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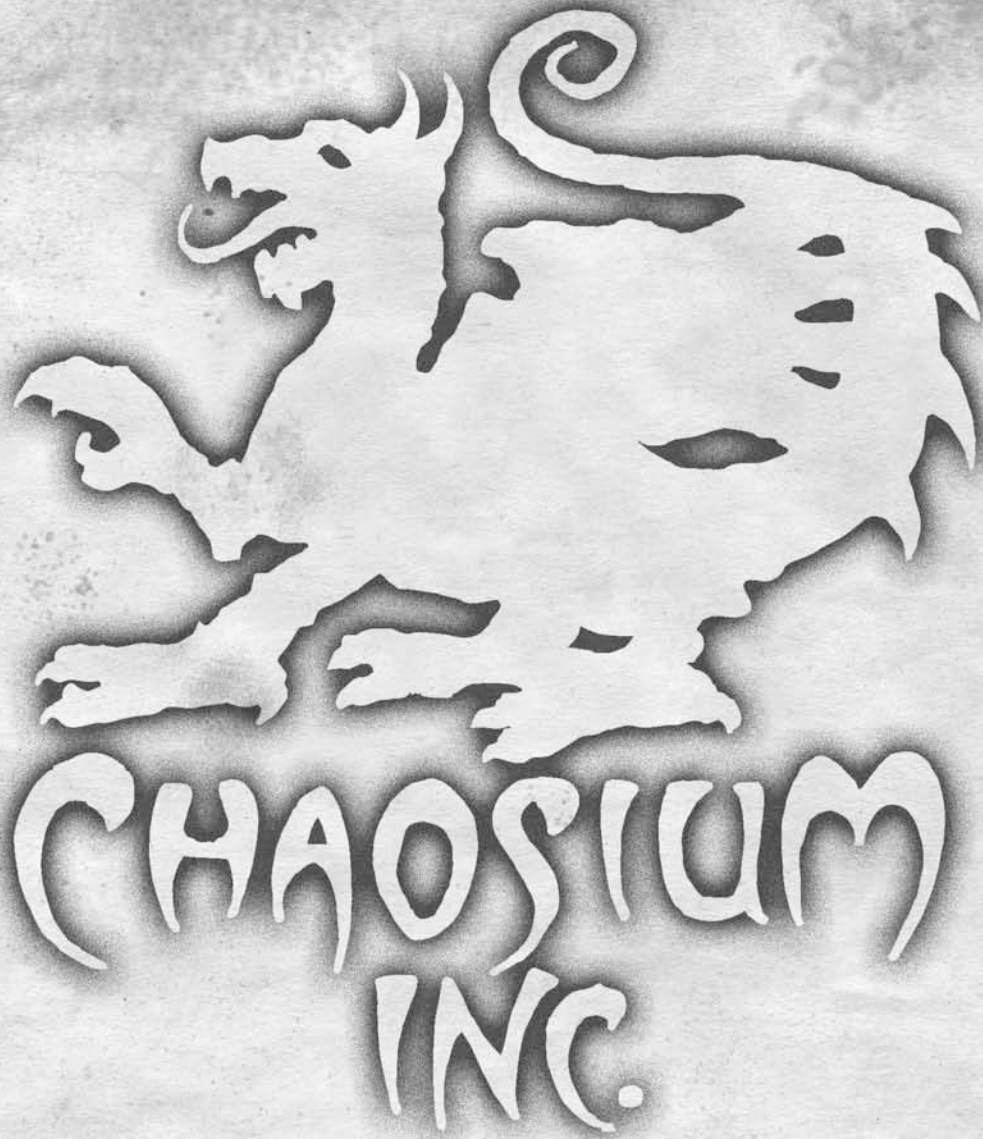


# The Ghosts in the House



## A Campaign for Beginning Investigators





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# **The Ghosts in the House**

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# The Ghosts in the House

*The Ghosts in the House* is a *Call of Cthulhu* campaign suitable for 3-6 beginning characters. The adventure emphasizes data collection and discussion over running and screaming, and thus it is suitable for beginning players as well as experienced ones. The first adventure is very long (it takes place over 3 weeks or more); the subsequent adventures are much shorter.

The Campaign starts with *The Man in the Hat*, a long and involved situation involving the discovery and elimination of an alien being feeding on a creepy diet. Next is *A House Full of Ghosts*, a not-quite-triumphant return to the home to deal with the natural aftermath of the alien's absence. Next is *The Hole in the Attic*, dealing with an unrelated problem in the home. And, finally, the campaign wraps up in *The Last Gasp*, which is precipitated by the discovery of what may be the egg of another alien. *The Man in the Hat* should take several group meetings to run; the other adventures should be easily wrapped up in a single session each.

## THE MAN IN THE HAT

*The Man in the Hat* is the first and longest of four adventures set in the Oak Grove Nursing and Rehab Center. It introduces the setting and surrounding area, as well as the majority of the NPCs for all of the adventures. The remaining three adventures build on material from this one.

For reasons of consistency with the rulebook, the bulk of the adventure should occur during the period of September through November – that is, during the period when Fomalhaut is visible in northerly latitudes. The Keeper may overrule this and state that beings arriving from Fomalhaut aren't worried about little things like the season when the spell is cast (really...they are going to come 7.7 parsecs, then get discouraged about going around the Earth?).

## KEEPER'S OVERVIEW

This adventure is a “race against time” situation, in which the Investigators must conduct their investigation and draw their conclusions against the backdrop of a ticking clock. Certain events which will affect the investigation occur at specific times (defined as the number of days after the Investigators first set foot in the building), regardless of the current state of the investigation; some of them require the Investigators to pack up their gear temporarily, and the last event requires them to leave, whether they are done or not.

There are events that occur at times chosen by the Keeper, and there are “Triggered Events” which happen after specific actions by the Adventurers. Furthermore, there are over 30 residents and visitors to interview, several of which have useful information to give. Several unrelated events may also occur, such as



the nurses asking the Investigators to escort “Jeff” from the building.

If the Investigators follow all clues, the adventure is easily solvable before the deadline. Some Investigator groups might discover information early through sheer talent, completing the adventure early; others might drag it out, either to wrest additional funds from Bonnie Dabroski or due to failure to gain certain clues. However the adventure plays out, per the terms of the contract with Ms. Dabroski, they must have definitive answers before leaving in order to receive the full payment.

## STARTING LINE

The adventure begins when the Investigators accept an assignment to debunk ghost stories revolving around the Oak Grove Nursing and Rehabilitation Center in a remote section of Wisconsin. The assignment is for a minimum of 14 days, and can be extended up to 20 days (but no more, as officers of the Wisconsin Department of Health Services will terminate the investigation upon learning of it). Once there, they may set up “ghost hunting gear”, interview staff (past and present) and residents of the home, search books and newspaper articles, visit the library, and generally conduct their investigation with a few simple limits imposed by staff. Their investigation is, however, subject to setbacks and interruptions. The investigation includes daily meetings with Bonnie Dabroski, to permit a sharing of ideas between characters and to help the Keeper gauge how well the players are understanding the adventure; these will also serve as planning sessions, allowing the players (and their characters) to formulate and implement new strategies and to divide up tasks.

The players should NOT be told that they are actually being thrust into the middle of two distinct situations. One is indeed supernatu-

ral, and the other, involving Samantha Rice’s personal activities, though not supernatural, may well induce the greater SAN loss.

The adventure is set in the present time, and many details and “facts” are presented under the assumption that the year in the game is 2010 or later. These facts and details are presented with enough information to permit the Keeper to adjust the adventure to his preferred time period.

## THE YUPER ACCENT

The location of Oak Grove is close to the “Upper Peninsula” of Michigan. Settled largely by Slavic, Scandinavian, and Germanic people, the region has developed a unique accent and pattern of speech. If the Keeper feels it appropriate, any named character except Bonnie Dabroski may speak in the accent.

Pronounce “t” and “th” as “d”.

Drop articles, say “Close door” rather than “close the door”, one will “go store” rather than “go to a store”. One “works nursing home”, not “works in a nursing home”.

Say “Ja” (pronounced “ya”) rather than yes or yeah.

Remove snow with a “snow scoop”, not a “snow shovel”.

Emphasize the “Y” sound, and lengthen the “U” in words beginning with “U”, thus, Upper becomes “Yuper”.

Remember that, although not everyone in the region talks this way, plenty of people do.

The NPC Lakiesha Mills, who figures prominently as a source of information, is shown as speaking with this accent in the sections that follow.

