams, Vanish.

**Skills:** Conceal 90%, Cthulhu Mythos 10%, First Aid (Herbal/Tribal Medicine) 90%, Listen 75%, Martial Arts 55%, Natural History 75%, Occult (Local Mythology & Folklore) 90%, Psychology 75%, Sneak 75%, Spot Hidden 40%, Track 75%.

**Languages:** Chinese 90%.

**Tingfeng**

Tingfeng is a large and formidable-looking man in his mid-thirties. His long black hair hangs loose and his face is punctuated with a long black moustache and pointed beard. Tingfeng is the warrior of the little group and fights to the death to protect or avenge Huang. A sword hangs at his side and his silk robes hide two ritual knives.

**TINGFENG, They Who Never Sleep Warrior, age 36**

STR 17      CON 16      SIZ 16      INT 12      POW 11  
DEX 18      APP 10      EDU 8      SAN 55      HP 16  
Move 7

**Damage Bonus:** +1D6

**Weapons:** Fist 80%, damage 1D3+db

Kick 75%, damage 1D6+db

Sword 35%, damage 1D8+1+db

Ritual Knife 45%, damage 1D4+2+db

**Skills:** Climb 55%, Cthulhu Mythos 2%, Dodge 75%, Hide 75%, Jump 50%, Listen 90%, Martial Arts 50%, Natural History 20%, Sneak 90%, Spot Hidden 50%, Throw 50%, Track 45%.

**Languages:** Chinese 40%.

**Xiaotong**

The youngest of the order sent to America to destroy the Vulthoom seedling, Xiaotong is still learning the ways of They Who Never Sleep. He was sent on this quest as a way of proving himself worthy of the society. He is ambitious, but still untrained. Xiaotong’s role in the order’s mission is to watch, listen, and assist the old priest, leaving battle to Tingfeng and magic to Huang. He is the most vulnerable of the group, although seldom far from Huang. Xiaotong carries a single ritual knife.

**XIAOTONG, They Who Never Sleep Initiate, age 17**

STR 15      CON 14      SIZ 12      INT 11      POW 10  
DEX 18      APP 13      EDU 6      SAN 50      HP 13  
Move 7

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, damage 1D3+db

Kick 25%, damage 1D6+db

Ritual Knife 25%, damage 1D4+2+db

**Skills:** Climb 40%, Cthulhu Mythos 2%, Dodge 36%, Hide 25%, Jump 30%, Listen 30%, Martial Arts 15%, Natural History 10%, Sneak 25%, Spot Hidden 30%, Track 15%.

**Languages:** Chinese 30%.

PART FOUR:  
BARROWS HALL

The Chaucer Wentworth-Smith Estate, “Barrows Hall”

One of the grandest of Kingsport’s old estates, Barrows Hall was the home of Kingsport sea captain Emmerton Barrows. Built in the early-18th century, it is a grand and sprawling Georgian colonial mansion perched on the westerly face of Central Hill. A three-foot-high fieldstone wall circles the whole of the neatly landscaped property. Towering and intricately designed wrought iron gates open onto the stone drive that leads up to the house.

Chaucer Wentworth-Smith purchased the property about

fifteen years ago. At the time, much of it had fallen into ruin, and he spent considerable time and money restoring the place to its original grandeur. The mansion was modernized and extensively renovated to suit the horticulturist's needs, including enlarging the solarium and the addition of a university-class greenhouse. The overgrown and wild grounds were also restored to their original beauty. An avid horticulturist, Wentworth-Smith brought in plants, flowers, and trees from around the world to landscape his home and gardens. Those plants too delicate to survive Kingsport's cold and snowy winters are grown in the large solarium Wentworth-Smith had built off the house. Now renowned worldwide for his prized plant and flower collection, Wentworth-Smith often gives tours to members of the public who wish to view his gardens. Appointments are required, however. The tour never includes the greenhouse, which the cordial host explains is "off limits" because it is where he breeds his hybrid award-winning flowers.

## The First Floor

1) **The foyer** is entered from outside through towering double doors. It is a large hemispherical room whose main feature is a grand double staircase that leads up to the second floor. Gilded, angelic lights adorn each of the massive newel posts and several large oil paintings hang on the foyer walls. Large ornate urns stand before each window crowded with lush plants.

2) **The dining room** is large and stately. The floors are highly polished hardwood with a rich Oriental rug in the center. Atop the rug sits an enormous dining table with twenty-two chairs surrounding it. The table is decorated with silver and crystal candleholders and a large vase bursting with exotic flowers. A few marble statues decorate the room and several large paintings hang from the Victorian-wallpapered walls. Two cavernous fireplaces with massive mantels complete this room.

3) **The kitchen** is directly off the dining room. It is a large room with a large fireplace once used for cooking and a wood-burning stove. An immense table sits nearly in the center of the room; its wooded top is nicked and stained through years of food preparation. Cabinets along the walls hold sets of fine china and silver while pots and pans and cooking utensils hang on either side of the fireplace. Small pots of herbs crowd the window sills. A deep sink and a small icebox finish the kitchen.

4) **The pantry** is a small room off the kitchen and is used to store foodstuffs.

5) **The scullery** is another small room off the kitchen. This is where dirty dishes are washed and laundry is done. There are two deep sinks in here, as well as a hand-cranked laundry press. Washed clothing can be hung up in the kitchen on lines to dry when it is too cold outside to do so.

6) **The servant's room** is a small but bright room leading off the kitchen. It is modestly furnished with a bed, nightstand,

dresser, wardrobe, chair, mirror, and washbasin. There is also a pull-chain toilet in this room. This is Lulubelle Brown's room. She has faithfully worked for Mr. Wentworth-Smith for thirty years.

7) **The parlor** is off the dining room. It is a comfortable and luxurious room decorated with fine tapestry and overstuffed chairs. A large fireplace connects the parlor and the library. Towering palms and other exotic trees reach to the ceiling from a number of immense pots. One wall holds something rather incongruous to the rest of the decor: a large and extremely old painting depicting a figure emerging from a giant red flower.

**The painting:** The style of the painting is clearly Asian and a successful Anthropology, Archaeology, or History roll identifies it as Chinese in origin. A second roll indicates that it is perhaps thousands of years old. A third roll identifies the image as depicting the story of Buddha being born from a lotus.

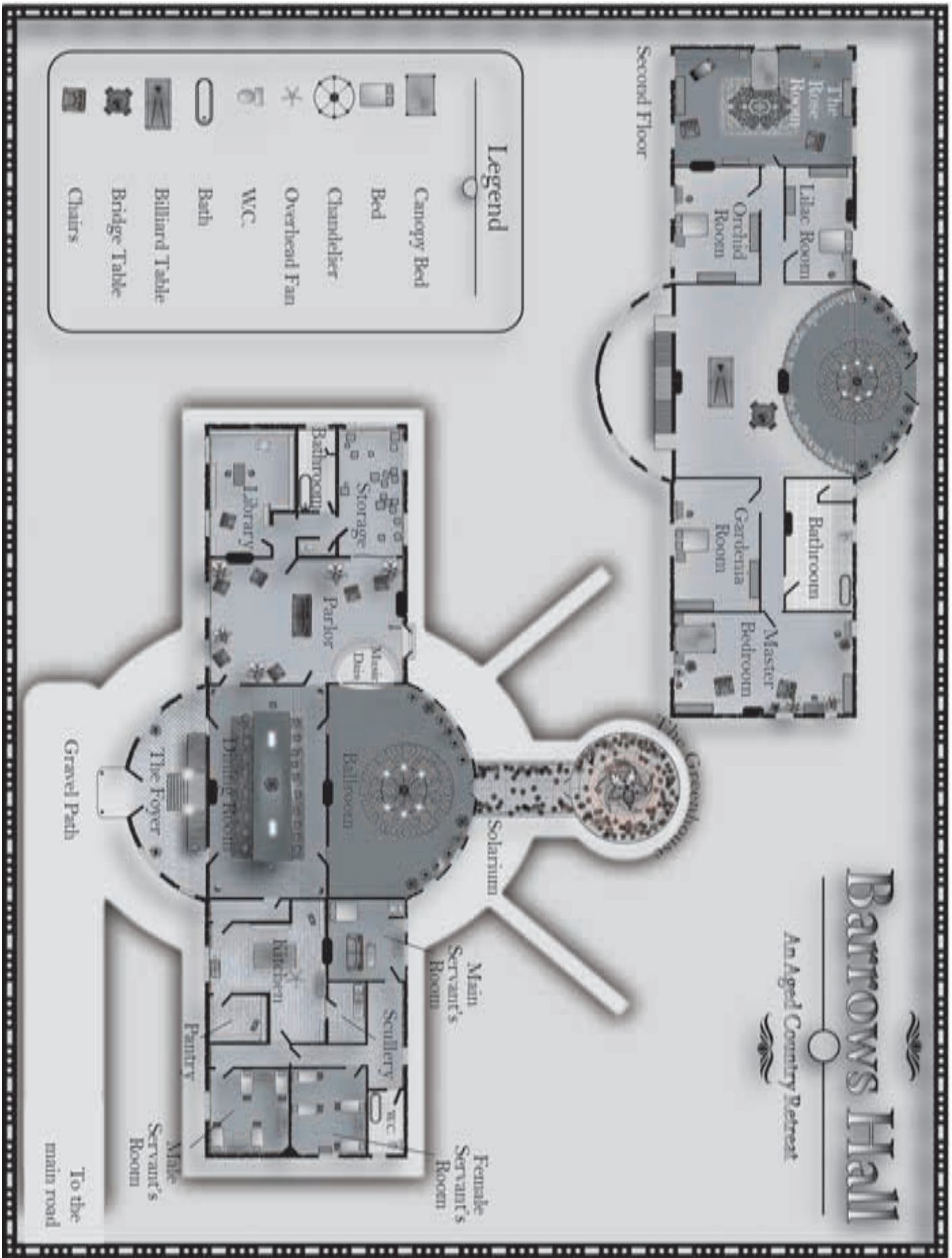
8) **The library** is as elegantly decorated as the rest of the house. Thousands of books crowd shelves that stretch to the ceiling, and a rolling library ladder is required to access anything on higher shelves. Book topics range from classic literature to history, the sciences and arts, geography and archaeology, and world religious studies. The most common subject by far is botany and horticulture: just about any known English language book on the subject is here. As with any library, there are interesting morsels to find here if the investigators know where to look. Successful Library Use rolls are required to find each of the following:

- *Man-Eating Plants* by R.J. Crandall. This slim book details legends of alleged man-eating plants from around the world. Most of the stories come from South America, Asia, and Africa. Flipping through this volume, the investigator discovers that the corner of one page is turned down. Examining the page, he finds a story from China about a giant flower that swallowed people. An accompanying illustration shows a large blossom closed around a woman, her head and torso fully swallowed by the plant.

- *Buddhism* by Dr. Xou Chen. This is large dog-eared book about Buddhism with several book-marked pages. Checking those pages, the investigator finds that they all deal with the legend of the birth of the Buddha from the giant lotus.

- *Obscure Religions of the World* by Dr. Herschel Weiss. This is a large and heavy treatise on hundreds of world religions, common and little-known. In the chapter on obscure Asian sects one part is marked. It is a very short discussion of an obscure and mostly unknown sect called They Who Never Sleep. It says that the sect believes that The Ancient One will be born from a giant red flower like Buddha, except evil. When The Ancient One comes, he will destroy the world and enslave all men. The Ancient One will control all men through their sleep, and so the sect never sleeps, lest they miss the signs and The Ancient One comes and enslaves them. The apocalyptic signs They Who Never Sleep watch for include the unearthing of certain strange round stones. Whenever one of these stones is found, the sect destroys it, crushing it and burning





the dust. These stones are only found in China, although the text does not give a location of the sect or where the stones are allegedly unearthed. See handout on page 24. (Keeper's note—investigators will need at least forty-five minutes with this book to locate and read this passage.)

- *National Geographic Magazine*, October 1918. A short, two-page article about a secretive Chinese sect called They Who Never Sleep explains that the sect's purpose is to watch for signs of the coming of an evil deity who they believe will be born out of a giant red flower. The article says that the group continually digs and searches for fossilized seeds of some unknown plant that they say will bear the evil god. See handout on page 26.

Should the investigators miss any of these clues, they might also pick them up at the Miskatonic University library or at another large library. Of course, they have to know what they are looking for in order to succeed.

9) **The ballroom** is a large hemispherical room off the dining room with highly polished hardwood floor and a massive and intricate crystal chandelier. The walls are decorated with large paintings and urns of large, lush plants crowd the floor space in front of every window.

## The Second Floor

1) **The Rose Room** is the largest of the extra bedrooms, decorated and furnished all in shades of red. An intricate Oriental rug covers much of the hardwood floor, and beautiful paintings and tapestries hang on the walls. The room's furnishings include a very large canopy bed, two overstuffed chairs, a fainting couch, two nightstands, a very large armoire, and a dressing table and mirror.

2) **The Lilac Room** is decorated in shades of rich purple. One of the smaller bedrooms, it is furnished with a large bed, dresser, nightstand, mirror, and armoire.

3) **The Orchid Room** is done in shades of pink. It is furnished almost identically to The Lilac Room.

4) **The Gardenia Room** has been given over to the mysterious Mr. Black. It is furnished almost identically to The Lilac Room except all in white. The only clothing found in this room is one spare set of Mr. Black's clothes: black wide-brimmed hat, very large black trench coat, large and extra-long-sized black trousers and shirt, very large black gloves, and a pair of size 20 black shoes. There is also a black, full-face mask hanging in the armoire. Even an investigator of SIZ 18 would find himself buried in the giant-sized clothing.

### An Item of Martian Technology

On the nightstand rests an odd rhomboid of silvery metal dotted on two sides with slowly pulsing blue-green spots of light. Any investigator who experienced "Dreams of Death and Dinosaurs" recognizes the object as being of identical build as portions of the alien craft. The object is made of iridium and

is just over one foot tall and two feet wide. It is cold to the touch and very heavy; it is a struggle for an average adult male to lift the thing. Of alien origin, the investigators will have no way of knowing what the object is or how it works. With a Luck roll, however, touching it causes a beam of smoky light to project straight up from the smooth top surface of the metal rhomboid. Within seconds a three-dimensional image takes shape in the light about three feet above the thing.

As the investigators watch, the transparent image of a blue and green three-dimensional orb begins to form in the swirling smoky light. The image becomes clear and is obviously the Earth. The transparent Earth image rotates slowly before the investigators and then tiny red sparks of light begin to appear all over the globe. A successful Know roll indicates that one of the red sparks is where Kingsport would be on the globe. Eventually, hundreds of tiny red sparks dot the rotating Earth. Then each dot puffs out a tiny cloud of red mist. The clouds of mist rise above the surface of the globe and begin to spread out until eventually the entire three-dimensional Earth image is shrouded by a thin red fog. The image continues to rotate, but nothing else happens. Soon the whole image begins to flicker and then blinks out. The red dots are projected places where a Vulthoom seedling will be planted. When they all release their pollen simultaneously into the Earth's atmosphere the entire planet will be put to sleep and Vulthoom and its minions will have no resistance as they invade.

5) **The bathroom** is furnished with a large claw-foot tub, vanity and mirror, and pull-chain toilet. A linen closet holds towels, sheets, and blankets for all the home's beds.

6) **The master bedroom** is Chaucer Wentworth-Smith's room. It is decorated lavishly like the rest of the house and is furnished with a large canopied bed, two nightstands, dresser, armoire, two chairs, mirror and desk and chair. One wall holds a large painting very similar to the one in the parlor of the Buddha emerging from a lotus flower. It is also obviously very old. The dresser and armoire are filled with Wentworth-Smith's clothes, all of the highest quality. Pots and urns of all sizes and stuffed with lush green plants crowd near every window.

On top of the desk, investigators find several letters stamped and postmarked from around the world. The letters are all written in English and each talk about the same thing: how excited the letter writer is to be on Chaucer's list to receive seeds from his remarkable new flower discovery. Also on top of the desk is a list of hundreds of names and addresses spanning the globe. Checking, the author of every letter is also on the list of names.

### The Desk

The bottom drawer of the desk is locked, requiring a successful Locksmith roll to open. Alternately, the drawer can be forced open; however, the break-in will be impossible to cover up afterward. The locked drawer holds a small box with 1D4 thousand dollars in it, a small red jade statue of obvious Asian origin, and a manila envelope.

The red jade statue is of an elfin figure standing in the cen-



ter of a large flower. Around the flower kneel several humanoid figures. A successful Cthulhu Mythos roll identifies the statue as the Great Old One Vulthoom, also known as The Sleeper.

The envelope contains a partial page of a longer letter (see Shades of Tomorrow Lost Papers #4) and several hand-written pages in Latin (see Shades of Tomorrow Lost Papers #5). The letter and Latin pages are in different handwriting and on different paper, so they are obviously written by different people. The Latin pages are copies of pages from *Liber Ivonis*, otherwise known as the *Book of Eibon*. A successful Read Latin roll is required to identify the text and translate the passage into English. Reading the pages from the Book of Eibon gives an investigator +1 Cthulhu Mythos, costs 0/1D2 Sanity points and imparts the spell Contact Vulthoom.

## The Solarium and Greenhouse

1) **The solarium** is entered through a set of glass French doors off the ballroom. The walls and peaked ceiling are mainly glass supported by a wrought iron frame, and the floor is brick. The room is always warm

*long and difficult trip. But after much searching I believe that I have located the sect of They Who Never Sleep in Shaansi Province. The locals are hesitant to speak of them and say that they do not welcome outsiders. I was told that the sect continually digs, searching for the fossils and that they guard them with their lives when unearthed. I could not get confirmation of what becomes of the fossils, however, or how frequently they are unearthed. The terrain is treacherous and the locals are suspicious of foreigners, but I believe we can deal with them. I await further*

*Shades Papers #4*

and humid. Hundreds of pots and urns of exotic and tropical plants and flowers and trees line the floor and crowd tables. More hang from the ceiling by chains. Anyone with knowledge of horticulture or botany (successful Botany or Natural Science roll) will realize that there are numerous rare and exotic specimens here, but nothing unnatural.

2) **The greenhouse** is entered through a set of French doors at the far end of the solarium. Wentworth-Smith keeps these doors locked at all times, requiring a successful Locksmith roll to gain entry. Alternately, the doors can be broken down, however the noise alerts anyone – and anything – in the house that there are intruders.

The greenhouse is an enormous circular glass room with a domed glass ceiling and brick floor. Like the solarium, all the glass panes are held in place by a wrought iron frame. Gazing at the ceiling, investigators see several large gears with a series of chains running between them. Another chain leads down to a large iron crank-wheel that stands about three feet high. Turning the crank causes the gears to move and the domed glass ceiling to slowly open up.

The greenhouse is warmer and more humid than the solarium. Condensation fogs the glass, making it impossible to see clearly into the greenhouse from outside. Water continually drips from the ceiling, making it appear to be lightly raining. Hundreds of pots line the walls, crowded with even more exotic and rare specimens than are found in the solarium. A successful Spot Hidden roll finds a pair of gas masks hidden behind some large urns. Neither Wentworth-Smith nor Mr. Black are immune to Vulthoom's pollen, so they both must wear gas masks when unleashing the Great Old One's pollen.

3) **The Lair of Vulthoom:** In the center of the greenhouse stands Wentworth-Smith's prized specimen: an enormous red blossom supported by a thick bulb-like stem and a mass of pale and swollen roots. The strange plant stands over twenty-feet tall and when the blossom is fully open it measures twenty yards in diameter. Several swollen pods measuring about six feet in length hang from short side stems. These are seedpods, and each holds 3D10 basketball-sized seeds. It is obvious that this is no Earthly species, and the plant gives off a

### The Sleeper's Plan

The master stroke of Vulthoom's plan is for its Earthly henchmen to disperse its seeds across the globe so that, on a pre-arranged day and time, all the Vulthoom seedlings will release their pollen into the atmosphere simultaneously. With hundreds of Vulthoom seedlings pumping pollen into the air the Earth will be blanketed by a red dust, which puts all life to sleep. With every living thing asleep and unable to resist, Vulthoom and its minions will sweep across the planet and establish dominion.

strong, floral fragrance as well as an unsettling and malevolent feeling to all viewing it. This is a Vulthoom seedling/avatar and all in its presence must make a Sanity roll and suffer the loss of 1/1D10 Sanity points (See "Part Five - Blossom of Mars").

### The Scene of the Crime

The recent rash of unnaturally deep-sleep was caused when Vulthoom released a weak dose of its pollen into the night air as a test for future actions. Wearing gas masks, Wentworth-Smith and Mr. Black cast their Contact Vulthoom spell and then cranked open the greenhouse's domed ceiling. With a light breeze out of the southwest, the Great Old One's poisonous red pollen cloud drifted over Kingsport, dusting a portion of the city and causing those who inhaled it fall into the deep, coma-like sleep. With their first test a success, Wentworth-Smith and Mr. Black bring Vulthoom's invasion and subjugation of the Earth one step closer.

## PART FIVE: BLOSSOM OF MARS

### Shadows

Vulthoom can direct its alien senses anywhere in time or space, seeing and hearing anything and everything it wishes in inconceivably large areas. It is immediately aware of the investigators once they are on the track of its Earthly and Aihaiian henchmen, and warns Wentworth-Smith and Mr. Black through dreams. Both are instructed to simply observe until the investigators pose a real threat, and then they are to be eliminated.

To these ends, the investigators may start to feel as though they are being watched. Mr. Black stays to the shadows and nighttime activity mostly, while Wentworth-Smith is free to move about openly and by day. Successful Spot Hidden rolls by investigators may catch a glimpse of a large dark figure pulling back into the shadows or a furtive movement at a window. Or they may spot Wentworth-Smith frequently as they go about their business.

If Mr. Black finds an investigator alone at night, he will make full use of the situation and attempt to kill the lone investigator. Wentworth-Smith is less likely to use physical or deadly force, preferring to leave such work to his Martian henchman. Wentworth-Smith may, however, attempt to subdue and kidnap nosy investigators for use in further experiments with the Vulthoom pollen and fragrance.

*Magus Cibon dormiebat et de Antiquum somniebat. Et Antiquus quoque accersitus Vulthoomus atque Dormiens loquit Ciboni in ei somno et ei narrabit quod ex Rubro Astro Is adveniet et vinceatque quod Dominus Hyperboreae omnia Terraeque omnium hominumque erit. Et omnes homines pro Antiquum flectetis, et fidelibus vitam aeternam donabit, et indignos in eorum somno ruet.*

*The wizard Cibon slept and dreamt of the Ancient One. And the Ancient One - also called Vulthoom and the Sleeper - spoke to Cibon in his sleep and told him He would come from the Red Star and conquer, and be the Lord of Hyperborea and of all Earth and of all men. And all men would bow before the Ancient One and He would grant the faithful eternal life and destroy the unworthy in their sleep.*

*Shades Papers #5*

### Dreams of Savage Gardens

This dream is best suited after the investigators have visited Chaucer Wentworth-Smith's estate and seen at least his solarium, if not the greenhouse as well. The Great Old One Vulthoom will send this dream to investigators whom he becomes aware of and perceives as a possible threat. Keepers should try to run this section in a way that investigators do not realize they are dreaming.

The investigators are returning to Barrows Hall for further investigations. The Keeper should encourage them to all Sneak so as not to be seen or heard: even failing Sneak or Hide rolls, the Keeper should not have any of the investigators discovered as they approach and enter Wentworth-Smith's estate. The They Who Never Sleep order members are nowhere to be found. The investigators may explore the house as they wish, although nothing new that they have not already seen should be found in the dream. Searching the house, the investigators find Chaucer



and from thence we travel to other destinations in Central China.

### They Who Never Sleep

One such destination is in Shen-Se province, not far from the fabled Yellow River. There, if one is persistent enough, one can find They Who Never Sleep. This peculiar sect does not worship a deity *per se*, but rather protects the world from the coming of one in particular, one they call "The Ancient One."

According to the elders of the sect, this particular being holds sway over men through their dreams. To combat this approach, as their name suggests, these men never sleep. They have somehow mustered the prowess to keep themselves in some state such that sleep is no longer required. They use this ability to remain vigilant at all times, watching for signs of the coming of this creature, and never allowing themselves to be susceptible to his power.

When asked how The Ancient One would come into the world, the elders said that he would be born from a plant: a giant red flower. This deity would then gain a foothold in the world by insinuating himself into man's dreams, allowing him to come and reign over the entire world, enslaving man to do his bidding, and in so doing he would destroy the world.

When the subject of the Buddha was raised, and the story of the Buddha being born from a giant lotus flower, the sect elders knew of the story, and agreed it was similar. Where the Buddha was a force for good, however, this creature — the Ancient One — was a force for evil, and their sect was founded to watch for just that.

One of the harbingers of his arrival, they say, is the unearthing of peculiar round stones found only in China. When such a stone is found, They Who Never Sleep acquire and destroy it. They grind the stone to dust, and then burn the dust in a ritual sacred to their sect.

Where are these stones found? The elders wouldn't say. They fear that far too many men would fall prey to temptation and use the stones for evil means, thinking that they would gain power by bringing the Ancient One into the world. Such a path, they say, is certain to lead to ultimate despair, for no good can come from such evil.

### Shades Papers #6

Wentworth-Smith and Lulubelle Brown each asleep in their own bedrooms. Neither wakes unless the investigators purposely wake them. Neither is of much help if awakened, nor does either offer much resistance. If the investigators seriously harm or kill Lulubelle, the Keeper should subject each investigator to a serious Sanity penalty, perhaps as much as 1D10 for murdering the woman in cold blood. Killing Wentworth-Smith may bring the same Sanity loss unless the investigators already know for certain that he is involved in

some insidious Mythos plot. This is all just a dream, so obviously neither Lulubelle nor Wentworth-Smith is really dead: 1/2 of any Sanity lost from "killing" either or both is regained when the investigators wake.

The investigators find the greenhouse doors locked, as usual. They must pick the locks or break the door in to gain entry to the greenhouse. Entering, the investigators find the greenhouse just as described and seen if they have already been here. As they look around the plants all begin to gently rustle and shake as though in a mild wind. All must make a Sanity roll and lose 0/1 point of Sanity when they suddenly realize that the plants have begun to entangle them.

Vines and stems wrap around legs and high branches and hanging plants entwine arms and wind around throats. Before the investigators' eyes the plants all grow and twist and transform into giant ugly monstrous carnivorous plants. Giant bear trap-like leaves snap, slavering blossoms bite, and sticky and thorny leaves, branches and vines lash out or constrict around the investigators. Each investigator must match his STR against the attacking plants' STR of 2D6+3 on the Resistance Table. Success means the investigator has broken free — failure indicates that he has suffered 1D4 hit points of damage and is still trapped by the plants. Stuck investigators must continue to make the STR vs STR roll each round to attempt to break free. Failure indicates the investigator remains trapped and suffers another 1D4 hit points of damage. Freed investigators must make a successful Dodge roll each round thereafter to avoid being struck and trapped by the plants again. Each of the monster plants has 2D6 hit points, but where one has been destroyed another instantly sprouts.

As they struggle to free themselves and their companions, the investigators hear a sweetly sonorous voice say, "Behold, I have come." The giant red blossom in the center of the greenhouse opens to reveal the Dream Weaver watching the struggling investigators with a cold smile. The Dream Weaver makes no moves toward the investigators unless attacked. The investigators may struggle free and flee or may attempt to defeat the Dream Weaver. If they manage to reduce the Dream Weaver's hit points to half, it leaps into the giant red blossom which snaps shut around it. When this happens all the killer plants suddenly go limp, freeing any investigators still trapped. When



the Dream Weaver is killed or driven off, or as they die, the investigators wake. Those killed suffer the loss of 0/1D6 Sanity.

## The Hidden Legion

Plants are everywhere in Barrows Hall. The mansion is surrounded by groves and gardens. Plants fill the solarium and greenhouse, and every room has at least some potted plants ranging from the size of flowers to small trees. While more than just decoration, these plants represent a secret army awaiting

only the casting of the Command Plants spell (see below). At the first hint of trouble in the mansion or its grounds, Chaucer Wentworth-Smith or Mr. Black will cast this spell, activating this deadly form of home defense.

Investigators encountering such plants will come under attack should they pass within reach of one. While such attacks can be avoided in most rooms (with a successful Dodge roll), those passing through the grounds, gardens, solarium, and greenhouse will have a much more difficult time. Most rooms in the mansion will have 1D3 animated plants large enough to pose a threat to investigators. The grounds, gardens, greenhouse and solarium will each have 2D12 such plants.

These botanical attackers are divided into three types (assigned by the Keeper or randomly by rolling 1D8). These are trees, thorny bushes, and vines. Investigators viewing these animated plants must make a sanity check for 0/1D2. The plants take half damage from piercing weapons (such as bullets), but double damage from slashing attacks (such as axes, machetes, and sickles).

### Plant-related Psychological Disorders

#### Anthophobia — Fear of Flowers

Though sufferers understand that there is no threat, the sight of flowers or flower parts causes extreme anxiety.

#### Botanophobia—Fear of Plants

Plants consume too much oxygen and deplete your fair share!

#### Florimania — Mania for Plants and Flowers

Flowers and plants are a source of life, without which we might die. They ward off evil spirits and are useful in superstitious behaviors (sleeping with plants, always wearing a flower, etc.).

#### Animated Tree (1–2 on 1D8)

STR 15    CON 15    SIZ 14    INT 0    POW 0  
DEX 11    HP 15    Move 0

**Damage Bonus:** +1D4.

**Weapon:** Clubbing Branch 35%, 1D6+db

**Armor:** 2 points of bark; 1/2 damage from piercing weapons.



**Animated Thorny Bush (3-5 on 1D8)**

STR 12 CON 14 SIZ 10 INT 0 POW 0  
DEX 13 Move 0 HP 12

**Damage Bonus:** none.

**Weapon:** Whip with Thorn-Covered Branches 35%, damage 1D3+2

**Armor:** none; 1/2 damage from piercing weapons.

**Animated Vine (6-8 on 1D8)**

STR 14 CON 12 SIZ 08  
INT 0 POW 0 DEX 15  
Move 0 HP 10

**Damage Bonus:** none.

**Weapon:** Grapple 35%, damage 1D3+db per round, STR vs. STR check to escape.

**Armor:** none, 1/2 damage from piercing weapons.

**The Thing in The Greenhouse**

The enormous red flower at the center of the Barrow Hall's greenhouse is an alien plant capable of serving as the avatar form for Vulthoom, The Sleeper. The Great Old One has not taken full possession of this physical form yet. The mindless avatar takes no hostile action unless disturbed or harmed in some way. It manifests when contacted by Chaucer Wentworth-Smith or Mr. Black or should it sense a threat.

When Vulthoom fully manifests, a pearly elfin figure rises up out of the center of the giant red blossom. Then, when the Great Old One's mind returns to its body on Mars, the pearly elfin figure sinks into the flower and is gone. This is the Dream Weaver (see below), a form of Vulthoom's higher consciousness. While the Dream Weaver remains in the flower, the avatar has the full statistics and abilities as the Great Old One, Vulthoom.

However, the Dream Weaver can freely leave the blossom to move about. When this happens, the plant avatar reverts to a more basic, primitive state. It maintains the same statistics and abilities except that its INT is 0, its POW is 10, and it loses its spell casting abilities. It can still protect itself with its crushing tendrils, hallucinogenic fragrance, or sleep-inducing pollen.

This also happens if investigators focus their attacks on the Dream Weaver and manage to destroy it. However, Vulthoom may simply wish to refocus his consciousness back to its avatar. In such a case the red flower withers, falls off, a new one sprouts, and it reopens revealing a newly restored Dream Weaver. This process takes anywhere from 5-12 (1D8+4) rounds.

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THE  
NATIONAL  
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**THEY WHO NEVER SLEEP**

With Maps and Photographs from the  
National Geographic Society Collections

BY ARTHUR DEUEL

**F**AR from the ravages of war tearing at the rest of the world, central China seems almost silent. The world rips itself apart while one small group of dedicated men do their utmost to preserve life as we know it.

About thirty miles west of the banks of the great Yellow River, in Shensi Province, a devout religious sect keeps vigil. These hardy men watch for signs of the coming of "The Ancient One." He will come, they believe, from a plant whose seeds were planted in times past. They are unsure of the exact location, and so peruse, discuss and debate ancient texts in the library they keep in their secret compound. The texts tell of a giant red blossom from which will burst an evil god who will slowly take over the world, enslaving all mankind.

These men live in isolation from the rest of the world, taking oaths of obedience in their teen years, and spend the rest of their lives in a harsh ascetic lifestyle not dissimilar to that of Buddhist monks, albeit with a very different motive. In addition, as their name suggests, these men have conquered the human body such that they do not sleep. Instead, through meditation and strength of will, they live out their lives, twenty-four hours a day, in a trance. They appear to function normally, but understandably they age very quickly.

When asked who or what they worship, they evade the question and declare rather that they

serve mankind in their quest to keep it safe. They partake of regular excursions out into the world, but most frequently to the Yellow River, traveling north from there to the Gobi Desert. It is there that they believe fossilized remains of these seeds they seek can be found. They pack lightly, carrying only the tools they'll need to excavate and hunt, and set out.

They journey overland for two days, and take boats up toward Mongolia. Once in the area, they fill their water skins and head into the desert. They Who Never Sleep will spend weeks on end looking through the area for signs of places to dig. Once they locate them, they will not stop until they find what they seek. Working day and night, their quarry comes to light quickly.

Carefully wrapped in soft cotton rags, the seed they've found is placed in the leader's pack, and the sect members break camp. With their precious cargo they head back south toward the Yellow River, and then to their compound in the foothills.

Once they arrive home, the ritual begins. Exact details of the ritual are secret, not shared with any but members of their group. All members present disappear into the central building of their compound, and do not come out for eighteen hours. As they emerge, they appear even more calm than they were before, gentle smiles tugging at their mouths.

"The Ancient One cannot come this time.

## The Good, the Bad, and the Ugly – The Residents of Barrows Hall

### Lulubelle Brown

Lulubelle Brown has been a faithful employee of Chaucer Wentworth-Smith for thirty years. She is a strong and loyal woman of African descent, set in her ways and unquestioning of her employer. She tends Barrows Hall single-handedly: cleaning, cooking, doing laundry, and tending to Wentworth-Smith and his daily routine. The one chore which Lulubelle does not do, however, is tend to the thousands of plants in the solarium, greenhouse, or anywhere else in the house or grounds. That is a task left solely for Wentworth-Smith. Her employer has even barred her from entering the greenhouse, and that is all right with Lulubelle, who is not comfortable “in that jungle,” as she refers to the crowded and lush greenhouse. She has not seen the giant red flower and knows nothing of the Vulthoom seedling.

If privately questioned about Mr. Black, Lulubelle says that he only recently came to live at the manor and that she does not like him. He does not speak, and she has never seen him without his mask. She says that he keeps his face covered to hide a horrible deformity caused by a childhood accident. This is what Chaucer told her and she knows nothing more of it.

Lulubelle is highly protective of her employer. Her piercing screams alert Wentworth-Smith and Mr. Black to any intruders, and she is handy with a cast-iron frying pan or wooden rolling pin should she need to defend herself.

#### LULUBELLE BROWN, Faithful Servant, age 67

STR 10    CON 13    SIZ 10    INT 13    POW 16  
DEX 12    APP 11    EDU 8    SAN 80    HP 12

**Damage Bonus:** +0.

**Weapons:** Kick 25%, damage 1D6

Cast-Iron Frying Pan 30%, damage 1D6+1

Wooden Rolling Pin 25%, damage 1D3

**Skills:** Bake 40%, Cook 50%, Listen 35%, Sneak 15%, Spot Hidden 35%.

## Chaucer Wentworth-Smith

Chaucer Wentworth-Smith is a small, frail-looking figure. He is thin and gaunt and prematurely grey. He has sharp pointed features and balances a pair of spectacles on the end of his nose. He is meticulously manicured and dressed, apparently more at home in a Victorian gentleman's parlor than in seaside King-sport. A genius in the botanical sciences, Wentworth-Smith is socially inept and not comfortable around people. Throughout his solitary life, his truest companions have been plants.

He has read and studied more about horticulture and botany than any living man, but his social discomfort has keeps him from teaching and universities. The closest he gets to personally sharing his vast botanic knowledge is on the tours he gives of his home and garden and the flower shows he enters. The only human companion Wentworth-Smith can make claim to is his housekeeper of 30 years, Lulubelle Brown.

## The Fall of Chaucer Wentworth-Smith

Many years ago Wentworth-Smith's studies and research uncovered myths and ancient stories of a giant flower god. Eventually he found short and vague references to a little-known Chinese sect called They Who Never Sleep which was somehow connected to the giant flower god. After years of research he finally tracked down the sect and ultimately stole one of the fossilized Vulthoom seeds they uncovered. He planted and lovingly tended the giant seed, which eventually sprouted and blossomed. Vulthoom soon was communicating with Wentworth-Smith through dreams, and one night the Great Old One sent its avatar into the giant flower in his greenhouse.

Vulthoom quickly and easily seduced Wentworth-Smith with its sweet and sonorous voice, telling him things only he could hear and understand. The Great Old One spoke of an eternal life in a beautiful garden, of countless worlds of plants to be explored, and of a peace brought to the Earth under its rule. In that instant, Wentworth-Smith became a willing participant in Vulthoom's plans to conquest and subjugate the Earth: a world ruled by plants. It was his ultimate dream.

### Enter Mr. Black

Soon an Aihai priest of Vulthoom arrived from the stars, bringing with it Vulthoom's invasion plan. The Martian priest took on the identity of the mysterious Mr. Black, and together with Wentworth-Smith, it began to carry out its alien master's plan. The fruition of Vulthoom's plan will take years to achieve, but it is a patient god, willing to wait.

### In Combat

Chaucer Wentworth-Smith wears a small silver pendant around his neck inscribed with a lotus motif. The pendant is actually a locket that opens and is full of Vulthoom pollen. He can dump a small bit of the pollen into his hand and blow it into the face of a victim. Such victims must resist the pollen's POW of 35 with their own on the Resistance Table. Failure mean that the victim has inhaled the pollen and fallen under Vulthoom's sway: he or she immediately slumps to the floor asleep. A successful Medicine roll is required to wake the sleeping victim, otherwise he sleeps deeply for 24 minus CON hours. There is enough pollen in the locket for four attacks.

Failing this, the horticulturalist draws a small .22 caliber automatic from his breast pocket, discharging once per round until his 9-round clip is empty. He does not carry spare ammunition for the weapon.

Chaucer Wentworth-Smith's greatest love is also his greatest weakness: plants. If any of his beloved plants are intentionally destroyed, he flies into an insane rage, lashing out at those responsible.

#### CHAUCER WENTWORTH-SMITH, Obsessed and Insane Botanist, age 53

STR 12    CON 15    SIZ 12    INT 18    POW 15  
DEX 14    APP 13    EDU 24    SAN 20    HP 14

**Damage Bonus:** +0.

**Weapons:** Fist 50%, damage 1D3



Kick 25%, damage 1D6  
 .22 Automatic 25%, damage 1D6  
 Blown Vulthoom Pollen 25%, damage sleep (see above)

**Spells:** Command Plants, Contact Aihai, Contact Vulthoom, Create Gate, Mesmerize.

**Skills:** Anthropology 5%, Archaeology 10%, Biology 45%, Botany 95%, Chemistry 10%, Credit Rating 45%, Cthulhu Mythos 5%, Folklore 35%, Geology 5%, History 50%, Library Use 75%, Listen 50%, Natural History 45%, Occult 25%, Latin 25%, Psychology 25%, Sneak 35%, Spot Hidden 50%.

**Mr. Black**

Chaucer Wentworth-Smith’s silent manservant Mr. Black is an imposing, enigmatic figure standing nearly eight feet tall. He is dressed head to toe in black: a large black trench coat, black wide-brimmed hat, and full face mask cloaking his true, alien

**New Spells**

**Command Plant:** This spell causes any normal plant to take on basic sentience and movement. Casting the spell requires 2 Magic Points and 2 Sanity points. All plants within a 20-yard radius of the spell caster are affected and can be directed to perform very simple actions by the spell caster. The spell caster could command plants to “entangle all humans” or “attack all humans” and all plants within the spell’s radius would do so to the best of their ability. Plants do not gain new or unnatural abilities: a tree cannot suddenly grow a mouth to bite with, for example. However it could thrash or beat victims with its branches. Plants also do not gain mobility: they cannot uproot themselves and chase victims. Trees and plants could batter or thrash victims with their branches, hedges or thickets could bend and close off passages, tall plants could sway or whip violently to slow human or animal movement, vines could tangle around feet, etc. The spell’s radius may be increased 10 yards for each additional 2 Magic Points used. The spell’s affects last for 1 minute per point of POW of the spell caster.

**Contact Aihai:** This spell costs 3 Magic Points to cast and 1D3 Sanity points. If there are any Aihai nearby they immediately come to the spell caster. Otherwise the spell caster is contacted by one of the Martian Aihai in a dream the next time he sleeps.

**Contact Vulthoom:** opens communication with Vulthoom. For each attempt, the caster must sacrifice 1 POW and 1D6 Sanity points. Because of Vulthoom’s near-omnipotent perception and senses, the chance of success equals POWx5 (round up). On second and later tries, sacrifice the same amount and continue to decrease the Luck roll threshold to reflect the changes in POW, but halve the Luck roll only on the first cast. The Contact spell for Vulthoom may be cast anywhere and the Great Old One will appear and communicate with the caster in his dreams.

form. He never speaks but only nods and gestures with bulky gloved hands. In reality, Mr. Black is a Martian Aihai sent by Vulthoom to assist Wentworth-Smith with the invasion plans. Although he generally avoids going outside by day, Mr. Black does act as Wentworth-Smith’s chauffeur, so he is sometimes seen around Kingsport by day. The locals have been told that he covers his face due to a tragic and disfiguring accident suffered as a child. All of Kingsport knows of him, although they avoid any close contact.

As a priest of the Vulthoom sect, Mr. Black requires no sleep – he sleeps for 1,000 years and then is awake for 1,000 years. He spends the small hours of the night patrolling the estate grounds and in the greenhouse in silent worship of his botanical god. Any sign of intruders or trouble is dealt with swiftly and severely: Vulthoom is a tyrannical and vengeful god, so its followers’ greatest fear is to displease their master.

Mr. Black’s most treacherous weapon is his disintegrator gun. This odd, funnel-shaped device emits a beam of concentrated atomic energy that is capable of melting metal and rock and instantly dissolving organic matter. Wounds inflicted by this alien device do not heal – hit points, CON, and APP lost are gone forever. An investigator’s base chance of success with Mr. Black’s weapon is 1/2 his INT+DEX. A roll of 00 is an automatic misfire and the weapon disintegrates itself and whoever is wielding it. Humans cannot recharge the Aihain weapon and can fire it only 1D4 times before the charge is fully spent.

**MR. BLACK, Mysterious Masked Manservant, age unknown**

STR 21    CON 23    SIZ 21    INT 16    POW 14  
 DEX 12    HP 22    Move 9

**Damage Bonus:** +2D6.

**Weapons:** Fist 50%, damage 1D3 + 2D6  
 Disintegrator Gun 20%, damage 5D6 hit points, 1D3 CON & 1D6 APP

**Armor:** None.

**Spells:** Command Plants, Contact Vulthoom, Create Gate, Mesmerize, Nightmare, Shrivelling.

**Skills:** Listen 60%, Sneak 50%, Spot Hidden 50%.

**Sanity Loss:** Although a scary and intimidating figure in his black coat, hat and mask, there is no Sanity loss for seeing Mr. Black unless he is unmasked and his true identity is revealed, in which case the Sanity loss is 0/1D8 Sanity points.

**The God Tyrant of Mars**

**The Dream Weaver and Vulthoom, “The Sleeper”**

**Dream Weaver**

The Dream Weaver is the dream-form of Vulthoom, appearing as a delicate elfin figure of pearly white with white hair and deep red eyes and lips. The Dream Weaver stands about four feet tall and is slender and delicate looking. Although humanoid, it is neither male nor female, yet somehow both. Its voice is sweet and hypnotic and has both male and female qualities

and tones. The Dream Weaver wears a long crimson coat with a high, stiff collar and crisp folds and pleats. The coat hangs to the ground, hiding a mass of writhing vines and tendrils where legs should be, and which glides it smoothly across the ground. If desperate, the Dream Weaver may attack with up to six tendrils each round.

In one of its red-gloved hands, it carries an iridium staff topped with one of the fossilized flowers from Vulthoom's home world. This is the Vulthoom Staff. The Vulthoom Staff can release a cloud of hypnotic fragrance. Those inhaling this and failing a resistance check of their POW vs. a POW of 35 experience vivid hallucinations. The visions are of a glorious, Eden-like garden, the sight of which fills him or her with indescribable ecstasy and exaltation. This lasts for 1D100 + 20 minutes and has an effective range of twenty yards. Those affected sink to the ground motionless, with a wide smile of bliss even if physically suffering damage. Someone making a successful Psychoanalysis roll can rescue victims of this fragrance from the effects, talking to the victims and guiding them back to reality.

**DREAM WEAVER, Elfin Dream-Form of Vulthoom**

STR 10    CON 75    SIZ 7    INT 35    POW 35  
DEX 18    APP 18    HP 41    Move 8

**Damage Bonus:** none.

**Weapons:** Vulthoom Staff 50%, damage hallucinations (see above)

Tendrils Crush 75%, damage 1D6.

**Armor:** none, but suffers only minimal damage from any weapon. In addition, he regenerates at a rate of 1D10 hit points per round.

**Spells:** any as desired by the Keeper.

**Sanity Loss:** there is no Sanity point loss for seeing the Dream Weaver fully cloaked; however, seeing the squirming vines and tendrils beneath his cloak costs 0/1D6 Sanity points.

**VULTHOOM, Great Old One**

*Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermillion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly-hued, and formed with exquisite beauty and symmetry. – Clark Ashton Smith, "Vulthoom."*

Vulthoom dwells in a deep cavern on Mars, where it and its followers live out an endless cycle of a thousand years of sleep followed by a thousand years of activity. Vulthoom can grant its followers immortality, but at the proper time, they must return to the Great Old One's cave and join it in its thousand years of sleep.

**CULT:** Vulthoom is worshiped by a group of Aihais who live in Ravormos on Mars. His cult is largely unknown elsewhere.

**OTHER CHARACTERISTICS:** the Great Old One possesses many unusual senses and faculties, and has the ability to extend its perception over large areas of space or time at will, seeing and hearing all. Vulthoom may also mentally speak to anyone within a one-mile radius. Vulthoom's voice is incredibly sweet and sonorous, masking its true nature.

**HALLUCINOGENIC FRAGRANCE:** it produces a sweet-scented, hypnotic drug. If anyone inhales the fragrance and fails to win a POW vs. POW struggle against Vulthoom, he experiences vivid hallucinations of glorious, Eden-like gardens, the sight of which fills him or her with indescribable ecstasy and exaltation. Failing a second POW vs. POW struggle means the victim has become enslaved to Vulthoom. Those who succeed remain under the spell of the vision for 1D100 + 20 minutes, or until successful Psychoanalysis occurs. Vulthoom's perfume affects all within a hundred yards.

A similar hallucinogen is produced by a type of strange, fossilized flower from the Great Old One's home world, but effective only to twenty yards. In either case, the drug is equally powerful, and victims must resist Vulthoom's POW.

**ATTACKS:** the Great Old One's only real physical attack is its tendrils. It prefers to defend itself through magic, its hallucinogenic fragrance, or with its minions. It attacks with its tendrils only as a last resort.

**VULTHOOM, The Sleeper**

STR 30    CON 75    SIZ 85    INT 35    POW 35  
DEX 1    HP 80    Move 0

**Damage Bonus:** none.

**Weapons:** Tendril Crush 65%, damage 3D6

**Armor:** none, but Vulthoom suffers only minimal damage from any weapon. In addition the Great Old One regenerates at a rate of 1D10 hit points per round.

**Spells:** any the Keeper wishes.

**Sanity Loss:** 1/1D10 Sanity points to see Vulthoom.

**Rewards and Penalties**

- Destroying the seedling/avatar of Vulthoom . . . . . +1D10 SAN
- Killing Mr. Black . . . . . +1D8 SAN
- Preventing the distribution of the Vulthoom seeds . . . . . +1D10 SAN
- Destroying all the Vulthoom seeds . . . . . +1D10 SAN
- Publicly exposing Wentworth-Smith as a madman . . . . . +1D6 points of Credit Rating
- Taking any of the Vulthoom seeds, (each investigator involved) . . . . . -1D10 SAN
- Causing the death of Lulubelle Brown . . . . . -1D10 SAN





# GHOSTS OF THE FLORENTINA

by Bret Kramer

*Wherein investigators come to the aid of an unscrupulous developer and may learn the hard way that sleeping dogs are not the only things best let lie.*

## Introduction

**T**here are many ancient secrets crawling beneath the fog-shrouded city of Kingsport. Some quietly rest waiting, while others scrape dangerously close to the surface. These dark secrets can be awakened. Recent renovations to the dilapidated Florentina Theater may have done just that.

Developer Raymond Barton is determined to transform the Florentina into a picture house, promising to bring Kingsport into the Modern Age. However, it appears his development has had an unsettling effect. Unexplained events have plagued the construction plans, interrupting progress and forcing Raymond Barton to take unorthodox measures to protect himself and his investment. Connections to the suicide of the previous owner and haunting events like mysterious singing, odd scents, and dangerous accidents have caused workers, residents, and investors to take pause and wonder about the possibility of ghosts in the Florentina. This has compromised Barton's plan.

Perhaps Kingsport is not ready for modernity, or perhaps progress will not be achieved without first facing some of the things that lie waiting beneath Kingsport.

## Keeper's Information

No ghosts haunt the Florentina Theater; it is a ruse of Raymond Barton's. He is spreading the rumor that the ghost of Lucille Frye, wife of the theater's original owner, has returned to haunt the theater. Barton concocted the haunting to conceal his mismanagement of the project and embezzlement of investors' money. Barton has planted stories in the local paper and faked various "ghostly" events to further the ruse. There are, however, actual weird happenings in the theater that Barton cannot explain. All he knows is that they help his fraud, however dangerous they might be.

## Barton's Hoax

Barton is a smooth-talker who spends most of his time fundraising and making excuses for his failures. The work on the Florentina is dangerously behind schedule, and the ghost story is working to cover up his mistakes. His story is based on the loose fact that Lucille Frye, an actress and singer, committed suicide in the theater, and he suggests her troubled soul has returned.

Once Barton has hooked gullible investigators with his story, he hopes their imaginations will do most of the work. When investigators are in another part of the building, Barton takes the opportunity to stage elements of his hoax. Sanity costs listed are at the Keeper's discretion.

- **Music:** Barton has a large, hand-cranked Victrola and a copy of *Aida* in his office. He plays this into the theater's ductwork. When he does this, players make a Listen roll. Success means the investigators catch snippets of a woman singing, her strangely echoing voice seemingly coming from nowhere. Listeners can make an Idea roll to realize there are instruments playing along with her singing and recognize the song as an aria from *Aida*. Barton attempts this hoax only once with each group, as it risks being discovered if the Victrola is ever discovered. Investigators who believe they are hearing the ghostly voice of Lucille Frye must make a 1/1D3 Sanity check.

- **Perfume:** Barton keeps a small stash of cheap lilac perfume hidden in his office. He pours out small doses throughout the theater, mostly in the house and around the stage. Investigators making an Idea roll will recognize the scent as lilac. Those thinking this is the phantom scent of Lucille should make a 0/1 Sanity check.

- **Light Outages:** Barton may offer to provide electric flashlights to the investigators. The batteries are partially drained, causing them to dim and fail after little more than an hour's use. Barton, of course, claims that the batteries are new. If the theater's electricity is turned back on, Barton puts inadequate fuses in



the fuse box in order to cause an outage with similar results.

## The Truth about the Florentina

The real danger at the theater lies beneath it, in the tunnels of the rat-things. The rat-things have lived beneath the theater since Colonial times when an ancestor of theirs served as thrall to the notorious cultist Hiram Coyne. Coyne first owned a home where now stands the Florentina. When Hiram was driven from Kingsport in 1722 for witchcraft, he instructed his rat-thing minion to guard the hidden laboratory and library beneath his home until his return.

Unbeknownst to his minion, Hiram Coyne died in a shipwreck and never returned to Kingsport. Hiram's son Talbot, who despised his father and his dark worship, sealed the underground chambers and demolished his father's home. The tunnels were built over and long forgotten. The rat-thing waited in vain for its master's return. It spawned offspring and passed through its generations the mission of guarding Hiram Coyne's secrets. The laboratory and library have laid safely in the rat-things' ward for hundreds of years.

When Barton's crew arrived, they encountered what they believed was a rat infestation. They called in an exterminator from Arkham, Mr. Caesar Orso. After one failed attempt to eliminate the pests, Orso launched a more aggressive attempt to deal with the problem and successfully reduced the population with poisons and traps, pushing the rat-things into hiding.

Following a significant blow to the rats, Barton and several workers went into the tunnels from which the rats seemed to originate. There they found Hiram Coyne's laboratory and library. They removed and destroyed Coyne's equipment and burned much of his belongings. Barton and the workers noticed several apparently valuable items and took them. These included what appeared to be a mummified monkey, *Hiram Coyne's Journal*, and two ancient occult tomes.

The destruction of Hiram Coyne's laboratory and library and the theft of his property have badly offended the rat-things. The mummy that was stolen is actually the body of the rat-things progenitor, "Old Mother Mayble," which is considered a relic of the colony.

The rat-things desperately want to retrieve these items and avenge the destruction of their den. The rat-things are determining how best to deal with this awful situation and have launched a series of attacks on the workers and inhabitants of the theater to drive them away. They have also ventured out into Kingsport searching for their lost belongings. Though not deliberately aiding Barton in his hoax, the activity of the rat-things may be mistaken for evidence of a haunting. Dangerously, while they begin trying to simply drive the humans away, the actions of the rat-things become more violent as they become more desperate.

## Running the scenario

This is a free-form scenario. Investigators discover the mystery of the Florentina Theater via the séance (see below), but after that events unfold depending on the actions of investigators and the desires of the Keeper. Keepers should use both the

rat-things and Raymond Barton to drive the scenario forward. If investigators become stuck, Keepers should have Barton secure additional funds and resume work on the theater. If investigators fixate on Barton's wrongdoing, Keepers can have the rat-things kill an innocent person or otherwise attract attention to themselves. Resolving the conflict between these two parties, Raymond Barton and the rat-thing colony, is the ultimate aim of the investigation.

## Involving Investigators

Barton is hosting a reception at the Shoremist Inn, where he resides, in an effort to raise further funding for the restoration of the theater. If investigators are area residents with high Credit Rating scores, Barton invites them. Otherwise they can attend as the guests of one of the project's many backers. Investigators may do so to show their support for the renovations or out of suspicion of possible wrongdoing, as work has been halted and is far behind schedule. They may also be attracted to the theater by rumors of the haunting.

If the investigators are working on the behalf of one of Barton's investors, Keepers may choose the wealthy Victoria Turner for that role. She has contributed heavily to the project, looking on it more as charity than as an investment. She is concerned about the delays as she's enjoyed visiting movie houses during her visits to New York and Boston. She may hire the investigators to "look in on things" concerning the restoration of the Florentina Theater.

Many notable citizens of Kingsport and Arkham have contributed to the repairs. Any of these can be used by Keepers instead of Victoria Turner, with the exception of Stanley Carter, editor of the *Kingsport Chronicle*. He fears exposure for allowing Barton to use his paper to leak stories of the haunting.

# PART ONE: THE FUNDRAISING EVENT

## The Fund-Raiser

An investor's reception is held at the Shoremist Inn, a Federal-styled building set among the mansions and topiary gardens of Kingsport's affluent West Side. The party is formal and dull, especially for investigators not immersed in Kingsport social life. Gossip is exchanged, petty grievances aired, and rumors are circulated. Very little of the conversation relates to the theater. A few bottles of wine are made openly available, perfectly legal because of the vintage.

Barton skillfully works the room, glad-handing investors and working to charm those who may yet contribute. The crowd is an unusual mix of Kingsport's storied families and members of the artist colony (any non-player character from Kingsport or Arkham could be in attendance as the Keeper

desires). The only unusual sight is an older woman in a turban bedecked in gaudy jewelry. She avoids conversation, waving away the curious with the explanation that she is “attempting to meditate.”

Eventually Barton delivers a short speech in which he assures the gathered guests that despite the recent work stoppage all is well and the project will be completed soon. He humorously suggests it might be completed even sooner if perhaps additional capital could be raised to spur things along. Barton then opens the floor to questions, to which he delivers amusing and evasive answers. Someone, possibly the investigators, eventually asks something about the “ghost.”

Barton’s reply is hushed and much less jovial. He confesses that, yes, there have been some unusual goings-on, but that he has personally never seen the ghost. Unfortunately these rumors have cost him a number of superstitious workmen, mostly the Italians and Portuguese. Barton closes his question period eloquently and encourages everyone to return to their fun. The reception breaks up soon after.

## The After-Party

Before investigators depart, they are pulled aside by Barton or whoever invited them and invited to a special viewing of the theater. This is a special event for VIPs; only a few select donors attend. At Barton’s lead, waiting cars whisk the party through the dark night to the theater.

As they approach the theater, little can be seen save for the shadow of its dome and towers. Barton leads the way into the theater carrying a lantern. Inside, flashes of brass and red velvet catch the investigators’ eyes and the smell of fresh-cut wood fills the air. Barton rushes the group forward, not allowing time for inspections or examinations.

He leads the group to the theater’s stage, which is lit by lanterns set around a table. The mysterious turbaned woman from the reception sits at its head, calmly waiting with her palms exposed. Barton introduces her as Madame Rochelle, a spirit-clairvoyant from Boston who has agreed to help him deal with the haunting. The group is asked if they would like to participate in a séance. Those who agree are asked to sit and hold hands. Those who disagree are asked to sit quietly in the audience.

With everyone holding hands around the table, Madame Rochelle explains that she is going to try to contact the spirit of Lucille Frye, and if she succeeds, participants will be able to ask simple yes and no questions.

The mystic begins a slow chant and a chill passes through the air. She calls upon her spirit guide, Chief Potwokak, to reach the ghost of Lucille Frye. Her eyes flutter, her face tenses, relaxes, and she confirms aloud that she has made contact with the spirit. Yes and no questions may be asked. Is she haunting the theater? Yes. Is she angry at the renovations? Yes. Soon the scent of lilac grows more and more noticeable. Credulous investigators may lose 0/1 points of Sanity.

A squealing sound comes from above and a sandbag plummets to the stage. It lands squarely on the table, smashing it to pieces and cracking the floorboards. Madame Rochelle screams and breaks the circle while others leap to their feet in shock, but unharmed. Investigators examining the sandbag discover the

rope holding it is old and in poor condition with a break at a weak-point. Barton hurries everyone out of the building, and the séance is over.

## What Really Happened?

Barton arranged for Madame Rochelle to perform the séance, knowing her to be a credulous believer in the occult. He fed her information about Frye, as Barton knows it, in preparation for the séance. Barton placed a bucket filled with dry ice above the stage (the cold breeze) and some lilac perfume on the lanterns. However, it was the rat-things who gnawed through the ropes of the sandbag. This frightened Barton, who quickly ends the evening. Madame Rochelle returns to Boston the next day.

The events during the séance should be enough to spur investigators into action. They may move forward with or without Barton’s aid. If Barton views the investigators favorably, he will give them free access to the theater, including a key to the front door. Barton is helpful to those contributing to the restoration efforts, acting on a backer’s behalf, or potentially helpful in perpetuating his hoax. Investigators cannot legally enter the building without Barton’s explicit approval, though much of the investigative footwork can be conducted despite this.

# PART TWO: INVESTIGATIONS

Following the accident at the theater, investigators may choose to do some research on the theater and its history before returning. Several possible places of interest are named below, with resultant clues and hooks. Keepers may be interested in also referring to *H.P. Lovecraft’s Kingsport: The City in the Mists* by Kevin Ross for more detail.

## Kingsport Police Department

Police Chief Tristram Crane is the nephew of the late Lucille Frye. He is upset by Barton’s attempts to blame her for the problems at the theater. He has let his officers know that Barton is persona non grata. Anyone close to Barton committing a crime in Kingsport can expect rough treatment at the hands of local law enforcement, including prolonged detention, lost paperwork, forgotten meals, and rowdy cell mates.

While Crane is angered by Barton’s slander of his deceased aunt, he is not irrational. Keepers should allow investigators to attempt a Persuade roll when meeting with the Chief to convince him of their sincerity and integrity. Barton is aware of Crane’s ire, but is not overly concerned. He needs the convenient scapegoat that Frye provides and is sure his backers can hold the disgruntled lawman at bay. Crane knows the details of his aunt’s suicide, including the fact that she killed herself at home and not in the theater, as rumors have claimed. If he believes the investigators are reasonable, he will relate this information to them.



## Kingsport Chronicle

The paper's editor, Stanley Carter, has invested heavily in the theater project. He agreed to print the stories of the theater being haunted. The stories are given to him by Barton himself, after he was convinced by the con man that "any publicity is good publicity." However, if Carter is shown clear evidence of Barton's malfeasance at any time, he instantly turns against the developer and likely contacts the police.

A Persuade roll (+20% if the investigator is a Kingsport native or journalist) will be necessary for investigators to gain access to the Chronicle's "morgue." There, investigators find numerous mentions of the Florentina Theater during its heyday in the late 19th century.

Investigators conducting research here can locate Ghosts of the Florentina Papers #1 and #2 with a successful Library Use roll. Lucille Frye's obituary can also be located with an additional Library Use roll. It lists her place of death as "at her home" without describing a cause or making any mention of the Florentina Theater.

## Kingsport Historical Society & Museum

Investigators may begin their research with a visit here. Admission to the ground-floor museum is free, but use of the library and other society records requires a membership, costing \$15. Much of the fee will go to repairs after a recent fire on the upper levels of the museum. The library does not lend out material, so all research must be done on premises. An initial visit to the museum nets investigators a +1D6 point bonus to the Kingsport History skill. The curator is Mr. Matthew Vanhorn, who has recently taken over for the former curator, elderly Mr. Hart.

Investigators seeking information on Talbot Coyne find numerous mentions of a "Hermit/Old Man/Talbot Coyne" during the mid to late 18th century. Anyone making a successful Library Use roll locates the incomplete journal of Rev. Harmon Wilcox, minister of the Kingsport Baptist Church from 1767 until 1778. In it are several mentions of Talbot Coyne. The Historical Society also has a complete run of the *Kingsport Chronicle*, allowing investigators with a second successful Library Use check to locate Ghosts of the Florentina Papers #1 and #2 also.

## Congregational Church of Kingsport

Investigators may wish to visit the Congregational Church of Kingsport, thinking it to be the location of the arrests of Sarah Blaine and other cultists back in 1722. Unfortunately this is

# The Kingsport Chronicle

FRIDAY, MAY 17 — KINGSPORT

## "GHOST" STOPS WORK ON FLORENTINA THEATER

Tools Missing, Strange Singing  
Heard by Workers.

INVESTIGATE VANDALISM OF LANDMARK.

By Stanley Carter.

Restoration work has stopped at the Florentina Theater due to continuing unexplained and unusual events there. The Kingsport police are investigating the situation.

"Our workers are too frightened to continue. Until I can reassure them that the building is safe I cannot retain enough employees to keep the work going," developer Raymond Barton said in an interview today. He added that the Kingsport police have been asked for help.

Police Chief Crane stated, "We are investigating reports of vandalism, nothing more."

Barton reports several events that are not wholly explainable by accident or chance. "Aside from the missing tools and the petty vandalism, there is of course the matter of the singing. I've never heard it myself, but I have noticed the scent of lilac. I've been told that the former owner's wife, who hung herself, wore that same scent."

Workers from the theater confirm Barton's story. "One night, just as we were shutting down, we all heard a woman's voice faintly singing."

Ghostly noises and strange thefts have been ongoing for some time. Strange noises have been heard by passers-by at night, reports postman Walter Collins, who lives on Hawthorne Street near the theater. "I rise early for work each day and while passing the building I have, on

several occasions, heard a woman singing."

There have long been rumors of spirits haunting the storied theater. According to the Grand Mystic Ram-Mun-Set, a magician who performed frequently at the Florentina at the turn of the century, many of the actors knew about the theater's unseen tenant. "Lucille would sing when the stage was empty, a bit of opera I think. Sometimes you could smell her perfume as well. We would joke that when she would 'perform', the next night we would have a bad show."

Mr. Barton is now seeking aid to resolve this mystery. "If anyone can bring calm to the building they will be entitled to a \$500 reward. Parties who can offer aid should contact me at my room at the Shoremist Inn.

Whatever the truth of the matter is, the Kingsport Chronicle wishes a quick resolution to this situation.

*Florentina Papers #1*

not the case.

That Congregational Church, once located in Central Hill, was closed down for several weeks after the arrests while tunnels were sealed up and townspeople did their best to remove any "satanic" materials. The church never recovered and was eventually abandoned. In 1888 the building was nearly destroyed by a freak storm and was later torn down in 1910. Today the Congregational Hospital occupies the site.

**MORE ADVENTURES IN ARKHAM COUNTRY**

The current Congregational Church of Kingsport is on Kingsport's West Side, on 107 Tuttle Street. It is an impressive structure that opened its doors in 1856. Rev. Noah Ashton, a friendly, knowledgeable man who is well aware of the former church's dark reputation, leads it. He will apologetically explain to those asking that all the records prior to 1772 (the raid by Mayor Hall and Rev. Phillips of Arkham) are missing.

can locate the last will and testament of Talbot Coyne (See Ghosts of the Florentina Papers #4). Mrs. Drake can also locate this document, although it takes her 1D3+2 hours to do so. The penalties or lengthy research time is due to the poor condition of records from this period. She will not allow the document to be removed from the office, but can produce a typewritten copy for a \$1 fee.

## Town Hall/Talbot Hall

Investigators curious about the property's history will need to consult the records at the City Clerk's Office in Kingsport's town hall. Investigators can also obtain a floor plan to the Florentina Opera House (as it was called), showing them the basic layout of the structure (without any record of the tunnels below it or how to access them).

Mrs. Drake, the City Clerk, is very helpful and volunteers to locate documents for investigators making a successful Persuade or Credit Rating check. Various documents can be found on Lucille and Theodore Frye here as well (see insert).

Locating a complete list of owners for the property upon which the Florentina Theater now occupies can be found with a successful Library Use roll. Mrs. Drake can also locate the information for investigators if they secure her assistance.

### Former owners of 78 Hawthorne

- Raymond Barton, 1927 to present
- Various Banks, 1895-1927
- Theodore G. Frye, 1878-1895
- Amos Spencer, 1823-1878
- Hosea Cabot, 1769-1823
- Talbot Coyne, 1722-1769
- Hiram Coyne, 1693-1722
- Temperance Fisher, 1673-1692
- Joshibiah Fisher, 1640-1673

Both Hosea Cabot and Amos Spencer were wealthy area landowners, ancestors of Kirby Spencer, a present day glue factory owner. In their day, the plot was a working farm, being slowly divided into smaller plots as Kingsport grew. Both families have long and respected histories, including distinguished military service in both the Revolutionary and Civil Wars. No information can be located on the Fisher family, the property's original owners.

Should the investigators pursue it, they can also locate further information on the Congregational Church here at the Town Hall. A successful Library Use roll grants the investigators Ghosts of the Florentina Papers #3, a court document from the trial record of Sarah Blaine.

Investigators wishing to further research either Talbot or Hiram Coyne can search the city archives for more information. With a successful Library Use roll, with a -15% penalty, investigators

## Kingsport Public Library

The public libraries in both Kingsport and Arkham may prove helpful to investigators. The libraries have a complete run of the *Kingsport Chronicle*, allowing investigators to obtain Ghosts of the Florentina Papers #1, #2, (and #8 & #9 once those events have occurred) with Li-

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The Kin



# TELLING THE WORLD

by STANLEY CARTER

**T**HERE HAS BEEN SOME INTEREST of late in the story of the Florentina Theater, located at 78 Hawthorne Street. As part of our ongoing series on Kingsport's many historical buildings, we again turn to our resident scholar Ezra Caldwell, who supplied much of the following information.

The Florentina Theater was built in 1878 by Theodore G. Frye, Kingsport's sole theatrical developer, to replace his Sea-View Theater (located at what is now Taft and Pleasant Streets) which had burned that same year. Using his own funds, Frye move quickly to rebuild.

The building itself was modeled after 'Il Duomo', the great Cathedral of the Italian city of Florence, a place that Frye had visited during a tour of Europe many years before. Frye commissioned Sherman and Wyler, a Worcester architectural firm, to design the building to his specifications and they completed their work in a little over one month.

The site now occupied was originally part of the Cabot farm, but in the years immediately previous it had been converted into a set of small, rather unimpressive private homes. Construction began in the late spring of 1878 and was completed in the fall of the same year. The work was done by the Court Construction company

out of Boston (which for the day was unusual). The use of outside workers, while unpopular locally and the source of endless gossip in Kingsport, was clearly a necessity as the skills needed to create such a place were sadly not available in the immediate area in those days.

The dome, the building's more notable feature, rises four storeys above the street, and was assembled of heavy timber and stone with terra-cotta tiles. The cupola on its top (which by all accounts is in serious need of repair) was made of wire-reinforced plaster.

The theater itself was a great success for more than a decade, but it was sold in 1895 due to financial mismanagement and the emotional strain brought on by the death of Frye's beloved wife Lucille in 1890. A number of short-term owners attempted to make a go of things, but despite their various efforts the Florentina closed in 1906 after years of declining attendance.

It is the hope of this newspaper that such a lovely and historical building should be restored to its past condition, so that future citizens of Kingsport can enjoy Mr. Frye's stunning achievement. It warms my heart that Mr. Barton has begun work raising money to do just that, and I hope others join me in helping to fund such a worthwhile effort.

\* \* \*

Florentina Papers #2



Mayor Hall claimed Sarah Blaine was one of those taken at the Congregational Church with the help of famed witch hunter Rev. Ward Phillips of Arkham. On that night many fell signs showed in the sky and noises erupt<sup>d</sup> from the ground, causing great panic in town.

Johannes Cooper, who previous confessed himself to be a Witch after questioning by Rev. Phillips, had taken part in the aforementioned evil rites and claimed to be now tormented by Blaine. He affirmed that Sarah Blaine attended many meetings of the witches, and partook in rites diabolick.

Young Talbot Coyne testify<sup>d</sup> that Sarah Blaine had much contact with his father, Hiram. After his mother Bridget took ill, Coyne and Blaine would meet by night, sometimes bearing Books and oft join<sup>d</sup> by others, including many whose cases have already been heard by this court.

Young Master Coyne also stated at his mother's Sickness, he saw a black Thing jump in through the window to stand before him. The Body was like that of a monkey, the feet like a crow and the face a man's. It spoke, saying, "I am sent unto you by M<sup>r</sup>. Blaine, to help tend to your poor sick mother." M<sup>r</sup>. Coyne struck at the creature, but missing it and the creature fled. His Mother died soon after despite the ministrations of a physician.

Judge Hoag's judgment was that Sarah Blaine be given into the custody of Rev. Ward Phillips, who wished to further question her back. The confessed witch was placed in chains and taken with him to Arkham, where he hoped to draw more information from her on her satanic practices.

So recorded here, on the Four<sup>th</sup> of January, in the Year of Our Lord, Seventeen hundred and Twenty-three.

