

The Night Door

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BACKGROUND

Frssshth-ksssh is an ancient serpent man wizard who is obsessed with a little known aspect within the Cult of Yig that promises the return of the Kutzcohtl, the Feathered Serpent. Frssshth-ksssh believes that a temple to Yig is hidden within the wooded hills that mankind has named the Green Mountain Forest, in Windham County, Vermont. According to legend, this particular temple contains the means to release Kutzcohtl, the Feathered Serpent. This special temple to Yig is hidden and sealed by the Eternity Stone; an enchanted onyx stone that protects the temple from the ravages of time. It is written that the protective wards around the Eternity Stone can only be revealed through fire. The Mahicans, native to this part of Vermont, have another name for the Eternity Stone; they call it The Night Door.

Several weeks ago, Frssshth-ksssh entered the town of Dover, Vermont, to begin his search for the Eternity Stone and the hidden temple. In order to move throughout the town and forest, Frssshth-ksssh chose to assume the likeness of local fire warden Conrad Griffith. With Fire Warden Griffith now dead, Frssshth-ksssh patrols the forest disguised as Conrad. Periodically, he unleashes a spell to burn a few acres of woods. The fires have claimed several cabins, displaced many animals, and killed a few people; but it has yet to reveal the location of the Eternity Stone. Frssshth-ksssh is not exactly sure what he is looking for, but he is confident that he'll know it when he sees it.

KEEPER INFORMATION

The Night Door is designed for one Keeper and up to three player investigators. The investigators are drawn into the scenario by a close friend whose family cabin was recently destroyed by a wildfire near Dover, Vermont. This scenario provides an NPC named Rhoda Stillman to be that friend, but the Keeper should review the investigators connections to make the hook of this scenario more personal. The general NPC stats provided for Rhoda Stillman at the end of this scenario can be used for whoever the Keeper selects to be the investigator's friend. The NPC name, "Rhoda Stillman" is used throughout this scenario, so the Keeper will need to substitute it if a different friend is selected.

The scenario opens on Friday, July 20, 1928, with the investigators and their friend, Rhoda Stillman, having driven to Dover. If none of the investigators have a car, or choose not to take their car, then Rhoda is driving her car. A few days prior, Rhoda met with her friends, the investigators, to share with them the news that her family's cabin in Vermont has been destroyed by a wildfire. She asked the investigators to come with her to Dover to assess the damage and to see if anything can be salvaged from the fire. This is an emotional time for Rhoda, and she needs the support of her friends to get through this ordeal.

ROLEPLAYING RHODA STILLMAN

Rhoda is a perky, optimistic and self-sufficient woman. The Keeper can move Rhoda around in whatever manner makes the most sense for the game. Rhoda could investigate the mystery with the investigators, or she can be out of the way tending to the miles of red tape at the Town Hall concerning her family cabin. Rhoda is most useful to introduce the investigators to the mystery, but she could become a victim or hostage later to elevate the conflict and tension in the scenario.

OPENING SCENE

It is close to 2:00 PM, a couple of hours after having lunch at a roadside diner, when the investigators arrive at the cabin.

Read or paraphrase the following to the players:

Only the blackened skeletal remains of the cabin remain. A dozen or so thin grey tendrils of smoke reach up, higher and higher. All about you, the remaining trees are charred and broken shadows of their former grandeur.

Rhoda leads the way to pick through and search the charred remains of furniture and other household items within the corpse of the cabin. A successful **Spot Hidden** roll uncovers a scrapbook filled with photos and memories from Rhoda's childhood with her family.

While the investigators are searching through the cabin, a Chevy pick-up truck pulls up. Stenciling on the driver's door reads, "Dept. of Wildlife – Fire Warden". Conrad Griffith gets out of the truck and greets the investigators.

Conrad has not yet had an opportunity to search Rhoda's cabin or the immediate area for signs of the Eternity Stone. So his plan is to warn the investigators of the inherent dangers of fire, and to insist that they return to Dover until it is safe to return. If the investigators resist Conrad's warnings and refuse to leave, then they may attempt a **Psychology** roll. With a successful roll they observe Conrad having an internal conflict, as if he's measuring his words before he says them; he's either hiding something or holding back information. At which point, Conrad then says, "Good day," as his eyes dart around the cabin's surroundings; he then gets back into his truck and leaves.

What's Next? – Once Conrad leaves, the investigators have a few options:

- **Continue to search the cabin ruins** – The Keeper and players should determine how long they want to scour through the debris. They find small family mementos at a rate of one per hour, for a maximum of four mementos, (including the scrapbook). The hours of searching is a devastating experience for Rhoda, and each memento found, (scrapbook, silver rosary, chipped coffee mug, and glass dog figurine), strengthens the emotional bond between the investigators and Rhoda. All investigators gain +1 **Sanity Point** for each recovered memento.
- **Go to Dover to check into a hotel** – Dover is a popular ski retreat in the winter with two hotels to accommodate visitors. The investigators have no trouble getting a room at either hotel in July. The two hotels are Bears Head Lodge and Mount Snow Inn. Whichever hotel the investigators choose, it happens to be within walking distance of St. Michael's Episcopal Church, and they see the events described in **The Funeral** detailed below.
- **Follow Conrad** – It's possible that the investigators are immediately suspicious of Conrad, and they may attempt to follow him to discover if he has a secret. A **Hard Stealth** roll is required to follow him without him noticing the investigators. If he does not notice, he drives to another burned area and begins to search for the Eternity Stone. If he does notice, he pulls over to confront the investigators to ask why they are following him. Frssshth-ksssh is too smart to attack humans in the open daylight, so he'll do what he can to dissuade or threaten the investigators to mind their own business and stay out of the burned woods.

Frssshth-ksssh plans to return to Rhoda's cabin to search the area for the Eternity Stone once the investigators leave the area.

ROLEPLAYING CONRAD GRIFFITH

The serpent man, Frssshth-ksssh, is disguised as fire warden Conrad Griffith. This scenario plays best if the Keeper roleplays Frssshth-ksssh as an expert in mimicking human mannerisms and speech patterns; he should be played as if he is human. Any deceptions or quirks in Conrad's body language, speech, or mannerisms, (that might be detected by the investigators' **Psychology** roll), suggest that Conrad has a secret or that knows more than he's letting on. The investigators shouldn't, (at least not at the beginning of the scenario), suspect Conrad's true monstrous nature. The sky is overcast, thus no direct sunlight shines down on Griffith, so there is no chance of him accidentally casting a serpent man silhouette in his shadow.

TOWN OF DOVER, VERMONT

A detailed map of the town of Dover is not provided because none of the clues to follow the mystery or the scenario's narrative is dependent on knowing exact geographical locations within the town. Dover is a ski town with "old world" style architecture to enhance the charm of small town life.

The heart of Dover is Main Street, and there are several businesses located there. They include, (but are not limited to), antique stores, gift shops, restaurants, a bank, mercantile shops, five and dime drug stores, and the Town Hall. It is suggested that the Keeper describe the hotels, churches, sheriff's office, and residences as being located along the edges or outskirts of town.

HOTELS

There are two hotels in Dover, Bears Head Lodge and Mount Snow Inn. The primary tourism attraction in Dover is skiing, but since it is currently the summer season, both hotels have plenty of rooms available. The summer room rates are as follows:

- One Single Bed – community washroom.....\$2.50 per night
- Two Single Beds – community washroom.....\$3.50 per night
- One Double Bed – private washroom.....\$4.50 per night
- Two Double Beds – private washroom.....\$5.50 per night

KEEPER TIP - THE TOWN AS A CLOCK FACE

A trick to help describe a town's layout in the theatre of the mind, (i.e.: without a map), is to describe key locations in relation to the numbers on the face of a clock. For the town of Dover, a Keeper could describe that Main Street is in the center of the clock with the hotels and St. Michael's Episcopal Church at the 9 o'clock position, the library at the 2 o'clock position, Mount Horeb and the Gospel of Eternal Forgiveness at the 1 o'clock position, and residential homes between the 4 o'clock and 6 o'clock positions. For towns described in this manner you can orientate the clock face to be aligned with a compass rose, so the 12 o'clock position is pointing north.

INVESTIGATION LEADS IN DOVER

Once the player's investigators complete their initial survey of Rhoda's cabin, (detailed in the **Introduction** above), they will most likely head into Dover to check into a hotel. Once they are in town, the players may or may not have identified specific investigative leads to follow. Here are some ways the Keeper can prod the players into conducting an investigation in the town of Dover. The listed encounters can happen in any order within the town of Dover.