### A note on Ghost Hunting Gear

In general, equipment used for “chasing ghosts” can be divided into two general categories: gear to seek proof, and gear to seek evidence. Gear used to seek evidence of ghostly manifes-

tations include tools to measure temperatures, electromagnetic frequency detectors, and other equipment that will register a change in the environment on a meter, dial, or by an alarm or blinking lights. Parapsychologists seem to be ingenious at finding uses for hardware like stud finders, voltmeters, and so on.

Gear to find proof is more problematic in this setting. This equipment includes cameras and audio recording devices of all kinds, including infrared cameras, cameras triggered by sound and motion, etc. Items of this kind have considerable potential for abuse, and their mere presence in the nursing home risks the wrath of the Department of Professional Regulation, which will descend upon Bonnie Dabroski and her Department Heads with fines, possible jail sentences, and other sanctions. The Investigators themselves may face similar problems at the hands of the Sheriff's Department. Here, then, is the issue; the Investigators cannot complete their mission without such gear, but having it where it will do any good is an invitation to trouble.

If the Investigators do not possess good ghost hunting gear, their Patron will make available 3 tripod mounted cameras (one infrared, 2 motion triggered) and two other devices (players can vote). This equipment is expensive, and, should it be broken or lost, the Investigators will have to replace it out of pocket (1d8+1 x \$500 per item).

If the Investigators do have their own gear, the patron will still provide one tripod camera with ample film (or multiple memory cards); it can be infrared or motion triggered at the Keeper's option. The patron claims the exclusive right to publication of images from this camera.

## BRINGING THE CHARACTERS TOGETHER

It is best if the Investigators come to this mission as a unified team. Keepers are well within

their rights to arrange this by any means desired, but a few suggestions follow:

The Investigators know each other, and one or more know Bonnie Dabroski, the Administrator of the Nursing Home. The Investigators who are already acquainted with her are hired by her to assemble the team, and introduce her to the team. Bonnie is the Patron, and purchases gear for the team.

All of the Investigators are college students, at the same college, and are taking a common Anthropology or Parapsychology class. The investigation of the nursing home could well be a class assignment by the professor, or it could be summer "grad" work to help pay next semester's tuition. A school official, such as a Dean or the common professor, sets the meeting and introduces the group to Ms. Dabroski. The school is the Patron, acting through the common professor or the Dean.

The Investigators are part of an established "ghost hunting agency", such as those shown on certain SyFy TV shows. The adventure is an assignment from the organization's leadership. A network executive, or a Board member of the ghost hunting organization, arranges the meeting. The ghost hunting organization is the Patron.

The Investigators know the reputation of the nursing home, and have sought out this assignment. If they succeed, payment will come from a newspaper, wealthy philanthropist, or other interested party. The interested party arranges the meeting and serves as the Patron.

The Investigators are hired by either the current owners of Oak Grove, or by a prospective purchaser. Bonnie serves as the agent of the owners (or purchaser) and as Patron to the team.

Regardless of how they know each other, they need to come together for a meeting.



## THE MEETING

Once the Investigators are gathered together, they are introduced to Bonnie Dabroski, who is the Administrator of Oak Grove Nursing and Rehabilitation Center in Marinette County, in northern Wisconsin. She is a middle aged brunette woman in an elegant green dress; her outfit, hair, and poise speak of confidence and class. Her accent betrays a touch of Deep South gentility, and she is unfailingly polite. She will make small talk with each Investigator in turn, asking after their professions, past experiences as Investigators, future plans, siblings, and so on. The Keeper should not hurry this, and, should an Investigator attempt to rush this scene, Ms. Dabroski will gently admonish him, "There is no excuse...for poor manners." Bonnie is measuring and evaluating each of the PCs here; she won't feel comfortable doing business with anyone who can't take the time to make small talk with her.

Depending on the situation, the Keeper may provide a suitable servant to serve ice tea (with a lemon wedge on the glass, and more lemon juice than sugar in the tea) and "biscuits" (similar to butter cookies), or icy lemonade ("yellow for gentlemen, pink for ladies; other persons may drink water").

Once the formalities are out of the way, Ms. Dabroski will finally get down to business. You may read or paraphrase the following:

"Just last month, I was hired by the owners of Oak Grove Nursing and Rehabilitation Center to serve as the Administrator of the building. For those who do not know, final responsibility and authority within a nursing center rests with the Administrator. Of course, I did my research, and found some distressing and disturbing facts. I have my work cut out for me to turn this home around and make it the best in Wisconsin, and there, then, is where you come in. The facility has a terrible reputation in the community; in short, potential clients, their families, and potential

employees believe strongly that the facility is haunted, and I want you to come to the facility and debunk this atrocious rumor...or, if it is true, prove it to my satisfaction—and help me to find a way to terminate the matter. Receiving your full payment is dependent on completing one of these two tasks."

Bonnie Dabroski will answer polite questions to the best of her ability. Those who are impolite, hurried, or excited are simply ignored until they begin to behave better, at which time forgiveness is unspoken but immediate. The home is situated in an unincorporated area of Marinette County, near the shore of Lake Michigan, south of the town of Marinette and east of Amberg. It is surrounded by woods (yes, the trees in the near vicinity are mainly oak trees). It was built in 1937, and has changed owners an average of once every 5 years or so (14 times as of 2007, when the current owners purchased it). The current dining room and kitchen were added as new construction in 1950, and the original kitchen and dining room became the therapy department. The home can care for up to 100 residents, but, due to its poor reputation, it rarely has even 45 residents; with any fewer than 38, it will be operating at a loss (which is the current situation). As it is, staffing is low, morale is low, and quality of care suffers.

She wants to put a permanent end to the rumors in order to make it easier to attract new staff and new residents. She has big plans for renovations, improved services, enhanced care strategies...but she cannot implement any of this without funds. She can only get the money to implement these plans by increasing the resident census. And she can only increase the resident census by putting an end to the rumors.

The current owners are Mr. and Mrs. Vikksson, a couple in their 60s. They bought the home in 2007, with the express intent that they would "turn it around" and make it "one of the best in the state". That accomplished,



both would retire to the home to live out their days in comfort and security. However, the difficulty in attracting and keeping staff (due to low revenues and poor morale)



has made improving the facility difficult; the difficulty in attracting residents has kept income down. Thus, they hired Bonnie Dabroski to “fix all the problems.” The Vikksos have fired three previous Administrators for failure to meet the goals set regarding the nursing home’s performance and income, Bonnie states that she does not want to be number 4. Likewise, the Vikksos have not found a satisfactory director of nurses, and the home is currently without one.

Ms. Dabroski states that she has not personally witnessed any “ghostly” phenomena, but several of the long term staff have told her, in response to direct questions, that they have had subjective experiences of such phenomena. She will refuse to divulge details or names, preferring that the investigators actually investigate. She will also indicate that some of the staff point to bizarre behaviors of some long-term residents as “evidence” of haunting, she will very politely suggest questioning along those lines during the investigation.

Ms. Dabroski also knows, but is reluctant to reveal, one more fact. Like all states, Wisconsin “surveys” its hospitals and nursing homes every year as a condition of relicensing them to operate for another year. During these surveys, individual code violations can result in fines of up to \$25,000 dollars, and corrective plans must be implemented within a month for all violations. The state then

publishes a list of violations and ranks facilities accordingly. Of 400 nursing homes in Wisconsin, Oak Grove has been ranked in the five worst each of the past 13 years, and frequently enough before that.

## THE MATTER OF PAYMENT

If the Investigators do not bring up the topic of payment, Ms. Dabroski will take the initiative. She first off agrees to cover reasonable expenses, including the rental of up to three cars for the trip to Marinette County and the duration of the investigation. She gives the group a brochure for the Lake Michigan Inn, a medium-quality motel on the shore of the Lake, and agrees to pay for rooms (2 Investigators per room, thank you) for the duration of the investigation. She offers one free meal per Investigator, per day, from the nursing home’s kitchen; additional meals can be purchased from the home at \$3 each. She offers \$500, per Investigator, in advance; for those Investigators with solid, public credentials or celebrity status, she can be talked up to \$1000 in advance. In addition to the advance, she will pay \$100 per day, in cash, for a minimum of 14 days; this is contingent upon a daily meeting to discuss the investigation with her, and is paid at the end of the meeting. She further offers to reimburse the group for any equipment purchased, up to \$1000, upon presentation of the receipts. And, finally, upon the conclusion of a successful investigation, which either proves or disproves the presence of supernatural entities to her satisfaction, she will pay a further \$500 per Investigator. She is clear that, if it is proved that there are ghosts in the building, the party is also responsible for helping her find a permanent means of removing them. Failure to meet any term results in Bonnie paying only 2/3 of the agreed upon total. Player characters with high perception should note, at this time, she is hiding something. It should be



hinted to the group that these expenses are out of her pocket, not being paid by the nursing home or its owners.