2903.5 KHS



rary Use successes. Investigators may also uncover the tragic story of Lucille and Theodore Frye at the library with another Library Use roll (see insert).

Investigators looking for stories of haunting in Kingsport will find the children's book *Massachusetts' Ghostly Stories*. It contains a dozen ghost stories from the area, none of which mentions the Florentina Theater. Investigators making a successful Occult check will realize these stories are common New England ghost lore.

Investigators researching the Kingsport witch trials, the Coyne family, or familiars will find the book *Witches of Old Massachusetts*, a 1919 work by the historian Marshall Conklin, with a successful Library Use roll. Investigators seeking information on the trials or Coyne family find Ghosts of the Florentina Papers #5 in the book, while those looking for details concerning witches' familiars obtain Ghosts of the Florentina Papers #6 from the same source.

## Miskatonic University's Orne Library (in Arkham):

Investigators may seek to learn more about Rev. Ward Phillips of Arkham and the ultimate fate of Sarah Blaine. Those making a successful Know roll recall that he was one of the founders of Miskatonic College, now University, in Arkham. Investigators making a successful Occult or Cthulhu Mythos roll also know him as the author of *Thaumaturgical Prodigies in the New-England Canaan*, a catalog of witchcraft, spirits, demonic encounters, native shamans, and occult signs in the Massachusetts Bay colony, with a particular focus on events in the Miskatonic Valley. His personal

### The Story of Lucille and Theodore Frye

Theodore Frye was a moderately successful actor and theatrical promoter in New York and Boston, before coming to Kingsport. Lucille Frye was an actress, much younger than her husband, and always prone to sudden bouts of melancholia. Despite this, the two lived happily, acting together in various productions.

Theodore became the owner and operator of the Florentina Theater, taking up residence at 401 Main Street (now the location of Lady Quinn's, a women's clothing store). Something changed in Lucille after arriving in Kingsport, her depression slowly deepened to terrifying depths. Theodore quietly tried to get his wife help and began making arrangements to have her committed. Unfortunately, time was against him, and Lucille hung herself on April 14th 1890, as her depression and mental illness finally claimed her.

Lucille's death haunted Theodore, who blamed himself for not doing enough to stop her slide into madness. He neglected his business duties before fleeing town deeply in debt in 1895. Theodore was widely suspected of being responsible for his wife's death. Obituaries list him as dying destitute in Chicago, at the age of 64, in 1903.

### Summoning the Rat-Things

This spell is found in either "The Summoning of Anderson" or in Hiram Coyne's Journal. Investigators attempting to recreate the summoning spell should attempt both an Idea and Occult check. If both rolls succeed the investigator has enough of an understanding of the process to cast the Contact Rat-Thing spell.

Investigators who attempt to cast this incantation should not have much trouble, as it is a simple charm. Keepers should determine what rolls, if any, are necessary to cast the spell successfully. Casting Contact Rat-Thing costs the caster 2 Magic Points and 1D3 points of Sanity. The radius of the spell is one mile but can be increased by an additional 1/2 mile for every additional magic point spent during casting. If multiple casters perform the spell in the same area, the POWs of the casters are matched on the Resistance Table, with the rat-things coming to the winner.

Since no one has cast this spell inside Kingsport for centuries, the rat-things will be confused. Their hope is that their master, Hiram Coyne, has returned at last. They are intelligent and cautious creatures that will be on the lookout for traps. If uncertain of the caster's intentions, the rat-things may bring along a few rat swarms for protection. The rat-thing most likely to answer this call will be Hamlet, the colony's youngest male and son of the rat-thing leader, Lear. His reaction will be in line with the parlay encounter notes below.

papers are still stored at the university's Orne Library.

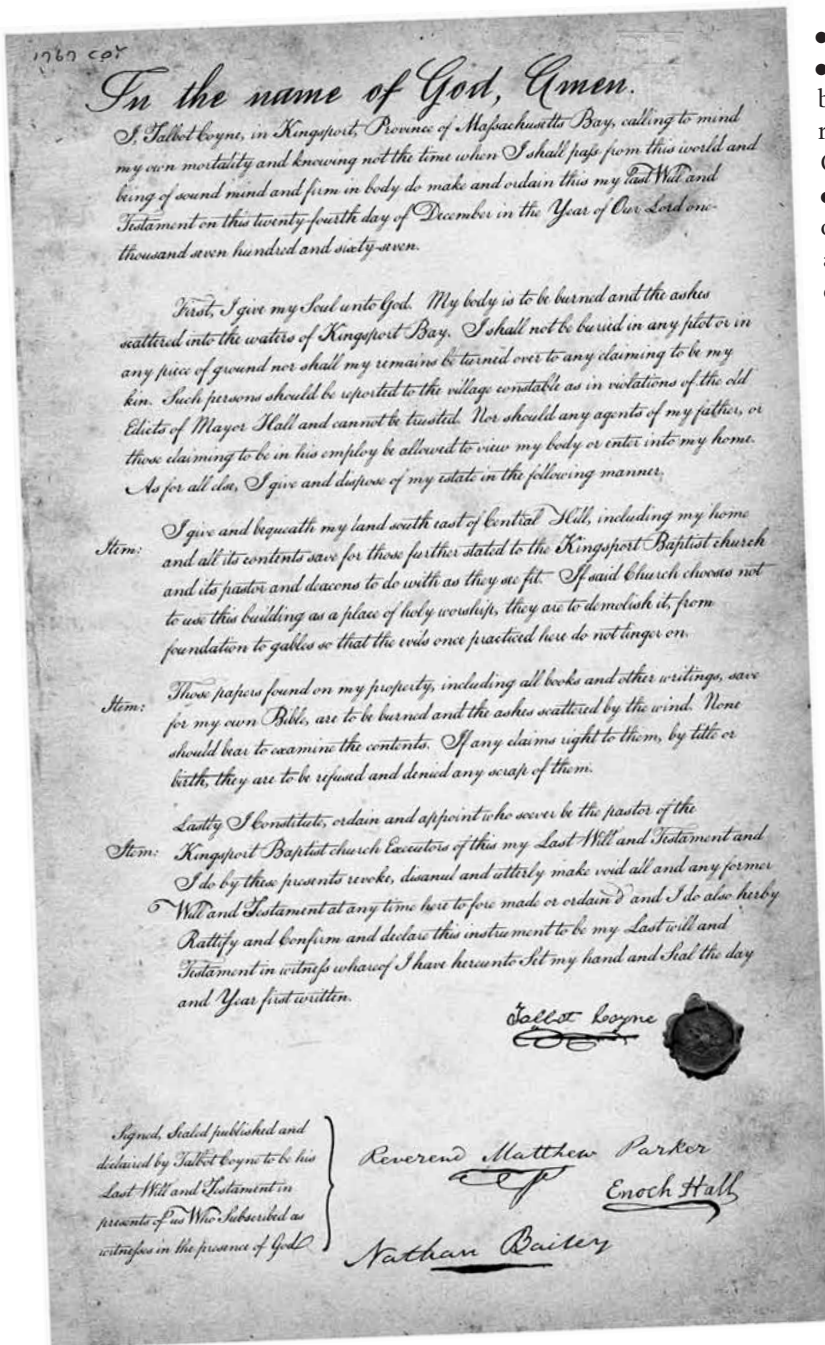
University students or faculty, those with academic credentials (40% or higher in an academic skill), or those with the proper social standing (40% or higher in Credit Rating) can gain access to the library. Phillips' documents are held in the rare books and papers room on the third floor. It takes 1D4+5 hours to sort through the papers, and a successful English roll before any useful information can be uncovered.

Investigators searching for records connected to the witch Sarah Blaine and/or her rodent familiar must make a successful Library Use roll to locate Rev. Phillips' detailed account of his dealing with the witch (Ghosts of the Florentina Papers #7). Blaine, a widow from Ross's Corner, was interrogated and tortured by Phillips before making a full confession of her "satanic" activities. Included in her statement is a description of precisely how she summoned her rat-thing familiar, which she called "Anderson." Reading the entire document of Sarah Blaine's confession earns investigators a +1% bonus to their Cthulhu Mythos scores. They also find her account of "The Summoning of Anderson," which allows investigators the information required to attempt such a ritual themselves (see insert "Summoning the Rat-Things"). Keepers should feel free to include any other information, including spells, among Reverend Phillips' numerous documents.

### Former Florentina Workers

Though Barton claims not to be able to contact his former employees, many are locals, and it is a simple matter to track





Florentina Papers #4

them down.

Specific names and addresses of former employees can be found in Barton's papers at the theater. Alternately, Barton's investors know that most of the employees were local Italians and Portuguese immigrants.

Investigators can seek out such people at either of Kingsport's two Catholic churches, which tend to be hubs for these immigrant communities. Our Lady of Fatima is attended mainly by Portuguese residents, and St. Francis' Church serves the Italians community. Investigators making respectful inquiries and a successful Persuade roll (Catholic investigators receive a +20% bonus) learn the names of 2-5 (1D4+1) former theater workers. Such workers can relate the following information to investigators:

- Pay (always in cash) was frequently late.
- The theater was in reasonable condition, but the basement was filthy, trash-filled, and crawling with rats. An exterminator from Arkham, by the name of Caesar Orso, was hired to clear out the vermin.
- Equipment went missing (as did lunches), cans of paint were spilled, rope kept breaking, etc. Some ascribe it to pranks, rivalries between the workers, or acts of mischief by local children. The supervisors suspected some employees were acting on behalf of some unnamed union or the Bolsheviks. The thefts and sabotage were annoying but minor.
- Some workers claim to have heard whispering in dark corners of the theater. Others reported hearing soft footsteps when no one was there. No one took these things seriously.
- Music was heard throughout the building, along with someone softly singing.
- No one was particularly frightened by these odd happenings, and they know of no one walking off the job because of them.
- Each worker is owed at least a week's pay.

If investigators have learned about the tunnels beneath the theater and ask workers about them, they can add the following:

- The tunnels smell foul and damp.
- A rotting door was discovered in the tunnels. After prying it apart, a room filled with glass bottles, jars, and books was discovered. Foremen inspected the room, ordering the workers to clear it out. The room was full of rats, which the workers drove off with shovels and hammers. They killed many of them.
- Barton took some of the old books and items from the room, ordering workers to junk or burn the rest of the chamber's contents.
- If asked specifically, workers confirm that the acts of sabotage and odd events only started after the tunnels were uncovered. No one has yet considered that both events are connected.
- One of the workers, a foreman named MacGinnis, took a mummified monkey from the room's junk pile, saying he planned to sell it to Neil Hazlitt's curiosity shop. Investigators from the area should make a halved Know roll to remember seeing that name in the *Kingsport Chronicle* recently. A search of the paper's recent editions uncovers a short obituary stating that Renaldo MacGinnis died recently in an accidental fall at a work site.

### Neighbors Near the Florentina

Investigators may try to interview residents and property owners in the vicinity of the Florentina Theater. Most have observed nothing, but a few have seen strange lights or heard faint music coming from the building. Keepers can use such minor reports to build suspicion that the old theater is indeed haunted.

One neighbor has seen quite a bit more. Paola Ballinucci, a six-year-old girl living in a block of apartments facing the rear of the theater, has seen the rat-things coming and going from a broken transom window. She thinks of them as “little men” that are no more frightening than Mr. Toad in *The Wind in the Willows*. Investigators making a successful Spot Hidden roll notice cracked discarded cups around her home filled with scraps of food and tea. Failing this, the girl can easily be seen intently watching the alley door from her room several stories above, hoping to see the little men again.

If interviewed, little Paola describes the rat-things as little men who, “sometimes walk on their feet and sometimes on their hands and wear little fur coats.” She only sees them at night and sometimes hears them talking. She has tried talking to them, but they have not responded. Investigators will have interviews with the girl cut short by her mother, Margarita, who sees no good coming from her daughter telling outlandish stories to these strangers. Later little Paola may be abducted by the rat-things (see *The Rat-Thing Ultimatum* in “Escalating Events”).

## Raymond Barton

Barton is a self-serving double-dealer, nearly a con man, operating on the edge of the law. He sees himself as an honest businessman who occasionally cuts corners. If caught in a lie, he claims to have misspoken or been misinformed. He may treat investigators as respected confidantes, admirable scholars, or ceaseless nuisances depending on his relations with them. Barton spins whatever story is needed to accomplish his goal of covering up his misuse of his investors’ funds and his poor management of the restoration project. He will go to almost any length to keep his shady dealing secret. Barton might even consider murder if the rewards were significant enough.

Most of Barton’s time is spent wining and dining various donors for the theater project. He dines out at the project’s expense on most evenings, meeting with potential patrons, and travels outside Kingsport, to Arkham, Boston, etc., doing the same at least once per a week. This is where Barton shines, and given enough time, he can raise the funds he needs to finish restoring the Florentina. When not wining and dining, he is most often found at his room in the Shoremist Inn or his offices at the Florentina Theater.

Barton knows very little about the theater. Most of his knowledge comes from his conversations with the nostalgic Stanley Carter, editor of the *Kingsport Chronicle*.

Barton can relate the following information:

- The unusual activity started after restoration work began two months ago.
- Initially the activities were simply missing tools, unusual noises, whispers, and cold drafts.
- Later the theater began to smell of lilacs and footsteps were heard.
- Recently, mysterious singing was heard in the theater, which caused many of the workers to walk off the job. Barton was unable to find enough laborers to continue the project.

of a sense of guilt, their descendants now whisper that the poor woman’s ghost haunts the place, returning to the site of her murder every All Hallows’ Eve, to mark the crime.

As late as the middle of the 18th century the good people of Arkham had cause to inflict a rough sort of justice on those accused of witchcraft. Sermon Bishop, an especially aged fellow and one of Arkham’s oldest citizens, was dragged off in the dead of night and drowned beneath the cold Miskatonic one day in 1752. His crime? Having more than a century of life! A crumbling bridge bearing his name marks the spot where this unfortunately long-lived fellow was condemned by his fellow Arkhamites.

Unlike Salem, where the witch-craze lasted but a season, the people of Kingsport, that foggy village at the mouth of the Miskatonic River, fell victim to such hysteria twice. The first incident was in 1692, when the town joined other area communities in arresting its own citizens on the charges of witchcraft. Over one dozen citizens, men and women, from all levels of society were put to death by the zealous populace. Those executed were hanged at the gibbet west of the city, where a memorial to those unfortunate souls stands to this day.

A second round of arrests occurred in 1722 when dozens of people, including the Congregational minister, were accused of grave-robbing and practicing black magic. This being a more genial, if not wiser, age, punishments consisted of fines or exile. While no one was executed, many lived out their days under a cloud of suspicion. There was such a stigma that a new cemetery was built, so these benighted souls could be avoided even in death.

Out along the rocky shores of Cape Ann, there was a whole town of witches – the so-called “Dog-Town” – between Gloucester and Rockport. This land, unsuitable for farming and thus now abandoned, was turned over to buccaneers and outcasts of every stripe, including, allegedly, those conversant in the dark arts. Foremost among these was Thomasine “Tammy” Younger. A fortune-teller said to be able to place the evil eye on her victims, she is perhaps best remembered for her aptitude for cursing. Now most witches were said to place curses on their enemies but Miss Younger’s curses were of the more traditional kind. Few draymen passing her dilapidated shack along the Dogtown Road could escape her shouting at them in a manner most salty. She is also said to have so frightened



If asked about vandalism, Barton acknowledges that some has occurred, claiming that it was limited to minor bits of mischief. He will not admit to the more dangerous tampering unless specifically asked. Keepers should note Barton's high Psychology score when it comes to delivering convincing lies.

Investigators may eventually learn of the raid on the tunnels below the theater and Barton's theft of three treasured books. Barton sold two of the books to Jim Heath at New & Used Books, he kept the *Journal*, and one of the workers (deceased) sold the mummy to Neil Hazlitt of Neil's Curiosity Shop. For more detail about these locations see "Possible Solutions."

If asked about the items, Barton will inform the investigators of the sales. He offers to sell them the *Journal*. Barton is well within his right to do so, as the underground vault the books were discovered in is technically his property. He asks the price of \$500 for the *Journal*, but will accept about half that should investigators make a successful Bargain roll.

### Checking Barton's Background

Investigators researching Raymond Barton's history and reputation have a few options available to them. They can call former business associates and will learn about Barton's background with a successful Know roll followed by a successful Persuade or Fast Talk roll. They may also check legal and financial records, which require a successful Law or Accounting roll.

Barton was originally from St. Louis, Missouri, and has lived in New England, Florida, California, and Mexico. From modest means, Barton's energetic bluster translated well into the world of sales. Finding periods of moderate success punctuated by brushes with total disaster, Barton continues to hunt for the deal that can make him a millionaire.

He is known as a charming, if somewhat dubious, wheeler-dealer who takes more risks than he probably should and frequently skirts the law in an effort to get rich quick. Barton once declared bankruptcy after the failure of an import scheme. He later engaged in a great deal of land speculation

### *Witches' Familiars*

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Other transformations were of a more mundane nature, sometimes resembling the magical powers often attributed to that other foe of the Puritan colonist: the Indian. Witches were said to be able to remain unseen even in plain sight and to walk through the forest without disturbing even so much as a twig. The so-called Witch of the Cedars, a sorceress said to live in the swamps near Wenham, was said to be able to take the form of a deer (and sometimes even a great-antlered buck!) but most early accounts of this hag simply state she walked as silently as a deer and not, as we now imagine, transforming herself by some enchantment.

Witches were also thought to have special contact with spirits, both diabolic and spectral. Frequently they were said to frequent burying yards and cemeteries, not just for components for their potions, but in order to call up the spirits therein, perhaps explaining why so many of their ghosts are said to haunt the lonely places our fair state. One witch, called Old Nan, who lived on the slopes of Mount Wachusett, was said to talk to ghosts using an old tin lamp and that she called forth the glowing will-o-whips that were said to circle the mountain top on certain nights.

Black cats, toads, birds, and even snakes were reputed to serve as familiars (or, as they were known then, *familiar spirits*) to many of Massachusetts' witches. One of the most notable such creatures was a brown rat, said to be named Jenkins, whose master was Arkham's famous witch Keziah Mason. Mason was rumored to be able to send her spirit forth in the form of this rat but other stories claim the rat was a gift from Satan for Mason's devotion to him. Rev. Ward Phillips of Arkham mentions a similar creature belonging to a lesser-known witch named Sarah Blaine, describing it as a large rat with a man's head, possessing the ability to speak.

Most often, though, familiars took the form of a black cat, giving rise to much of the superstition surrounding these ebony felines even to this day. How many of us have been warned against having a black cat cross our path or that they suck out the breath of infants in the crib? Cats have long been associated with spirits and magic, in the Old World and the New, from the Egyptians to our modern day. The witch, it was believed, could see through the eyes of their feline companions, allowing them to see by night. They also would act as sentries at their Black Masses

Birds were often the companion of witches as well. Most often these were ravens and crows – witches apparently favoring black ani-

*Florentina Papers #6*

and barely avoided total ruin numerous times. More recently he has focused his business development in New England. If asked about his past dealings, Barton defends himself vigorously, stating that everything he has done is completely legal (at least technically).



Another sign of Mistress Blaine's foulness was her association with an unclean Beast, the vile and cunning creature that served as her familiar. It was a brown rat of unnatural size, with the hands and face of a human man and that answered to the name "Anderson."

Such beasts, said the accused, are born of Witchcraft. One of those tried in Arkham testify'd that certain black Rites could change a living man or woman into such a creature as a punishment. Said witch claimed to have thus cursed more than a few of those who had wronged her.

Witches and warlocks can bind such devillish vermin into service. The witch told me exactly how she summoned the rat-thing Anderson, only after the most forceful of questioning. First, three bones, at least one from a child, must be wound together with twine braided with your own hair. Then candles, rendered from a black hog, must be burned, and into the flame cast crushed seeds of peony, and marigold petals. Hold the talisman in your hands and stare into the flame repeating a charm. I include her words here, so that others who seek to bring the Lord's merciful judgment down on Satan's minions know of the tools the enemy employs.

Ah-oh-yep Nar-lat-yep  
 My-hot-nep Ah-oh-yep  
 Yah yah Hats-a-toff  
 Ah-oh-yep Yah Yah

This chant is repeated until the Beast arrives. It calls forth any that is near to the witch.

Some claim that these creatures can be driven away by salt or iron, but in my experiences nothing cleanses as well as fire.

Phillips  
 TPNEC 782





### Other Interviews

Keepers may allow investigators to question other Kingsport citizens for further information on the Florentina Theater, Lucille Frye, Hiram and Talbot Coyne, etc. Good sources of information would be Granny Orne (Kingsport's oldest resident) or Ezra Caldwell (a local historian). Keepers can allow investigators to gain whatever facts they wish from such alternate sources, but it is suggested that information be sketchy at best.

## PART THREE: THE FLORENTINA THEATER

The theater and what lies beneath it are central to this scenario. Eventually, all investigations lead to this old vaudeville hall. Location descriptions are broken into two parts: a physical description and notes about the activities of the rat-things in the area. Keepers should develop their own booby traps and sabotage for the rat-things to enact, particularly should restoration work resume.

The Florentina is located at 78 Hawthorne Street in down-

town Kingsport, not far from the Public Library. The exterior is still striking, despite signs of neglect. Investigators making a successful Know roll recognize that the theater is modeled after Il Duomo, a famed cathedral in Florence. The windows are papered over, preventing anyone from seeing within. A large banner proclaiming, "Moving Pictures are Coming!" hangs under the newly electrified, yet dark, marquee.

### Ground Floor

Renovation work is nearly complete on the ground floor, giving the impression that the Florentina is about ready to open. The smell of fresh paint and sawdust hangs in the air. Everywhere new brass fixtures, plush red drapes, and carpets are visible. The area is lit by electric lights, necessary even in daylight hours due to the covered windows. Unfortunately, the building is currently without power; Barton is two months behind on his payments to the Edison Electric Office of Kingsport, a fact their employees can confirm.

#### 1. Lobby

The lobby contains the four areas detailed below. There are signs on the walls directing guests to the house and balcony.

**2. Concession Stand** – The long counter and cupboards behind it are empty. Room has been made for an ice chest. Cash registers and popcorn machines have not yet been installed.



If construction is resumed and food is delivered, the rat-things may either steal it or attempt to add poison from the exterminator's traps.

**3. Ticket Booth** – This room is locked and Barton has the only key. Through the windows, investigators can see an empty safe set into the floor.

**4. Lavatories** – Men's and women's wash rooms are complete and in working condition. The plumbing is functioning, but no amenities, like toilet paper and soap, have yet been provided.

The rat-things may open the faucets and block drains to flood the bathrooms and parts of the lobby.

**5. Coat-Check Rooms** – These small rooms have coat racks installed, but nothing else of note.

## 6. House

The largest room in the theater, the house's seating is divided into three sections, left, right, and center. The seating is original but has been reupholstered. Brass plates number each row and small lamps flank each aisle. The room echoes with sound in the darkness. The walls are painted in a fresco-style showing a Renaissance cityscape.

There are two emergency exits on each side of the room. The doors (STR of 25) are bolted shut and cannot be unlocked from outside. Above each door is a shuttered and curtained transom, installed to provide some fresh air to the room.

One transom window has been forced open from the inside; the lock has been unscrewed and gnawed free from the wood. In good light, scratches are visible as well. From the transom, there is a small drop to several trashcans in the alley. Even if fully open the transom can only admit things SIZ 5 or smaller.

The stage rises five feet above the floor at the southern end of the room. It is accessed by short flights of stairs on the left and right sides. A small, electric pipe organ stands inside a shallow depression just before the stage, enclosed by a short wooden railing. The instrument is new and in excellent condition, but will not work unless power is restored.

If the pipe organ is used, the rat-things will break it soon after by gnawing through its wires.

**7. The Stage** – Adorned with fine new curtains, a plaster proscenium arch, and a new screen, the stage is a fraction of its original size. Footsteps echo in the open space below. Two trapdoors, on each side of the stage, drop directly to the basement.

The rat-things may damage the locks on the trapdoors so that they collapse under a normal human's weight. A successful Dodge roll allows victims to dive out of the way. Failing that, a successful DEX x2 roll allows victims to grab hold of the trapdoor's edge. Falling to the basement delivers 2D6 points of damage from the fall, lessened to 1D6 should falling investigators succeed at a Jump roll. Those inspecting the lock discover the screws were intentionally loosened.

Alternately the rat-things may gnaw through the ropes of another curtain weight. In total silence, the rat-things moving about above can be detected with a successful Listen roll.

Investigators should make a Luck roll – whoever fails by the greatest margin must then make a Dodge roll or otherwise is struck full force by a falling sand bag. Damage is 2D4+2, while a successful Dodge still delivers 1D3 points.

**8. Projection Room** – This walled off area will house the Florentina's projectors and speakers for "talkies." The equipment, ordered but not paid for, has yet to be delivered. A dumb-waiter connects directly to the film vault below. It is electrically powered, though, and will not operate unless power is restored. The room is otherwise empty.

## 9. Backstage

Like the stage, the floor echoes in these areas. A trapdoor covers the entrance to the basement. A stage door leading out to the rear courtyard is padlocked from the outside. (Barton has the only key, but lies about this. He uses this to move in and out of the theater when orchestrating his hoax.)

## Second Floor

The balcony takes up most of the second floor with the remaining space being used for offices.

## 10. Balcony

Much like the area below, the balcony has the same seat arrangement and lighting. The railing is in good condition. From here, investigators can see that the ceiling is skillfully painted to appear like a sky filled with towering white clouds.

Anyone suddenly knocked over the edge (startled by a sudden bite to the ankle, for example), can make a DEX x4 check to grab hold of the railing to prevent their fall. Anyone falling crashes into the seats below and suffers 2D6+2 points of damage.

## 11. Storeroom

A few crates are stacked against the north wall. These contain cups, popcorn bags, napkins, toilet paper, and other supplies.

## 12. Maintenance Room

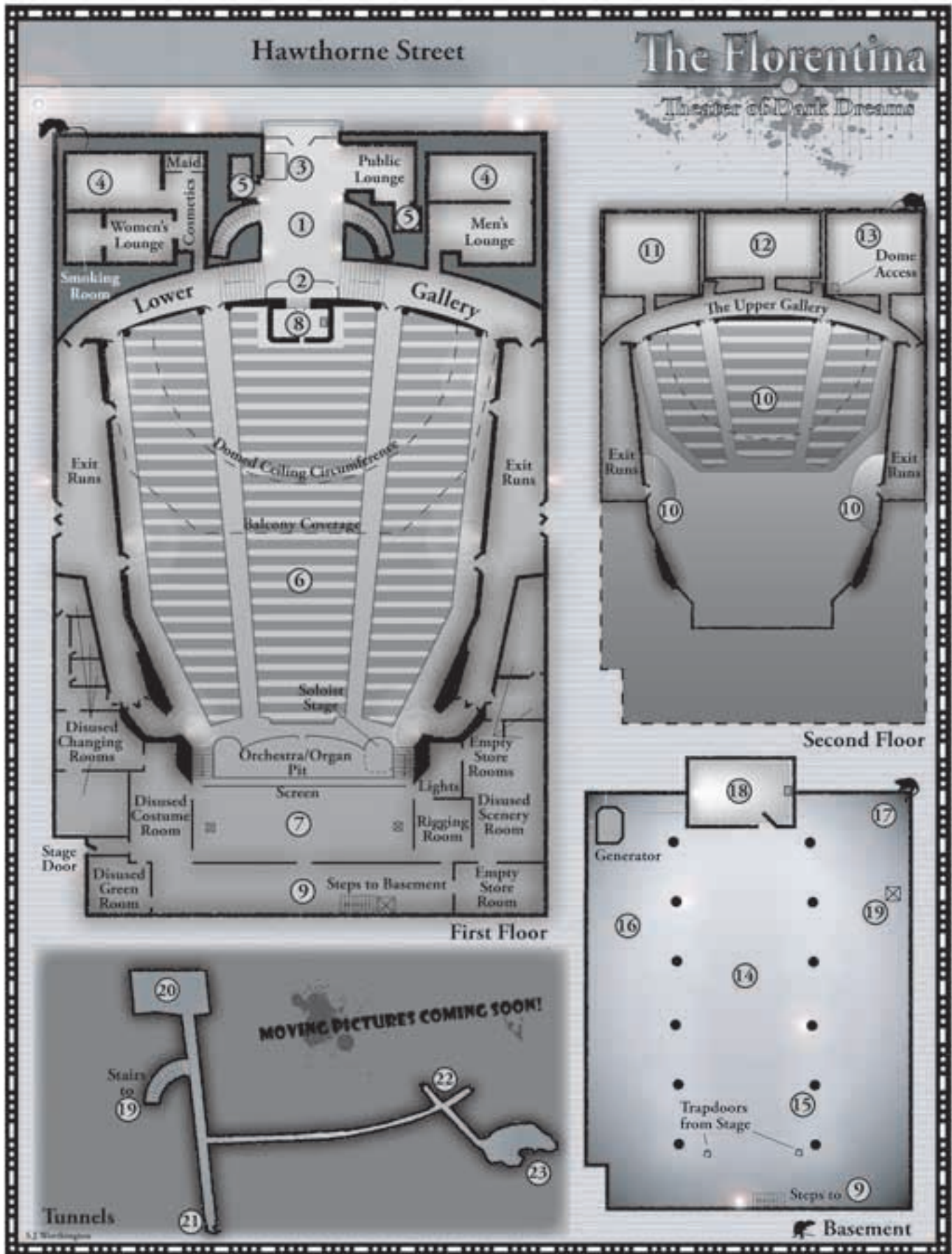
Basic janitorial supplies are kept here.

## 13. Barton's Office

This room is kept locked. Barton refuses to provide the key, even if asked, claiming that he keeps the payroll and other valuables in his office. The door and lock have a STR of 20. If pressed, he agrees to escort investigators here only after securing his valuables. The room is lavishly furnished with overstuffed chairs, cabinets, and a handcrafted desk. A wall safe has been installed behind the desk. Investigators making a successful Spot Hidden roll notice a box containing a hand-cranked gramophone and a recently purchased copy of *Aida* tucked behind a chair.

Inside a locked drawer (STR 12) of the desk are the project's account books and receipts. A surreptitious glance reveals nothing out of the ordinary, but if investigators manage a closer examination and make a successful Idea roll, they realize that Barton is dangerously behind on his payments to





his suppliers, utilities, and other creditors. Those examining the ledger more carefully and making a successful Accounting roll discover that Barton is defrauding his investors and suppliers. Toward the back of the drawer is a bottle of cheap lilac perfume.

## Basement

The basement is vast and dark, and the air down here is musty and damp. Stairs from the stage lead 15' down to a brick floor. The ceiling slopes upwards to the north, starting at 15' below the stage (directly under the organ) and rising up to 25'. The floor is made of ancient bricks, with those of the central area (which used to be the cellar of the Coyne house) clearly being the oldest. Footsteps loudly creak and bang when someone walks on the stage above.

The rat-things may string a wire across a step leading to the basement at ankle level. Keepers should have investigators roll a Spot Hidden check to detect the wire before tripping over it. A DEX x2 roll prevents victims from tumbling down the stairs, otherwise they take 1D6 points of damage in the fall. The wire is deftly tied to two small nails with a knot so tiny and complicated it seems that no man could have managed it.

### 14. Main Area

Concrete support columns divide this single large room. A newly installed steel film vault occupies the north-central portion of the basement, and a coal furnace has recently been added to the northwest corner. Close examination shows the furnace has only been used to burn wood and paper; there is no coal here.

As already mentioned, after discovering the rat-filled tunnel, Barton hired an exterminator. Despite some losses, the rat-things learned how the humans were killing them. In retaliation, they have repositioned several large rat traps in this area (and others if the Keeper wishes). Whichever investigator fails a Luck roll by the greatest amount (rolled upon entering the basement) will stumble across a trap taking 1D2 points of damage to a hand or foot.

**15. Tools and Work Area** – Tools and other materials have been roughly dumped here. Sawhorses, boards, bags of nails, hammers, saws, screws, etc. lie in disorganized piles.

All the tools here have been sabotaged by the rat-things. Anyone inspecting them will notice this tampering. The handles of hammers and saws have been gnawed, cloth bags have been soiled with foul-smelling urine, nails and screws have been disturbingly bent. Few are in useable condition though some can be repaired.

**16. The Junk Heap** – Workers have piled old costumes and props from the Florentina's theatrical heyday in this area. Keepers may include any random piece of scenery or costume as they see fit. Much of what is found is unusable due to moths, mold, and misuse. Atop the pile is a beaded faux Egyptian gown.

**17. Trash from the Tunnels** – Workers clearing out room #20 in the tunnels made this particular pile of trash. Much of it consists of ancient, rotted canvas. The rest includes things like bent and corroded copper instruments, glass fragments,

and scraps of ruined paper. Investigators making a successful Spot Hidden roll uncover partially burned scraps of vellum with writing in both Provençal and Latin. They also find the burned leather cover of what was once a book, on it is a brass plate etched with the name "H. Coyne."

### 18. Film Vault

This wooden room is lined with steel plate that is securely bolted to the floor. The door is unlocked and ajar. The room contains many metal shelves, to hold film reels, and a dumbwaiter leading to the projection room above. The dumbwaiter is electric and will not operate until the power is restored.

The film vault is only 9' high and a rectangular column housing the dumbwaiter leads up to the ceiling. Anyone inspecting the top of the vault discovers rat tracks and droppings on the dusty roof-plates. Those making a successful Spot Hidden or Track roll notice some of the tracks are unusually large and misshapen. A successful Biology roll confirms the tracks are made by something rat-like, but possessing rudimentary thumbs. This knowledge costs investigators 0/1 points of Sanity.

### 19. The Tunnel Entrance

Two disused doors lie across an opening in the floor. Below is a brick-lined staircase leading down to a system of tunnels. It appears to have been bricked over at one time, but the stonework has collapsed, causing this hole. A fetid odor rises from below. There are clear signs of rodent activity here, and the doors have been pushed slightly apart.

## The Tunnels

The damp air in the tunnels is filled with scents of mildew and urine. The floor is slimy and wet, making it difficult to move quickly. Anyone running in the tunnels must roll under DEX x6 or fall, suffering 1D2 points of damage. The rat-things might attack anyone entering the tunnels, depending on their actions (See "Encounters with the Rat-Things").

### 20. Hiram Coyne's Secret Vault

This area once housed Hiram Coyne's library and laboratory. Corroded hinges hang from the doorframe to the rooms where the vault door once stood. The room is now bare except for a few scraps of paper and shards of glass. A counter is built into the northern wall, and a well sits in the southwest corner. Brackish water stands about three feet down the well. Anyone making a successful Architecture check (alternately a halved History check) identifies the construction as early Colonial.

Those making a successful Listen roll detect faint scratching sounds periodically coming from the southern corridor. This sound comes from the rat-things spying on these new interlopers.

The majority of the books stored in this room were ruined by time and burned as refuse. However, Barton salvaged three of them: *Theatrum chemicum Britannicum* by Elias Ashmole (1652), *Ye Errors of Hermes Trismegistus* (handwritten by one



“E.K.”) late 16th century, and *Hiram Coyne’s Journal*. Details on these books are provided at the end of this scenario.

## 21. Collapsed Sewer

Just beyond the point where the tunnel branches off to the east, the ceiling has collapsed, blocking all further advances. Sewer water streams down the rocks towards the eastern branch.

Recent brickwork, stamped “Danvers Hydraulic Brick Co.,” is intermingled with the collapsed rock fragments. While the rubble pile itself is stable, the ceiling’s collapse can be worsened (explosives, tampering, etc.), and this would flood the tunnels.

## 22. The Junction

The corridor slopes at a twelve-degree angle down to this point. Sewage from the collapse in area #21 flows along the floor and collects at the junction in a shallow pool swirling with viscous sludge. The walls are bare, irregularly cut rock. Muddy boot prints and rat tracks lead to and from the pool.

Rock falls block the tunnels to the northeast and northwest, but the southeastern passage is only partially blocked. The partial blockage is unstable and shifts dangerously if anyone over SIZ 9 attempts to climb over it. The climber can attempt a Climb or Jump roll to avoid damage, otherwise suffering 1D3 points of damage in smashed fingers and twisted ankles.

Those making a successful Biology or Natural History roll realize the rat prints are not from normal rats. These prints are much larger, and some appear to have a thumb. Discovering this requires a Sanity check for 0/1 point (unless already realized at the film vault).

## 23. The Sealed Chamber

Atop the southeastern rock-fall is a small opening (SIZ 4) from which can be felt a faint draft. Anyone shining a light inside can see a partially collapsed, brick-walled room. The opening can be widened at a rate of about 1 point of SIZ per five minutes of work per person (maximum of two workers). A failed Luck roll by those widening the opening indicates a minor collapse, causing 1D3 points of damage.

This is where the rat-things have relocated their shrine to Hiram Coyne. The stench of waste is heavy here, and the floor is thickly coated with slime. The most noticeable feature of the room is a makeshift altar made of bricks and a large piece of slate. The altar is roughly two-foot square with candles around the edge. Small bones lie on the ground surrounding the altar. Investigators with a Natural History, Biology, or Medicine roll identify them as animal bones (rats, cats, possum). However, a few older bones are those of human infants (0/1 points of Sanity). Another slate has been set into the rubble pile to overlook the altar, forming a rough shelf. This is where the rat-things intend to house Hiram Coyne’s possessions once they are recovered.

A rubble-choked staircase is visible at the east end of the room. It leads to another cellar of an older Kingsport building. It would take investigators several days of extensive excavation to clear the passage.

The rat-things withdraw and observe anyone entering this

area. Those lingering here who make a successful POW check get the feeling they are being watched. Anyone making a successful Spot Hidden check sees dark shapes moving between the shadows and rubble.

# PART FOUR: THE RAT-THINGS IN KINGSFORT

Kingsport’s rat-thing population is descended from a single creature named Mayble. This female rat-thing served as Hiram Coyne’s familiar and as minor participant in cult rituals during the 18th century. Rat-things can interbreed with normal rats and occasionally (5%) a single rat-thing is born of such unions. The colony in Kingsport has successfully propagated a dozen full-blooded rat-thing and upwards of three hundred rat relations who obey them without question.

Fundamentally, the rat-things are devoted cultists of a religion that considers Coyne a messianic figure whose return is imminent. The rat-things do not journey to the deeper tunnels beneath Kingsport because Coyne forbid Mayble from doing so; thus it became part of the colony’s tradition. The most sacred and unbreakable of rat-thing traditions is the defense of Master Coyne’s property, which includes the mummified body of Mother Mayble.

Rat-things are intelligent, but ill informed about the outside world. Until recently, they had very little contact with the surface. At best the rat-things have an incomplete understanding of the modern world. While they can copy human actions, they lack full comprehension. Despite this, the rat-things are intelligent and highly adaptable; they can learn and adapt to threats and changes. This makes them nearly impossible to eradicate with traps or poison and, with enough time, allows them to find entry to nearly any structure.

The rat-things are bound by their honor, faith, and tradition. However, there is another drive that is just as strong, to ally oneself with a spell caster and slowly push them towards corruption. Investigators whom the rat-things know to be spell casters, who are also in negotiations with them, will be given special attention and respect. Slowly one of the rat-things may begin to offer a partnership. They will claim (rightly so) that learning magic is a wondrous yet perilous process, with many opportunities for grave missteps. The rat-things will offer guidance on this path, explaining that their kind exist for just such a purpose. They call it a “sacred partnership” and a “divine destiny.” Should an investigator agree to such an arrangement, Keepers should feel free to explore exactly what transpires, although nothing good can come of it.

## Encounters with the Rat-Things

The rat-things keep a constant watch on the basement of the Florentina and periodically patrol the building above. Un-



less investigators become an obvious threat, the rat-things refrain from initiating conflict unless cornered. They see nearly everything going on in the theater, limiting the chance of investigators surprising them.

Investigators will find evidence of the rat-things through several types of encounters. These may include their mischievous behavior (perceived as haunting), more malicious attacks, spell casting, or face to face contact during which a parlay may occur.

### Mischief

The rat-things may do many things within the theater to scare workers and investigators. These are not intended to kill anyone, but may cause some harm.

- Tricks and Traps – as detailed in the location descriptions, the rat-things have set up booby traps and destroyed property for the sake of disrupting construction and driving workers out.
- Sabotage – Any items left in the theater, or any other location in Kingsport the Keeper wishes, is fair game. The rat-things are adept climbers, who are no larger than most cats. However they have a STR of 3 or less and a limited grasp of modernity. The rat-things refrain from acts of arson, as they are aware that a fire could potentially spread to the theater and beyond.
- The pitter-patter of little feet – The rat-things and their normal rat allies move through the theater and vault infrequently, mainly sticking to the tunnels below. Keepers should secretly roll Listen checks for the investigators to overhear the movement as a way to build tension, particularly in later stages of the adventure.
- Whispers from the shadows – The rat-things speak English, albeit a degenerate and slightly archaic form. Once they become aware of the investigators, and are sure the investigators are aware of them, the rat-things will make good use of this ability. They will speak to investigators, luring them into traps, splitting them up, and spreading dissension and confusion.

### Attacks

The rat-things initial attacks will be a wave of normal rats, surging out of the darkness, crevices, or rubble (assume 2D4 rat packs per investigator). Attacks can be supplemented by 1D3 rat-things per investigator (or non-player character). Those successfully attacked by rat-things must make an Idea roll or drop any items they are carrying. Keepers should apply appropriate penalties to investigators battling the rat-things due to the following factors: small target size and speed of the rat-things, fighting





in confined spaces, and/or fighting in darkness. Keepers may also impose Sanity checks for such terrifying combat, keeping in mind that such attacks are meant to scare off investigators, not exterminate them.

While the rat-things possess few hit points, they still pose a threat in combat. Due to their small size and great speed all attacks on the creatures suffer a -40% penalty. They also have a Dodge score of 95% and avoid areas that do not contain small, narrow escape routes, which are impossible for things larger than SIZ 3. The creatures are most often encountered in the dark, confining tunnels below the Florentina Theater.

If investigators manage to kill over half the members of the rat-thing colony, the creatures flee to deeper tunnels. They are intelligent and zealous, not suicidal. If the rat-things are driven off, there is nothing to prevent their returning in a few months.

The rat-things may also launch attacks against targets outside the theater. They have some difficulty determining what happened to the items taken from the vault. Careful searching puts the rat-things on the trail of both the mummified remains of their progenitor and the surviving volumes of Hiram Coyne's library. The rat-things are only dimly aware of Raymond Barton's role in events at first, but slowly come to understand him to be the key figure in their current dilemma.

Barton evades the rat-things for the majority of the scenario as he stays at the well-maintained Shoremist Inn. The vigilant staff at the Shoremist Inn have either killed or driven off the rats sent to reconnoiter Barton's rooms. Barton's propensity for mainly visiting the second floor of the theater for short periods keeps him out of harm's way for most of the scenario.

### Rat-Things Send Dreams

The leader of the rat-thing colony, an old male named Lear, has a direct way of communicating with the investigators. He is one of several spell casters among the Kingsport rat-thing, and he knows the Send Dreams spell. He will use this spell on an investigator after having one of his normal rat relatives steal some token from their intended target.

As a means of attack, Lear may send nightmarish visions to anyone within the spell's area of effect. Various sanity draining visions can be dispatched, so long as they are things that the rat-things have witnessed or imagined. It is up to the Keeper how best to make use of this spell.

If the rat-things believe the investigators might be willing to bargain with them, they select one for a dream message. The selected dreamer will first witness the opening and looting of the vault, including the killing of several rats and rat-things by workers. Dreamers who make an Idea roll notice they are viewing these acts from a rat's-eye-view, Sanity cost 0/1. As the sound of the workers fades a voice will whisper, "Books... Mother..." and the image in the dream will focus on the empty shelf where the mummified rat-thing sat and the now-empty bookshelves along the north wall.

The subsequent dream places the investigator at the Florentina, retracing their exploration of the building. Upon entering the house they see three figures on the stage. They are all robed humans wearing rat masks. They are speaking

in a language the investigator does not understand and acting out some sort of play. One of the actors turns to face the investigator, saying directly to them, "This place is not your place. Return what was stolen, and we will not disturb you." The actors then charge the dreamer with long knives, and the investigator wakes horrified. Sanity cost is 0/1D2.

### Parlay

Unlike many Mythos threats, the rat-things lurking beneath the Florentina are vulnerable to attack and can be bargained with. While they are malign beings, they are not a severe threat to the people of Kingsport or the world at large, and so the investigators may choose to reason with the creatures.

The rat-things in Kingsport know they are at a disadvantage and would welcome a negotiated settlement. Rat-thing leaders will initiate contact if investigators are aware of them or seem open to making a deal; otherwise they remain hidden. They prefer the theater, but are willing to meet elsewhere in Kingsport if need be.

A possible meeting could be arranged via the rat-thing leader's (Lear) casting of Send Dreams to an investigator, followed up by a personal visit from his son (Hamlet). Sanity losses for anyone awaking to a chatty rat-thing in their darkened room is minimal (1/1D2) unless they turn on a light, which will let them fully view the creature and requires a further Sanity check. Alternately the investigators could call for such a meeting themselves, using the Summon Rat-thing spell.

The rat-things seek the return of what has been taken from them and wish to be left alone.

## PART FIVE: ESCALATING EVENTS

### The Death of the Exterminator

Investigators may learn through Barton or his former workers that an exterminator was hired to deal with the rodent infestation after the discovery of the tunnels. The exterminator, Caesar Orso, is a busy man who operates out of Arkham. If questioned by investigators, Mr. Orso claims to have visited the theater twice, since, evidently, the rat problem persisted. He used mechanical traps the first time and a mixture of traps and poisons the second visit. In his professional opinion, nothing on four legs should still be alive in that building.

He is gravely incorrect. A few days after the séance, Barton hires Orso a third time, demanding that he clear out the rats once and for all. Orso, certain that Barton is crazy, returns to the theater in the late afternoon. Unfortunately for the exterminator, the rat-things have been waiting for his arrival. Orso arrives in the late afternoon, placing traps and poison all over

the theater, but never returns to Arkham.

The next morning, the exterminator's car is still parked outside the theater. Inside, his corpse bloated and hideously contorted in rictus, is the body of Caesar Orso. Investigators viewing this lose 1/1D3 points of Sanity. On the seat next to him are an empty thermos and the spilled remains of tomato soup. Investigators making a successful Spot Hidden roll find traces of cyanide salts, one of the rat poisons Orso commonly used, inside the thermos, in the soup stains and on the corpse's lips. Along with this they also find faint rat tracks, but no droppings, inside the vehicle. Anyone making a successful Medicine roll when examining the body identifies the likely cause of death as cyanide poisoning. The story appears in the next issue of the *Kingsport Chronicle* (see *Ghosts of the Florentina Papers* #8).

## Work Resumes

Barton may manage to raise the money needed to cover his expenses. Work resumes on the theater with great fanfare, with publications such as the *Kingsport Chronicle* breathlessly

*Florentina Papers* #8

but should occur when the investigators are present.

Should a fatal accident occur, the project is shut down for at least a day, more if authorities consider the event suspicious. Eventually work resumes, though the mood will be more som-

ber. Workers are more wary of sabotage. Tools and other equipment are then kept off-site. Whether or not other "accidents" occur is left to the Keeper.

Resumption of work may spur investigators into action, particularly if they are aware of the dangers posed by the rat-things. If they willingly allow others to die by their inaction, Keepers should impose Sanity penalties from between 1/1D3 to 1/1D6. The level of Sanity loss should depend on the nature of the "accident" and the conscience of the investigators.

reporting on each step of progress. Depending on his relations with the investigators, Barton may credit them with neutralizing the ghost or blame them for any continued problems.

The rat-things step up their assault upon the interloping humans with acts of vandalism and sabotage (see the description of the theater). Additionally, they employ their ability to speak to confuse and frighten workers. Eventually their "pranks" prove deadly: damaged tools, broken ropes, and intentionally set traps could all be the cause of a fatal accident. The victim and specifics of the

accident are left for the Keeper to decide,

ber. Workers are more wary of sabotage. Tools and other equipment are then kept off-site. Whether or not other "accidents" occur is left to the Keeper.

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## The Rat-Thing Ultimatum

If the rat-things fail to drive away Barton and his men or have yet to recover their stolen property, they have one final card to play – kidnapping a neighbor of the theater, Paola Balinucci (see *Neighbors Near the Florentina* in "Investigations"). Paola has been leaving little scraps for the rat-things for some time now. The desperate rat-things have decided to finally talk to her and entice her into the theater via the transom window. The innocent girl will be happy to follow them.

The rat-things then contact the investigators with a scrawled note or via their Send Dreams spell and deliver an ultimatum: Return the stolen items and leave the property or the little girl will die. In his Send Dreams spell, Lear will use an image of Paola in danger, perhaps showing rat-faced actors killing the girl on stage. Paola will be kept in the sealed chamber of the tunnels (#23) if that room is still in their control.

The rat-things wait for the investigators to respond, sending a representative (likely the rat-thing named Hamlet) to meet them in the basement of the theater. If the investigators meet the rat-things' demands, Paola will soon climb up the basement steps, excitedly talking about her visit with her new friends. She is not harmed, but how her parents will react to her disappearance may be another matter.

Curiously, the rat-things treat young Paola well, telling her stories memorized from the countless plays they listened to and playing checkers with a makeshift board and bottle caps for playing pieces. The little girl will not panic for the first 12 hours of her captivity. If the investigators refuse to negotiate for her release, Paola's fate is sealed. The day after her disappearance a small, bloody severed hand is left for the investigators to find. The rest of Paola's remains are never found; Sanity loss for allowing this to happen should be at least 1D3/1D6 points.

## Barton's Last Act

Keepers may have Raymond Barton come to a sticky end at the hands (paws?) of the rat-things. Barton stops by the Florentina, perhaps preparing to skip town or simply to retrieve some papers. The investigators should have reason to meet with or intercept Barton at this point.

The investigators (possibly with police in tow) catch up to Barton and arrive just in time to hear his cries of pain and terror from the second floor. There, angry rat-things and an army of summoned rats will surround the developer. An anguished shout sounds out as Barton topples over the railing, a few rats



and perhaps a rat-thing clinging to him as he falls. He lands with a fatal crack of bones on the seats below. Sanity loss for witnessing this is 1/1D6 (in addition to possible Sanity loss for seeing a rat-thing).

Raymond Barton is dead. Investigators may later discover that in the meantime the rat-things have recovered *Hiram Coyne's Journal* from Barton's car (barring investigator action regarding the books or the vehicle). The rat-things, mollified, might be more willing to parlay if they had not previously.

## Break-in at Neil's Curiosity Shop

The rat-things wish to recover the remains of their progenitor, whom they refer to as "Old Mother Mayble." Once they track down the remains, using their keen sense of smell, they move quickly. They steal back the remains unless the investigators have already

purchased them. This will be reported in the local paper (Ghosts of the Florentina Papers #9).

Hazlitt's shop will be closed the days after the break-in, allowing for both cleaning and for rumors to circulate about town. When the shop reopens, little seems to have changed on the interior. Hazlitt recounts his harrowing story of hearing the break-in, being trapped in his home, and then finding the shop in a

**VANDALIZE CURIOSITY SHOP**

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Curiosity shop owner Neil Hazlitt was stunned last night to discover himself the victim of a malicious prank. According to Kingsport police, Hazlitt overheard a break-in while having dinner in the home above his shop at 709 Harbor St. When he tried to enter his shop he found himself sealed into his apartment. He quickly called police, who arrived within minutes, but the damage was done.

Police discovered a broken window, a wedge rammed under Mr. Hazlitt's door, and other acts of vandalism in the shop. As of press time, a list of missing and broken items was not available. Mr. Hazlitt is offering a reward for information about this attack.

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state of "total upheaval."

If asked, Hazlitt will identify the stolen items: the "monkey" mummy, a (misplaced) "gold" medallion, and a book of postage stamps (also misplaced). There were a few minor curios slightly damaged as well. Hazlitt points out the small window (SIZ 5) by which the miscreants entered and escaped, offering a \$25 dollar reward for anyone identifying those responsible. Investigators making a Psychology roll note that Hazlitt glares at any children in attendance, as he suspects several neighborhood delinquents.

### Robbery at New & Used Books

In addition to the remains of "Old Mother Mayble," the rat-things also seek the books taken from Hiram Coyne's library. The books are harder for the rat-things to locate, but when they do they strike with equal vigor. The owner of the store, Jim Heath, reports the break-in to local police, but the incident is not reported in the newspaper. If the investigators haven't already purchased the Coyne's copies of *Theatrum chemicum Britannicum* and *Ye Errors of Hermes Trismegistus*, then the

rat-things recover them.

Those asking Heath about the possibly stolen books Barton sold him are regarded with some skepticism. A successful Persuade roll is required to convince him to discuss the matter. He will explain that Barton did sell him two books that were then (possibly) stolen by persons unknown while the store was closed for the night. "They smashed up the bookcase to get at them. Made a real mess of it, too," he adds, showing off the damaged case which the thieves knocked over in their haste. Heath can describe the books in some detail, as he had planned to sell them.

### Grand Reopening?

Despite all the possible tragedies and horrors lurking, eventually work on the Florentina is complete, and the new cinema opens to the public. Barton, if he survives and is not jailed, presides and makes a great show of everything. A band plays on the stage, followed by a few short speeches by Barton and several of his most prominent backers, and finally the organist serenades the assembled crowd. Moments later the film *Lights of New York* begins.

The event is the talk of the town; and both Arkham newspapers cover the event, bemoaning that their fair city has no such modern facility. Investigators associated favorably with the reopening receive a +1D6% to their Credit Rating scores and a Sanity gain of 1D4 points.

Of course, things could take a far darker turn. If the rat-things have not been driven away or appeased, they could cause great trouble in a crowded theater. Sabotage, including arson, is always possible. Such a disaster is left to the Keeper's wicked imagination.

## Possible Solutions

### Helping the Rat-Things

If investigators propose to return the mummy and the missing books and guarantee that the tunnels beneath the theater will not be disturbed, the rat-things agree to keep to their tunnels and not enter the Florentina Theater. They are happy to leave the world above alone until their master, Hiram Coyne, returns. If told the cultist is dead, they state, "Physical death is a dream from which the faithful eventually awake."

The investigators will find the rat-thing belongings in the following locations:

#### Neil's Curiosity Shop

Anyone visiting the Curiosity Shop is charged 15¢ by Mr. Hazlitt to see the collection. Tucked between a diorama of fiddling frogs and a glass case full of iridescent beetles is the item sold to him by Mr. MacGinnis, the remains of Hiram Coyne's familiar and the colony's founder, the original rat-thing. Hazlitt placed the desiccated corpse on its back in a velvet-lined wooden box, labeling it "Mummified Egyptian Monkey." Hazlitt will not allow close inspection and tries to usher investigators on to even greater wonders in the next room.

If asked about the remains, Hazlitt admits to purchasing them but is coy about their source. He has not bothered to identify the remains beyond a cursory examination to determine they would do nicely in his shop. Those wishing to purchase the remains will be asked what they are willing to pay. The shopkeeper is a shrewd bargainer, initially asking \$75 for the remains, but accepts an offer of \$50 should investigators make a successful Bargain roll after a seemingly endless harangue.

### New & Used Books

Investigators seeking the two books taken from the vault and sold to Jim Heath should visit New & Used Books. The owner, Mr. Heath, can be found amid the haphazard bookcases and stacks of books on the floor of his shop. He is an easy-going man who's happy to speak with customers.

If asked about the books he purchased from Barton, he identifies them as *Theatrum chemicum Britannicum* and *Ye Errors of Hermes Trismegistus*. He has them with the rare books in a locked cabinet just behind his desk. Heath's listed the price as \$200 and \$75, but will sell them together for \$225 should investigators make a successful Bargain roll. If asked about their origins, Heath relates that Barton claimed to have purchased them in an estate sale.

## Driving Them Out

A possible method of confronting the rat-things is to drive them out of their tunnels. There are a few ways investigators might accomplish this; each has certain advantages and drawbacks (as well as chances of success). Those that require investigators to make their way through the tunnels put them at risk of attack from the rat-things as outlined above.

### Fire/smoke

The rat-things are aware of the danger of fire and smoke in the confines of the tunnels and will flee from either if seriously used against them. Unfortunately, smoke-filled tunnels and uncontrolled fires are as much of a threat to the investigators and the people of Kingsport above as they are to the rat-things. Keepers should use Drowning and Suffocation rules where appropriate and determine if such fires have a chance of spreading to the buildings above.

### Poison

The rat-things have already faced the onslaught of modern chemistry at the hands of the Caesar Orso. They have adapted and learned to avoid such threats, using their normal rat relations as food tasters when necessary. Baited traps and poison pellets are at best ignored by the rat-things and at worst used by them against other humans or the investigators themselves. Poison gases, if obtained or produced by the investigators,





released into the air pose as much of a danger to the local population as they do the rat-things and certainly attract the attention of the police.

**Water**

Investigators may choose to flood the tunnels. The proximity to the local sewer system makes such an attack reasonable. If a collapse were affected, the rat-things would be driven from the immediate area indefinitely. They would suffer some casualties to the colony although their losses would be minor (1D20%), as rats and rat-things can swim. Keepers should then decide how much of the tunnels are flooded and for how long. The water level will not rise above that of the source of the flooding.

**Ignoring Them**

An easy, but unrewarding, option is taking no action and letting the rat-things alone. While in the long-term, inhuman creatures living beneath Kingsport is not desirable, the rat-things have no immediate plans to negatively affect the outside world. This has no immediate consequences so long as the work on the theater is abandoned. If investigators choose to put off dealing with the problem, Keepers should not punish them, at least, not immediately. The rat-things will, however, continue their pursuit of Raymond Barton and the items stolen from them. Break-ins, theft, and the “disappearance” of Raymond Barton could ensue. Should the rat-things recover Coyne’s property and inhibit work on the Florentina, the creatures have little reason to leave their tunnels. How long this lasts is unknowable, but someone will most certainly suffer for the investigators’ inaction.

**Barton and the Rat-Things**

Barton, like most reasonable people, is unwilling to believe that a group of intelligent rat-monsters is living beneath the theater or that they want the books and other items taken from them returned. If presented with proof of their existence, he is likely to sell it to make a quick buck. Barton will view such claims as proof of the investigators’ insanity and attempt to blame them for everything. If the situation becomes too hot for Barton he gathers up his resources and flees Kingsport. Barton is not a fighter and believes he can talk his way out of any situation.

**Sanity Awards**

- Killing/Driving off the Rat-Things . . . . . +1D6/1D3 SAN
- Bargaining successfully with the rat-things . . . . . +1D3 SAN
- Sealing up the tunnels (without a deal). . . . . +1D2 SAN
- Seeing the Florentina open as a cinema . . . . +1D10 SAN, +1D6% to Credit Rating
- Bystanders injured/killed by investigator action . . . . . -1/1D3 to -1D3/1D6 SAN
- If they expose Barton crimes . . . . . +1D3% to Credit Rating

**Occult Books and Items**

**Hiram Coyne’s Journal**

The long-dead sorcerer Hiram Coyne kept a record of his magical and alchemical research in several coded journals. When forced to flee Kingsport after the raid on the Congregational Church, Coyne left one such journal, covering his work from 1685 to 1714, behind. The book survived the intervening centuries and was recovered by Barton from the vault. It is written in Latin and encrypted in a challenging 17th century cipher. It will take investigators 1D6 days, a successful English roll, and an INT x2 check to unlock the code.

The translated text recounts Coyne’s alchemical research under the tutelage of Temperance Fisher and his involvement with the Kingsport cult, and sketchily recounts Coyne’s admission to the Kingsport cult and his pact with Tulszcha.

12 weeks to study, 24 hours to skim. 1/1d3 Sanity Points, +4% Cthulhu Mythos, +5% Occult, +5% Alchemy, +2d6 Kingsport Cult.

Spells (at Keeper’s discretion): Contact Rat-Thing, Contact Tulszcha, Summon Rat-Thing, Curse of the Rat-Thing (flawed formula and will not work), Enchant Brazier, Raise Night Fog.

**Theatrum chemicum Britannicum by Elias Ashmole (1652)**

This thick book has suffered extensive water damage and has spots of mildew clinging to most of its pages. It is still mostly legible. The book is a collection of English alchemical writings compiled by the scholar Elias Ashmole. Occult +6 percentiles; requires successful Read English roll to understand the archaic language; 20 weeks to study. An almost blackened faceplate identifies the owner as Hiram Coyne.

**Ye Errors of Hermes Trismegistus handwritten by one “E.K.” (late 16th century)**

In better condition than the Ashmole text, the leather cover of this work dryly flakes off in the hands of examiners. This slim volume is meant as a companion to the works of the mythical alchemist Hermes Trismegistus, offering commentary as well as criticism. Occult +2 percentiles; 6 weeks to study.

**The Rat-thing Mummy**

If investigators obtain the body of the rat-things’ progenitor, they are in for a rude shock. While superficially resembling a dried-out monkey with leathery black skin, a closer examination shows it is much more awful and strange. Those inspecting the remains and making a successful Biology or Natural History roll can realize that while the body looks like a very large rat, the head and forepaws are those of a primate, with forward-facing eye-sockets, humanlike teeth, and fingers and well-developed hands. This discovery costs investigators

1/1D3 points of Sanity. A dissection (requiring another successful Biology or Medicine roll) will further confound, as the external structure of the creature looks like a large rat while the skeleton and what remains of the internal organs are those of a strangely warped human. This discovery costs investigators further 1/1D3 point Sanity.

## Statistics

**Raymond Barton, Developer, showman, pie-in-the-sky salesman, age 49**

For detail, see “Investigations” regarding Barton’s past.

STR 12    CON 13    SIZ 14    INT 13    POW 14  
DEX 11    APP 14    EDU 15    SAN 70    HP 14

Damage Bonus: +1D4

Weapons: Fist 60%, 1D3+db.

Skills: Accounting 24%, Bargain 49%, Conceal 26%, Credit Rating 35%\*, Dodge 28%, Drive Auto 66%, Fast Talk 81%, Hide 31%, Law 44%, Occult 8%, Persuade 67%, Psychology 51%, Sneak 21%, Spot Hidden 45%, Swim 59%.

\*Due to his backing from Victoria Turner, when dealing with residents of Kingsport Barton’s effective Credit Rating is 75% unless he falls from her favor, at which time his score will be 5% in Kingsport and surrounding communities (including Arkham but not Boston). When dealing with former employees or suppliers, Barton’s current Credit Rating score is effectively 0%.

**Madame Rochelle, aka Constance Deville, age 56**

Boston area psychic and “oracle of the spirit world,” Madame Rochelle (a.k.a. Constance Deville) is a misguided do-gooder who fancies (incorrectly) that she has psychical powers. While her goals are laudable, Madame Rochelle is an irritating meddler whose idea of assistance is to loudly proclaim, “There is an evil presence here!” Her claim to fame is “predicting” the death of President Harding in 1923, having said “a great American will die in the coming year.” Most people view her as a harmless crank. Her frequent letters to the editor warning of catastrophe remain thankfully unpublished.

STR 8    CON 11    SIZ 13    INT 13    POW 11  
DEX 11    APP 10\*    EDU 14    SAN 55    HP 12

Damage Bonus: none

Weapons: Ear-splitting Shriek 90%, no damage.

Skills: Credit Rating 34%, Faint 41%, Occult 44%, Palmistry 59%, Perform Séance 61%, Persuade 26%, Psychology 55%, Read Tea Leaves 83%, Somber Pronouncement 87%.

While dressing normally in her day-to-day life, when “on the case,” Madame Rochelle wears an elaborately embroidered robe and silver diadem, both of which she claims aid her in communicating with the spirit world.

## The Rat-Things

Lingering horrors and parodies of man. For more detail, see “The Rat-Things in Kingsport.”

	STR	CON	SIZ	INT	DEX	POW	HP	DB
Bernardo	2	6	1	11	20	5	4	-1D6
Ophelia	2	6	1	12	19	8	4	-1D6
Marcellus	2	10	1	10	17	7	6	-1D6
Gertrude	2	7	1	9	18	5	4	-1D6
Horatio	3	5	1	11	22	8	3	-1D6
Cordelia	2	8	1	14	20	5	5	-1D6
Hamlet	2	10	1	15	17	10	6	-1D6
Regan	2	6	1	15	18	7	4	-1D6
Osric	1	3	1	9	16	5	2	-1D6
Lear	2	6	1	15	21	9	4	-1D6
Edgar	3	11	1	9	22	6	6	-1D6
Oswald	7	3	6	11	9	1	5	-1D4

Weapon: Bite 45%, damage 1D3-db.

Armor: none, but subtract 40 percentiles from the chance to hit a moving rat-thing and subtract 20 percentiles from the chance to hit one attached to somebody.

Spells: Command Rat Pack, Send Dreams.

Skills: Pidgin English 45%, Dodge 95%, Hide 80%, Sneak 65%.

Sanity Loss: 0/1D6 Sanity points to see a Rat-Thing.

The Rat-things number only a dozen members, about 2/3rds of which are male. They control a force of normal rats, mainly mates and extended family, which are several hundred strong. While the rat-things can interbreed with the normal rats, only about 1% of births breed true as rat-things. They avoid mating with other rat-things, due to the problems inbreeding would present. All of the rat-things are descendants of “Old Mother Mayble,” the loyal familiar to the cultist Hiram Coyne. Strangely, the rat-things are all named after characters from Shakespearian plays of *Hamlet* and *King Lear*, as the colony enjoyed listening to these plays performed in the theater above long ago. Notable members are Lear (the eldest male looked to as the colony’s leader), Hamlet (Lear’s son, a bold young male being groomed to take his father’s place) and Regan (a crafty female with a knack for solving puzzles and traps).





# The Old Congregates

# The Southern Farmlands

The Three Ladies

Crystal Quarry

Herber Hill

The Heights

**The Heart of Foxfield**

- The Old Picking House
- The Old Mill
- Mill Town
- The Picking Mansion
- Unitarian Church
- Schoolhouse
- The Foxfield Courier
- Parker's General Store
- Farm Implements & Sables
- The Green House

To Tewksbury & Lowell

To Arkham & Kingsport



The Old MAI By Night

**Foxfield, Mass.**  
 A Rural Community In A Dark Glade



Main Street By Day

© Washington

# THE CRYSTAL CAVERN

by Brian Courtemanche

*Wherein investigators encounter a mystery as old as the rolling hills and forested valleys of Lovecraft country and discover that some gems are best left in the rough.*

## Keeper's Background

Deep in the woods just south of Foxfield, Massachusetts, is a forgotten grotto of quartz crystal. It is in reality the dormant remains of a Lesser Other God imprisoned here millennia ago by the Mi-Go. The tomb-cavern has lain undisturbed since before the earliest humans trod these forested hills, protected by a powerful guardian. That has recently changed, setting in motion a series of tragic, horrific events.

## Deep History

Ages ago, in the Miocene Period, a community of Hyperboreans was drawn to the region currently known as Dunwich by the song of ancient Abthoth. Along their way, they encountered a colony of Mi-Go and the two groups clashed.

In their battle, the Hyperboreans summoned a Lesser Other God. A huge, polychromatic horror shimmered into existence and wrought untold destruction upon the Mi-Go. The fungoid entities were forced to focus all their efforts on this menace, which allowed the Hyperboreans to escape and continue to Dunwich unharmed.

After a long battle, the Mi-Go defeated the Lesser Other God, shattering it into tens of thousands of gem-like crystals. The remnants formed a vast quartz cavern just beneath the surface of the earth. After their victory, the Mi-Go ensorcelled the cavern to ensure the entity never troubled them again. Five black pillars, looking much like the crystalline pieces of the defeated god itself, were arranged in a pentagonal pattern around a large central pillar within the cavern. These "containment rods" essentially pin the god to earth, helpless and unable to reconstitute itself. Should the cavern's containment rods be disrupted, the wards placed across the god's corpse will be broken, enabling it reform and resume its rampage.

To prevent the containment from being disturbed, the Mi-Go placed a guardian over the cavern. They summoned their own supernatural aide, a fox-like creature with the ability

to phase in and out of existence, and bound it to the site to defend the cavern from any who dare disturb it.

Centuries passed. The Mi-Go retreated to their secret base deep in the northern hills of the region, leaving behind the gem-like cavern, its guardian, and the ravaging will of an undying god mystically bound to the site of its execution. Glacial activity slowly, inexorably, wore open a rent in the earth, exposing the Crystal Cavern to the surface world. This geological activity slowly warped the original positioning of the five Mi-Go containment rods, weakening their hold on the undying god. The entity stirs, not free but instinctively aware of its nearness to freedom. Likewise, its guardian sensed the growing threat, growing more anxious and desperate to keep its charge safely imprisoned.

Eventually the site of the Crystal Cavern became the territory of the Massachusetts Indian tribe, who grew to venerate and fear the place. The Massachusetts shamans received horrific visions of that which lay imprisoned beneath their feet. Their people encountered the fox-like guardian watching over the area and an offshoot tribe formed called "The People of The Fox;" their totem spirit became the otherworldly, vulpine-thing that prowls the territory. Awed, these folk likewise took up the mission of guardianship, although their understanding of what it was they guarded was vague.

A band of druidic explorers from Europe briefly settled in the area during this period. They trafficked with The People of the Fox, shared in their visions, and encountered the guardian. Alarmed by what stirred below the earth and unsettled by the shadowy vulpine lurker, they carved a cryptic warning in their native Ogham script on a chunk of granite atop the site. The druids eventually left, but The People of the Fox remained, faithful to their ancient mission, each passing generation imparting the legends of the land and its mystery to their descendants.

The People of the Fox were gradually absorbed into the white European settlers colonizing the new world. With its rich native culture and mythic Indian legends, the area became



known as “Foxfield.” A man named Allerton took possession of the land surrounding the Crystal Cavern and found a young Indian woman there, the last of her people, fulfilling an ancient pledge. The pair married and gave rise to the current Allerton line.

## Recent History

The present-day Allerton family is the current incarnation of The People of the Fox and act as the last guardians of the Lesser Outer God. Their property has encompassed the site for centuries. Given the site’s great age and the outré nature of the imprisoned deity, the Allertons do not understand that what they guard could be a potential threat.

In 1917, Jake Allerton, an indifferent farmer, passionate drinker, and poor gambler, needed money to pay off debts. Disregarding the old family superstitions, Jake opened the crystal-lined cavern to the public and billed it as a secret treasure cave of the Vikings. He hoped the mysterious cave with its strange carvings would easily attract tourists willing to pay to view its wonders. Jake slyly claimed that ancient Viking treasure might yet still be buried somewhere in or near the quartz cavern with some long-deceased chieftain, as a further lure.

Despite high hopes, the tourist trap was too far from main thoroughfares to attract much notice and it failed to generate the hoped-for income. Further, Jake’s sons, Kyle and Thomas, despised their father for profaning sacred family ground. As the last Guardians of the Cavern, the young men felt deeply betrayed by their father’s cheapening of their heritage. Jake’s hopes were finally doomed when two area teens entered the cavern to search for Viking treasure and were slain by its guardian. Local authorities searched for a rogue wolf or black bear but could never find it. The bad publicity shut down “Allerton’s Viking Treasure Cave.”

Spiraling into debt, Jake Allerton sold the Allerton land to a Boston businessman named Hayden Booth. Temporarily flush with cash and ashamed to admit the source, Jake spent the money in true wastrel fashion, claiming that he found buried Viking treasure on his land.