- **Talking to Jackie Vernon** – As noted above in **The Funeral**, there are a couple of ways the investigators can meet and speak with Jackie. Hearing Jackie's story could prompt the investigators to: (a) Talk to a reporter about the recent fires, (b) Talk to Fire Warden Conrad Griffith, or (c) Check the local library to see if this part of Vermont has a history of strange fires or other strange occurrences.
- **Talking to Veronica Hastings of the Vermont Phoenix** – Veronica is a junior staff reporter for the Brattleboro newspaper; she is staying in the same hotel as the investigators. She's on assignment to cover the damage caused by the wildfires. Veronica has also seen Frsssth-ksssh, but she's afraid that she'll lose her job if she reports it. The investigators could have a chance encounter with her in the lobby of their hotel or out in the woods. See the **Vermont Phoenix** entry below.
- **Trying to talk to Fire Warden Conrad Griffith** – Conrad's fire warden office is located in the Dover Town Hall, and his home is located in a residential area. Frsssth-ksssh, as Conrad, is spending all of his time searching for the Eternity Stone in the woods, so he cannot be found in his office or home at any hour of the day. Conrad's absence allows the investigators to search those locations without fear of being caught. See the **Fire Warden Conrad Griffith** entry below.
- **Researching Dover History** – If the investigators want to see if there is any strange or unusual history in or around Dover, but the players seem to be unsure on how to proceed, then a successful **Idea** roll grants that investigator the epiphany to go to the library. See the **Dover Public Library** entry below.
- **Investigating the History of Snake Worshipping in Dover** – One of the investigation encounters included below, (see the **Mount Horeb** and the **Gospel of Eternal Forgiveness** entry below), is designed to not be an intuitive lead early in the game. The investigators should learn about this investigative lead from another encounter.

CHECKING INTO A HOTEL

It is suggested that the Keeper locate St. Michael's Episcopal Church within walking distance of whichever hotel the investigators choose. This can more easily transition the investigators into **The Funeral** encounter.

Both hotels have public dining rooms with reasonably priced meals throughout the day. The management and staff at both hotels are courteous and helpful; no one working at either hotel has any information pertinent to this mystery.

THE FUNERAL

The goal of this encounter is to give the investigators an opportunity to hear an eyewitness account of what is causing the wildfires.

Read or paraphrase the following to the players:

The investigators hear somber organ music coming from St. Michael's Episcopal Church. The street is lined with parked cars, and the small parking lot is also filled with vehicles. Outside of the church are seven boys milling together around a park bench; they look to be between the ages of 8 and 11. The boys are all wearing dark suits and shined shoes. The boys are quiet and glum.

Ideally, if the investigators engage with this encounter after checking into the hotel, it is Friday evening, July 20, 1928. So, for the church to be conducting a service at this time means that it is something special. If an investigator talks to the boys, the first thing they learn is that it is a funeral for two of their friends, Scotty Perkins and Donald Webber.

One of the boys, Jackie Vernon, emerges as the group leader; he's the oldest boy at 11 years old. No roll is required by the investigator to get Jackie to talk, but a **Psychology** roll after Jackie has finished his tale gives the investigator insight on whether Jackie is being honest or not.

Jackie says:

We-all are Troop 119. You know, Boy Scouts. Anyhow, we was camping back Saturday last when the all the trees started goin' up in flames. I ain't never been so scared, I tell ya. We-all scrambled outta our tents right when Mr. Williams, Marty's dad, done called out to us. All of us 'cept Scotty and Donald, that is. They was trapped and started screamin' something fierce; I ain't never gonna forget that... the screams.

Mr. Williams and a couple of the others started tryin' to get them free, but I thought I saw something out in the trees, walkin' among the fire. Damnedest thing I ever seen. God as my witness, I saw a dragon burnin' them trees. Fires got too hot, so Mr. Williams got us outta there. But that dragon and its fire, that's what kilt Scotty and Donald!

None of the other boys in the troop, Marty Williams, John Browne, Willy Clark, Charlie Kensington, Sam Christianson, or David West saw the dragon. With a successful **Psychology** roll, the investigator believes that Jackie is being honest in his account, but a failed roll introduces a kernel of doubt in Jackie's account of what happened; it's possible that Jackie's grief over the loss of his friends has resulted in him making up this story about a dragon.

If the investigators do not encounter the boys during the funeral on Friday evening, then maybe the investigators observe the boys playing stick-ball on another day, but Jackie is sitting off away from the rest of the playing boys.

VERMONT PHOENIX

The goal of this encounter is to give the investigators another eye-witness account of what is causing the wildfires. It can also inform the investigators about the history of snake worshipping in Dover.

The investigators can run into Veronica Hastings, a junior reporter for the Vermont Phoenix, either in the lobby of their hotel or tramping through the woods. This encounter is written with the assumption that the investigators meet Ms. Hastings in the hotel lobby, but the Keeper should be able to convey the same clues in a woodland setting.

If in the hotel lobby, read or paraphrase the following:

As you walk through the hotel's lobby, you notice a young woman seated on a low divan scrutinizing a map, hand-written notes, and newspapers that have been spread out on large coffee table. The woman is wearing a smart-looking dress with a coordinated and stylish hat, and sensible shoes. She has a large shoulder bag sitting in a heap at her feet.

Veronica is a career-motivated individual; she has aspirations to be the first woman to serve as Editor in Chief for the Vermont Phoenix.

Anyone who approaches her in the lobby may attempt a **Psychology** roll; with a successful roll the investigator is convinced that something is bothering the woman, and she seems to be struggling with what to do about it.

With a successful **Charm** or **Persuade** social skill roll, Veronica opens up and shares her information with the investigators. If the investigator is also a journalist, they may use a **Bonus Die** when attempting their social skill roll.

If successful, Veronica Hastings opens up and discusses the following with the investigators:

- Veronica says she saw a monstrous "thing" setting fire to the woods. She says that her best description for the creature is that it looked like "an alligator-man." She describes that it walked like man, but that goutts of flames spewed from its arms to set the forest on fire.
- Veronica says that she tried to take a picture of the creature, but that she was so scared, that she's not sure how well her picture came out. Her Kodak camera and the undeveloped roll of A-122 film are in her shoulder bag. She's willing to share the picture with the investigators if they will help her develop the film. Veronica is a novice photographer, and does not know how to develop film.

With a successful **Photography** or **Chemistry** roll, the investigator knows exactly what solutions and supplies need to be purchased from the mercantile so the film can be processed themselves.

- Veronica heard a rumor that Dover once hosted a church that worshipped snakes. She has not yet followed this lead, but she's happy to share it with the investigators she just met.



The Night Door Papers #1

Veronica is happy to purchase the supplies needed to develop her film, but she just does not know how to develop the film. After the supplies have been purchased, another successful **Photography** or **Chemistry** roll develops the film.

Most of the pictures are of burning trees, charred and ruined property, and people reacting to the devastation. One slightly blurry photo is dominated by a roaring flame in the foreground, but partially exposed beyond the flame is some kind of reptilian man shooting fire from his hand. Roll **Sanity**, (0/1 loss), when viewing this picture. Give the players *The Night Door Papers #1*

As for the rumor of snake worshipping, Veronica heard from a confidential informant that the church currently known as Mount Horeb and the Gospel of Eternal Forgiveness was once the site of a snake worshipping cult sixty years ago. Veronica heard the rumor by chance when she was asking local citizens if Dover ever had a history of strangeness. She began her inquiries after seeing the alligator-man.

Veronica asks the investigators to please give her the scoop if they find anything newsworthy. She's trying to impress her editor.