She has already made arrangements with the patron, college, TV network, or other interested party, and does not feel that this concerns the Investigators. Other benefits, such as college credit or access to grant money, can be offered by the Keeper as fits the situation.

## FIRST CATCH

After the investigators have pumped her at length for information, she will delicately broach one final subject. “Ladies and gentlemen, there is one final matter...upon which, we must have...absolute cooperation, and no misunderstandings whatsoever. There is a Federal Law called the Health Information Portability and Accountability Act. This law assures the complete privacy of our residents; you must not reveal their names or any information that may identify them...you may not photograph them without a signed consent form...and some of them cannot legally give consent. You may not read their records, but I can release some information to you. Any questions on this matter may be referred to me. Can you all affirm that you understand this?”

She will not drop this topic until everyone has affirmed that they understand.

## STARTING THE ADVENTURE

The Investigators should arrive at the Lake Michigan Inn together at a pre-chosen time. Check in is easy enough, and Ms. Dabroski has indeed left credit card information. The motel manager attends to the group personally; he is an older gentleman with graying hair, an almost skeletally thin frame, thick rimmed glasses, and a ready smile, who wears a nametag that reads, simply, “Ted”. Ted is fairly accommodating, unless the issue of a male

and female couple in the same room comes up. As long as they bear the same last name, he will hesitate briefly, and go on with registering the group. If, however, two Investigators with different genders and different last names attempt to register to the same room, he will refuse...politely at first. If the Investigators insist, he will suggest “a visit to Mr. Oster, who is the Justice of the Peace, or maybe the notary at the bank!” If the couple are indeed already married, and present a marriage license to this effect, he will angrily berate the wife for failing to take her husband’s name - but he will let them have the room.

Ted will also invite the group and individual members to his church at every opportunity, smiling as he tells them, “My minister might not have God’s cell phone number... but God has his!” If questioned, Ted will sheepishly admit that, yes, his minister stated this personally.

With registration taken care of, the Investigators are free to explore, begin their investigation, or, weather permitting, take a swim in Lake Michigan.

Much of the surrounding area is covered with largely untouched forest. It is “largely untouched” in that, should anyone penetrate into the cover more than a few score feet, he or she will come upon various detritus of human activity. Old house foundations (the oldest ones burned long ago), abandoned cars and tractors, piles of trash, and other refuse lie concealed almost everywhere. Where these items are absent, hunting blinds litter the landscape, some on the ground, many in trees or on stilts. There are a number of small towns, in general, assume that they are generic small towns with a post office, a police station, a general store, a grocery store, and 1 church and 3 bars for every 100 inhabitants. Each town has one lousy restaurant per 150 inhabitants. Every town has either a car dealership or a farm equipment dealership.

Many people here work on farms. They work hard, for little pay, at cruel and often dangerous jobs. They hope to supplement their pay during bear season, when a single kill could fetch thousands of dollars between the meat and hide, and during deer season when a buck or two can really reduce the next months grocery bill. Many more own businesses patronized by a largely impoverished clientele. The locals are friendly enough, but are not likely to readily trust outsiders. They do, however, trust cash, and firmly believe that cash is the best reason to converse.

## EASY INFORMATION

The following facts may be gained by searching the internet, or any large library, prior to arriving in Marinette County, or may be gained in conversation with almost anyone in the County (if the Investigator buys something).

**The Land:** The area was largely shaped by a collision of tectonic plates in the Niagara Fault Zone. This created “The Amberg Granites”, a coarse red granite and a fine grey granite, both mined extensively in the late 1800s and early 1900s for their attractive and varied appearances.

**The People:** Marinette County was settled largely by Nordic, Slavic, and Germanic people. The locals like to make fun of Norwegians, and pseudo-Norse activities are popular. Many families in the area are victims of Ellis Island, where bored and harried immigration workers changed the names of immigrants rather than put forth the effort to understand and spell the names. Thus, Olaf Smith might live near his brother, Jan Urriksson.

**The Peshtigo Fire.** On October 8, 1871, enormous conflagrations engulfed Chicago, Holland MI, Manistee, MI, Port Huron, MI, and Peshtigo, WI . The locations are widely separated, and the conflagrations occurred

on both sides of Lake Michigan. The Peshtigo Fire, the largest and deadliest fire, killed at least 500 people (and perhaps 800 or more) and engulfed much of Marinette County – including the location of Oak Grove Nursing and Rehabilitation. If anyone thinks to draw the fires on a map, the combined areas of the fires and the areas between exceeds 22,000 square miles. This is the date of the Chicago fire, once said to have been started by a cow kicking over an oil lantern (in 1893, Michael Ahern, who wrote the story, retracted it). A more recent theory suggests that the many conflagrations of the day were caused by meteorites or pieces of a comet, and only good luck (it struck the enormous lake, rather than a more populated area) prevented the disaster from being much, much worse. Competing theories point to over logging and the hot, dry summer that year.

**The Chicago Mob:** During the 1920s, the Chicago mob bought a huge mansion in the woods here (near present day Pembine) to serve as a get-a-way. Al Capone personally visited here many times. Today, it is a golf club and resort.

## MODERATE INFORMATION

This information may be found by an Investigator following the standard rules from the *Call of Cthulhu* Core Rulebook, 6th Edition, pp 69-74. Library Use takes four hours per attempt, while trying to get someone to talk requires buying something...such as lunch for the person you want to speak.

**The Woods:** Much of the area burned in the Peshtigo fire, and whole farms were completely obliterated. People hiking in the woods today sometimes find the burned foundations of homes and barns that were standing at the time.

**The Peshtigo Fire Museum:** This includes a mass grave for over three hundred victims of the fire.



Oak Grove: The nursing home is indeed believed by most people to be haunted. Children dare each other to approach, and dogs do not willingly go near it. A number of residents over the years have reported apparitions, and some staff members have been scared out of their jobs.

## DIFFICULT INFORMATION

This information may be found by an Investigator following the standard rules from the *Call of Cthulhu* Core Rulebook, 6th Edition, pp 69-74; EXCEPT that times are doubled. Library Use takes eight hours per attempt, while trying to get someone to talk requires a cash expenditure...into the hands of the would-be informant.

Dr. Joe Wojciechow used to be the medical director at Oak Grove. Something there drove the doctor completely off his knarr, and he spent several years “in warmer climes” for “his constitution” before retiring to his family’s pre-fire estate. He works a kind of consulting business, now; when a physician is stumped by a case, they call him with the details. The following day, he meets the other physician at a local restaurant; the other physician hands over a check and buys lunch, and “Doctor Joe” prescribes a treatment...he is never wrong.

Lakiesha Mills has worked at Oak Grove for 30 years as a nursing assistant; three past residents have left her with generous gifts in their wills. She has never spent a penny of these inheritances, and talks, lives, and acts like she is broke. Lakiesha lives in an apartment above a taxidermist in Wausakee, near Marinette. She works 56 or more hours every week, and knows everything that goes on in the nursing home.

Alfildir Knorrsvalg can usually be found at one of the bars in Marinette. In exchange for a couple of beers, he’ll speak about ghosts in Oak Grove, where he used to be the main-

tenance man. Alfildir spent several months recovering from injuries acquired while working in the nursing home’s therapy department; he claims that he fought some kind of “goblin” in the room, and lost the fight.

Any member of the staff who has worked night shift can tell of “the man in the hat.” Typically seen around 3:25 or 3:30AM in the 300 hall, the “Man in the Hat” is seen in mirrors or reflections, never directly. His appearance brings chills to staff and makes them unwilling to go down the 300 hall at night

## RANDOM EVENTS

These events occur whenever the Keeper wishes to insert them, or at times indicated by the dice. They can be used to liven up the game at times when it dies down.

The Southwick’s Attorney. Each day after the third day, the Keeper should roll one die. On a “six”, a certain Mr. Biff Schlagerschmidt arrives in the early afternoon and speaks at length with Bonnie. He then wanders the building, asking questions of staff and Investigators. Each person is first asked name, phone number, address, and position. They are asked about how the building’s laundry works, and about the turnaround in getting items back from the laundry. They are then asked if they know of any thefts by employees. After these questions are asked, Biff goes on to the next person with no ceremony. He leaves after questioning at least 7 staff (including one in the laundry) and two or more Investigators.