Kyle Allerton, incensed at his father’s actions, confronted his father and in a fit of rage, killed him. Kyle buried his father’s body on land near the Crystal Cavern. Kyle’s brother and grandmother are aware of the homicide, tacitly approve of it. They do not speak of the matter, quietly resuming their duties as guardians of the sacred Crystal Cavern, although they no longer own the land.

## The Present

Mr. Hayden Booth, Boston businessman, plans to quarry the area for its significant quartz deposit. Once the mineral is exhausted, Booth sees the potential in landfilling the area for commercial or residential development. Neither a romantic nor an academic, Booth has no use for “some crazy Viking crystal cave,” regarding the cavern simply as a source of profitable raw material.

The Allertons’ neighbor, Buck Brewster, believes Jake Allerton’s story about the Viking treasure and mistrusts the family.

He believes that the Allertons killed the teenaged treasure-hunters to defend their horded wealth. He thinks that Booth will discover the remaining “Viking treasure” on his purchased land and has secured a job with Booth to mine the cavern of its quartz, secretly hoping to find the remaining treasure.

Having gained Booth’s trust, Brewster has been authorized to act as project foreman and hire local labor to help him with clearing efforts. The local men believe the Allerton land is sacred Indian burial ground and avoid it in fear of curses and ghosts. As a result, Brewster has resorted to hiring labor from nearby Tewksbury.

Booth’s plans greatly disturb the Allerton family who instinctively know that something terrible will happen should this new owner disrupt the site. They have no monetary or legal resources to leverage against Booth and are desperate. Since excavation efforts have begun, the Allerton boys have vandalized the site’s heavy equipment to sabotage the quarry effort, which has become an expensive annoyance for Booth. But matters have become worse.

An on-site accident has further tainted the project. Two laborers were seriously injured while attempting to remove one of the strange support beams (Mi-Go containment rods) in the cave. They were attacked by a large animal that killed one man and left another mentally scarred. Foxfield is in an uproar about the accident.

# PART ONE: THE FOXFIELD PROJECT

## Investigator Involvement

Booth has temporarily halted the crystal quarry effort. He intends to launch a private investigation to find out what is happening on his property in Foxfield.

Investigators are invited to Mr. Booth’s offices in Boston. There they find that Hayden Booth is a chain-smoking, well-dressed man in his mid-forties. His reddish-brown hair is starting to go gray on his temples. His demeanor is straightforward and businesslike. Investigators who are acquaintances of Mr. Booth, or who make a successful Know roll, know that he is unmarried, was educated at Brown University, comes from an upstanding family, and has made a respectable fortune through investments in the paper mill industry. After pleasantries are made Mr. Booth gets down to business. He explains the situation, hitting the following points in his conversation:

### The Foxfield Project

Two years ago, Booth purchased fifty acres of land in Foxfield, Massachusetts at a favorable price “from some hard-luck case named Allerton.”

- He intended to develop houses on the site, but found that the ground was unstable.
- The acreage requires extensive and expensive landfill to make development feasible.
- Booth discovered a sizable quartz deposit on the property and decided to quarry it.
- He hopes that by selling the quartz to industrial markets, he will earn enough to pay for the site's land-filling, make a modest profit, and get his housing development plan back on track.

**Complications arise with The Foxfield Project**

After receiving the necessary work permits, members of the Allerton family, an old woman and two young men, approached him with a request not to disturb the area.

- The man who sold the property to him, apparently the young men's father, had vanished.
- Mr. Booth explained that the property was his now, it was legally sold to him in good faith and that he would do with it as he pleased.
- He hired an area man named Buck Brewster, who contacted him, to oversee the difficult job of clearing of the land so that mining could begin. He was impressed by the man's initiative.
- Finding men willing to work the site has been difficult and expensive, requiring labor from neighboring communities Tewksbury and Andover to be brought in.

**The Problems Begin**

There have been numerous disruptions to the project since work began a month ago.

- Heavy machinery has been vandalized.
- Mr. Booth, Buck Brewster, and site workers have received threatening notes (see The Crystal Cavern Papers #1).
- A few days ago, two workers at the site were attacked, one being killed and the other taken to the State Infirmary in Tewksbury (a mental hospital).
- A large dog or wolf of some sort attacked the men, but no animal has yet been found.
- The town of Foxfield is in an uproar over the incidents.
- Work has been halted until all these issues can be resolved.

**Dealing with Mr. Booth**

Booth believes that all the trouble including what happened to the two workers is related. He wants work on the site to resume as soon as possible. He has already invested enough money into this project and cannot afford to lose much more; this investment is moving into the red.

Investigators who make a successful Psychology roll discern that something is further troubling Mr. Booth. Those questioning him with a successful Persuade check learn that Booth has been suffering bizarre

dreams about the Allerton family and the quartz-lined cave in the woods. Booth attributes these disturbing visions to overwork and stress over the project. They are actually due to Mother Allerton's Send Dreams spell.

**Hayden Booth, Businessman, age 47**

STR 12    CON 14    SIZ 12    INT 15    POW14  
 DEX 11    APP 12    EDU 16    SAN 45    HP 13

**Damage Bonus:** none

**Weapons:** Fist 50%, 1D3+db.

**Skills:** Accounting 62%, Bargain 55%, Credit Rating 65%, Fast Talk 55%, Persuade 45%, Psychology 40%.

Description: A no-nonsense Boston businessman wanting the way clear for his quarry operation in Foxfield, Massachusetts.

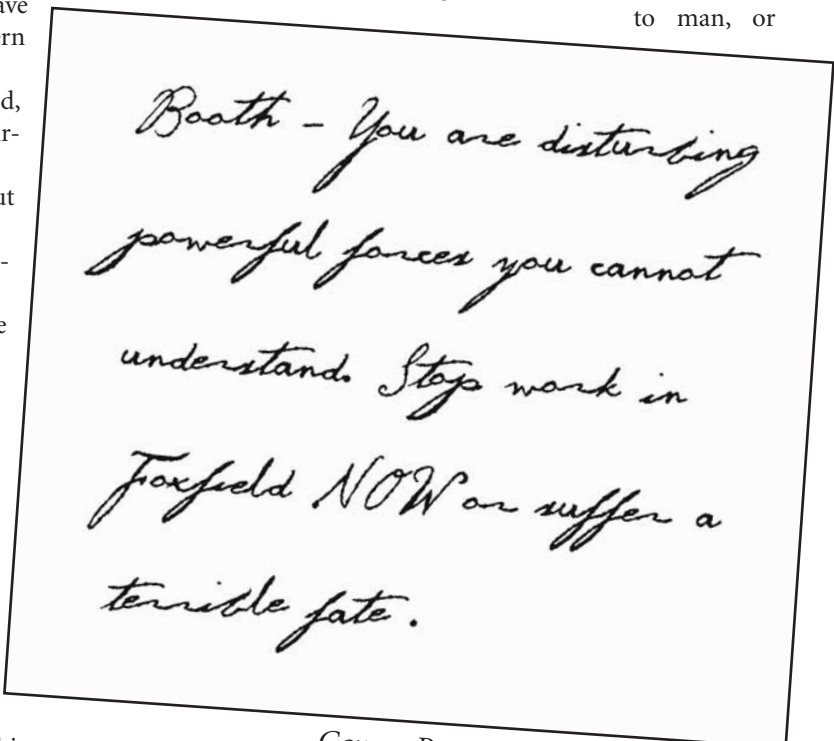
**In Foxfield Village**

Foxfield, a small, unassuming New England township, is in an uproar. The death of one man, apparently caused by a wild animal, and the hospitalization of another badly scares locals. Children are not being allowed out of doors. Men form posses, armed with rifles and shotguns, and are scouring the woods, shooting at anything that moves. On any given day, there is a 10% chance that a hunter has been accidentally shot by one of his fellow townsmen. Rumors (all false) of wild wolves, bears, rabid dogs, and escaped circus animals wildly circulate about town.

**Enter Derek Miles**

International big game hunter Derek Miles, in Boston on a book-signing tour (his book, *Strange Kills in Kenya*, is a best seller) has heard of the "wild beast" stalking the woods of Foxfield.

Excited at his chance to bag an animal heretofore unknown to man, or



*Cavern Papers #1*





at least appear a hero in the States, Miles travels to Foxfield and sets up temporary residence in a room above the village's general store.

A bombastic egotist, Miles stirs the populace to new heights of fear, alternately exclaiming that they are up against a terrible beast and that he is the man to take it down. The hunter takes an instant disliking to any investigators who do not regard him with hero worship or who contest his authority (he is a self-appointed authority on almost everything). When not in Foxfield Village having a good meal or riling up the locals, Miles is stalking through the woods on the hunt. He could easily menace irksome investigators in his chosen environment, come to their aid in a dramatic moment, or become the hunted himself after running afoul of the servitor.

#### Derek Miles, Big Game Hunter, age 34

STR 14    CON 14    SIZ 14    INT 10    POW 12  
DEX 12    APP 13    EDU 16    SAN 60    HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist 60%, 1D3+db

.30-06 Winchester Rifle 65%, 2D6+4

Elephant Rifle 55%, 3D6+4

Colt M1877 Handgun 60% 1D10

Hunting Knife 40%, damage 1D6+db

**Skills:** Climb 56%, Credit Rating 30%, First Aid 55%, Hide 48%, Listen 66%, Natural History 55%, Sneak 55%, Spot Hidden 64%, Track 70%.

**Description:** An international big game hunter with an ego the size of Texas. The idea of bagging an animal heretofore unknown to man is a lure too tempting to resist.

## Checking the Newspapers

The *Foxfield Courier* sold its last newspaper in 1922, a casualty of the town's decline in industry since the mill burned down in 1911. The *Courier's* back files contain three articles on the mystery cavern before the newspaper ceased operations. Investigators wishing to gain access to the locked and shuttered *Courier* offices must either break in or request assistance from the Town Clerk, Louise Madsen. Miss Madsen has keys to the building, but only allows the investigators to peruse the back files in her company.

Searching the 1867 through 1922 run of papers takes twelve hours. Investigators must make three successful Library Use rolls to gain each of The Crystal Cavern Papers #2, #3, and #4.

## The Arkham Advertiser

The *Arkham Advertiser* has also published two recent items about the current happenings in Foxfield. Investigators consulting the paper, which can be found in Boston, Arkham, Tewksbury, or Foxfield, can obtain The Crystal Cavern Papers #5 and #6 with successful Library Use rolls. Keepers can have Louise Madsen mention the recent stories about Foxfield (i.e., "Our recent troubles were reported in the *Advertiser*, you



**OXFIE**

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SDAY, MAY 16, 1917    ★★

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**VIKING TREASURE  
CAVE SET TO  
WELCOME VISITORS.**

Jake Allerton, Local Farmer,  
To Open Quartz Cavern.

---

Foxfield farmer-turned-entrepreneur Jake Allerton has announced the grand opening of the "Allerton Viking Treasure Cave," a cavern of semi-precious quartz on his property. According to Allerton, the cavern is a mystical place where Vikings once visited and buried treasure.

As proof Allerton points to the "rune rock," a slab of granite on the hill above the cavern, on which are carved strange, stick-like writings.

"No doubt the Vikings used this to mark the location of where they buried their treasure," asserts Allerton.

He further claims the writing to be a secret code revealing where the treasure is buried. Allerton hopes that visitors will line up and see its wonders — for a modest fee. "Who knows?" says Allerton, "some lucky visitor might crack the code and find the treasure!"

Hours are 10 a.m. to 4 p.m., Monday through Friday. Allerton Farm is on Foxfield Road off of the Aylesbury Pike, just after the fork leading to Tewksbury.

*Cavern Papers #2*

know?") should investigators miss consulting the more recent newspaper stories.

**Richard Slate, Foxfield Constable, age 55**

STR 11    CON 11    SIZ 12    INT 11    POW 10  
DEX 10    APP 11    EDU 10    SAN 50    HP 12

**Damage Bonus:** none.

**Weapons:** Fist 50%, 1d3+db

12-Gauge Shotgun 58%, damage 4D6/2D6/1D6

**Skills:** Accounting 60%, Bargain 65%, Credit Rating 65%, Mechanical Repair 70%, Psychology 25%, Ride 75%.

Description: An incurious soul, Richard Slate's law enforcement duties are few: reading the Riot Act to a delinquent juvenile or walking a drunk home to sleep it off. He is bewildered and somewhat ineffectual with the serious troubles that presently beset Foxfield.

**OLD CH**

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MONDAY, OCT. 22,

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**TWO AREA YOUTHS  
KILLED AT  
"TREASURE CAVE".**

**HURST, WESTERLY.**

Attacked by Large Animal.

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Shocking tragedy strikes Foxfield as Chucky Hurst and Chris Westerly, two local youths from the northern farms, were found dead at the so-called "Allerton Viking Treasure Cave" this past weekend. Constable Richard Slate reports that sometime between Friday night and Sunday morning, the boys snuck onto the Allerton property and seem to have been attacked by a large wild animal.

"We are checking with neighbors, local dog owners, as well as traveling circuses and zoos in the area," said Constable Slate, "to see if any large animal may have escaped and be responsible."

Slate could not rule out the possibility of a wild dog, wolf or bear wandering into the area from the wilds of New Hampshire. He warns local residents to take precautions when out of doors and advises anyone spotting a suspicious animal in the vicinity to contact his office or the State Police.

Attraction owner Jake Allerton could not be reached for comment.

*Cavern Papers #3*

rch 15, 1918    THE FOX

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**ALLERTON'S "TREASURE  
CAVE" TO CLOSE.**

Attraction Struggled, Plagued.

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The "Allerton Viking Treasure Cave" roadside attraction has closed, according to owner, Jake Allerton. The tourist attraction, featuring beautiful colored quartz deposits in an underground grotto, fared poorly since it opened last year.

Readers may recall that two local youths, Chucky Hurst and Chris Westerly, were killed there last fall, unfortunate victims of a wild animal attack. Although the Allerton family was never implicated in any wrongdoing associated with the tragedy, the animal responsible was never found. This misfortune was a blow from which the already struggling attraction failed to recover.

Allerton says that his family will return to farming, and plan to re-open their roadside produce stand by mid-summer. No actual Viking treasure was ever found in the cave.

*Cavern Papers #4*

**Checking Property Records**

Records in Foxfield are stored at the Town Hall, a large gothic revival home. The place is also known as the "Old Pickering House" and was deeded to the town in 1911. As with the shuttered offices of the Courier, investigators will need the permission of Louise Madsen to peruse these records. She is willing to admit them but insists on remaining with them while they are perusing the documents stored here.

The records are well organized by Miss Madsen, who offers to help the investigators locate specific records (giving them a +10% to Library Use rolls). An hour's search of the property records shows the

following facts:

The Allerton family has owned 33 acres of property in southern Foxfield since the founding of the settlement. These records are among the earliest land records of the Commonwealth. It has remained in the family for generations.

In 1919 Jake Allerton sold (rather cheaply) 30 acres of the property to Hayden Booth. Only three acres, the farmhouse, and some modest farmland, remained in the family's possession.

The transaction seems well written, clearly stated, and perfectly legal. No record of a cavern appears in the records.



## Visiting the Tewksbury State Infirmary

Investigators may wish to visit the survivor of the animal attack at the Tewksbury State Infirmary, located in the nearby

### Louise Madsen

Foxfield's Town Clerk is the middle-aged, unmarried, and childless Louise Madsen. She is also the proprietor of Foxfield's general store and postal sub-station. Those looking for a place to stay in Foxfield learn that Louise can rent them rooms above the general store for a dollar per night, providing meals for an additional thirty-five cents.

Miss Madsen prides herself on keeping abreast of what's going on in Foxfield and enjoys a good conversation. Investigators asking her questions soon find her a good source of information.

- If asked about the Treasure Cave, Louise responds: "I never knew there was such a place hereabouts until Jake Allerton announced his 'Viking Cave' a few years back. I only visited once, on a lark with a couple of girlfriends. The crystals were beautiful, I'll say that, but something about the place spooked me. I don't know if it was the close air down there, or what, but I was anxious to leave. Allerton shut down the place soon afterwards, and I've not really thought about it since. Now that there's some new construction going on, that will pretty much be the end of the cave, I imagine."

- If asked about the recent vandalism at the site, Louise explains: She does not know who might be behind the malicious destruction. She suspects the Allerton boys, they're bad seeds, but will not reveal this to outsiders unless they make a successful Persuade check.

- If asked about the animal attack on the workmen at the Booth Quarry site: She shrugs her shoulders and raises her palms in a helpless gesture while saying, "I have no idea what could have set upon those poor construction men. My heart goes out to their families."

- If asked about the Allertons, Louise says: "Sure I know the Allertons. Country folk don't come into town too much. Grandmother comes to church services when the weather's okay. They're neighbors with Buck Brewster. The father hasn't been seen for a number of years. Folks say he just up and left—that happens with men sometimes," says Louise with some bitterness. "There's old Mother Allerton—grandmother to the two boys, Kyle and Thomas. She's pretty much raised those boys since the mother died giving birth to the second son. The boys have grown up with chips on their shoulders, you know, sort of mad at the world. Can't say that I blame them given their upbringing. A troubled father, no mother, and an elderly grandmother to look after them. Well, they're grown now, do odd jobs around the town sometimes and make do selling vegetables at their roadside stand. But they're hotheads—have gotten in fights with some of the other young men around here. Constable Slate has had to cool them down on more than one occasion."

town of Tewksbury, about a twenty-five minute drive from Foxfield. The hospital is a three-and-a-half story, red brick, austere-looking building enclosed by tall iron fencing capped with sharp spikes.

Within, investigators notice a strong antiseptic smell, well-mopped linoleum floors, and the generally cheerless, institutionalized aspect of the place. Patients lounge listlessly in hallway chairs or, if deemed too dangerous to be allowed in the hallways, are locked away behind stout doors set with small observation windows. A preternaturally calm nurse (Miss Saxton) mans the front desk, greeting visitors, and asking what the reason for their visit is. She summons a Dr. Holts to meet with the investigators.

Dr. Wade Holts is handling case of the stricken workman. He is a fit-looking man with a large build, in his mid-fifties. Dr. Holts wears a white lab coat over his suit and possesses a cheerful, friendly demeanor. He greets the investigators with professional courtesy. Investigators making a successful Fast Talk, Persuade, or Credit Rating checks will be able to gain Dr. Holts' cooperation (those with medical, legal, or law enforcement credentials gain +45% to skill checks). He can share the following facts:

- Corey is a laborer and carpenter, a resident of Tewksbury, MA. He is 23, unmarried, with no children.
- Physically Mr. Corey has suffered only minor cuts and bruises; mentally he has suffered a nervous breakdown. Witnessing the fatal wild animal attack on Neil Peters caused this.
- Mr. Corey maintains that he and Peters were attacked by a giant fox, although authorities claim the animal was likely a large dog.
- Mr. Corey is exhibiting fantastical thinking designed to protect his psyche. The depiction of a giant fox in his memory makes the event unusual and therefore less likely to occur again. Corey is subconsciously protecting himself from the possibility that he could ever experience a similar fate. This can, however, lead to magical thinking and other mental disorders, which is why he must receive psychoanalytic therapy.
- Corey is sedate and non-violent. He may take visitors.

### Meeting with James Corey

Dr. Holts allows investigators a brief interview with the patient. Corey lies on a simple bed, staring off into nothing. He acknowledges visitors with a brief glance before resuming his gaze at the ceiling. Those making a successful Psychology roll confirm that Mr. Corey has suffered a mental shock. Investigators making a successful Persuade or Psychoanalysis roll get Corey to focus enough to retell his story, which includes the following points:

- He and Peters were clearing the quarry site late in the afternoon.
- Throughout the afternoon, the men at the site heard a dog howling. It was a different, very strange, spooky sound.
- Peters and Corey were the last men working at the site.

- Attaching a chain to the steam shovel, they tried to pull out the big central column in the cavern.
- Just as they had thrown the machine in gear and were pulling the heavy chain taut, a large “thing” leaped out of the woods and attacked.
- It looked like a fox, but was dark and the size of a man.
- It knocked Peters right off the seat of the steam shovel, pinning him to earth.
- Corey grabbed a shovel to knock the beast off Peters when the thing raised its head and stared straight at him.
- “Those eyes!” recounts Corey, “They were like hell’s fires! Red and glowing with the fires of hell, the Devil’s own eyes! They were...smart...you know, like a man’s eyes, not a dumb beast’s...there was evil there.”
- Corey says he was rooted to the spot.
- The thing snarled and locked its jaws onto Peters’ throat.
- The man’s thrashing and gurgling scream were too much; Corey blacked out.

- tion road, ran all the way into Foxfield, and was intercepted by the Town Constable.
- Confused and scared, he was moved to the hospital where he has remained since.

This is the extent of Corey’s knowledge. Dr. Holts escorts investigators out, giving them his card. His prognosis for Corey is a gradual recovery, but he thinks that Corey will always be haunted by his experience.

## PART TWO: INTO THE WOODS

### The Surrounding Area

Mr. Booth’s land is located five miles northeast of Tewksbury and twenty-five miles northwest of Arkham. The dense woods are home to abundant wildlife (squirrels, chipmunks, sparrows, crows, deer, etc). The locals sometimes claim to spot black bears, coyotes, and wolves. The forest gives the feeling

of great age, with thick underbrush of the shed leaves of countless centuries. The area around the quarry site becomes a low-lying scrub.

Occasionally chunks of granite and fieldstone can be found. These range from fist-sized rocks to huge boulders and massive chunks pushing up through the earth. The New England region was once covered with glacial ice, and when it retreated massive deposits of granite were left behind like a titan’s forgotten playthings.

#### Rotted Road Signs

Keen-eyed investigators making a Spot Hidden roll will notice a rotted wooden sign, half buried by old leaves at the entrance to this little dirt road. Brushing away the detritus reveals the lettering, “This way to the Viking Treasure Cave!” – a relic of Jake Allerton’s erstwhile attempt at making tourist dollars.

#### Random Holes

3D4 holes, each 3D4 feet deep, are scattered about the woods, most densely located in the area around the Booth Quarry. They appear to be relatively fresh, dug in the last few months. Buck Brewster is responsible for these, evidence of his futile search for the lost Viking treasure. If questioned about the holes, Mr. Brewster denies knowing anything about them.

- When he came to, it was night. Moonlight showed what was left of Peters. Corey fled down the construc-

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### Animal Attacks at Foxfield Quarry Site

One Killed, One Hospitalized

FOXFIELD, May 31st.— Fear grips the people of Foxfield. A large unidentified animal attacked two workers yesterday afternoon, just as the men were finishing their shift at the Booth quarry. One of the men, Neil Peters of Andover, was found dead at the scene. The other, James Corey, was taken to Tewksbury State Infirmery, the nearest sanitorium, for a sudden nervous affliction. Constable Richard Slate reports a massive canine or wolf apparently attacked the men.

Work had recently resumed at the site after vandals destroyed tools and machinery at the site several weeks earlier. Once again the site has been closed but owner Hayden Booth vows that construction will resume as soon the area can be made safe for workers to return.

Armed residents of Foxfield are actively searching for the animal that may be stalking their woodlands. Constable Slate urges residents to be cautious when out of doors and to avoid wooded areas. Anyone seeing a suspicious animal in the area is urged to contact Constable Slate or the Massachusetts State Police.

*Cavern Papers #5*

AM ADVERTISER \* \*

### QUARRY EQUIPMENT DAMAGED BY VANDALS

REWARD FOR INFORMATION.

Foxfield Construction Stopped.

FOXFIELD, May 17.— A reward of seventy-five dollars is being offered by Boston businessman Hayden Booth for information leading to the arrest of those responsible for the acts of sabotage and vandalism to the construction site on his property in Foxfield, Massachusetts. According to site foreman and area resident Buck Brewster, two large pieces of heavy equipment were damaged and a shed containing tools set afire, necessitating expensive repairs and costly delays.

Damages could have been much worse, as both fuel for the construction vehicles and dynamite for industrial mining are both stored at the site. Authorities fear is such acts of mischief continue it is only a matter of time before it results in loss of life.

“The men will have to stay home, mostly, until we can replace the tools and fix the machines,” laments Brewster. “But we’ll get this project back on track.” Work had just begun at the quarry, once the site of a local roadside attraction which closed several years ago.

Anyone with information is urged to contact Constable Richard Slate or the Massachusetts State Police.

*Cavern Papers #6*



**The New Road**

Just before the Allerton farmstead, a new track is hacked and plowed through the forest with all the subtlety of a clumsy giant. Trees have been bulldozed or pried out of the earth, and tread marks of heavy machinery gouge the soil. It's a rough, wide track to the quarry site, skirting the few acres of land still owned by the Allertons. This rough construction road arcs in a half-mile semicircle around the Allerton farm directly to the Crystal Cavern.

**A Wild Shot**

While investigators are traveling through the forest, they hear the crack of a rifle. The investigator with the lowest POW should make a Luck roll. If the investigator passes the Luck roll, a nearby tree is gouged by a rifle shot. Several more shots harmlessly pepper the trees around the investigators until they can make their attackers realize their terrible mistake. Should the investigator fail the roll, he is stuck for 2D6+4 damage points from a Winchester .30-06 rifle.

The source of the gunfire is a group of jittery locals, who are out hunting the "wild beast" of the woods. The men are shooting at anything that moves and mistook the investigator for the creature responsible for the attack on the quarry workers.

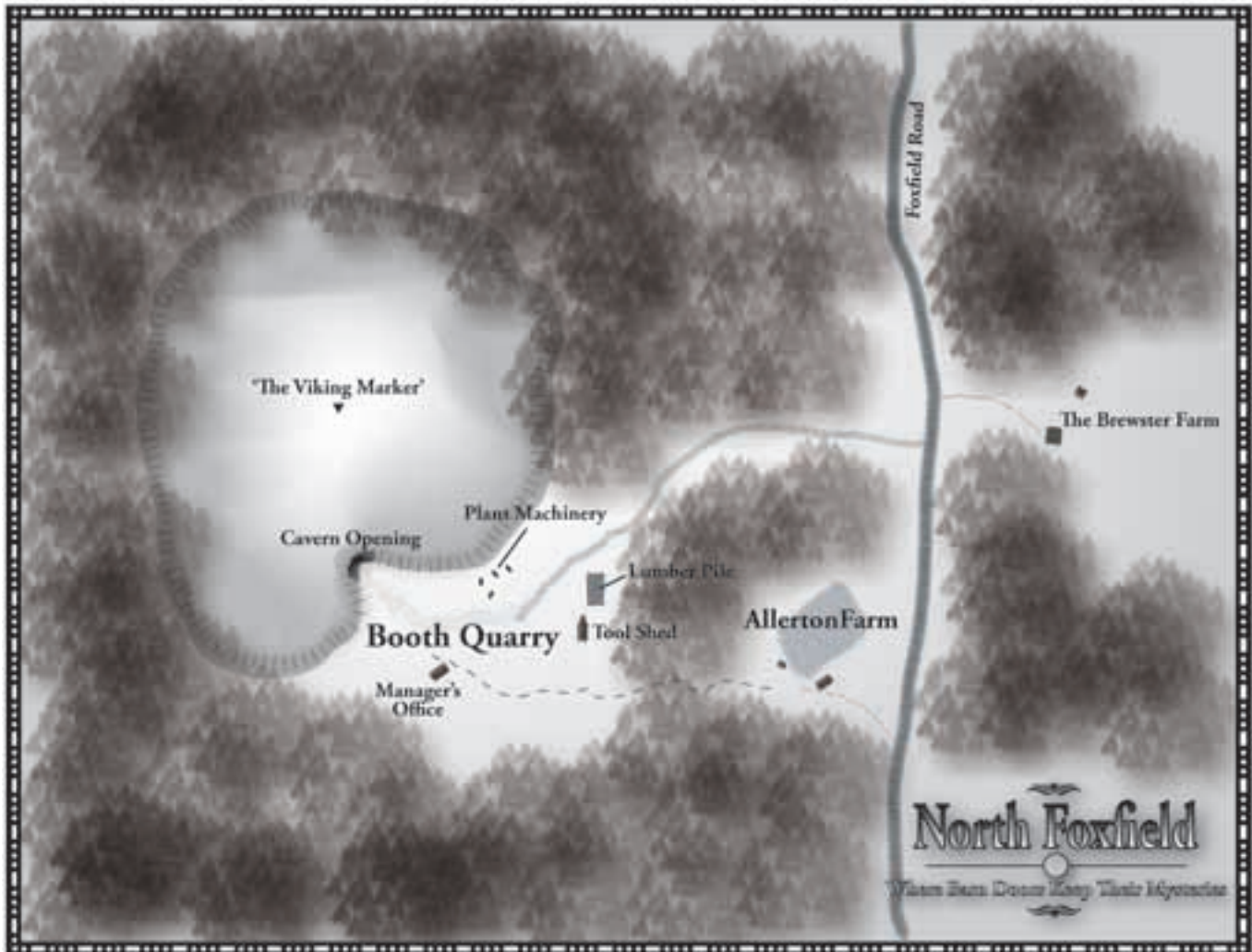
**Scared Local Woodsmen, reuse as needed**

	STR	CON	SIZ	DEX	POW	HP	DB
Adam	16	09	11	10	08	10	+1D4
Will	08	14	10	16	06	12	none
Malcolm	13	15	11	11	11	13	none
Peter	13	14	10	16	11	12	none
Timothy	11	17	13	15	08	15	none
John	10	15	11	11	12	13	none

Weapons: Fist/Punch 50%, damage 1D3+db  
 20-gauge Shotgun (2B) 30%, damage 2D6/1D6/1D3  
 .30-06 Rifle 30%, damage 2D6+4.

**Miles of Trouble**

Similar to the above encounter, the investigators are spotted by big game hunter Derek Miles. Too experienced a hunter to mistake the investigators for a wild beast, the hunter nonetheless wants to scare the investigators off of his new hunting grounds. From cover, Miles squeezes off a rifle shot, narrowly missing an investigator's head and shattering a nearby tree branch. The hunter then appears from the woods, smugly apologizing for "mistaking" the investigators for the wild beast. He advises the investigators to exit the woods, leaving this dangerous business to experienced woodsmen such as himself. If investigators do not soon comply, Miles is not above "mistaking" an investiga-



tor for the wild beast again. Such a shot requires a halved skill check to hit, grazing the victim in the arm or leg for 1D3 hit points of damage.

### Bones of Contention

Investigators searching the area south of the Booth Quarry should make a Spot Hidden roll. If successful they discover an area of sunken leaves and earth. Excavating the hole unearths a human skeleton. The remains wear rotted clothing (overalls) and bear no identification. Investigators discovering this must make a Sanity check for 0/1. The skeleton's first and second cervical vertebrae appear badly smashed. Investigators examining the remains and making a successful Medicine roll learn cause of death was likely severe trauma from a blow to the back of the neck. The bones belong to Jake Allerton, murdered and buried here by his son Kyle. If investigators bring this to Buck Brewster's attention, the man is dumbfounded.

## The Allerton Farm

The first thing investigators will find when coming to the Allerton farm is a shabby, roadside farm stand along Foxfield Road. It is cobbled together from loose boards and chicken wire and is currently abandoned, but marks a dirt driveway that leads through a stand of pine trees.

At the end of this trail the investigators find themselves facing a drooping New England farmhouse. The home is run-down; its sides are flecked with crusty paint, missing shingles pock the roof, and several windows are patched over with boards. Thick, faded drapes cover all the windows and prevent anyone from seeing inside.

To the right of the farmhouse are two acres of corn, green beans, and tomatoes. A few chickens wander the yard, scratching in the dust. Woods of dark pine and oak trees surround the property. A faint track leads from the back yard due west in the direction of the Booth Quarry site.

### Paying a Visit

Investigators must knock loudly and persistently to summon the elderly Adela "Mother" Allerton, mother to Jake Allerton and grandmother to Thomas and Kyle. She is in her eighties, slight, and stooped with a mound of gray hair piled atop her head in a loose bun. Her lined face shows the rigors of a hardscrabble farm life and her dark eyes peer at investigators with intelligence. Investigators notice strong traces of Native American ancestry in her facial structure. Mother Allerton wears a well-worn floral print dress, a threadbare white apron around her waist and a thin gold chain bearing a small crucifix around her neck. She will greet investigators in a shy and unsure manner.

Investigators behaving civilly will be invited into the farmhouse. The interior of the house is clean, but as shabby as the exterior. Mother Allerton leads investigators to the front parlor, offering them seats on a well-worn afghan-covered couch while she takes a nearby rocking chair. Beside Mother Allerton's rocking chair sits a well-thumbed family bible atop a small table. Its leather bindings are well worn from years

of handling. Mother Allerton unconsciously takes up the book while speaking with investigators, an obvious source of comfort to her. Investigators making a successful Spot Hidden check notice newspaper clippings peeking out from the pages of the bible.

### Questioning Mother Allerton

Investigators making a successful Psychology roll realize that beneath her quiet repose, Mother Allerton is very frightened. She knows the nature of the thing that attacked the two workmen and feels events are spinning out of control. She fears what the destruction of the cavern could mean for her family and what deeper foulness stirs in anticipation of release.

Investigators that gain Mother Allerton's trust with either excellent role-playing or a successful Persuade check can glean the following facts from her:

- The Allertons have watched over the cavern for as far back as she can trace her family line, guarding it from outsiders.
- Her son, Jake, was a weak man. Addicted to drink and gambling, the man never held steady employment. He was occasionally abusive to both her and his sons. He gave the Allertons a bad reputation in Foxfield, which haunts the boys especially.
- Jake Allerton tried to make easy profit off of the weird quartz cavern, claiming it was a Viking treasure cave. The venture never prospered, making the family look foolish.
- Before her son vanished, he sold most of their ancestral land, including the quartz cavern, to a Boston businessman.
- Jake flaunted the money he had made around Foxfield, quickly spending or losing most of it.
- He told people it was from some of the Viking treasure he had found, but she and boys knew the truth.

If investigators ask what she thinks happened to her son, Mother Allerton shrugs and says, "He took the money and ran." Those passing a Psychology check realize that Mother Allerton is lying, but she will not admit that she knows her grandson Kyle is responsible for slaying his father.

### The Allerton Family Bible

Mother Allerton's most treasured possession is her family bible, a relic from colonial times. The venerable book not only records sacred scripture; there are hand-scribed records of family births, deaths, and marriages. Tracing down through the years reveals that Adela Allerton and her two grandsons are the last of a very long line.

Mother Allerton will not show the family bible to strangers without a successful Persuade or Fast Talk roll. Investigators managing to peruse the old bible find that it contains numerous newspaper clippings (see The Crystal Cavern Papers #2, #3, #4, #5, and #6). They are all collected news stories about the Crystal Cavern. Mother Allerton becomes furious if she finds any of the articles missing.





### The Sacred Duty

Adela Allerton is aware of the guardian or “ghost fox,” as she calls it. It has been a totem spirit in her family for generations. As a child she played near the hill and sometimes saw it watching her from a distance. It guards the site, just as the Allertons do. She knows the ghost fox attacked the workmen, but is unsure if it is evil or not. She fears it may harm her family, now that they are about to fail in their sacred duty of protecting the Crystal Cavern from harm.

If asked what her family guards at the site, Mother Allerton searches for the right words. Her family has always protected the site, a duty passed down through the generations, even before the white men came. There is something very evil there that the earth wants to keep buried. The odd carved stone atop the hill serves as warning.

### Dispute with Booth

Mother Allerton and her boys traveled into Boston to see Mr. Booth. They tried to warn him from disturbing the sacred site. He was unimpressed by their pleas. This angered her grandsons, who she admits are hot-tempered, a legacy of their father and the treatment they receive in town. Mother Allerton urges the investigators to dissuade Hayden Booth from quarrying the site. Meanwhile, she will continue to use her spell *Send Dreams* in an attempt to harass Booth into quitting his business at the site. If Mother Allerton feels that the investigators are at cross-purposes to her own, she uses her spells against the investigators as well.

### Thrown Out

While investigators speak with Mother Allerton, her grandson Kyle bursts into the room. He is angry that his grandmother is talking to outsiders. Kyle loudly ejects investigators from the house, first with threats and then with fists if necessary. Mother Allerton tries to plead for peace. If investigators beat up Kyle, she calls on his brother Thomas, who arrives in time to join the melee. Neither son desires to do lasting harm, just get investigators off the property.

#### Kyle Allerton, committer of patricide, age 27

STR 15    CON 14    SIZ 14    INT 12    POW 15  
DEX 13    APP 13    EDU 10    SAN 32    HP14

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, 1D3+db

Hunting Knife 32%, damage 1D4+2+db

.22 Rifle 33%, damage 1D6+2

**Skills:** Drive Tractor 40%, Electrical Repair 52%, First Aid 35%, Glare Angrily 89%, Jump 64%, Mechanical Repair 50%, Natural History 35%, Operate Heavy Machinery 40%.

**Description:** A troubled soul, Kyle Allerton is a fervent guardian of the Crystal Cavern. He feels it is his family’s heritage, no matter who on paper owns the land. Kyle deeply resents outside intrusions upon the sacred place. When his father sold off the land, Kyle murdered his father in a fit of rage.

Kyle wears well-worn clothing, a fox’s paw on a leather thong around his neck, and a permanent scowl. His features

strongly suggest American Indian ancestry. Kyle helps support the family with work on the farm and occasional odd jobs in town.

#### Thomas Allerton, age 23

STR 14    CON 13    SIZ 12    INT 14    POW 15  
DEX 16    APP 15    EDU 10    SAN 41    HP 13

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, 1D3+db

Hunting Knife 41%, damage 1D4+2+db

.22 Rifle 33%, damage 1D6+2

**Skills:** Drive Tractor 45%, Electrical Repair 40%, First Aid 45%, Jump 45%, Mechanical Repair 35%, Natural History 55%, Operate Heavy Machinery 40%, Rebuff Outsiders 76%.

Description: Thomas looks to his brother Kyle for guidance in all things. Like Kyle, Thomas instinctively resents outsiders and meddlers.

#### Adela “Mother” Allerton, Family Matriarch, age 82

STR 6    CON 10    SIZ 8    INT 17    POW 17  
DEX 7    APP 7    EDU 11    SAN 24    HP 9

**Damage Bonus:** -1D4

**Weapons:** Fist 50%, 1D3-db

**Skills:** Astronomy 30%, Bargain 40%, Cthulhu Mythos 8%, Arkham History 30%, Occult 45%, Persuade 50%, Psychology 65%, Stare Cryptically 75%.

**Spells:** Send Dreams

Description: Adela “Mother” Allerton may function as ally, neutral, or foe. She attempts to convince investigators to leave the site alone. If mundane means fail, Mother Allerton has a magical spell she employs to dissuade outsiders from disturbing sacred ground.

## The Brewster Farm

Buck Brewster’s property is down the road from the Allerton farm, separated by a few acres of woodland. The farm is modest but well maintained, with a powerful tractor parked a short distance from the house. A few workmen can be found here and there; they will direct the investigators to Mr. Brewster if questioned. Buck Brewster will be here only 35% of the time (usually after normal work hours). The rest of the time he will be either at the Booth Quarry or in the woods surrounding it, continuing his search for the Viking treasure.

### About Buck Brewster

Brewster has worked hard at farming his entire life, but has never made much money. A childless widower, he is a hard-bitten man with little patience. He dreams of a better life in his remaining years.

Brewster was not interested in befriending his neighbors, especially not the Allertons. He had no opinion on the quartz cavern on the Allerton acreage when Jake Allerton announced the opening of his roadside attraction. However, his interest peaked when Mr. Allerton began boasting of a Viking treasure buried on the property. With the land sold to businessman Hayden Booth, Brewster saw his opportunity and maneuvered

himself into the position of project foreman for the quarry. Brewster’s ultimate aim is to recover the “treasure” right from under Booth’s nose.

### Meeting Buck Brewster

Brewster is an unfriendly man, with a short temper who feels accountable to no one, including his absentee employer Hayden Booth. While he will talk to investigators, especially if they state they are working for Mr. Booth, his answers will be short, to the point, and carefully chosen to end the conversation as quickly as possible. Brewster is chagrined that the investigators have been hired by Booth to clear up problems and worried that they will discover the secret of the Viking treasure. Brewster insists that the investigators get his permission each time they visit the property, whereupon he shadows the visitors, hustling them away at any sign that they might discover treasure. Investigators in fact do not need Brewster’s permission to visit the site; if told so, Brewster angrily tells the investigators that they are on their own; any help he was ready to offer, they can kiss goodbye. In fact Brewster has no intention of being helpful and is a suspicious nuisance.

#### *If asked about the Allertons*

“Queer folk, them Allertons, clan of half-blood Indian trouble-makers. Father never worked his farm like a man should. Two boys have been trouble from day one. Didn’t really know their mother; she’s been dead many years. The old grandmother seems all right, although a bit strange. They keep to themselves, which is just fine. I don’t need their help, an’ they don’t need mine. Used to have the run of this land, but don’t anymore, although they act as if they still do.” Brewster asserts that the Allertons are vandalizing the land-clearing equipment.

#### *If asked about the Quarry Workers*

Brewster will call the locals “superstitious Poles and French-Canadians who won’t work the site.” He claims the local workers think the place is sacred Indian burial grounds and won’t go near it. “Them half-blood Allertons running around makin’ dirty looks at everyone don’t help dispel that myth,” he spits. Brewster says he had to hire less superstitious, “good New England folk” (white Protestant Yankees) from nearby Tewksbury.

#### *If asked about the work stoppage*

While claiming to be annoyed at the delays to construction, investigators making a successful Psychology roll realize that is far from the case. Brewster is secretly pleased that work has stalled on the quarry project, giving him more opportunities to scour the property for Viking treasure. The last thing Brewster wants is for some thickheaded laborer to stumble over a hidden cache of wealth.

#### *If asked about the thing that attacked the workmen*

He has encountered the creature at a distance, but is unsure what it was. He will say, “Something in the woods. Looked sorta like a big black fox, probably a wild dog or rabid stray. It’s still alive because I couldn’t line up a proper shot.” He then pats his shotgun and says, “If’n it gets in my way, I won’t miss.”



*If asked about the supposed “Viking Treasure”*

Brewster plays it down, saying “Viking loot around here? That’s hogwash.” Investigators making a successful Psychology check determine that Brewster is holding back. He can’t be motivated to reveal that he fervently believes there is Viking treasure buried at the cavern.

**Buck Brewster, Neighbor, Foreman, and Covetous Soul, age 66**

STR 15    CON 14    SIZ 14    INT 11    POW 11  
DEX 12    APP 10    EDU 9    SAN 55    HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, 1D3+db

12-Gauge Shotgun (2B) 58%, damage 4D6/2D6/1D6

**Skills:** Drive Auto/Tractor 51%, Electrical Repair 48%, First Aid 48%, Jump 35%, Mechanical Repair 36%, Natural History 59%, Operate Heavy Machinery 47%.

**Description:** Buck Brewster has been the Allertons’ neighbor for many years. A sour widower, Brewster wholeheartedly believes there is buried treasure on the Allerton land within or near the Crystal Cavern. He believes the quarry operation may be his one and only chance to acquire the hidden treasure.

Brewster wants the investigators to clear up the weirdness and troubles at the site while he surreptitiously searches for Viking treasure. If they are too plodding in their investigation, Brewster grows impatient, attempting to pull down the Crystal Cavern on his own, with dire consequences.

# PART THREE: THE CRYSTAL CAVERN

## The Booth Quarry

The area surrounding a large hill has been cleared and partially leveled, preparing it for trucks and large mining equipment. There are four large construction vehicles here, including a bulldozer and a hulking steam shovel, all of which stand unused and abandoned. The lumber cleared from the area sits neatly stacked to the side of the clearing. Two small wooden buildings have been erected here, one serving as a manager’s office and the other as a storage shed for tools, parts, and equipment.

A small pine-board shed sits at the site, its flimsy door shut but not locked. Inside are hand tools and several cases of dynamite, hastily left by the retreating workmen.

### Signs of Vandalism and Sabotage

The bulldozer’s blade has the words “GO AWAY” smeared in dark red letters across its surface. Although it looks like blood, it is only red paint. Investigators making a successful Spot Hidden roll notice that someone has tried to disable the steam shovel with bolt cutters. Investigators making a Mechanical Repair roll learn that the malefactor has cut cables inconsequential to the basic operations of the big machine.

Investigators wishing to repair the vehicles must make another Mechanical Repair roll and dedicated 1D4+1 hours of labor to do so. All the parts and tools needed for the repairs can be found in the site’s tool shed.

### The “Viking” Marker

Atop the hillock covering the cavern stands a large, knee-high hunk of granite poking up from the earth. One face of the rock is sheared off, creating a flat, tablet-like space. On it is carved a series of angular, stick-like runes. Investigators passing a History check can identify the markings as Ogham, the script of the ancient druids. Unless investigators can read Ogham, they will need to consult an expert, presenting them with rubbings or transcriptions of the inscription. Arkham’s Miskatonic University has such an expert on staff in Dr. Henry Ethelrod, a professor from Great Britain working with the Department of Classic Languages (see “Meeting with Dr. Ethelrod”).

### Tracks in the Area

There are various tracks in the area pointing to recent human activity. Investigators making a successful Track roll find four distinct sorts of tracks. There are four sets of heavy shod tracks made by workmen. One set is made by men’s-style shoes. These are the most numerous in the area and were made by Buck Brewster. Another set is that of fine hunting boots, which are intentionally covered (-25% to Track roll) once they reach the tree line. These are the tracks of big game hunter Derek Miles.

The final set of tracks is not human, the only non-human tracks here. They are large, vaguely vulpine prints obviously made by a huge dog or wolf; no fox could grow so large. These prints peter out several hundred yards into the woods; no further Track rolls can re-establish their trail. Expert examinations of these tracks (a successful Natural History roll) determine that the tracks belong to no known species of canine or vulpine. The hunting boot prints shadow these, as Miles located them and began his hunt of the “Foxfield beast.”

## The Crystal Cavern

The entrance to the Crystal Cavern is marked by a strangely bare, earthen hillock about a hundred yards across. Investigators approaching it should attempt both a Listen and Idea roll. If both are successful they realize that sounds and signs of local wildlife are absent. Animals, with senses far more acute than humans, sense the presence of unnatural things here and avoid the vicinity. Everything seems incredibly still, but not peaceful. Investigators pausing here should then make a POW check, with those successful getting a vague sense of unease, menace and the notion that they are being watched.

A weathered fissure cuts into the hill, leading downward into the earth. The granite passage is low and narrow, passable with difficulty to any above SIZ 14. This passage runs about fifty feet, opening into a single large chamber.

The chamber is oval, forty feet across at its widest and reaching two hundred feet from end to end. The ceiling looms about sixty feet above and is covered with stalactites reaching

down towards stalagmites reaching upwards. Scattered about the cavern are half a dozen stalagmite and stalactites that have joined, forming columns. The largest column is located in the center of the chamber (see below). Everything in this chamber is covered with glittering quartz crystals of various hues. Investigators making a successful Geology roll realize that these formations, and the location of the cavern, contradict all accepted doctrine. According to science none of this should be here.

### The Power of the Crystals

At the chamber's entrance can be found a wide, flat granite slab that provides a natural viewing platform of the cavern. Playing a light across the cavern causes a dazzling polychromatic display the crystals of the god's exploded corpse refract light into colors detectible by human sight. Other colors, unnatural and beyond conscious human perception, plague the subconscious. Those regarding the crystals for more than a few minutes suffer blurred vision and headaches, receiving -15% to skills for an hour after leaving the cavern.

### The Pillars

At the center of the grotto is a massive column of glittering, many-faceted quartz. Five smoky-dark crystalline pillars extend from floor to ceiling in the cavern, at odds with the brighter hues of the surrounding crystals. Successful Idea rolls discern that the five dark pillars form a pentagonal pattern along the interior perimeter of the chamber.

Investigators wishing to examine the five black columns must step into the cavern and gingerly make their way across thousands of shards to the nearest black pillar. Under close scrutiny, the consistency of the black pillars seems almost plastic, clearly different from the surrounding crystals. The black pillars are impervious to damage short of heavy machinery or explosives. These are the containment rods, which prevent the lesser other god from reforming.

It is difficult to gaze upon the central pillar without a feeling of vertigo. Spots swim across one's vision if viewed for more than a few seconds. On the first round of gazing upon the central pillar, a POW x5 roll must be made. Those holding their gaze for a second round require a POW x4 roll, a third round a POW x3 roll, and so on. Failing any roll means the observer feels compelled to look away.

However, such observers may chance a glimpse of the otherworldly. Investigators should attempt a halved Idea roll. If successful, the viewer sees that the facets of the column impossibly angle into the likeness of a broad, baleful, quasi-anthropomorphic visage, glaring out at the interlopers. Alternatively, the vision is a momentary glimpse of a massive anthropomorphic form encased in the crystal of the central column. The vision is brief and vanishes in a blur of fuzzy lights that causes the viewer's eyes to water. Those experiencing this contact with the Lesser Other God lose a Sanity point and gain one Cthulhu Mythos skill point.

### Removing Crystals

Acquisitive investigators may pilfer small bits of crystal. Such small acts do not alert the Lesser Other God. However, attempting to remove a large quantity alerts the chamber's guardian. This creature will manifest and deal harshly with those tampering with its prisoner. The servitor appears at the hillside entrance of the grotto, charging down the passage to face invaders, possibly trapping investigators in the cavern.

### Meeting with Dr. Ethelrod

Dr. Henry Ethelrod can be found on the first floor of Miskatonic's R.C. Memorial Hall, in the Department of Classical Languages. Investigators will need to make a successful Persuade, Fast Talk, or Credit Rating roll to secure a visit with the professor. The professor is visiting from Great Britain, teaching some courses and helping the faculty date some pottery fragments. He is an aloof aristocrat, often condescending, and considers Americans vulgar. Dr. Ethelrod is in his early forties and walks with a limp after being wounded in the Boer War.

Dr. Ethelrod examines the rubbing or transcriptions of the runes from the "Viking treasure marker" and is thoroughly unimpressed, subtly implying that the inscription must either be a fake or come from the British Isles. If informed that the lettering originates in Foxfield, Dr. Ethelrod becomes upset and dismisses the writing as a hoax. He translates the inscriptions for the investigators to demonstrate his superiority more than actually be helpful. They read as follows:

*Lord of colors...Etched man...Prays for life  
(Rebirth)...Spirits of the Air...Forever bind (im-  
prison)...The eternal guardian...Prison of ancient  
mushroom (fungus)...Destroyers of all*

Dr. Ethelrod has no idea what the inscription means. If asked he refuses to accompany the investigators to the site, his skepticism rising to the fore. He is a busy academic with other obligations. Should investigators locate another expert, the translation provide is identical.

## PART FOUR: CONFLICTS AND RESOLUTIONS

Many forces are at work in the forests outside of Foxfield. The Allerton Brothers are trying to harass those working for Mr. Barton, in an effort to drive them away from the Crystal Cavern. Buck Brewster will be searching for the Viking treasure. The Beast of Foxfield continues to protect its prison and keep its captive from escaping. Also the powerful entity trapped in the Crystal Cavern senses that things are in flux and eagerly awaits its chance to take revenge upon the wider world.



## Keeper's Note

Keepers may introduce any or all of the following events to keep investigators on edge and inject excitement. Modify these occurrences if investigators have already met the Allertons, Buck Brewster, etc.

### The Allerton Brother

There is a 40% per day that one of the Allerton brothers, Kyle or Thomas, spots the investigators in the woods and begins following them. Should this happen, Keepers should allow the investigators to discover their observer by making a Spot Hidden and/or Listen check. They will notice a tall, dark-haired, dark-featured young man staring angrily at the party, at some distance through the trees.

If the observer realizes he has been spotted, he tries to vanish into the woods and make it back to the Allerton farmhouse, making Sneak and possible Hide checks to avoid detection. If pursued and cornered, either young man draws a knife, waving it threateningly (although they do not wish to harm anyone). The boys do not wish to fight, only to escape, but will engage in melee if attacked. There is a 50% chance that the boys are in the same general area. If so, they quickly come to their sibling's aid at the first sign of trouble. Should investigators draw a firearm, either Allerton panics and flees. If captured, either boy is sullen and uncommunicative.

If investigators have already met the Allertons, this encounter runs differently. Either of the boys still attempts to spy on investigators, keeping hidden while determining their business at the Crystal Cavern. However, if spotted they do not flee, but rather approach the investigators and boldly warn them away from the site. The boys only have a vague idea what is really going on and are unable to give clear explanations if questioned.

### Car Sabotaged

Should investigators leave an automobile unattended anywhere near the Allerton farm or Booth Quarry Site, the Allerton brothers slash all four tires (50% chance). On a successful Luck roll, investigators returning from the site spy the pair from a distance, crouched near the car. If investigators yell, the boys stop their activity, but not before 1D4 tires are slashed. The brothers claim that they noticed that the car tires were slashed and stopped to investigate. Investigators making a successful Psychology check roll realize this is a lie. The boys stick to their story and become defensive if pressed. Both brothers openly wear hunting knives on their belts.

### Buck Brewster

Investigators visiting the Booth Quarry Site may also be confronted by Buck Brewster, angrily calling out to them. Mr. Brewster, shotgun in hand, plods towards the investigators, demanding to know who they are and why they are there. He



identifies himself as the Quarry Foreman. If this is the first meeting with Buck Brewster; Keepers should refer back to “Meeting Buck Brewster.”

If investigators identify themselves as friends and/or employees of Hayden Booth, Brewster ratchets down his anger. However, Brewster will not see the investigators as allies; investigators may stumble upon the “Viking treasure” while they snoop, and this is a problem for him. Once investigators begin poking around the Booth Quarry, Mr. Brewster becomes more desperate to find the treasure, thinking his time is running out (see “Trigger: Buck Brewster”).

### The Beast of Foxfield

Investigators exploring the area around the Booth Quarry or the Crystal Cavern draw the attention of the site’s guardian. At some point it will attempt to frighten them off before they can possibly disrupt the prison’s containment rods. Investigators will hear an otherworldly wail off in the distance of the forest, causing them to make a Sanity 0/1 check.

Moments later the investigators hear something large slowly moving towards them. It allows itself to be seen: a huge, dark, fox-like creature, peering at them through the foliage about fifty yards away. Even at this distance, investigators see that the beast is massive, easily five feet at the shoulder. It has angular features, stiff erect ears, and a long brush-like tail. At this distance there is no Sanity check for seeing the creature, as it cannot be clearly seen. Investigators moving toward it or readying weapons to use against it cause the beast to trot off. It quickly darts behind trees and vanishes. The beast has phased out of this plane of existence; even the best trackers simply find that its trail abruptly ends.

After the initial “warning” of its howl and presence, the creature will not be as passive. Should investigators molest the site again, particularly the pillars of the Crystal Cavern, it will attack. It does so by appearing out of nowhere, in mid-leap, attacking the investigator it considers the biggest threat to itself or the site. This will require everyone viewing the creature to make a Sanity check for seeing it, possibly with additional Sanity loss should its attack be successful (i.e., it savages a fellow investigator).

## Concluding the Scenario

The scenario reaches its climax and conclusion when the quartz crystals of the cavern are significantly disturbed, releasing the imprisoned Lesser Other God. The investigators, Buck Brewster, Derek Miles, or even the Allerton boys could do this. No matter who disturbs the Crystal Cavern, the Beast of Foxfield materializes to try and prevent the damage or punish those who caused it. The Lesser Other God, finally freed, immediately begins reconstituting itself. Depending on who triggers the manifestation of the Lesser Other God, other NPCs may arrive to help or hinder in the climactic battle at the Keeper’s option.

### Trigger: Buck Brewster

Thinking that investigators are close to discovering the secret

of the Viking treasure, Buck Brewster takes bold steps to find it before they do. His theory is that the treasure must be in the Crystal Cavern itself. Brewster may sabotage the site so that construction does not resume. He attaches a chain around one of the black quartz pillars to the back of his tractor with the intention of pulling it down.

Brewster throws the tractor into gear, the vehicle lurches forward, the chain goes taut. As the Beast of Foxfield appears, trying to prevent this act there is a loud, thunderous boom from within the cavern. One of the black columns snaps into pieces, revealing advanced circuitry beneath its exterior. The guardian pounces onto the tractor as Buck Brewster fires his shotgun, trying to defend himself as he screams in horror. The shot misses.

The creature’s jaws snap shut around the foreman’s throat, savagely killing him in a fountain of blood and gurgling screams. Investigators witnessing this much make a Sanity check for viewing the Beast of Foxfield, as well as an additional 1/1D3 points for the murder. However, the damage is done.

The containment system ruptured, the Lesser Other God begins to reconstitute itself (see “A God Rises”). The Beast of Foxfield turns towards the cavern and howls a mournful cry. Its eternal duty is over, ending in failure. The creature fades away, the bindings over it dispelled. There is nothing left to protect as its prisoner breaks free.

### Trigger: The Allerton Boys

Shunned by their community, betrayed and abused by their father, trying to cope with the loss of the bulk of their ancestral lands, Kyle and Thomas Allerton have had enough. Even the act of patricide, which is tearing them apart, was not enough to stop outsiders from desecrating the Crystal Cavern. If the sacred place is to be destroyed, let it not be done by strangers for profit, but by family out of respect.

The brothers sneak onto the Booth Quarry, waiting until Buck Brewster has left for the night. They pilfer several sticks of dynamite and a few feet of fuse from the equipment shack. The brothers pray for forgiveness and understanding before lighting it. Moments later there is a terrific, rumbling as the interior of the cavern is devastated by the explosion. This destroys several of the pillars, breaking the bonds keeping the lesser other god captive (see “A God Rises”).

Within moments the Beast of Foxfield arrives, intent on destroying the threat to its duty. Unless stopped, it kills one of the two brothers, who scream in terror and try to defend themselves with their hunting knives. Investigators witnessing this must make a Sanity check for 1/1D3. Before the creature can kill the other, it realizes that there is nothing left to defend. The prisoner is free and quickly reforming. With this knowledge, the fox emits a sorrowful howl and fades away never to be seen again.

## A God Rises

Eons of captivity in stasis, unable to reconstitute its fractured body, now come to an end for the Lesser Other God. The entire hill above the Crystal Cavern explodes upwards and outwards, showering everything within 100 yards with debris. Those in



the vicinity must make either a Luck or a Dodge roll to avoid taking 1D4+1 points of damage from falling rocks, shattered trees, and gouged earth.

Meanwhile, tens of thousands of crystals begin to vibrate and whirl to life in what is now a crater. They glow and fly about in a spiral, as if caught in a cyclone, while emitting a near ear-splitting shriek. The glow grows brighter and brighter, as they crystals fuse together, until investigators are forced to look away from the pain the light causes looking into it. No manner of physical violence will stop this process now, which lasts 1D10 combat rounds. Anyone suicidal enough to run into the storm of glowing, flying, shrieking crystals suffers 1D10 points of damage per round.

At the end of its reconstruction, the glow subsides and in its place stands a fully formed Lesser Other God, which will require a Sanity check for 0/1D10 to investigators viewing it. The shimmering, shrieking, vaguely anthropomorphic horror spends 1D3+1 round orienting itself, lumbering about the quarry, mindlessly destroying everything in the area. After that, it can do as the Keeper wishes, from simply vanishing back to whatever dimension it came from to hunting down the investigators to heading for the nearest major settlement (Foxfield) to lay waste to it.

**Dynamite and Heavy Machinery**

Action-oriented investigators have a number of weapon choices available to them in combating the Lesser Other God. There are several crates of dynamite at the site, left unguarded by the hastily departed workmen.

There are a total of 18 sticks of dynamite in the equipment shack, 12 if the Allerton boys have used some by this point. There is also about twenty minutes worth of fuse here. While risky to work with the explosives are a good option for the investigators, with a single thrown stick capable of dealing 5D6 damage to everything within 2 yards. When several sticks are bundled together, the damage increases exponentially.

There is a steam shovel and bulldozer at the site as well. A successful Operate Heavy Machinery roll is required to get each machine fired up and rolling. Although slow, the vehicles are immensely powerful. Ramming the Lesser Other God with the bulldozer’s blade or striking it with the steam shovel’s heavy metal arm does 8D6 points of damage. Each machine attack requires a separate Operate Heavy Machinery roll per attack. Keepers must use common sense when determining frequency and opportunity of attacks; these machines do not turn easily.

**Magic**

Experienced investigators may know various spells, learned in previous adventures. These magical abilities could be of use in their struggle against the Lesser Other God. Although always a dubious aid, investigators using magic in this case may add an exciting new dimension to game play.

**Flee the Scene**

While not the most noble or heroic of options, retreat is always a choice for the investigators. Faced with the adversary presented, it may seem their best choice. Investigators fleeing the

scene learn that the Lesser Other God wanders into Foxfield village, committing mindless mayhem for several minutes before leaving to attend the Court of Azathoth. Those fleeing into Foxfield may, to their horror, see the polychromatic giant stumbling towards town. Those fleeing elsewhere who later learn of the horrific event lose 1/1D8 Sanity points. Unless the investigators stop the Lesser Other God, the scenario ends in failure.

**Consequences**

The Crystal Cavern is now a smoldering black crater in the earth. Investigators have the awkward job of explaining to Hayden Booth what happened to his investment. If investigators handle him competently, Booth could become a valuable contact for future investigations. This will require a good cover story, coupled with a successful Fast Talk roll. Failing this, Booth does not press charges for the damage. His reputation has suffered enough over this project, and he just wishes this problem to be handled as neatly as possible. He will pay the agreed upon amount for completing the job.

The Allertons, should any survive, may become friends or allies of the investigators, depending on the relationship that was forged in the course of the scenario. Mother Allerton may pass on her arcane knowledge to worthy investigators. Buck Brewster, should he still live, will be just as unfriendly as ever. If the big game hunter Derek Mills or Foxfield Constable Richard Slate take a more active role with the investigators, they may either become allies or victims of the Lesser Other God.

**Sanity Awards**

- For defeating the Beast of Foxfield. . . . . +1D6 SAN
- For defeating the Lesser Other God. . . . . +1D10 SAN

+1D6 Cthulhu Mythos points are gained from encountering the otherworldly entities of the scenario.

**The Beast of Foxfield, unique summoned entity**

This huge, vaguely vulpine creature is the guardian summoned by the Mi-Go to protect the Crystal Cavern, a prison for a captive Lesser Other God. Haunting these woodlands surrounding the cavern for eons, it usually scares off intruders before doing them harm. On occasion, someone gets too close and is viciously attacked.

The creature is lean and agile, the size of a large wolf. It is covered in short dark auburn hair. It possesses a long, fang-filled snout, tall stiff ears, and a long brush-like tail. Its eyes are narrow, disturbingly intelligent, and flicker with spectral energy.

Despite its vulpine appearance, the servitor has intelligence on par with humans, making it a dangerous foe. Its greatest ability is that it has control over its physical existence; it can phase in and out of our reality at will. It hovers between watching over the Crystal Cavern and waiting to take action if

needed. When phased out of our reality, it cannot be harmed, but can be detected by those who are psychically sensitive. To such people, being near the un-phased creature would give the feeling of chills or being watched.

**Attacks:** When it does attack, it phases into physical reality, suddenly appearing to deliver vicious bites and slash out with its forepaws.

**Special Abilities:** It can be harmed when existing in our physical reality, but not destroyed. If killed, it simply reforms magically, phased out of physical reality. However, it takes 12 hours per 1 HP of damage to reform. Once destroyed, it could be several days before the creature is recovered enough to risk reforming again. The only way to permanently destroy the creature is by destroying the Crystal Cavern. This breaks its bond to the site and allows it to return to its origin.

The creature also has a powerful hypnotic gaze attack. Its spectral glowing eyes have a hypnotic influence over humans. Victims must overcome the Beast's POW with their own or become paralyzed with fear. The paralysis lasts 1D4 rounds, or until the victim suffers physical damage. A paralyzed victim may attempt to break free of the Beast's gaze each round by matching his POW against the animal. The servitor may automatically strike a hypnotized victim with either its claws or claw and bite attacks.

#### The Beast of Foxfield, Warden of the Crystal Cavern

STR 17    CON 24    SIZ 16    INT 11    POW 14  
DEX 19    HP 20    Move 18

**Damage Bonus:** +1D6

**Weapons:** Claw 50%, damage 2D4+db

Bite 50%, damage 1D6

Hypnotic Gaze, see Special Abilities above

**Armor:** Its non-terrestrial nature grants it 4 points resistance to physical harm. Can regenerate 1 HP per 12 hours when phased out of reality.

**Spells:** none

**Skills:** Dodge 45%, Hide 90%, Jump 75%, Listen 75%, Sneak 90%, Spot Hidden 50%, Track by Scent 75%.

**Sanity Loss:** 0/1D6 Sanity points to see The Beast of Foxfield

#### Unnamed Lesser Other God, Unique Entity

Summoned by the Hyperborean refugees to battle the Mi-Go in prehistoric New England, this Lesser Other God has been a prisoner for eons. Shattered into tens of thousands of individual crystals, when reformed the being is larger than a full-grown African elephant. It is vaguely anthropomorphic, with four legs and two handless limbs. Strange shifting colors play over its iridescent body, like an oily film floating on the surface of a polluted lake. Its body is incredibly resilient, yet it is nearly mindless, seeking only to destroy everything within reach.

If defeated, the god shatters into countless colored crystals. Unless magically constrained, the god reforms.

**Attacks:** This being delivers a single powerful attack per round. It smashes, punches, stomps, or kicks with any of its six powerful appendages. Such attacks deliver 7D6 points of damage.

**Special Abilities:** The weird, nauseating colors that writhe across the entity's body have a profoundly negative effect on the human mind. Each round someone views the creature, they must make a Sanity check for 1/1D4. Those passing the check simply suffer dizziness, powerful headaches, and stomach cramps. Those failing this check see the colors form a discernable image on the creature's surface. This image takes the form of whatever is that person's greatest fear or something personal that fills them with horror. This happens each and every round the creature is in view.

#### Unnamed Lesser Other God, Prisoner of the Crystal Cavern

STR 22    CON 85    SIZ 95    INT 0    POW 10  
DEX 4    HP 90    Move 7

**Damage Bonus:** +6d6

**Weapons:** Pummeling blow or kick 60%, 1D6+db

Disturbing images, damage 1D4 Sanity points per round to view

**Armor:** The entity's other-dimensional body grants it 12 points of physical resistance. It takes half damage from fire, cold, and electricity, and is immune to gases, poisons, radiation and corrosives material.

**Spells:** none.

**Sanity Loss:** 0/1D10 Sanity points to see this entity fully reformed.





# ENGINE TROUBLE

by Tom Lynch

*Wherein the investigators must risk life and limb to prevent Armageddon.*

## Introduction

That Leonardo da Vinci was a genius is an undisputed fact. His creations ranged from famous paintings (the *Mona Lisa* and *The Last Supper*) to mathematical feats of genius (the Rhombicuboctahedron and *Vitruvian Man*) to incredible engineering designs (flying machines and man-powered tanks).

During his time, many admired Leonardo. He had numerous disciples, including his brother Niccolo. More than just interested in Leonardo's work, Niccolo was obsessed. His accomplishments were works of genius in their own right, but constantly overshadowed by those of his younger brother. Competition often takes a dark turn and never so dark as between siblings. Obsession spawned envy, envy became jealousy, and jealousy turned to madness.

Leonardo's skill quickly outstripped his brother's to the point where history has forgotten the works of Niccolo da Vinci. Unwilling to exist in obscurity, the elder brother struggled to make his mark.

## Keeper's Information

Niccolo watched his brother design a "clockwork lion," a mechanical version that behaved like the real thing, and understood its workings. He tried to create something similar and superior in every way, but struggled in vain. In his efforts, Niccolo's twisted mind and dark ambition attracted the attention of Nyarlathotep. The Tick Tock Man, a clockwork avatar of the Outer God, visited Niccolo in his studio. There it showed Niccolo how to surpass Leonardo forever by helping him build better, more powerful clockwork beasts and gave them a special purpose: Armageddon.

Niccolo worked furiously for years producing numerous plans for unholy animated machines. Ultimately, he created 666 different devices. Niccolo's work was eventually discovered by the Church, and its agents were dispatched to kill the insane inventor quietly and to destroy all his known works. Niccolo's

studio and all his plans were burned; all of his blasphemous constructs were destroyed. However, unbeknownst to the Church, Niccolo had hidden some plans, and a number of finished machines were waiting to be activated to begin their ultimate purpose – bringing about hell on Earth.

Three hundred years later, Professor Aubrey "Ray" Burroughs of Arkham's Miskatonic University made a remarkable discovery. While studying Leonardo in the Galleria dell'Accademia in Florence, he found a series of folios containing incredible mechanical designs. Initially he thought he had found unknown works of Leonardo da Vinci, as the work bore all the marks of his genius, but Professor Burroughs noticed subtle differences in the artistic style and penmanship. He had not discovered lost works of Leonardo, but of an undiscovered contemporary. He was thrilled.

Burroughs made a slow and careful study of these designs, unwilling to publish his findings until his investigations were complete. He knew that revealing such a find prematurely could ruin his reputation and that sharing his findings with the local academic community would likely end in the credit for such findings being taken by others. The genius of the designs, which were of a number of clockwork automatons, was obvious. More than that, he discovered a hidden cipher in the notes which he eventually unraveled. The notes pointed to where one of the finished creations was hidden, "from those without the vision to understand." The professor recorded his findings in his notebook and then went in search of the finished clockwork creation. There, where the cipher said it would be, he found the machine buried in a lonely field outside Florence. The professor restored it as best he could and secretly shipped it back to the United States for further study.

Unfortunately, something went terribly wrong. During a storm on the way to Arkham, lightning hit the truck carrying Professor Burroughs and the machine. The strike sent a charge through the machine and as the vehicle careened into the side of a nearby bridge, it was also splattered with the driver's blood. These two elements, a jolt of electricity and a



taste of blood, were required to start the Armageddon Engine. In its activation, it opened a gate that drew forth an Angel of Armageddon, a fearsome creature intent on bringing about the end of all things.

The creature chased down and killed Professor Burroughs, then dragged the Armageddon Engine away, seeking a place to safely hide it. The creature and the machine are currently going about their appointed function, summoning more Angels to protect it, to make sacrifices to it, and to begin clearing all life from the surface of the Earth. Armageddon is about to begin.

## Involving the Investigators

This is a short scenario ideal for use as a drop in or side adventure while investigators are traveling through Lovecraft Country. The scenario takes place on the road. Investigators should know one another and be traveling together, ideally in the same vehicle.

As the investigators drive, the night sky blazes with flashes of lightning followed by deafening roars of thunder. Sheets of rain drop on the road impairing visibility. Soon the investigators find themselves driving on a dirt road along the banks of the Miskatonic River; somehow they have drifted off the Aylesbury Pike. The road becomes more and more treacherous.

Through the darkness investigators see a sign for the Aylesbury Pike. Following it leads them to a covered bridge span-

ning a narrow stretch of the river leading south to a junction with the Pike. Here is where they come upon the wreck.

## The Wreck

Investigators driving must make a Drive Auto check as a flash of lightning reveals a Ford Model T truck smashed against the entrance of the covered bridge directly ahead. Success means the investigators narrowly avoid the truck and steer their car safely into a drainage ditch. Failure means the driver cannot stop in time on the muddy road and collides with the back of the truck. The car's occupants suffer 1D2 points of damage if they fail to roll under their DEXx5. Upon examination, damage to the investigator's car will cost 2D4 x 10 dollars to fix (times 10 again if the car is imported).