FIRE WARDEN CONRAD GRIFFITH

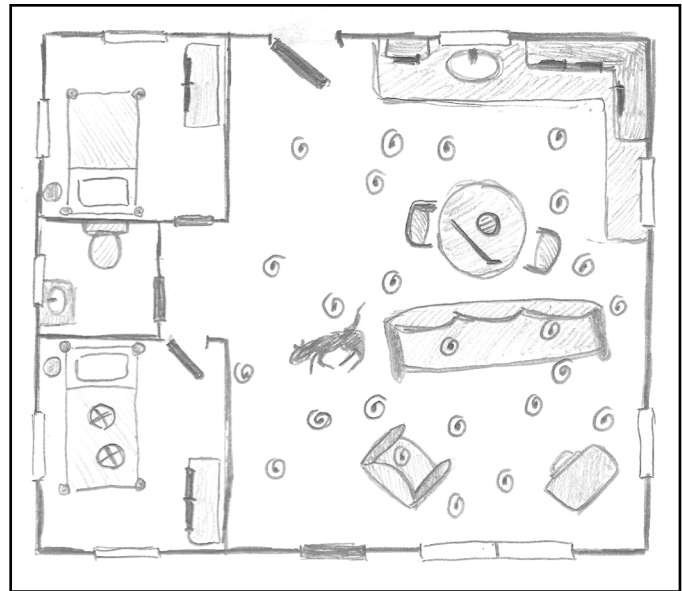
The goal of this encounter is to discover clues that suggest that the man everyone knows as "Conrad" may not be human.

Conrad Griffith was born and raised in Dover. His entire life, he's been fascinated with nature and outdoor life; it's the primary reason he became a fire warden. It's due to his history of disappearing into the woods for weeks at a time that his friends and neighbors are not overly concerned that they haven't seen much of him recently.

Office – Conrad's official office is a small room located in the Dover Town Hall. It is a private office without a secretary. Normally, the Town Hall is closed on the weekends, but due to the need to accommodate out-of-towners dealing with fire-damaged properties, the Town Hall is open on Saturdays from 9:00 AM to 2:00 PM with a skeleton crew of clerks.

Conrad's office is locked; a successful **Locksmith** roll is required to open the door. The office door has a frosted window pane, so no one can see into the room. But, anyone passing by would notice if the lights are turned on. Once inside, the investigators can see that his office is cluttered with paperwork, but otherwise nothing seems out of the ordinary.

A map of the Green Mountain Forest is laid out on Conrad's desk. Several large ovals have been drawn around sections of the forest that covers over 15 square miles around Dover. Give the players *The Night Door Papers #2*.



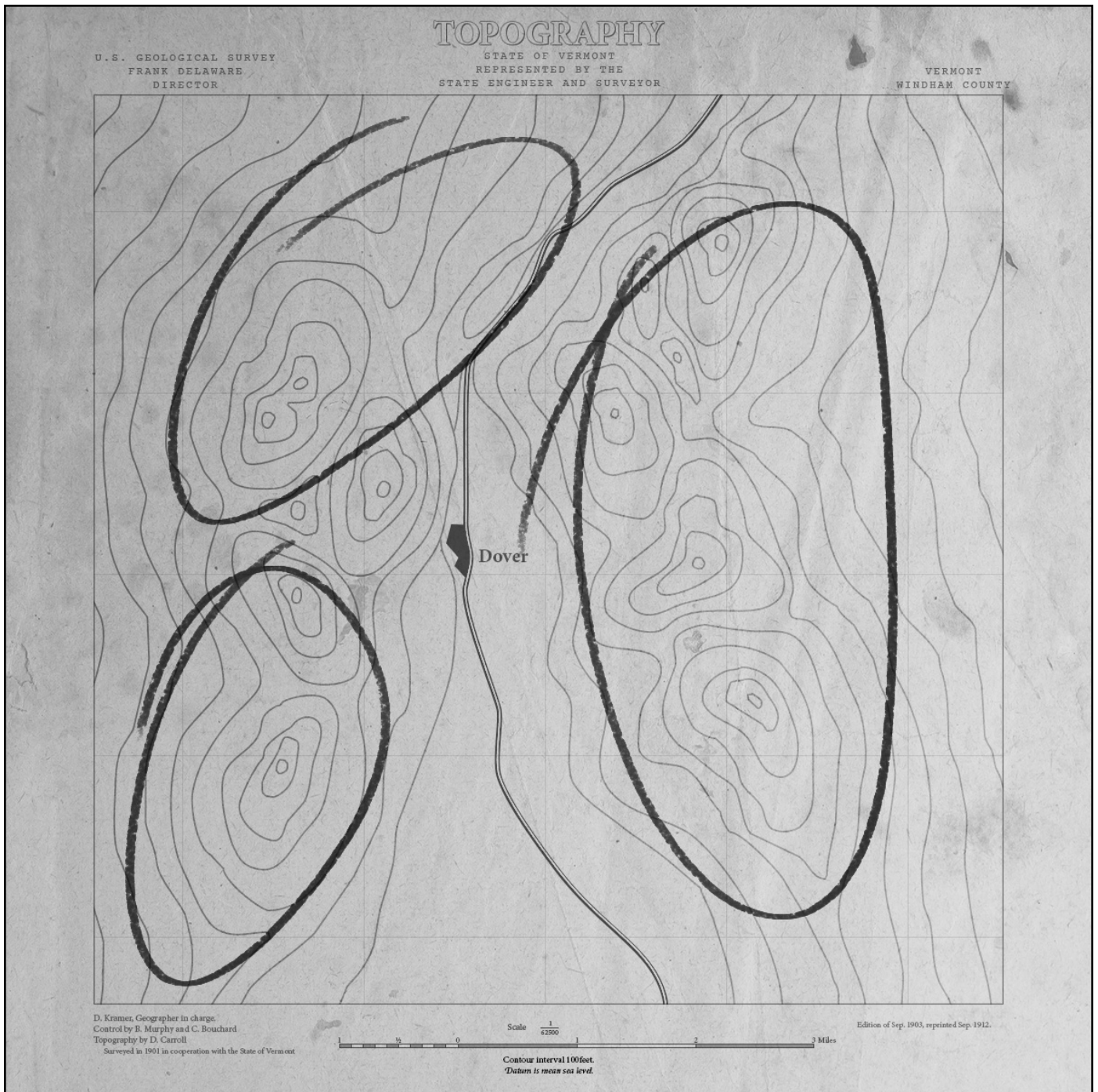
Griffith House

With a successful **Spot Hidden** roll the investigator discovers a few flakes of scales on the desk's chair. A successful **Natural World** roll informs the investigator that the scales belong to a species of snake. There are not enough scales present to identify the exact species of snake, but the size of the scales suggest that it is a rather large animal.

Home – Conrad's home is a small two-bedroom cottage located on two acres of heavily wooded land. A small mailbox by the road is stenciled with his surname, "*Griffith*." Conrad's closest neighbor is approximately 500' away through thick woods. Conrad's neighbors would only take notice of strange activity on his property if it involved multiple gunshots or a large fire.

Conrad's house is unlocked; in fact, the back door is slightly ajar. Anyone who walks up to the house may attempt a **Listen** roll, but it is actually being used for the sense of smell in this case. With a successful roll, the investigator notices a whiff of reptile musk in the air, as well as the smell of decay, but is unsure of the source. Each room in the small house has a window that is not locked.

The inside of Conrad's tiny home is a disaster. The front half of the room is the living room with a couch, chair, and console radio. The back half of the room is a small kitchen. The front door opens directly into the living room, and straight across from that door is another door to the back yard. There are three other doors in the living room; two of the doors each lead to a bedroom, and one leads to the washroom. The one of the bedroom doors is ajar.



The Night Door Papers #2

The floor of the living room is covered with almost two dozen timber rattlers. All of the snakes begin to shake their rattles as soon as any door is opened; they do not attack as long as no one enters the living room. Anyone looking into the room can see the rotting corpse of a dog. Any investigator that opens a door into Conrad's house immediately smells the reptile musk and decaying corpse odors.

There is a small table near the kitchen area, and on that table is a strange rod-like device and glass jar. Give the players *The Night Door Papers #3*.

The rod-like device is a sling stick, a weapon designed by the serpent people. The glass jar contains sixteen bone shards that have been carved to look like fangs. The slightly amber liquid inside the jar is carotid toxin. Each fang can hold a single lethal dose of the toxin. The sling stick can only hold and launch one fang at a time.

Weapon	Skill	Damage	Uses/Rnd
Sling Stick	Firearms (Bow)	1+half DB+poison	1



The Night Door Papers #3

The bone “fangs” are quite fragile; when used there is a 60% chance that the fang is destroyed on impact. A successful **Art/Craft (Whittling)** can craft four more “fangs” from a single human femur.

Carotid Toxin – For the full write-up, see pg.269 of the *Call of Cthulhu 7th Edition Core Rulebook*. The effect of the poison manifest in a number of days equal to one-fifth of the victim’s CON. At which point, the victim must make an **Extreme CON** roll, or suffer an agonizing death in 1d3 days. Human medical science is not able to detect or identify the toxin.