Ted’s visit. At the beginning of the adventure, the keeper should roll 5d6. That many days after the start of the adventure, Ted (from the motel) comes into the home and sits with Mrs. Oster for a half hour, holding her hand. Then he leaves. If the result is of the die roll is 21 or higher, ignore this event. If Ted is spoken to about ghosts, he will say that yes, he has seen “the man in the hat,” it was



about 7pm one night 2 years ago or so. Ted will then go into a diatribe about how, if such things exist, it is because God wills it, and it is none of the concern of men. Men should concern themselves with matters like clean living and avoiding sins like adultery and murder.

**Ben Wright:** If the Investigator's locate and speak with Mark MacEoghain, then Ben Wright approaches an Investigator at the motel 1d4+1 days later. Ben is a 15 year old boy in brand new, very expensive sneakers, obviously beyond the means of whoever bought his clothes. Ben asks for ID from the Investigator, and when satisfied as to his identity, Ben gives him a several photographs showing a ghost – neither Mr. Magnusson nor Mrs. Grey – being eaten by the ghost eater, apparently taken over several days. These pictures were taken in the dining room of Oak Grove. IF this is before Day 14, and the pix are shown to Bonnie, they disappear with the others. Otherwise, these pix survive as proof. Ben will explain that he was holding the pictures for Mark, and Mark paid him handsomely to deliver the pictures to the Investigators.

**Photojournalist:** Given the insistence on discretion by Bonnie and the risk of imprisonment for their actions, the adventurers should be leery of journalists. At any point in the adventure, a journalist corners one Investigator in a public place (other than the nursing home and library) and asks him some questions...why are you in town? Where do you live? Etc. The journalist encounter is a red herring and has nothing to do with the Investigators or their activities, the journalist is just trying to do a human interest piece on the area.

**Mugging:** One of the Investigators is alone after dark when two big men demand his wallet and watch. If he hands over the items, they leave. Otherwise, a fight ensues, give each mugger the same relevant stats as the Investigator. They will beat him but not kill him, and will surrender if he displays a

firearm or uses a spell (Mythos or otherwise). If they overpower the Investigator, they will take his wallet, watch, and any team gear (like cameras or other ghost hunting equipment) that he has. The watch and any gear turn up in a nearby pawn shop 1d4 days later. The pawn shop has lost its record of who sold the items. If the pawn shop is threatened with "the police," the items disappear before the police arrive, and there is no record that the items were ever there; the police are disinterested and leave; the items reappear 1d4 hours later. This cycle can repeat endlessly, or until the police arrest the Adventurers for filing false reports...or until the Adventurers buy their gear back.

**Accident:** One morning, at any time during the investigation, one of the Investigators is involved in a collision with a deer. It is not necessary for this to be a rental car, unless all of the cars that the Investigators are using are rentals. The Investigator should be unhurt (unless the character habitually does not wear his seatbelt, in which case it should be good for 2d4+1 damage), but both the deer and the car are totaled. The character will lose almost the whole day of Investigating as he replaces the car, deals with the insurance company and the police, etc. At the keeper's option, the Investigator may briefly see an unidentifiable, multi-tentacled creature either entering or escaping the deer; it leaves no evidence and is not seen again.

## EVENTS TRIGGERED BY ACTIONS OF THE INVESTIGATORS

There are several events that happen a random interval after some action by the Investigators. Those are listed here, in no particular order.

**Reading the Book.** The characters learn about the tome Discourses on Physical Matters Present and Future on day 10, and the opportunity to read the book comes 1d6



days later. At the Keeper's option, the librarian may delay the reading up to the 16th day, but should not delay it any longer. The book takes 3 days to read and understand. It grants +1% to Cthulhu Mythos, and comprehension requires a loss of a further 1/1d6 SAN. The book discusses some mundane science, talks about the rotation and characteristics of the stars Arcturus and Fomalhaut (accurately, if anyone checks), provides diagrams for a hydrogen peroxide powered jet pack and a monomethylhydrazine powered rocket (the author claims it can reach the moon and return home), and discusses the nature of the afterlife. It describes "miasmas of anger and unhappiness, which for ghosts and varyd spirits are like food." It includes the spells Summon/Bind Ghost and Summon/Bind Ghost Eater (see *Call of Cthulhu* Core rulebook, 6th Ed, page 245). SAN loss per casting of these spells is 1/1d3, whether it works or not. Keepers may rule that having seen the ghosts and ghost eater in photographs protects against further SAN loss when they appear, or may charge 1/1d6 upon appearance.

Since some player will ask, Fomalhaut is located 7.7 parsecs from Earth and emits excessive infrared radiation, it is less than 300 million years old with a surface temperature of about 15,200 degrees F. Its mass is 2.1 times that of Sol, and its luminosity is 18 times greater. It rotates at 93 kilometers per second. Compared to Earth's sun, it is very poor in metals. The name means "mouth of the whale" in Arabic. Though the tome does not mention this, the first extrasolar planet imaged in visible light was discovered orbiting Fomalhaut. Arcturus rotates at 1.5 km per second, and has about half as much metal as Sol. It is 11.24 parsecs from Earth, and is 110 times more luminous than Sol. It appears as the fourth brightest star in the sky, although it is actually the third (the grouped stars of Alpha Centauri are brighter in combination).

News Van: Those staff permitted to see photos showing ghosts can't resist talking about them. Once any staff other than Bonnie, Lakiesha, Ezra, or Mel are permitted to see any clear photos showing ghosts or the ghost eater, word spreads like wildfire, and several staff members are observed talking on the phone about it. Disaster comes, however, 1d6 hours later when a van from the local news station pulls into the parking lot. If any Investigators are in the home, Bonnie urgently orders them to move their cameras "to the maintenance room" or "out the back doors". There is no time to waste, and her sense of urgency should be contagious. If no Investigators are present (say, having left for lunch), they will return to the home later to find their cameras and audio gear haphazardly tossed into a broom closet; the first Investigator to touch gear may make a Luck roll; on a failure, one audio device is broken and will take 1d6+2 days to replace or repair. This could be the audio of a motion picture camera, at the Keeper's option.

Important Photos: If no cameras are set up overnight in room 205 on Day 9, important photos are missed. This event happens the first night AFTER Day 9 that cameras ARE set up in Room 205; it occurs only in that room, and only after Day 9. If a camera is set up in room 205, this morning's crop of photos includes a mind-wrenching surprise. A series of 6 photos are taken between 3:00 AM and 3:03 AM. The first one shows the images previously identified as Mr. Magnusson and Mrs. Gray. The second shows a third indistinct form behind them (Lakiesha will identify it as the thing from the bathroom, last October). It clearly has a brimmed hat on. The third shows it near the "Mr. Magnusson" image, and "Mr. Magnusson" has put up his arms as if to ward it off. Four and five show it continuing its interaction with "Mr. Magnusson", whose arms are in different positions in each photo. Finally, the sixth photo

shows only Mr. Magnusson and Mrs. Grey (if that is who is shown); the image that is believed to be Mr. Magnusson now has a hole in its abdomen, through which items in the room can be clearly seen. Those viewing all six photos gain +1% to Cthulhu Mythos and can roll for a SAN loss of 1d6/2d6.

Mr. Van Der Waal & The Ghost Eater: Discovery of Mr. Van Der Waal's actions, and the Ghost Eater itself, can come only after the sequence of 6 photos in Room 205 (the attack on Mr. Magnusson) is shown to Lakiesha. If the cameras were not set up in room 205, this event must wait until a later time, when images showing injury to the ghosts are caught on film. If the Investigators permit Lakiesha to see the sequence, now or at any later time, she asks to speak privately to their leader, or to the group. When she is assured of privacy, she will tell them a story. "You see, when I started working here, id haunded den, doo. Dat were 1977, de owner Health Solutions. Adminisdrador were Louie Van Der Waal. I was on nide shifd, and Louie, he come in one nide with Polaroid camera. He develop some picdures, and he ged all pissed and sduff. He say some nasdy words, and, dis I remember like it yesderday, he say, I knew id was a ghosd eader!.Den he go home, and he come back wid biggest book in whole world, and he go room 205, and he dere long damn dime, all alone. Den, house no more haunded for longesd dime. Come back liddle bit when Louie is fired. Come back whole lod after Louie funeral. I dink you see ghosd eader dere." She doesn't know anything about ghosts or ghost eaters, she is relaying a long ago event to the best of her memory. She is being truthful. When Van Der Waal discovered the "ghost eater" and took his giant, leather bound book into room 205, he made the majority of the apparitions, bumps, and chills stop. The phenomena began to return after he was fired, and they returned in force during the second half of 2001. Investigators using the Marinette

library can find that Louie Van Der Waal died in June of 2001 after a brief illness; his entire personal library was donated to the public library in Crivitz, about 45 minutes west. If one or more Investigators follow this lead, a librarian (Varina Kastimir) is happy to help, the very next day, over lunch. That is, the Investigator must buy her lunch.