Since this scenario begins in medias res, the Keeper may allow Luck rolls to see if certain items are present: flashlights, medical kits, extra ammunition, etc.

Investigators can learn much by examining the wrecked truck. It is wedged into the right side of the covered bridge, completely blocking its entrance. The front left wheel is broken and jammed into the wood of the bridge's superstructure and the front right fender is squeezed against the sidewall. The passenger door dangles open, letting in wind and rain. The smell of smoke and burning metal fills the air.

The only way to get to the front of the truck is to climb over the hood. Doing so will prove that the bridge is not steady;



it sways and shifts as people move on it. Any movement of the truck, trying to extract it from the bridge, demonstrates that the bridge will plunge into the rising river if the truck is moved at all.

Further description of the truck is divided into the cab, the engine, and the rear cargo area. There are also several clues surrounding the vehicle.

### The Cab

A figure sits collapsed at the wheel and investigators see that the cab is splattered with blood. The windshield has shattered in the impact and investigators can trace a spray of deadly glass through the man and into the back of the cab. There is blood everywhere inside the truck, including the cargo area (see below) and it pools at the driver's feet. The driver is modestly dressed, about thirty years old, and his wallet identifies him as Samuel Falk of Arkham, MA.

Viewing this requires investigators to make a Sanity check of 1/1D2. With a successful Medicine roll, the investigators will learn that the cause of death is a severed jugular; the piece of glass is still in the victim's neck. He has been dead for about two hours; this happened just as the storm started.

If opened, the glove box contains three maps: one of Arkham, one of Massachusetts, and one of New England. These maps will not help the investigators because they cannot determine their current location.

### The Engine

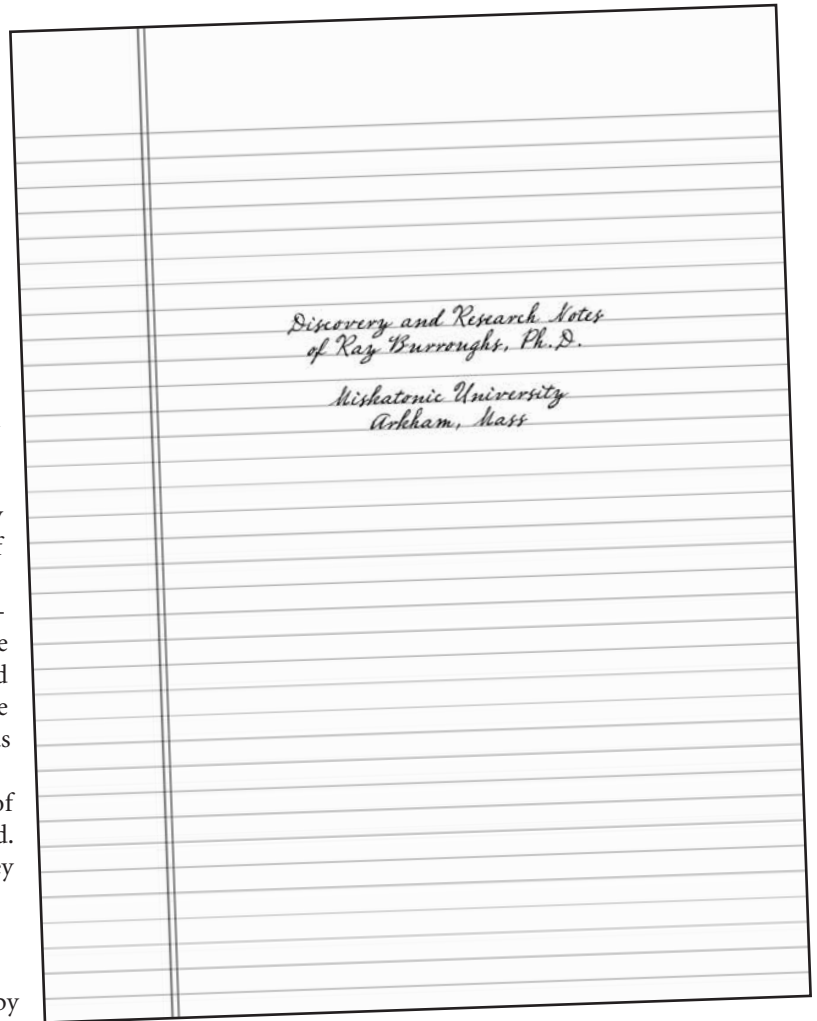
Smoke rises from under the hood, which is scored by two burn marks: one circular, dime-sized hole, and one jagged linear scratch. The distinct smell of ozone hangs heavy in the air despite the rain. Investigators examining the engine making a successful Mechanical or Electrical Repair roll can determine that the engine has been shorted out by a huge burst of electricity. The truck's ignition system is fried and it cannot be started again without 12+ hours of work inside of a repair shop.

### The Cargo Area

The back of the truck is open and empty. Investigators find canvas tether straps secured to the walls, the ends of which have been pulled apart as if whatever they held were torn free. There are fresh scratches in the metal floor and a quarter-sized hole in the ceiling, allowing rain to pour into the closed area. Close examination of the hole shows it to be almost an inch across, round, with burn marks around the edges.

### Around the Wreck

The mud behind the truck has been trampled badly revealing nothing to casual observers. Investigators making a successful Track roll with a -15% penalty find two sets of tracks leading away from the wreck. One set is of a man exiting the passenger side of the truck. The other tracks are large, unidentifiable claw-like marks and lead from the back cargo area of the vehicle. Both sets of tracks quickly overlap as they move north towards



*Engine Papers #1*

the nearby wooded area (see "The Other Body"). Lastly there are signs that something large was removed from the truck and dragged away towards the woods.

Aside from tracks scattered papers are strewn around the ground. They litter the passenger side of the truck, the bridge, down to the rising shoreline and all around the other body (below). They appear to be pages from a notebook and are covered with handwritten notes, diagrams and drawings.

### The Pages from Professor Burroughs' Notebook

Professor Burroughs kept a notebook detailing his research into the strange clockwork machine he discovered in Europe. Unfortunately it has been destroyed, coming unbound, and its pages are now scattered all over the area. Nearly all of the pages are coated with mud and waterlogged, the ink smeared and illegible. Four of the pages are still legible (Engine Trouble Papers #2-5) and can be found with successful Spot Hidden checks or halved Luck rolls.

### The Far End of the Bridge

Should investigators wish to, they can climb around the outside of the bridge or over the front end of the truck to explore the bridge and the other side of the river. They will discover noth-



*The Design*

*No, I havin't taken leave of my senses. I've torn out and taped a picture of the scenes of Revelation because apparently this mad genius designed a machine to look like this beast. It was to be a parody of some of Leonardo's work, and what a parody it was. If the notes I've found are to be believed, this machine is capable of bringing about Armageddon! I don't know how it would accomplish this lofty goal, but there you have it. That's the claim.*

*The author of these folios, a man named "Niccolo," claims that this machine, his machine, brings up beasts from the Abyss to obliterate mankind and end life on earth.*

*can't be stopped. He writes that these demons simply devour any who has the audacity to stand against them.*

*Apparently Niccolo had been really frustrated with the card's life had dealt him, a real bum much as his baby brother (Leonardo!), but it simply wasn't happening. His fervent prayers for assistance were answered, but not in any way he could have imagined. He refuses to go into detail about exactly what happened, but Niccolo's mood clearly brightened for a while.*

*Initially, Niccolo was overwhelmed with happiness. He wrote that some kind of angel, a force of grace and good, had come into his life. Early research seemed to point toward it being a woman, but it wasn't. He scorns his wife numerous times to spend time in his workshop.*

*Whoever or whatever was dealing with Niccolo started to lead him down a dark path indeed. Niccolo's mind was twisted into thoughts of purging the earth, wiping out all mankind. He wanted to bring about the end.*

*His plan was Armageddon.*

ing of interest, though they can confirm that the truck is stuck fast and cannot be removed without damaging the bridge. A successful Mechanical Repair or Operate Heavy Machinery roll will allow the investigator to determine that it will take at least four hours of work with the proper tools to remove the truck from the bridge. If this is done, the bridge will collapse.

## The Other Body

The tracks leading from the passenger side of the truck lead about a hundred yards back along the road. In a muddy pool of water and blood, lies the body of the passenger. He is in his late fifties, wears a tweed jacket and brown trousers, and his eyes widely stare at the thunderclouds overhead. There is a massive, gaping wound on his left side; his shattered ribs protrude from it. Investigators making a successful Natural History roll realize the injury is consistent with attacks made by animal tusks or horns. Those making a successful Medicine roll realize the single wound likely sent the man into shock and he quickly bled to death. Seeing the body costs 2/1D4 SAN.

The man's wallet identifies him as Dr. Aubrey Burroughs of Arkham, MA. He also carries a library card to the Orne Library, on Miskatonic University, listing him as a faculty member of the School of Languages, Literature, and the Arts. Further examination of the wallet will tell investigators that Dr. Burroughs was a professor with the Department of History at MU.

Two items can be found on the body with a careful search or successful Spot Hidden rolls. Around the corpse's neck is a gold chain from which hangs an intricate gold rod about 6 inches in length and a quarter inch in diameter. A pattern of bumps, ridges, and knobs cover all but the top third of the rod. In his left hand, the corpse clutches a ruined notebook. The leather binding has come undone and all but one page are missing: the title page of the notebook (see Engine Trouble Papers #1).

Another successful Spot Hidden reveals tracks in the mud around the body leading back to the truck and then off into the woods. These tracks are large and not human. A Track roll is necessary to continue the search up into the woods (see "Exploring the Woods"). An impaled Track roll shows that the tracks leave deeper impressions in the mud up into the forest after going to the truck: whatever is being tracked was dragging something large.

## Some Innocent Bystanders

As the investigators are crouched over the body by the side of the road or leaning into the cab of the truck examining the driver, a cry goes up behind them. "What have you done to that man?" One of the local farmers, Benjamin Monroe, and his grown son Luther

pull up behind the party in a horse and wagon.

Fast Talk or Persuade rolls are required to calm them down. Rolls that barely succeed may be deemed by the Keeper as shaky successes that must be role-played out to convince the locals not to raise an alarm.

Benjamin is a persnickety old bastard. He is short tempered and stubborn. Failed interactions with him could turn out badly. Luther, on the other hand, is more like his mother. He is quiet and thoughtful. He will look at all the evidence carefully and come to a rational conclusion. He often has to calm his father down and “talk sense into him.”

At some point in the interaction, Benjamin may head back the way they came, possibly leaving his son with the investigators, mentioning something about “fetchin’ the sheriff...”

The two men know the local terrain. They have a rifle and shotgun under the seat of the wagon. If persuaded, they can help the investigators explore the area.

**Benjamin Monroe, Lovecraft Country Farmer, age 54**

STR 11 CON 13 SIZ 10 INT 11 POW 9  
DEX 11 APP 10 EDU 9 SAN 45 HP 12

**Damage Bonus:** none

**Weapons:** 12-gauge Double-barreled Shotgun 51%  
4D6/2D6/1D6  
Axe 62% 1D8+2+db.

**Skills:** Accounting 34%, Craft (Apple Farming) 83%, First Aid 42%, Listen 39%, Mechanical Repair 37%, Natural History 33%, Operate Heavy Machinery (Farming Equipment) 68%, Spot Hidden 57%, Track 18%, Yammer and Complain 94%.

**Luther Monroe, Lovecraft Country Farmer, age 20**

STR 13 CON 16 SIZ 12 INT 11 POW 13  
DEX 12 APP 11 EDU 14 SAN 65 HP 14

**Damage Bonus:** +1D4

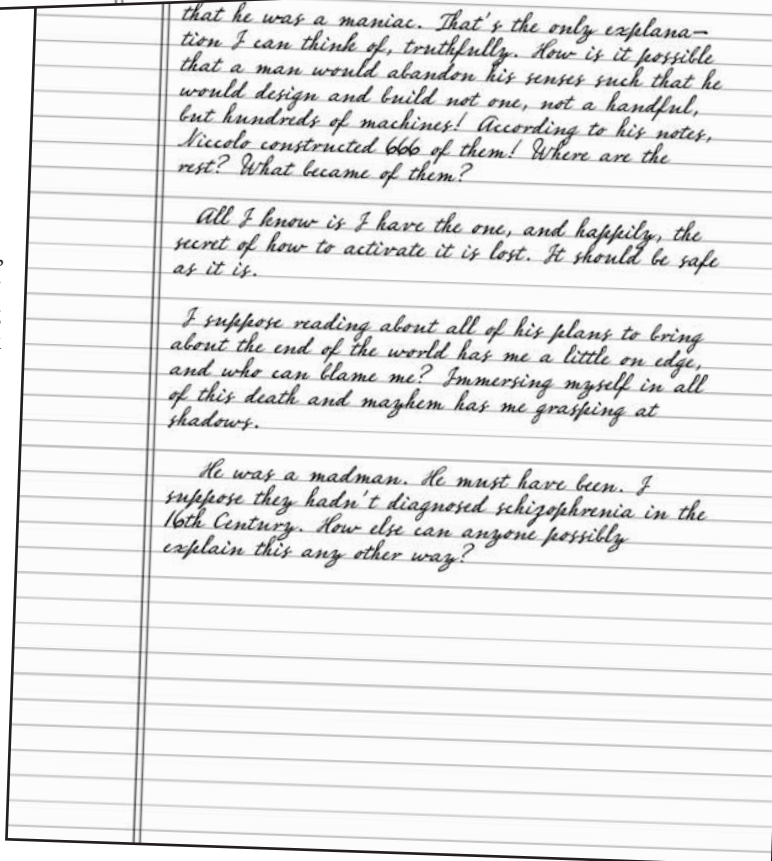
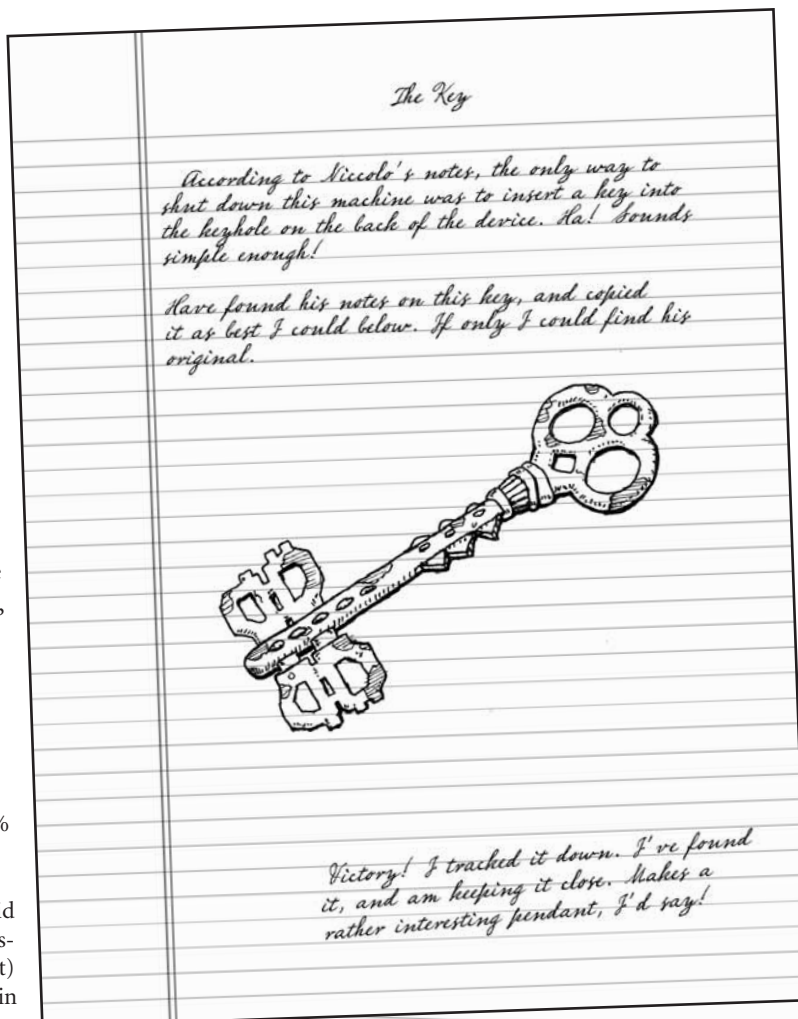
**Weapons:** Winchester 30-06 Rifle 70% 2D6+4  
Hatchet 45% 1D6+1+db.

**Skills:** Accounting 26%, Bargain 53%, Craft (Apple Farming) 52%, Fast Talk 34%, First Aid 47%, Listen 57%, Mechanical Repair 42%, Natural History 23%, Operate Heavy Machinery (Farming Equipment) 43%, Roll Eyes at Father’s Yammering 78%, Sneak 23%, Spot Hidden 68%, Track 32%.

**Mud Slide**

Any of the investigators or NPCs who leave to head back the way they came risk life and limb as Mother Nature shows her wrath. A mud slide blocks the road. Particularly sadistic Keepers may allow players that have turned back to roll their Luck and, if any fail, get caught in the mud slide for 3D6 damage. Investigators suffering this fate are stuck in the mud for 6D6 rounds while they try to extract themselves from whatever vehicle they are in or to dig their own way out.

Any vehicle caught in the mud slide is stuck and cannot be extracted without the proper heavy machinery. The horses from the farmer’s wagon will be caught in the mud slide and will perish with heart wrenching screams of fear





and agony, audible even by those still at the site of the accident. Sanity checks are required, cost is 0/1 SAN to hear.

After the mud slide, the road is covered with a massive mound of soft mud, fallen trees, and uprooted undergrowth. There is no way around it.

**Exploring the Woods**

The heavy rain has thoroughly soaked the trapped investigators. Someone is bound to want to look for help or shelter. They may follow the tracks up into the woods. The road back is impassable, and the pile of mud blocking the road is so treacherous that climbing it is fruitless. Opposite the woods is the threat of the rising river, complete with the bridge on the verge of collapse.

The natural choice is to head up the hill into the woods to seek help. Alternatively, if the investigators are following the tracks from near the body, they lead back to the truck and then up the hill deeper into the woods. If none of the investigators suggests going uphill, the Monroes will recall an old abandoned barn at the top of the hill that they could use for shelter for the night.

Given the torrential rain, footing is tricky and requires frequent DEX checks. If the investigators are tracking and the tracker falls, he/she must pass a Luck roll or spend the next 1D10 minutes looking for the trail again.

The wooded hill is a terrible place to be in a storm like this. Lightning crashes down and water falls in buckets. Keepers should remind players that “something” out there is responsible for the death of at least one person at the accident site.

**Ambush**

Lightning flares, illuminating the clearing ahead, giving investigators a chance at a Spot Hidden. An unidentifiable figure is in the edge of the trees up ahead. All investigators can determine is that it is larger than man-sized.

One Harrower waits at the edge of the trees. It crouches in the bushes, clawed feet gripping the muddy turf, its eyeless head slowly moving side to side. The lobster-like armor plating on its body reflects the lightning flashes. Two spiked tentacles sprout from its sides, poised to strike. As the party watches, it drops its mouth open, and a maw of massive teeth comes into view. Seeing the Harrower costs 1/1D8 SAN.

This Harrower is the obvious one, the lure. Two others lie in wait, one on each flank. They will wait for the investigators to advance until practically upon the first. Once within reach, with a bloody roar, the Angel will attempt to skewer the lead investigator. As the melee heats up, the other two will join the fray and attack from the sides and rear. The Harrowers’ roar costs 0/1D2 SAN to hear.

If two out of three Harrowers fall, the third flees up the hill toward the barn. Giving chase is very difficult, as the rain, mud, and steep terrain all work against pursuers. The leader/tracker must make a Track, Luck, and CON x 5 in succession to successfully follow the creature as it retreats.

**Harrowers, Angels of Armageddon**

	#1	#2	#3
STR	20	24	16
CON	26	16	20
SIZ	9	11	15
INT	10	14	10
POW	10	10	14
DEX	18	15	20
HP	18	14	18
MOV	12	12	12
DB	+1D4	+1D6	+1D4

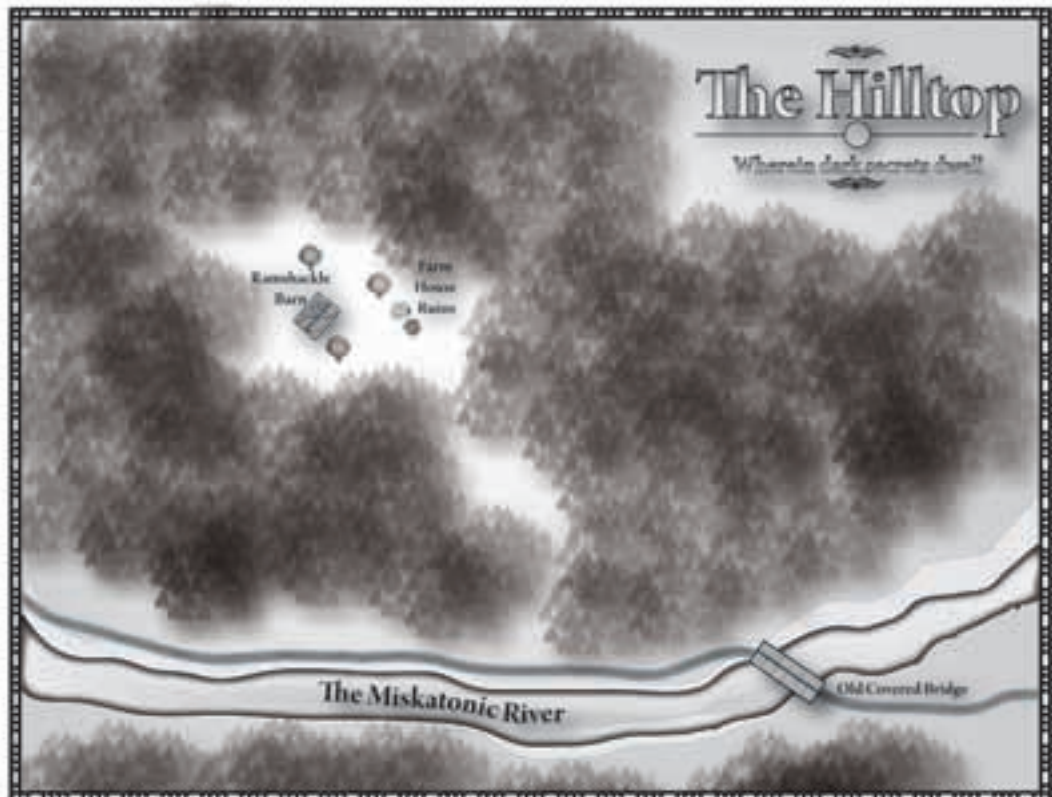
**Weapons:** Tentacle Spikes (2) 45% 1D6+2+db, Bite 30% 1D6+db

**Armor:** 4 points of armor

**Spells:** Contact Nyarlathotep (Tick Tock Man form)

**Skills:** Climb 45%, Jump 60%, Hide 80%, Listen 80%, Spot Hidden 80%, Sneak 80%.

**Sanity Loss:** 1/1D8



## Harrowers, Angels of Armageddon

Harrowers are created by Nyarlathotep to spread mayhem and destruction at the onset of the End Times. These creatures are called forth by creations similar to da Vinci's robots and are inspired by the Tick Tock Man.

These fearsome creatures are dominated by a massive maw full of spiny teeth. They have no eyes, but rather "see" with their other senses. It is impossible, therefore, to attack one of these creatures from behind, since they attack opponents with equal ease in front and in back. Harrowers, or Angels of Armageddon, are a physical mockery of the angel. Their tattered wings are decoration only, as they rely on their clawed hands and feet to walk and climb. In addition to their limbs, two spiny tentacles sprout from their sides, and are used to stab and grab victims as well as to help them climb. They are excellent hunters and can disappear into almost any setting, springing out onto their hapless victims, running them through with their spiked tentacles, and drawing them to a messy end in their fanged jaws.

Their standard method of attack is to lie in wait, either in concealing underbrush, up a tree, or from some similar hiding place. Once the quarry is near, they strike. If there is more than one Harrower, one will place itself barely within view to draw their target out.

### Harrowers

Char.	Rolls	Averages
STR	6D6	21
CON	6D6	21
SIZ	4D6	14
INT	3D6	10-11
POW	3D6	10-11
DEX	6D6	21
HP		18

Move 12

Av. Damage Bonus: +1D6

**Weapons:** Tentacle Spikes (2+) 45% 1D6+2+db,  
Bite 30% 1D6+db.

**Armor:** 4 points of armor.

**Spells:** Contact Nyarlathotep (Tick Tock Man form)

**Skills:** Climb 45%, Jump 60%, Hide 80%, Listen 80%,  
Spot Hidden 80%, Sneak 80%.

**Sanity Loss:** 1/1D8



## The Hilltop

As the investigators crest the hill, the storm rises to a fever pitch. Wind and rain tear at the party as they approach the clearing at the top of the hill. Lightning strikes slash down from the heavens and concentrate on this hilltop. Investigators can find good places to hide and observe from the edge of the clearing.

Near the center of the clearing stands a ruined barn. The entire structure sags with the weight of years. Neglect has taken hold, opening gaps in the walls and holes in the roof. About fifty feet to the east of the barn, a stone chimney rises as testament to the farmhouse that is no longer here.

Keeper's Option: Keep track of how long investigators are in the area. Every half-hour or so, with a successful halved

Listen roll, investigators will hear what sounds like a small lightning strike followed by a thump. This is the sound of the Armageddon Engine gating in another Harrower. Each time this happens, an additional Harrower has entered this plane and the investigators will have to deal with it.

### The Clearing

Guarding the barn from the outside are 1D3+1 Harrowers. One will stand guard by the open barn doors, and any others will hide, ready to attack if anyone approaches the barn. Possible hiding places for the Harrowers include any of the three massive oak trees scattered throughout the clearing, the ancient, twisted apple tree next to the remnants of the farmhouse, or the stone chimney.



**The Farmhouse**

A stone chimney stands at the edge of where there was once a farmhouse. In a rough square on the ground, the earth is packed hard. A Spot Hidden roll reveals the remains of burnt, rotten floorboards. With another Spot Hidden, the investigators will uncover a trap door to the farmhouse's cellar. Alternatively, a Listen roll will alert the investigators to the sound of heavy breathing nearby. Lying in wait behind dusty, moldering piles of vegetable stores is another Harrower. If the investigators miss this one, they are in for a rude surprise later: if they are successful in turning off the Armageddon Engine, this Harrower will burst out of the cellar and charge the investigators, as will any other Harrower left alive at that point. Further investigation of the area reveals little more.

**The Barn**

Rapid flashes of green and blue light burst through the gaps in the walls of the barn. The Armageddon Engine is inside the barn, dragged there by the first of the Harrowers who is standing guard next to it. There is a 50% chance that another Harrower is in the barn as well, hiding in one of the collapsing animal stalls to surprise any would-be attackers. The Harrowers will fight to the death to protect the Engine. Various old farm tools lie around for the desperate investigators to use in the fight. Specifics are left to the Keeper.

**Harrowers, Angels of Armageddon**

	Patrolling				Farm	Barn	
STR	20	24	16	24	22	17	22
CON	26	16	20	22	22	21	22
SIZ	9	11	15	12	17	13	20
INT	10	14	10	10	3	9	14
POW	10	10	14	12	9	6	8
DEX	18	15	20	22	22	18	20
HP	18	14	18	17	20	17	21
MOV	12	12	12	12	12	12	12
DB	+1D4	+1D6	+1D4	+1D6	+1D6	+1D4	+2D6

**Weapons:** Tentacle Spikes (2) 45% 1D6+2+db, Bite 30% 1D6+db.

**Armor:** 4 points of armor.

**Spells:** Contact Nyarlathotep (Tick Tock Man form).

**Skills:** Climb 45%, Jump 60%, Hide 80%, Listen 80%, Spot Hidden 80%, Sneak 80%.

**Sanity Loss:** 1/1D8

**The Armageddon Engine**

In the center of the barn sits the Armageddon Engine. Any investigators with ties to Christian religious life (priest, nun, missionary, etc) can make a Know roll. They will then recognize it is a mechanical recreation of the seven-headed, ten-horned beast from Revelation 13:2-3:





*“...having seven heads and ten horns, and upon his horns ten crowns, and upon his heads the name of blasphemy. And the beast which I saw was like unto a leopard, and his feet were as the feet of a bear, and his mouth as the mouth of a lion: and the dragon gave him his power, and his seat, and great authority.”*

The machine’s eyes glow and its mouths flash with light. The heads move back and forth in a wavering pattern. If the Keeper wishes, the investigators may witness the “birth” of one of the Harrowers. A blinding light flashes, and in front of the Engine is a hole, torn into another dimension. Swirling lights and hellish sounds burst from the rift and through it steps another Harrower, steaming and dripping slime. With a pop, the rift closes, and the Engine’s heads stop moving. Any investigator seeing this loses 1/1D6 SAN.

The machine is charged with electricity from the earlier lightning strike, which generates an electrical field and protects the machine from melee attacks. Anyone attempting to touch the machine suffers 1D2 damage from electrical shock. Given the strength of the electrical field and the solid construction of the device, bullets ricochet dangerously off its surface, causing no damage to the Engine. However, there is a 15% chance that one of the investigators will be hit by that stray bullet. Other attacks against the machine simply do not work.

Looking closely, with a successful Spot Hidden, the investigators find a small hole in back of the creature in a recessed panel. This is a keyhole for the “rod” found around the deceased professor’s neck. As mentioned in Engine Trouble Papers #4, that is the key used to shut down the Engine when its work is done. There is no other way to stop it. With a successful roll below DEXx5, one

of the investigators can insert the key and turn it off. Doing so will cost the hapless investigator 2D2 damage in electrical burns for each attempt. If the investigators are successful, the Armageddon Engine stops. It quietly turns off and does not turn on again, even if they remove the key. In this state, the Engine would require another dousing of blood and another jolt of electricity in order to reactivate. The key does not reactivate the machine. Remaining Harrowers will do what they can to reactivate the machine, however, by dragging it back into the storm and splashing it with (an investigator’s) blood.

Investigators wishing to dismantle the device may do so only with a successful roll under 1/5 of their Mechanical Repair skill. If the roll is failed, the investigators must find some other way to take it apart.

## Rewards & Penalties

Hopefully, the investigators have figured out a way to prevent the end of life on earth. The rewards for success are as follows:

- Each Harrower destroyed . . . . . +1D2 SAN
- Shutting down the Armageddon Engine. . . . . +1D8 SAN
- Figuring out a way to destroy the Armageddon Engine . . . . . +1D10 SAN
- Allowing Benjamin Monroe’s Death . . . . . -1D4 SAN
- Allowing Luther Monroe’s Death. . . . . -1D2 SAN
- Not confirming the death of Harrower. . . . . -1D4 per unconfirmed kill



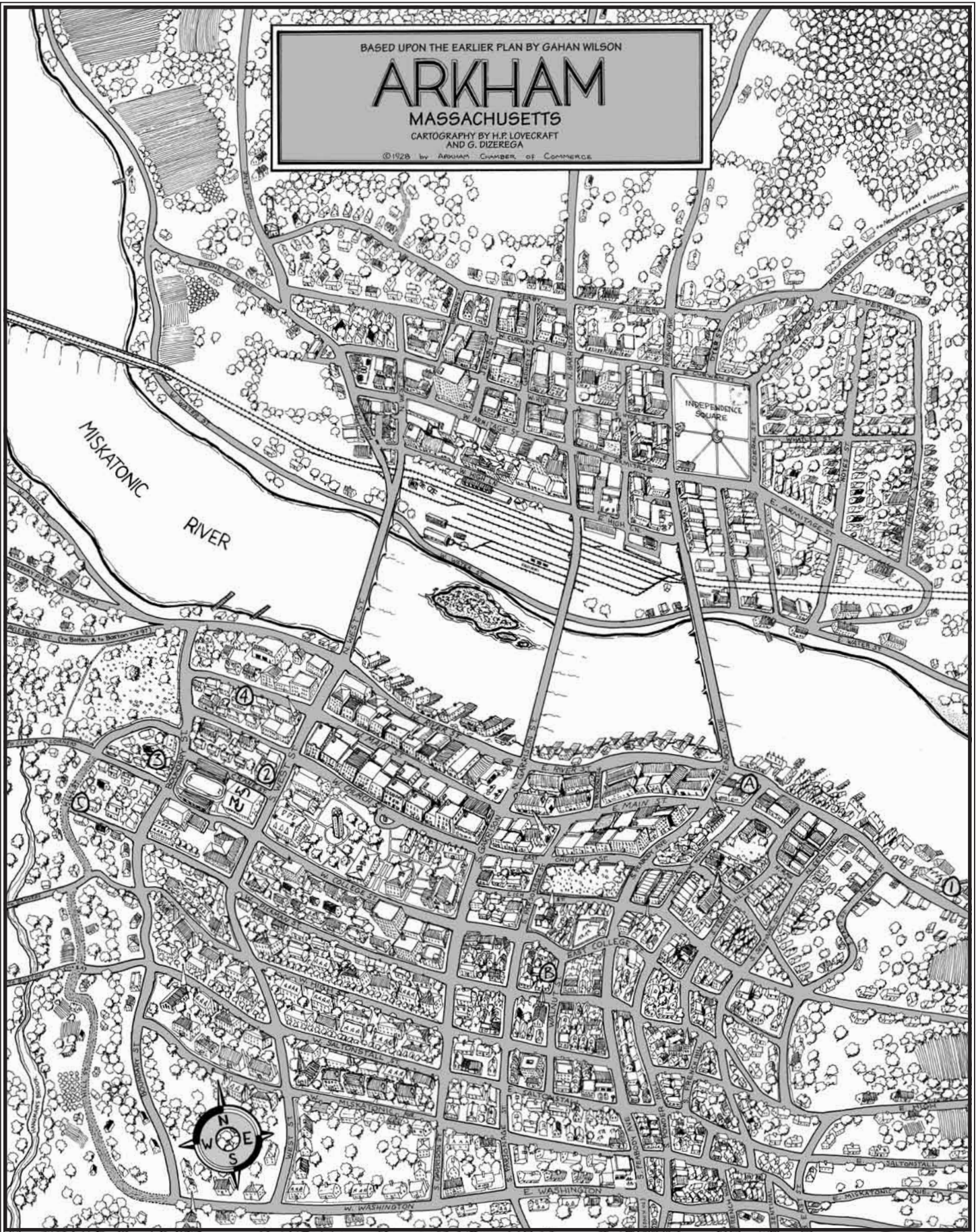
BASED UPON THE EARLIER PLAN BY GAHAN WILSON

# ARKHAM

MASSACHUSETTS

CARTOGRAPHY BY H.E. LOVECRAFT  
AND G. DIZEREGA

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## LEGEND

- |   |  |
|---|--|
| 1 – CROWN MILL (SPARE THE ROD)                  | 5 – BARNARD FAMILY HOME (SPARE THE ROD)                      |
| 2 – JONATHAN EDWARDS HALL (SPARE THE ROD)       | A – SAUNDERS FAMILY HOME & SAUNDERS' FINE HATS (THE HOPEFUL) |
| 3 – BASEBALL FIELD (SPARE THE ROD)              | B – MURDER SCENE OF KYLE AND EMMA FISHER (THE HOPEFUL)       |
| 4 – THE PUBLIC SCHOOLS BUILDING (SPARE THE ROD) |  |



# SPARE THE ROD

by Adam Gauntlett

*Wherein the investigators seek out the truth behind some of Arkham's ghost stories, only to discover that at least one legend still has life in it.*

## Introduction

"This will be a year to remember," the old folks say of the heat wave that has struck the nation this August. The last time it got as bad as this, in 1892, twelve people died of heat-related illnesses, most of them children. Some old-timers call it a "Seaton Summer," though nobody remembers quite why; unusually hot Augusts have always had that name. It's a time when mothers should take special care of their children. Anything might happen.

## Keeper's Information

The story of the witch Goody Fowler has been used to terrify children in Arkham, and throughout New England, for over a century. The gruesome details of child sacrifices and dark sacraments send shivers up the spines of the young as well as their more worldly parents. However, few recall the full story. Many forget, in particular, the role of Christopher Seaton, Arkham's old schoolmaster.

In the early eighteenth century, Arkham was a loose collection of farms and houses scattered around the township. Far from the densely packed mercantile warren it would become, what is now the Merchant district was sparse. In the entire township, there was only a single one-room schoolhouse to offer children a chance at education.

Schoolmasters then were hired more for their strength of character than their learning. The children could become unruly, particularly in the winter semester, and a firm hand was needed to keep them in line. The whip and the rod were the implements of control; respect was for the strong. Without control, a schoolmaster had no future in the job. More than one weak master found himself overrun and at the mercy of the older boys, at which point the children's parents searched for a more suitable, stricter candidate.

Schoolmaster Seaton was a weak man, and his students had turned on him. They teased and threatened him. He worried

he would soon lose his position. Recognizing Seaton's weak will and desperation, Goody Fowler offered him power and strength to deal with his students in exchange for his help in her dark rituals. Seaton agreed to the deal and received magical influences from her that established a vicious reign over the school children of Arkham. The rod was not spared on any child, and they learned to obey. However, the witch exhibited a control over Seaton that he did not like. She forced him to do things that exceeded his professional cruelties, and when Fowler was persecuted for witchcraft, Seaton betrayed her. He joined the lynch mob that dragged Goody Fowler to Hanging Hill to be hung. Recognizing Seaton in the crowd, Fowler cursed the schoolmaster with her last breaths.

Three months later, Seaton died, and he knew no peace in his rest. His soul was unable to leave its earthly tenement, and Seaton rose again as a walking abomination, a beast known as "Rawhead-and-Bloody-Bones". He took revenge on the former pupils who he felt forced him to make his pact with Goody, who plagued him in life, and who he blamed for his current state. His murderous spree was ended by the terrified parents of his victims, who managed to subdue, bind, and bury the creature face down, with a stake through its heart.

Since then much has changed. Arkham has grown considerably larger. Seaton's old one-room schoolhouse was long ago knocked down and replaced by Hubbard Grade School (622 West Church Street). Seaton's house (and impromptu grave) is now the Public Schools Building. Goody Fowler still holds ghostly court on Hangman's Hill, brooding over her fate.

Events are about to take a turn for the worse though. Seaton's grave beneath the Public Schools Building has been disturbed, and his body has become unbound. He is freed from his confinement. In his derangement, the world is still as it was when he was buried, and his enemies, the children, must be punished. The ghost of Goody Fowler becomes aware of Seaton's activities and attempts to intervene, not out of any kind intent, but to win her own freedom.

The investigators must deal with the risen schoolmaster to



prevent him from making a bloody harvest of the children at Hubbard Grade School. Their task will be complicated by the actions of Fowler, who sends her ghoulish allies out to hunt down the undead Seaton.

## PART ONE: THE ASSIGNMENT

Investigators are hired as researchers by out-of-town author Eric Adams who is looking for period color. Adams, is a moderately well-known New York-based author of supernatural fiction. His previous works are historical novels, mostly set around the time of the Revolutionary War, and they usually involve ghosts as a plot hook. Star-crossed lovers meeting for one last time before being separated by the grave is a favorite theme. His publisher has persuaded him to write a series of books on American supernatural folklore, and Adams has decided to start with *The Haunts of New England*.

However, Adams is not keen to do all the legwork himself. That takes time and would mean leaving Greenwich Village for several months. To avoid this unattractive prospect, he has hired a team of researchers (the investigators) to flesh out some rumors he has uncovered. If any of them look interesting, Adams will venture out and do the rest of the research himself.

Keepers may substitute the author Eric Adams either with a player character or a more useful NPC. Jackson Elias, from *Masks of Nyarlathotep*, is a good example.

### Eric Adams

Adams and the investigators might never meet unless Adams decides to visit Arkham. Adams, a fleshy man in his early thirties, is unusually tall, standing just shy of seven feet, with broad shoulders and heavy build. He was born in Manchester and his family moved to America when he was three years old, yet he still has a slight trace of an accent.

During the Great War he was a prominent conscientious objector and spent time in prison for speaking against the war effort. Since then he has been an outspoken opponent to Prohibition, the Women's Rights Movement, and the League of Nations. He carries himself as a bit of a bumbler, dropping pipe ash and misplaced witticisms wherever he goes. Apart from his written work, he appears on the radio as the narrator of *The Final Hour*, a supernatural thriller/drama co-written by him.

### Adams' Leads

Adams has uncovered several interesting stories about Arkham in his initial research of the New York area archives. Not all of these leads are scenario-related; some are red herrings intended to make investigators do a little legwork before settling in to the meat of the scenario. The Keeper may use as many or as few of these leads as needed, bearing in mind that they are

meant to obscure the truly important information.

#### Lead 1, The Crown Mill

The mills used to be a hellish place to work. The Irish immigrant girls who were lured in often suffered the most appalling privations, all for the sake of the shareholders' profits. In 1842, the Crown Mill burnt to the ground in an accident which might have been arson, and as many as twenty women died. Details are sketchy, but I understand that every so often, usually in the summer months, the women appear again, all aflame, at their old employment.

#### *What Investigators Find*

The mills, especially the Crown Mill, were abhorrent work environments in the mid-nineteenth century. Diligent research in Arkham reveals that the Crown Mill did not burn down in 1842, though there was a small fire, which was quickly put out with no loss of life or other injuries. Today the mills are dangerous places for the unwary. Located on the shore in Arkham's Rivertown neighborhood, most are abandoned, and the surrounding area is a slum (location 1 on the map on page 82).

#### Lead 2, The Tory Spy

During the Revolutionary War, it's said that a Tory spy, Lucius Goddard, sent messages to the British General Gage, alerting him to the activities of the Orne and Derby privateers. He used his inn, the Anchor, as a base of operations while sending his messages by riverboat. His activities became known, and friends of Orne bearded Goddard in his den. Shortly thereafter he was found hanged, a 'suicide'. Legend says he still haunts his inn, swinging from a beam in the attic. I'm unsure precisely where this place is, but believe it to have been on Powder Mill Street.

#### *What Investigators Find*

This story is completely true, a little-known part of Arkham's history. Surviving members of the Goddard family wish to keep it that way. The old Anchor Inn always had a nasty reputation. Its location, S. Powder Mill Road in Rivertown, can be determined with a successful Library Use roll at Arkham's Town Hall. The inn passed through many hands over the years before finally becoming the Eleanor Peabody Charity Home in 1878. The managers of the home know of the building's history and do not discuss it, not wishing the place to draw notoriety. Whether or not there actually is a ghost here is up to individual Keepers, but has nothing to do with this scenario.

#### Lead 3, The Witch:

The accused witch Goody Fowler, who escaped Salem, plagued Arkham for many years until her lynching in the early eighteenth century. Her cottage, or what's left of it, used to be haunted by her familiar or fetch, which took the form of a huge, headless black dog. It attacked or frightened travelers along the Boston Road and supposedly was seen as recently as 1892.

*What Investigators Find*

This is not entirely true. Fowler's cottage still stands, not far from what's now the Boston Turnpike. A creature does haunt the cottage, a Nightgaunt, but it rarely travels far and never takes the form of a dog. Chasing up this rumor may get investigators looking for Fowler's cottage where some helpful information can be found.

**Lead 4, The Haunted Graveyard:**

The wooded graveyard just past Boundary Street is supposed to be haunted by several specters, including Fowler, but one of the most intriguing stories is that of the ghostly clergyman. Apparently this wraith has been sighted several times since its first appearance in 1748, and each time it foretells a tragedy. The priest leads a funeral procession up the hill every time a disaster, one that kills several people, occurs. The last time he was seen was shortly before the train wreck of 1852. Sometimes the priest is seen, sometimes only the witch-lights from the funeral procession.

*What Investigators Find*

This is a complete fabrication. Adams has combined several different legends, Fowler's among them. Investigators discover there was no tragic train wreck in 1852 in Arkham with a successful Library Use roll. A Boston train crashed and burned killing fifty-four people three years later in 1856. No Arkhamite has heard of the ghostly priest but many know that Fowler is supposed to haunt Hangman's Hill, located within the wooded graveyard.

The graveyard and Hangman's Hill are dangerous places, particularly at night, as the area is home to ghouls. Arkham residents familiar with local legend can tell investigators that Fowler haunts Hangman's Hill, but very few remember (requiring a successful Luck roll) that she only appears on May Eve or Halloween. Even then it requires someone to make a lonely, all-night vigil on the Hill to possibly catch a glimpse. Learning this will involve talking to local antiquarians or to someone like Elijah the Stonecutter (see below), since few facts about Fowler's history are written down.

**Lead 5, The Ghostly Schoolmaster**

You wouldn't think a schoolmaster would want to haunt his old schoolroom, but according to my information, a Christopher Seaton did just that. The story is that Seaton died unexpectedly, possibly after being attacked by a pupil, and returned from the grave to take revenge on his old tormentors. That hot summer he brought about the death of six of his former charges before his unquiet spirit was exorcised. Since then, it's said, in very hot summers Seaton returns to his schoolhouse to teach children a lesson. I'm not sure where that schoolhouse would have been, but I believe it to be near where West Main Street is today.

*What Investigators Find*

This clue should lead investigators into the main part of the scenario. Possible avenues of research include: area churches

(for the exorcism), the town hall (for parish records and information about the Seaton family), the School Board (for information about the history of schools in Arkham), and the Historical Society (see further Latham Peabody). These are the most obvious places to begin researching, occurring to investigators with a successful Idea roll if they fail to realize it otherwise. Many of these locations could be visited while researching the red herrings as well.

## PART TWO: RESEARCHING ADAMS' LEADS

Here investigators will begin to sort through the red herrings, legends and folklore surrounding Arkham. Eventually they stumble upon something more, something real, and dangerous. Investigators should soon realize that two ancient figures from Arkham's past are stirring.

### The Heat Wave

The heat this August keeps getting worse. Temperatures reach 90°F and keep climbing until they eventually peak at 96°F. The air is humid and oppressive. Even the evenings are sticky and stifling. Sleeping indoors is difficult; investigators sleep uneasily as it is impossible to get comfortable.

**Area Churches**

When Adams mentions an exorcism, investigators may think that one of the area churches has a record of it, but the exorcism is a fabrication on Adams' part and efforts in this direction will be fruitless. With a successful Know roll, investigators realize that none of the current Arkham churches even existed in the early 18th century (Arkham's oldest church, First Baptist Church of Arkham, was established in 1743, several decades after Seaton's imprisonment). There are eleven churches in Arkham, as well as two abandoned ones; truly thorough investigators can visit them all.

**The Historical Society**

This restored Georgian mansion (537 S. Garrison Street) is home to Arkham's historical memory. Every aspect of the town's history is displayed here, from its beginnings right up to the Civil War. This is also the location of the society's extensive library and records, which include, among other things, the Rev. Ward Phillips' *Thaumaturgical Prodigies in the New-England Canaan*. Access to these archives is only available to society members. Membership is available to any Arkham resident for a yearly fee of \$20. Investigators can obtain information on the location of Goody Fowler's cottage within the society's library.



E. Lapham Peabody, a fussy man of about sixty, is the society's curator. He is known for his seemingly endless collection of colorful bow ties. Mr. Peabody has been curator for over thirty years, and his knowledge of Arkham and its surrounding area's history is unmatched. His current obsession is a recently acquired antique open-back doll's house, which he suspects might be based on a real Innsmouth mansion. He is polite to visitors but impatient; he would like to get back to his restoration of the dollhouse.

**Information on Christopher Seaton and Goody Fowler**

Mr. Peabody knows the story of Christopher Seaton and his connection to Arkham's infamous witch, Goody Fowler. He can confirm that the term "Seaton Summer" originates from the deaths of 1704. Mr. Peabody explains that Goody Fowler was hanged that same year, meeting her end because of an accusation of kidnapping children from the township. He is more than happy to educate the investigators on this chapter of Arkham's history.

Mr. Peabody explains, "No doubt the missing children were sacrificed to Goody Fowler's satanic master, poor things. In any case, it was widely reported that she and her familiar were seen prowling the farmsteads, looking for victims. Not a headless dog, like some say. No, that's not the story as I recall it. Her familiar flew, with great black wings like a raven, but it had devil's horns.

"Seaton's connected with the Fowler story. He was one of the twelve, you see; the good folk who dragged her to Hangman's Hill to be hung. Seaton told people he'd seen Fowler drag off one of his pupils.

"I think there's something else as well, but I can't remember all the details. You might look at the *Bulletin*; we have them in the basement, you know. I think that's where I saw the Seaton story."

**Finding The Bulletin**

The Historical Society keeps back issues of the old *Bulletin* newspaper in moldy boxes in the basement. The basement is a home for rats and swelters in the summer heat. An investigator making a successful Library Use check (with a possible +10% from Peabody's hint: "You might check the Christmas editions") uncovers Spare the Rod Papers #1, an old spook story published in 1826, titled "The Satanic Schoolmaster." It recounts Seaton's story in some detail.

The article contains an illustration of an ugly little poppet, with the caption "Witch Doll." It is a stunted figure in the shape of a man with what appears to be a long whip held in its right hand. Though the article does not elaborate, this is actu-

ally Seaton's doll (see "Seaton's Poppet: Fowler's Enchanted Doll"). It is currently located at Miskatonic University, in the Liberal Arts Building (Department of Archaeology).

**The Town Hall**

This solid brick edifice, built in 1901, houses Arkham's administrative offices and town records. Located at 551 N. Peabody Avenue, in Downtown Arkham, Town Hall is open from 8am to 12pm and then from 1pm to 5pm, Monday through

# M BULLET


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MASS. FRIDAY, DECEMBER 22, 1826.

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**THE SATANIC SCHOOLMASTER**

In the early eighteenth century, Arkham was a loose collection of farms and houses scattered around the township of Merchant. In the entire township, there was only a single, one-room schoolhouse to offer children a chance at education.



Witch Doll

Schoolmasters then were hired more for their strength of character than their learning. The children could become unruly, particularly in the winter semester, and a firm hand was needed to keep them in line. The whip and the rod were the implements of control; respect was for the strong. Without control, a schoolmaster had no future in the job. More than one weak master found himself overrun and at the mercy of the older boys, at which point the children's parents searched for a more suitable, stricter candidate.

Schoolmaster Seaton was a weak man, and his students had turned on him. They teased and threatened him. He worried he would soon lose his position. Recognizing Seaton's weak will and desperation, the witch Goody Fowler offered him power and strength to deal with his students in exchange for his help in her dark rituals. Seaton agreed to the deal and received magical influences from her that established a vicious reign over the school children of Mer-

chant. The rod was not spared on any child, and they learned to obey.

However, the witch exhibited a control over Seaton that he did not like. She forced him to do things that exceeded his professional cruelties, and when Fowler was arrested for witchcraft, Seaton found courage to resist in the numbers of the crowd; he joined the lynch mob that dragged Goody Fowler to Hanging Hill.

But his courage would go un-rewarded. When Fowler saw Seaton among her tormentors, the beldame cursed him saying, "You e'nt surviving me, Master Seaton, not for long. I'll see you in Hell soon enough, and you'll kiss the hem of my skirt, dog that you are!"

Soon afterward, the brave schoolmaster did indeed die. However that was not the end of him, for his former pupils complained that their teacher returned from the grave. He would catch them and whip them, until the flesh was flayed from their bones. For indeed Seaton was himself a thing of bones and blood, and the children claimed he lived in the old well next to the schoolhouse, only to come out at night to catch them.

Six of Seaton's pupils died that year, before the hot summer weather finally broke in a ferocious lightning storm. After that storm Seaton was never seen again. It was said that Fowler rode the lightning strikes down to snatch up Seaton's soul and the witch and her killer spent eternity in the Flaming Pit.

That is why especially hot summers are called Seaton Summers, and why mothers should keep their children close by in sweltering Augusts. For who knows but that Seaton may come up from Hell again, to snatch away little boys and girls?

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**FUGITIVE SLAVE RIOT IN LANCASTER CO., PA.**

Our readers will be already advised of the occurrence of a lamentable riot and loss of life at Christiana, Lancaster Co., Pa., on the 9th inst.—growing out of the attempted capture of two fugitive slaves by their owner.

In order to give the conclusion of this affair in an intelligible shape, a brief summary of the circumstances of the case may be necessary.

A party composed of Edward Gorsuch, of Baltimore county, Md., his two sons, Dickerson Gorsuch and Joseph Gorsuch, Dr. Thomas Pierce, Henry C. Kline, a Deputy Marshal, and two police officers from Philadelphia, started from Philadelphia, with a warrant issued by Edward D. Ingraham, United States Commis-

Friday. Investigators will need to visit the Clerk's Office, where the public records are kept. They may also visit the Engineer's Office and the School Board while here. The board only meets here once a month (currently meeting with an impaled Luck roll by investigators). If the School Board is not meeting, investigators are given the name and address of board member Richard Ashley (see below).

### Clerk's Office

The town clerk, Janet Larkin, is a cheerful, hard-working woman. She runs the clerk's office with two staff members; Mary Potter, a teenaged new recruit, and Elizabeth Bicknell, an aged woman who ought to have retired years ago but will not be persuaded to leave.

Most of the records kept here go back only to the early 19th century. However, it is possible to track down Christopher Seaton by means of census and birth/death records; his listing reads born 16?? and died 1704. If investigators manage this, then Larkin or Potter will remember seeing something that had Seaton's name on it in the Engineer's Office, but they cannot remember what it was.

### Engineer's Office

The Engineer's Office is much more muddled than the Clerk's. There is more staff here, all of whom are eager to help the investigators at Larkin's request. After some diligent searching in the school building records, a packet of old land survey plans is unearthed with a successful Library Use roll. These surveys are sketches of older documents, going back to the 1700s, which show the land around West Main Street. The School Board owns several plots in this area, one of which has a house labeled 'C. Seaton, his dwelling' and marked on it the notation, 'one of the twelve to whom we owe much.'

Study of the documents identifies that Seaton's burial plot was where the Public Schools Building (601 W. Main Street, in Arkham's Merchant District) stands today. The note about the twelve may baffle investigators; it refers to the citizens who caught and killed Goody Fowler in 1704.

### The School Board

These eight civic-minded people meet at the Town Hall once a month, but can be contacted out of hours if the call is about school business. The best way to find a Board Member is via the Town Hall, with other methods possible at the Keeper's discretion. Credit Rating may be helpful here as the Board Members refuse to waste time with people who are not on school business. Richard Ashley is an example board member.

Richard Ashley is an elderly man, a native of Arkham. He was a teacher, rose up through administration to eventually run Jenkin Public School, and is now retired. He is a longstanding Board Member, having been elected four times now. Mr. Ashley's memory of the Seaton story is imperfect. He remembers there was a teacher named Christopher Seaton who died unexpectedly in the early 1700s, and "because the summer was so fierce – six children died that year, most of them in Seaton's district – ever since then, people call those hot summers a "Seaton Summer." It looks like we might be

getting another one this year. I swear, the heat's as bad as I've known it!" Mr. Ashley also suggests that investigators talk to the Superintendent of Schools, Joel Manton, "as he's got an interest in that kind of thing and may be of more use to you than I can be."


## Current Events

Investigators who have discovered the links between Christopher Seaton and the Public Schools Building may recall a story from the *Arkham Advertiser* from earlier this year. It is easy to locate with a successful Library Use roll in any area library or at the offices of the *Advertiser* itself. Investigators who are area residents, who make a successful Know roll, will recall the particulars of the story. The story is listed here as Spare the Rod Papers #2, "Grisly Find at Public Schools Building."

The remains never made it to the university, although only one person is aware of this at the moment. The artifacts recovered with the remains are still there, in the Department of Archaeology, where they were turned over for study to Nathan Rickards, a young graduate student. Rickards still hopes the remains will turn up somehow. Unfortunately, he is quite correct.

## Miskatonic University, Liberal Arts Building

Investigators visiting Miskatonic University can trace the unearthed remains found at the Public Schools Building to the Liberal Arts build-



a Month

### Grisly Find at Public Schools Building

By ROBERTA HENRY.

Early last week, the body of an unknown man was unearthed by Pietro Nuolo, (42), laborer, as he excavated an old sewer line at the Public Schools Building.

"I felt my spade scrape against something," he told this reporter, "and then I got a good look. It was a skull. I've never been so shocked in my life."

The remains were later unearthed and handed over to the authorities. Police Chief Asa Nichols later confirmed that the body was not the subject of a homicide investigation.

Chief Nichols commented, "The coroner's office has advised me that the remains, of an unknown adult, are too old to be the subject of a recent homicide. Certain items found with the body tend to support that view. For that reason we're happy to hand this over to the University; it's more their bailiwick than ours! I wish them luck in unraveling this mystery!"

When pressed, Chief Nichols added, "No, I don't know how it got there. The coroner advised me that the body was over a hundred years old; it's likely that this was a private burial, carried out long before the Public Schools Building was built."

The body and its possessions will be delivered to Miskatonic University's Archaeology Department. Doctor Francis Morgan, the renowned scholar and Egyptologist, will be taking personal charge of the investigation. This reporter joins Chief Nichols in wishing the Doctor the very best of luck!

*Spare the Rod Papers #2*



ing, where the Department of Archaeology is housed. They discover that the renowned Egyptologist Francis Morgan took interest in the remains and artifacts. He handed the case to a graduate student, Nathan Rickards, as soon as it arrived. Rickards will be summoned by Dr. Morgan and instructed to assist the investigators in their inquiries, should they show proper academic credentials or make a successful Credit Rating, Fast Talk, or Persuade roll.

### The Graduate Student

Nathan Rickards is a short, stout young man who desperately wants to impress Dr. Morgan. He hopes to be taken along on Dr. Morgan's next field expedition. Rickard does not have his own office. Instead, he works in a corner of a storage room where the department's odds-and-ends are kept. The room is a jumble of oddments piled high on shelves, most of them labeled "Americana." Indian bones lie next to colonial maps, a battered full-rigged model of Kingsport's *Hellene*, a collection of Civil War toy soldiers, and other remnants.

Rickards volunteered to investigate the "School Body," as it has become known, and quickly discovered the actual human remains were missing. He is sure that the police somehow misplaced the remains in transit. He claims, "I don't know what happened, but it's between them and the coroner. All I know is the box inventory lists the bones in its contents but there weren't any bones in it. Someone lost them, and I'm not going to get blamed for someone else's mistakes! I'm hoping they'll turn up sooner or later, so until then I'm keeping quiet. Even without the remains there's some interesting stuff here." He gladly shows investigators the contents of the School Body box.

### Seaton's Artifacts

Rickards has diligently dated these artifacts to the early eighteenth century, no later than 1715. The police report, of which Rickards has a copy, states that these items were intermingled with the human remains:

- 1) 14 ivory buttons
- 2) 6 coins
- 3) A three-foot-long wooden (oak) stake
- 4) 16 feet of rusted iron chain
- 5) Eight 6-foot-long scraps of linen marked with ink (see below)

The scraps of linen (sailcloth) are cut into long strips like a rope. They are marked in ink with various characters that investigators can determine are a mixture of Latin prayers and occult symbols. Rickards has not translated the markings yet as his research has focused on dating the various items and trying to discreetly locate the missing remains (before someone blames him for losing them).

Investigators making either a successful Occult or Cthulhu Mythos roll realize the length of chain, stake, and linen strips are all components of a powerful binding spell. Seaton was bound in linen ropes and chains before being staked face down in his grave. The magic of these items still functions and can

be used to bind Seaton once more, rendering the undead fiend dormant should he somehow be captured.

### A Curiously Familiar Doll

Investigators who have already obtained Spare the Rod Papers #1 (The *Bulletin* 1826 story, "The Satanic Schoolmaster") should attempt a Spot Hidden roll in Rickards' office. If successful, they notice the poppet depicted in the newspaper story sitting on a high shelf with whip in hand. This is Seaton's witch doll. Should investigators visit here before finding Spare the Rod Papers #1, they can recall seeing the doll here with a successful Idea roll after examining the newspaper story.

### Dealing with Rickards

If Rickards is informed of the occult nature of these items, he suggests the investigators consult the University's library to research witchcraft-related leads (see below). The grad student will not allow anyone to remove the remaining items discovered in the Public Schools Building. He cannot be convinced to do so (with Fast Talk, Persuade, or Credit Rating attempts). He is responsible for them and is nervous because of the missing human remains.

### Seaton's Poppet: Fowler's Enchanted Dolls

Goody Fowler created magical dolls for those serving her. The dolls magically enhanced personal attributes or improved the skills of those who received them. The dolls also granted the witch considerable power over the people who accepted her magical favors, causing her servants to remain loyal.

Goody Fowler created the dolls with a combination of clay and straw, adding the subject's blood, hair, and clothing to build a resemblance to the subject. When complete, the subject received a boost to either their abilities or skills, of anywhere between +1 to 3 points or +5% to 15% respectively. The bonus varied with the amount of Magic Points (MP) invested by the caster (8 MP to cast the spell for a +1 or 5% bonus, with 2 additional MP lost for each additional +1 or 5%, to a maximum of 12 MP and a +3 or +15% bonus). POW and Cthulhu Mythos scores cannot be raised by use of such enchanted dolls, and a spell caster cannot create a doll for themselves.

The downside of such a boon was the power this granted to Fowler over the subject. Physical attacks to the doll made within sight of the subject cause them harm. The damage ranges from 1D4 to 1D8 damage, depending on the type of attack. Piercing attacks do minimal possible damage. Subjects reduced to zero hit points are knocked unconscious. The dolls are indestructible unless a specific Word of Power is spoken, which allows the doll to be consumed by fire. This was done only if Fowler wished to kill the subject, as destruction of the doll caused the agonizing death of its subject. This power only works if the person destroying the doll is within sight of the subject; otherwise, neither the doll nor subject is destroyed.

Investigators wishing to use the items in an attempt to rebind Seaton into dormancy will need to liberate them from the storeroom. Investigators can attempt an after-hours break in or slip the items out from under Rickards' nose. The latter is possible by having someone distract him while another investigator makes successful Conceal rolls. If the investigators show an interest in these items and they later go missing, Rickards likely suspects them and may tell police that he thinks they stole them.

The poppet is another matter. Rickards does not consider it to be of any significant historical value and will likely not notice its absence. He will not sell it or give it away, but he will allow the investigators to borrow it with a successful Fast Talk, Persuade, or Credit Rating roll. Investigators wishing to steal it need only make a successful Conceal check to pocket it unnoticed. Unfortunately, the investigators are not the only ones interested in this item. Seaton wants this doll back, and if the investigators do not take it, he soon does.

## Miskatonic University, Orne Library

Investigators visiting the Orne Library can find general information on Arkham's history. The only item here regarding Christopher Seaton is his name listed with a dozen local citizens who are suspected in the lynching of Goody Fowler. There is more information about Goody Fowler. Investigators making a successful Library Use roll find a late 17th century map showing the location of a cottage just outside Arkham belonging to G. Fowler. Investigators in possession of this map can locate the cottage by making a successful Navigate roll.

## Public Schools Building

Located in the Merchant District, this small building is used as storehouse and workshop. Arkham's public schools use the building as a dumping ground for things they cannot use or store easily. The accumulation of junk varies from old Christmas decorations to surplus desks and chairs, reams of paper, old textbooks, etc. There is even a dilapidated horse buggy here. Because things are brought in and out regularly, people visit daily. At night the complex is deserted, as the Board will not pay for a watchman.

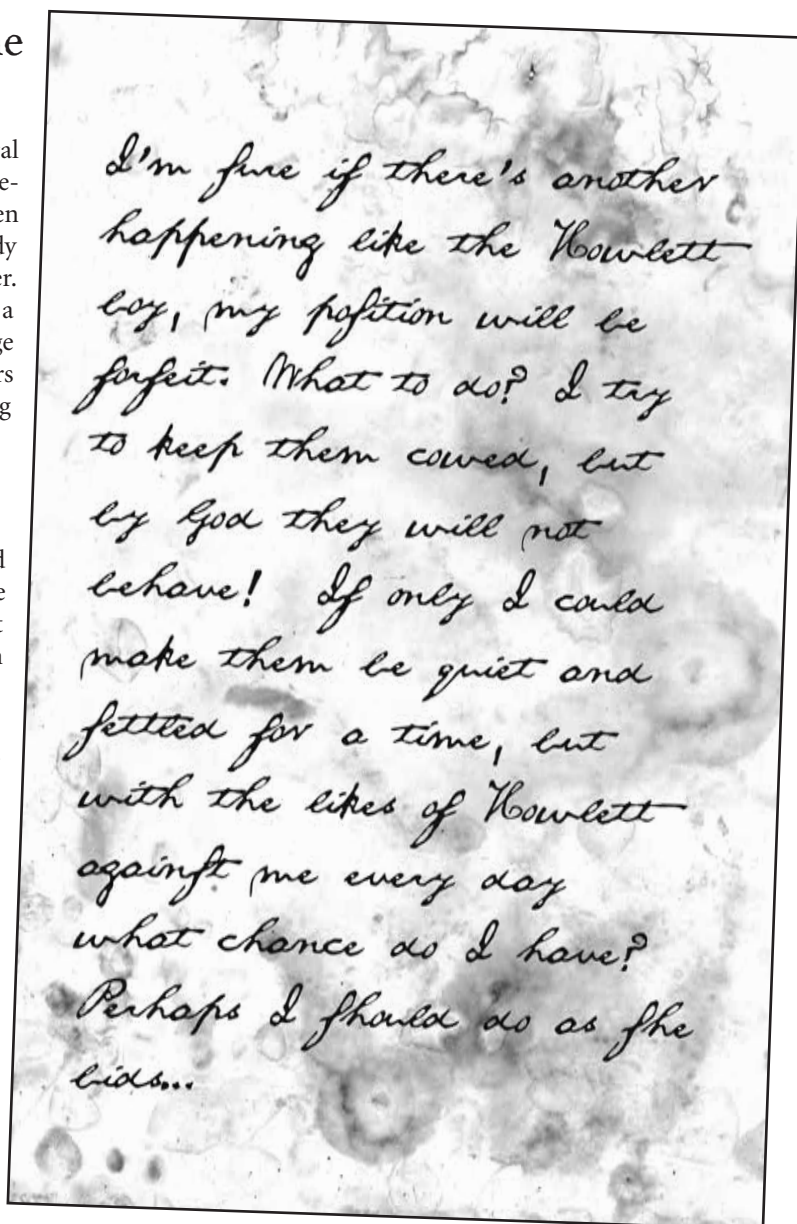
The building is antiquated and holds the slight smell of mold. This past spring, while cleaning and fixing poor drainage, human remains (Seaton's) were discovered here. Work stopped at that point and never resumed. The drainage problems are now worse than ever.

Joel Manton, the Superintendent of Schools, runs the PSB. He has a deep interest in school folklore and Seaton's story is among his favorites. He sometimes retells the story at Halloween to the children of Hubbard Grade School, located nearby. Manton can tell the investigators as much as Peabody at the Historical Society. Keeper's Note: Joel Manton appears in Lovecraft's story, "The Unnamable."

## Speaking with Joel Manton

Manton is convinced that the bones found in the school building belonged to Seaton, and he has informed the police of his theory. He complains, "They didn't pay any attention. I wanted to talk to that archaeologist, Morgan, but he wasn't interested either." Manton shows the investigators where the body was found, as well as other interesting landmarks connected with the Seaton legends (see Manton's Tour).

If asked about Seaton, he mentions having a few relics from Seaton's era, including a fragment of what he suspects is Seaton's diary. If asked he gladly shows it to investigators, although he will not part with it. These are a collection of water-soaked and mostly illegible papers that Manton found in an old box in the Public Schools Building. He is sure the writing is Seaton's, as he has compared it to his signature on the school rolls.



Spare the Rod Papers #3



Manton knows of recent activity on Hangman's Hill. If the investigators say they are researching ghost stories, he responds, "I suppose you know the history of Hangman's Hill? Well, people hereabout are pretty stirred up, have been since the summer heat settled in. Some say witch lights have been seen moving around up there. Great balls of luminous fire, floating above the ground. I've heard stories, but never seen one myself."

*Keeper's Note:* This is true, being the work of Goody Fowler. The witch's ghost is normally only able to return to the land of the living twice a year. Seaton's resurrection has sparked this renewed activity. Fowler has little power outside her two days in the year and can only currently appear in this reduced form. Hangman's Hill is still a dangerous place, since ghouls will be on the prowl.

### Manton's Tour

Mr. Manton gives the investigators a tour of where Seaton's remains were found. He shows them an old pit where drainage pipes were being installed. Manton also directs the investigators to Seaton's old hiding place, in the basement.

"The stories had it that Seaton, after he returned from the Pit of Hell, hid in the well attached to his home. He'd only come out at night to attack his old pupils. Of course, the stones of the well are long gone, but see this trap door? What I think happened was when the Board built over Seaton's land they built over the well. Rather than fill it in, they had the thought that perhaps the water would come in handy again one day. So they hid it and forgot about it."

Manton opens the trap door and exposes a well lined with stone. The air fills with the smell of sewage. If a line or object is dropped in the well, it proves to be about forty feet deep. The water is brackish, foul, and should not be drunk (Poison POT 8). Manton will not let anyone spelunk down its depths. This is one of Seaton's lairs (see below).

## PART THREE: RESTLESS PLACES

Investigators by now have several leads. They can explore Arkham's Old Wooded Graveyard and Hangman's Hill, looking into the activity reported around the site of Goody Fowler's lynching. They may also be able to locate the ancient witch's cottage just outside of Arkham, a place filled with wonders, secrets, and horrors. Investigators can also take a closer look at the covered well in the Public Schools Building. However time will soon be against them, as Seaton resumes the activities for which he is most famous.

## The Old Wooded Graveyard and Hangman's Hill

The investigators may come here looking for clues. The Hill is the highest point of Arkham's Old Wooded Graveyard (see *H.P. Lovecraft's Arkham* by Keith Herber for more information) in the Merchant District just west of Boundary Street. The graveyard is a desolate place grown wild with weeds and bramble. Its stones and tombs are not maintained. In the heat of the day the only sound that can be heard is the distant rumble of the city. At night, the graveyard is sunk in gloom, as nearby roads have no street lamps and the only noise is the muffled meeping of the ghouls.

An old three-and-a-half-foot tall iron fence surrounds the graveyard, but it has been breached in several places (possibly by children, but in fact by the local ghouls) and can easily be climbed over. The graveyard is presided over by an ancient willow tree whose twisting trunk has engulfed a slate tombstone. Careful searching around the roots reveals scattered human bones and a well-hidden hole (the ghoul's refuse pile and tunnel entrance).

Hangman's Hill is a bare, grassy summit. Old, dry bones can be found here beside odd, fresh-looking hoof marks. Careful archaeological searching would uncover three stone supports that were the foundation of the gallows now sunk in the dirt. Anyone visiting here at night encounters Fowler and the ghouls, while those coming during the day are noticed and approached by Elijah Potts, an area resident and stonecutter.

### Elijah The Stonecutter

Elijah Potts appears if the investigators visit the graveyard by day. Elijah is a stonemason who has carved tombstones in Arkham for more than sixty years. He lives and works in a decaying 17th century mansion directly opposite the graveyard, giving him an excellent view of everything that goes on there. He knows ghouls infest the graveyard, has seen Fowler's ghost twice, and witnessed her kill one unwary man attempting a Hallowmass vigil. Elijah is deathly afraid of the old witch and her ghoul servants. He normally remains silent on the matter, terrified of her vengeance. However, the witch light and increased ghoul activity further alarmed him, and he doesn't want to witness any more deaths. If it looks as though people might enter the graveyard at night, he does his best to warn them off.