TIMBER RATTLERS (22 SNAKES)

HP: 4, Dmg Bonus: -2, Build: -2, Move: 8
Atks: 1 (Bite) May fight-back against multiple attacks
Poison: vomiting, spasms, and 2d10 damage (2d10+4 hours after initial bite)
Fighting: 40% (20/8), dmg: 1d4+DB+Poison
Dodge: 42% (21/8)
Armor: None
Skills: Stealth 90% (45/18)

In Conrad’s bedroom, (the one with the open door), the investigators discover two large eggs, each the size of a beach ball, nested within blankets on top of the bed. Both eggs are cracked open with the hollow insides exposed. With a careful examination of the eggs, that investigator may attempt a **Hard Natural World** or **Hard Science (Biology)** roll, with a successful roll the investigator believes the eggs hatched at least two weeks ago.

A successful **Spot Hidden** or **Tracking** roll reveals two sets of large snake tracks and paw prints around the bed that lead out from the bedroom and into the living room. The tracks seem unusually large, and a successful **Natural World** roll informs the investigator that no known animal made these tracks. Unbeknownst to the investigators, these are serpent hound tracks.

DOVER PUBLIC LIBRARY

The goal of this encounter is for the investigators to meet the librarian, Nesa Crowfoot, and find the book *Oral History of the People of the Longhouse*. Nesa is of Mahican descent, and is well aware of the book.

FRSSSHTH-KSSSH TAKES A HOSTAGE

This scenario provides two NPCs that may become Frssshth-ksssh's sacrificial victim; Rhoda Stillman or Veronica Hastings.

If Rhoda is the victim: Once the investigators begin their investigation, it soon becomes tiresome for Rhoda; she has other matters to attend to concerning her family's destroyed cabin.

The Keeper may announce that Rhoda is going to spend some time at the Town Hall to file insurance paperwork on the cabin. She says that she needs some time alone to process the loss of the cabin.

When the time is right, the Keeper can assume that Rhoda returned to the site of her destroyed cabin to take pictures for the insurance company when she was captured.

If Veronica is the victim: Frssshth-ksssh captures her while she is photographing more wildfire damage.

In either case, the victim is to be sacrificed to Yig in the **Finding the Night Door** encounter detailed below.



The Night Door Papers #4

The Dover Public Library is a small single-story brick building. The library is staffed by one librarian, Nesa Crowfoot (56), and one volunteer assistant, Rebecca “Becky” Hardy (17). Nesa can be found at the main service desk, while Becky is busy stocking and organizing books.

Investigators who spend at least one hour in the library may attempt a **Library Use** roll; with a successful roll the investigator discovers recent issues of the *Vermont Phoenix* with articles about the Green Mountain Forest wildfires written by Veronica Hastings. If the investigators have not met Veronica yet, and are interested in doing so, then the investigator may attempt an **Idea** roll. With a successful roll, the investigator surmises that Veronica may not be a Dover local, since the newspaper is published out of Brattleboro, and that she may be staying in one of the two hotels in Dover to do her reporting.

Investigators who spend at least four hours in the library may attempt a **Hard Library Use** roll; with a successful roll the investigator find *Oral History of the People of the Longhouse*, a book of history and lore as told by the Mahican people. While skimming through the book, the investigator notices a crude sketch of what looks like a man-sized snake with arms and legs spraying fire from his arms. Give the players *The Night Door Papers #4*. If the investigator asks Nesa for book suggestions that may contain unusual historical accounts for the area, then she directs the investigator to *Oral History of the People of the Longhouse* without a **Library Use** roll.

It takes one hour to read the chapter with the walking snake-man. The chapter describes the legend of the “snakes that walk” who use fire to clear the forest in search of “The Night Door.” The story hypothesizes that the “snakes that walk” search for the door because hidden behind it are treasures and wonders that have been lost to time.

With another successful **Library Use** roll, the investigator discovers *New England Paganism & Witchcraft*, a book that documents alternative colonial religious cults. One chapter describes the *Path of the Serpent*, a snake-worshipping cult in Dover, Vermont, established by Jeremiah Danforth. A photograph of the tiny “church” is included. Any investigator that reads this chapter instantly recognizes the building if they visit the current Mount Horeb and the Gospel of Eternal Forgiveness.

MOUNT HOREB AND THE GOSPEL OF ETERNAL FORGIVENESS

The goal of this encounter is for the investigators to meet Pr. and Mrs. Salvadora, the couple that owns and shepherds the church. They are also, (in secret), a pair of serpent people who are exiled from their own kind.

The small church building is located in a remote area in the outskirts of Dover. The small one-story building is of colonial architecture design, but with a successful **Occult** or **Art/Craft (Architecture)** roll, the investigator notices multiple snake designs carved into some of the woodwork.

The church is unlocked at all times. Pastor Hector Salvadora and Rosita Salvadora can be found here at all times. The Salvadoras appear to be of Hispanic descent, but they are actually a pair of serpent people who were exiled for speaking out against the doctrines that have guided serpent people for millions of years. The Salvadoras have sensed Frsssth-ksssh's presence in Dover, and they are very afraid of what he is doing.

It is assumed that the investigators visit the church in order to learn about the history of snake worshipping in Dover, but it is possible that they can learn so much more. The Salvadoras are now devout Christians who are desperate to cleanse their souls of the sins they have committed; which is why they are happy to share the volumes of history that this church has accumulated over the years if the investigators mention that they are looking into the rash of wildfires.

The books are actually diaries kept by the previous pastors; the books cover 175 years of history, dating back to 1753. Studying of the church diaries requires at least two hours of time and a successful **Library Use** roll. If the investigators ask for help from the Salvadoras, then the investigator gains a **Bonus Die** on their roll.

With a successful roll, the investigator discovers that the church was once known as "Path of the Serpent," and finds several interesting entries.

August 12th 1753 – Lest the sinners repent, they shall know the kiss of the serpent! They shall forever be changed by the gaze and bite of Yig! – Pastor Jeremiah Danforth

May 18th 1787 – Sinners and heretics shall be cleansed by fire and serpent! Forever Yig! Yig be praised! – Pastor Wallace Richter

ROLEPLAYING HECTOR & ROSITA SALVADORA

The Salvadoras are truly devout Christians now, but they are also still serpent people. The Salvadora's serpent person life cycle still far exceeds that of a human being, so they still employ the *Consume Identity* ritual to assume a human guise.

The serpent people currently known as the Salvadoras originally established the "Path of the Serpent" cult to covertly subvert weak-minded humans, but over time their plans backfired, and the Salvadoras themselves were converted to the Christian faith.

The Salvadoras are affable and friendly; and if the investigators realize that the diary handwriting is all the same, then they do open up and answer all questions honestly. As a display of trust, Rosita even reveals her true face, momentarily; this reveal requires a **Sanity** roll (0/1d6 loss). The Salvadora's realize Rosita's reveal might mean that the investigators may now want to attack them.

April 28th 1804 – The Path of Yig is wrought through suffering and pain. We have been touched by the love of the One True God. But can ones such as we be granted forgiveness? – Pastor Arnold Fletcher

September 14th 1868 – Gone are the old ways. From this day forth, let it be known that this humble House of God is to be known as Mount Horeb and the Gospel of Eternal Forgiveness. We preach the Word of God and hope to deter the Path of Yig, always. – Pastor Franklin Giles

July 17th 1928 – There is a scent of musk in the air, and the fires confirm it; a disciple of Yig searches for the Eternity Stone. We are prepared to confront him should he find it. – Pastor Hector Salvadora

Any investigator that reads and reviews all five diary entries may attempt an **Idea** roll. With a successful roll, the investigator realizes that all of the diary entries are written in the same handwriting. It's more than a coincidence, all of the diary entries were written by the same person. That epiphany requires a **Sanity** roll, (1/1d3 loss).

If the investigators question the Salvadoras about the wildfires and the Eternity Stone, then they tell them about the mythology of the "Feathered Serpent" within the serpent people's society, and that it is believed that a hidden temple to Yig holds the secrets of the Feathered Serpent. The hidden temple is recognized by an onyx stone door known as the Eternity Stone. The door is magically hidden and can only be revealed by fire. Hector says, "Clearly, there is an agent of Yig stalking the woods in search of the Eternity Stone."

The Salvadoras also tell the investigators that they have detected the scent of serpent hounds, ravenous creatures bred to hunt prey with speed and savagery. The Salvadoras suspect that the agent of Yig may have released the serpent hounds into the nearby woods to distract the humans from disrupting his search for the Eternity Stone.