Crivitz Library: This event may be triggered by a discussion with Lakiesha (#4, above), or Investigators may independently go to the library (an excellent choice during an investigation). Investigators going to the Crivitz library meet librarian Varina Kastimir, who, if asked, happily discusses Louie Van Der Waal over a lunch of steak and shrimp at a nearby steakhouse. She won't talk about him without the bribe. The food is very good; for Investigators who have been eating at the nursing home, it is positively divine. The meal costs 3d6+42 dollars per person (gratuity not included), and the Investigators are paying for Varina. In playing Varina (who orders the \$60 dinner), the Keeper should aim to create an impression of an extremely intelligent but decidedly odd woman who tries very hard to make herself seem even smarter than she really is...and who really likes steak. Given the opportunity, she expounds on how steak sauce is only used by people who don't know that steak tastes good.

Varina will discourse at length about Mr. Van Der Waal. He was a modern polymath, with degrees in Law, Physics, and Health Care Management. He was an accomplished musician and painter, owned and sold several successful businesses during his lifetime, and had been a helicopter pilot in Vietnam. He was active in the Masons, The Aquarian Lodge, and as a Boy Scout leader. An avid reader, he donated more than 2500 hardcover books to the Crivitz library upon his death, including a wide ranging selection of fiction novels and reference works. Only if specifically asked about "a really large volume" or some-



thing similar will she discuss this book. The book in question is a handwritten work printed on fine linen and bound between leather wrapped wooden covers an inch thick each. It is hand stitched with silk that was dyed a rich blue. The book measures 28 inches by 25 inches, and is 38 inches thick; it has 432 pages (12 pages to the inch, 36 inches of pages). It is titled *Discourses on Physical Matters Present and Future*. It is dated 1658, and the content apparently does not match other books of the time period. Due to its age and obvious value, the library keeps it in a water proof box in a climate controlled room under lock and key. Yes, the Investigators CAN see the volume; they need only present a letter of introduction from their Patron, a promissory note from the Patron agreeing to pay to repair any damage done to the work, and a credit card number or line of credit to be charged in case they damage the book. With the documents presented and approved, Varina will happily make the appointment to read the work... over lunch.

If asked (“Has anyone else been interested in this book?”), Varina will also discuss how a nurse, Mark something-or-other, was interested in the book; he filed 40 requests to read it, offered cash bribes, and even dated another librarian briefly to try to get in to see it. All of his requests were denied. He was unable to obtain insurance to protect against damage to the volume. This might indicate to players that they are on the right track.

Patrons Approval to Read *Discourses on Physical Matters Present and Future*: When the PCs contact their Patron, approval to peruse the work will come...in1d6 days (the matter must be “discussed” first), along with a film crew and an expert on ancient manuscripts. The Patron wants a complete record of the book, and wants to document any damage (along with who did it). Buying Varina’s lunch is up to the Investigators.

IF Gear is discovered by the Police or State Investigators: It is illegal to use audio and video gear inside a nursing home for the most part. This event can be triggered on day 13, if Susan Langdabler is permitted to work with the Investigators, or at any time by a visitor or staff member (possibly in revenge for a rude action or statement by an Investigator?) In any case, each player should make a luck roll; if more than  $\frac{1}{4}$  (round down) of the players fail their rolls, someone (one person per failed roll) on staff talks to the police about the investigation. The PCs are rounded up, arrested, and either held overnight or released for a signature on a bondsman’s contract; PCs with previous criminal histories or outstanding warrants are not released. This is also the situation if any PC speaks to the cops about the investigation or if any equipment or photographs are shown to them or discovered by the police or the State personnel.

Any female PCs who are arrested on Day 13 will also see both Bonnie Dabroski and Samantha Rice at the jail. Samantha is treated roughly by officers, and shoved into a cell, unlike the gentler treatment that the PCs & Bonnie receive. Samantha is unwilling to talk, only repeating “I didn’t do anything wrong!” Bonnie loses her cool around the 20th repetition and tells Samantha to shut up. Bonnie is released around 3AM, Samantha is released on bail around 5AM.

Digging the Basement Up: This can occur at any time once the basement is discovered. Bonnie arrives early today, and so do the maintenance men. If Mr. Jenkins is still in his room, he is moved to a room on the 100 hall. The maintenance men consult with the Investigators, and between the maintenance men and Investigators it should be easy to pick a place to dig into the basement. Room 205 seems an obvious choice, although Bonnie might vocally prefer to dig outside...but only if the Investigators had used their equipment to find that the basement extended un-



der the lawn. The work is difficult, and the maintenance men offer shovels to the Investigators frequently.

By late afternoon, the group have broken through into the basement, and foul smelling air wafts out, driving the workers back. If (and only if) an Investigator suggests it, Maintenance will lower electric fans into the basement to circulate and clear the air down there. If fans are used, the air in the basement becomes safe in 1d6+6 hours; without fans, it becomes safe in 2d6+7 hours. In either case, the air becomes safe after dark, and those experienced in the ways of a world where Great Cthulhu sleeps (or at least those who have been looking at the pictures) should be unwilling to go into the basement after dark.

Less wise Investigators might go in before the miasmic air is cleared out. Such individuals, unless protected by a Mythos Spell (sorry, modern gas masks WILL NOT help, although scuba gear & structural firefighters masks/tanks will) will simply lose 1 CON per second (1 per 3 seconds in the last hour of clearing the air) until he reaches zero or is out of the basement; if his CON reaches zero, he dies. He grows progressively lightheaded as his CON falls.

Investigators may choose to lower recording instruments into the basement for the night. Any video gear that comes to a rest facing toward rooms 203, 204, and 205 will collect images of the Ghost Eater pacing back and forth, passing through piled boxes, and tilting its head upward to gaze at room 205. It wears a cloak and a wide brimmed black hat. At about 3:00 AM, it grows indistinct, then rises upwards through the ceiling, at 3:26, it returns, still indistinct, then grows distinct once again. Those thinking to ask can realize that it rose to, and returned from, within 2 feet of the wall separating room 203 from the dining room. Naturally, this cannot be reviewed until the next day; viewing the footage is good for a loss of 1/1d6SAN.

The day after the basement is dug up: This event happens the day after event 8, above. Maintenance and Bonnie are here very early (around 6:15 AM), and, presumably, so are the Player Characters. IF they are not, Bonnie impatiently calls each of them on their cell phones or at their motel. Excuses are unacceptable, the group needs to come in now. Breakfast can wait.

When the gang is all together, maintenance provides a ladder and two Coleman lanterns, and Bonnie offers the Investigators the “honor” of being the first people into the basement in decades – or longer. Bonnie is unwilling to wait for the characters to review the footage from the basement, but can be convinced. Prudent characters, of course, will want to see the footage before going down there.

When someone does finally go down into the basement, it is dark and smelly, and is largely full of half-rotted barrels and wooden boxes. A stack of newspapers on top of a barrel in one corner are dated on consecutive days in January, 1934. The newspapers are a red herring, the basement was dug in 1937, when the home was built. Most of the barrels have the rotted remains of food – pickles, apples, pears, salt pork, and so on. Boxes are full of the remains of linen bandages, sheets, and clothing, as well as evidence of long ago rodent infestations. Oddly, no rodents are alive down here now. Players (and their characters) may find this ominous in light of the eerie form dwelling down here.

If anyone thinks to ask, the walls are made of polished stones mortared together. The floor appears to be poured, and poorly leveled, cement, and the ceiling is composed of the joists and boards supporting the floors above (and part of the lawn). At the place where the Ghost Eater was seen to descend into the basement, Investigators can see the remains of a trap door in the ceiling; it was



covered over when the dining room was added in 1950.

Most of the stones in the wall are the local red granite, and a few have streaks of the grey granite. ONLY if a player thinks to ask, there is one very different stone in the wall. It is almost directly below the wall on the outside of room 205, very close to where the Ghost Eater has been seen to ascend and descend. This rock is slightly smaller than most of the rocks lining the basement; it is a sickly green color, and is vitrified, as though it has been exposed to great heat. Those versed in astronomy will know that meteors do not become superheated; something else cooked the rock. Even if the rock is pried from the wall, it does not have streaks of the red and gray granites local to the area.

Things get interesting about sixty seconds after the rock is pried from the wall (if it is...the Keeper should not suggest this action). At one minute after the event, the basement suddenly chills dramatically and the tattered form of Mr. Magnusson, with large holes in his ghostly form, appears. He seems maddened with pain and desperation. Pointing to the meteorite, he shouts, "Get that away from here! The monster needs it to live!" For those having seen the various photographs, this is worth a SAN loss of 0/1. For others, the loss is 1/1d6. Seemingly exhausted by this effort, the ghost fades out of sight immediately.