Elijah will say, "I beg ye, doan't go there b'night! Y'doan't knowaw what walks there in its own light, or what follers in her train. Them that feasts will play wit' ye, and I knowaw what manna' o' games they revel in, none better! Stay cleer o' this place, if ye'll be toald—and if not, Goad help ye." And he'll say no more on this matter.

### Goody Fowler and the Ghouls

Fowler's current form is a witch light, a ball of luminous red flame about half the size of a man that floats about the graveyard. This is a much-reduced version of her usual appearance

and is only possible because of Seaton's activity. Normally Fowler is restricted to manifesting only two days during the year. The witch light is impervious to all non-magical attacks and has 13 HP. Currently Fowler cannot interact with the physical world and is unable to harm anyone, physically or magically. Mentally is another matter, as viewing her requires a Sanity check for 1/1D4+1. She can communicate empathically with the ghouls, but is unable to do this with anyone else. Fowler may order the ghouls to take physical actions for her, and they obey her without question. She cannot yet leave the graveyard but has a plan to change that.

There are typically 1D6+2 ghouls in the graveyard on any given night. Fowler will order the ghouls to hunt, capture, and return Seaton to Hangman's Hill. She wants Seaton to beg for her mercy before usurping his body for her own purposes. Ghouls moving outside of the graveyard travel in packs of 1D3+1 and try to avoid human contact. If cornered they will viciously defend themselves.

### Ghouls

STR 17    CON 13    SIZ 12    INT 14    POW 12  
DEX 15    Move 9    HP 13

**Damage Bonus:** +1D4

**Weapons:** Claw 40% (1d6+db), Bite 30% (1D6 + automatic 1D4 worry per round, STR v STR to break the hold).

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

**Skills:** Burrow 75%, Climb 85%, Grapple 45%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%, Track 40%.

**Sanity Loss:** 0/1D6

### Goody Fowler's Cottage

If the investigators discover the connection between Seaton and Fowler, they may attempt to find her old cottage. It is located several miles southwest of town, just off the road towards Boston. The cottage is a gray saltbox, a typical New England timber frame structure. The front elevation is two stories tall while the rear is only one; the slate roof extends rearwards almost down to the ground. The only stone elements in the structure are the chimney, fireplace, and foundations. Everything else is timber, held together by clever wood joints and pegs.

Fowler's cottage still stands, even after all these years, in as good a condition as it was when Fowler was dragged to her death. This is because she protected her house against harm with invocations to her master, the Outer God Nyarlathotep. Each window and both doors are marked with sigils similar to the Elder Sign, but a successful Cthulhu Mythos check identifies these markings as invitations to, not wards against, the darker powers. Investigators must make Sanity checks (0/1D4+1) to enter the house. Those failing this check will not willingly go inside the house and instinctively realize the house is part of a larger, malignant entity that is reaching out to destroy everything in its path.

**Keeper's Note:** Taking items from the house carries immense risk. By now everything within the house is tainted by association with the Mythos. Chairs may look comfortable but feel as though they were covered in rough Byakhee's skin. Cloth looks clean but stains everything touching it. Silverware makes food taste as though it is rotten and maggot-ridden. Sanity checks for such experiences vary with the Keeper's whim; assume a range of 0/1 to 0/1D3. Moreover, anyone possessing something of Fowler's is subject to bad luck; their Luck score is reduced by 3% cumulatively per week the item is owned. Such items ultimately return to the house, vanishing in 1D100 days, as though they were stolen. In fact, it will have gone back to Fowler's cottage, to await the return of the mistress. The house and all its contents are protected by the Black Man's Sigils. If each of these is destroyed the house decays, falling into ruin as the decades catch up with it.

1) **Main Hall:** The main hall is a narrow, dark stone-flagged passage.

2) **Parlor:** This large room is sumptuously furnished. Pride of place goes to the Oriental rug covering the floor. The chairs, longcase grandmother clock, side tables, and knick-knacks are the finest anyone could obtain in the early 1700s.





**3) The Fireplace:** Within the bricks lies a secret. The flagstone can be levered up and underneath is hidden a book, Fowler's grimoire (see below). Investigators realize that the flagstone is loose with a successful Spot Hidden roll, because it is slightly out of place and the mortar has fallen away.

**4) Kitchen:** A wood-fired oven, carving table (with cleaver), and copper-bottomed pots and pans are found here. Anyone not devoted to Nyarlathotep hears a constant, low-pitched sobbing when in this room, requiring a Sanity check for 0/1D2. Inside a wooden box is a collection of old bones and bloody rags. There is a pantry full of venison and herbs, all seeming perfectly fresh but will cause nightmares if eaten. Sleepers dream of a witch's Sabbath with the Black Man in attendance, and suffer 0/1D3 points of Sanity loss.

**5) Dining Room:** This room is furnished with curve-back Queen Anne chairs and elegant walnut table. A massive hutch stores table linens, silverware, and plates.

**6) Master Bedroom:** The oak four-poster bed is a 17th Century gem, the bedding and linens are opulent. The chamber pot is German porcelain from Dresden, a rarity given that porcelain was only just available in the West in the early 1700s. There is a massive, medieval-style chest at the foot of the bed. Within it are linens, clothes, and an ornate box containing strings of pearls and gold brooches.

**8) Second Bedroom:** This door is rougher and sturdier than the others in the house (see #7 on the map on page 91). It is kept shut by a wooden bar. Inside are several wooden cages, the floors of which are covered in filth, rags, and bones. This is where Fowler kept her victims, particularly the children that she snatched with Seaton's help. The wraiths of four lost souls still haunt this room.

### The Vengeful Dead

The wraiths cannot leave this room, but attack anyone entering. They ambush trespassers by first slamming the door shut behind them and then attacking in force. They appear as spectral, gaunt children of about seven years old dressed in ragged late 17<sup>th</sup> century garb (two boys and two girls), spitting out blasphemies at their victims "for coming too damned late!" Encountering the wraiths requires investigators to make a Sanity check for 1/1D8+3 (adjusted for the number of wraiths).

Each wraith has INT 8 and POW 11. It attacks by matching its POW (11) vs. the investigator's CON score on the Resistance Table. If the attack succeeds the investigator is drained 1D6-1 points of INT. Anyone reduced to zero INT becomes an imbecile and may later be found wandering the wilderness in a near-mindless state. If the attack fails the wraith loses 1D6-1 points of POW, and if this score falls to zero it is dispelled for 1 year (see *Malleus Monstrorum*, page 260).



## The Cottage's Guardian

Fowler's familiar, a Nightgaunt, is often found here. It normally only appears on the two nights a year which Fowler appears, but as Fowler has returned before that time, so has it. It hunts in the fields surrounding the cottage at night, staying close to or within the saltbox during the day. The creature attempts to recover Fowler's book, should investigators take it. If challenged, it flies off, possibly trying to snatch an investigator as it flees.

### Nightgaunt

STR 11    CON 12    SIZ 15    INT 6    POW 10  
DEX 14    Move 6/12 flying    HP 14

**Damage Bonus:** +1D4

**Weapons:** Grapple 30% (holds for tickling), Tickle 30% (immobilizes 1D6+1 rounds).

**Armor:** 2-point skin

**Skills:** Hide 90%, Sneak 90%.

**Sanity Loss:** 0/1d6

## Fowler's Grimoire

Sanity loss 1D3/1D6; Cthulhu Mythos +5%; average 13 weeks to study and comprehend, 1 day to skim, 3 days to copy.  
Spells: Elder Sign, Summon/Bind Hunting Horror.

**Description:** This is a treatise bound in black leather, with no maker's mark. The only mark on the cover is a strange scratched sigil, very similar to the ones outside the house above the doors and windows. The book is handwritten, starting as the slightly illegible diary of a Bostonian lady before becoming the elegant script of Goody Fowler, which dominates most of the book. The grimoire is part diary, notebook, and confessional. The fine script begins with a brief description of the author's arrival in the colonies as an indentured servant in Boston, her escape from servitude (by poisoning the household, including "prissy Missy, who took over-long to die"), and then her life in Salem and Arkham. By her own count, Fowler murdered forty people, not including children, slaves, or Indians. She writes of devoting her soul to "my priapic Master" long before emigrating.

**Clues:** The text identifies several important Arkham people as her "slaves in all but name." Seaton features prominently in the last few pages as "my devoted Dog, who owes me his strong right hand. There's a price to be paid, Worm, and soon you shall know it."

There is also a drawing of five small poppets, dressed in various 17th century clothing. Each has a name, a Latin word written in blood, and a short note about the bargains made through them written below each. One reads, "M. Bixby, infidelis, granted greater beauty." Seaton's doll appears here above with the words, "C. Seaton, vermis, given more strength." One poppet has a black X drawn over it with the note, "Cast into fire to silence H. Wade, lost his nerve and refused me." Investigators may surmise that these dolls granted power to their subjects while making themselves totally vulnerable to Fowler's punishments. They may also correctly assume that destroying

Seaton's poppet will cause the fiend considerable harm. The doll can only be destroyed if the word vermis is spoken before casting it into fire while in line of sight of Seaton.

**The Curse:** This book is cursed. Anyone removing this book from its hiding place permanently loses 1 point of APP per day until the book is returned or his or her APP is reduced to 1. The book cannot be destroyed by normal means, though a blessed blade or Dust of Suleiman might work. In addition, Fowler's Nightgaunt servant will come for the book soon after it has been stolen. It will, if possible, carry the thief high above the Arkham rail yards and drop them to their doom. If this creature is killed or prevented from doing this, another arrives at the next full moon to complete the task.

# PART FOUR: A SEATON SUMMER INDEED

While Goody Fowler is a dangerous and sinister entity, she can do little to harm those in Arkham. She is confined to the Old Wooded Cemetery and Hangman's Hill, only able to influence events outside of that place by using her ghoulish minions. Christopher Seaton does not have that restriction. Free of his bindings, he can now move freely about and do as he pleases. However, his mind is twisted and diseased; his perception of reality is warped. Soon after the investigators arrive Seaton rises from his hiding place and gives in to his irresistible urges. It is time once again to punish the naughty children of Arkham.

## Events Timeline

As investigators learn Seaton's mystery, the two main characters, Seaton and Fowler, are pursuing their own agendas. Fowler wants her ghouls to drag Seaton to Hangman's Hill, and make him beg for mercy before stealing his physical body for her to inhabit. Ghoul activity increases, particularly in the Merchant neighborhood, as the hunt for Seaton continues.

Seaton is confused. He does not realize that centuries have passed since his death. However he still wants vengeance on children. He seeks them out and kills them whenever possible. By day he hides in water, either in the well in the Public Schools Building or in the Miskatonic. By night he emerges to seek victims.

Meanwhile investigators work towards various goals, hopefully protecting Arkham's children, stopping Seaton, and preventing Goody Fowler from obtaining a physical body. Keepers should have all three missions intertwine, carefully pacing things for the best effect. Below is a timeline of events followed by details connected to each event. Such events can be used if investigators failed to prevent previous events and need to be prodded into action.



- 1) Seaton escapes from the police evidence room and finds his way into the well in the Public Schools Building. He remains there for several weeks, scavenging clothing from the cluttered items stored nearby until the August heat drives him to seek revenge on the school children of Arkham (see “Seaton’s Lair”).
- 2) Seaton tries to recover the enchanted doll Goody Fowler made of him from Miskatonic University (see “The Doll”).
- 3) Seaton breaks into the Hubbard Public School and steals a detention book from a teacher’s desk (see “The Naughty List”).
- 4) Seaton claims his first victim, Lucy Potter, a well-known tattletale (see “The Tattletale”).
- 5) Seaton attacks second victim, Charlie Baker, a bully (see “The Bully”).
- 6) Unless stopped, Seaton attacks two more victims, Ruth Mowry and Peter Baker, Charlie’s girlfriend and younger brother (See “The Flunkies”).
- 7) Possible Event—if investigators are searching for Seaton, Fowler’s ghouls attack them in hopes of performing an interrogation (see “Two Hounds, One Hare”).
- 8) Unless stopped, Seaton attacks his fifth victim, Nelson Barnard, a thief (see “The Thief”).
- 9) Unless stopped, Seaton attempts to attack his sixth victim, Sep Howlett, a scrapper. Fowler’s ghouls capture Seaton, Howlett, and possibly the investigators (see “Netted”).
- 10) Fowler’s ghouls take Seaton, Howlett, and possibly the investigators to Hangman’s Hill. Fowler usurps Seaton’s body, destroying his soul, and makes young Howlett her minion (see “A Deathless Reunion”).

Keepers should feel free to use as many or as few of these events as required. They are described as though Seaton carries out his plans without interruption. If the investigators disrupt Seaton’s actions, keepers should use the events as a guideline for what happens next. Should things go badly and investigators find themselves having to deal with the local police, the statistics for an average Arkham Patrolmen are included below.

#### Typical Patrolman

STR 15    CON 15    SIZ 15    INT 11    POW 13  
DEX 10    APP 12    EDU 10    SAN 60    HP 15

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch 65%, 1D3+db

Head Butt 40%, 1D4+db

Grapple 45%, damage special

.45 Revolver 45%, damage 1D10+2

Nightstick 55%, damage 1D6+db

**Skills:** Dodge 29%, Drive Auto 60%, First Aid 40%, Hide 15%, Law 15%, Listen 35%, Motorcycle 35%, Persuade 25%, Psychology 35%, Sneak 5%, Spot Hidden 30%.

## Hunting Seaton

As Seaton hunts children, the investigators may be hunting him. They may try to locate the places where he’s struck, track him back to one of his lairs or even attempt to anticipate his

next target and lay in ambush. The investigators may follow the children who are his likely targets in the hopes of finding Seaton. While this plan has merit, it may attract the attention of suspicious adults, who won’t like strangers following their kids around. In extreme circumstances, this may provoke police involvement.

### Seaton’s Lairs

The undead fiend remains dormant during the day, ideally spending time in or near water in one of his lairs. His first choice is deep in the old well beneath the Public Schools Building, which was his original lair. He brings his kills here, making the already foul smell here grow steadily worse. The victims are bound together with chains stolen from storage rooms above and are left sunken in the well. Seaton removes the skin from his victims in ragged clumps, making them nearly unrecognizable. He also takes the eyes from his victims and inserts them into his own empty sockets. Such eyes rarely last long, forcing Seaton to exchange them for fresher pairs.

If Seaton cannot enter his well, his next choice is the Miskatonic River, not far from the North West Street Bridge. There he has located an abandoned Model T sunken in the Miskatonic with only the remnants of its roof showing above water. This will serve as his replacement lair. His victims are stored in the trunk of the car, while he rests in the driver’s seat. Use of this lair may lead to his discovery, since human fat acts like oil on the water’s surface. It calms the water, making the river behave in an unusual way, which can be spotted from shore by anyone making a successful Spot Hidden roll. Investigators finding and viewing either of Seaton’s grizzly lairs must make a Sanity check for 1/1D4+1 points if Seaton has stored any victims in it.

### The Doll (Miskatonic University)

Before starting his murderous spree, Seaton searches for the one thing that can be used to destroy him, the doll Fowler made in his likeness. He is drawn to it magically, allowing him to locate it with time. Its pull is strongest in the storeroom of the Archeology Department at Miskatonic University, even if investigators have removed it from there.

While breaking into the school to retrieve the doll, Seaton encounters and attacks Nathan Rickards, who escapes with his life but not his sanity. Rickards is taken to the hospital where his wounds (deep lash marks) are treated, and then he is transferred (a week later) to Arkham Sanitarium. Investigators are denied access by doctors and police unless they make a successful Fast Talk or Persuade roll. However, the student offers investigators no information; he babbles on and on as if he is on an Egyptian expedition.

If investigators have taken the poppet, Seaton begins tracking them. He has a strong enough personal connection to the doll that he can find it in 1D3 days. If the doll is still at the storeroom of the Department of Archaeology of MU, Seaton steals it, keeping it on his person (the pocket of his long, dirty overcoat) for the remainder of the scenario. Either way he continues with his plans of punishing Arkham’s children, moving on to the Hubbard School and his victims as soon as possible.

**DAY, AUGUST 28**

**M.U. STUDENT INJURED**

A break-in at Miskatonic University early last evening left one student, Nathan Rickards, 21, badly injured. The intruder fled the scene without taking anything.

Rickards is a graduate student in the Department of Archaeology. He was working alone in a storage room in the Liberal Arts building at the corner of College and West streets. He suffered deep lash marks in the attack, and was taken to St. Mary's Hospital.

Arkham Police Detective Ray Stuckey commented, "The perpetrator was probably lost, as the Department keeps nothing of value. We think Rickards will soon be able to give us a full description. In the meantime we ask students not to play the hero if they see unfamiliar faces on campus. Rickards' attacker is very dangerous; we don't want a repeat incident."

Anyone with information regarding this case is asked to contact Detective Stuckey.

*Spare the Rod Papers #4*

**The Naughty List (Hubbard Public School)**

Seaton wants children to punish. Just after sundown on the night after his visit to Miskatonic University, he breaks into Hubbard Public School, smashing his way in through a window. He then ransacks an eighth grade classroom. He breaks open cupboards, scatters papers, and overturns desks while searching for two specific items: a detention book and a school directory. He finds both and takes them.

Should investigators guess Seaton's secret and try to ambush him here, they will come upon the abomination as he finds the books he was seeking.

Any encounter with Seaton will be almost immediately interrupted. Four ghouls, who have been tracking the undead schoolmaster, attack the investigators as they try to protect their prize. Seaton flees with the books during the confusion, leaving the investigators to face the ghouls.

The ghouls fight only until Seaton escapes the area, setting off after him soon after. With the detention book, Seaton can now track down "naughty children."

If investigators learn about the incident after the break-in, they may question Eliza Walker, the teacher whose class was broken into. She will be in her classroom cleaning up the mess and surveying the damage. If investigators help her clean up the mess, she gladly speaks to them. Otherwise, getting information from her will require a successful Fast Talk or Persuade roll. She claims the only

things apparently missing are copies of the student directory and detention book. She can remember the names of the children who appear most often in the book, listing them as "a bully named Charlie Baker, his little girlfriend Ruth Mowry, the school thief Nelson Barnard and Sep Howlett, Arkham's youngest menace."

**The Tattletale (Merchant Neighborhood)**

Seaton's first victim is Lucy Potter. She's not someone from Eliza Walker's list but is in the detention book as an informer. She told her teacher what the "bad children" were up to and her name appears on almost every page of the book. She lives at 28 Crane Street, a block south of Hubbard Public School. On the day of her abduction, she is window-shopping at Gleason's Department Store and loses track of time. She is snatched after dark as she makes her way home.

**zette**  
HOME JOURNAL

Entered as second class matter under the act of congress of March 3, 1879. Published daily except Sunday at 350 W. Hyde St., Arkham.

**Have You Seen This Child?**

Police are appealing for witnesses to the abduction of Lucy Potter, age 12, of 28 Crane Street. The girl was last seen wearing a blue patterned dress yesterday afternoon window-shopping at Gleason's Department Store on West Church Street. Harriet Potter, the girl's mother, told this reporter, "She's a good girl, a top student; she never gets in any sort of trouble. She wouldn't have run away from home. Lucy's not even late for dinner."

Lucy is described as just over five feet tall, with dark brown hair and eyes. Anyone with information concerning the whereabouts of Lucy Potter is asked to contact Detective Ray Stuckey at the Arkham Police Station.

Our prayers are with her family for her speedy and safe return home.



*Lucy Potter, 12*

*Spare the Rod Papers #6*

Seaton catches her as she cuts through the construction site for Jonathan Edwards Hall (Miskatonic University, 270 S. West Street, location 2 on the Arkham map on page 82) trying to get home quickly. Investigators searching for Lucy may trace the route between Gleason's Department Store and her home. Along the way they pass the construction site. Anyone searching the site and making a successful Spot Hidden roll notices a stray cat playing with the girl's severed tongue. Lucy's body is in Seaton's lair.

Investigators will likely not be present during this attack, as

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SEVENTY-EIGHT PAGES — ARKHAM

**Break-In at School**

Hubbard Public School was vandalized last night, in the second incident of violence at a local educational institution. Police believe that the culprits were likely hobos looking for a place to sleep. They ask any witness to the break-in to kindly come forward with any information.

The incident is believed to have happened after 8 a.m. but before 1 a.m., when a passing patrolman discovered a broken window.

*Spare the Rod Papers #5*



Eliza does not mention her. To Eliza, Lucy is not one of the bad children, though she is in the book. Fowler's ghouls investigate the site the night after Seaton's attack and may encounter the investigators. If this happens, Keepers may wish to insert Event Seven (see Timeline of Events) at this time.

### The Bully (Merchant Neighborhood)

Charles Baker is in Walker's detention book more than any other child. His offences are numerous; ever since the 1st grade, he has been bigger, meaner, and more violent than anyone else his age. He lives with his father and four brothers in a tumbledown house just off Hill Street (location 3 on the Arkham map on page 82). Seaton catches him on a sandlot baseball field between Boundary and Hill Street. Charlie will be counting his loot, loose change extorted from smaller kids, which he buries in a jar on the sandlot.

The sandlot is within sight of the Old Wooded Graveyard. With a successful Luck roll, investigators searching here at night will see Fowler's witch light floating atop Hangman's Hill. Investigators searching the sandlot for signs of any of the missing children will find a broken jar, scattered coins, and some blood. Investigators making a successful Track roll find the tracks of a shuffling figure leading north on Boundary Street. This is the general direction of both the Hubbard Grade School and Public Schools Building (location 4 on the Arkham map on page 82). Keepers can inform investigators who don't realize this, with a successful Idea roll.

### The Flunkies (Merchant Neighborhood)

Peter Baker is Charles Baker's younger brother and Ruth Mowry is Charles' best girl. Both are in Walker's detention book, usually because of their complicity in Charlie's shenanigans. After Charles' disappearance, these two track down his attacker. They track Seaton and Charles (his body) into the Public Schools Building. This proves to be their undoing, as Seaton easily catches and butchers them both.

Seaton abandons the well after this, as he becomes afraid that if children could track him here, surely others must be close behind. He moves to his secondary lair along the Mis-katonic River. Seaton leaves his previous kills, four skinned corpses, chained together in the well.

### Two Hounds, One Hare (Anywhere)

Once investigators begin tracking Seaton, it inevitably brings them into conflict with Fowler's ghouls. If the ghouls keep seeing the investigators around Seaton's trail, they'll think perhaps there's a connection. Four of them attempt to ambush the investigators, ideally grappling and capturing one. The ghouls will not attack large groups of investigators, preferring at least two-to-one odds.

If such an ambush proves successful for the ghouls, the captive is dragged off to the basement of an abandoned house on Boundary Street. This house is near both the cemetery and the sandlot where Charles Baker was taken. The basement walls are thick and the house isolated from its neighbors, chosen



precisely for these reasons. The ghouls then interrogate their captive, trying to uncover what their interest is in Seaton.

They have an unusual method of interrogation: eating a subject's toes, one by one, before working their way up. The ghouls take their time, letting their clammy tongues linger before biting down in order to best terrorize their victims.

"This little piggy," one of them chants, while the other devours the investigator's flesh. This inflicts 1 HP of damage per toe and subjects suffer 0/1D4+1 Sanity loss for going through this ordeal. This doesn't include a loss for seeing the ghouls, which should be handled separately. The ghouls stop if they get the information they want: the reason why the investigators are after Seaton. They will say, "Leave him to us; we're trying to stop him too. Just back off and let us do our job, or else we'll start at the head next time and not the feet."

The ghouls depart during the day, leaving their victims here well tied up. Investigators trying to rescue a captured friend can follow the ghoul's trail here and detect the lingering stench of ghoulish flesh. The ghouls have dug a tunnel leading out of the basement that they can flee through, if needed.

**A small pack of ghouls**

	Ghoul #1	Ghoul #2	Ghoul #3	Ghoul #4
STR	15	16	15	12
CON	13	10	9	12
SIZ	13	14	15	18
INT	12	10	17	12
POW	11	14	13	15
DEX	14	13	12	17
Move	9	9	9	9
HP	13	12	12	15
DB	+1D4	+1D4	+1D4	+1D4

**The Thief (Merchant Neighborhood)**

Nelson Barnard lives with his parents on the corner of West Pickman and Hill Street, location 5 on the Arkham map on page 82. Eliza Walker has him pegged as a thief, and she is right. Nelson is a kleptomaniac; he takes what he can, when he can, regardless of its value. He then stores his loot in the attic of his house, which is the one place his mother never goes.

Seaton enters the Barnards' home and attacks Nelson in the attic, beside his cache of stolen items. Anyone inspecting the scene after the attack finds signs of a struggle but remarkably little blood. Investigators making a successful Spot Hidden check will locate five fingers, severed not by a knife but by teeth. Nelson ends up in the trunk of the submerged Model T on the riverbank in Seaton's secondary lair.



*Spare the Rod Papers #7*

**Netted (Merchant Neighborhood)**

Septimus "Sep" Howlett is the last child Seaton abducts. Sep is a born scrapper and troublemaker with dreams of becoming a member of the Finns, a local Arkham gang. He does odd jobs for the gang, like delivering messages and selling small amounts of liquor.

Seaton attempts to grab Sep on West River Street, but the strongly built teen manages to escape. Sep flees towards home cutting through the Old Wooded Graveyard, and Seaton, heedless of the danger, follows. Both are swarmed by a large pack of Fowler's ghouls, bound and dragged up to Hangman's Hill.

If investigators are present when this happens, 1D6+2 ghouls will also attack them. The creatures grapple rather than attack, incapacitating everyone and letting their mistress decide what happens to captives. If the investigators defeat the ghouls attacking them, they find that both Sep and Seaton have been dragged up to Hangman's Hill during the battle. If they are captured, they are similarly dragged up the hill.

**A Deathless Reunion (Old Wooded Cemetery)**

The night is stifling hot, the air humid, the skies black with thick clouds blocking out the moon and stars. Somewhere a clock strikes midnight, the wind picks up, and a storm begins brewing.

Fowler wants Seaton for two reasons: revenge and escape. She loathes Seaton for betraying her, and leaving her to die on Hangman's Hill. Being bound to this site was hardly the fate she had planned for herself. What makes it all the more galling is that Seaton, the one responsible, can move about freely.

The floating witch ball appears and seems to hover near the ghouls, who proceed to rip Seaton limb from limb. The undead creature writhes in obvious agony before being allowed to regenerate and reform. Fowler has them do this several times before hovering near the ground while the ghouls press Seaton's face against the edge of the ball, "to kiss the hem of my skirt, as I said you would."

**Goody Fowler's Exit Strategy**

After this humiliation is over Fowler's attention turns to her hope for a physical body. She plans to transfer her consciousness into Fowler's rotted, but solid and freely moving, body, destroying Seaton's soul in the process. This will allow her to leave Hangman's Hill and travel about unhindered.

To complete her plan and possess Seaton's body, Fowler must first destroy all remnants of his soul, including the fragments trapped in his enchanted doll. The doll at this point will be in one of two places, in Seaton's pocket or in the possession





of the investigators. Fowler will know exactly where the doll is and use everything at her disposal (the ghouls) to recover it. If she obtains the doll, she has the ghouls toss it into her flaming form. The doll bursts apart in a white hot flash and the reek of brimstone. In that moment the witch ball vanishes, Seaton's soul is destroyed, and Fowler usurps control over his decayed form. Witnessing this take place costs viewers 1/1D8+1 SAN.

## Investigator Victory

There are many ways for the investigators to successfully complete this scenario. They can capture and bury Christopher Seaton. Using the stake, chains, and linen straps found in the University storeroom renders Seaton dormant in his grave once more. While not a permanent solution, it did last over 200 years last time.

Investigators can use the enchanted doll to combat Seaton, but cannot destroy him with it unless they learn the command word. Should they discover the command word vermis in Fowler's grimoire, they can burn the doll while in line of sight of Seaton, which utterly destroys him. This also thwarts Goody Fowler's plot of stealing Seaton's body. This effectively denies her parole from her imprisonment on Hangman's Hill. Without use of the doll or the chains, straps, and stake combination, Seaton is nearly unstoppable (see below).

Once Seaton is re-imprisoned or permanently destroyed, a tremendous thunder and lightning storm suddenly breaks.

The storm lasts for nearly two days after which the heat wave ends. The cool kiss of September soon arrives, and Arkham's children can safely begin their new school year.

## Fowler's Victory

If Goody Fowler inhabits Seaton's body, she leaves the area as quickly as possible. She will talk to Sep and any captive investigators, explaining to them that she will need spies and guides in this new world, as her ghouls are not ideal sources of information. The witch promises her would-be minions great power should they agree to serve her. Their other option is immediate death. Sep agrees to her terms and any investigators who refuse are torn apart and devoured by ghouls. Investigators may try to battle the ghouls and Goody Fowler (newly imbedded in the undying form of Christopher Seaton) at this time, but they are formidable adversaries.

Once this is done, she makes her way back to her cottage and her grimoire. Over time, she shapes her new body into a more pleasing form. She requires regular reports from her new servants. While she has no magical means of forcing obedience (unless she makes witch dolls), she hopes threats and intimidation will be sufficient. If threats are not enough, she calls on large numbers of ghouls and summons both Nightgaunts and Hunting Horrors.

In the long term, Fowler expects to reestablish herself as a force to be reckoned with in Arkham. This may not sit well

with the other powers that be, but that's a story for another time.

**Christopher Seaton, Unique Entity**

*“It being the usual method of Servants to awe children, and keep them in subjugation, by telling them of the Rawhead-and-Bloody-Bones, and such other names, as carry with them the idea of some hurtful, terrible things inhabiting darkness, this must be carefully prevented.” – John Locke, The Educational Writings of John Locke*

Christopher Seaton, once a weak-willed schoolteacher, made a pact with Goody Fowler for greater strength in return for helping her abduct children for sacrifice. When the mob rose against the witch, in 1704, he quickly joined it to hide the fact that he was her willing accomplice. On her death, Fowler cursed the traitorous Seaton, turning him into an undying punisher of Arkham's children, the Rawhead-and-Bloody-Bones. Seaton was captured by his victims' parents and imprisoned in a hidden grave. Recent public works, combined with severe August heat, have resurrected Seaton, who resumes the mandate of his curse, that of punishing naughty children.

Seaton appears as a tangle of brown bones, moving jerkily through the shadows like a broken doll. In his right hand he carries a whip, made of strips of his own skin, attached to a bone handle. Seaton binds himself up with the bloody skin harvested from his victims. The fiend also takes the eyes of his victims, inserting them into his own empty sockets. The more victims he takes, the gorier he becomes.

Seaton is reasonably intelligent and capable of speech, but mentally he is deranged and confused. He is full of self-pity and malice, hating “bad” children and blaming them for his current condition. Seaton is driven to murderous revenge against these children and sees those trying to stop him from such work as naughty children themselves. He waits until dark to move around, remaining in watery, hidden lairs during the day.

In combat, Seaton attacks with the bony claw of his left hand and the whip held in his right. The whip can either do damage or Grapple: knock down, immobilize, or disarm. If immobilize is used, the whip binds the target and inflicts burning, acidic pain (1D2 damage per round). The only way to break free is by matching the investigator's STR vs. Seaton's STR of 21 on the Resistance Table. Seaton will use this attack on lone opponents as a form of torture.

Seaton is effectively immortal and invulnerable. He regenerates damage quickly (2 points per round), even if reduced to zero or fewer Hit Points. Seaton does have various vulnerabilities. He can be grappled and bound. Binding by the original combination of chains, enchanted linen strips, and wooden stake renders Seaton inert (a deathless sleep unless such bindings are removed). Damage may also be inflicted remotely by harming the enchanted witch doll that Goody Fowler created in his image. If the enchanted poppet is destroyed, Christopher Seaton is likewise destroyed.

**Christopher Seaton, The Rawhead-and-Bloody-Bones**

STR 21 CON n/a SIZ 15 INT 9 POW 13  
DEX 14 Move 8 HP 14

**Damage Bonus:** +1D6

**Weapons:** Claw 60%, 1D4+1+1D6; Whip 70%, 1D4; or Grapple, damage special.

**Armor:** none, but regenerates 2 HP per round even if reduced to zero or below. Takes minimal possible damage from piercing weapons.

**Skills:** Climb 65%, Dodge 38%, Hide 65%, Listen 55%, Sneak 75%, Spot Hidden 80%, Swim 65%, Track 60%.

**Sanity Loss:** 1/1d6+1 or 1/1d8 if drenched in gore of multiple victims.

**Goody Fowler, in Seaton's body**

STR 12 CON n/a SIZ 15 INT 14 POW 17  
DEX 14 Move 8 HP 14

**Damage Bonus:** +1D4

**Weapon:** Claw 50%, damage 1D4+1D4

**Armor:** none, but regenerates 2 HP per round even if reduced to zero or below. Takes minimal possible damage from piercing weapons.\*

**Spells:** Elder Sign, Summon/Bind Hunting Horror, plus any others of Keeper's choice.

**Skills:** Astronomy 65%, Dodge, 28% Biology 70% (poisons), Cthulhu Mythos 20%, Hide 45%, History 60%, Listen 35%, Occult 60%, Pharmacy 75%, Sneak 40%, Spot Hidden 45%.

**Languages:** Greek 20%, Latin 55%.

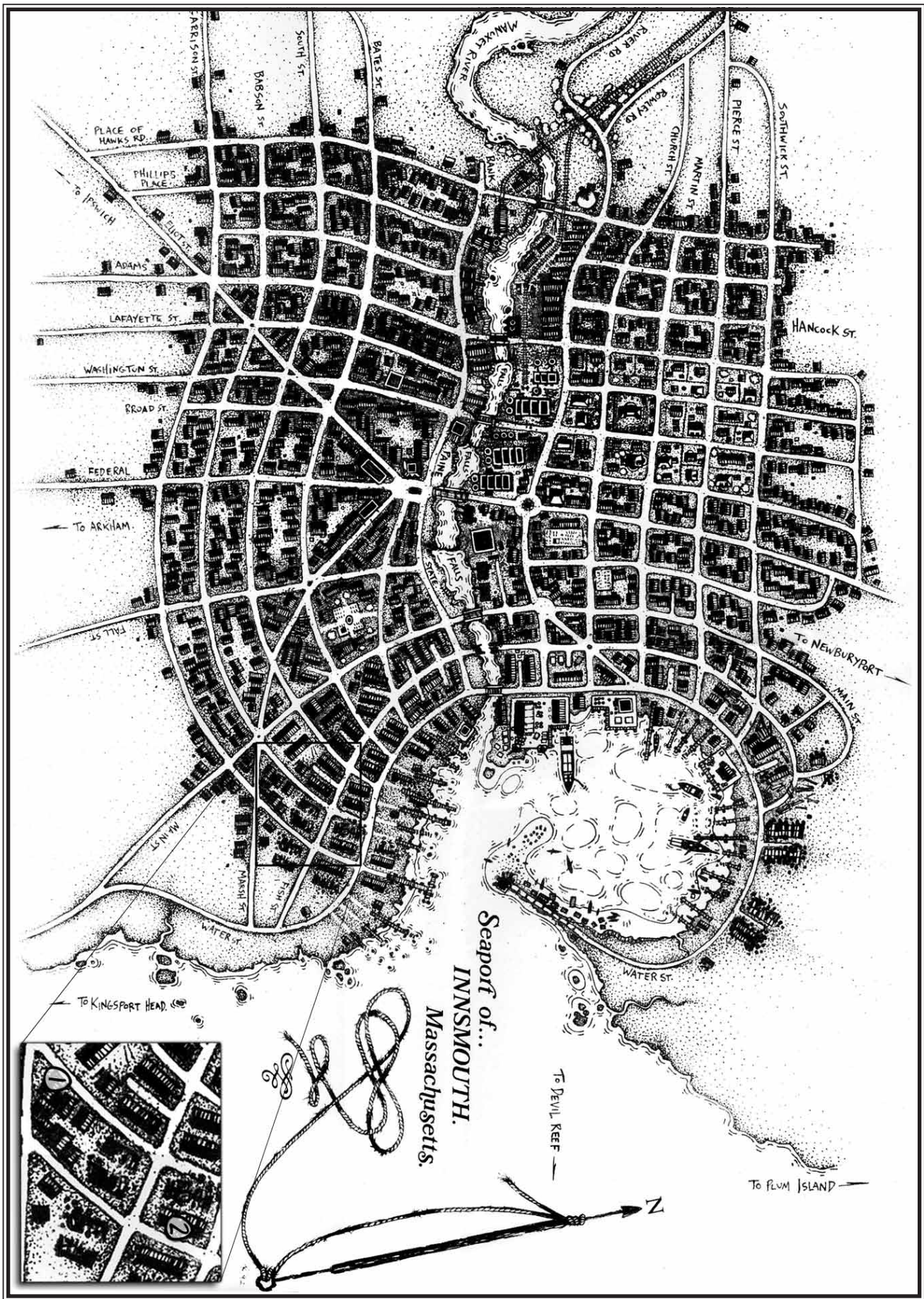
**Sanity Loss:** 1/1d6+1 or 1/1d8 if drenched in gore of multiple victims.

\*If Goody Fowler gains control of Seaton's body, she will not have the vulnerabilities connected to having a witch doll. However, she will be vulnerable to both physical and enchanted bindings as well as magical attacks.

**Sanity Awards**

- Defeating Seaton . . . . .+1D6 SAN
- Saving Victims . . . . . 1 point per victim
- Destroying Fowler's House . . . . .+1D8 SAN
- Destroying Fowler's Grimoire . . . . . +1D8+1 SAN
- Unraveling all of Seaton's Story . . . . .+1 point
- Preventing Fowler's Resurrection . . . . .+1D6 SAN
- Destroying Fowler . . . . .+1D8 SAN





**LEGEND**

1 - MARIO ORTIZ' HOUSE  
 2 - HOGGS WAREHOUSE



# THE HOPEFUL

by Oscar Rios

*Wherein the investigators follow a mystery from Arkham to Innsmouth and stumble onto a love story that can only be told in Lovecraft Country.*

## Introduction

America loves a hero, and Andrew Fisher has all the makings of one: handsome, bright, humble, and, above all, a proven winner. While at Arkham Public High School, he led the “Commanders” swim team through an undefeated season. His fellow students nick-named Andrew “Commander in Chief.” At Miskatonic University, Andrew led the Badgers to two winning seasons, and he is sure to push that streak to three. Nobody has been able to beat him; his competitors have resigned their efforts to coming in second. This might make Andrew Fisher envied or even hated, but his disarming manner, friendly nature, and outstanding sense of sportsmanship erase hard feelings. Andrew Fisher is a true champion.

Swimming is not the most popular college sport in Arkham, but Andrew Fisher is changing that. He rips through the water as if born to it, more fish than man. With each victory, his fame grows across Massachusetts, across New England, eventually reaching scouts for the American Olympic Committee.

The Games of the IX Olympiad, newly dubbed the Summer Olympic Games, will be held in Amsterdam next year. The nations of the world are hard at work assembling the best possible teams of young athletes. While national pride is always important, this time the stakes are even higher. Germany is returning to Olympic competition for the first time since the Great War, after being banned from the 1920 and 1924 games. Old rivalries are resurfacing, with battles waged over medals instead of territory.

All of New England is excited by the possibility that Andrew Fisher will be part of the American swim team, competing against the best athletes in the world. He has been invited to the National Collegiate A.A. Olympic Swimming Tryouts at the University of Pennsylvania next March. The modest young man has quickly become a celebrity, with reporters from newspapers and radio eager for information or interviews. In addition to public interest, Andrew is also receiving attention from the federal government; there are rumors of background

investigations for all prospective members of the Olympic team. The government wants to be certain those representing the United States are upstanding, wholesome, and, above all, loyal individuals. It seems everyone wants to get acquainted with the Olympic hopeful.

## Keepers Information

The story of Andrew Fisher is a tragic and complex one. It’s a love story of the sort that can only be told in Arkham Country and begins long before Andrew’s birth. It starts in the town of Innsmouth, and how it ultimately ends is up to the investigators. We’ll start with what Andrew knows and the problem he thinks he has.

## Andrew’s Problem

Andrew Fisher has lived in Arkham with his older cousins, whom he considers aunts, since his parents’ untimely death when he was two years old. Shortly after that, his aunts Catherine and Veronica received a letter from the Arkham First Bank explaining that an account had been set up for them in trust for Andrew Fisher. Their inquiries into the account’s origins yielded little as the bank manager explained that the benefactor wished to remain anonymous. The very generous account was replenished with regular deposits on the first of every month.

Andrew and his aunts have lived comfortably on this money. Every so often, other things would arrive in the mail for Andrew, like tickets to plays or paid tuition for summer camp. Once, a private tutor arrived to help Andrew with mathematics, his tutoring fees paid in full. How the benefactor knew Andrew was having trouble with math was a mystery. The young man didn’t waste these opportunities and used them to excel in his studies and his passion for competitive swimming.

Andrew does not know where the money in his trust fund comes from nor has he made a serious attempt to find out.



Bank employees have discouraged such inquiries, refusing to give out any information. With federal investigators about to look into his past, the young man is nervous that his unknown benefactor could jeopardize his chances of making the Olympic team. Could this money be from an illegal source or unfavorable political group? Could it have something to do with his parents' murder? Andrew wants to find out before the Olympic tryouts.

## An Innsmouth Love Story

Andrew's father, Kyle Fisher, was born and raised in Innsmouth. An untainted human, he worked as a schoolteacher, instructing the town's children in a small schoolhouse. It was here that a young hybrid student became infatuated with Kyle. Her name was Esther Marsh, daughter of Barnabas Marsh, patriarch of the powerful and feared Marsh family. The girl made repeated advances towards the handsome young teacher. Kyle, terrified by her fixation, told Esther she was too young for such a relationship. She informed him that once she turned sixteen they'd be wed, telling him, "My daddy will make sure of it. You belong to me."

Kyle knew that defying the Marsh family was a dangerous thing. Being an Innsmouth man, he knew the terrible secrets of what Esther Marsh and her clan were. He did not wish to doom his children to a cursed fate such as theirs. Kyle also feared the bold and unstable young girl and suspected she would become violent if he refused her advances or if he bent under pressure and built a life with her. He quietly packed a few of his possessions and, with the assistance of his cousin, Wanda Fisher, quietly fled Innsmouth in 1906.

Esther was enraged. Her "true love" had vanished, and her plans were ruined. Esther was used to getting what she wanted and, after his flight, never stopped looking for him. She hoped to bring Kyle back to Innsmouth and convince him they belonged together. Esther hired private investigators, spending thousands of dollars of her family's money before eventually tracking him down three years later.

In 1909, Kyle Fisher was living in Piscataway, New Jersey. He had started a new life, was married, and had a child. He thought he'd put the questionable events at Innsmouth behind him. He returned to New England with his family to visit his cousins, Catherine and Veronica, in Arkham. During the trip, Kyle and his wife Emma went out for a romantic dinner, leaving their young child, Andrew, in the care of his aunts. Unfortunately Kyle's past caught up with him, since Esther's agents had been keeping tabs on the Fisher family.

Esther swooped in with a gang of ruthless hybrids and abducted the couple. They whisked them to a vacant house in the French Hill area of Arkham. Esther was infuriated to see that Kyle had married another woman, but offered him one last chance to "do the right thing." He refused to divorce his wife and marry Esther. Esther snapped and tortured the couple to death over the next six hours.

Esther was brokenhearted. She felt betrayed and believed that Kyle had forced her to kill him. Her dreams of a life and family with him were over. But she soon learned that Kyle had a child, a two-year-old boy named Andrew. Esther Marsh

had an idea, a brilliant, dreadful idea. With Andrew she had another chance. There was still hope for her dream. If she supported the boy, gave him every advantage, then how could he not love her? Andrew was a part of Kyle and would look much like him. She'd waited to grow old enough to be with Kyle; now she'd wait until Andrew was old enough to be with her. With her cousin Ralsa's help, who was studying to be a lawyer, she set up the anonymous bank account to support Andrew and his aunts.

She has kept a close eye on Andrew as he has grown up, dreaming of the day they'd be together. When he became a champion swimmer she was thrilled, thinking of the powerful Deep Ones they'd sire. As Andrew prepared to graduate Misakonic University, Esther Marsh got ready to make her move.

Her plan is a simple one: abduct Andrew Fisher and take him to Innsmouth. There, she believes that she can convince him they belong together. Then they will get married and all will be well. If he makes the same mistake as his father, Andrew will suffer the same fate; only this time, Esther will be smarter about it and won't come away empty-handed. She will keep Andrew alive long enough to conceive a child by him. She's been dreaming of a child that looks like Kyle Fisher since she was twelve years old and has become a woman who gets what she wants.

## The Problems with Esther's Plan

Esther Marsh, a wealthy and spoiled hybrid from Innsmouth's most powerful family, doesn't see the world clearly. Her personal desires are more important than the needs, or even the lives, of others. When things don't go the way she wants, people die. Esther is a remorseless, impulsive killer. She is reckless as well as dangerous.

She has changed a great deal in the past eighteen years. Now thirty-six years old, her transformation into a Deep One is well underway. Esther has a scaly, reptilian appearance, making her look barely human. She is completely oblivious to this and how it makes her plan of seducing young Andrew Fisher difficult. At this stage of the metamorphosis, most hybrids hide from public view, but not Esther. She enjoys moving about in public wearing copious amounts of Deep One gold jewelry. Her lack of decorum has become a problem for her family.

## Marsh Generation Gap

The Marsh family is having problems. The fourth generation of Marshes after Obed made his pact with the Deep Ones is much different than those who came before it. Until recently the Marshes took care to move subtly through society, especially when dealing with those outside of Innsmouth or the Esoteric Order of Dagon. The new generation has a sense of entitlement, a bold hedonistic streak that both concerns and frustrates their elders. Esther Marsh is brazen and murderous, while her cousin, Ralsa Marsh, is a womanizer and rapist. Their fathers, Barnabus "Old Man" Marsh and Dr. Rowley Marsh, are fed up with their behavior.

Esther's plan risks further exposure of Innsmouth's secret. Andrew is a celebrity on the national stage as an Olympic hopeful, and counter to Esther's plan, such a man cannot simply dis-

appear unnoticed. Such an action would bring Innsmouth and the Marsh family a great deal of unwanted attention. Esther's plan puts the entire Esoteric Order of Dagon at risk, which is something her father won't stand for if he learns of it.

## Involving the Investigators

Mr. Fisher wishes to know the source of the mysterious trust fund. He wants to focus on the Olympic tryouts and have this matter resolved quickly, as he is nervous it could hurt his chances of making the team.

There are several ways investigators may meet Mr. Fisher. They could meet him at a party, as Andrew has an active social calendar. He is also a current media darling, so investigators could be photographing or interviewing him. If investigators have a reputation for discreetly solving mysteries, are private investigators, or are involved in law enforcement, then Andrew might approach them with his problem. Investigators involved with Miskatonic University, as students or faculty, could also meet Andrew there; he's currently a senior attending the College of Medicine.

## The Problem for Investigators

Investigators should begin by researching the mysterious financial accounts set up for Andrew Fisher. This trail leads to information about the boy's past, the tragedy that befell his parents, and ultimately to Esther Marsh's plan. Exactly what

they do about it is up to them, but investigators should be careful moving against such dangerous adversaries. Esther and her family have dangerous and unfathomable power.

Investigators may jump to the conclusion that Andrew is himself a hybrid Deep One. Being a champion swimmer, descendent of Innsmouth, and possessing the last name "Fisher" will all point to a possible inhuman taint. The investigators could view Andrew Fisher himself as the antagonist, a hybrid unaware of his sinister heritage. However, Andrew is completely human and has no knowledge of Innsmouth beyond what is common to an average Arkham resident.

# PART ONE: ARKHAM'S GOLDEN BOY

Keepers can set this scenario whenever they like, but it is best set in the fall of 1927, a few months before the Olympic Tryouts in March of 1928. The investigators will begin looking into Andrew Fisher's past and try to determine the identity of his anonymous benefactor. They will learn of and possibly encounter an obsessed fan and a nosy reporter who might be trying to blackmail the young swim star. They will also learn more about the strange town of Innsmouth.





# A Meeting With Andrew Fisher

Once Keepers determine how investigators encounter Andrew Fisher, he invites them to his home to discuss an urgent matter. His residence is just off Miskatonic University campus in a rented room at Franklin Place (587 W Pickman Street), a first-rate and expensive boarding house. Andrew will reserve use of the house's living room for a discreet tea with investigators, as privacy in this matter is an issue.

Andrew wears a fine tailored suit to the meeting and greets investigators warmly. The boarding house's help serves a fine afternoon tea complete with biscuits. Andrew makes small talk at first, but seems nervous despite his trademark charm. The young man is anxious and hopes the investigators can help him. Eventually he covers the following points in his conversation with investigators:

- There is much he hides about his past for fear of causing a scandal.
- This has forced him to, at times, be dishonest.
- Catherine and Veronica, whom he considers his aunts, raised him since he was two years old after the death of his parents.
- His parents, Kyle and Emma Fisher, were murdered in a bad part of Arkham (French Hill) and their killers were never brought to justice.
- He and his aunts are supported by an anonymous benefactor who set up a rather generous bank account (at the First Bank of Arkham) in their name, two weeks after his parents' death.
- He occasionally receives gifts from this unidentified benefactor (e.g., summer camp tuition, hired tutors, opera tickets, birthday cards...).
- The bank refuses to reveal the source of the trust fund.
- The American Olympic Committee is performing background checks on everyone trying out for the team.
- He's concerned that this trust fund might threaten his chance of making the team if the Olympic Committee finds that the money is coming from a questionable source.
- He's recently received a troubling package (see below).
- He's received a letter from a reporter saying that he knows about the secret bank account and wants a private interview to get his side of the story (see below).

## What Andrew Wants

Andrew asks the investigators to look into these matters for him. He explains that the bank has refused to release any information to him in the past. He is unsure what to do about the reporter asking for an interview or the package he received; frankly, both make him nervous.

Andrew honestly explains, "All my life I've worked towards this dream, this opportunity. I've been trying to complete my degree early so I can attend the Olympic Trials in March. Now that it's all coming together, these ghosts from my past threaten everything. I need to focus on my education and swimming

more than ever before. I can't do that with this mystery hanging over my head. Can you look into all this for me?"

Andrew offers investigators \$200 plus \$15 dollars a day in expenses to take the case. When the matter is resolved, he'll pay them an additionally \$300 bonus. This generous offer shows how desperately Andrew wishes for this mystery to be solved.

## Andrew Fisher, Olympic Hopeful

STR 14    CON 17    SIZ 12    INT 13    POW 14  
DEX 13    APP 15    EDU 15    SAN 70    HP15

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, 1D3+db.

**Skills:** Biology 40%, Credit Rating 45%, Jump 65%, Medicine 35%, Persuade 55%, Swim 85%.

## Initial Leads

In the short conversation with Andrew Fisher, investigators receive numerous leads. He also shows them the letter he received from the reporter, as well as the disturbing package. At this point, the current leads are as follows:

- The anonymous trust fund set up at the First Bank of Arkham.
- The murder of Kyle and Emma Fisher (1909).
- Questioning Catherine and Veronica Saunders (Andrew's aunts and guardians).
- The letter from the pushy reporter (The Hopeful Papers #1, see below).
- The troubling package (The Hopeful Papers #2, see below).

## First Bank of Arkham

Investigators visiting this bank (150 E Hyde Street) must meet with the bank manager. His name is Henry Pickering, a friendly and understanding gentleman of about fifty. While he would like to help the investigators, the notes on the account are quite clear: No information as to the origins of the account is to be given out under any circumstances.

To convince Mr. Pickering to give them the information, investigators must make a successful Fast Talk roll with a -20% penalty. The penalty reflects the explicit restrictions placed on the account at the time of its creation. If successful, Mr. Pickering tells investigators the account is funded by a cross-deposit from Second National Bank of Boston and that he has no idea where the money originates. He explains that such accounts are complex and difficult to arrange. He suggests that the manager of the Second National Bank of Boston would likely have the information they seek. Investigators wishing to pursue this lead may do so (see "Part Two—Banks, Booze, and G-men, The Second National Bank of Boston").

## Arkham Police Station

Investigators may visit the Arkham Police to research the 1909 murders of Kyle and Emma Fisher. If investigators mention the Fisher case, the officer they speak to says he'd be happy to help and asks the investigators to follow him. He then places

investigators in an interrogation room, telling them to sit down and that Captain Keats will speak with them shortly. The investigators are then locked in and forced to wait thirty minutes before he arrives.

When Captain William Keats arrives, he introduces himself and asks the investigators' names. He sits down, takes out a notebook, starts asking questions, and records the investigators' answers. He asks why the investigators are interested in the Fisher case. He asks their connection to it, where they live, and if they knew the Fishers. He generally treats them as suspects. Once Captain Keats is satisfied the investigators are not involved, he explains the following:

- It was his first year as a detective, his fifth year on the force, when the Fishers were murdered.
- It was one of the most terrible cases of his career.
- The case remains unsolved to this day.

He explains, "When I heard about that Fisher kid in the papers, that swimmer, I did some checking. Sure enough, he's the same little boy the Fishers left behind. I left orders to detain anyone asking about the case. Could lead to a break in the investigation, but after eighteen years it's a long shot."

The investigators cannot have access to the case file, as it is technically an ongoing investigation.

Captain Keats apologizes for the interrogation and asks investigators if they would like to "buy him a cup of coffee." Should investigators do so, the Captain talks with them about the Fisher murder. It is his hope that the investigators might stumble upon something to resurrect his investigation. Over lunch and several cups of coffee he tells investigators the following:

- The couple was visiting from Piscataway, New Jersey, where Mr. Fisher was a teacher.
- Kyle Fisher was visiting his cousins Catherine and Veronica with his wife and son.
- The couple went out to dinner, leaving their baby with his cousins. They were last seen at the restaurant and were apparently abducted while heading back.
- The next day the department received a report of suspicious people leaving an abandoned building in French Hill: several men and possibly a young woman, but no specific description, leaving the area in a Model T.
- When investigating the report, police searched the abandoned building and found the bodies of Kyle and Emma Fisher.
- Emma had been tied to a bed, savagely beaten, and mutilated. She bled to death from a half dozen stab wounds to the abdomen.
- Kyle was tied to a chair beside his wife and also beaten. He was killed by a single .32 caliber gunshot wound to the face. A pillow was used to muffle the sound of the shot.
- Emma was tortured to a much greater extent than Kyle.
- Emma died before Mr. Fisher, suggesting that he may have been forced to watch his wife's torture and murder.
- Despite an extensive investigation, the case was never solved.

- In his more than twenty years on the force, this is the most brutal case Keats has ever investigated.

### Andrew's Aunts

Catherine and Veronica Saunders, unmarried sisters in their mid-sixties, live in Arkham's Rivertown neighborhood. They own a building with a hat shop storefront, Saunders' Fine Hats, living in the apartment above the shop (location A on the Arkham map on page 82). It's one of the nicer buildings in the area, which is mostly made up of Irish immigrants.

They happily receive visitors, especially ones sent by their nephew Andrew. They'll comment, "He's the son we never had, such a good boy. Andrew's a champion swimmer; come see his trophies. He may be going to the Olympics next year; it's in all of the papers."

Should investigators turn the conversation to the bank account the sisters know less about the money's origins than Andrew does. They comment: "We always thought it was set up by some generous soul who'd read about Andrew losing his parents in the papers. That they wanted to remain unnamed never really troubled us. We were just grateful for the means to support ourselves and raise Andrew. The money paid for this house, the shop, and gave us all a comfortable life. It allowed Andrew to focus on his studies and swimming. Two unmarried women, raising their cousin's child alone, life could have been very hard for us. Thankfully it wasn't; you see how well he turned out."

If investigators ask about their cousin Kyle or the night of his murder, the pair grows silent. They'll say, "We never talk about that night," and investigators must make a successful Persuade check to get them to discuss it. If successful Veronica fetches a hidden bottle of whiskey, pour out drinks for herself and her sister, and offers to do so for the investigators. After downing the drink, the sisters open up, giving investigators the following information:

- Kyle moved out of Massachusetts to New Jersey three years before the incident, and they rarely saw him after that.
- While in New Jersey he married, had a child, and was doing well with his teaching.
- Both he and his wife were schoolteachers.
- Kyle came to Arkham to visit them and introduce them to his family.
- Emma was a lovely woman whom they instantly adored.
- Kyle asked if they could watch Andrew for the evening, so he could treat Emma to a romantic dinner.
- They never came home. The police came the next day to tell them that Kyle and Emma were dead, murdered over in French Hill (location B on the Arkham map on page 82).
- They became Andrew's guardian "aunts" and raised him.

If investigators are listening carefully, they may ask where Kyle lived before moving to New Jersey. The sisters answer, "Innsmouth; it's a small town north of here. We were born there, too, but our father wanted better for us. He sent us to live in Arkham before we started our teen years. It's not a place with many opportunities for young people. Father died in an



accident shortly after we left. We had a cousin who stayed in Innsmouth, Wanda Fisher. Married some Spanish fisherman, but we lost touch with her."

The sisters left Innsmouth in 1878, during the confusion caused by the death of Obed Marsh, the man considered to be the patriarch of the shadow over Innsmouth. They have few memories of their time living there, mostly because they were too young to understand what was going on and repressed what little they did. The mentioning of Wanda Fisher is an important lead (see Part Four).

### Pushy Reporter

While Andrew Fisher is nervous about this reporter's letter, there is little cause to be. Floyd Tobey, a low-level reporter for the Arkham Advertiser, only wants a one-on-one interview with the young celebrity. He's discovered two things about Andrew that haven't been reported yet: the murder of his parents and the anonymous benefactor that supports him. Mr. Tobey's letter seems like a blackmail attempt, but is only his over-enthusiasm.

### Obsessed Fan

Andrew Fisher is a handsome, athletic young man, single and without a steady girlfriend. This makes him the object of affection for many young women in Arkham. One of them, a sophomore at MU, has completely fixated on him and hopes to get his attention. Her name is Jennifer Hammond, a music major and viola player in the University's string quartet. While outwardly shy, she is quite passionate about music and Andrew Fisher.

She sent him a package trying to express this. It is a box containing a loaf of bread, a bottle of wine (currently illegal), a perfume-soaked letter (handout #2), and a pair of her lacey undergarments.

Investigators should have little trouble tracking down the amorous Miss Hammond if they so choose. In truth she has nothing to do with the scenario, being only what she seems: a love-struck fan obsessed with a sports star. Her note has all the clues needed to find her. Investigators who puzzle out her note correctly can find her at any practice of Miskatonic University's string quartet. They meet three times a week to practice at the Music Department at the University's Liberal Arts Building.

HARVEY GEDNEY - PUBLISHER

TEL - NORTHSIDE 130

## ARKHAM (DAILY) ADVERTISER

330 W. Amity St.  
Arkham, Mass.

October 15, 1927

Andrew Fisher  
537 W. Pickman St.  
Arkham

Dear Mr. Fisher,

I've learned a few things that haven't been covered in previous interviews while researching you for a story. I know about the bank account, the one that you and your aunts take money out of but never put money in. I'd like to know where it comes from and I'm sure the public would find it interesting too. I suspect you are the same Andrew Fisher whose parents were tragically killed in Arkham eighteen years ago. I think we should meet, face to face, so you can tell your side of the story. I don't want to print what I have without giving you the chance to set the record straight. Are you interested in giving me a one-on-one interview or should I just go to press with what I have? Think about it and I'll check in with you in a day or two.

Yours Truly,

*Floyd Tobey*

Floyd Tobey

*The Hopeful Papers #1*

Investigators attending a practice find the quartet hard at work with about a dozen people in audience. Finding who sent the letter is a simple matter of following one's nose. Jennifer wears a copious amount of the same perfume she used to soak her love letter. Investigators must make an INT x4 check to track the scent to the quartet's viola player. Investigators making Spot Hidden checks notice the young woman wears a gold pendant with the trident symbol of Neptune (in honor of Andrew).

If confronted by investigators, Jennifer is mortified. She turns bright red and apologizes profusely for causing any problems. She asks about Andrew's reaction to her package, still hopeful he could be receptive to her overtures. In the end, Jennifer promises to not bother Andrew further if investigators give him her name, address (she lives in Kingsport), and a message that she would like to get to know him.

## Newspaper Clippings

Investigators can try to peruse old newspaper stories on the Fisher murders. Both local papers, the *Gazette* and *Advertiser*, covered the story. However, only the copies at the *Gazette* still exists, which itself is a clue.

### Arkham Gazette

Investigators trying to access this paper's archived collection will need to get past Michael Crane, the managing editor. He is sixty-two and also the paper's owner. He'll ask what investigators are researching to make sure they have a valid reason for examining the paper's archives. Investigators must roll a successful Fast Talk or Persuade check to be allowed into the newspaper's basement archives. Once there investigators must make a successful Library Use roll to find the correct issue and obtain The Hopeful Papers #3.

### The Arkham Advertiser

The *Advertiser* also has a nearly complete archive of its past issues running from 1832. These are kept along two walls behind the secretary, Virginia Carter. Miss Carter will be pleased that someone has taken an interest in the collection and readily allows investigators access to it. Investigators making a successful Library Use roll fail to locate the volume they are seeking. The book, covering June 1908 to March 1910, is missing. There is an empty gap on the shelf where it should be.

If investigators ask Miss Carter where this particular volume is, she says, "Oh, that one? One of our reporters took it home with him, said he's working on a story. What are the chances you'd need the same one? Please don't tell my boss, Mr. Gedney. I'm not supposed to let anyone remove volumes from the building." If they ask her for the reporter's name, Virginia balks, not wanting to get anyone in trouble. Investigators will need to make a successful Fast Talk or Persuade roll to get her to identify the reporter as Floyd Tobey.

## PART TWO: BANKS, BOOZE, AND G-MEN

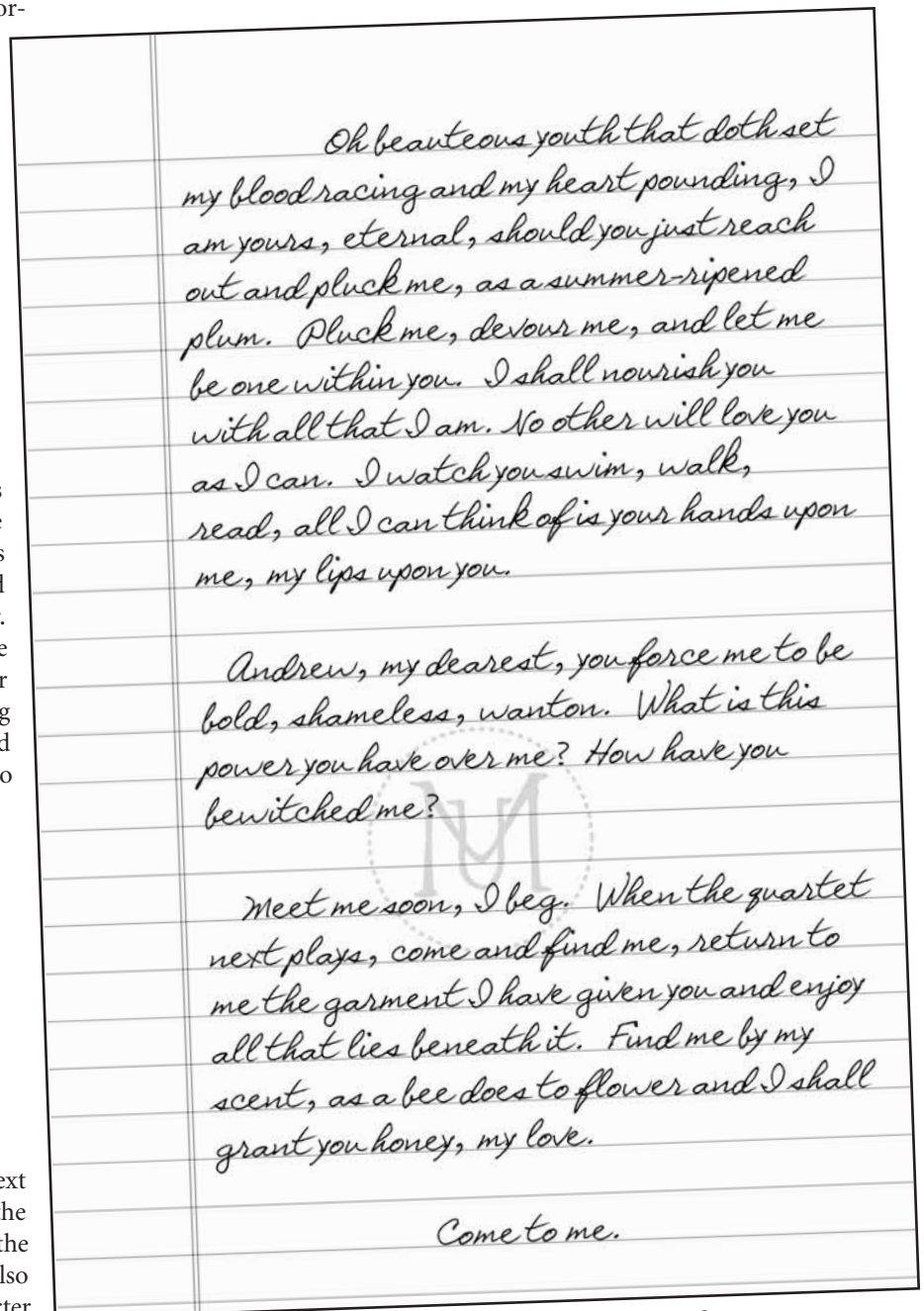
Investigators should be moving into the next phase of the investigation. They might follow the paper trail of Andrew Fisher's trust fund to the Second National Bank of Boston. They can also track down Arkham native and *Advertiser* reporter

Floyd Tobey, who has already learned quite a bit. Mr. Tobey has traced the money and the story of the Fisher murders back to the town of Innsmouth. He has begun doing research on the place. Unfortunately, his clumsy investigation drew the attention of certain parties in Innsmouth who wish certain questions to remain unanswered.

## The Second National Bank of Boston

To follow this lead, the investigators must travel to Boston. Located at 75 Federal Street, this bank is one of the city's oldest and most respected financial institutions. The information here is important, but difficult to obtain.

Investigators must first meet with a bank manager, which requires a successful Credit Rating check. Should this check fail



The Hopeful Papers #2



investigators are offered an appointment in three days' time, in the hopes that they get the hint and leave. If such a check is successful, they meet with Bernard Marr, a junior manager at the bank. Mr. Marr is the youngest manager here and very careful about his reputation.

The account here, linked to the one in Andrew Fisher's name at the First Bank of Arkham, has a special note attached to it that no information is to be given out about it. Investigators will need to make a successful Fast Talk roll with a -15% penalty due to the instructions on the account and Mr. Marr's untrusting nature. If the check is successful, Mr. Marr tells the investigators that the account was opened in 1909 as a trust fund for an Andrew Fisher, by a Mr. Ralsa Marsh of 510 Main Street, Innsmouth Massachusetts.

If Mr. Marsh's identity is shared with Andrew, he asks the investigators to learn more about Mr. Marsh. He wants the



The Hopeful Papers #3

investigators to find out if Ralsa Marsh has a good reputation or if there is anything about him that could be harmful to his future.

## Finding Floyd Tobey

This enthusiastic reporter lives at 424 N. Peabody Avenue, in Downtown Arkham. Investigators can obtain his address from the phone book or from Virginia Carter (see above — "The Arkham Advertiser") with a successful Fast Talk or Persuade roll. Investigators may already be acquainted with Mr. Tobey from previous investigations (see *New Tales of the Miskatonic Valley* and Chaosium's *5th Halloween Horrors* monograph) and recall his address with a successful Know roll.

### A Hot Story Can Burn

Floyd stumbled upon the story about the Fisher murders while researching Arkham's sport star Andrew Fisher. Intrigued by what he found, Floyd

started digging. He discovered the anonymous trust fund and followed the paper trail back to Innsmouth. The reporter started researching the mysterious and shunned town, going so far as to question Joe Sargent, the driver who runs the Arkham-Innsmouth-Newburyport bus. This was a mistake. Joe Sargent informed Esther Marsh that an Arkham reporter was looking into the murder of "her old teacher." Esther is not someone who likes loose ends or nosy reporters.

### The Frame-Up

If investigators visit Tobey's apartment, they find the door to his apartment ajar with signs of being forced open. Those entering find two unusual things. The first is Mr. Tobey lying on his back with a pool of blood under his head. He is barely alive, having suffered a savage blow to the back of the head. The reporter is in a deep coma.

The second unusual thing is that there are six cases of fine Canadian whiskey stacked around the small apartment. Those who know Floyd find this completely uncharacteristic of his behavior. The apartment has obviously been searched and notes or research material concerning the Fisher murders, Andrew Fisher, and the town of Innsmouth are gone. Investigators find the missing volume from the Arkham Advertiser, but the issues covering the Fisher murders have been torn out.

Investigators making a successful First Aid or Medicine check can stabilize Floyd's condition. He needs to be hospitalized to have any chance at survival. Anyone with Medicine or First Aid skills higher than 40% is amazed that Floyd survived such a blow and realizes that his attackers left him for dead.

Investigators searching the apartment for clues about the attackers find none. The whiskey is well packaged, high quality, and untraceable. This should tell investigators (with a successful Idea roll if necessary) that Floyd's attackers were professionals and spared no expense in framing him. Despite this, the attackers did fail to remove one clue that is found in Floyd's wallet.

The reporter was keeping the receipts of everything he spent while researching his story. Floyd hoped the paper would reimburse his expenses. His attackers, Esther's gang, took all of the man's money yet failed to recognize the significance of the receipts. These are listed below as The Hopeful Papers #4 (see "Part Three"), which investigators locate with a successful Spot Hidden roll. Before the investigators manage to leave the apartment, Agent Max Trent interrupts them.

### The G-Man

The investigators' immediate actions at Tobey's apartment are important. Investigators should stabilize Floyd Tobey, look for clues, and hopefully locate the reporter's receipts. The investigators may attempt to pour the Canadian whisky down the drain in an effort to destroy the evidence planted to discredit Floyd. Investigators might attempt to stash a few bottles for themselves, which will cause trouble later.

At the same time investigators enter Floyd's apartment, the Bureau of Investigation receives an anonymous call (from Esther's gang) reporting an illegal liquor warehouse. In short order, Agent Max Trent is dispatched to the scene and arrives

at Floyd's apartment soon after the investigators. Captain Keats and four uniformed officers of the Arkham Police Department accompany him. What happens next depends on the investigators' actions up until now.

Investigators may be trying to rush Floyd to St. Mary's Teaching Hospital (see below). They could be getting rid of the illegal alcohol, ruining the carefully planned frame up. However, investigators will still be in an apartment, with a comatose man and six cases of whiskey. If investigators are in possession of bottles of illegal whiskey, they'll have some explaining to do. Keepers must be fluid and react to the situation as it unfolds. Whatever happens, investigators will be questioned by Agent Trent, even if he escorts them to the hospital with Floyd Tobey (see "A Conversation with Agent Trent").

Paranoid investigators may limit their time at Floyd's apartment to the point where Agent Trent cannot connect them to the illegal liquor warehouse. If investigators act quickly, secretly, and cover their tracks, the G-man might not question investigators at all. Trent, however, could be a powerful ally in the investigators' struggle against Esther Marsh and her gang; Keepers may wish to find another way to orchestrate his alliance.