If the investigators do not show aggression towards the Salvadoras, then they return that kindness by giving the investigators something that they hope will provide them an edge in their confrontation with the agent of Yig or the serpent hounds. They give them a small silver whistle.

The Salvadoras explain that the whistle has a short range of effect, but if you're close enough the whistle can confuse a serpent person allowing for a moment of hesitation. A moment, which if used to maximum potential, could defeat a serpent person.

If asked, the Salvadoras say they acquired the whistle for protection, in case their own kind ever came for them since they have rejected the ways of Yig.

Silver Snake Whistle
This device has an effective range of 10'. Any serpent person or beast of Yig within the effective range when the whistle is blown must make an Extreme POW roll, or be dazed for 1d3 rounds. Dazed creatures cannot take any actions.

GREEN MOUNTAIN FOREST

Conrad Griffith is stalking through the woods looking for the Eternity Stone; he's also recently hatched a pair of serpent hounds to sow terror and confusion in the woods in order to keep interlopers from disturbing him.

The location of the Eternity Stone and the hidden temple to Yig can be anywhere in the hills and woodlands that surround Dover. If the investigators try to find it themselves, it is suggested that the Keeper adjudicate that at least their first "burn and search" of the woodlands not result in the discovery of the Eternity Stone. It takes approximately two hours to thoroughly search one acre of burned woods.

Depending on how the investigation is unfolding, the Night Door / Eternity Stone can be found either by the investigators or by Frssshth-ksssh. See **Finding the Night Door** below.

TIMELINE OF EVENTS IN THE NIGHT DOOR

The Night Door has no set timeline of events. The events and encounters unfold at the speed set by the players and Keeper. If the player's investigators want to spend several days talking to NPCs and researching Dover history, then the Keeper should assume that Conrad's search for the Eternity Stone continues unsuccessfully.

Once the investigation moves into the woods, the Keeper can trigger the encounters in whatever order best suits the player's method of investigation. The encounters can be located anywhere that best fits the investigation. The investigators can spend several days in the woods, or just a single day; as the game play dictates.

The woods hold dangers that the Keeper can opt to confront the investigators with, including the smoking ruins of a log cabin with the burned and mutated former occupants, (see **Destroyed Cabin in the Woods** below), and the pair of serpent hounds roaming through the forest, (see **The Serpent Hounds** below).

DESTROYED CABIN IN THE WOODS

The goal of this encounter is to give the investigators a hint of what may befall them if they should confront Frssshth-ksssh, aka Conrad Griffith.

The investigators enter an area of recently burned woods, and they can see a column of white smoke ahead. If they locate the source of the smoke, they discover the remains of a log cabin.



Mutant-things

Read or paraphrase the following:

Ahead you see the charred ruins of a log cabin. The fireplace's chimney is all that remains, the river stones blackened by soot, surrounded by smoking debris.

The former occupants of the cabin, The Davis family, have been mutated and then burned by the serpent man, Frssshth-ksssh. He sprayed the family with a mutagen that morphed them into something inhuman, and the pain of the fire destroyed their minds as it melted their flesh. The Davis family still lives, but now as a family of grotesque monsters that lashes out at anything that gets near them.

MUTANT-THINGS – FAMILY OF FOUR

Father

STR: 70% (35/14) CON: 70% (35/14)
SIZ: 55% (27/11) DEX: 35% (17/7)
INT: 5% (2/1) POW: 5% (2/1)

Mother

STR: 60% (30/12) CON: 65% (32/13)
SIZ: 45% (22/9) DEX: 40% (20/8)
INT: 5% (2/1) POW: 5% (2/1)

Sister

STR: 40% (20/8) CON: 65% (32/13)
SIZ: 45% (22/9) DEX: 50% (25/10)
INT: 5% (2/1) POW: 5% (2/1)

Brother

STR: 55% (27/11) CON: 70% (35/14)
SIZ: 50% (25/10) DEX: 45% (22/9)
INT: 5% (2/1) POW: 5% (2/1)

Hit Points: 6 each

Damage Bonus: 1d3 each

Build: 1 each

Move: 6 each

Attacks per round: 1 each

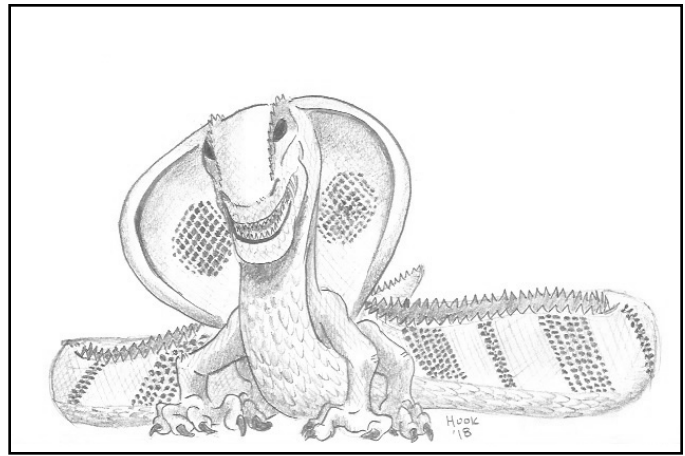
Fighting attacks: Mutant-things carry a Mutagen Virus within them that can be vomited onto their victim. The victim takes 1d4 acid damage from the vomit, and must attempt a Hard CON roll; a failed roll results in the victim's DNA being re-written. The victim's STR, CON, and SIZ are each re-rolled with 2d6+1 and multiplied by 5. The victim's current APP value is permanently reduced by half. The new physical attributes take place in 1d3 rounds.

Fighting: 30% (15/6), damage 1d3 + DB (Brawling); 25% (12/5), damage 1d4 vomit acid + Mutagen Virus

Dodge: None

Armor: Only head-shots inflict hit point damage against a mutant-thing, otherwise ignore inflicted damage. One penalty die for attacks aimed at the head.

Sanity Loss: 0/1d4+1 Sanity points to see a mutant-thing.



Serpent Hound

Each mutant-thing is a twisted version of their former human selves. Each mutant-thing is covered in large lumpy tumors on their face, back, chest, shoulders, and hips. Their eyes have a literal inner glow of light, and more inner light can be seen when their mouths gape open. Due to the fire, their flesh is charred; some of their muscular and skeletal structures are exposed.

THE SERPENT HOUNDS

The goal of this encounter is to confront the monsters Frssshth-ksssh set loose into the woods.

The investigators can be anywhere in the woods, possibly searching for the Eternity Stone themselves or maybe they are looking for Conrad Griffith. This encounter is not location specific, so the Keeper can trigger this at any time in the woods.

Read or paraphrase the following as the serpent hounds move in for the kill:

You hear a low hissing-growl that sends a shiver down your spine. Ahead of you, coming through the foliage, you see a huge... thing. It appears to be a nightmarish amalgamation of snake and alligator. The growl grows louder as a cobra-like hood spreads wide!

The Keeper should only have one of the serpent hounds making an open frontal attack; the second serpent hound is lying in wait to make a surprise attack from the rear. The Keeper should allow the investigators a **Listen** or **Spot Hidden** roll to notice the impending surprise attack.

SERPENT HOUNDS – REPTILIAN ATTACK DOGS

Serpent Hounds are the product of millennia of genetic experimentation to cross-breed snakes, alligators, and alien genetic material. The creature has a large snakes body covered in thick armored scales with multiple forelegs and head that crudely mimics that of a wolf.

Serpent Hound #1

STR: 140% (70/28)

SIZ: 150% (75/30)

INT: 20% (10/4)

CON: 90% (45/18)

DEX: 50% (25/10)

POW: 40% (20/8)

Serpent Hound #2

STR: 130% (65/26)

SIZ: 140% (70/28)

INT: 20% (10/4)

CON: 120% (60/24)

DEX: 70% (35/14)

POW: 40% (20/8)

Hit Points: 24 (#1), 26 (#2)

Damage Bonus: 2d6 each

Build: 3 each

Move: 7 each

Attacks per round: 1 each

Fighting attacks: Serpent hounds attack by securing their prey with their forepaws and jaws, and then loop their body around them to then constrict the quarry to death.

Fighting: 50% (25/10), 1d6 + DB (non-venomous bite)

Grasp and hold (mnvr): damage 1d4 (once at initial hold), captured victim may attempt an opposed STR roll to escape.