If Bonnie is present for Mr. Magnusson's performance, that is all she needs; she initially insists on taking the rock and storing it in a storage shed in Crivitz. If Mr. Silvernail (room 108) has been consulted prior to this point, Adventurers may wish to drop the stone in Lake Michigan or in some other body. Other plans may come up as well.

## ARRIVING AT THE NURSING HOME

At some point in their investigation, the characters will need to go to Oak Grove Nursing and Rehabilitation.

The building and its surrounding landscaping have an air of casual neglect. Paint is faded and peeling, bricks are crumbling. The parking lot is cracked and pot holed. The oak trees from which the home derives its name close in a little too close to the home, and to each other, and last winter's leaves are not yet raked up. It is clear from the exterior, and the grounds, that the home is short of money.

### Map Key:

**Lobby.** A fairly typical setup, with doors to both sides, a small aviary in one corner with some yellow finches inside, and a few cheap couches lining walls. Also on the walls here are the Nursing Home's license to operate and a Pharmacy license.

**Nursing Station** The Nursing Station is an island of four foot high counters, with lower counters inside to provide workspaces for the nurses. Nurses permit no one else into the station, where resident medical records are stored.

**Kitchen.** A Restaurant style kitchen from which the resident meals are prepared. The kitchen's outer doors open to the loading dock, making it easy to bring in food. After hours, all food is locked in the kitchen, away from employees; the nurses have the keys to the kitchen, but are expected to give food only to residents.

**Resident dining room** This room is filled with round tables with six seats each. During meal time, one nursing assistant sits at each table, supervising the residents and feeding any resident unable to feed him/her self. This room is also used for Bingo, and serves as an auditorium when musical groups visit.

**Clean Utility room:** (one in 200 hall, one in 300 hall). Stores clean linen, medical supplies, etc, for the nurse to obtain for use on the hall. This room is always locked.

**Dirty utility room:** this is the place where soiled linen and clothing, and trash, are stored until they are removed to the laundry room or dumpsters outside. This room is always locked. There is one per hallway.

**Activities room:** On Sunday mornings, this room is used for non-denominational Church services attended by the majority of residents. Wednesday evening Catholic masses are also held here. Otherwise, there are three daily activities held here each day. Activities include balloon volleyball, bingo, and other games. The activities help to keep the residents vital and alert when they participate.

**Hydrotherapy room:** This room includes a four foot deep bathtub and a resident hoist to lift residents into the tub. Were the tub working, it would make an ideal treatment for many types of wounds, to help provide stimulation to residents to keep them vital and alert, and even to help with hygiene matters. However, to the disappointment of the physicians and the relief of the CNAs, the hydrotub has not been operational since 1978.

**Director of Nursing Office:** This is the office of the nurse who supervises all of the nurses working in the building, reporting directly to the Administrator. The post is currently not filled, as Bonnie fired the past DON, David Rich, without explanation shortly after assuming her post.

**Administrator's office:** This is Bonnie's well appointed and tastefully decorated office.

**Business office:** This is where the financial and legal aspects of the running of a nursing home occur. Employee records are stored here, along with payroll, accounts payable and accounts receivable, and so on. Human Resources and

Business Personnel work together in this office.

**Laundry Room:** Laundry aides work here around the clock, taking care of the sheets, cloth napkins, and blankets that belong to the facility as well as the clothing belonging to residents.

**Medication Room:** This room is always locked, and all cupboards and refrigerators in it are also locked. In this room are stored emergency medications, narcotics, refrigerated medications, and any medications that require handling prior to administration. Nurses keep their medication carts locked in here when not using them, and also store their coats, purses, and other personal effects in this room. Only nurses and pharmacy representatives ever go in here.

**Therapy Department:** This room was originally the kitchen and dining room. In 1950, the new kitchen and dining room were added, and this space was remodeled to its current use. The room is subdivided into separate sections for Physical Therapy (retraining people to walk and perform household tasks safely), Occupational Therapy (retraining adults on delicate tasks like turning knobs and flipping switches), and Speech Therapy (largely concerned with safety in swallowing). The various therapists work with residents during the day, helping them to recover from injuries, strokes, and other misfortunes, or simply trying to slow the progression of disabilities due to age.

If at any time the group begins poking around inside the walls of this section, the original walls turn out to be hollow and full of the skeletons and other attributes of rats, as though thousands of rats were walled up inside and allowed to starve. Several sections of the wall have cavities extending below the building, and also reach up into the attic. These underground cavities are too small to be a basement (a small child would have a tight squeeze in them), and it is clear to any-

one with Architecture or Natural Science that they are the natural result of leaking water (they are sinkholes). The wall segments above cavities are not water damaged, and are free of detritus of dead rats. If for any reason the characters enter the attic above this spot, refer to the description in Adventure 3 (The Hole in the Attic).

**Supply Room:** very much like area 5 in the other halls, this locked room is where needed supplies are stored for the 100 hall. It also has supplies for the entire facility, including catheter insertion kits, crutches, and other materials that may be needed from time to time.

**Attic** (Not shown): The attic overlies the 100 hall and 300 hall, the lobby, and the nursing station. There is no attic over the 200 hall, the dining room and kitchen, or the patio. Long ago, someone boarded up most of the attic; sheets of plywood are nailed to every brace and rafter (this was done in 1950; the carpenter left through a hole in the roof which was subsequently boarded up and shingled over). Entering the attic from any location brings the individual into a completely enclosed space just 3 feet by 4 feet, and none more than 4 feet high. The spaces are dusty, and many have old newspapers, rat droppings, and the carapaces of dead bugs littering the floor.

## RESIDENT AND ROOM DESCRIPTIONS

The following are the descriptions of the residents currently living at Oak Grove. Many of them will have to be interacted with by the characters, some are downright intrusive. Many have clues for the Investigators, which they can acquire simply by talking politely to the residents and asking the right questions. In playing these characters, the Keeper should keep in mind that they are all lonely and starving for attention; the combination of the lousy food and the supernatural goings-on in

the nursing home makes them irritable and angry. When Mel is fired and Martha takes over the kitchen, the food improves dramatically and the supernatural occurrences, long fed by the resident's negative feelings, become imperceptible to the residents; all but one of them experience dramatic improvements in their mood with Mel's absence.

The Keeper should keep in mind that residents will make no distinction between staff and adventurers. Residents will approach staff and demand medications, glasses of juice, diaper changes, assistance with phone calls, and more. Residents will expect Investigators to push their wheelchairs and bring them coffee. The cooperation that Investigators get when interviewing residents will depend largely on their responses to resident demands. Some residents are unable to help, and some will actively impede the Investigation, but some have valuable information and will share it – if the Investigators seem “worthy.”

Although many residents have information that is accurate and relevant, stripping out the chaff and putting the rest together should be left to the Investigators. So, while Mr. Silvernail suggests throwing “the rock or branch” into the lake, the Keeper should not point out that the Ghost Eater can only travel about 125 feet from his meteorite; players should work this out by seeing where the Man in the Hat has been seen. Likewise, many people report the Ghost Eater as being seen in the dining room near the wall between the dining room and room 203; the Keeper should let the players do the math, never pointing this fact out.

No character statistics are provided for most residents. The majority suffer from conditions such as dementia, osteoporosis, and various degrees of paralysis, and character stats are largely meaningless. Many may bite, slap, or pinch, but this is largely ineffectual. If an Investigator assaults one, the resident will call for help and cover her head with her



arms; staff will arrive in 2d6+6 seconds and intervene in the most effective possible way, then summon the police (who will be outraged and offended). Assume any resident has 6 hit points and 4 Con.

**101. Occupied Room:** This is the room of Sara Libinowitz. Sara never leaves the room for any reason. She is irritable and angry, and prefers to sit in her diaper, day in and day out. The Nursing Assistants hate her. Her mood does not improve as the adventure progresses (even when the moods of other residents do). Sara has few possessions in the room, and it is Spartan and unwelcoming. Sara refuses to answer questions for the Investigators. Her mood improves after Mel is fired, but she still refuses to answer questions. She has no respect for Bonnie, and if told “Bonnie said we can ask you questions,” or anything similar, she replies with “Go to hell, but, before you head out, tell Bonnie that she can go to hell, too.” If Mr. Magnusson is still alive when Mrs. Libinowitz makes this comment, he is outside the door, listening in, and spreads around the story of how “Sara selected a vacation destination for Bonnie and them new fellows.”