### St. Mary's Teaching Hospital

As this is Arkham's only hospital, this is where investigators likely take Floyd Tobey. The reporter is rushed in, where Doctor Luther Brice treats him. If investigators stick around or

later check on Floyd's condition, Dr. Brice gives them some bad news. He explains, "Mr. Tobey is lucky to be alive. His skull has been fractured, causing swelling pressing in on the back of his brain. It's too early to tell what his chances are. He's still in a coma and likely will remain so for some time. The next few days are critical. He might never regain consciousness, and even if he does, Mr. Tobey may have suffered permanent damage to his brain. I'm terribly sorry; we're doing everything possible."

Floyd Tobey has no further part to play in the scenario.

### A Conversation with Agent Trent

Agent Trent eventually takes the investigators to the local police station for questioning. How heavy handed he is depends on the investigators' response to him and their actions thus far. If investigators avoided tampering with the liquor, their questioning will be as simple as making an official statement and filling out some paperwork. Investigators caught removing liquor from the crime scene, attempting to destroy it as evidence, or carrying bottles hidden on their person, could well be charged with a crime or treated harshly.

#### Agent Max Trent

STR 15	CON 14	SIZ 13	INT 14	POW 13
DEX 11	APP 12	EDU 14	SAN 65	HP 14

Damage Bonus: +1D4







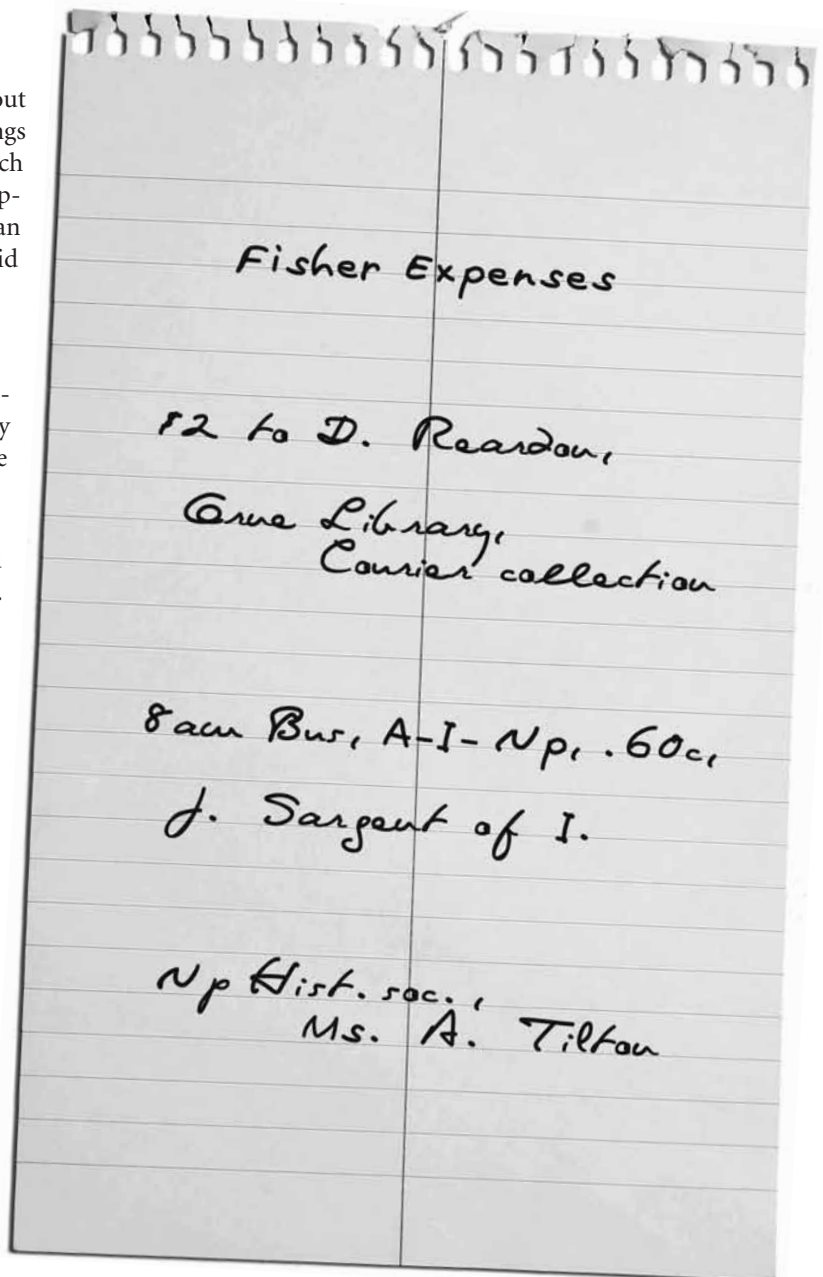
## Researching Innsmouth

There are various ways investigators can learn about Innsmouth. There are people they can talk to, things they can read, and artifacts they can examine which give them pieces to the puzzle of what is really happening in that decrepit fishing village. Investigators can retrace the steps of Floyd Tobey and learn what he did before nearly being killed by Esther Marsh's gang.

### Rumors of Shadowed Innsmouth

Those with the Innsmouth Lore skill, both investigators and NPCs alike, know one rumor for every five-percentile points they possess in it. Not all of the rumors are true.

- In the 1830s, Captain Obed Marsh discovered a pirate hoard somewhere out on Devil's Reef. The gold jewelry sometimes worn by Innsmouth residents is part of that hoard.
- There is a vicious gang of moonshiners working out of the ruined houses north of the river. Stay clear of that area.
- Obed Marsh's second wife was a South Sea Islander from Kanaka who introduced some awful disfiguring disease into the Marsh bloodline. Several of Marsh's sailors also had Kanaka wives, and their families were similarly affected.
- A plague brought back from the East Indies swept through Innsmouth in the 1840s and 1850s, killing many residents.
- Popular activities among the people of Innsmouth are drinking, attending church services, and, for the younger folk, having swim races out to Devil's Reef.
- Animals hate the Innsmouth folk.
- A lot of the houses in Innsmouth are abandoned, but many are actually inhabited by hobos and squatters.
- Some of the worst-looking of Innsmouth's deformed folk are kept locked up in attics and cellars.
- The churches of Innsmouth all preach strange South Sea Islander mumbo-jumbo in addition to their regular sermons. All the congregations are tainted with pagan worship.
- The fishing off Innsmouth is supposed to be excellent, but only Innsmouth fishermen know the waters well enough to avoid ripping their nets or losing their boats on the reefs and submerged rocks. Outsiders who have tried their luck in these waters have had little success, and some have been run off by the fishermen of Innsmouth.
- About the time Obed Marsh started his new religion in the 1830s, known as the Esoteric Order of Dagon, the land around Innsmouth became infertile. Some say it was God punishing the people of Innsmouth for their blasphemies.
- The Marsh Refinery seems to produce a lot of gold, at least compared with the amount of raw ore they buy.



*The Hopeful Papers #4b(1)*

- There are supposed to be terrible monsters lurking in the salt marshes north of Innsmouth.
- People living around Innsmouth will not marry into an Innsmouth family, one that holds its roots in the town's history. They fear infection by whatever disfiguring disease it is that causes the "Innsmouth look."
- Some people staying in the Gilman House Hotel have reported hearing strange, foreign voices at odd hours of the night.
- During the Civil War, the government investigated Innsmouth and tried to learn why they were not fulfilling their draft quota. Seeing how backwards and inbred the people of Innsmouth were, the government dropped the matter.
- The only industries left in Innsmouth are the fish packing houses and the Marsh Refining Company. There are not more than a dozen businesses still operating in that town.



## Innsmouth Lore

This skill makes introducing investigators to Innsmouth simple to roleplay. The following information on the Innsmouth Lore skill was written by Kevin Ross and appears in the *Escape from Innsmouth* book, excerpted here:

The Innsmouth Lore skill is a measure of how much a person knows about the town, his ability to recognize the signs of tainted blood, his knowledge of a given family's tainted ancestry, and his hypotheses about what is wrong with Innsmouth. The following breakdown offers some guidelines as to exactly what type of knowledge might be known.

**01-30%:** Innsmouth Lore skill of this level provides general bits of knowledge about specific inhabitants of Innsmouth (e.g., the Jed Gilman family has three young children, their daughter has not been seen since she began developing an odd skin condition on her hands). At this level there is recognition of an unknown disease that has achieved widespread infection throughout the community.

**31-65%:** This level of knowledge provides more in-depth, historical information about the depraved town. At this level the possessor knows when the infection first appeared among the inhabitants of Innsmouth, and to which families the conditions first spread. The possessor also has reason to believe the disease has been spread intentionally.

**66-80%:** Provides knowledge about the social activities of the Marsh family and other highly placed members of the Esoteric Order of Dagon. At this level the possessor may also know when the order was first established and other important facts regarding the social and religious history of Innsmouth.

**81-00%:** Allows the possessor to correlate the information learned at earlier levels into a terrifying overall awareness of the situation in Innsmouth. Upon achieving this knowledge, the possessor is charged a Sanity Loss of 1D6 points.

An investigator can increase their Innsmouth Lore skill by speaking with knowledgeable people. Any informative conversation with a resident that can be followed with a D100 roll less than that resident's Innsmouth Lore skill allows the listener to add 1D6 to his own skill. Innsmouth Lore also increases a character's Cthulhu Mythos score. For every ten percentile points gained in Innsmouth Lore, a character increases his Cthulhu Mythos score by one point, simultaneously subtracting a point of Sanity.

- The Marsh family has run Innsmouth since the 1830s.
- Nobody has seen Barnabas "Old Man" Marsh, the grandson of Obed, for over ten years. His sons are now running the refinery.
- Some of the old warehouses in Innsmouth still have forgotten cargoes stored in them. Some of them have been stored away for over a hundred years.

- Visitors regularly disappear in Innsmouth. It could have been the work of bootleggers or robbers, or maybe someone ran afoul of the still-powerful Marsh family.
- No more than 300-400 people live in Innsmouth. Over half the town is abandoned and falling to ruin.
- Barnabas "Old Man" Marsh's oldest daughter has the disfiguring disease so bad she nearly looks like a reptile, but still appears in public wearing ancient gold jewelry.
- Obed Marsh sold his soul to the Devil for gold, and it was this pact that destroyed the town.
- Devils and sea-monsters congregate at Devil's Reef.

## Retracing Floyd's Steps

Using the receipts in Floyd's wallet (The Hopeful Papers #4), investigators can retrace his movements, learning many of the same things he did. Each of these sources gives investigators a varying amount of information and is safe, with the exception of Joe Sargent's bus line. Investigators researching all of the following leads, sources, and sites can gain an Innsmouth Lore score of between 9% and 50%.

### Essex County History (+2D6 to Innsmouth Lore)

Information about Innsmouth can be gleaned from the many and various history books about Essex County, Massachusetts. With minimal study time and a successful Library Use roll, any investigator can discover the information about Essex county (specific details may be found in "The Accepted History" essay of *Escape from Innsmouth*). References to the strange gold jewelry associated with Innsmouth are also made, specifically mentioning those on display at the Miskatonic Exhibit Museum and the Newburyport Historical Society.

### Innsmouth Courier Collection at the Orne Library (+2D8 to Innsmouth Lore)

One of the only collections of the *Innsmouth Courier* can be found in the basement of Miskatonic University's Orne Library. This small newspaper, running from 1833 until 1846, folded immediately after Innsmouth was swept by plague and riots. The offices of the *Innsmouth Courier* were destroyed in the riots, making copies of the newspaper nearly impossible to find.

Floyd Tobey enlisted the aid of student librarian Daniel Reardon, whom investigators easily locate should they seek out a D. Reardon (see Handout #4b). Mr. Reardon remembers Mr. Tobey from his earlier visit and can lead investigators to the collection, although investigators can locate it themselves with a successful Library Use roll.

Miskatonic University's collection of the *Innsmouth Courier* is nearly complete; only a few editions are missing or damaged. Some copies seem to be deliberately vandalized. The later editions of the *Courier* are filled with inflammatory editorials attacking the character of Obed Marsh. In these editorials, Marsh and his followers are implicated in various crimes, including kidnapping and murder. This collection is missing the final issues of the paper; no copies seem to have survived the riots of 1846.

**Miskatonic Exhibit Museum (+1D2 to Innsmouth Lore)**

In a dusty display case in a dark corner of the museum are specimens of Innsmouth jewelry. Still mistakenly residing among the American Folk Arts collection, these obviously Polynesian-influenced golden armlets were sold to the museum in 1844 by a seaman from the Marsh vessel, the Sumatra Queen. Made of a whitish-gold alloy, they are carved with odd geometric designs and bizarre ichthyic/batrachian figures. A successful Idea roll suggests that the jewelry seems too large for most human arms.

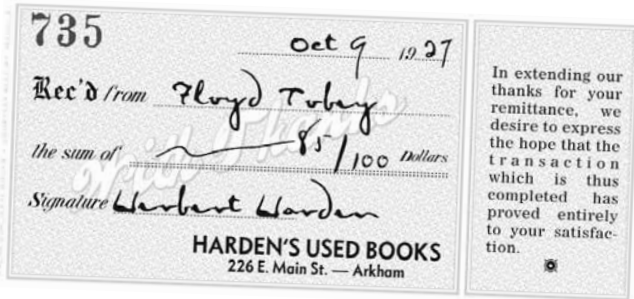
certain of both, she will share what she knows about the decaying town and the tiara's origins.

**The Tiara**

In 1873, the society obtained it from a pawnbroker who purchased it from a drunken Innsmouth man who later died in a brawl. She says that the Marsh family of Innsmouth has offered considerable sums of money to purchase the piece, but the society has chosen to retain it.



*The Hopeful Papers #4b*



*The Hopeful Papers #4b(2)*

**Newburyport Historical Society (+1D3 to Innsmouth Lore for viewing jewelry, +2D4 for speaking with Miss Anna Tilton, the Historical Society's curator)**

In the display room sits an oddly proportioned tiara made of a strange white-gold alloy. It is beautiful and superbly well crafted by some unknown technique. The tiara is covered with strange geometric designs and marine figures, including part fish/frog/human figures. Those studying the item feel a mix of attraction and repulsion, fascination and disgust.

Miss Tilton carefully looks over each investigator before speaking, asking names and places of birth. Her Psychology score is 60%, and her Innsmouth Lore skill is 55%. Miss Tilton will not relax until she is certain the investigators have neither the Innsmouth look nor ties to the town. After she is

**Innsmouth**

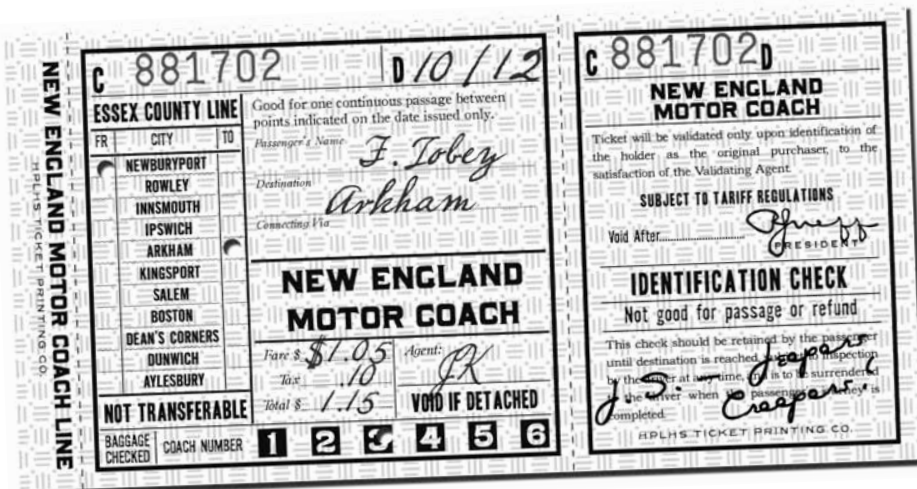
Miss Tilton attributes Innsmouth's moral and physical decay to the rise of the Esoteric Order of Dagon, a heathen religion imported from the Far East nearly a century ago. The pagan faith eventually supplanted all other religions and organizations in Innsmouth, even the Masons, whose temple the Esoteric Order now occupies. She claims that Innsmouth has degenerated into a dying, backwards, inbred town.

**Arkham-Innsmouth-Newburyport Bus (+1D8 to Innsmouth Lore)**

This old, beaten-up gray motor coach is decorated with a hand-written sign on the windshield reading "Arkham-Innsmouth-Newb'port" and is run by the repulsive Joe Sargent. When seen, investigators feel an unexplainable dislike for the man. He shows classic signs of the Innsmouth look: deep creases on his neck typical of an older man, narrow head, bulging, watery blue eyes, and coarse-pored, grayish skin. His hands are large, heavily veined, and have an unusual grayish-blue tone, and he has a shambling gait, perhaps due to his immense feet.

The bus usually has 1D3 hybrids traveling on it, moving to and from Innsmouth on errands. Investigators can opt to ride the bus through Innsmouth and get a good view of the town, its surroundings, and some of its people. Seeing the strange natives and the condition of their town educates investigators a little about Innsmouth, granting them 1D8 Innsmouth Lore points without ever stepping off the bus.

The fare for traveling between Arkham to Innsmouth is 40 cents and for riding between Innsmouth and Newburyport is 60 cents. The schedule is listed below, but is subject to change due to the condition of roads, the bus, and the whims of Joe Sargent. Investigators asking too many questions while traveling on the bus draw suspicion. While stopping in Innsmouth, Joe Sargent informs the Esoteric Order of Dagon about such curious passengers. What happens after that is up to individual Keepers, but could result in an extended, perhaps permanent, stay in Innsmouth.



*The Hopeful Papers #4c*



## Innsmouth is Watching

Esther Marsh is becoming nervous. Andrew’s growing fame and Floyd Tobey’s inquiries cause her actions to become reckless. She increases her gang’s surveillance of Andrew and

termine if they are being watched or followed, Keepers should allow them to attempt a Spot Hidden check. If this roll is successful, the investigators notice one or more people discreetly trailing them. These people do nothing; they stay in public places and observe the investigators. They will report their observations to Esther Marsh.

If discovered, things start to get dangerous. Esther Marsh has waited eighteen years for Andrew to grow up; she won’t allow anything to get in her way now. While she moves about openly in Innsmouth, she isn’t foolish enough to do so elsewhere. She orders her gang to deliver warnings to the investigators (see below). She also moves up her timetable with regards to Andrew Fisher. Esther had planned to let him graduate before having him abducted, but makes preparations to do so much sooner.

### Bus Timetables

**Arrives**

Innsmouth -  
 Arkham Arrives at 7:30am  
 Innsmouth Arrives at 8:30am  
 Newburyport Arrives at 9:35am

**Departs**

Leaves for Arkham at 7:00am  
 Leaves for Innsmouth at 8:00am  
 Leaves for Newburyport at 9:00am  
 Leaves for Innsmouth at 10:00am

—The bus remains parked in Innsmouth from 10:35am until 6:00pm—

Innsmouth -  
 Newburyport Arrives at 6:35pm  
 Innsmouth Arrives at 7:35pm  
 Arkham Arrives at 8:30pm

Leaves for Newburyport at 6:00pm  
 Leaves for Innsmouth at 7:00pm  
 Leaves for Arkham at 8:00pm  
 Leaves for Innsmouth at 9:00pm

has them check on anyone who’s looking into Innsmouth. As investigators research Innsmouth, they risk being discovered by Esther’s gang.

Keepers should have investigators visiting any of the places Floyd Tobey went or meeting with Andrew Fisher make a Luck roll. If any of these rolls fail, investigators draw the attention of Esther Marsh’s gang. If such investigators are trying to de-

### Esther Marsh’s Gang

Esther Marsh has used her wealth, status, and power in Innsmouth to gather a group of loyal and ruthless hybrids and humans into her service. Esther supports this gang and is able to call on them at all times. They are all members of Innsmouth’s younger generation, bold children of the twentieth century. The gang is skilled, and its members are stealthy fighters. They are both well



funded and equipped. What makes them truly dangerous is their intelligence; these are not ignorant brutes, but thoughtful and cunning adversaries. The gang consists of three hybrid men, a hybrid woman, and an untainted human woman.

#### Earl Waite, Hybrid Man

STR 15    CON 15    SIZ 16    INT 12    POW 11  
DEX 11    APP 6    EDU 10    HP 16

**Damage Bonus:** +1D4

**Weapons:** Brass Knuckles 75%, 1D3+2+db

Grapple 40%

Savage M1917 Pistol 65%, 1d10 (Rate 2, ammo 9, 2 extra clips)

Sawed-off Winchester M1912 Shotgun 55%, 4d6 (Rate 1, ammo 5, 10 extra shells)

**Skills:** Martial Arts (Boxing) 45%, Sneak 60%

Description and role: Earl is large, quiet, and imposing. A trained boxer armed with brass knuckles, he can deliver devastating punches. The gang's main brawler, Earl is often sent in to knock someone out quietly when stealth is required. He's in love with Dixie (see below), but has yet to make his move.

#### Jessie Gilman, Hybrid Man

STR 13    CON 14    SIZ 13    INT 14    POW 13  
DEX 12    APP 10    EDU 12    HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist 60%, 1D3+db

Grapple 45%

Switchblade 60%, 1D4+db

Colt 1908 Hammerless pistol 55%, 1D6 (Rate 3, ammo 6, 2 extra clips)

Marlin M1893 Lever Action Rifle (carbine) 50%, 2D6+3 (Rate 1, ammo 7, 14 extra rounds)

**Skills:** Fast Talk 70%, Persuade 60%, Psychology 55%.

Description and role: Jessie is a smooth talker and excellent liar. He shows little of the Innsmouth look and acts as the face man of the group. He is sent in to gather information, usually with Dixie (see below).

#### Nick Elliot, Hybrid Man

STR 13    CON 16    SIZ 17    INT 09    POW 10  
DEX 09    APP 4    EDU 14    HP 17

**Damage Bonus:** +1D4

**Weapons:** Fist 65%, 1d3+db

Grapple 40%

Small Club 60%, 1D6+db

Colt M1911 semiautomatic pistol 75%, 1d10+2 (Rate 2, ammo 7, 2 extra clips)

Thompson M1921 Submachine Gun 60%, 1d10+2 (Rate varies/burst fire, ammo 100).

**Skills:** Drive Automobile 85%, Spot Hidden 60%.

**Sanity Loss:** 0/1D2

Description and role: "Big Nick" is a hulking brute. Starting his change early in life, the Innsmouth look is thickly upon him. Nick looks frog-like, with bulging eyes, warty skin, and gill-like folds on the sides of his neck. He has two rows of sharp shark-like teeth and exudes a fishy odor. Anyone viewing him must make a Sanity check. He's the gang's wheelman, staying in the car most times. If needed, Nick acts as heavily armed backup,

firing a heavy colt (twice per round) or wielding a Tommy gun with a full 100 round drum like it were a toy.

#### Amy Southwick, Hybrid Woman

STR 12    CON 14    SIZ 12    INT 12    POW 12  
DEX 15    APP 12    EDU 09    HP 13

**Damage Bonus:** +0

**Weapons:** Fist 55%, 1D3+db

Grapple 30%

Trench Knife 65%, 1D6+1+db

Smith & Wesson .38 DA revolver 60%, 1D10 (Rate 3/2, ammo 6, 12 extra rounds).

**Skills:** Listen 85%, Spot Hidden 80%, Psychology 65%.

Description and role: Amy is a young hybrid girl who idolizes Esther Marsh. While the other hybrids in the gang are from wealthy Innsmouth families, Amy is from a poor one. For her the gang is the key to a better life, maybe a husband from a good Innsmouth family. She looks fairly human, runs Esther's personal errands, and serves as the gang's lookout.

#### Dixie Putnam, Human Woman

STR 11    CON 13    SIZ 11    INT 13    POW 12  
DEX 15    APP 16    EDU 10    HP 12

**Damage Bonus:** +0

**Weapons:** Fist 50%, 1D3+db

Grapple 45%

Hatchet 80%, 1D6+1

Mauser "Broomhandle" M1912 Pistol 65%, 1D10 (Rate 2, ammo 10, 2 extra magazines)

Browning M1918 Automatic Rifle 50%, 2D6+4 (Rate varies/burst, ammo 20, 1 extra magazine).

**Skills:** Conceal 50%, Sneak 70%, Throw 60%.

Description and role: Dixie Putnam is the newest member of the gang, a beautiful Bostonian who was recently a mobster's girlfriend. She murdered him with a hatchet during an argument, stole his pistol, and while on the lamb fell in with Esther's gang. She accompanies Jessie to talk to people, distracting them with her good looks. She is often left with Big Nick, because even the hybrids know that she is dangerously insane. Dixie knows the truth about Innsmouth, and it doesn't bother her at all. If serious trouble starts, she uses the gang's Browning Automatic Rifle (BAR), laying it across the hood of their vehicle to hold cover fire while joyfully screaming obscenities.

**Esther's Gang's skills:** All members of Esther's gang have the following skills in addition to the special skills listed above. If a default skill is listed among a gang member's special skills, the higher number stands. Their default skills are as follows: Cthulhu Mythos 16%, Drive Automobile 45%, Fast Talk 40%, First Aid 40%, Hide 50%, Innsmouth Lore 85%, Law 25%, Listen 55%, Locksmith 35%, Mechanical Repair 35%, Psychology 35%, Sneak 50%, Spot Hidden 55%, Swim 65%.

#### The Investigators Receive Some Warnings

Eventually investigators will be noticed by Esther Marsh's gang. Once this happens the gang sends the investigators a clear message to "Back Off." The gang tries to deliver such messages without be-



ing detected in the process. Below are a few samples, but Keepers should feel free to create their own:

An investigator's car is stolen. It is later found where investigators are sure to find it. When found the interior of the car is smeared with fish oil and cow's blood. A note is left reading, "Blood wipes off. Death is forever. Find another job."

A large, gutted cod wrapped in newspaper is hidden in an investigator's home. It is rotting, crawling with maggots, and stinking up the area. The newspaper has an article about Andrew Fisher in it with the words, "Stay Away," written below his photograph.

When investigators exit a building the sidewalk is smeared with cow's blood. The blood leads to the investigator's vehicle (should they have one). A note is pinned to the windshield reading, "See how easy this is? Forget about Andrew."

## PART FOUR: DANGEROUS GAMES

By now investigators have likely learned about Innsmouth and the Fisher murders of 1909. They have received warnings from Esther Marsh's gang and possibly discovered the source of Andrew Fisher's trust fund. Investigators now reach a turning point: do they continue investigating or heed the warning to back off?

Investigators have many options. Keepers will need to respond to their actions. Esther Marsh is becoming nervous and orders her gang to kill the investigators if they continue to be a problem. Andrew is also becoming nervous; wanting to know if the source of his trust fund might hurt his chances of making the Olympic team. Rash actions and foolish choices could lead to deadly consequences as things spiral out of control. Investigators have several options.

### Back Off

The warnings by Esther's gang, the dark reputation of Innsmouth, and the violence of the 1909 Fisher murders may push some investigators to drop this case. They might wrongly assume that Andrew Fisher is himself a hybrid and be unwilling to risk their lives to help him. This is the safest option. Should the investigators abandon Andrew and this case, Esther Marsh is willing to let the matter drop without harming them. However, Andrew Fisher vanishes shortly thereafter, kidnapped by Esther's gang and spirited away to Innsmouth. He is never seen again and the scenario ends in failure.

### Take On The Gang

Investigators may decide to directly confront Esther's gang, which likely leads to a violent confrontation. If local and possibly federal authorities are involved, it could turn into a bloodbath. Such a conflict would likely end with high casualties on both sides. This is not the wisest choice.

If investigators are killed, the gang continues their mission, kidnapping Andrew Fisher and taking him to Innsmouth, and he is never seen again. If investigators succeed in killing or capturing some or all of Esther's gang, their victory is a double-edged sword. Doing this marks the investigators as enemies of the Marsh family and the Esoteric Order of Dagon. Investigators may win the battle against Esther's gang, but they will have started a vicious war.

If Esther's gang is eliminated, she abandons her plan to kidnap Andrew Fisher as she no longer has reliable minions to do so. Esther instead sends a few flunkies to murder Andrew. He is soon killed, possibly in a public place, by one or more knife wielding attackers. If Keepers wish, the assassins could be apprehended, only to die mysteriously while in police custody.

### Turn On Andrew

Investigators who have discovered the secret of Innsmouth may assume that Andrew Fisher is a hybrid. Being an Olympic class swimmer, having a parent from Innsmouth, and possessing the last name of Fisher could all be considered evidence against him. However, Andrew is completely human without any trace of the Deep One taint. Investigators can determine this with a successful Innsmouth Lore check, which informs them that Andrew is without any trace of the Innsmouth look.

If investigators choose to abandon or even turn on Andrew, things go badly for the young man. His chances of making the Olympic swim team are ruined, and Esther Marsh's gang eventually kidnaps him. He's spirited away to Innsmouth and likely never seen again.

## Visit Innsmouth

To successfully complete the scenario, investigators must do something incredibly risky; they must visit Innsmouth. Several clues lead to Innsmouth, and investigators might have two names connected to the case, Wanda Fisher and Ralsa Marsh. The information gained and contacts made in Innsmouth are vital to the investigation.

Investigators must proceed with extreme caution. Innsmouth is the stronghold of the Esoteric Order of Dagon. It controls everything in the town, including all businesses and local police. The people of Innsmouth do not like outsiders nor do they like answering questions. People sometimes vanish in Innsmouth with all evidence of their disappearance quickly washed away.

Should investigators run afoul of the Esoteric Order of Dagon, the Marsh family, or the people of Innsmouth, the situation could become dire. Below are statistics for an average Innsmouth Hybrid and an average full-blooded Deep One (if things really go bad, especially at night) for Keepers to use if needed. If investigators keep a low profile, behave respectfully, and limit the number of people they interact with, they may be able to conclude their business in Innsmouth both safely and successfully.

**Innsmouth Hybrid**

	Range	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6-1	6
EDU	2D6	7
HP	--	12

**Weapons:** Fist 55%, 1D3

Grapple 35%, special

If necessary, hybrids can arm themselves with various weapons (knife, club, pistol, shotgun, and rifle) but are not usually armed.

**Skills:** Bargain 25%, Cthulhu Mythos 15%, Dodge 35%, Drive Automobile 35%, Electrical Repair 10%, First Aid 35%, Hide 30%, History 25%, Innsmouth Lore 50%, Jump 45%, Law 10%, Listen 30%, Mechanical Repair 30%, Occult 20%, Psychology 20%, Sneak 35%, Spot Hidden 35%, Swim 85%.

**Sanity Loss:** Variable

**Deep One**

	Range	Average
STR	4D6	14
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
Move 8/10 Swimming		
HP	--	13-14

Av. Damage Bonus: +1D4

**Weapons:** Claw 25%, 1D6+db

**Armor:** 1-point skin and scales.

**Spells:** At the Keeper's discretion, deep ones with POW 14 or more know 1D4 spells.

**Sanity Loss:** 0/1d6 Sanity points to see a deep one.

**Running Innsmouth: Keeper's Notes**

The seaside town of boarded-up houses, decaying wharfs, abandoned warehouses, and surly, deformed residents is as much a character in "The Hopeful" as any NPC. Innsmouth is a vast, confusing maze of winding streets and crumbling buildings with several neighborhoods bisected by the Manuxet River. Keepers should try to describe the town, complete with its ever-present fishy stench, in ways to build tension and set mood. Keepers can expand their player's exploration of Innsmouth by using the classic resource book for the Call of Cthulhu game, *Escape from Innsmouth*, by Kevin Ross.

**Tracking Down Wanda Fisher**

Innsmouth has no library, chamber of commerce, historical society, or public directory. Investigators attempting to locate Wanda Fisher must ask a native of Innsmouth for information about her or for directions to her home. Investigators should take care choosing whom to ask and how they word their inquiry. Such questions require a successful Fast Talk roll with a -20% penalty, as residents of Innsmouth are generally hostile and uncooperative towards outsiders. If successful, investiga-

tors are told, "Wanda Fisher's passed on, but her son Mario's still about. If you've dealings with Wanda, you'd best talk to her boy. He's over on Babson Street in the south of town. Runs a lobster boat, won't be home till dusk."

**The Sad Tale of Wanda Fisher & Mario Ortiz**

Wanda Fisher was an older cousin of Kyle Fisher from the tainted branch of their family. Although she was a hybrid and Kyle was purely human, the cousins were still close. When Esther Marsh staked her claim on Kyle, it was Wanda who loaned him the money he needed to flee town. Wanda, a priestess in the Esoteric Order of Dagon, felt Esther was a spoiled brat who needed to be taught a lesson.

After Esther captured, tortured, and murdered Kyle, she learned of Wanda's part in his escape. Esther, older now, used her considerable influence to ruin Wanda's life. Wanda was demoted within the Esoteric Order, and her husband, a Spanish immigrant, was fired from his job at a local cannery. The destitute family moved to the most rundown section of Innsmouth, where Wanda's husband was killed in an "accident." Wanda raised her son, Mario, alone.

Mario cared for his mother to the end of her transformation into a Deep One. He was unable to get a decent job in Innsmouth—Esther Marsh made sure of that. Mario, a deeply bitter hybrid, ekes out a living as a lobsterman working his tiny boat alone. A friendless bachelor, anyone who associates with him instantly attracts Esther's wrath. He has grown up hearing about the feud between his mother and Esther Marsh and knows why his "uncle" Kyle was murdered.

Mario has heard of Andrew Fisher and seen photos of him in the newspaper. He realizes Andrew must be Kyle's son and is proud of his distant cousin. Mario will try to ensure that he remains safe and that Esther Marsh does not get her way. To achieve these goals he is willing to help the investigators. Mario is not in good standing with the Esoteric Order, his family being blacklisted long ago. He is a hybrid, but a stunted one who will never complete the transformation into a Deep One. All of this makes him a miserable and bitter man. He is willing to risk much to make Esther Marsh as miserable as he is.

**A Meeting with Mario Ortiz**

Investigators searching for Mario's residence must visit Innsmouth's southern slums. The entire area is nearly deserted and home to the town's poorest people. After finding Babson Street, investigators can easily determine which house is Mario's, as it is the only one on the block not falling down or obviously abandoned (location 1 on the Innsmouth Map on page 100). The house is vacant from 7AM until 6PM because Mario fishes all morning and then drives into Kingsport to sell his catch each afternoon. When he is home, a ragged looking Model T with its back seat filled with lobster pots is parked in front of the house.

Investigators finding Mario home encounter a large, hulking bear-like man with serious "deformities." His skin is rough and lumpy; his unblinking eyes are bulging and widely placed and his fingers are long with skin growing between them, giving his hands the appearance of baseball mitts. Worst are his



arms: that are overly long and apelike, nearly able to touch the ground when he walks. Mario's voice is throaty and he exudes a fishy odor. Those seeing him must make a Sanity check or lose 0/1D2 points.

#### Mario Ortiz, Hybrid Man

STR 16    CON 13    SIZ 16    INT 11    POW 10  
DEX 10    APP 6    EDU 12    HP 15

**Damage Bonus:** +1D4

**Weapons:** Fist 65%, 1D3+db

Grapple 40%

Fishing Knife 65%, 1D4+1+db

Colt New Army & Navy revolver 45%, 1D10+2

**Skills:** Cthulhu Mythos 18%, Dodge 45%, Drive Automobile 45%, Fishing 60%, Hide 40%, History 50%, Innsmouth Lore 84%, Listen 40%, Mechanical Repair 45%, Pilot Boat 50%, Psychology 40%, Sneak 45%, Swim 85%.

**Sanity Loss:** 0/1D2

Mario is at first cautious towards investigators. He rarely speaks to anyone since his mother passed and is rather lonely. In spite of the Innsmouth attitudes about not speaking to strangers, once Mario feels the investigators are not a threat he invites them in for a chat. It will likely be after 7PM, so he offers to boil some lobsters and a few potatoes for his guests saying, "I don't got much, but yer welcome ta share in what I have."

The hybrid has much to say, and no one who will listen. Investigators asking about Kyle Fisher, his murder, Andrew Fisher, or the Marsh family easily get him talking without the need for Fast Talk or Persuade checks. He explains, "It's late and this is a long story. You'd best stay here tonight. It's no grand hotel, but it's safe. Be dark soon; ain't safe in this part of town at night." If investigators accept his offer, Mario breaks out a bottle of bathtub gin and begins talking. This show of trust grants investigators an important ally.

Mario talks long into the night, pouring shots of gin now and then. Outside, investigators hear an occasional bleat, croak, bestial moan, or shuffling footsteps in the darkness. Anyone spending the night here must make a Sanity check for 0/1D2 points and receives +2% to their Innsmouth Lore skill. Mario conveys the following information:

- Kyle Fisher was a schoolteacher in Innsmouth and Esther Marsh was his student.
- Esther told everyone her daddy would arrange a marriage between the two when she turned sixteen.
- My mother (Wanda) gave Kyle the money to move away from Innsmouth in secret.
- Three years later Esther Marsh bragged how she tracked Kyle down in Arkham and killed him and his new wife.
- After that happened, Esther Marsh did everything possible to ruin my family. She must have learned of my mother's (Wanda's) involvement while torturing Kyle.
- My mother (Wanda) was kicked out of the Esoteric Order and my father was fired from his job at the fish packing plant before dying in an arranged accident.
- Esther makes sure I can't find decent work, friends, or a wife in Innsmouth. No one dares go against her.

- I'm sure that kid in Arkham, the swimmer maybe going to the Olympics, is Kyle's boy and my kin.
- Esther's been saying she's getting married soon and her new man's coming to Innsmouth as soon as he's done with college.
- I think Andrew Fisher is the man she means, because Esther swore she'd marry his father. Also, Andrew's in college and graduating soon.
- Her family is fed up with her antics and those of her cousin, Ralsa. They'd be upset to hear she's meddling in affairs outside of Innsmouth.
- Esther Marsh doesn't deserve a single moment of happiness.

## A Meeting with Ralsa Marsh

Investigators may have obtained the address to Ralsa's office (510 Main Street) and can find him there during business hours. The office is shared by Ralsa's father, Doctor Rowley Marsh. Advertising to be a Law Consultant, Ralsa has yet to pass the Massachusetts bar exam, and was expelled from Harvard Law School during his second year. He is a well-known ladies man, fathering several children to both willing and unwilling women. While widely despised across Innsmouth, few dare stand up to him since he is the great-grandson of Obed Marsh.

The receptionist, Ruth Gilman, greets those entering the office. Ruth is Ralsa's sister and manages the office for her father and brother. She is upset with her brother and shows investigators into Ralsa's office against his claims of not being in.

Ralsa is a tall and powerful human-looking hybrid. He is brusque with the investigators and asks them what they want and why they have come to Innsmouth. If investigators ask about the anonymous trust fund he set up for Andrew Fisher, Ralsa recalls doing this for his cousin, Esther. Realizing this has nothing to do with himself, he smiles, relaxes, and considers ways to use the investigators to his advantage.

The investigators come at a good time. Ralsa is currently at odds with his family, which has sworn not to bail him out of trouble any longer. He recently raped a human woman of high local standing named Patricia Averill who later committed suicide. This sparked her family to openly swear vengeance on Ralsa. His family is content to let this play out for the foolish hedonist. Ralsa Marsh is trying to get back into his family's good graces and hopes to do this by making Esther look worse than he does.

Ralsa thanks the investigators for coming to him before excusing himself. He insists they return in two hours, suggesting they go have something to eat at the Innsmouth Café (707 Federal Street). He says, "Tell Brittany you're my guests and I'm covering your tab." He seems pleased, and investigators attempting a Psychology check to determine his motives detect nothing threatening. Ralsa then meets with his father, Dr. Rowley Marsh, informing him of Esther's actions.



## A Meeting with Dr. Rowley Marsh

If investigators return as requested, Ruth shows them into Dr. Marsh's office, which is adjacent to Ralsa's. Ralsa will be there, standing just behind his father, while Dr. Rowley Marsh is seated. Dr. Marsh, brother to Barnabus "Old Man" Marsh, is a stunted hybrid like Mario. However, he is still one of the most powerful men in Innsmouth. Rowley Marsh has rough skin, a fishy odor, and a deep gravelly voice. He introduces himself, thanks the investigators for coming, and asks them to sit.

Rowley is at his wit's end trying to control the younger generation (e.g., his son Ralsa). Upon learning of Esther's plan he decides to put a stop to it, whether she likes it or not. Before meeting with investigators, he has a lengthy conversation with his brother Barnabus and niece Esther. The elder Marshes decide on what is to be done; Esther agrees, but has no intention of obeying them. All that remains is getting the investigators' help in resolving this. Dr. Rowley Marsh makes the investigators an offer they really should not refuse.

### The Offer

Meddling in the life of a sports celebrity, whose parents were brutally murdered by one of their own, is too risky. The Marshes need this problem to go away. Dr. Marsh makes the following offer:

- The account was set up without the Marsh family's knowledge or consent.
- They realize that Andrew is the son of an Innsmouth man who was murdered.
- The account is now closed and no further deposits will be made. The boy (Andrew) is over twenty-one and should have no trouble earning a living.
- They don't want the money back.
- They don't want Andrew to know the money came from their family or anyone connected to Innsmouth.
- Andrew Fisher must stop looking into this matter and focus on his future.
- The investigators should tell Andrew whatever they must in order to convince him to drop this matter for the benefit of everyone involved.
- "I'd appreciate your assistance in using whatever influence you have over the young man to make all this just go away," says Dr. Marsh as he passes the investigators an envelope.

The envelope contains \$1200 in fifty- and one-hundred-dollar bills (the equivalent of nearly \$15,000 today). Once investigators take the envelope, Dr. Marsh asks, "Do you understand everything I am saying? Do we have an agreement?" If the investigators agree, Dr. Marsh then says, "Good. Please wish Mr. Fisher the best of luck trying out for the Olympic team. I'd hope this concludes your business in Innsmouth and you won't need to return. Again, do you understand?" If investiga-



tors take the bribe and agree to the Marsh Family's terms, they are allowed to leave town unmolested. If they refuse the Marsh family's offer, Keepers should have investigators attempt to fight their way out of town against nearly impossible odds. People do vanish in Innsmouth.

## PART FIVE: CHECKMATE

The situation is about to come to a head. Esther Marsh's plans for Andrew Fisher, a trap she has waited eighteen years to spring, will succeed or fail depending on the actions of the investigators. What Esther does next depends on what actions investigators have taken. Keepers must consider how much Esther's plans have been disrupted and decide what her next move will be. Investigators could counter her or make additional move of their own. The final resolution could range from bloodless to mayhem, reflecting the investigators luck and style of play.

### Esther Makes Her Move

Esther Marsh will not sit by as her plans fall apart. In spite of possible warnings from her father and uncle, she acts before Andrew leaves for the Olympic trials in Pennsylvania. Her gang attempts to kidnap Andrew (see "The Gang Moves In"). If the investigators have already eliminated her gang, Esther organizes a group (1D4+2) of Innsmouth hybrids to attempt the task. Such replacements are little more than flunkies and poorly suited to such tasks. Keepers should use the stats included for average Innsmouth hybrid residents provided in "Visit Innsmouth."

Esther plans to figure out how to deal with her family's disapproval after kidnapping Andrew. She only needs a short time to either convince him to marry her or to murder him. After abducting Andrew, she knows her family will not force her to release him. However, doing this against their wishes means she cannot turn to them for aid. Once Esther crosses this line, she knows she will be on her own.

### The Gang Moves In

Esther's gang attempts to abduct Andrew; either by force or by luring him into a trap using Dixie's good looks. They carefully choose their time and place, stalking their target until they see a good opportunity. This may take some time, especially if investigators are protecting him. The gang happily murders anyone getting in their way, so long as they can get away with it. If Esther is using a group of replacements, they will be less careful and skilled. Such a group will not be a serious threat outside of Innsmouth.

If investigators manage to stop either band from kidnapping Andrew, see "Esther's Gang is Thwarted." Should investigators fail to protect Andrew or stop the kidnapping, see "Andrew Vanishes."

### Esther's Gang is Thwarted

Esther's gang (either her primary or back up) at some point attempts to kidnap Andrew Fisher. If investigators prevent this, Esther Marsh simply organizes another attempt. This continues unless one the following things happen:

#### Daddy's Had Enough

If investigators informed the Marsh family of Esther's plans for Andrew Fisher, they step in. Upon hearing of her failed kidnapping attempt, after explicitly ordering her against doing so, her father's discipline comes crashing down. Old Man Marsh makes Esther a prisoner in her home until Andrew leaves Arkham for the Olympic trials.

#### Call in the G-men

Investigators have a powerful ally in Agent Max Trent. The by-the-book G-man remains in Arkham investigating the illegal liquor warehouse discovered in Floyd Tobey's home. He is waiting for the reporter to regain consciousness to question Floyd about the liquor. If investigators contact him and inform him of a threat to Andrew Fisher's safety, Agent Trent takes action. He has local police watch Andrew and personally shadows him for a few days. Within 72 hours, he escorts Andrew to the University of Pennsylvania, arranging for him to finish his last semester there while awaiting the Olympic trials.

Esther Marsh is not foolish enough go up against a federal officer. Once Max Trent begins protecting Andrew Fisher, she backs off. Andrew finishes his senior year at the University of Pennsylvania and attends the Olympic trials. If this happens, the scenario ends in success. Esther Marsh immediately begins planning her revenge, but investigators have little to fear. A federal raid on Innsmouth soon takes place, with Agent Max Trent possibly being one of the agents involved.

### Andrew Vanishes

If Esther's gang kidnaps Andrew Fisher, he vanishes and is spirited away to the decaying town of Innsmouth. This happens if investigators make no provisions to protect Andrew or if their efforts to protect him fail. Authorities, both local and federal, will investigate but turn few leads. Without proof, they refuse to contact the authorities in Innsmouth. Even if the Innsmouth police are contacted about Andrew's kidnapping, they take no action.

Meanwhile Andrew Fisher is held prisoner by Esther Marsh, not unlike his father was eighteen years go. If investigators want Andrew back, they will have to find him themselves and before it's too late. Innsmouth is a big place and Esther could be holding Andrew anywhere inside it. Investigators hoping to mount a rescue will need some information. This information comes only if they have made Mario Ortiz an ally.

#### Mario's information

If Andrew is taken to Innsmouth via successful kidnapping, investigators have one chance at rescuing him. This chance is dependent on an alliance with Mario Ortiz (see "A Meeting with Mario Ortiz").

Esther's gang chooses an old stone warehouse in the Shoreward slums of Innsmouth as their hideout and hold Andrew there. He is kept in the warehouse for several days while Esther Marsh visits and tries to seduce him. The location was chosen because it is nearly deserted and unlikely to draw her family's attention. Unfortunately for Esther, one of the few area residents who did notice was Mario Ortiz, a man who despises her.

Once Mario realizes that Esther holds his distant cousin prisoner, he seeks help. He will not act against Esther directly for fear of the Marsh family's retaliation. If he has met the investigators, he gets into his battered truck and finds them. Mario may have asked for the investigators' phone numbers or addresses, which simplifies locating them. He may also know the investigators names, allowing him to track them down through a public directory. Failing this (i.e., investigators using aliases), Mario goes to Arkham and visits Andrew's address or other likely places where he hopes to find the investigators. As soon as Mario finds the investigators, he approaches them with information about Andrew's location.

The hybrid is not comfortable traveling outside Innsmouth, but his hatred of Esther Marsh is strong. He also wants Andrew Fisher to be free to live his own life. Mario will be wearing a long coat, a wide-brim hat and a scarf around his mouth. He keeps his very long arms folded to hide his disturbing appearance. He asks to speak with the investigators privately, stating, "Loads of time we ain't got." If the investigators agree, he'll tell them the following:

- Esther Marsh's gang has kidnapped Andrew Fisher.
- He knows where Andrew's held.
- Andrew has a few days before he's lost, insane, or dead.
- If the investigators want to rescue Andrew, he'll tell them where he's being held.
- Mario would appreciate some money, a few hundred dollars, for providing this information. He explains, "If I cross the line and help outsiders against Esther, I'm as good as dead if I stay in Innsmouth. I'd have to leave town for good. It'll be worth it to save Andrew, whose ma kin, and to ruin Esther's plans."

If investigators agree to this, and give Mario at least three hundred dollars, he tells them where Andrew's being held. He says, "They're keeping him in Hoggs Warehouse, on Water Street in Shoreward, not far from my place. Esther's got her goons guarding him. Boy doesn't have much time. She'll get him to marry her or kill him like she did his daddy before long. You need to act fast, before he sees too much and ends up loony. Et happens, when outsiders see too much too quick. Take my truck; I've some old fishing coats

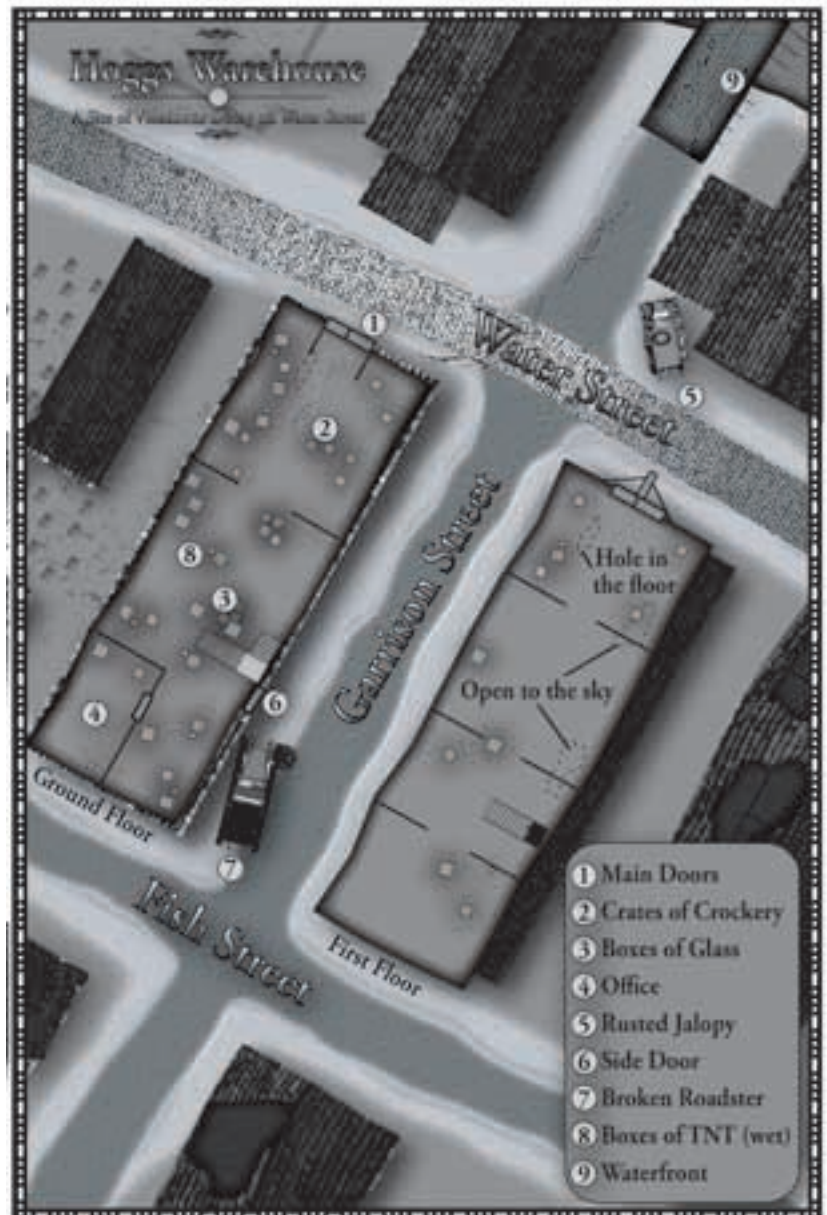
and hats in the back. You can drive in and disguise yourselves, might help."

Mario gives the investigators his truck, taking one small bag out of the back. He then goes to Arkham's B&M train station, sneaks aboard a freight train, and heads south.

## Rescue Andrew Fisher

Investigators reaching this point are in sudden death, making their last possible move to avoid the scenario ending in failure. They must enter Innsmouth, execute a rescue of Andrew Fisher, and safely escape town with him. Hoggs Warehouse, an old stone structure on Water Street between Garrison and Babson Streets, is easy to find and still in fairly good shape (location 2 on the Innsmouth Map on page 100). The other warehouses on this block are practically falling down.

Esther Marsh's gang (or replacement group) guards Hoggs Warehouse along with 1D4+2 additional hybrids. For every member of the gang that has been killed or captured, Keep-





ers should add two random hybrids to the security force. The warehouse's main entrance is locked (and chained shut), but its side door is open. A random member of Esther's gang (if possible) and two hybrids are standing guard outside this door.

Esther's gang does not expect trouble, so their response to an attack is slow and confused. They do not hold Andrew as a hostage because they have been ordered not to harm him under any circumstances. If the conflict seems to favor the investigators, the gang and hybrids flee into the night and raise alarm as they do so.

The location of Hoggs Warehouse lends itself to easy escape from Innsmouth. Water Street turns into Main Street which leads out of Innsmouth towards Kingsport. The safety of the open road is just under a mile from the hideout. Investigators attempting a speedy getaway are able to race out of town with a few random gunshots zipping by and without pursuit.

### Encountering Esther Marsh

Investigators may spot Esther moving about Innsmouth during their visit or leaving Hoggs Warehouse before their rescue attempt. They will notice her advanced development and immodest display of taint. Encounters with Esther should be accidental or fleeting however; Esther is crafty and will use her connections in Innsmouth to avoid personal confrontation with the investigators.

Keepers should not allow the investigators to kill or capture Esther if they plan to use "The Raid on Innsmouth" (see *Escape from Innsmouth*) as part of their campaign. If investigators harm or capture Esther, Keepers may orchestrate the disappearance of her body or her rescue to maintain continuity.

### The Fate of Andrew Fisher

The only option for investigators that have failed to prevent Andrew's kidnapping is to rescue him. If he is kidnapped and investigators don't rescue him, Andrew is lost. Keepers can decide if he is murdered, driven insane, or convinced to marry Esther Marsh (or a combination of those fates). Keepers could have Andrew (or his remains) discovered by federal officers during the raid of February 1928.

If Andrew Fisher's kidnapping is thwarted and Esther's plot ruined, the scenario ends in success. If investigators manage to rescue him from Esther's gang in Innsmouth, the scenario also ends in success. Federal investigators find nothing amiss in Andrews Fisher's background. He becomes part of the United States Olympic Swim Team competing in the Games of the IX Olympiad (1928 Summer Olympics) in Amsterdam. His performance is successful, but overshadowed by future film star Johnny Weissmuller, who wins a pair of gold medals.

### The Fate of Floyd Tobey

Floyd Tobey contacts the investigators shortly after the scenario's conclusion. While he remains in a coma for the duration of the investigation, he eventually makes a full recovery. He is very curious about what investigators may have learned and grateful if they brought those who nearly murdered him to some sort of justice. Max Trent interviews Floyd, who tells

the federal agent everything he learned about Innsmouth. His testimony, along with that of a man named Robert Olmstead and possibly that of the investigators, is used to help plan the federal raid on that town several months later.

## Sanity Awards

For preventing the abduction of Andrew Fisher . . . +1D4 SAN  
 For meeting with Mario Ortiz . . . . . +1D2 SAN  
 For meeting with Ralsa and Rowley Marsh. . . . . +1D2 SAN  
 For rescuing Andrew Fisher  
 from Innsmouth captivity . . . . . +1D3 SAN  
 For successfully completing the  
 scenario without entering combat. . . . . +1D8 SAN

## Continuing the Mystery

As noted in the possible outcomes of this scenario, there are great ties between this scenario and "The Raid on Innsmouth," found in *Escape from Innsmouth*. Skillful Keepers may wish to guide investigators to this scenario.

**T**wo men stood in a field, the night illuminated by the fire from a burning mill. A smoking Model-T flipped on its side rested nearby. Before them lay the remains of an enormous creature which seemed to be quickly dissolving. It had both cloven hooves and tentacles. It had not gone from this earth quietly.

The partners stood, covered in soot, splattered with blood, surveying the scene. Their

“It’s okay,” the other replied, shouldering the now unloaded Remington, “none of it can be traced to us.”

“Going to be a long walk back to town . . .”

“I told you not to hit that tree.”

“I didn’t, that tree hit us.” He replied, gesturing to the stinking pile of ooze that had moments ago been trying to devour them.

“Is that what happened? I don’t remember



clothing was torn, their hair disheveled, their eyes wide and unblinking as they slowly regained their breath. Both ached from a multitude of bruises, sprains, and likely minor bone fractures. Adrenaline alone likely kept them on their feet. One held a double-barreled shotgun, twin lines of smoke slowly wafting up from the weapon. The other held an amulet in one hand, a lit Molotov cocktail in the other.

“What a mess . . .” commented one.

that.”

“Well, you took a hit to your head . . . you okay?”

“I think so. You?”

His partner nodded as he pulled the burning tie from the bottle and tossed it aside, saying, “My wife is going to kill me, that tie was an anniversary gift.” He then took a long swig from the bottle and passed it to his friend.

“I’ll buy you a new tie. I thought that was



gasoline?”

“Nope, Tequila. Just like Doc would have wanted.”

“Nice.” His partner took the bottle. “To Doc,” he said, finishing it with a long draught before tossing it away. He then lit a pair of cigarettes, passing one to his friend with a smile. Both took long slow drags before speaking.

“So . . . that wasn’t so bad.”

“Yeah . . . we should do this again.”

“Oh yes, without a doubt.”

# APPENDIX I: CONVERSIONS FOR TRAIL OF CTHULHU

*The following material provides conversion notes to use this book's material with the Trail of Cthulhu roleplaying game from Pelgrane Press. Spell conversions for all scenarios appear in their own section, followed by conversions for the scenarios themselves.*

## Spells

Any spells appearing in the scenarios that are not found in the *Trail of Cthulhu* rulebook are listed below in alphabetical order, with both incantations and rituals listed together. Some spells appear in more than one scenario.

### Alter Weather

The Keeper establishes the base conditions of the weather. Every 5 Stability points spent effects one level of change (see further below). Anyone else participating in the ritual can also spend points, but those who do not know the spell may only contribute 1 point.

The effective radius of the base spell is two miles; this area can be widened by spending 5 Stability points for each additional mile. The change in the weather lasts thirty minutes for every 5 Stability points of the total contributed, but violent weather lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 Stability points to change.

The levels of change can be found in the *Call of Cthulhu* rulebook's description of the spell.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability from each participant to cast, plus any additional points to affect the weather itself.

**Time:** A half hour of chanting to cast.

### Bind Enemy

If the spell is successful, the target cannot harm the caster for one week. The spell is broken if the caster attacks the target or the effigy is broken.

**Stability Test Difficulty:** 5 (4 with Art spend while creating the effigy)

**Opposition:** The caster sacrifices a number of Stability or Health points (or combination thereof) into a small effigy of the target. These points are used in a contest against the

target's Stability. If the caster wins, the target cannot harm the caster for one week.

**Cost:** Variable (see above)

**Time:** One day

### Charm Animal

This spell causes a target animal in near range or closer to treat the caster as a friend. The Stability or Magic point cost of the spell depends on the general mass of the animal charmed. The spell costs 1 Stability or Magic point for every 20 pounds that the animal weighs; the Keeper should estimate the cost and may increase or decrease it if the animal's shape or size seems to warrant it. The charm lasts for 24 hours.

**Stability Test Difficulty:** 4

**Cost:** Varies (see above)

**Time:** One round

### Cloud Memory

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target's mind is mentally blocked with respect to one specified incident. If the spell fails, the event in question becomes vivid in the target's mind.

The spell cannot undo a Stability or Sanity loss under most circumstances. Keepers might allow an Investigator another opportunity to recover a Sanity rating point through denial if the Investigator did not do so originally (see page 75 of *Trail of Cthulhu*). If proof of the Mythos experience exists and the Investigator rediscovers it, the Sanity point is lost again.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability

**Time:** One round

### Command Plants

This spell causes any normal plant to take on basic sentience



and movement. All plants within a 20-yard radius of the spell caster are affected and can be directed to perform very simple actions by the spell caster. The spell caster could command plants to “entangle all humans” or “attack all humans” and all plants within the spell’s radius would do so to the best of their ability. Plants do not gain new or unnatural abilities: a tree cannot suddenly grow a mouth to bite with, for example. However it could thrash or beat victims with its branches. Plants also do not gain mobility: they cannot uproot themselves and chase victims. Trees and plants could batter or thrash victims with their branches, hedges or thickets could bend and close off passages, tall plants could sway or whip violently to slow human or animal movement, vines could tangle around feet, etc. The spell’s radius may be increased 10 yards for each additional Stability or Magic point spent. The spell’s effects last for 2 minutes per Stability or Magic rating point of the spell caster.

**Stability Test Difficulty:** 5

**Cost:** 2 Stability or Magic

**Time:** One round

### Contact Aihai

If there are any aihai nearby they immediately come to the spell caster. Otherwise the spell caster is contacted by one of the Martian aihai in a dream the next time he sleeps.

**Stability Test Difficulty:** 4

**Cost:** 3 Stability or Magic

**Time:** Ten minutes

### Contact Rat-Thing (ToC 114)

### Contact Nyarlathotep (Tick Tock Man)

This spell works as detailed on page 113 of *Trail of Cthulhu*. Nyarlathotep appears to the supplicants as his mechanical humanoid avatar known as the Tick Tock Man.

### Contact Tulzscha

No specific details are given for this spell. Keepers may refer to ToC 112 for more information about Contacting Deities.

### Contact Vulthoom

This spell opens communication with Vulthoom. The Contact spell for Vulthoom may be cast anywhere and the Great Old One will appear and communicate with the caster in his dreams.

**Stability Test Difficulty:** 4

**Cost:** 3 Stability or Magic and 1 Sanity

**Time:** One hour

### Curse of the Rat-Thing

This ritual is meant to turn a recently dead corpse into a rat-thing. The corpse must have died within 24 hours of the ritual. The spiritual essence of the deceased returns to the body, which transforms into the horrible thing. Unfortunately, this version of the spell is flawed and will not work.

### Enchant Brazier

Use the Enchant Item spell (ToC 115). The brazier is used in a spell known as Conjure Glass of Mortlan.

### Heal

This spell doubles the healing rate for the target, who must be touched by the caster. Lightly injured characters refresh 4 Health pool points per day of restful activity. Hospitalized characters spend half the time convalescing. So if the character was reduced to -8 Health, he or she will be hospitalized for 4 days. The spell lasts for one week, but can be reapplied if need be.

**Stability Test Difficulty:** 5 (4 with Medicine)

**Cost:** 2 Stability or Magic

**Time:** 5 minutes

### Healing

The caster must lay on hands for the entire time the spell is being cast (the spell can also be cast on one’s self). Once the spell is cast, it refreshes 8 of the target’s Health pool points.

**Stability Test Difficulty:** 5

**Cost:** 4 Stability or Magic

**Time:** 6 rounds

### Levitate

This spell allows the caster to levitate any target within close range that the caster can see. The spell costs 1 Stability or Magic point for every 20 pounds that the target weighs; the Keeper should estimate the cost and may increase or decrease it if the target’s shape or size seems to warrant it.

If the target is unwilling to be levitated, then the caster must make a Stability or Magic test against the target’s Stability or Magic pool.

A floating target might be able to grab a hold of some sort of support. Then, the target can make an Athletics test against the caster’s Stability or Magic pool. If successful, the spell is negated, and the target falls.

The target levitates 3-5 feet above the ground. If the spell is cast on a falling target, its fall slows and it halts several feet off the ground. For each additional Stability or Magic point spent, the caster can move the target 2 yards horizontally or vertically.

**Stability Test Difficulty:** 5

**Cost:** Varies (see above)

**Time:** One round

### Mesmerize

This spell works only on targets that have some genetic relation to humanity. The caster must have 3 rating points in both Occult and Cthulhu Mythos to cast this spell. The target must be in point-blank or close range and able to see the caster’s eyes.

After the test to cast the spell, the caster makes a second Stability test against the target’s Stability rating. If successful, the target stops and accepts commands from the caster. If the test fails, the spell does not take effect. Mesmerize lasts for 5

rounds per Stability rating point of the caster. If the Stability rating of the target is higher than that of the caster, a successful Stability test against the target's Stability rating must be made every 10 rounds, or the spell is broken.

The target carries out the caster's commands, but is considered shaken for the duration of the spell (if the target is already or becomes hurt or shaken (or worse), the spell's deleterious effect adds to the others.

**Stability Test Difficulty:** 5 (4 with Hypnosis)

**Cost:** 2 Stability

**Time:** Two rounds to cast.

## Nightmare

This spell can be cast at a sleeping target anywhere, but the caster must know the target's name. The nightmare causes the target to automatically lose 1 point from his or her Stability pool.

A Psychoanalysis test against difficulty 5 is needed to let the target recall the contents of the dream. The Keeper chooses the contents of the nightmare, and they must be closely related to the life and habits of the caster.

**Stability Test Difficulty:** 4

**Opposition:** Sending a nightmare is a contest against dream's Inertia of 4

**Cost:** 3 Stability

**Time:** 15 minutes

## Raise Night Fog

This incantation must be cast at night and calls up a fog from a body of water. The caster uses a bowl or cup of water, filled from the body of water where the fog is to form. The fog forms suddenly and then acts according to natural laws and dissipates with the dawn.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability or Magic.

**Time:** About 20 minutes.

## Send Dreams

The target must be asleep and within 20 miles of the caster. If the spell is successful, the caster specifies the content of the dreams the target is subjected to. If the visions in the dreams are horrific, the target must make a Stability test (with a Difficulty Number of 4 or 5, depending on the nature of the vision) or lose 2 points of Stability. A dream-vision of a Great Old One or Outer God, however, causes the target to make a Difficulty 5 Stability test or lose 3 Stability and 1 Sanity.

**Stability Test Difficulty:** 6

**Opposition:** The caster sacrifices a number of Stability or Magic points into the burning herbs. All points beyond the first one spent are used in a contest against the target's Stability. If the caster wins, the target experiences the dreams sent by the caster.

**Cost:** Variable (see above)

**Time:** A half hour

## Vanish

This spell requires a special box that must be prepared in

advance. This requires sacrificing 1 rating point of Stability or Magic after a day of ritual preparation. Once the box is created, the caster can now disappear in a puff of smoke, reappearing next to the box, even if it is several hundred miles away. Any number of boxes can be created. If a box is destroyed, it no longer works.

**Stability Test Difficulty:** 5

**Cost:** 3 Stability or Magic

**Time:** Instantaneous; it can be cast before combat begins.

## Scenarios

Conversion notes for each individual scenario appear below, by the page number, section, and paragraph of that particular section.

Occasionally, notes apply to an entire section. These notes appear immediately following the section name, before any paragraph designation.

Partial paragraphs at the beginning of a page are counted as the first paragraph of that page.

Converted passages are marked with a †. In most cases, the converted passages begin with the same text as appears in the main scenario. Ellipses designate that non-rules text has been removed; refer to the main scenario for the full version. Several sentences from one paragraph may be converted, and if the sentences are continuous, they appear so here. But if a converted sentence does not immediately follow the preceding one in the main text, it is marked with its own †.

Statistics for creatures and NPCs are listed on the page they appear. Those for creatures appearing in the *Trail of Cthulhu* rulebook are not included. Only one stat block is provided for a type of creature (and occasionally for groups of people). Keepers should feel free to adjust Health or other General abilities by a point or two to provide variety.

An "(M)" listed to a Stability test designates a Mythos shock.

## Shades of Tomorrow Lost

### Page 9

#### Dream of the Kingsport Sleepers

(Paragraph 1) †In those flashes, the Investigator can see more of his blasted surroundings.... This sight causes a 1-point Stability test.

#### Exploring the ruins of Kingsport

(Paragraph 1) †A Difficulty 2 Sense Trouble test lets him see a number of similar large dark shapes....

(Paragraph 2) †A 2-point Chemistry spend lets the Investigator identify the substance....

(Paragraph 3) †The verification of apparent time-displacement causes a 1-point Stability test.



### Finding Other Dreamers

(Paragraph 2) †Medicine lets the Investigator know that although they cannot be woken up, the people are otherwise unharmed.

### The Dream Weaver's Arrival

(Paragraph 1) †The coat hangs to the ground...the Investigator with the highest Sense Trouble pool notices odd, furtive movement from beneath the coat.... †A successful 2-point spend in an Investigative ability that deals with dreams (perhaps from a relevant dedicated pool) identifies the figure....

(Paragraph 3) †Dreaming Investigators must make a Stability test or lose 3 points.

## Page 10

### Medical Mystery

(Paragraph 1) †A full examination requires numerous tests over several hours. The doctor can tell the investigator that there may be three possible causes....

## Page 11

### Dreams, Dreaming, and the Dreamlands

(Paragraph 2) †Investigative abilities (including point spends) should be used as normal while dreaming; however the Keeper may want to refresh spends from General abilities used in physical activity.

(Paragraph 3) †Health points lost and physical injuries acquired in dreams are instantly healed upon waking. Stability and Sanity changes remain upon waking. An Investigator killed in a dream immediately wakes and must make a 4-point Stability test....

(Paragraph 4) †Investigators experienced in Dreamlands adventures...may have additional abilities that they have picked up in their dreams. They may provide some additional assistance (possibly substituting for Cthulhu Mythos, for example), depending on their nature and Keeper description.

### Medical Mystery

(Paragraph 4) †At the Keeper's discretion, the physician has gotten a nasal swab that reveals unusual red pollen after examination under a microscope....

### Medical Assistance

(Paragraph 1) †Investigators will need to have some ability to offer (Medicine with a rating of 2 or more or Alienists with proper credentials) and make a 2-point Bureaucracy, Reassurance, or Credit Rating spend.

### Unwilling Detainees

(Paragraph 1) †Kingsport's four full-time policemen take turns guarding the hospital ward along with 1 to 2 members of hospital....

## Page 12

### The Kingsport Sleepers

(Paragraph 1) †By searching records at Congregational Hospital, or questioning hospital staff, the list of names of all known Kingsport Sleepers may be found with a 3-point spend by a single Investigator in any one or combination of the following abilities: Flattery, Reassurance, Credit Rating, Bureaucracy, or Medicine. Quarantined Investigators can compile their own list simply by questioning their fellow detainees, which takes 1d6 hours.

### Mapping the Cases

(Paragraph 1) †Specifically mapping out the locations of those found to have been inflicted with the deep slumber on a Kingsport map discovers that the majority of the Sleepers were in the West Side Neighborhood of the city, but this will take the Investigator 10 hours to complete.

### Strange Metallic Taste

(Paragraph 1) †Investigators may be able to identify it themselves (with a 2-point Chemistry spend).

### Pollen

(Paragraph 1) †Closely examining the bedrooms or night clothing of a Kingsport Sleeper reveals, with Evidence Collection, a very thin, light dusting.... A 1-point spend shows the substance to be thickest under and near the window closest to where they slept.

(Paragraph 2) †Outdoorsman or Biology is required to identify the red powdery stuff as pollen. †If the Investigator is local, they may think of the internationally-renowned plant expert and Kingsport resident Chaucer Wentworth-Smith....

(Paragraph 3) †Should an Investigator do something as foolish as to smell or taste the pollen...he immediately gets lightheaded and sleepy and begins to doze off.

## Page 14

### Dreams of Death and Dinosaurs

The entirety of the following scene has a potential loss of 7 Stability points (M).

(Paragraph 2) †The Investigator thinks that the planet is Earth.... Geology or History identifies the planet as Cretaceous-period Earth.

(Paragraph 3) †The now fuzzy and blinking screens show massive jungles on the planet's surface, and the Investigator makes out the forms of dinosaurs....