The serpent hound must have a firm hold for two rounds before constriction.

Constriction (mnvr): damage 1d3 + DB, the victim may attempt a Hard STR roll to take only half damage, (roll down).

Dodge: 30% (15/6)

Armor: 1-point of scales

Sanity Loss: 0/1d6 Sanity points to see a serpent hound.

FINDING THE NIGHT DOOR

Ideally, this encounter is the conclusion of the scenario.

The Night Door / Eternity Stone can be found in one of two ways, (1) the investigators are actively looking for it, or (2) the investigators are trying to find Conrad Griffith, but they discover that Griffith has already found the Eternity Stone.

THE INVESTIGATORS FIND IT FIRST...

The investigators may discover the Night Door if they burn at least one acre of woodlands, and then spend at least two hours searching the burned remains. If the Keeper deems that the Night Door is present, then a successful **Hard Spot Hidden** reveals the elusive door to the investigator.

The Night Door is a ten inch thick circular stone slab. The face of the slab appears to be a moonless star-filled night sky. The black is impossibly deep, and if anyone stares at the stone for even a few moments, they begin to see the field of stars begin to move. The first time anyone looks at the Eternity Stone requires a **Sanity** roll, (1d2/1d6 loss).

BURNING THE WOODS & FIGHTING FIRES

The woodlands around the town of Dover are humid and moist. Any wildfires that begin soon die out because of the moisture. Any fire set in one acre of woods burns 1d4 additional acres, unless it is stopped. The Keeper can determine the direction(s) in which the fire spreads.

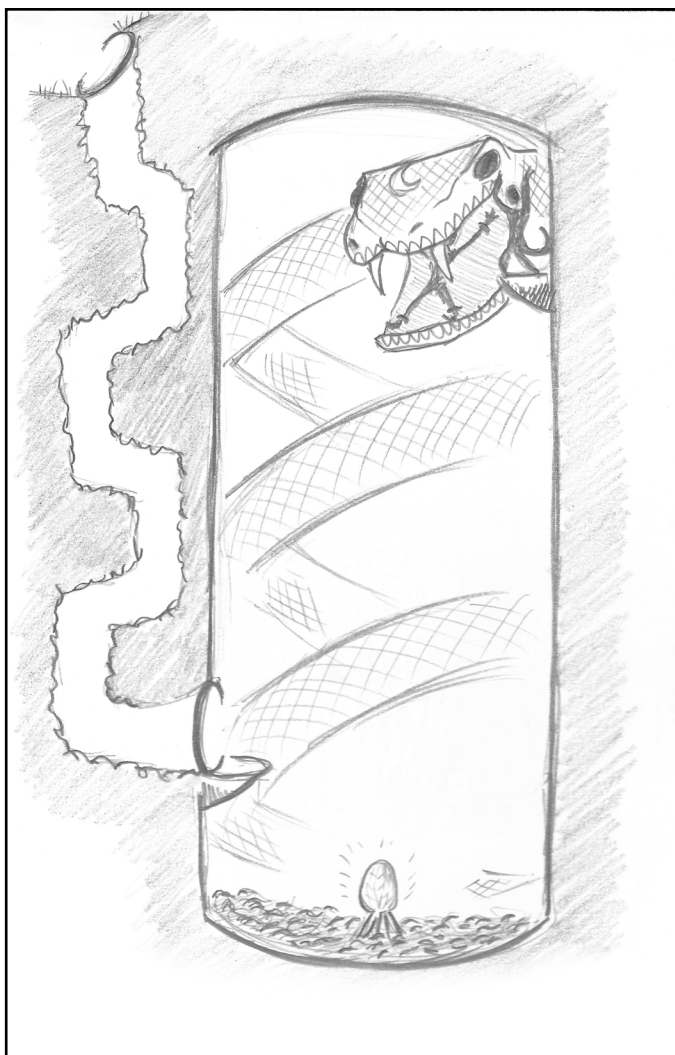
To fight a fire, the investigators need a sufficient supply of water and a means to deliver the water to the fire. If that exists, then a successful **DEX** roll extinguishes one-fourth of an acre of fire, so four successful **DEX** rolls extinguish one acre. One investigator can make four consecutive **DEX** rolls, or four investigators can make one **DEX** roll each.

The Night Door / Eternity Stone rolls out of the way with a light touch and a whispered prayer to Yig in the native serpent person language. Otherwise, an **Extreme STR** roll is required if only one investigator tries to move the stone or a **Hard STR** roll by each investigator if two make the attempt, or a normal **STR** roll by each investigator if three or more make the attempt to move it. Any leveraging tools grant a **Bonus Die** for the investigator using the tool.

Moving the Night Door exposes a deep dark tunnel that leads into the earth. The walls of the tunnel are rough and earthen, as if the hole was bored by water. Also, the tunnel is not a straight fall, (like a well), instead it has lots of short twists and turns with makes it impossible to see further than 10' at a time, but it is incredibly easy to climb. The tunnel shaft is so easy to climb, that a **Climb** roll is not required to descend, and is only needed when ascending if the climber is panicking and in a hurry.

The air inside the tunnel shaft is warm and humid, and it reeks of reptile musk. The tunnel shaft is 60' deep into the earth, at which point the shaft ends as a small perch that looks into a much larger chamber.

The perch is located 5' above the floor of the large chamber. The gigantic chamber is 20' in diameter and 40' high. A gigantic sculpture of a cobra twists along the walls of the chamber from the floor up towards the ceiling. The cobra's head looks down from the top of the chamber with its mouth wide open, fangs and forked tongue exposed. Each eye of the cobra is composed of multi-faceted crystals that refract the light with an eerie red glow.



Temple to Yig

With a successful **Spot Hidden**, the investigator notices that the open and exposed mouth of the giant cobra statue is also an altar, of a sort. There are four shackles inside the open mouth as if to bind a human at the wrist and ankles. At the bottom of the chamber, in the center of the floor, directly below the cobra's open mouth, is an egg-shaped crystal. The crystal glows green, and bathes the entire chamber in an eerie green light. The investigator also notices that next to the open mouth of the cobra is another perch, and that perch has a dagger mounted to the wall.

The floor of the chamber is also covered with snakes... snakes upon snakes upon snakes. The magic of the Eternity Stone has kept them alive for millennia without any source of food or water. Viewing the "floor of snakes" requires a **Sanity** roll, (0/1 loss).

The giant cobra statue is richly textured, allowing for lots of finger and toe holds to assist in climbing. Two successful **Climb** rolls are required to reach the upper perch next to the open mouth. Use of climbing gear grants the investigator a **Bonus Die**.

FALLING INTO THE FLOOR OF SNAKES

If any investigator is unfortunate enough to fall into the floor of snakes, that investigator would suffer 1d6 falling damage, but then the snakes attack. There are so many snakes, and a person lying prone on the ground after falling is impossible for the snakes to miss. The investigator is dead seconds after hitting the ground.

Unless the Keeper is running *The Night Door* as a *Pulp Cthulhu* scenario, in which case the hero could escape certain death by leaping up to the lower perch after spending all of his **Luck** points.

The crystalline egg contains the essence of the Feathered Serpent. It has 12 hit points and 3-points of armor. Attack rolls are only rolled against the crystal egg to see if the investigator has rolled a fumble or impale result; otherwise it is a successful hit with the damage immediately applied.

Destroying the crystal egg also destroys Frsssth-ksssh's plan which sends him into a killing rage.

FRSSSTH-KSSSH FINDS IT FIRST...

If Frsssth-ksssh has found the Night Door / Eternity Stone first, then it is already open when the investigators discover it. The serpent man has dragged his captive, (either Rhoda or Veronica), into the hidden temple and has bound her to the altar in the giant cobra's mouth.

To complete the ritual spell, Frsssth-ksssh is required to chant for one hour. After which, he uses the dagger to disembowel his victim. Her blood and organs then spill down onto the crystalline egg; at which point Frsssth-ksssh spends 5 magic points to complete the ritual. The essence of the Feathered Serpent is released when the blood and organs strike the crystalline egg. Witnessing the sacrifice requires a **Sanity** roll (1d3/1d6 loss).

The Keeper can call for a **Party Luck** roll by the investigators to determine when they are interrupting the ritual.

Party Luck	Result
Extreme Success	The ritual has not started yet
Hard Success	The ritual has 5 minutes remaining
Normal Success	The ritual has 1d4+1 rounds remaining
Failed	The ritual has 1 round remaining
Fumble	Frsssth-ksssh is gutting open the sacrifice right now!