**102. Unoccupied Room:** This is where Mrs. Southwick lived until her death the week prior to the arrival of the Investigators. Most of her belongings are still here when the investigation begins, awaiting her family to come and pick them up. Notably absent are a comforter, several brooches, and her wedding ring. The funeral home denies receiving these items.

**103 Occupied Room:** This is the room of Danny Smith and Nick Giorgio. Both men are in their late 80s, and both are confined to wheelchairs. Neither can communicate well. Danny Smith is irritable and sullen, “flipping the bird” to people who talk to him when the adventure starts. After the cook is fired, his mood improves with the majority of residents. Nick Giorgio has an inordinate fondness for women, painfully pinching women who walk too close to him. He is also immoderately fond of hot coffee, and, if his cup is empty, he will bang it while loudly calling out “Coffee! Coffee! Coffee!” until someone fills the cup for him. He refuses coffee that is sweetened or lightened. He will ask Investigators to bring him coffee, gazing up from his wheelchair with moist, soulful eyes, and managing to choke out the words, “Coffee, please.” If this request



is not honored, he says “Jerk” or “Jackass,” then resumes banging his empty cup and calling out. As the resident moods improve after the cook’s termination, he stops using the insults, and starts saying “please” more frequently (“Coffee! Coffee!

! Please coffee!”).

**104 Occupied Room:** This is the room of Elmer Cosgrove. Elmer was born in 1920, and so is 90 years old in 2010. On Dec 8, 1941, he was the first in line at the USMC recruiter’s office, and he stayed in the Corps for 40 years. He still has his wits and humor, but his humor is often dark. Elmer wanders the building, ramrod straight, dressed in a suit and tie whenever he is out of his room, and wearing a

baseball cap that reads MGSST USMC (Master Gunnery Sergeant, US Marine Corps). He takes no bull, and is quick to speak his mind, telling the brutal truth to anyone (“No, the dress doesn’t make you look fat; eighty years of eating cheesecake and fried chicken makes you look fat!”). Once Elmer learns that the Investigators are “looking for ghosts,” he will laugh derisively and state, once, “the ghosts are all in your head....and they would leave if you’d stop giving them drugs.” After Mel is fired, he begins to smile, and to converse pleasantly with other residents.

**105 Occupied Room.** This is the room of Leta Chandler, one of the most obnoxious people who has ever lived. She roams the building in her wheelchair, speaking in an obnoxiously slow manner, interrupting conversations, and just generally being intrusive. She is so irritating that she is never given a roommate.

Any time any Investigators are in the building, up to the point where she is hospitalized, Mrs. Chandler should be following one or more of them around, asking ridiculous questions, attempting to regale the Investigators with her tales of sunny beaches and busy airports in Antarctica, asking them to call her doctor for fabulously minor things, and asking for glasses of wine. Leta Chandler is tireless and relentless, she never, ever stops demanding something until she gets it. Keepers who can “do voices” should always voice her as speaking in an annoyingly slow tempo with a pronounced nasal whine and a minor reverberation to every word. When she speaks to an individual, she says that person’s name in every sentence “Sam, I want a glass of wine. Please get me a glass of wine, Sam. Sam, may I have a glass of wine please?” Sam, please stop what you are doing and get me a glass of wine.” Leta will interrupt Investigators who are setting up and adjusting equipment, and will interrupt meetings.

Leta is pretty sure that her furniture and her newspapers are in the basement, and,

from time to time, will ask an Investigator to go to the basement and check on her possessions. This will continue until she is satisfied that her items have been checked and are ok. While this might trigger a search for a basement, staff are adamant that there is no basement and Leta is nuts.

Leta is unable to answer the Investigators’ questions in any meaningful way; it is likely that she cannot even understand them. At the Keeper’s option, she may babble about “the man in the hat,” she has never seen it, but has eavesdropped on conversations about it.

**106 Occupied Room:** This is the home of Olga Smith and Berta Sugurdsson. The two, um... ladies...have shared this room for over a decade. Both are short women who dress formally and travel sitting in wheelchairs. Both wear scarves over their heads whenever out of the room. At the beginning of the adventure, both are hateful, selfish, and nasty, saying the rudest possible things to people and ignoring anything said to them. They are rarely found out of the room, leaving it only for Bingo and meals. Berta sometimes goes to Sunday morning church. When personalities begin to improve, these two ladies are among those who show significant improvement.

The Investigators’ questions are met with a stony silence by either lady. As the adventure progresses, they do become chatty, but are never able to provide meaningful answers to any questions by Investigators.

**107 Occupied Room:** Mr. Magnusson, a large, impatient man, lives here. The room is decorated in a nautical style, with netting, models of warships, an anchor, and pictures of men in navy uniforms everywhere; the room also sports an enormous TV. Mr. Magnusson is patient enough when getting his way, but has no tolerance for delayed gratification. Mr. Magnusson is aware that the staff and other residents believe in the ghost, but he has never seen it. If interviewed, he will recommend

that the group “study the 200 hall, where everyone sees stuff.” He will also happily tell tales from his Navy days; the common theme in his tales is that some officer said something stupid, and Mr. Magnusson saved the day by proving the officer wrong.

**108 Occupied Room:** This is the home of Lenny Markowitz and David Silvernail. Lenny is in his nineties, but still alert and able to walk. He starts the game as one very rude man, responding with insults to everything said to him. This behavior diminishes after Mel is fired, but doesn’t disappear entirely. Lenny spends much of his time sitting in the lobby, staring into the bird cage, he also spends some time sitting outside. Lenny is aware of “the man in the hat”, but has not personally seen him. When asked, Lenny will point out, “You have two dozen staff who have quit good paying jobs after seeing the thing, a dozen more staff who claim to have seen it, and a dozen nutjobs living here who have seen it. They all say the same thing. You think there isn’t something there?”

David Silvernail, in his 60s, is a beefy, tall Native American man. A former firefighter, he suffered a massive stroke while meeting a woman (his wife was at work). The muscles of the left side of his face have lost all tone, and the skin and tissues on that side hang limply (facial droop). He has no use of the left side of his body, including the arm and leg, and is confined to a wheelchair. It is difficult to understand him when he talks. David used to live in room 206, but demanded to be taken out of there. He believes that a “Wendigo,” a cannibal spirit, dwells in the 200 hall, and will tell this to the Investigators. He believes that the Wendigo is the spirit of someone who froze to death and returned to gain vengeance on those who did not rescue him. He has no theory as to who the spirit might be. He does believe, however, that the Wendigo is tied to a rock, branch, or other inedible object that the person tried to eat before

dying, and suggests that “an exorcism on that will send the Wendigo away...or you can just throw it in the lake and he won’t come back.”

**109 Occupied Room.** This is the home of Anna Wizner. Anna remains in bed. Nursing assistants bring her meals to her and give her bed baths. Her son visits every day at 6PM; after seeing her briefly, he insists that she receive a painkiller (she has a prescription for hydrocodone, and can receive one pill every 6 hours at the nurse’s discretion). He becomes agitated and insistent if told that she has already had her pill, and nurses may ask male Investigators to escort him from the building. Nurses who are assured of confidentiality will tell Investigators that they believe that the son steals the pills and takes them himself.

Anna is aware of the haunting, and will offer to answer questions in exchange for morphine, methadone, or oxycodone. Nurses will refuse to give the medications. If an Investigator acquires these drugs illegally and gives them to her, she will explain that the staff have seen ghosts in the two hundred hall, and that one ghost use to visit her “until something started cutting holes in it.”

Jeff, the son, is aware of the rumors of the building being haunted, and thinks it is pretty stupid that anyone believes that crap. If he is thwarted in getting his “rightful” share of his mother’s hydrocodone, he may well lash out at investigators or their equipment; as always, it would take 1d6+1 days (plus weekends and holidays) to get replacement parts for equipment that he damages; he is also unable to pay to replace any equipment that he damages, as he has no money.

**110 Occupied Room.** This is the home of Arlene Grey. The room is decorated with cats...photos of cats, decorative plates with cartoonish kittens, resin and glass sculptures of cats, calendars bearing photos of cats...and it is all sickeningly sweet. Even her bedspread has an image of a cat. Arlene is pleasant enough in



her last few days, less irritable than the other residents.

**111 Unoccupied Room.** This room is designated for male residents only. It is ready to accept two residents, but there are no scheduled admissions. A camera set up in this room might catch the Ghost Eater, if the character setting up the camera makes a luck roll.

**112 Unoccupied Room:** This room is designated for male residents only. There are no scheduled admissions. No photographic evidence is obtained in this room at any time, but electromagnetic detectors and thermometers show changing readings at 4 AM every day.