### Escaping Congregational Hospital

(Paragraph 1) †This will require getting past (Difficulty 5 Stealth check) or overpowering (see below) one member of the Kingsport Police and 1 to 3 members of the hospital staff.

## Page 15

**Escaping Congregational Hospital**

(Paragraph 1) †Should the Investigators organize a distraction...the Difficulty of the Stealth check is reduced by 1. †However, convincing other Sleepers to assist the Investigators overpower a police...would require a 2-point Flattery or Reassurance spend.

(Paragraph 2) †Resisting or fighting with an officer of the law will result in jail time and a penalty to Credit Rating, as well as seriously impede future cooperation from the local police. The rating is effectively reduced by 2 points in Kingsport and the surrounding area.

**Kingsport Police****Chief Crane**

Athletics 4, Firearms 6, Health 7, Scuffling 4, Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Weapons: -2 (fist), +1 (12-gauge shotgun), -1 (nightstick), +1 (.38 revolver)

**Captain Blair**

Athletics 9, Firearms 4, Health 7, Scuffling 5, Weapons 6

Hit Threshold: 4

Alertness Modifier: +1

Weapons: -2 (fist), +1 (12-gauge shotgun), -1 (nightstick), +1 (.45 revolver)

**Officer Lord**

Athletics 10, Firearms 6, Health 7, Scuffling 4, Weapons 4

Hit Threshold: 4

Alertness Modifier: +1

Weapons: -2 (fist), +1 (12-gauge shotgun), -1 (nightstick), +1 (.38 automatic)

**Captain Blair**

Athletics 4, Firearms 4, Health 6, Scuffling 5, Weapons 3

Hit Threshold: 3

Weapons: -2 (fist), +1 (12-gauge shotgun), -1 (nightstick), +1 (.38 revolver)

**Typical Bloodhound**

Athletics 12, Health 4, Scuffling 6

Hit Threshold: 4

Alertness Modifier: +3

Weapons: -2 (bite)

**Typical Orderlies & Nurses & Search Volunteers**

Athletics 6, Health 6, Scuffling 3

Hit Threshold: 3

Alertness Modifier: +1

Weapons: -2 (fist)

**Researching Chaucer Wentworth-Smith**

(Paragraph 1) †Investigators who are area residents may

remember seeing stories about Mr. Wentworth-Smith....

**Office of The Kingsport Chronicle**

(Paragraph 3) †If the Investigators come to the newspaper office looking for information about Chaucer Wentworth-Smith, it will take them 2d6 hours and a spend of 3 Library Use points to find all four articles about Wentworth-Smith. If the Investigators spend only 2 points, they find everything but the oldest article. If they only spend 1 point, they fail to find the two oldest articles. Without a spend, they find only the most recent article.

## Page 16

**Visiting Chaucer Wentworth-Smith**

(Paragraph 2) †When the Investigators visit Barrows Hall, a successful Difficulty 6 Sense Trouble test allows one or more of them to spot a furtive figure.... If the Investigators want to get a closer look at or confront the shadowy figure they must make a successful Difficulty 6 Shadowing test. If successful, they must make a 1-point Evidence Collection or Outdoorsman spend. Otherwise, the sect member has slipped away and cannot be found.

**Meeting Chaucer Wentworth-Smith**

(Paragraph 3) †If forced to lie to the Investigators, those making a 1-point Assess Honesty spend realize he is being intentionally untruthful.

**Wentworth-Smith visits the Congregational Hospital**

(Paragraph 1) †This seems odd for such a world-renowned botanical expert, and a 1-point Assess Honesty spend allows an Investigator to detect that Wentworth-Smith is lying.

(Paragraph 2) †Investigators wishing to eavesdrop on the conversation must make a Difficulty 4 Stealth check.

(Paragraph 3) †The Investigators must again make another Difficulty 4 Stealth check to overhear the details of the conversation.

## Page 17

**City-wide Quarantine**

(Paragraph 1) †No one is allowed into or out of Kingsport, and any movement after dark has to be done secretly (Difficulty 4 Stealth tests)....

(Paragraph 2) †The first day, there is a 1 in 6 chance that the doctor calls off the quarantine. Each day thereafter, the chance increases by 1. If Investigators make a Difficulty 4 Psychoanalysis test and then a 1-point Reassurance spend, Dr. Harris immediately calls for an end to the quarantine.

**Typical National Guardsman**

Athletics 4, Firearms 4, Health 7, Scuffling 5

Hit Threshold: 3



Weapons: -2 (fist), +1 (M1903 Springfield .30-06 bolt-action rifle), +1 (M1911 .45 semi-automatic pistol)

## Page 18

### They Who Never Sleep

(Paragraph 2) †Finding their camp requires a 3-point Outdoorsman spend.

#### HUANG, They Who Never Sleep Elder Priest, age 91

Slow Moving: Use Fleeing ability for all contests involving chases.  
 Athletics 7, First Aid 8, Fleeing 5, Health 9, Magic 9, Scuffling 7, Weapons 8  
 Hit Threshold: 3  
 Alertness Modifier: +2  
 Stealth Modifier: +2  
 Weapons: -2 (finger claw), +0 (ritual sickle)

#### TINGFENG, They Who Never Sleep Warrior, age 36

Slow Moving: Use Fleeing ability for all contests involving chases.  
 Athletics 12, Fleeing 5, Health 9, Scuffling 7, Weapons 4  
 Hit Threshold: 4  
 Alertness Modifier: +2  
 Stealth Modifier: +2  
 Weapons: -2 (fist or kick), +1 (sword), -1 (ritual knife)

#### XIAOTONG, They Who Never Sleep Initiate, age 17

Slow Moving: Use Fleeing ability for all contests involving chases.  
 Athletics 9, Fleeing 5, Health 8, Scuffling 4, Weapons 3  
 Hit Threshold: 4  
 Weapons: -2 (fist or kick), -1 (ritual knife)

## Page 19

### The First Floor

#### 7) The Parlor

(Paragraph 2) †The Painting: The style of the painting is clearly Asian and Anthropology, Archaeology, or History identifies it as Chinese in origin. A point spend indicates that it is perhaps thousands of years old. Another point spend identifies the image as depicting the story of Buddha being born from a lotus.

#### 8) The Library

(Paragraph 1) †A 1-point Library Use spend is required to find the four books.

## Page 21

### The First Floor

#### 8) The Library

(Paragraph 3) †Should the Investigators miss these clues, they might also pick them up at the Miskatonic University

library or at another large library.

### The Second Floor

#### 4) The Gardenia Room

(Paragraph 1) †Even the largest Investigator would find himself buried in the giant-sized clothing.

#### An Item of Martian Technology

(Paragraph 1) †Of alien origin, the Investigators will have no way of knowing what the object is or how it works. Touching it, however, causes a beam of smoky light....

(Paragraph 2) †One of the red sparks is where Kingsport would be on the globe.

#### The Desk

(Paragraph 1) †The bottom drawer of the desk is locked, requiring a 1-point Locksmith spend to open. Alternately the drawer can be forced open; however the break-in will be impossible to cover up afterward. The locked drawer holds a small box with two thousand dollars in it....

## Page 22

### The Desk

(Paragraph 1) †A 1-point Cthulhu Mythos spend identifies the statue as the Great Old One Vulthoom.... Recognizing the statue does not cause a Sanity loss.

(Paragraph 2) †Latin is required to identify the text and translate the passage into English. Reading the pages from the Book of Eibon gives an Investigator a dedicated pool point in any Investigative ability involving Vulthoom and its minions. It also imparts the spell Contact Vulthoom.

### The Solarium and Greenhouse

#### 1) The solarium

(Paragraph 1) †Anyone with knowledge of horticulture or botany (Biology or Outdoorsman) will realize that there are numerous rare and exotic specimens here, but nothing unnatural.

#### 2) The greenhouse

(Paragraph 1) †Wentworth-Smith keeps these doors locked at all times, requiring a 1-point Locksmith spend to gain entry. Alternately, the doors can be broken down, however the noise alerts anyone – and anything – in the house....

(Paragraph 3) †A simple search or Evidence Collection finds a pair of gas masks....

#### 3) The Lair of Vulthoom

(Paragraph 1) †These are seedpods, and each holds 5d6 basketball-sized seeds.

## Page 23

**3) The Lair of Vulthoom**

(Paragraph 1) †This is a Vulthoom seedling/avatar and all in its presence must make a 5-point Stability test (M). There is also a loss of 2 Sanity for failed tests.

**Shadows**

(Paragraph 2) †Successful Difficulty 5 Sense Trouble tests by Investigators may catch a glimpse of a large dark....

**Dreams of Savage Gardens**

(Paragraph 2) †The Keeper should encourage them to make Stealth checks at Difficulty 4: even failing the checks, the Keeper should not have any of the Investigators discovered.... † If the Investigators seriously harm or kill Lulubelle or Wentworth-Smith, the Keeper should subject each Investigator to a 5-point Stability test.

## Page 24

**Dreams of Savage Gardens**

(Paragraph 1) †This is all just a dream...half of any Stability lost from “killing” either or both is regained when the Investigators wake.

(Paragraph 2) †They must pick the locks (Locksmith) or break the door in.... † All must make a 1-point Stability test (M) when...the plants have begun to entangle them.

(Paragraph 3) †Each Investigator must make a Difficulty 4 Athletics test. Success means the Investigator has broken free — failure indicates that he has suffered 1d6-2 points of damage and is still trapped by the plants. Stuck Investigators must continue to make the Athletics test each round to attempt to break free. Failure indicates the Investigator remains trapped and suffers another 1d6-2 points of damage. Freed Investigators must make a Difficulty 4 Athletics or Fleeing test each round thereafter to avoid being struck and trapped by the plants again. Each of the monster plants has 3 Health, but where one has been destroyed another instantly sprouts.

(Paragraph 4) †If they manage to reduce the Dream Weaver’s Health points to half, it leaps into the giant red blossom which snaps shut around it. †Those killed suffer a 3-point Stability test.

## Page 25

**The Hidden Legion**

(Paragraph 2) †While such attacks can be avoided in most rooms (with a Difficulty 4 Athletics or Fleeing test), those passing through the grounds, gardens, solarium, and greenhouse will have a much more difficult time. Most rooms in the mansion will have 1 to 3 animated plants large enough to pose a threat to Investigators. The grounds, gardens, greenhouse and solarium will have 4d6 such plants.

(Paragraph 3) †These botanical attackers are divided into three types (assigned by the Keeper or randomly by rolling a die).

**Animated Tree (1 on 1d6)**

Abilities Health 9, Scuffling 12  
Hit Threshold: 2 (rooted)  
Weapon: +1 (clubbing branch)  
Armor: -2 vs any (bark), ½ damage from piercing weapons, double damage from slashing attacks.  
Stability Loss: +0

## Page 26

**Animated Thorny Bush (2–4 on 1d6)**

Abilities Health 7, Scuffling 12  
Hit Threshold: 2 (rooted)  
Weapon: -2 (whip with thorn-covered branches)  
Armor: ½ damage from piercing weapons, double damage from slashing attacks.  
Stability Loss: +0

**Animated Vine (5–6 on 1d6)**

Abilities Health 6, Scuffling 12  
Hit Threshold: 2 (rooted)  
Weapon: -2 (grappling); once it hits, the target is held and damaged automatically each round. Victims need successful Difficulty 5 Athletics test to break free  
Armor: ½ damage from piercing weapons, double damage from slashing attacks.  
Stability Loss: +0

**The Thing in The Greenhouse**

(Paragraph 3) †It maintains the same abilities, except that it loses all of its spell casting abilities.

(Paragraph 4) †In such a case the red flower withers, falls off, a new one sprouts.... This process takes anywhere from 6–11 (1d6+5) rounds.

## Page 27

**LULUBELLE BROWN, Faithful Servant, age 67**

Fleeing 6, Health 6, Scuffling 1, Weapons 3  
Hit Threshold: 3  
Alertness Modifier: +1  
Weapons: -2 (kick), -1 (cast-iron frying pan or wooden rolling pin)

**In Combat**

(Paragraph 1) †If the target is hit, the victim has inhaled the pollen and fallen under Vulthoom’s sway.... A 1-point Medicine or Pharmacy spend is required to wake the sleeping victim, otherwise he sleeps deeply for 20 hours, reduced by a number of hours equal to the victim’s Health rating.



## Page 28

**CHAUCER WENTWORTH-SMITH, Obsessed and Insane Botanist, age 53**

Blow Vulthoom Pollen 2, Firearms 2, Health 7, Magic 8, Scuffling 2  
Hit Threshold: 3  
Alertness Modifier: +1

Weapons: -2 (fist), +0 (.22 automatic)

**Mr. Black**

(Paragraph 3) †Wounds inflicted by this alien device do not heal — Health rating points are lost instead of pool points and are gone forever (Keepers may allow Investigators to get at least some of them back by purchasing them back with build points). Investigators can fire the weapon, but will never develop ability in it. They will always suffer the penalties for Fighting Without Abilities (ToC 60). On a roll of 1, the weapon disintegrates itself and whoever is wielding it. Humans cannot recharge the aihain weapon and can fire it only 1d6 times before the charge is fully spent.

**MR. BLACK, Mysterious Masked Manservant, age unknown**

Athletics 9, Disintegrator Gun 5, Health 13, Magic 7, Scuffling 9  
Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapons: +2 (fist), +4 (disintegrator gun); damage is done to the target's Health rating.

Armor: none.

Stability Loss: +0

## Page 29

**DREAM WEAVER, Elfin Dreamform of Vulthoom**

Vulthoom Staff: The staff releases a cloud of hallucinogenic fragrance at a target within close range. The Keeper rolls a die, and if the result is equal to or higher than the target's Hit Threshold, the target is engulfed and succumbs to hallucinations. This lasts for 2d6x10 minutes. Another Investigator can use Psychoanalysis to snap the target out of it (Psychological Triage, ToC 79).

Abilities: Athletics 8, Health 22, Scuffling 15

Hit Threshold: 4

Weapons: -1 (tendrils crush)

Armor: all physical weapons do only 1 point of damage; regenerates 3 Health each round.

Stability Loss: +0

**VULTHOOM, The Sleeper**

Hallucinogenic Fragrance: It produces a sweet-scented, hypnotic drug that affects all within long range or closer. Anyone inhaling the fragrance succumbs to hallucinations. This lasts for 2d6x10 minutes. Another Investigator can use Psychoanalysis to snap the target out of it (Psychological Triage, ToC 79).

Abilities: Health 41, Magic 18, Scuffling 20

Hit Threshold: 2 (rooted)

Weapons: +2 (tendrils crush)

Armor: all physical weapons do only 1 point of damage; regenerates 3 Health each round.

Stability Loss: +1; failed tests also cause the loss of 2 Sanity.

**Rewards and Penalties**

In a Pulp game, destroying the seedling/avatar of Vulthoom allows a 1-point Sanity refresh. Investigators receive another 1-point Sanity refresh for preventing the distribution of the Vulthoom seeds.

## Ghosts of the Florentia

## Page 31

**Barton's Hoax**

(Paragraph 3) † • Music: When he does this, Investigators make Difficulty 3 Sense Trouble checks. Success means the Investigators catch snippets of a woman singing.... Listeners can make a 1-point Art spend to realize there are instruments playing along with her singing and recognize the song.... † Investigators who believe they are hearing the ghostly voice of Lucille Frye must make a 2-point Stability test.

(Paragraph 4) † • Perfume: Investigators making Difficulty 2 Sense Trouble checks will recognize the scent as lilac. Those thinking this is the phantom scent of Lucille should make a 2-point Stability test.

## Page 33

**The After-Party**

(Paragraph 5) †Credulous Investigators may be required to make a 2-point Stability test.

**Kingsport Police Department**

(Paragraph 2) †Keepers should allow Investigators to make a 1-point Cop Talk or Reassurance spend when meeting with the Chief....

## Page 34

**Kingsport Chronicle**

(Paragraph 2) †Reassurance (if the Investigator is not a Kingsport native or a Journalist, it is a 1-point spend) will be necessary for Investigators to gain access to the *Chronicle's* morgue.

(Paragraph 3) †Investigators conducting research here can locate Ghosts of the Florentina Papers #1 and #2 with Library Use. Lucille Frye's obituary can also be located with a 1-point Library Use spend.

**Kingsport Historical Society & Museum**

(Paragraph 1) †An initial visit to the museum gives Investigators one dedicated pool point in History for investigations regarding Kingsport.

(Paragraph 2) †Anyone making a 1-point Library Use spend locates the incomplete journal of Rev. Harmon Wilcox.... †The Historical Society also has a complete run of the *Kingsport Chronicle*, allowing Investigators who make a 1-point Library Use spend to also locate Ghosts of the Florentina Papers #1 and #2.

## Page 35

### Town Hall/Talbot Hall

(Paragraph 2) †Mrs. Drake, the City Clerk, is very helpful...for Investigators making a 2-point Flattery or Credit Rating spend.

(Paragraph 3) †Locating a complete list of owners for the...can be found with Bureaucracy.

(Paragraph 5) †With a 2-point Bureaucracy spend, Investigators can locate the last will and testament of Talbot Coyne.... Mrs. Drake can also locate this document, although it takes her 4 hours to do so.

### Kingsport Public Library

(Paragraph 1) †The libraries have a complete run of the *Kingsport Chronicle*, allowing Investigators to obtain Ghosts of the Florentina Papers #1 and #2 with a 1-point Library Use spend and #3 with another. Investigators may also uncover the tragic story of Lucille and Theodore Frye at the library with one more Library Use spend (see insert).

## Page 37

### Kingsport Public Library

(Paragraph 1) †Investigators with Occult will realize these stories are common New England ghost lore.

(Paragraph 3) †Investigators researching the Kingsport witch trials, the Coyne family, or familiars (specifically rats) will find the book *Witches of Old Massachusetts*...with Library Use.

### Miskatonic University's Orne Library (in Arkham)

(Paragraph 1) †Those with History or a connection to Miskatonic University recall that Rev. Phillips was one of the founders of Miskatonic College.... Investigators with Cthulhu Mythos or making a 1-point Occult spend also know him as the author of *Thaumaturgical Prodigies in the New-England Canaan*....

(Paragraph 2) †University students or faculty, Professors with academic credentials using Bureaucracy, or those with the proper social standing (Credit Rating 5+) can gain access to the library. † It takes 6 hours to sort through the papers....

(Paragraph 3) †Investigators searching for records connected to the witch Sarah Blaine and/or her rodent familiar must make a 1-point Library Use spend to locate Rev. Phillips' detailed account.... †Poring over the entire document of Eliza Hopkin's confession earns Investigators +1 to their Cthulhu Mythos ratings, but only if they already have one. It also

provides 1 dedicated pool point for any Investigative ability involving witchcraft.

### Summoning the Rat-Things

(Paragraph 1) †Investigators attempting to recreate the summoning spell should make a 1-point Occult or Magic spend, which gives the Investigator enough of an understanding of the process to cast the Contact Rat-Thing spell.

(Paragraph 2) †Casting Contact Rat-Thing costs the caster 2 Stability or Magic pool points. The radius of the spell is one mile but can be increased by an additional ½ mile for every point spent during casting. If multiple casters perform the spell in the same area, the casters engage in a contest of Stability or Magic, with the rat-things coming to the winner.

## Page 38

### Former Florentina Workers

(Paragraph 1) †Investigators making respectful inquiries and a 1-point Oral History spend (Catholic Investigators can use Oral History without a spend) learn the names of 2-5 former theater workers.

(Paragraph 14) †Investigators from the area may remember seeing that name in the *Kingsport Chronicle* recently.

## Page 39

### Neighbors Near the Florentina

(Paragraph 1) †Investigators with Evidence Collection or who make a simple search of the area notice cracked discarded cups....

### Raymond Barton

Barton is a practiced liar, so he is largely immune to Assess Honesty; the Keeper may determine that a properly leveraged clue might aid Investigators.

## Page 40

### Raymond Barton

(Paragraph 2) †He asks the price of \$500 for the journal, but will accept about half that should Investigators make a 2-point Bargain spend.

### Checking Barton's Background

(Paragraph 1) †They can call former business associates, which may require an appropriate point spend at the Keeper's discretion. They may also check legal and financial records, which require a 1-point Law or Accounting spend; Investigators with appropriate Occupational special ability can also gain access to such records.



## Page 42

**Part Three: The Florentina Theater**

(Paragraph 2) †(Architecture) The theater is modeled after Il Duomo....

## Page 43

**6. House**

(Paragraph 2) †The doors (Difficulty 6 Athletics test to break down) are bolted shut and can not be unlocked from outside.

(Paragraph 3) †Even if fully open the transom can only admit things about 3 feet in diameter or smaller.

**7. The Stage**

(Paragraph 2) †A Difficulty 5 Athletics or Fleeing test allows victims to dive out of the way or grab hold of the trapdoor's edge. Falling to the basement delivers 5 points of damage from the fall.

(Paragraph 3) †In total silence, the rat-things moving about above can be detected with a successful Difficulty 5 Sense Trouble test — whoever fails with the lowest roll must make a Difficulty 5 Athletics or Fleeing test.... Damage is 1d6+1, while a successful test still delivers 1d6-2 points.

**10. Balcony**

(Paragraph 2) †Anyone suddenly knocked over the...can make a Difficulty 5 Athletics test to grab hold of the railing.... Anyone falling...suffers 5 points of damage.

**13. Barton's Office**

It's a 1-point Locksmith spend to pick the door's lock, and a Difficulty 5 Athletics test to break down the door.

(Paragraph 1) †Investigators making a 1-point Evidence Collection spend notice a box....

(Paragraph 2) †Inside a locked drawer (1-point Locksmith spend to pop the lock or a Difficulty 4 Athletics test to force open) of the desk are the project's account books and receipts. A surreptitious glance reveals nothing out of the ordinary but if Investigators manage a closer examination with Accounting, they realize that Barton is dangerously behind on his payments.... Those examining the ledger more carefully and making a 1-point Accounting spend discover that Barton is defrauding his investors and suppliers.

## Page 45

**Basement**

(Paragraph 2) †Keepers should have Investigator roll a Difficulty 4 Sense Trouble test to detect the wire.... A Difficulty 6 Athletics test prevents victims from tumbling down the stairs, otherwise they take 1d6-1 points of damage in the fall.

**14. Main Area**

(Paragraph 2) †Whichever Investigator fails a Difficulty 4 Sense Trouble test by the greatest amount (rolled upon entering the basement) will stumble across a trap taking 1 point of damage to a hand or foot.

**17. Trash from the Tunnels**

(Paragraph 1) †Investigators making a 1-point Evidence Collection spend uncover partially burned scraps of vellum....

**18. Film Vault**

(Paragraph 2) †Those with Outdoorsman notice some of the tracks are unusually large and misshapen. A 1-point Biology or Outdoorsman spend confirms the tracks are made by something rat-like, but possessing rudimentary thumbs. This knowledge causes Investigators a 1-point Stability test.

**The Tunnels**

(Paragraph 1) †Anyone running in the tunnels must make a Difficulty 3 Athletics or Fleeing test or fall, suffering 1 point of damage.

**20. Hiram Coyne's Secret Vault**

(Paragraph 1) †Anyone with Architecture or making a 1-point History spend identifies the construction as early Colonial.

(Paragraph 2) †Those making a Difficulty 5 Sense Trouble test detect faint scratching....

## Page 46

**22. The Junction**

(Paragraph 2) †The climber can attempt a Difficulty 4 Athletics test to avoid damage, otherwise suffering 1d6-2 points damage in smashed fingers and twisted ankles.

(Paragraph 3) †Those making a 1-point Biology or Outdoorsman spend realize the rat prints are not from normal rats.

† Discovering this requires a 1-point Stability test (unless already realized at the film vault).

**23. The Sealed Chamber**

(Paragraph 1) †The opening can be widened enough to allow the Investigators through in 50 minutes (25 minutes if two people work together). A failed Sense Trouble test with a Difficulty of 3 by those widening the opening indicates a minor collapse, causing 1d6-2 points of damage.

(Paragraph 2) †Investigators with Outdoorsman, Biology, or Forensics identify the bones surrounding the altar as animal bones.... However, a few older bones are those of human infants (1-point Stability test).

(Paragraph 4) †Those lingering here can make Sense Trouble tests. With a result of 4, they get the feeling they

are being watched. Anyone getting a result higher than that sees dark shapes moving between the shadows and rubble.

## Page 47

### Mischief

(Paragraph 3) † • Sabotage – However they have the strength of a small child or less....

(Paragraph 4) † • The pitter-patter of little feet — Keepers should have the Investigators with the highest Sense Trouble ratings overhear the movement as a way to build tension, particularly in later stages of the adventure.

### Attacks

(Paragraph 1) †The rat-things initial attacks will be a wave of normal rats...there is one rat swarm (see ToC 156-157) per Investigator, and each swarm is made up of 40 rats (increase the initial Health and Scuffling of each swarm by 8 and its damage by +1). Attacks can be supplemented by 1-3 rat-things per Investigator (or non-player character). Those successfully attacked by rat-things must make a Difficulty 3 Stability test or drop any items they are carrying. Keepers should apply appropriate penalties to Investigators battling the rat-things due to the following factors: fighting in confined spaces, and/or fighting in darkness. Keepers may also impose Stability tests for such terrifying combat, keeping in mind that such attacks are meant to scare off Investigators, not exterminate them.

(Paragraph 2) †Due to their small size and great speed, the rat-things have Hit Thresholds of 6 and avoid areas that do not contain small, narrow escape routes, which are impossible for things larger than about the size of a cat.

## Page 48

### Rat-Things Send Dreams

(Paragraph 3) †Dreamers realize they are viewing these acts from a rat's-eye-view, potential 1-point Stability loss.

(Paragraph 4) †The actors then charge the dreamer.... The Investigator must make a 2-point Stability test.

### Parlay

(Paragraph 3) †Stability losses for anyone awaking to a chatty rat-thing in their darkened room potentially 2-points (M) unless they turn on a light, which...requires a 4-point Stability test (M).

### The Death of the Exterminator

(Paragraph 2) †Investigators viewing this must make a 1-point Stability test. †Investigators searching with Evidence Collection find traces of cyanide salts.... †Anyone with Forensics who examines the body identifies the likely cause of death as cyanide poisoning.

## Page 49

### Work Resumes

(Paragraph 3) †If they willingly allow others to die by their inaction Keepers should impose 2- to 4-point Stability tests. The level of Stability loss should depend on the nature of the 'accident' and the conscience of the Investigators.

### The Rat-Thing Ultimatum

(Paragraph 4) †The rest of Paola's remains are never found; Stability loss for allowing this to happen should be at least 4 points for a failed test.

### Barton's Last Act

(Paragraph 2) †Stability loss for witnessing this is potentially 5 points (M).

## Page 50

### Break-in at Neil's Curiosity Shop

(Paragraph 3) †Hazlitt points out the small window (which only someone the size of a child could fit through)... Investigators with Assess Honesty note that Hazlitt glares at any children in attendance....

### Robbery at New & Used Books

(Paragraph 2) †Reassurance is required to convince Heath to discuss the matter.

### Grand Reopening?

(Paragraph 2) †Investigators associated favorably with the reopening receive a dedicated pool point in Credit Rating usable in Arkham and Kingsport and, in Pulp games, a refresh of 1 Sanity pool point.

### Neil's Curiosity Shop

(Paragraph 2) †The shopkeeper is a shrewd bargainer... but accepts an offer of \$50 should Investigators make a 1-point Bargain spend....

## Page 51

### New & Used Books

(Paragraph 2) †Heath's listed the price as \$200 and \$75, but will sell them as together for \$225 should Investigators make a 1-point Bargain spend.

### Water

(Paragraph 1) †They would suffer some casualties to the colony although their losses would be minor (maybe 10%-20%)....



## Page 52

**Sanity Awards**

In a Pulp game, Investigators gain a 1 point Sanity pool point refresh for successfully dealing with the rat-things, either by eradicating them, driving them off, sealing them up, or bargaining with them. They gain another refreshed Sanity pool point for seeing the Florentina open as a cinema; they also gain a dedicated pool point in Credit Rating usable in Kingsport and Arkham.

Bystanders' injured/killed by Investigator action cause a potential loss of 2 to 4 Stability; witnessing Barton's death has a potential loss of 5 Stability points. If they expose Barton crimes, they gain a dedicated pool point in Credit Rating usable in Kingsport and Arkham.

**Hiram Coyne's Journal**

(Paragraph 1) †Investigators must make a 2-point Cryptography spend to crack the code in six days. Each extra point spent reduces the time by two days, to a minimum of one day.

(Paragraph 2) †12 weeks to study, 24 hours to skim. 1/1d3 Sanity Points, +1 to Cthulhu Mythos. Skimming book provides 1 dedicated pool point for Occult and another for any Investigative ability involving the Kingsport cult. Spells (at Keeper's discretion): Contact Tulzscha, Summon Rat-thing, Curse of the Rat-Thing (flawed formula and will not work), Enchant Brazier, Raise Night Fog.

**Theatrum chemicum Britannicum by Elias Ashmole (1652).**

(Paragraph 1) †Skimming the book provides 2 dedicated pool points for any Investigative ability involving alchemy.

**Ye Errors of Hermes Trismegistus**

(Paragraph 1) †Skimming book provides 1 dedicated pool point for Occult.

**The Rat-thing Mummy**

(Paragraph 1) †Those inspecting the remains and making a 1-point Biology or Outdoorsman spend can realize that while the body looks like a very large rat, the head and fore-paws are those of a primate.... This discovery causes a 2-point Stability test. A dissection (requiring a 1-point Biology or Medicine spend) will further confound.... This discovery causes another 2-point Stability test.

**Raymond Barton, age 49**

Athletics 5, Health 6, Scuffling 1  
Hit Threshold: 3  
Weapons: -2 (fist)

## Page 54

**Madame Rochelle, aka Constance Deville, age 56**

Fleeing 6, Health 5  
Hit Threshold: 3

**The Crystal Cavern**

## Page 56

**Investigator Involvement**

(Paragraph 2) †Investigators who are an acquaintance of Mr. Booth, or those with Oral History or Credit Rating 4+ and a connection to the Boston area, know his background.

## Page 57

**Dealing with Mr. Booth**

(Paragraph 2) †Investigators with Assess Honesty discern that something is further troubling the Boston businessman. Those questioning him with Reassurance learn that Booth has been suffering bizarre dreams....

**Hayden Booth, businessman, age 47**

Fleeing 5, Health 6  
Hit Threshold: 3  
Weapon: -2 (fist)

## Page 58

**Derek Miles, big game hunter, age 34**

Athletics 10, Firearms 11, First Aid 4, Health 7, Scuffling 3, Weapons 4  
Hit Threshold: 4  
Alertness Modifier: +1  
Stealth Modifier: +1  
Weapons: +1 (.30-06 Winchester rifle), +2 (elephant rifle (see ToC pg 186), +1 (Colt M1877), -1 (hunting knife)

**Checking the Newspapers**

(Paragraph 1) †Investigators wishing to gain access... must either break in (a 1-point Locksmith spend) or request assistance.

(Paragraph 2) †Investigators find The Crystal Cavern Papers #2, #3, and #4 with a 1-point Library Use spend.

**The Arkham Advertiser**

(Paragraph 1) †Investigators consulting the paper...can obtain The Crystal Cavern Papers #5 and #6 with a 1-point Library Use spend.

## Page 59

**Richard Slate, Foxfield Constable, age 55**

Athletics 3, Firearms 4, Health 6, Mechanical Repair 5, Riding 6

Hit Threshold: 3

Weapons: -2 (fist), +1 (12-gauge shotgun)

**Checking Property Records**

(Paragraph 2) †The records are well organized by Miss Madsen, who offers to help the Investigators locate specific records. Without her help, it requires a 1-point Accounting or Law spend to find them; with her help, a spend is not necessary for those using either ability.

## Page 60

**Visiting the Tewksbury State Infirmary**

(Paragraph 3) †Investigators making a 2-point Cop Talk, Credit Rating, or Bureaucracy spend will be able to gain Dr. Holts' cooperation (Investigators with medical, legal or law enforcement credentials only need a 1-point spend).

**Louise Madsen**

(Paragraph 4) †She suspects the Allerton boys...but will not reveal this to outsiders unless they make a 1-point Oral History spend.

**Meeting with James Corey**

(Paragraph 1) †Those with Psychoanalysis confirm that Mr. Corey has suffered a mental shock. Investigators making a 2-point Reassurance spend or making a Difficulty 3 Psychoanalysis test get Corey to focus enough to retell his story.

## Page 61

**Rotted Road Signs**

(Paragraph 1) †Keen-eyed Investigators with Outdoorsman will notice a rotted wooden sign....

**Random Holes**

(Paragraph 1) †2d6 holes, each 2d6 deep, are scattered about the woods....

## Page 62

**A Wild Shot**

(Paragraph 1) †The Investigators should make Difficulty 4 Sense Trouble tests. If the Investigators all pass, a nearby tree is gouged by a rifle shot. Should an Investigator fail the test they are stuck for 1d6+1 damage from a Winchester .30-06 rifle. If more than one Investigator fails the test, the character that rolled lowest is hit. In the event of ties or if more than one Investigator lacks the Sense Trouble ability, the Keeper determines who is hit.

## MORE ADVENTURES IN ARKHAM COUNTRY

**Scared Local Woodsmen, reuse as needed**

Athletics 4, Firearms 3, Health 6, Scuffling 1

Hit Threshold: 3

Weapons: -2 (fist), +0 (20-gauge shotgun), +1 (.30-06 rifle)

**Miles of Trouble**

(Paragraph 1) †If Investigators do not soon comply, Miles is not above "mistaking" an Investigator for the wild beast again. The Keeper determines who the target is, and if he or she fails a Difficulty 3 Sense Trouble test, he or she is grazed in the arm or leg for damage with a -2 modifier.

## Page 63

**Bones of Contention**

(Paragraph 1) †Investigators searching the area south of the Booth Quarry can make a 1-point Evidence Collection or Outdoorsman spend. Investigators discovering this must make a 1-point Stability test. †Investigators examining the remains with Forensics learn cause of death was likely severe trauma from a blow to the back of the neck.

**Paying a Visit**

(Paragraph 2) †Investigators with Evidence Collection or specifically looking at the bible (simple search) notice newspaper clippings....

**Questioning Mother Allerton**

(Paragraph 1) †Investigators making a 1-point Assess Honesty spend realize that...Mother Allerton is very frightened.

(Paragraph 2) †Investigators that gain Mother Allerton's trust with either excellent role playing or Oral History can glean various facts from her.

(Paragraph 9) †Those with Assess Honesty realize that Mother Allerton is lying....

**The Allerton Family Bible**

(Paragraph 2) †Mother Allerton won't show the family bible to strangers without a 1-point Flattery or Reassurance spend.

## Page 64

**Kyle Allerton, committer of patricide, age 27**

Athletics 6, Driving 3, Electrical Repair 4, Firearms 3, First Aid 2,

Health 7, Mechanical Repair 4, Scuffling 1, Weapons 1

Hit Threshold: 3

Weapons: -2 (fist), -1 (hunting knife), +0 (.22 rifle)

## Page 65

**If asked about the work stoppage**

(Paragraph 1) †While claiming to be annoyed at the delays to construction, Investigators making a 1-point Assess Honesty



spend realize that is far from the case.

### Thomas Allerton, age 23

Athletics 4, Driving 3, Electrical Repair 2, Firearms 3, First Aid 3,  
Health 6, Mechanical Repair 2, Weapons 2

Hit Threshold: 3

Weapons: -2 (fist), -1 (hunting knife), +0 (.22 rifle)

### Adela “Mother” Allerton, family matriarch, age 82

Health 4, Magic 9

Hit Threshold: 3

## Page 66

### If asked about the supposed “Viking Treasure”

(Paragraph 1) †Investigators with Assess Honesty determine that Brewster is holding back.

### Buck Brewster, neighbor, foreman, and covetous soul, age 66

Athletics 2, Driving 4, Electrical Repair 5, Firearms 4, First Aid 3,  
Health 7, Mechanical Repair 4

Hit Threshold: 3

Weapons: -2 (fist), +1 (12-gauge shotgun)

### Signs of Vandalism and Sabotage

(Paragraph 1) †Investigators making a Simple Search notice that someone has tried to disable the steam shovel.... Investigators inspecting it with Mechanical Repair at Difficulty 4 learn that the malefactor has cut inconsequential cables.... Investigators wishing to repair the vehicles must make a Mechanical Repair test at Difficulty 4 to repair it in 4 hours; beating the Difficulty by 1 or more repairs it in 2.

### The “Viking” Marker

(Paragraph 1) †Investigators with History can identify the markings as Ogham....

### Tracks in the Area

(Paragraph 1) †Investigators with Outdoorsman find four distinct sorts of tracks. †Another set is that of fine hunting boots, which are intentionally covered (a 1-point Outdoorsman spend to find) once they reach the tree line.

(Paragraph 2) †Expert examinations of these tracks (Outdoorsman) determine that the tracks belong to no known species....

### The Crystal Cavern

(Paragraph 1) †Investigators approaching it and making a 1-point Biology or Outdoorsman spend realize that sounds and signs of local wildlife are absent. †Investigators pausing here who have current Sense Trouble pools of 6 or more points get a vague sense....

(Paragraph 2) †The granite passage is low and narrow, passable with difficulty to people of more than average size.

## Page 67

### The Crystal Cavern

(Paragraph 1) †Investigators making a 1-point Geology spend realize that these formations, and the location of the cavern, contradict all accepted doctrine.

### The Power of the Crystals

(Paragraph 1) †Those regarding the crystals for more than a few minutes suffer blurred vision and headaches, and are shaken for an hour after leaving the cavern.

### The Pillars

(Paragraph 1) †Occult or Architecture discerns that the five dark pillars form a pentagonal pattern along the interior perimeter of the chamber.

(Paragraph 3) †On the first round of gazing upon the central pillar, a Stability or Magic test at Difficulty 4 must be made. Those holding their gaze for a second round must make a test at Difficulty 5; a third round a Difficulty 6 test, and so on. Failing any test means the observer feels compelled to look away.

(Paragraph 4) †However, such observers who successfully gaze at it for three or more rounds get a glimpse of the otherworldly. †Those experiencing this contact with the Lesser Other God must make a 2-point Stability test (M).

### Meeting with Dr. Ethelrod

(Paragraph 1) †Investigators will need to make a 1-point Bureaucracy or 2-point Credit Rating spend to secure a visit with the professor.

## Page 68

### The Allerton Brother

(Paragraph 1) †There is a 3 in 6 chance per day that one...spots the Investigators in the woods and begins following them. Should this happen, Keepers should allow the Investigators to discover their observer by making a Difficulty 4 Sense Trouble check.

(Paragraph 2) †If the observer realizes he has been spotted, he tries to vanish into the woods and make it back to the Allerton farmhouse; a Difficulty 4 Shadowing test is needed to follow him. †There is a 3 in 6 chance that the boys are in the same general area.

### Car Sabotaged

(Paragraph 1) †Should Investigators leave an automobile..., the Allerton brothers slash all four tires (3 in 6 chance). On a Difficulty 3 Sense Trouble test, Investigators returning from the site spy the pair from a distance.... If Investigators yell, the boys stop their activity, but not before at least some tires are slashed. Roll a die: on a result of 1, one tire is slashed, on a result of 2-3, two tires are slashed, on a result of 4-5, three

tires are slashed, and on a result of 6, 4 tires are slashed. †Investigators with Assess Honesty realize this is a lie.

## Page 69

### The Beast of Foxfield

(Paragraph 1) †Investigators will hear an otherworldly wail...causing them to make a 1-point Stability test (M).

(Paragraph 3) †It does so by appearing out of nowhere, in mid-leap, attacking the Investigator it considers the biggest threat to itself or the site. This will require everyone viewing the creature to make a 5-point Stability test (M) for seeing it, possibly with an additional test should its attack be successful (i.e. it savages a fellow investigator).

### Trigger: Buck Brewster

(Paragraph 3) †Investigators witnessing this must make a 5-point Stability test (M) for viewing the Beast of Foxfield, as well as the murder.

### Trigger: The Allerton Boys

(Paragraph 3) †Investigators witnessing this must make a 5-point Stability test (M).

### A God Rises

(Paragraph 1) †Those in the vicinity must make either an Athletics or Fleeing test at a Difficulty of 4 to avoid taking 1d6-2 points of damage....

## Page 70

### A God Rises

(Paragraph 2) †No manner of physical violence will stop this process now, which lasts six combat rounds. Anyone suicidal enough to run into the...suffers damage at a +1 modifier per round.

(Paragraph 3) †Viewing the fully formed Lesser Other God will require a 4-point Stability test (M). The...horror spends a couple of rounds orienting itself....

### Dynamite and Heavy Machinery

(Paragraph 2) †While risky to work with the explosives are a good option for the Investigators; see ToC, page 67, for damage for sticks and bundles of dynamite.

(Paragraph 3) †Mechanical Repair with the machine as a specified vehicle can get it fired up and rolling. †Ramming the Lesser Other God with the bulldozer's blade or striking it with the steam shovel's heavy metal arm does damage with a +10 modifier. Each machine attack requires a separate Difficulty 3 Mechanical Repair test per attack.

### Flee the Scene

(Paragraph 1) †Those fleeing elsewhere who later learn of the horrific event must make a 6- point Stability test.

## Consequences

(Paragraph 1) †This will require a good cover story, coupled with a 1-point Flattery or Reassurance spend.

## Sanity Awards

Investigators gain 1 dedicated pool point in Cthulhu Mythos for any matters involving Outer Gods. In a Pulp game, defeating the Lesser Other God refreshes 1 pool point of Sanity.

## Page 71

### The Beast of Foxfield, Warden of the Crystal Cavern

Hypnotic Gaze: Victims must make a Difficulty 4 Stability test or become paralyzed with fear. The paralysis lasts 1d6 rounds, or until the victim suffers physical damage. A paralyzed victim may attempt to break free of the beast's gaze each round by attempting another Stability test. The servitor may automatically strike a hypnotized victim with either its claws or claw and bite attacks.

Abilities Athletics 18, Health 11, Scuffling 15

Hit Threshold: 4

Alertness Modifier: +3

Stealth Modifier: +3

Weapon: +2 (claw), -1 (bite)

Armor: -3 vs any (non-terrestrial); regenerates 1 Health per 12 hours when phased out of reality.

Stability Loss: +0

### Unnamed Lesser Other God, Prisoner of the Crystal Cavern

Disturbing Images: Each round someone views the creature they must face a 3-point Stability loss (M). Those passing the check simply suffer dizziness, powerful headaches, and stomach cramps. Those failing this check see the colors form a discernable image on the creature's surface. This image takes the form of whatever is that person's greatest fear, or something personal that fills them with horror. This happens each and every round the creature is view (Keepers may decide to treat this Stability loss as one incident, capping it at 3 points).

Abilities Athletics 7, Health 46, Scuffling 20

Hit Threshold: 3

Weapon: +5 (pummeling)

Armor: -6 vs any (other-dimensional); It takes half damage from fire, cold, electricity and is immune to gases, poisons, radiation and corrosives material.

Stability Loss: +1

## Engine Trouble

## Page 74

### The Wreck

(Paragraph 1) †Investigators driving must make a Dif-



difficulty 4 Driving test....

† The car's occupants suffer 1d6-2 points of damage if they fail a Difficulty 4 Athletics or Fleeing test. Upon examination, damage to the Investigator's car will cost 1d6+2 x 10 dollars to fix (times 10 again if the car is imported).

(Paragraph 2) † Since this scenario begins in medias res, the Keeper may allow Preparedness tests to see if certain items are present....

## Page 75

### The Cab

(Paragraph 2) † Viewing this requires Investigators to make a 1-point Stability test. With Forensics, the Investigators will learn that the cause of death is a severed jugular....

### The Engine

(Paragraph 1) † Investigators examining the engine with Mechanical or Electrical Repair can determine that the engine has been shorted out....

### Around the Wreck

(Paragraph 1) † (Core clue) Investigators using Evidence Collection or Outdoorsman find two sets of tracks leading away from the wreck.

### The Pages from Professor Burroughs' Notebook

(Paragraph 1) † Four of the pages... can be found with a 1-point Evidence Collection spend.

## Page 76

### The Far End of the Bridge

(Paragraph 1) † Mechanical Repair will allow the Investigator to determine that it will take at least four hours of work....

### The Other Body

(Paragraph 1) † Investigators with Outdoorsman or Biology realize the injury is consistent with attacks made by animal tusks or horns. Those with Forensics realize the single wound likely sent the man into shock.... Seeing the body requires a 3-point Stability test.

(Paragraph 3) † Two items can be found on the body with a simple search.

(Paragraph 4) † (Core clue) Outdoorsman or Evidence Collection reveals tracks in the mud.... The Investigators can follow them (see "Exploring the Woods"). A 1-point spend shows that the tracks leave deeper impressions in the mud...: whatever is being tracked was dragging something large from the truck.

## Page 77

### Some Innocent Bystanders

(Paragraph 2) † A 1-point Reassurance spend is required to calm them down. Reassuring them without a spend barely succeeds and must be roleplayed out to convince the locals not to raise an alarm.

### Benjamin Monroe, Lovecraft Country Farmer, age 54

Athletics 2, Firearms 4, First Aid 3, Health 6, Mechanical Repair 3, Outdoorsman 1

Hit Threshold: 3

Weapons: +1 (12-gauge double-barreled shotgun), +0 (axe)

### Luther Monroe, Lovecraft Country Farmer, age 20

Athletics 4, Firearms 5, First Aid 3, Health 7, Mechanical Repair 3, Outdoorsman 1

Hit Threshold: 3

Weapons: +1 (Winchester 30-06 rifle), -1 (hatchet)

### Mud Slide

(Paragraph 1) † Particularly sadistic Keepers may allow players that have turned back to make Difficulty 4 Sense Trouble tests and, if any fail, get caught in the mud slide for 1d6+2 damage. Investigators suffering this fate are stuck in the mud for 6d6 rounds while they try to extract....

## Page 78

### Mud Slide

(Paragraph 1) † Those hearing the horses' screams must make 1-point Stability tests.

### Exploring the Woods

(Paragraph 3) † Given the torrential rain, footing is tricky and requires a 4-point Athletics test. If the Investigators are tracking and the tracker falls, he/she must pass make a 1-point Outdoorsman spend or spend the next 1d6+2 minutes looking for the trail again.

### Ambush

(Paragraph 1) † Lightning flares, illuminating the clearing ahead, giving Investigators a chance at making a Difficulty 4 Sense Trouble test.

(Paragraph 2) † Seeing the Harrower causes a 3-point Stability test (M).

(Paragraph 3) † The Harrowers' roar causes a 1-point Stability test (M) to hear.

(Paragraph 4) † The leader/tracker must make a Difficulty 6 Athletics test and then a 1-point Outdoorsman spend to successfully follow the creature....

### Harrowers, Angels of Armageddon

Abilities Athletics 12, Health 9, Scuffling 15

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: +1 (tentacle spikes), +1 (bite); Harrowers can attack with 2 tentacle spikes and a bite each round. The tentacle spikes can attack targets within close range.

Armor: -3 vs any (armor plating).

Stability Loss: +1

## Page 79

### The Hilltop

(Paragraph 3) †Every half-hour or so, with a successful Difficulty 6 Sense Trouble test, Investigators will hear what sounds like a small lightning strike followed by a thump.

### The Clearing

(Paragraph 1) †Guarding the barn from the outside are two to four Harrowers.

## Page 80

### The Farmhouse

(Paragraph 1) †A simple search or Evidence Collection reveals the remains of burnt, rotten floorboards. With a 1-point Evidence Collection or Architecture spend, the Investigators will uncover a trap door to the farmhouse's cellar.... Alternatively, a Difficulty 6 Sense Trouble test will alert the Investigators to the sound of heavy breathing nearby.

### The Armageddon Engine

(Paragraph 1) †Any Investigators with Theology will recognize it is a mechanical recreation of the seven-headed, ten-horned beast from Revelation 13:2-3:

## Page 81

### The Armageddon Engine

(Paragraph 2) †Any Investigator seeing this must make a 3-point Stability test (M).

(Paragraph 3) †Anyone attempting to touch the machine suffers 1d6-3 damage from electrical shock. †However, on a roll of 1 when firing, one of the Investigators will be hit by that stray bullet.

(Paragraph 4) †Looking closely, with a 1-point Evidence Collection or appropriate Craft spend, the Investigators find a small hole.... †With a Difficulty 4 Athletics test, one of the Investigators can insert the key and turn it off. Doing so will cost the hapless Investigator 1d6-2 damage in electrical burns for each attempt.

(Paragraph 5) †Investigators wishing to dismantle the device may do so only with a successful Mechanical Repair test at Difficulty 8.

### Rewards & Penalties

In a Pulp game, turning off or destroying the Armageddon Engine allows the refreshing of 1 Sanity pool point.

## MORE ADVENTURES IN ARKHAM COUNTRY

# Spare the Rod

## Page 84

### Lead 2, The Tory Spy

(Paragraph 2) †Its location, S Powder Mill Road in Rivertown, can be determined with Library Use at Arkham's Town Hall.

## Page 85

### Lead 4, The Haunted Graveyard:

(Paragraph 2) †Investigators discover there was no tragic train wreck in 1852 in Arkham with Library Use.

(Paragraph 3) †Arkham residents familiar with local legend can tell Investigators that Fowler haunts Hangman's Hill, but very few remember (Oral History finds someone) that she only appears on May Eve or Halloween.

### Lead 5, The Ghostly Schoolmaster

(Paragraph 2) †These are the most obvious places to begin researching, occurring to Investigators with Bureaucracy or Library Use if they fail to realize it themselves.

### Area Churches

(Paragraph 1) †With Theology, History, or Architecture, Investigators realize that none of the current Arkham churches even existed in the early 18th century....

## Page 86

### Finding The Bulletin

(Paragraph 1) †An Investigator with Library Use (helped by Peabody's hint...) uncovers an old spook story....

## Page 87

### The Town Hall

(Paragraph 1) †The board only meets here once a month (currently meeting on a result of 1 on a die roll).

### Engineer's Office

(Paragraph 1) †After some diligent searching..., a packet ... is unearthed with Library Use.

### The School Board

(Paragraph 1) †Credit Rating 4+ may be helpful here....

### Current Events

(Paragraph 1) †It is easy to locate with Library Use....



## Page 88

**Miskatonic University, Liberal Arts Building**

(Paragraph 1) †Rickards will be summoned...should they show proper academic credentials or make a 2-point Credit Rating or Bureaucracy spend.

**Seaton's Artifacts**

(Paragraph 1) †Investigators making either a 1-point Occult or Cthulhu Mythos spend realize the length of chain, stake, and linen strips are all components of a powerful binding spell.

**A Curiously Familiar Doll**

(Paragraph 1) †Investigators with Archaeology or Evidence Collection who have already obtained Spare the Rod Papers #1...notice the poppet.... †Should Investigators visit here before finding Spare the Rod Papers #1, those with Archaeology or Evidence Collection can recall seeing the doll here after examining the newspaper story.

**Dealing with Rickards**

(Paragraph 1) †He cannot be convinced to do so (with Interpersonal ability use).

**Seaton's Poppet: Fowler's Enchanted Dolls**

(Paragraph 2) †When complete, the subject received a boost to their abilities, of anywhere between 1 to 3 Investigative ability points or 3 to 9 General ability points respectively. The bonus varied with the amount of Stability or Magic points invested by the caster (a cost of 4 points to cast the spell for a bonus of 1 Investigative ability point or 3 General ability points. Every additional Stability or Magic point spent increases the bonus by 1 or 3 points respectively to a maximum cost of 6 Stability or Magic points and a bonus of 3 or 9 points respectively). Cthulhu Mythos, Health, Magic, Sanity, and Stability ratings cannot be raised....

(Paragraph 3) †The damage ranges from a modifier of -2 to +1, depending on the type of attack. Piercing attacks do minimal possible damage.

## Page 89

**Dealing with Rickards**

(Paragraph 2) †The latter is possible by having someone distract him while another Investigator makes successful Difficulty 4 Filch tests.

(Paragraph 3) †He will not sell it or give it away, but he will allow the Investigators to borrow it with a 1-point Flattery, Reassurance, or Credit Rating spend. Investigators wishing to steal it need only make a successful Difficulty 4 Filch test....

**Miskatonic University, Orne Library**

(Paragraph 1) †Investigators with Library Use find a late

17th century.... Investigators in possession of this map can locate the cottage by using Outdoorsman.

## Page 90

**Manton's Tour**

(Paragraph 3) †The water...should not be drunk (those drinking it must make a Difficulty 4 Health test or lose 6 Health points).

## Page 91

**Goody Fowler and the Ghouls**

(Paragraph 1) †The witch light is impervious to all non-magical attacks and has 8 Health.

† Mentally is another matter, as viewing her requires a 5-point Stability test (M).

(Paragraph 2) †There are typically 1d6+2 ghouls.... †Ghouls moving outside of the graveyard travel in packs of 2-4....

**Goody Fowler's Cottage**

(Paragraph 2) †Each window and both doors are marked with sigils similar to the Elder Sign, but Cthulhu Mythos (no Stability cost) identifies these markings.... Investigators must make Stability tests at a Difficulty of 5 to enter the house. Those failing this test will not willingly go inside the house...; they also lose 2 Stability points.

**Keeper's Note:**

(Paragraph 1) †Stability losses for such experiences vary with the Keeper's whim; assume 1 or 2 points (M). Moreover anyone possessing something of Fowler's is subject to bad luck; the Difficulty Numbers for all General Abilities increase by 1 per month the item is owned. Such items ultimately return to the house, vanishing in 1 to 3 months....

## Page 92

**Kitchen:**

(Paragraph 1) †Anyone not devoted to Nyarlathotep hears...sobbing when in this room, requiring a 2-point Stability test (M). †Sleepers dream of a witch's Sabbath...and must make a 2-point Stability test (M)..

**Fireplace:**

(Paragraph 1) †Investigators realize that the flagstone is loose with Architecture or Evidence Collection....

# The Vengeful Dead

## Wraith

Drain: The wraith engages in a contest of Drain vs the target's Health rating. If the wraith wins the contest, the target is drained of 1d6-2 rating points of Health or Stability. The particular ability drained depends on the nature of the attacking wraith; these wraiths drain Stability. Those targets who are plunged into incurable insanity becomes an imbecile and may later be found wandering the wilderness in a near-mindless state. If the target wins the contest, however, the wraith instead loses 1d6-2 Manifestation points. If the wraith's Manifestation points are reduced to 0, it is dispelled, perhaps permanently. These particular wraiths are dispelled for 1 year.

Abilities: Drain 8, Manifestation 6

Weapons: see above

Armor: ethereal and immune to all physical damage; only magic affects it (if the magical attack would normally cause Health damage, it will damage the wraith's Manifestation ability instead, at the Keeper's discretion).

Stability Loss: +1

## Page 93

### Fowler's Grimoire

Poring over the grimoire provides +1 to Cthulhu Mythos rating.

### The Curse:

(Paragraph 1) †Anyone removing this book from its hiding place grows more hideous every day that the book is kept. The victim loses 1 rating point from an Interpersonal ability (except for Assess Honesty, Interrogation, or Intimidation) every 3 days.

## Page 94

### Typical Patrolman

Athletics 9, Driving 5, Firearms 4, First Aid 3, Health 8, Scuffling 6,

Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Weapons: -2 (fist), -1 (nightstick), +1 (.45 revolver)

### Seaton's Lairs

(Paragraph 2) †It calms the water..., which can be spotted...by anyone making a 2-point Outdoorsman spend. Investigators finding and viewing either of Seaton's grizzly lairs must make a 3-point Stability test if he has stored any victims in it.

### The Doll (Miskatonic University)

(Paragraph 2) †Investigators are denied access by doctors and police without Bureaucracy or Cop Talk.

(Paragraph 3) †He has a strong enough personal connec-

tion to the doll that he can find it in 1 to 3 days.

## Page 95

### The Naughty List (Hubbard Public School)

(Paragraph 3) †If Investigators use Flattery or Reassurance and help her clean up the mess, she gladly speaks to them. Otherwise, getting information from her with those abilities will require a 1-point spend.

### The Tattletale (Merchant Neighborhood)

(Paragraph 2) †Anyone searching the site and making a 1-point Evidence Collection or Outdoorsman spend notice a stray cat....

## Page 96

### The Bully (Merchant Neighborhood)

(Paragraph 2) †With a Difficulty 4 Sense Trouble test, Investigators searching here at night will see Fowler's witch light.... †Investigators making a 1-point Outdoorsman find the tracks....

†Keepers can inform Investigators who don't realize this.

## Page 97

### Two Hounds, One Hare (Anywhere)

(Paragraph 2) †This inflicts 1 Health point per toe and subjects must make a 6-point Stability test for going through this ordeal (those who simply witness it must make 2-point Stability tests).

### The Thief (Merchant Neighborhood)

(Paragraph 2) †Investigators making a 1-point Evidence Collection spend will locate five fingers, severed not by a knife but by teeth (Forensics).

### Netted (Merchant Neighborhood)

(Paragraph 3) †If Investigators are present when this happens, 1d6+2 ghouls will also attack them. The creatures grapple rather than attack, incapacitating everyone and letting their mistress decide what happens to captives: each Investigator must engage in an Athletics test with a ghoul or be captured.

## Page 98

### Goody Fowler's Exit Strategy

(Paragraph 1) †Witnessing this take place causes a 6-point Stability test (M).



## Page 99

**Christopher Seaton, Unique Entity**

(Paragraph 4) †The whip can either do damage or wrap around targets for various effects: knock down, immobilize, or disarm. The whip can trip targets by making a single contest of Athletics vs. the target's Athletics or Fleeing. Targets who lose the contest fall to the ground. The whip can entangle and immobilize a target with a single contest of Athletics vs. the target's Athletics or Fleeing. If Seaton wins, the whip binds the target and inflicts burning, acidic pain (2 points of damage per round). The only way to break free is by winning a contest of Athletics. Seaton will use this attack on lone opponents as a form of torture. And lastly, the whip can disarm targets by engaging in a contest of Scuffling.

(Paragraph 5) †He regenerates damage quickly (1 Health point per round) even if reduced to zero or below Health points. Seaton does have various vulnerabilities. He can be grappled and bound by engaging him in a contest of Athletics.

**Christopher Seaton, The Rawhead-and-Bloody-Bones**

Abilities: Athletics 14, Health 8, Scuffling 15, Weapons 17

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +2

Weapons: +1 (claw), -2 (whip)

Armor: piercing weapons do only one point of damage; regenerates 1

Health each round even if reduced to zero or below

Stability Loss: +1

**Goody Fowler, (in Seaton's body)**

Abilities: Athletics 8, Health 8, Scuffling 12

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapons: +1 (claw)

Armor: piercing weapons do only one point of damage; regenerates 1

Health each round even if reduced to zero or below

Stability Loss: +1

**Sanity Awards**

In a Pulp game, Investigators can refresh 1 Sanity for defeating Seaton. Stopping Fowler, either by preventing her resurrection or by otherwise destroying her awards another refreshed Sanity point.

# The Hopeful

## Page 104

**Andrew Fisher, Olympic Hopeful**

Athletics 12, Health 8, Scuffling 2

Hit Threshold: 4

Weapons: -2 (fist)

**First Bank of Arkham**

(Paragraph 2) †To convince Mr. Pickering to give them the information, Investigators must make a 2-point Bureaucracy spend.

## Page 105

**Arkham Police Station**

(Paragraph 7) †(Cop Talk) Captain Keats apologizes for the interrogation....

## Page 106

**Obsessed Fan**

(Paragraph 4) †Evidence Collection tracks the scent to the quartet's viola player. Investigators making a 1-point spend notice the young woman wears a gold pendant....

## Page 107

**Arkham Gazette**

(Paragraph 1) †Investigators must make a 1-point Flattery or Reassurance spend to be allowed into the newspaper's basement archives; Journalists can gain access without a spend. Other Investigators must make a 1-point Flattery or Reassurance spend. Once there Investigators with Library Use find the correct issue....

**The Arkham Advertiser**

(Paragraph 1) †Investigators with Library Use fail to locate the volume....

## Page 108

**The Second National Bank of Boston**

(Paragraph 1) †Investigators must first meet with a bank manager, which requires Credit Rating 5+. Investigators of lesser status are offered an appointment in three days time.... Otherwise, they meet with Bernard Marr....

(Paragraph 2) †Investigators will need to make a 1-point Bureaucracy spend due to the instructions....

**Finding Floyd Tobey**

(Paragraph 1) †Investigators can obtain his address from the phone book or from Virginia Carter...with Flattery or Reassurance. Investigators may already be acquainted with Mr. Tobey...and recall his address.

**The Frame-Up**

(Paragraph 3) †Investigators with First Aid or Medicine can stabilize Floyd's condition. Anyone making a 1-point Medicine spend is amazed that Floyd survived....

(Paragraph 4) †This should tell Investigators with Streetwise or Evidence Collection that Floyd's attackers were professionals....

(Paragraph 5) †These are listed below..., which Investigators locate with a simple search or Evidence Collection.

## Page 110

### Agent Max Trent

Athletics 8, Firearms 6, Health 7, Scuffling 5

Hit Threshold: 4

Weapons: -2 (fist), +1 (.45 automatic), +0 (.22 revolver)

## Page 111

### Rumors of Shadowed Innsmouth

(Paragraph 1) †Those with the Innsmouth Lore ability... know two rumors for every rating point they possess in it.

## Page 112

### Innsmouth Lore

(Paragraph 2) †The following breakdown offers some guidelines as to exactly what type of knowledge might be known for each rating point. Innsmouth Lore can be used as an Investigative ability in its own right, and points can also be used in place of other Investigative ability points, at the Keeper's discretion (see examples in this scenario)

1-3 - Innsmouth Lore ability of this level provides general bits of knowledge....

4-6 - This level of knowledge provides more in-depth, historical information....

7-8 - Provides knowledge about the social activities....

9+ - Allows the possessor to correlate the information learned at earlier levels.... Upon achieving this knowledge, the possessor loses 3 Stability and 1 Sanity....

(Paragraph 7) †An Investigator can increase their Innsmouth Lore ability by speaking with knowledgeable people. Any informative conversation with a resident allows the listener to add 1 rating point at the Keeper's discretion. In general, such a conversation can't increase the listener's Innsmouth Lore above the speaker's. Innsmouth Lore also increases an Investigator's Cthulhu Mythos. For every 5 points gained in Innsmouth Lore, an Investigator increases his Cthulhu Mythos by one point, simultaneously adjusting maximum Sanity.

### Retracing Floyds Steps

(Paragraph 1) †Investigators researching all of the following... can gain up to 5 rating points of Innsmouth Lore.

### Essex County History (+1 rating point to Innsmouth Lore)

(Paragraph 1) †With minimal study time and a 1-point Library Use spend, any Investigator can discover the informa-

tion found in "The Accepted History" essay (see *Escape From Innsmouth*).

### Innsmouth Courier Collection at the Orne Library (+1 rating point to Innsmouth Lore)

(Paragraph 2) †Mr. Reardon remembers Mr. Tobey... and can lead Investigators to the collection, although Investigators can locate it themselves with a 1-point Library Use spend.

## Page 121

### Miskatonic Exhibit Museum (+1 rating point to Innsmouth Lore)

(Paragraph 1) †Biology, Medicine, or Evidence Collection suggests that the jewelry seems too large for most human arms.

### Newbury Port Historical Society (+1 rating point to Innsmouth Lore for speaking with Ms. Tilton)

(Paragraph 1) †Her Assess Honesty is 4 and her Innsmouth Lore is 5.

### Arkham-Innsmouth-Newburyport Bus (+1 rating point to Innsmouth Lore)

(Paragraph 2) †The bus usually has 1 to 3 hybrids traveling on it. Seeing the strange natives and the condition of their town grants them a rating point of Innsmouth Lore....

## Page 122

### Innsmouth is Watching

(Paragraph 2) †Investigators eventually draw the attention of Esther Marsh's gang; the Keeper determines when this occurs. If such Investigators are trying to determine if they are being watched or followed, Keepers should allow them to make Sense Trouble tests, with Difficulty 5; if Dixie is the only one following them, the Difficulty increases to 6. If this test is successful, the Investigators notice one or more people discreetly trailing them.

## Page 123

### Earl Waite, Hybrid Man

Athletics 8, Driving 4, Firearms 5, First Aid 3, Health 8, Innsmouth Lore 9, Scuffling 8

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapons: -1 (brass knuckles), +1 (Savage M1917 pistol), +1 (sawed-off Winchester M1912 shotgun)

### Jessie Gilman, Hybrid Man

Athletics 8, Driving 4, Firearms 4, First Aid 3, Health 7, Innsmouth Lore 9, Scuffling 6



Hit Threshold: 4  
 Alertness Modifier: +1  
 Stealth Modifier: +1  
 Weapons: -2 (fist), +0 (Colt 1908 Hammerless pistol), +1 (Marlin M1893 lever-action rifle (carbine))

### Nick Elliot, Hybrid Man

Athletics 8, Driving 7, Firearms 6, First Aid 3, Health 8, Innsmouth Lore 9, Scuffling 7, Weapons 5  
 Hit Threshold: 4  
 Alertness Modifier: +1  
 Stealth Modifier: +1  
 Weapons: -2 (fist), -1 (small club), +1 (Colt M1911 semiautomatic pistol), +1 (Thompson M1921 submachine gun); see ToC 65  
 Stability Loss: +0

### Amy Southwick, Hybrid Woman

Athletics 8, Driving 4, Firearms 5, First Aid 3, Health 7, Innsmouth Lore 9, Scuffling 4  
 Hit Threshold: 4  
 Alertness Modifier: +2  
 Stealth Modifier: +1  
 Weapons: -2 (fist), -1 (trench knife), +1 (Smith & Wesson .38 DA revolver)

### Dixie Putnam, Human Woman

Athletics 8, Driving 4, Firearms 5, First Aid 3, Health 6, Innsmouth Lore 9, Scuffling 3, Weapons 7  
 Hit Threshold: 4  
 Alertness Modifier: +1  
 Stealth Modifier: +2  
 Weapons: -2 (fist), -1 (hatchet), +1 (Mauser "Broomhandle" M1912 pistol), +2 (Browning M1918 Automatic Rifle); see ToC 65 & 186

## Page 116

### Turn On Andrew

(Paragraph 1) †Investigators can determine this with a 1-point Innsmouth Lore spend....

## Page 117

### Innsmouth Hybrid

Athletics 8, Driving 3, Firearms 2, First Aid 3, Health 6, Innsmouth Lore 5, Scuffling 4, Weapons 3  
 Hit Threshold: 4  
 Weapons: -2 (fist); if necessary, hybrids can arm themselves with various weapons (knife, club, pistol, shotgun, and rifle) but are not usually armed.  
 Stability Loss: +0; only hybrids that are close to transforming into deep ones constitute a Mythos shock.

### Tracking Down Wanda Fisher

(Paragraph 1) †Such questions require a 2-point Flattery, Intimidation, Oral History, or Reassurance spend....

## Page 118

### A Meeting with Mario Ortiz

(Paragraph 2) †Those seeing him must make a 4-point Stability test (M).

### Mario Ortiz, Hybrid Man

Athletics 8, Driving 4, Firearms 4, Health 8, Innsmouth Lore 9, Scuffling 2, Weapons 5  
 Hit Threshold: 4  
 Weapons: -2 (fist); -1 (fishing knife), +1 (Colt New Army & Navy revolver).  
 Stability Loss: +0; Ortiz is close enough to transforming into a deep one that encountering him is a Mythos shock.

(Paragraph 5) †Anyone spending the night here must make a 1-point Stability test and receives +1 to their Innsmouth Lore rating.

## Page 119

### A Meeting with Ralsa Marsh

(Paragraph 5) †He seems pleased, and Investigators making a 1-point Assess Honesty spend to determine his motives detect nothing threatening.

## Page 120

### Esther Makes Her Move

(Paragraph 1) †If the Investigators have already eliminated her gang, Esther organizes a group (3 to 6) of Innsmouth hybrids....

## Page 129

### Rescue Andrew Fisher

(Paragraph 2) †Esther Marsh's gang (or replacement group) guards Hoggs Warehouse along with 3 to 6 additional hybrids.

### Sanity Awards

In a Pulp game, Investigators are awarded a 1-point Sanity refresh for either preventing Andrew Fisher's abduction or for rescuing him.

# APPENDIX II: MAPS AND HANDOUTS

A gathering of the various handouts and maps presented in the scenarios. Deluxe handouts can be obtained by visiting the H.P. Lovecraft Historical Society.

## Chronicle

1, MASS.

### KINGSPORTERS STRICKEN BY STRANGE SLEEPING SICKNESS

Frightened Parents Unable to Wake Children from Slumber.

By Stanley Carter.

Late yesterday morning it was reported that several people were discovered in such a state of deep slumber that they could not initially be woken. One witness reported that it took him close to an hour to wake his child from her sleep with firm shaking and repeatedly calling her name.

Many of the victims were seen by Congregational Hospital Chief of Staff Dr. Matthew Harris, who appears to be leading the medical investigation. Dr. Harris and his staff are reportedly stumped as to the cause of this odd sleeping disorder, but assures the public that there appears to be no lasting or harmful effects. As of publication, there are no known connections between all the victims and tests are ongoing.

Shades Papers #1

Magus Igonis dormiebat et de Antiquum somniebat. Et Antiquus quoque accersitus Sultipimus atque Dominus loquit Igoni in ei somno et ei narravit quod ex Kubro Astro Is adveniet ebrieturque quod Dominus Hyperborea omnia Terraque omnium hominumque erit. Et omnes homines pro Antiquum scietis, et fidelibus vitam eternam donabit, et indignos in eorum somno ruet.

Shades Papers #5

The wizard Cibon slept and dreamt of the Ancient One. And the Ancient One - also called Sultipimus and the Sleeper - spoke to Cibon in his sleep and told him He would come from the Red Star and conquer, and be the Lord of Hyperborea and of all Earth and of all men. And all men would bow before the Ancient One and He would grant the faithful eternal life and destroy the unworthy in their sleep.

Go to [cthulhulives.org](http://cthulhulives.org) to purchase the deluxe handouts!





## CONGREGATIONAL HOSPITAL

*Summit Street, Kingsport*

### "SLEEPERS"

Name	Location	Neighborhood
Dr. Archibald Greeley (professor)	Barnes Street	The West Side
Janice Benson (maid)	Taft Street	The West Side
Mary Crawford (child)	Pleasant Street	The West Side
Elizabeth Anne Curry (housewife)	Back Street	The West Side
Tony Fratelli (cook)	Paine Street	Hilltown
Eliot Hernberg (visitor from Boston)	Harbor Place Hotel/Turner Street	H'side
Misty Hernberg (visitor from Boston)	Harbor Place Hotel/Turner Street	H'side
Henry Hoag (retired captain)	Division Street	The West Side
Tyler Hubert (businessman)	Summit Street	The West Side
Robert Hughes (hobo)	Market House/Green Lane	The West Side
Ben James (hobo)	Market House/Green Lane	The West Side
Adam Kirby (cemetery caretaker)	Summit Street	Central Hill
Farnsworth Marston (unemployed)	Price Street	Downtown
Theresa McDonald (waitress)	Ship Street	Harborside
Thomas Prescott (trolley conductor)	Hart Street	Central Hill
Ezra Stephens (fisherman)	Market House/Green Lane	The West Side
Georgia Stroud (housewife)	Hill Street	The West Side
Randal Stroud (child)	Hill Street	The West Side
Clarence Thompson (retired)	Church Street	Central Hill
Andrew Tuttle (child)	Teagarden Apts/Mason Street	The Hollow
Arnold Tuttle (child)	Teagarden Apts/Mason Street	The Hollow

EMERGENCY DEP'T. - Congress 900

ADMINISTRATION - Congress 812

NURSING DEP'T. - Congress 815

long and difficult trip. But after much searching I believe that I have located the sect of They Who Never Sleep in Shaansi Province. The locals are hesitant to speak of them and say that they do not welcome outsiders. I was told that the sect continually digs, searching for the fossils and that they guard them with their lives when unearthed. I could not get confirmation of what becomes of the fossils, however, or how frequently they are unearthed. The terrain is treacherous and the locals are suspicious of foreigners, but I believe we can deal with them. I await further

*Shades Papers #4*

#### HORTICULTURALIST RETURNS FROM ORIENT WITH EXOTIC SPECIMENS

##### *Year-Long Trip a Success.*

*By Stanley Carter.*

Well-known local horticulturalist Chaucer Wentworth-Smith has just returned from a triumphant expedition to the Orient where he discovered numerous rare and exotic flowers and plants.