THE INVESTIGATORS KILL THE VICTIM

The investigators might consider killing Frssshth-ksssh's victim in order to thwart the ritual, but unfortunately for them she does not need to be alive when the sacrifice is made. It's more fun for the serpent man if she is alive, but it is not required.

INVESTIGATORS VS. FRSSSHTH-KSSSH

By the time the investigators have climbed down into the temple, Frssshth-ksssh has already ascended to the top of the statue of Yig and has secured his sacrifice victim into the Altar of Yig. The serpent man is standing on the upper perch, next to the open mouth/altar, with the dagger in his hand.

Frssshth-ksssh has also activated an ancient ward that blessed the Altar to Yig which activated the crystalline eyes of the statue. For as long as the sacrifice is secured to the Altar, the eyes sparkle and shine with an inner light. Anyone looking up into the direction of the Altar of Yig or the perch next to it may become hypnotized by the enchanted light.

Investigators that look up must make a Sanity **roll**, (0/1 loss), as the alien light shines in their eyes. Then, the investigator must make a **Hard POW** roll to resist being temporarily blinded by the dazzling light. The investigator is only required to make the Sanity roll once, but must re-attempt the Hard POW roll each round looking up at the Altar to Yig.

With a failed POW roll, the investigator is temporarily dazzled by the lights for one combat round. If an attack is attempted while dazzled, the investigator is penalized with **Two Penalty Dice**. With a successful POW roll, there are no penalties to the investigator's attack roll.

FRSSSHTH-KSSSH - ZEALOT SERPENT MAN (AKA: CONRAD GRIFFITH)

STR: 65% (32/13) CON: 55% (27/11)
SIZ: 65% (32/13) DEX: 75% (37/15)
INT: 100% (50/20) POW: 80% (40/16)

Hit Points: 12
Magic Point: 16
Damage Bonus: 1d4
Build: 1
Move: 8

Attacks per round: 1

Fighting attacks: Serpent people have access to the same range of armed and unarmed attacks as human beings. They also employ spells and alien technology.

Fighting: 50% (25/10), damage 1d3 + DB (fist); 50% (25/10), damage 1d4+2+DB (dagger)

Bite: 35% (17/7), damage 1d8 + poison (Extreme CON roll, or else +1d8 damage)

Dodge: 32% (16/6)

Armor: 1-point of scales

Skills: Cthulhu Mythos 35% (17/7), Intimidate 60% (30/12),

Science (Biology) 55% (27/11), Science (Chemistry) 60%

(30/12), Spot Hidden 35% (17/7), Stealth 40% (20/8)

Spells: Consume Likeness, Cthugha's Touch, Summon/Bind Kutzcohtl

Sanity Loss: 0/1d6 Sanity points to see a serpent person.

ALIEN TECHNOLOGY - MUTAGEN

Mutagen: 50% (25/10), mutation damage, range of 5' liquid spray.

The mutagen is sprayed from a rubber-like bladder that contains 2d3 doses of the alien chemical. The victim must attempt a **Hard CON** roll; a failed roll results in the victim's DNA being re-written. The victim's STR, CON, and SIZ are each re-rolled with 2d6+1 then multiply by 5. The victim's current APP value is permanently reduced by half. The new physical attributes take place in 1d3 rounds.

NEW SPELL - CTHUGHA'S TOUCH

Cost - variable magic points and 1d6 Sanity points
Casting Time - instantaneous

With this spell, the wizard is able to spray fire from both of his hands similar to a modern-day flamethrower. The flames spray in a straight line a distance of 20', but the wizard only needs to move his arms to spray a swath of fire and destruction.

Each magic point invested into the spell yields 1D10 points of fire damage. Regardless of the number of magic points invested, the wizard is only able to maintain a stream of fire for ten seconds. After which, the spell automatically terminates. If the wizard wants to spray more fire, a new investment of magic points and Sanity point loss must be made.

If the spell is directed at an individual, then the target of the spell may attempt a **DEX** roll to mitigate the burn damage. A **Hard DEX** roll results in second degree burns and 1/5th of the rolled damage, (round down), but an **Extreme DEX** roll results in first degree burns and 1D6 damage only.

Alternative names: Inferno's Embrace, Cleansing Flames of Cthugha, and Blazing Caress

Deeper version: The wizard is able to spray a plasma-like substance that sticks and burns like napalm. The jellied plasma adheres to anything, and cannot be washed off. These fires must be smothered with inflammable materials, (like sand). In addition to the flame damage inflicted at the time of casting, the plasma does an additional 1D10 points of damage each following round for 2D6 rounds, or until it has been smothered.

KUTZCOHTL, THE FEATHERED SERPENT

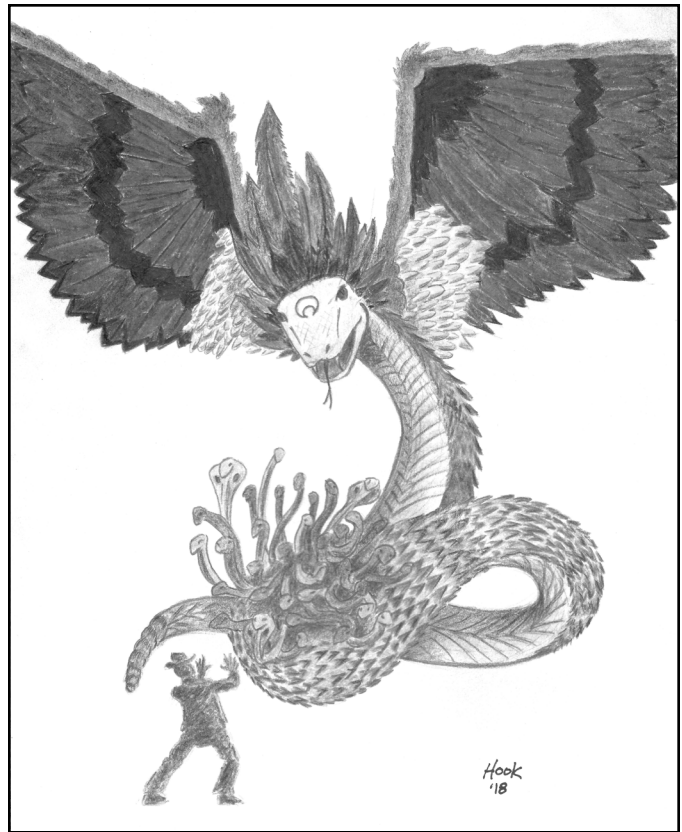
If Frssshth-ksssh successfully completes his Summon/Bind Kutzcohtl ritual, then the crystalline egg cracks open, and a spiritual vapor streams out. The vapors are drawn into Frssshth-ksssh. As soon as he is engulfed by the vapors, Frssshth-ksssh tumbles from the upper perch and falls to the floor of snakes. The vapors become a fog that obscures Frssshth-ksssh and the floor of snakes. After three rounds, the investigators hear a cacophony of hisses as a huge brightly colored feathered and winged serpent rises up. Frssshth-ksssh has transformed into the avatar of Kutzcohtl.

Kutzcohtl is a massive serpent, 45' long and 6' in diameter at its midsection. The creature has a pair of huge wings, but what is most disturbing is the mass of other snakes that twist and coil like tentacles from its midsection. It is impossible to count how many snakes squirm from Kutzcohtl's belly.

STR: 175% (87/35) CON: 110% (55/22)
 SIZ: 205% (102/41) DEX: 85% (42/17)
 INT: 120% (60/24) POW: 100% (50/20)

Hit Points: 31
 Magic Point: 20
 Damage Bonus: 4d6
 Build: 5
 Move: 5 / 20 fly

Attacks per round: 1
 Fighting attacks: Kutzcohtl attacks by hypnotizing its prey, and then eating it whole in a single bite. Alternatively, it can coil around prey to allow the multitude of "belly snakes" to kill the prey.
 Fighting: 45% (22/9), damage 1d6 + DB (tail whip)
 Gaze: opposed POW roll with the intended victim; if successful, the victim is dazed and unable to act for 1d4 rounds. The victim may attempt a Hard POW roll once per round to break free of the dazed effect.
 Bite: 30% (15/6), damage 1d6 + swallowed whole
 Belly Snakes: 55% (27/11), damage 4d4 + poison (Extreme CON roll, else +2d10 damage)
 Dodge: 25% (12/5)
 Armor: 6-point of scales and feathers
 Sanity Loss: 1d3/1d12 Sanity points to see Kutzcohtl, the feathered serpent.