Mr. Wentworth-Smith has spent nearly a year trekking through the forests, jungles, and mountains of China in search of rare and unknown species of flowers and plants. He says, excitedly, that he has brought back dozens of heretofore unseen and unknown specimens of orchids and insectivorous plants. His greatest prize, however, is a large fossilized seed from a yet unidentified plant.

*Shades Papers #3*



## SECTS OF CENTRAL ASIA

{ 527

and from thence we travel to other destinations in Central China.

### They Who Never Sleep

One such destination is in Shen-Se province, not far from the fabled Yellow River. There, if one is persistent enough, one can find They Who Never Sleep. This peculiar sect does not worship a deity *per se*, but rather protects the world from the coming of one in particular, one they call "The Ancient One."

According to the elders of the sect, this particular being holds sway over men through their dreams. To combat this approach, as their name suggests, these men never sleep. They have somehow mustered the prowess to keep themselves in some state such that sleep is no longer required. They use this ability to remain vigilant at all times, watching for signs of the coming of this creature, and never allowing themselves to be susceptible to his power.

When asked how The Ancient One would come into the world, the elders said that he would be born from a plant: a giant red flower. This deity would then gain a foothold in the world by insinuating himself into man's dreams, allowing him to come and reign over the entire world, enslaving man to do his bidding, and in so doing he would destroy the world.

When the subject of the Buddha was raised, and the story of the Buddha being born from a giant lotus flower, the sect elders knew of the story, and agreed it was similar. Where the Buddha was a force for good, however, this creature — the Ancient One — was a force for evil, and their sect was founded to watch for just that.

One of the harbingers of his arrival, they say, is the unearthing of peculiar round stones found only in China. When such a stone is found, They Who Never Sleep acquire and destroy it. They grind the stone to dust, and then burn the dust in a ritual sacred to their sect.

Where are these stones found? The elders wouldn't say. They fear that far too many men would fall prey to temptation and use the stones for evil means, thinking that they would gain power by bringing the Ancient One into the world. Such a path, they say, is certain to lead to ultimate despair, for no good can come from such evil.

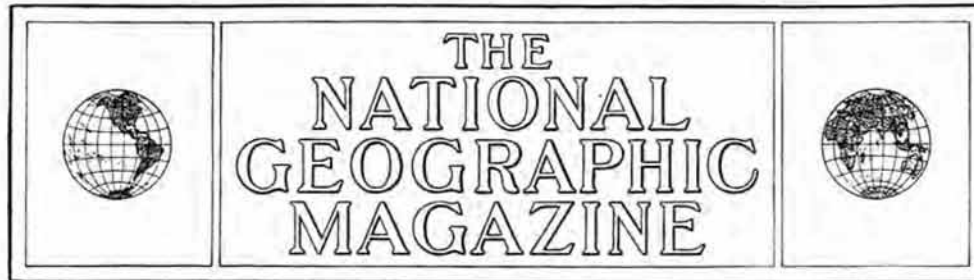
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*Shades Papers #6*

VOL. XXXIV, No. 4

WASHINGTON

OCTOBER, 1918



## THEY WHO NEVER SLEEP

With Maps and Photographs from the  
National Geographic Society Collections

BY ARTHUR DEUEL

**F**AR from the ravages of war tearing at the rest of the world, central China seems almost silent. The world rips itself apart while one small group of dedicated men do their utmost to preserve life as we know it.

About thirty miles west of the banks of the great Yellow River, in Shensi Province, a devout religious sect keeps vigil. These hardy men watch for signs of the coming of "The Ancient One." He will come, they believe, from a plant whose seeds were planted in times past. They are unsure of the exact location, and so peruse, discuss and debate ancient texts in the library they keep in their secret compound. The texts tell of a giant red blossom from which will burst an evil god who will slowly take over the world, enslaving all mankind.

These men live in isolation from the rest of the world, taking oaths of obedience in their teen years, and spend the rest of their lives in a harsh ascetic lifestyle not dissimilar to that of Buddhist monks, albeit with a very different motive. In addition, as their name suggests, these men have conquered the human body such that they do not sleep. Instead, through meditation and strength of will, they live out their lives, twenty-four hours a day, in a trance. They appear to function normally, but understandably they age very quickly.

When asked who or what they worship, they evade the question and declare rather that they

serve mankind in their quest to keep it safe. They partake of regular excursions out into the world, but most frequently to the Yellow River, traveling north from there to the Gobi Desert. It is there that they believe fossilized remains of these seeds they seek can be found. They pack lightly, carrying only the tools they'll need to excavate and hunt, and set out.

They journey overland for two days, and take boats up toward Mongolia. Once in the area, they fill their water skins and head into the desert. They Who Never Sleep will spend weeks on end looking through the area for signs of places to dig. Once they locate them, they will not stop until they find what they seek. Working day and night, their quarry comes to light quickly.

Carefully wrapped in soft cotton rags, the seed they've found is placed in the leader's pack, and the sect members break camp. With their precious cargo they head back south toward the Yellow River, and then to their compound in the foothills.

Once they arrive home, the ritual begins. Exact details of the ritual are secret, not shared with any but members of their group. All members present disappear into the central building of their compound, and do not come out for eighteen hours. As they emerge, they appear even more calm than they were before, gentle smiles tugging at their mouths.

"The Ancient One cannot come this time.



# The Kingsport

TEST  
TICKETS  
ASH



FRIDAY, MAY 17 — KINGSPORT

## "GHOST" STOPS WORK ON FLORENTINA THEATER

Tools Missing, Strange Singing  
Heard by Workers.

INVESTIGATE VANDALISM OF LANDMARK.

*By Stanley Carter.*

Restoration work has stopped at the Florentina Theater due to continuing unexplained and unusual events there. The Kingsport police are investigating the situation.

"Our workers are too frightened to continue. Until I can reassure them that the building is safe I cannot retain enough employees to keep the work going," developer Raymond Barton said in an interview today. He added that the Kingsport police have been asked for help.

Police Chief Crane stated, "We are investigating reports of vandalism, nothing more."

Barton reports several events that are not wholly explainable by accident or chance. "Aside from the missing tools and the petty vandalism, there is of course the matter of the singing. I've never heard it myself, but I have noticed the scent of lilac. I've been told that the former owner's wife, who hung herself, wore that same scent."

Workers from the theater confirm Barton's story. "One night, just as we were shutting down, we all heard a woman's voice faintly singing."

Ghostly noises and strange thefts have been ongoing for some time. Strange noises have been heard by passers-by at night, reports postman Walter Collins, who lives on Hawthorne Street near the theater. "I rise early for work each day and while passing the building I have, on

several occasions, heard a woman singing."

There have long been rumors of spirits haunting the storied theater. According to the Grand Mystic Ramun-Set, a magician who performed frequently at the Florentina at the turn of the century, many of the actors knew about the theater's unseen tenant. "Lucille would sing when the stage was empty, a bit of opera I think. Sometimes you could smell her perfume as well. We would joke that when she would 'perform', the next night we would have a bad show."

Mr. Barton is now seeking aid to resolve this mystery. "If anyone can bring calm to the building they will be entitled to a \$500 reward. Parties who can offer aid should contact me at my room at the Shoremist Inn.

Whatever the truth of the matter is, the Kingsport Chronicle wishes a quick resolution to this situation.

*Florentina Papers #1*

Kingsport.

## ARKHAM MAN DIES IN ACCIDENT

Coroner Orders Autopsy.

*By Stanley Carter.*

Mr. Caesar Orso, of Arkham, was discovered dead in his truck near Hawthorne Street yesterday. Orso, a professional exterminator, appeared to have accidentally ingested some of the poison he'd been working with. The Essex County Coroner has ordered an autopsy.

According to the Kingsport Police, it would appear that Orso may have had traces of poison sticking to his hands and took in a fatal dose while eating in his vehicle.

Mr. Orso, 39, was a life-long resident of Arkham and a parishioner at Our Lady of the Sacred Heart church in that city. He leaves behind a wife and young son. Funeral arrangements are pending.

*Florentina Papers #8*

## VANDALIZE CURIOSITY SHOP

Curiosity shop owner Neil Hazlitt was stunned last night to discover himself the victim of a malicious prank. According to Kingsport police, Hazlitt overheard a break-in while having dinner in the home above his shop at 709 Harbor St. When he tried to enter his shop he found himself sealed into his apartment. He quickly called police, who arrived within minutes, but the damage was done.

Police discovered a broken window, a wedge rammed under Mr. Hazlitt's door, and other acts of vandalism in the shop. As of press time, a list of missing and broken items was not available. Mr. Hazlitt is offering a reward for information about this attack.

*Florentina Papers #9*



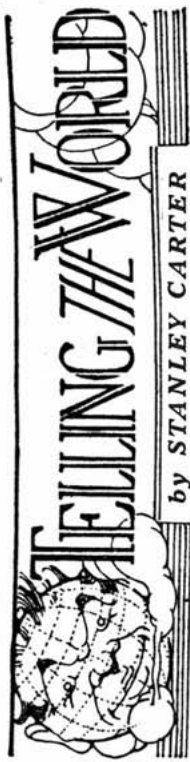
of a sense of guilt, their descendants now whisper that the poor woman's ghost haunts the place, returning to the site of her murder every All Hallow's Eve, to mark the crime.

As late at the middle of the 18th century the good people of Arkham had cause to inflict a rough sort of justice on those accused of witchcraft. Sermon Bishop, an especially aged fellow and one of Arkham's oldest citizens, was dragged off in the dead of night and drowned beneath the cold Miskatonic one day in 1752. His crime? Having more than a century of life! A crumbling bridge bearing his name marks the spot where this unfortunately long-lived fellow was condemned by his fellow Arkhamites.

Unlike Salem, where the witch-craze lasted but a season, the people of Kingsport, that foggy village at the mouth of the Miskatonic River, fell victim to such hysteria twice. The first incident was in 1692, when the town joined other area communities in arresting its own citizens on the charges of witchcraft. Over one dozen citizens, men and women, from all levels of society were put to death by the zealous populace. Those executed were hanged at the gibbet west of the city, where a memorial to those unfortunate souls stands to this day.

A second round of arrests occurred in 1722 when dozens of people, including the Congregational minister, were accused of grave-robbing and practicing black magic. This being a more genial, if not wiser, age, punishments consisted of fines or exile. While no one was executed, many lived out their days under a cloud of suspicion. There was such a stigma that a new cemetery was built, so these benighted souls could be avoided even in death.

Out along the rocky shores of Cape Ann, there was a whole town of witches – the so-called "Dog-Town" – between Gloucester and Rockport. This land, unsuitable for farming and thus now abandoned, was turned over to buccaneers and outcasts of every stripe, including, allegedly, those conversant in the dark arts. Foremost among these was Thomasine "Tammy" Younger. A fortune-teller said to be able to place the evil eye on her victims, she is perhaps best remembered for her aptitude for cursing. Now most witches were said to place curses on their enemies but Miss Younger's curses were of the more traditional kind. Few draymen passing her dilapidated shack along the Dogtown Road could escape her shouting at them in a manner most salty. She is also said to have so frightened



HERE HAS BEEN SOME INTEREST of late in the story of the Florentina Theater, located at 78 Hawthorne Street. As part of our ongoing series on Kingsport's many historical buildings, we again turn to our resident scholar Ezra Caldwell, who supplied much of the following information.

The Florentina Theater was built in 1878 by Theodore G. Frye, Kingsport's sole theatrical developer, to replace his Sea-View Theater (located at what is now Taft and Pleasant Streets) which had burned that same year. Using his own funds, Frye move quickly to rebuild.

The building itself was modeled after 'Il Duomo', the great Cathedral of the Italian city of Florence, a place that Frye had visited during a tour of Europe many years before. Frye commissioned Sherman and Wylar, a Worcester architectural firm, to design the building to his specifications and they completed their work in a little over one month.

The site now occupied was originally part of the Cabot farm, but in the years immediately previous it had been converted into a set of small, rather unimpressive private homes. Construction began in the late spring of 1878 and was completed in the fall of the same year. The work was done by the Court Construction company

out of Boston (which for the day was unusual). The use of outside workers, while unpopular locally and the source of endless gossip in Kingsport, was clearly a necessity as the skills needed to create such a place were sadly not available in the immediate area in those days.

The dome, the building's more notable feature, rises four storeys above the street, and was assembled of heavy timber and stone with terra-cotta tiles. The cupola on its top (which by all accounts is in serious need of repair) was made of wire-reinforced plaster.

The theater itself was a great success for more than a decade, but it was sold in 1895 due to financial mismanagement and the emotional strain brought on by the death of Frye's beloved wife Lucille in 1890. A number of short-term owners attempted to make a go of things, but despite their various efforts the Florentina closed in 1906 after years of declining attendance.

It is the hope of this newspaper that such a lovely and historical building should be restored to its past condition, so that future citizens of Kingsport can enjoy Mr. Frye's stunning achievement. It warms my heart that Mr. Barton has begun work raising money to do just that, and I hope others join me in helping to fund such a worthwhile effort.

\*\*\*



Mayor Hall claimed Sarah Blaine was one of those taken at the Congregational Church with the help of famed witch hunter Rev. Ward Phillips of Arkham. On that night many fell signs showed in the sky and noises erupt<sup>d</sup> from the grounds, causing great panic in town.

Johannes Cooper, who previous confessed himself to be a Witch after questioning by Rev. Phillips, had taken part in the aforementioned evil rites and claimed to be now tormented by Blaine. He affirmed that Sarah Blaine attended many meetings of the witches, and partook in rites diabolick.

Young Talbot Coyne testify<sup>d</sup> that Sarah Blaine had much contact with his father, Hiram. After his mother Bridget took ill, Coyne and Blaine would meet by night, sometimes bearing Bookes and oft join<sup>d</sup> by others, including many whose cases have already been heard by this court.

Young Master Coyne also stated at his mother's Sickbed, he saw a black Thing jump in through the window to stand before him. The Body was like that of a monkey, the feet like a crow and the face a man's. It spoke, saying, "I am sent unto you by M<sup>rs</sup> Blaine, to help tend to your poor sick mother." M<sup>r</sup> Coyne struck at the creature, but missing it and the creature fled. His Mother died soon after despite the ministrations of a physician.

Judge Hoag's judgment was that Sarah Blaine be given into the custody of Rev. Ward Phillips, who wished to further question her back. The confessed witch was placed in chains and taken with him to Arkham, where he hoped to draw more information from her on her satanic practices.

So recorded here, on the Four<sup>th</sup> of January, in the Year of Our Lord, Seventeen hundred and Twenty-three.

2903.5 KH5





Florentina Papers #4

1767 copy

In the name of God, Amen.

I, Talbot Coyne, in Kingsport, Province of Massachusetts Bay, calling to mind my own mortality and knowing not the time when I shall pass from this world and being of sound mind and firm in body do make and ordain this my Last Will and Testament on this twenty-fourth day of December in the Year of Our Lord one thousand seven hundred and sixty-seven.

First, I give my Soul unto God. My body is to be burned and the ashes scattered into the waters of Kingsport Bay. I shall not be buried in any pit or in any piece of ground nor shall my remains be turned over to any claiming to be my kin. Such persons should be reported to the village constable as in violations of the old Edicts of Mayor Hall and cannot be trusted. Nor should any agents of my father, or those claiming to be in his employ be allowed to view my body or enter into my home. As for all else, I give and dispose of my estate in the following manner.

Item: I give and bequeth my land south east of Central Hill, including my home and all its contents save for those further stated to the Kingsport Baptist church and its pastor and deacons to do with as they see fit. If said Church chooses not to use this building as a place of holy worship, they are to demolish it, from foundation to gables so that the evils once practiced here do not tinger on.

Item: Those papers found on my property, including all books and other writings, save for my own Bible, are to be burned and the ashes scattered by the wind. None should bear to examine the contents. If any claims right to them, by title or birth, they are to be refused and denied any scrap of them.

Item: Lastly I constitute, ordain and appoint who soever be the pastor of the Kingsport Baptist church Executors of this my Last Will and Testament and I do by these presents revoke, disannul and utterly make void all and any former Will and Testament at any time here to fore made or ordain'd and I do also hereby Ratify and Confirm and declare this instrument to be my Last will and Testament in witness whereof I have hereunto set my hand and Seal the day and Year first written.

Talbot Coyne



Signed, Sealed published and declared by Talbot Coyne to be his Last Will and Testament in presents of us Who Subscribed as witnesses in the presence of God

Reverend Matthew Parker  
Enoch Hall  
Nathan Bailey

Go to cthulhulives.org to purchase the deluxe handouts!



*Witches' Familiars*

157

Other transformations were of a more mundane nature, sometimes resembling the magical powers often attributed to that other foe of the Puritan colonist: the Indian. Witches were said to be able to remain unseen even in plain sight and to walk through the forest without disturbing even so much as a twig. The so-called Witch of the Cedars, a sorceress said to live in the swamps near Wenham, was said to be able to take the form of a deer (and sometimes even a great-antlered buck!) but most early accounts of this hag simply state she walked as silently as a deer and not, as we now imagine, transforming herself by some enchantment.

Witches were also thought to have special contact with spirits, both diabolic and spectral. Frequently they were said to frequent burying yards and cemeteries, not just for components for their potions, but in order to call up the spirits therein, perhaps explaining why so many of their ghosts are said to haunt the lonely places our fair state. One witch, called Old Nan, who lived on the slopes of Mount Wachusett, was said to talk to ghosts using an old tin lamp and that she called forth the glowing will-o-whips that were said to circle the mountain top on certain nights.

Black cats, toads, birds, and even snakes were reputed to serve as familiars (or, as they were known then, *familiar spirits*) to many of Massachusetts' witches. One of the most notable such creatures was a brown rat, said to be named Jenkins, whose master was Arkham's famous witch Keziah Mason. Mason was rumored to be able to send her spirit forth in the form of this rat but other stories claim the rat was a gift from Satan for Mason's devotion to him. Rev. Ward Phillips of Arkham mentions a similar creature belonging to a lesser-known witch named Sarah Blaine, describing it as a large rat with a man's head, possessing the ability to speak.

Most often, though, familiars took the form of a black cat, giving rise to much of the superstition surrounding these ebony felines even to this day. How many of us have been warned against having a black cat cross our path or that they suck out the breath of infants in the crib? Cats have long been associated with spirits and magic, in the Old World and the New, from the Egyptians to our modern day. The witch, it was believed, could see through the eyes of their feline companions, allowing them to see by night. They also would act as sentries at their Black Masses

Birds were often the companion of witches as well. Most often these were ravens and crows – witches apparently favoring black ani-

Another sign of Mistress Blaine's foulness was her association with an unclean Beast, the vile and cunning creature that served as her familiar. It was a brown rat of unnatural size, with the hands and face of a human man and that answered to the name "Anderson."

Such beasts, said the accused, are born of Witchcraft. One of those tried in Arkham testify'd that certain black Rites could change a living man or woman into such a creature as a punishment. Said witch claimed to have thus cursed more than a few of those who had wronged her.

Witches and warlocks can bind such devillish vermin into service. The witch told me exactly how she summoned the rat-thing Anderson, only after the most forceful of questioning. First, three bones, at least one from a child, must be wound together with twine braided with your own hair. Then canoles, rendered from a black hog, must be burned, and into the flame cast crushed seeds of peony, and marigold petals. Hold the talisman in your hands and stare into the flame repeating a charm. I include her words here, so that others who seek to bring the Lord's merciful judgment down on Satan's minions know of the tools the enemy employs.

Ah-oh-yep Nar-lat-yep  
 My-hot-nep Ah-oh-yep  
 Yah yah Hats-a-toff  
 Ah-oh-yep Yah Yah

This chant is repeated until the Beast arrives. It calls forth any that is near to the witch.

Some claim that these creatures can be driven away by salt or iron, but in my experiences nothing cleanses as well as fire.

Phillips

TPNEC 782





AM ADVERTISER \* \*

## QUARRY EQUIPMENT DAMAGED BY VANDALS

### REWARD FOR INFORMATION.

#### Foxfield Construction Stopped.

FOXFIELD, May 17.— A reward of seventy-five dollars is being offered by Boston businessman Hayden Booth for information leading to the arrest of those responsible for the acts of sabotage and vandalism to the construction site on his property in Foxfield, Massachusetts. According to site foreman and area resident Buck Brewster, two large pieces of heavy equipment were damaged and a shed containing tools set afire, necessitating expensive repairs and costly delays.

Damages could have been much worse, as both fuel for the construction vehicles and dynamite for industrial mining are both stored at the site. Authorities fear if such acts of mischief continue it is only a matter of time before it results in loss of life.

"The men will have to stay home, mostly, until we can replace the tools and fix the machines," laments Brewster. "But we'll get this project back on track." Work had just begun at the quarry, once the site of a local roadside attraction which closed several years ago.

Anyone with information is urged to contact Constable Richard Slate or the Massachusetts State Police.

*Cavern Papers #6*

# OXFIE

SDAY, MAY 16, 1917 ★★

## VIKING TREASURE CAVE SET TO WELCOME VISITORS.

Jake Allerton, Local Farmer,  
To Open Quartz Cavern.

Foxfield farmer-turned-entrepreneur Jake Allerton has announced the grand opening of the "Allerton Viking Treasure Cave," a cavern of semi-precious quartz on his property. According to Allerton, the cavern is a mystical place where Vikings once visited and buried treasure.

As proof Allerton points to the "rune rock," a slab of granite on the hill above the cavern, on which are carved strange, stick-like writings.

"No doubt the Vikings used this to mark the location of where they buried their treasure," asserts Allerton.

He further claims the writing to be a secret code revealing where the treasure is buried. Allerton hopes that visitors will line up and see its wonders — for a modest fee. "Who knows?" says Allerton, "some lucky visitor might crack the code and find the treasure!"

Hours are 10 a.m. to 4 p.m., Monday through Friday. Allerton Farm is on Foxfield Road off of the Aylesbury Pike, just after the fork leading to Tewksbury.

*Cavern Papers #2*

*Booth - You are disturbing  
powerful forces you cannot  
understand. Stop work in  
Foxfield NOW or suffer a  
terrible fate.*

*Cavern Papers #1*

# FIELD CL

MONDAY, OCT. 22,



923

TWI

rch 15, 1918 THE FOX

## ALLERTON'S "TREASURE CAVE" TO CLOSE.

Attraction Struggled, Plagued.

The "Allerton Viking Treasure Cave" roadside attraction has closed, according to owner, Jake Allerton. The tourist attraction, featuring beautiful colored quartz deposits in an underground grotto, fared poorly since it opened last year.

Readers may recall that two local youths, Chucky Hurst and Chris Westerly, were killed there last fall, unfortunate victims of a wild animal attack. Although the Allerton family was never implicated in any wrongdoing associated with the tragedy, the animal responsible was never found. This misfortune was a blow from which the already struggling attraction failed to recover.

Allerton says that his family will return to farming, and plan to re-open their roadside produce stand by mid-summer. No actual Viking treasure was ever found in the cave.

*Cavern Papers #4*

## TWO AREA YOUTHS KILLED AT "TREASURE CAVE".

HURST, WESTERLY.

Attacked by Large Animal.

Shocking tragedy strikes Foxfield as Chucky Hurst and Chris Westerly, two local youths from the northern farms, were found dead at the so-called "Allerton Viking Treasure Cave" this past weekend. Constable Richard Slate reports that sometime between Friday night and Sunday morning, the boys snuck onto the Allerton property and seem to have been attacked by a large wild animal.

"We are checking with neighbors, local dog owners, as well as traveling circuses and zoos in the area," said Constable Slate, "to see if any large animal may have escaped and be responsible."

Slate could not rule out the possibility of a wild dog, wolf or bear wandering into the area from the wilds of New Hampshire. He warns local residents to take precautions when out of doors and advises anyone spotting a suspicious animal in the vicinity to contact his office or the State Police.

Attraction owner Jake Allerton could not be reached for comment.

*Cavern Papers #3*

## Animal Attacks at Foxfield Quarry Site

One Killed, One Hospitalized

FOXFIELD, May 31st.— Fear grips the people of Foxfield. A large unidentified animal attacked two workers yesterday afternoon, just as the men were finishing their shift at the Booth quarry. One of the men, Neil Peters of Andover, was found dead at the scene. The other, James Corey, was taken to Tewksbury State Infirmary, the nearest sanitorium, for a sudden nervous affliction. Constable Richard Slate reports a massive canine or wolf apparently attacked the men.

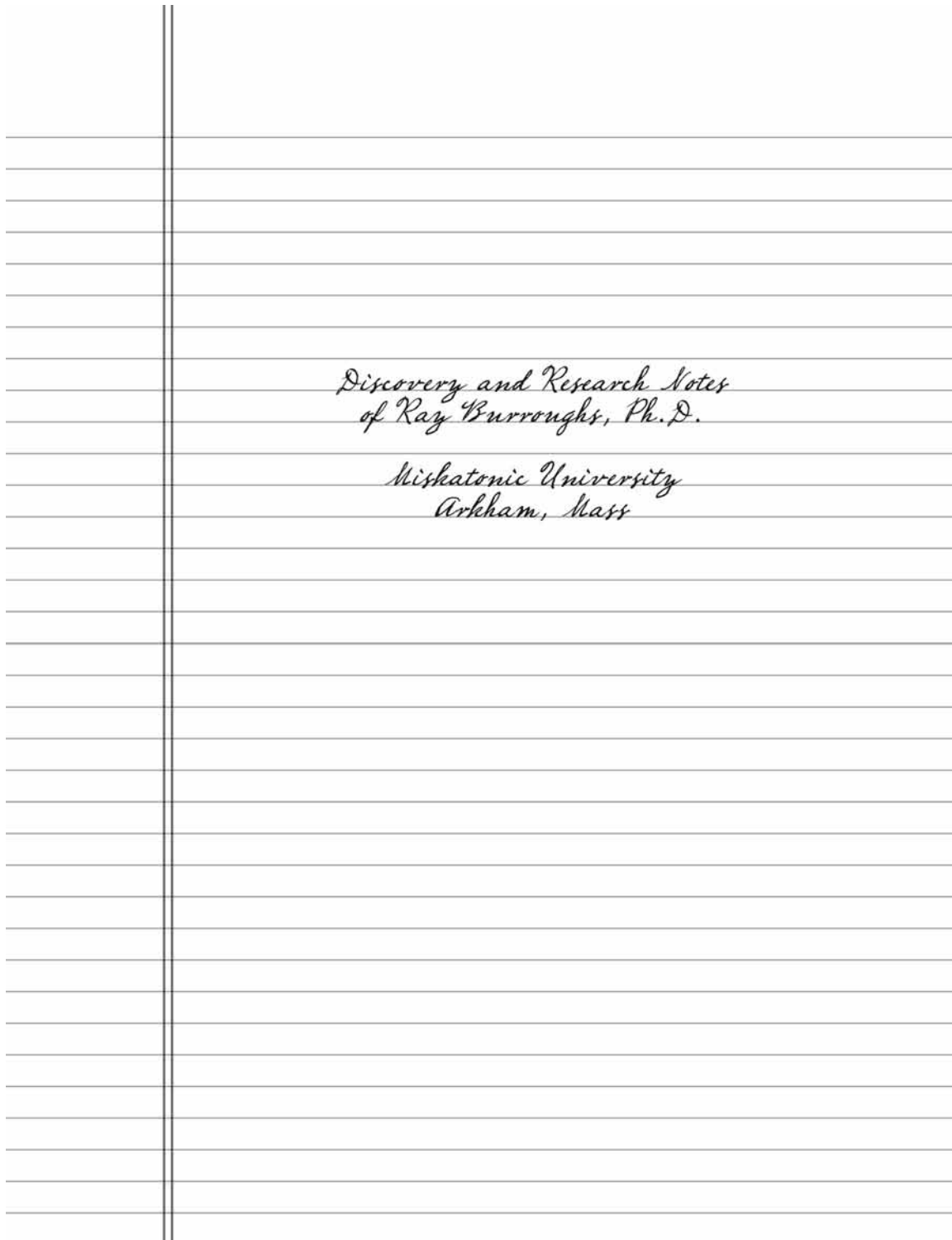
Work had recently resumed at the site after vandals destroyed tools and machinery at the site several weeks earlier. Once again the site has been closed but owner Hayden Booth vows that construction will resume as soon the area can be made safe for workers to return.

Armed residents of Foxfield are actively searching for the animal that may be stalking their woodlands. Constable Slate urges residents to be cautious when out of doors and to avoid wooded areas. Anyone seeing a suspicious animal in the area is urged to contact Constable Slate or the Massachusetts State Police.

*Cavern Papers #5*

Go to [cthulhulives.org](http://cthulhulives.org) to purchase the deluxe handouts!





*Engine Papers #1*

*The Design*

*No, I haven't taken leave of my senses. I've torn out and taped a picture of the scenes of Revelation because apparently this mad genius designed a machine to look like this beast. It was to be a parody of some of Leonardo's work, and what a parody it was. If the notes I've found are to be believed, this machine is capable of bringing about Armageddon! I don't know how it would accomplish this lofty goal, but there you have it. That's the claim.*

*The author of these folios, a man named "Niccolo," claims that this machine, his machine, brings up beasts from the Abyss to obliterate mankind and end life on Earth.*

Engine Papers #2



can't be stopped. He writes that these demons simply devour any who has the audacity to stand against them.

Apparently Niccolo had been really frustrated with the cards life had dealt him, a real bum hand. He felt he should be recognized at least as much as his baby brother (Leonardo!), but it simply wasn't happening. His fervent prayers for assistance were answered, but not in any way he could have imagined. He refuses to go into detail about exactly what happened, but Niccolo's mood clearly brightened for a while.

Initially, Niccolo was overwhelmed with happiness. He wrote that some kind of angel, a force of grace and good, had come into his life. Early research seemed to point toward it being a woman, but it wasn't. He scorns his wife numerous times to spend time in his workshop.

Whoever or whatever was dealing with Niccolo started to lead him down a dark path indeed. Niccolo's mind was twisted into thoughts of purging the Earth, wiping out all mankind. He wanted to bring about the End.

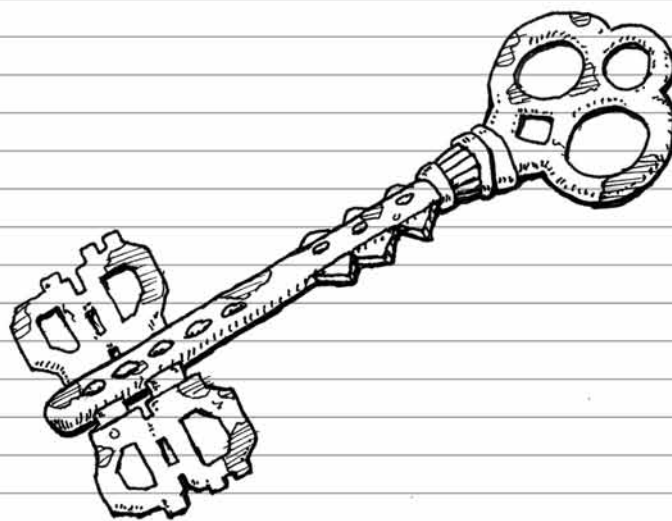
His plan was Armageddon.

Engine Papers #3

### The Key

According to Niccolo's notes, the only way to shut down this machine was to insert a key into the keyhole on the back of the device. Ha! Sounds simple enough!

Have found his notes on this key, and copied it as best I could below. If only I could find his original.



Victory! I tracked it down. I've found it, and am keeping it close. Makes a rather interesting pendant, I'd say!

Engine Papers #4



that he was a maniac. That's the only explanation I can think of, truthfully. How is it possible that a man would abandon his senses such that he would design and build not one, not a handful, but hundreds of machines! According to his notes, Niccolo constructed 666 of them! Where are the rest? What became of them?

All I know is I have the one, and happily, the secret of how to activate it is lost. It should be safe as it is.

I suppose reading about all of his plans to bring about the end of the world has me a little on edge, and who can blame me? Immersing myself in all of this death and mayhem has me grasping at shadows.

He was a madman. He must have been. I suppose they hadn't diagnosed schizophrenia in the 16th Century. How else can anyone possibly explain this any other way?

Engine Papers #5

# M BULLET

MASS. FRIDAY, DECEMBER 22, 1826.

## THE SATANIC SCHOOLMASTER

In the early eighteenth century, Arkham was a loose collection of farms and houses scattered around the township of Merchant. In the entire township, there was only a single, one-room schoolhouse to offer children a chance at education.



Witch Doll

Schoolmasters then were hired more for their strength of character than their learning. The children could become unruly, particularly in the winter semester, and a firm hand was needed to keep them in line. The whip and the rod were the implements of control; respect was for the strong. Without control, a schoolmaster had no future in the job. More than one weak master found himself overrun and at the mercy of the older boys, at which point the children's parents searched for a more suitable, stricter candidate.

Schoolmaster Seaton was a weak man, and his students had turned on him. They teased and threatened him. He worried he would soon lose his position. Recognizing Seaton's weak will and desperation, the witch Goody Fowler offered him power and strength to deal with his students in exchange for his help in her dark rituals. Seaton agreed to the deal and received magical influences from her that established a vicious reign over the school children of Mer-

chant. The rod was not spared on any child, and they learned to obey.

However, the witch exhibited a control over Seaton that he did not like. She forced him to do things that exceeded his professional cruelties, and when Fowler was arrested for witchcraft, Seaton found courage to resist in the numbers of the crowd; he joined the lynch mob that dragged Goody Fowler to Hanging Hill.

But his courage would go un-rewarded. When Fowler saw Seaton among her tormentors, the beldame cursed him saying, "You e'nt surviving me, Master Seaton, not for long. I'll see you in Hell soon enough, and you'll kiss the hem of my skirt, dog that you are!"

Soon afterward, the brave schoolmaster did indeed die. However that was not the end of him, for his former pupils complained that their teacher returned from the grave. He would catch them and whip them, until the flesh was flayed from their bones. For indeed Seaton was himself a thing of bones and blood, and the children claimed he lived in the old well next to the schoolhouse, only to come out at night to catch them.

Six of Seaton's pupils died that year, before the hot summer weather finally broke in a ferocious lightning storm. After that storm Seaton was never seen again. It was said that Fowler rode the lightning strikes down to snatch up Seaton's soul and the witch and her killer spent eternity in the Flaming Pit.

That is why especially hot summers are called Seaton Summers, and why mothers should keep their children close by in sweltering Augusts. For who knows but that Seaton may come up from Hell again, to snatch away little boys and girls?

## FUGITIVE SLAVE RIOT IN LANCASTER CO., PA.

Our readers will be already advised of the occurrence of a lamentable riot and loss of life at Christiana, Lancaster Co., Pa., on the 9th inst.,—growing out of the attempted capture of two fugitive slaves by their owner.

In order to give the conclusion of this affair in an intelligible shape, a brief summary of the circumstances of the case may be necessary.

A party composed of Edward Gorsuch, of Baltimore county, Md., his two sons, Dickerson Gorsuch and Joseph Gorsuch, Dr. Thomas Pierce, Henry C. Kline, a Deputy Marshal, and two police officers from Philadelphia, started from Philadelphia, with a warrant issued by Edward D. Ingraham, United States Commis-

*Spare the Rod Papers #1*



a Month

## Grisly Find at Public Schools Building

By ROBERTA HENRY.

Early last week, the body of an unknown man was unearthed by Pietro Nuolo, (42), laborer, as he excavated an old sewer line at the Public Schools Building.

"I felt my spade scrape against something," he told this reporter, "and then I got a good look. It was a skull. I've never been so shocked in my life."

The remains were later unearthed and handed over to the authorities. Police Chief Asa Nichols later confirmed that the body was not the subject of a homicide investigation.

Chief Nichols commented, "The coroner's office has advised me that the remains, of an unknown adult, are too old to be the subject of a recent homicide. Certain items found with the body tend to support that view. For that reason we're happy to hand this over to the University; it's more their bailiwick than ours! I wish them luck in unraveling this mystery!"

When pressed, Chief Nichols added, "No, I don't know how it got there. The coroner advised me that the body was over a hundred years old; it's likely that this was a private burial, carried out long before the Public Schools Building was built."

The body and its possessions will be delivered to Miskatonic University's Archaeology Department. Doctor Francis Morgan, the renowned scholar and Egyptologist, will be taking personal charge of the investigation. This reporter joins Chief Nichols in wishing the Doctor the very best of luck!

*Spare the Rod Papers #2*



I'm fine if there's another  
 happening like the Howlett  
 boy, my position will be  
 perfect. What to do? I try  
 to keep them covered, but  
 by God they will not  
 behave! If only I could  
 make them be quiet and  
 fatten for a time, but  
 with the eyes of Howlett  
 against me every day  
 what chance do I have?  
 Perhaps I should do as the  
 Licks...

Spare the Rod Papers #3

SUNDAY, AUGUST 28

M.U. STUDENT INJURED

A break-in at Miskatonic University early last evening left one student, Nathan Rickards, 21, badly injured. The intruder fled the scene without taking anything.

Rickards is a graduate student in the Department of Archaeology. He was working alone in a storage room in the Liberal Arts building at the corner of College and West streets. He suffered deep lash marks in the attack, and was taken to St. Mary's Hospital.

Arkham Police Detective Ray Stuckey commented, "The perpetrator was probably lost, as the Department keeps nothing of value. We think Rickards will soon be able to give us a full description. In the meantime we ask students not to play the hero if they see unfamiliar faces on campus. Rickards' attacker is very dangerous; we don't want a repeat incident."

Anyone with information regarding this case is asked to contact Detective Stuckey.

Spare the Rod Papers #4

zette

HOME JOURNAL



Entered as second class matter under the act of congress of March 3, 1879, published daily except Sunday at 350 W. Hyde St., Arkham.

Have You Seen This Child?

Police are appealing for witnesses to the abduction of Lucy Potter, age 12, of 28 Crane Street. The girl was last seen wearing a blue patterned dress yesterday afternoon window-shopping at Gleason's Department Store on West Church Street. Harriet Potter, the girl's mother, told this reporter, "She's a good girl, a top student; she never gets in any sort of trouble. She wouldn't have run away from home. Lucy's not even late for dinner."

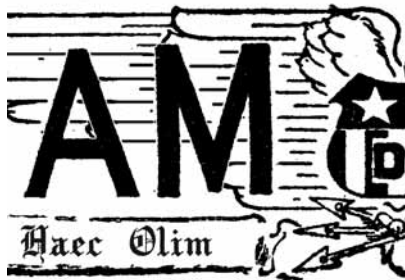
Lucy is described as just over five feet tall, with dark brown hair and eyes. Anyone with information concerning the whereabouts of Lucy Potter is asked to contact Detective Ray Stuckey at the Arkham Police Station.

Our prayers are with her family for her speedy and safe return home.



Lucy Potter, 12

Spare the Rod Papers #6



SEVENTY-EIGHT PAGES — ARK

**Break-In at School**

Hubbard Public School was vandalized last night, in the second incident of violence at a local educational institution. Police believe that the culprits were likely hobos looking for a place to sleep. They ask any witness to the break-in to kindly come forward with any information.

The incident is believed to have happened after 8 a.m. but before 1a.m., when a passing patrolman discovered a broken window.

*Spare the Rod Papers #5*



ts Daily.  
Sunday. ★

**More Missing Children**

Just days after the vanishing of Lucy Potter, age 12, three of her classmates have also gone missing. This reporter can confirm that Charles Baker, age 14; his brother Peter Baker, age 12; and Ruth Mowry, age 14 have all gone missing since the first incident. Charles vanished two days ago, while Peter and Ruth seem to have vanished a day later after reportedly going out to search for Charles. Police seem to have no leads in any of these cases. Citizens are urged to report any information they may have to Detective Ray Stuckey at the Arkham Police Station.

*Spare the Rod Papers #7*

*Oh beauteous youth that doth set  
my blood racing and my heart pounding, I  
am yours, eternal, should you just reach  
out and pluck me, as a summer-ripened  
plum. Pluck me, devour me, and let me  
be one within you. I shall nourish you  
with all that I am. No other will love you  
as I can. I watch you swim, walk,  
read, all I can think of is your hands upon  
me, my lips upon you.*

*Andrew, my dearest, you force me to be  
bold, shameless, wanton. What is this  
power you have over me? How have you  
bewitched me?*

*Meet me soon, I beg. When the quartet  
next plays, come and find me, return to  
me the garment I have given you and enjoy  
all that lies beneath it. Find me by my  
scent, as a bee does to flower and I shall  
grant you honey, my love.*

*Come to me.*

*The Hopeful Papers #2*

Deluxe handouts available from the  
HP Lovecraft Historical Society at [cthulhulives.org](http://cthulhulives.org)



HARVEY GEDNEY - PUBLISHER

TEL. - NORTHSIDE 130



ARKHAM ADVERTISER

389 W. Armitage St.  
Arkham, Mass.

October 15, 1927

Andrew Fisher  
587 W. Pickman St.  
Arkham

Dear Mr. Fisher,

I've learned a few things that haven't been covered in previous interviews while researching you for a story. I know about the bank account, the one that you and your aunts take money out of but never put money in. I'd like to know where it comes from and I'm sure the public would find it interesting too. I suspect you are the same Andrew Fisher whose parents were tragically killed in Arkham eighteen years ago. I think we should meet, face to face, so you can tell your side of the story. I don't want to print what I have without giving you the chance to set the record straight. Are you interested in giving me a one-on-one interview or should I just go to press with what I have? Think about it and I'll check in with you in a day or two.

Yours Truly,

*Floyd Tobey*

Floyd Tobey

*The Hopeful Papers #1*





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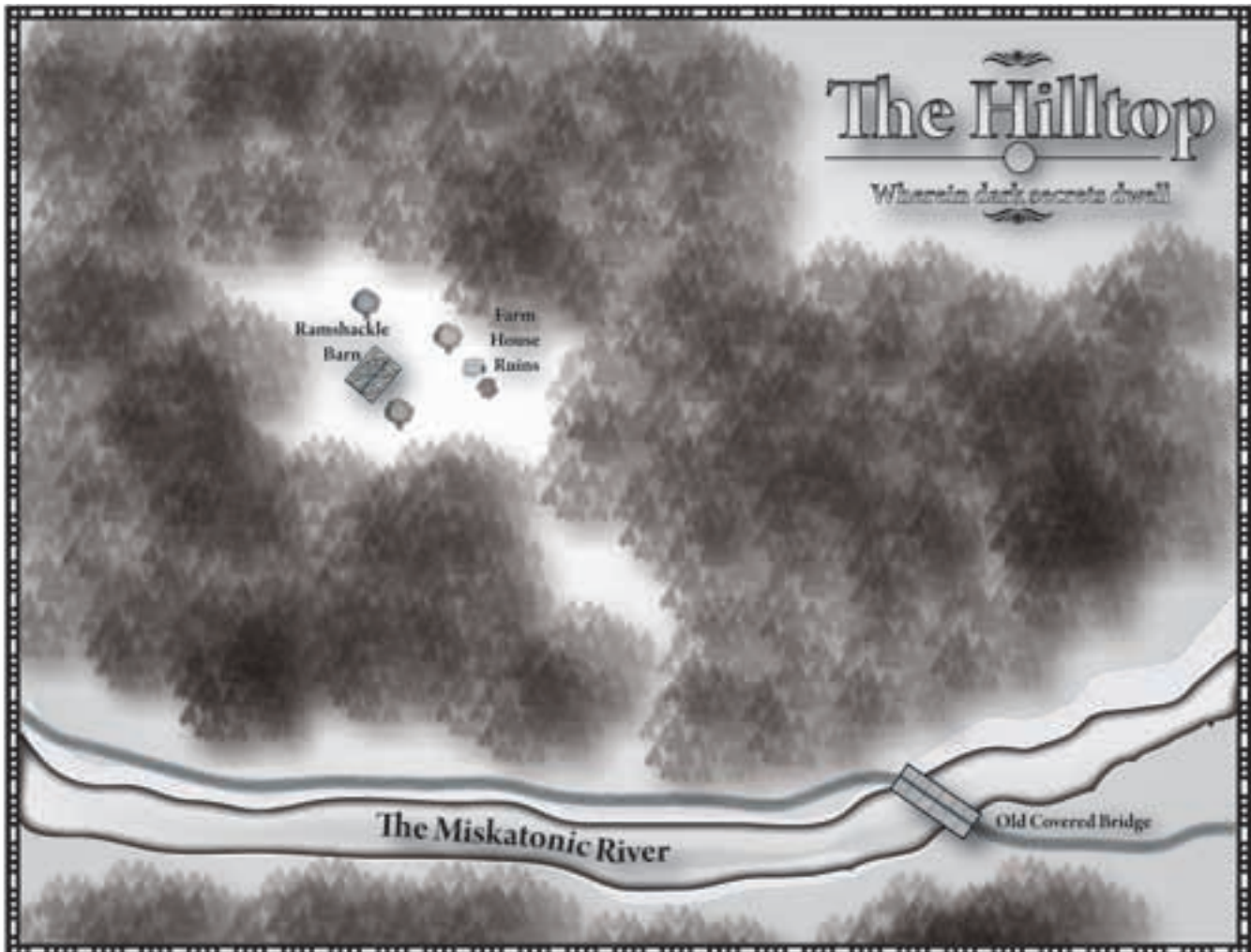
The Hopeful Papers #4c

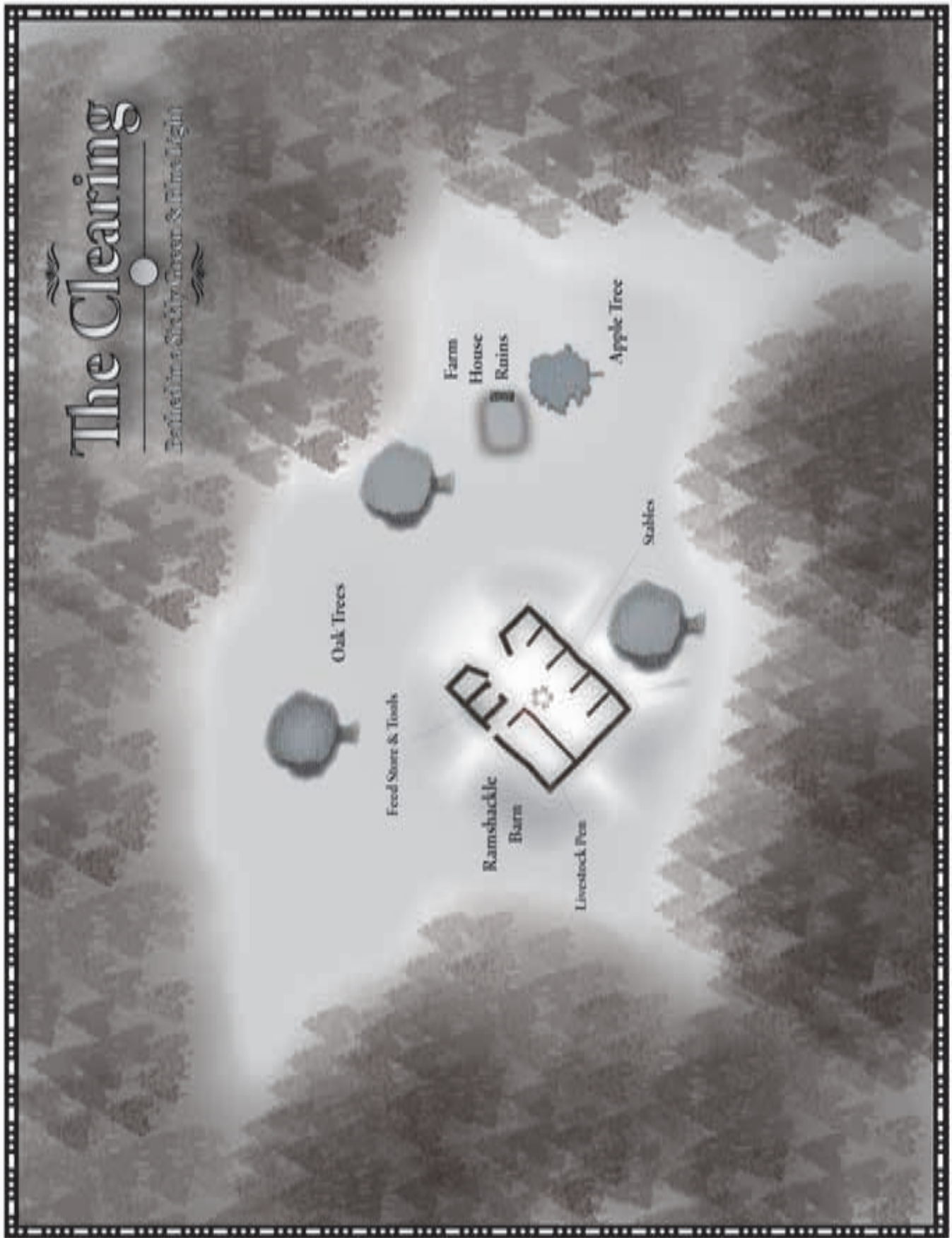
735	Oct 9 1927
Rec'd from <i>Floyd Tobey</i>	
the sum of <i>85</i> / 100 Dollars	
Signature <i>Herbert Harden</i>	
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In extending our thanks for your remittance, we desire to express the hope that the transaction which is thus completed has proved entirely to your satisfaction.	



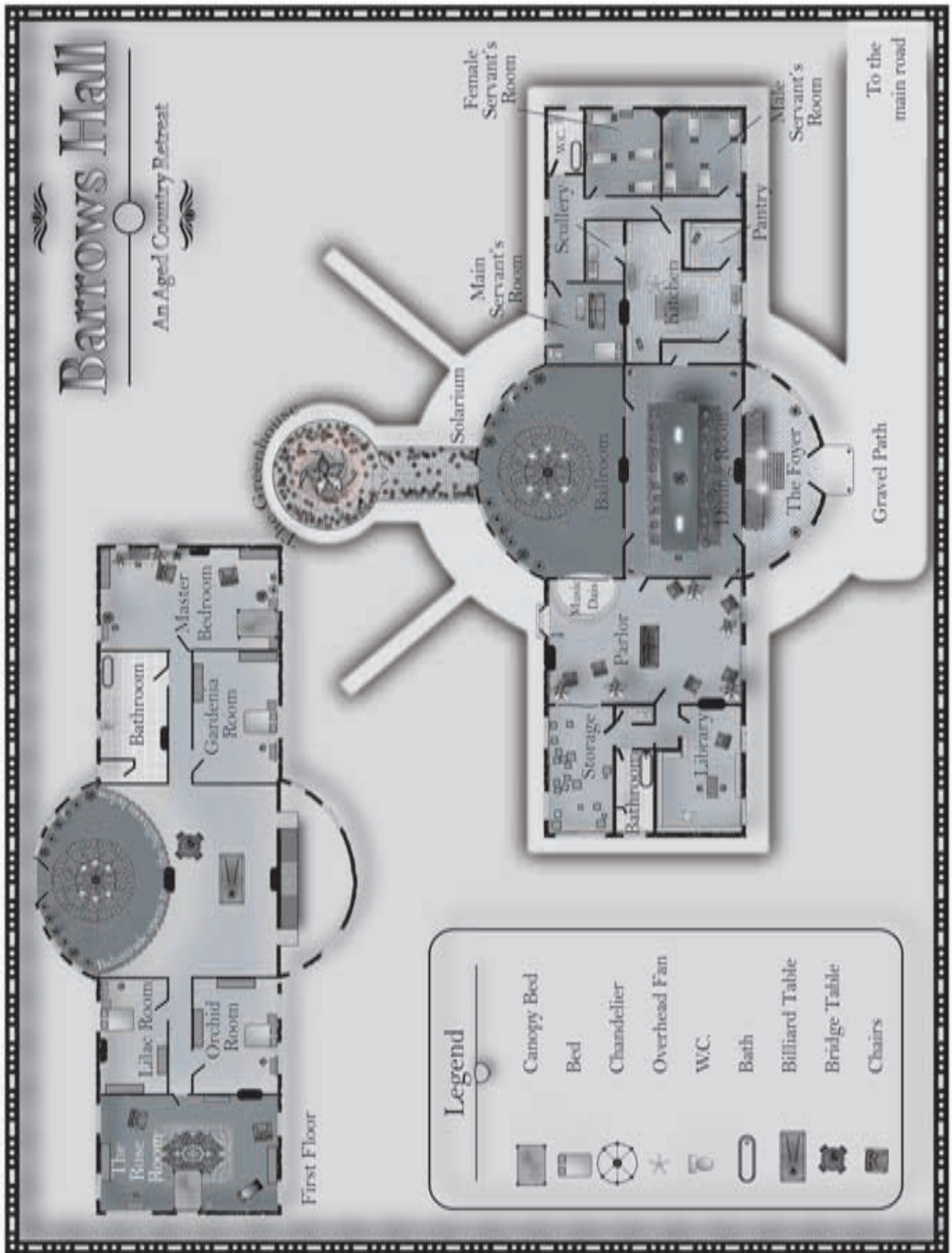
The Hopeful Papers #4b

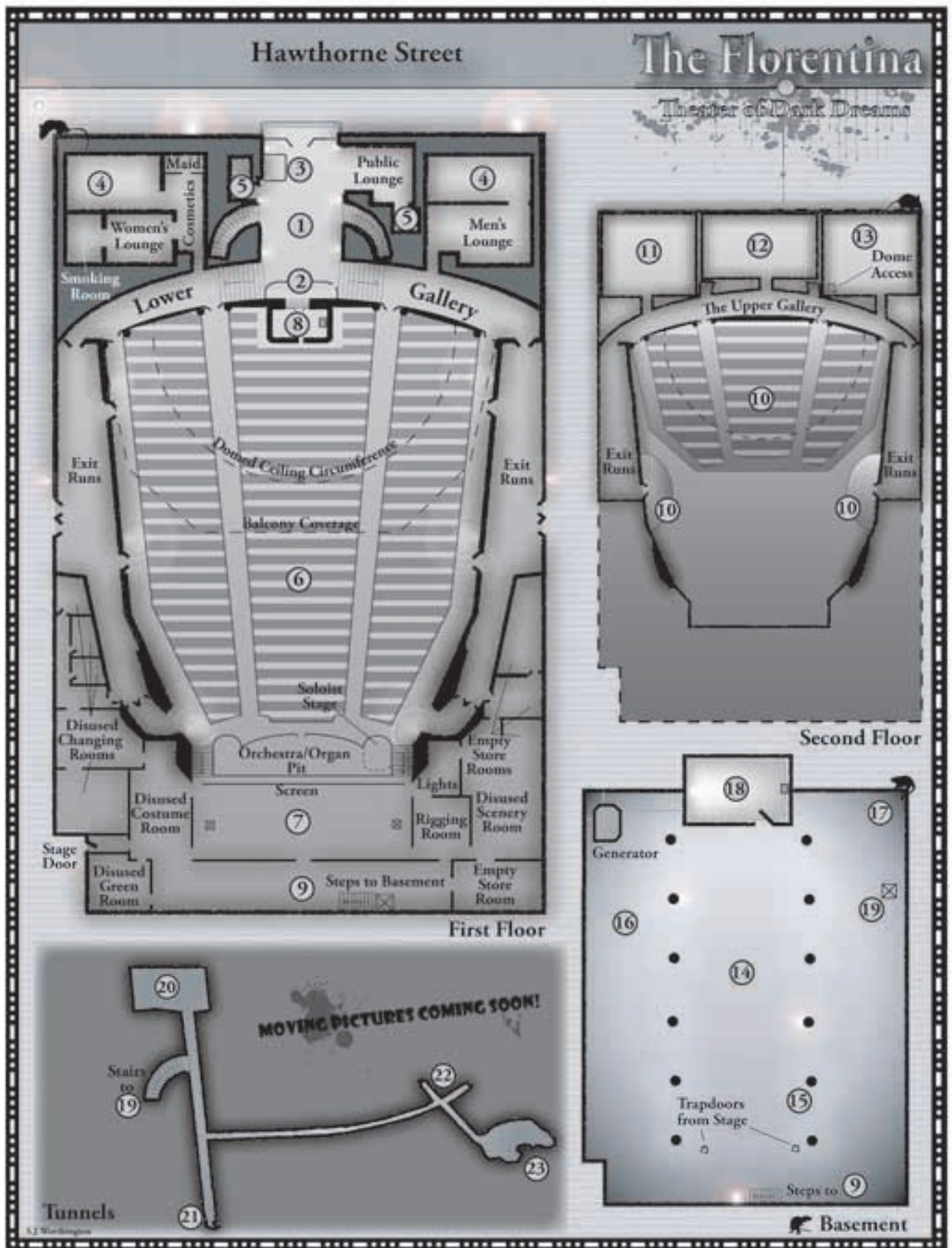
The Hopeful Papers #4b(2)



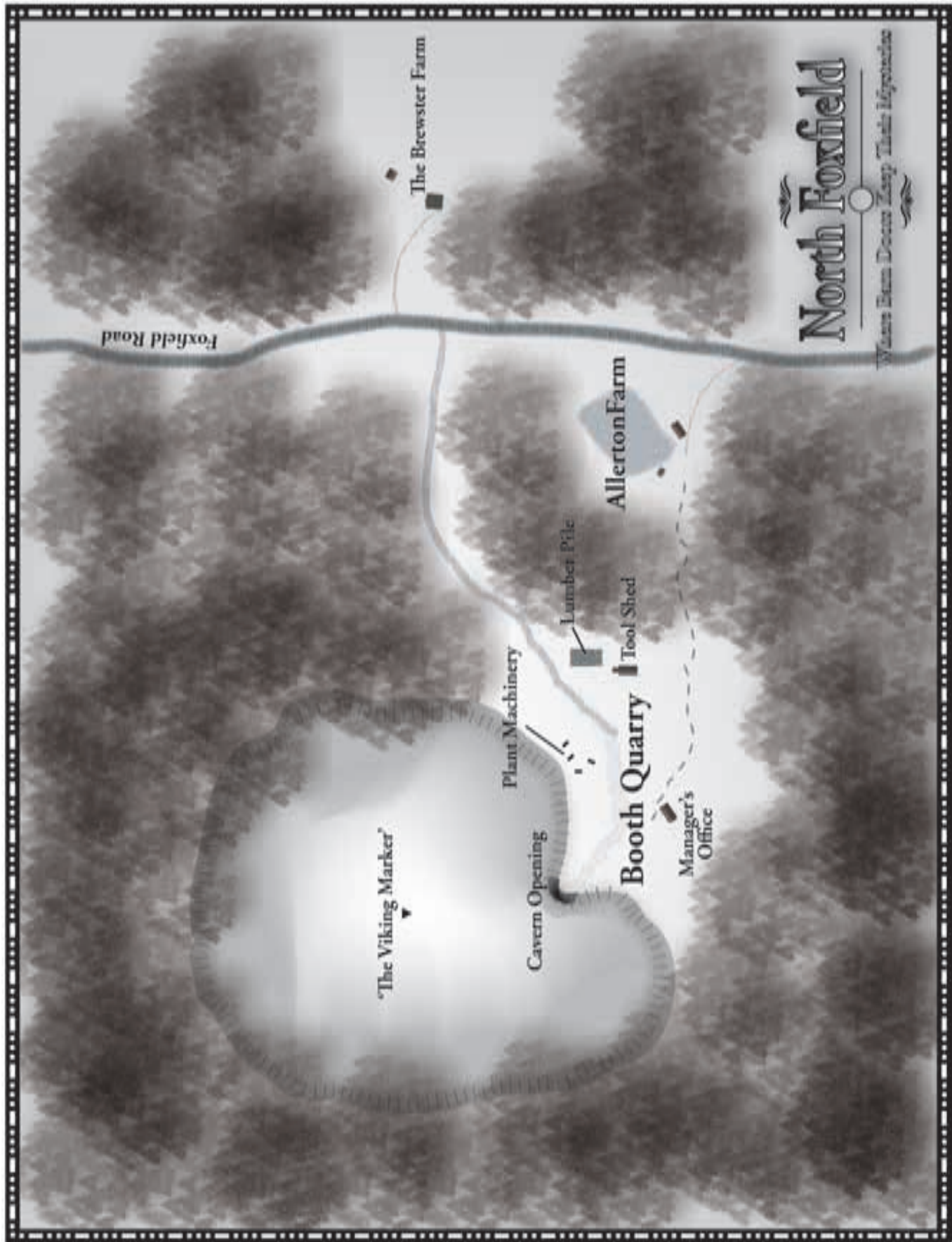


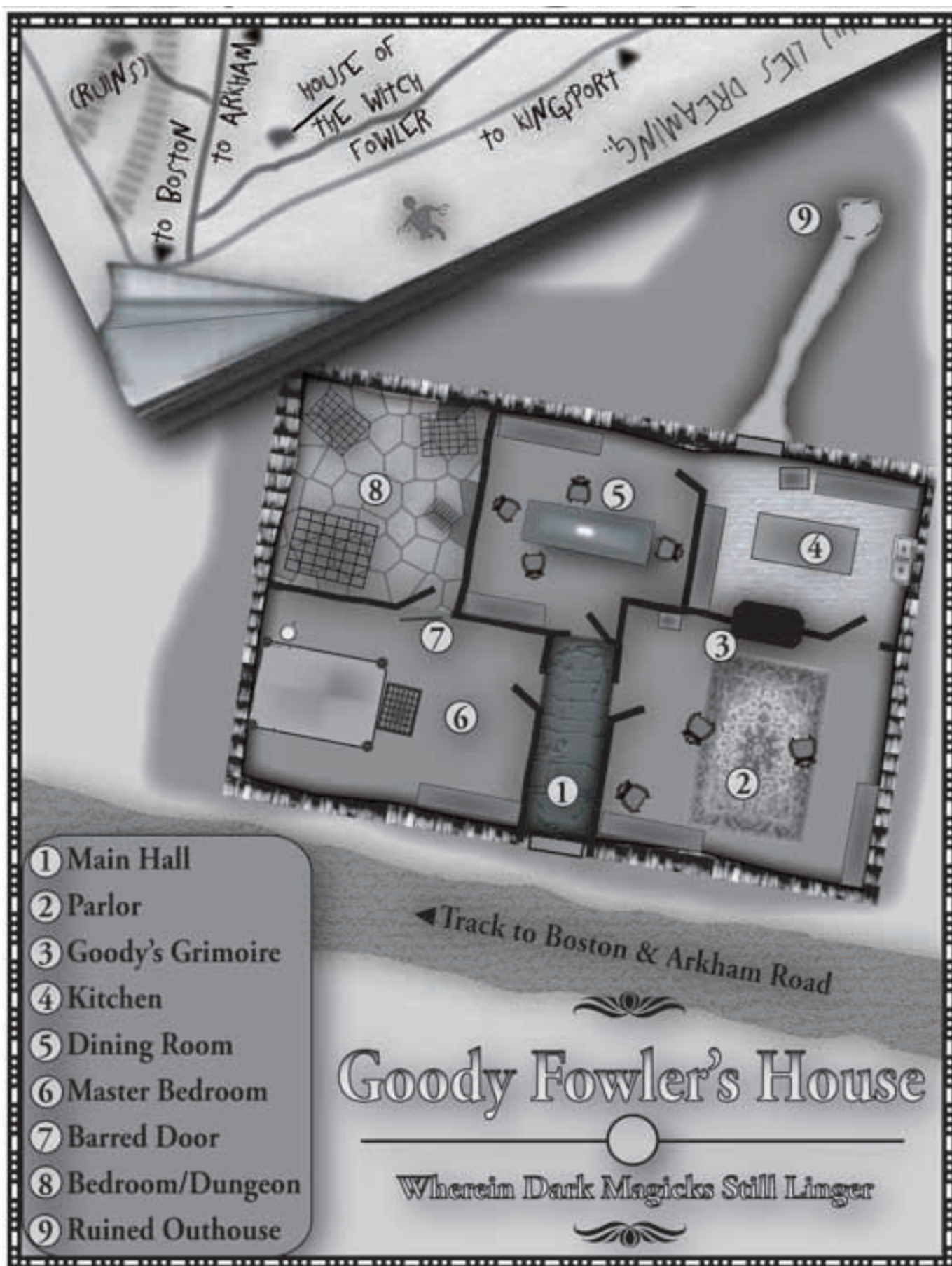




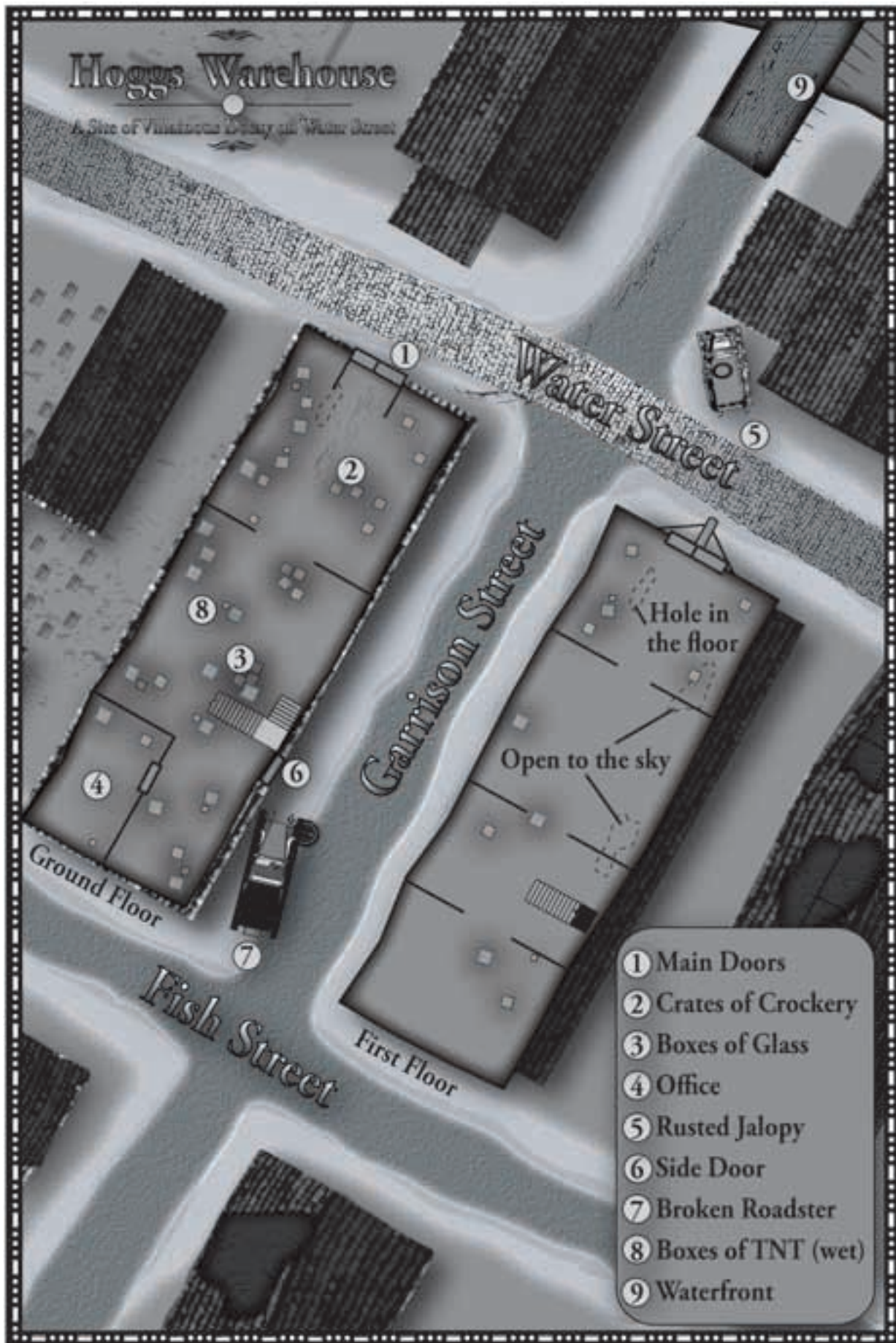














# More Adventures in Arkham Country



"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island in the midst of black seas of infinity and it was not meant that we should voyage far. Some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age." - H.P. Lovecraft.

There remains, in the state of Massachusetts, a group of communities nestled along the banks of the Miskatonic River. Those who live there soon learn to accept that their region is a place of long shadow, old legends and deep mystery. Best not to dwell on it, better to focus on the day-to-day struggles of life. Everything is fine, isn't it? However, the truth is that in the historic university city of Arkham, the misty seaside resort of Kingsport, the depressed farming community of Foxfield and the decrepit squalor of Innsmouth, things are far from fine.

Welcome to *More Adventures in Arkham Country*. Within you will find a collection of six scenarios for *Call of Cthulhu*. "Shades of Tomorrow Lost" and "Ghost of the Florentina" take investigators Kingsport where they encounter threats from the past, and possibly the future. We return to Foxfield to look into the mystery of "The Crystal Cavern." On the road investigators may experience "Engine Trouble." "Spare the Rod" and "The Hopeful" take investigators to Arkham, and possibly Innsmouth, as they struggle to bring horrific legacies to a close. It is with great pride that we welcome Scott David Aniolowski back to Lovecraft Country. His work appeared in *Adventures in Arkham Country* back in 1993, now he returns in *More Adventures in Arkham Country*.



Chaosium, Inc.'s *Call of Cthulhu* is a horror roleplaying game using the *Basic Roleplaying* system and based upon the writings of Howard Phillips Lovecraft and a few others. Lovecraft wrote during the 1920s and 1930s, and he became a cult figure before dying in 1937. Since then his stature as an author has grown, and now he is generally recognized as the major American horror-story writer of the twentieth century. For more information on the game, please visit [www.chaosium.com](http://www.chaosium.com).

## Coming soon from Miskatonic River Press: *The Legacy of Arrius Lurco*

Several years ago a wealthy patrician, one of the owners of the Reds chariot racing faction, vanished in Crete. He was found weeks later wandering aimlessly with no memory of where he had been or what had happened to him. Arrius Lurco returned home and tried to resume his life, but then the nightmares and erratic behavior began. What starts as an attempt to recover his lost memories soon becomes an epic struggle pitting investigators against sinister cults, inhuman minions, and the awesome powers of a Great Old One. *The Legacy of Arrius Lurco* is a full four-part campaign for *Cthulhu Invictus*, set in Rome, Achaea (Greece) and Cyrenaica (Crete) illustrated by Alberto Guerra and written by Oscar Rios (*The Ravenar Sagas, Ripples from Carcosa, New Tales of the Miskatonic Valley*).



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