Kutzcohtl, the Feathered Serpent

REWARDS

- Discovering that the Salvadoras are reformed serpent people.....1d3 Sanity
- Defeating the mutant-things.....1d3 Sanity
- Defeating the serpent hounds1d6 Sanity
- Defeating Frssshth-ksssh.....1d6 Sanity
- Defeating Kutzcohtl.....1d12 Sanity
- Frssshth-ksssh kills sacrifice.....-1d6 Sanity

NON-PLAYER CHARACTERS

RHODA STILLMAN

STR: 45% (22/9) CON: 60% (30/12)
SIZ: 40% (20/8) DEX: 55% (27/11)
INT: 70% (35/14) POW: 50% (25/10)

Hit Points: 10
Magic Point: 10
Damage Bonus: none
Build: 0
Move: 9

Attacks per round: 1
Fighting: 25% (12/5), damage 1d3 + DB
Dodge: 27% (13/5)
Skills: Charm 35% (17/7), Drive Auto 45% (22/9), Natural World 60% (30/12), Persuade 20% (10/4)

VERONICA HASTINGS

STR: 60% (30/12) CON: 65% (32/13)
SIZ: 45% (22/9) DEX: 50% (25/10)
INT: 65% (32/13) POW: 70% (35/14)

Hit Points: 11
Magic Point: 14
Damage Bonus: none
Build: 0
Move: 9

Attacks per round: 1
Fighting: 25% (12/5), damage 1d3 + DB
Dodge: 25% (12/5)
Skills: Art/Craft (Photography) 15%, Drive Auto 40% (20/8), Listen 60% (30/12), Own Language (English) 75% (37/15), Persuade 45% (22/9)

PASTOR HECTOR SALVADORA - EXCOMMUNICATED SERPENT PERSON

STR: 55% (27/11) CON: 50% (25/10)
SIZ: 55% (27/11) DEX: 65% (32/13)
INT: 80% (40/16) POW: 65% (32/13)

Hit Points: 10
Magic Point: 13
Damage Bonus: none
Build: 0
Move: 8

Attacks per round: 1
Fighting attacks: Serpent people have access to the same range of armed and unarmed attacks as human beings. They also employ spells and alien technology.
Fighting: 50% (25/10), damage 1d3 + DB (fist)
Bite: 30% (15/5), damage 1d8 + poison (Extreme CON roll, or else +1d8 damage)
Dodge: 32% (16/6)
Armor: 1-point of scales
Skills: Charm 40% (20/8), Cthulhu Mythos 25% (12/5), Occult 60% (30/12)
Spells: Cloud Memory, Consume Likeness
Sanity Loss: 0/1d6 Sanity points to see a serpent person.

ROSITA SALVADORA - EXCOMMUNICATED SERPENT PERSON

STR: 50% (25/10) CON: 45% (22/9)
SIZ: 45% (22/9) DEX: 70% (35/14)
INT: 85% (42/17) POW: 70% (35/14)

Hit Points: 9
Magic Point: 14
Damage Bonus: none
Build: 0
Move: 9

Attacks per round: 1
Fighting attacks: Serpent people have access to the same range of armed and unarmed attacks as human beings. They also employ spells and alien technology.
Fighting: 40% (20/8), damage 1d3 + DB (fist)
Bite: 30% (15/5), damage 1d8 + poison (Extreme CON roll, or else +1d8 damage)
Dodge: 35% (17/7)
Armor: 1-point of scales
Skills: Charm 40% (20/8), Cthulhu Mythos 20% (10/4), Listen 65% (32/13)
Spells: Consume Likeness
Sanity Loss: 0/1d6 Sanity points to see a serpent person.

PRE-GENERATED CHARACTERS

The following characters are available for use in this scenario if the players have not prepared their own. The players may personalize each investigator by distributing an additional 40 skill points into any skill, with the following caveats:

- No points may be added to the Cthulhu Mythos skill.
- No skill can be raised above 75%.

The player must also roll the investigator's Luck value. Roll 2d6+6, then multiply that value by five, to calculate the investigator's starting Luck value.

REGINALD "REGGIE" HOGUE JR. - BEAT COP (RETIRED) (58)

STR: 50% (25/10) CON: 55% (27/11)
SIZ: 90% (45/18) DEX: 65% (32/13)
APP: 30% (15/6) INT: 85% (42/17)
POW: 30% (15/6) EDU: 58% (29/11)
Sanity: 30 Luck: 50

Hit Points: 14
Magic Point: 6
Damage Bonus: +1D4
Build: 1
Move: 7

Attacks per round: 1
Fighting: 75% (37/15), damage 1d3 + DB
Dodge: 32% (16/6)
Skills: Art/Craft (Photography) 45% (22/9), Credit Rating 20% (10/4), Drive Auto 40% (20/8), Fast Talk 35% (17/7), Fighting (Brawl) 75% (37/15), Firearms (Handgun) 60% (30/12), Firearms (Rifle) 60% (30/12), First Aid 50% (25/10), Intimidate 45% (22/9), Law 55% (27/11), Own Language (English) 58% (29/11), Psychology 26% (13/5), Spot Hidden 60% (30/12)

Gear: 1925 Buick Roadmaster, Colt Model 10 .38 revolver and a dozen bullets, 4" long folding pocket knife, 1847 Waltham gold pocket watch (grandfathers), cigarette case with 8 hand-rolled cigarettes and matchbook, flask of rye whiskey, bandana/kerchief, and a No.2 folding Brownie Kodak camera with four plates of film

Weapons: .38 revolver: 1D10 damage, 15 yard base range, 1(3) shots per round, 6 round capacity, and 100% malfunction; knife (small): 1D4+DB damage

ELIZABETH "BETTY" TURNBULL - AUTHOR (31)

STR: 50% (25/10) CON: 55% (27/11)
SIZ: 40% (20/8) DEX: 55% (27/11)
APP: 70% (35/14) INT: 65% (32/13)
POW: 65% (32/13) EDU: 63% (31/12)
Sanity: 65 Luck: 50

Hit Points: 9
Magic Point: 13
Damage Bonus: none
Build: 0
Move: 9

Attacks per round: 1
Fighting: 25% (12/5), damage 1d3 + DB
Dodge: 27% (13/5)
Skills: Art/Craft (Literature) 30% (15/6), Charm 40% (20/8), Credit Rating 30% (15/6), History 40% (20/8), Library Use 65% (32/13), Listen 45% (22/9), Natural World 35% (17/7), Other Language (French) 31% (15/6), Own Language (English) 75% (37/15), Psychology 35% (17/7), Science (Biology) 36% (18/7), Science (Chemistry) 21% (10/4), Spot Hidden 45% (22/9), Stealth 50% (25/10)

Gear: Notebook and pencil, gold and ivory cameo brooch, large hat with 8" long steel hatpin, 10" collapsible scope, small clutch purse, a newspaper folded to complete the crossword puzzle, and a small bag of rock candy

Weapons: 8" steel hatpin (knife, medium): 1D4+2+DB damage

JAMES "JIM" FLEISCHMANN - ASSOCIATE PROFESSOR (33)

STR: 70% (35/14) CON: 40% (20/8)
SIZ: 55% (27/11) DEX: 70% (35/14)
APP: 65% (32/13) INT: 55% (27/11)
POW: 45% (22/9) EDU: 80% (40/16)
Sanity: 45 Luck: 55

Hit Points: 9
Magic Point: 9
Damage Bonus: +1D4
Build: 1
Move: 9

Attacks per round: 1
Fighting: 35% (17/7), damage 1d3 + DB
Dodge: 35% (17/7)
Skills: Anthropology 56% (28/11), Art/Craft (Drawing) 25% (12/5), Credit Rating 60% (30/12), Fighting (Fencing/Sword) 50% (25/10), History 50% (25/10), Library Use 40% (20/8), Other Language (Greek) 51% (25/10), Other Language (Latin) 51% (25/10), Own Language (English) 80% (40/16), Psychology 30% (15/6), Science (Meteorology) 41% (20/8), Spot Hidden 55% (27/11)

Gear: Sword cane, notebook and pencil, sketchbook and charcoal pencil, medium-sized shoulder bag, two cigars and matchbook, and the King James Bible

Weapons: Sword cane: 1D6+DB damage