**113** This is the home of Victoria French and Maria Manzetti. Victoria French is a shrunk-en, weather beaten 98 year old woman. Nursing assistants typically dress her in blue and put her grey hair in a bun. She wanders the home in a wheelchair, occasionally calling out “Give me water! Icy cold water!,” “Get me out of here!” or “Take me home!” Due to her advanced age and some other issues, she is unable to swallow regular water, juice, pop, etc; her beverages are thickened to a honey-like consistency using a commercial thickening agent. Given un-thickened beverage, she chokes uncontrollably until fed applesauce or pudding by a nurse. When she demands water and is given the thickened beverage, she angrily spits it out and shouts “Not water! That’s not water!”

Maria Manzetti is 105 years old at the time of the adventure. She came to the United States at the tender young age of 70. She sits quietly wherever the staff parks her wheel-

chair. When she meets a new nurse, Investigator, or maintenance worker, she informs this person “Today, I’m-a gonna cuss-a you out. If-a you do-a something you need-a cussing for, I cuss-a you for it. If you do nothing for me to cuss-a you for, I cuss you for that!” She will make good on her threat, if at all possible. After the cook is fired, she smiles as she says this.

Nursing assistants are rarely spoken to by her (“You are beneath-a me, you work-a with-a poop!”).

Investigators who talk to her are barraged with demands for “a good-a ravioli and some-a antipasto, and a some good-a red wine.” Nurses will confirm that she can, indeed, have these things. She will reject canned pasta of all types; she will accept only quality foods from one of several nearby Italian restaurants (2d6+6 dollars for a suitable carry-out meal). Once she has savored every bite, she will wax voluble, answering questions truthfully to the best of her ability. She has seen “the man in the hat,” he was in the dining room one night during bingo. She will suggest searching the basement for the entity and his egg (using those words).

**114 Occupied Room.** This is the home of Donna Wise and Regina Fallow. Donna Wise is an unimaginably obese woman, weighing so much that the staff is unable to get her on the economy-size scale, much less get a reading. Her half of the room is decorated with whimsical goat figurines. At 60, she still harbors (vain) hopes of marrying and having a child. To this end, she dresses in the best clothing she can buy, combs her bangs forward, and spends two hours each morning on her hair and makeup. She travels around the building on a motorized scooter which often creaks and groans, especially when making turns. The staff will comment on her surprisingly good skill at drawing.

Donna is of use to the Investigators. Staff will relate that she has claimed to have



seen apparitions in the dining room, always in a particular spot (near the wall separating room 203 from the dining room). If approached by an attractive male Investigator who is not wearing a wedding ring (and does not have a tan line left by such a ring), she describes the apparition as looking like “a man in a robe, wearing a cowboy hat.” If asked to draw it, she draws a tall, thin figure in an ankle length cloak, wearing a wide brimmed hat. If the picture is shown to any long term staff or residents, they react as though they have seen it before. Those who can talk identify the image as “the man in the hat.”

Regina Fallow rarely gets out of bed. She has a tracheostomy, a surgical hole in the notch at the base of her throat in which a plastic tube is permanently sewn. She is unable to speak without a special valve, and nurses spend 10 minutes a day cleaning mucous from the tube. With the valve, she is able to speak in a high pitched whisper, but is clearly tired by the effort. Regina will relate that she has “lived here twenty years” and that she “used to be in room 207.” If specifically asked about ghosts, she will say, “yes, I saw one in 207. He had holes in him, and was crying.” She has nothing more of use to say. She is 64, and has been bedridden since she was fifteen.



**115 Unoccupied Room.** This room is designated for male residents only. There are no scheduled admissions. Adventurers may catch glimpses of ghostly images in the mirror, but no other data is collected here. This room is occupied by Mr. Jenkins in later adventures.

**116 Occupied Room:** This is the room of Jerry Thorne, 44. As obnoxious people go, Jerry runs a very close second to Leta Chandler’s “Grand Champion of Obnoxiousness.” Jerry’s legs are paralyzed and atrophied because, as nurses will relate, when he was 22, his cousin shot him in the spine because “he would not shut up.” When Jerry was 24, he was dragged from his wheelchair and beaten by his minister and the lay leaders of his church because “he would not shut up.” He hasn’t learned anything in the last 20 years.

**117 Occupied Room:** This is the home of Jenna Kluger. Mrs. Kluger is a plump, gray haired old lady, with an appearance more suited to a Norman Rockwell painting than to a Mythos adventure. She is rude when the adventure begins, but becomes pleasant and polite when the food improves. She has not seen the ghosts, but believes that they are real. She really likes to play bingo. She loves to talk about bingo. Bingo is everything. Ghosts are silly.

**118 Occupied Room.** This is the home of Elizabeth Ross and Myra King. Elizabeth is a short, heavy older woman, maybe 90 or 95, who is universally hated. She is nasty, demanding, and abusive to everyone (this settles down after the cook is fired, and she behaves nicely). She tolerates no variation from procedures that she has set down (“cut the grapefruit into thirds, then place one half teaspoon of sugar on each third”), and those who do not learn her pro-



cedures on the first try are verbally abused for it.

Myra King is 40, and seems healthy at first. She is, however, very mentally retarded. She wanders the building in varying states of undress, and is extremely affectionate at all times. She does not talk, although staff will say that she used to be able to talk. Three days after the cook is fired, Myra begins indicating her needs with single words – “hungry,” “sleepy,” and “Tylenol” are early ones; by the fifth day after the cook is fired, she points down the 200 hall and says “three ghosts.”

**201 Unoccupied Room.** This room is ready to receive two new residents.

**202 Occupied Room:** This room is the home of Odetta Smith, a chubby, pleasantly confused older woman. Odetta was a nursing assistant for 60 of her 85 years. Even with Mel as a cook, Odetta smiles and is pleasant, even when delivering lines such as “Take me to bingo, or I’ll slap the curls right off your head.” After Mel is fired, Odetta stops making threats, and smiles even more. When Jennifer Greene (room 311) screams loud enough to be heard wherever Odetta is, Odetta will say, “Bring that baby to me. Jeez, no one takes care of a baby anymore!” She will desist in this only when convinced that “the baby” is ok.

**203 Unoccupied Room.** Many sightings occur in this room. The room is currently unused. It has two beds covered in plastic, and two dressers covered in sheets. It can use a good dusting. Sightings frequently occur after dark as ghostly images in the mirror on top of the dresser in this room; “the man in the hat” is sometimes seen this way.

**204 Unoccupied Room.** The room is ready to receive a resident, but no one is scheduled for it.

**205: Occupied Room.** Mr. Jenkins room. This is where most “eerie” or “ghostly” events occur. A cursory examination of this room yields

evidence that something is going on—the floor is damaged where the dresser has been slid in front of the bathroom door, and back, over and over again, and there are nail holes in the door jamb around the bathroom door. No other room in the building has matching damage.

Mr. Jenkins’ few possessions are kept here. He has several surprisingly nice suits, several well-cared for fedoras, and a collection of model cars.

Alert Player Characters will soon discover that even nosy, intrusive residents, such as Mrs. Chandler, avoid this room, and staff don’t like to come in here, either.

In later adventures, this room is unoccupied.

**206 Unoccupied Room.** This room is empty except for a single bed. Staff often come in here to experience the haunting, and, by all accounts, are rarely disappointed. Most have minor experiences of chills, odd sensations, and so on; some see movements or even figures. Investigators who come into this room at night will feel a prickly sensation on the backs of their necks.

**207 Occupied Room.** This is the home of James Jones, an attorney who later worked for a time as a video game programmer. He is now in his 90s. He has a number of quirks; he wears his glasses in the shower and while sleeping, and likes to mix orange juice into chili to eat it. Though bald on top, he still wears a pony tail. He is frequently found in Bonnie’s office, insisting on being moved to a room ending in 5 (105, 115, 215, 305 or 315; he is afraid of 205) – and he claims to despise other odd numbers! If anyone will listen, he will expound on how times were better in the days of inferior technology. He consumes more than a gallon of orange juice every day. The staff believes that he was very intelligent when younger, but, now, he speaks mostly gibberish. At the beginning of the adventure, he is irritable and

abusive, but, after Mel is fired, his mood improves quickly. Many sightings occur in this room, usually as figures momentarily reflected in the mirror on the dresser; this activity stops two days after Mel is fired. Both dresser and mirror have been in the room over 40 years, left by a long forgotten resident.

**208 Unoccupied Room.** This room is ready to receive two residents, but none are scheduled for admission.

**209 Unoccupied Private Room.** This room is currently unoccupied, but a certain Mrs. Rosensteel is scheduled to be admitted on Day 16. She never arrives, and her home phone number is not answered. Staff may connect her no-show to media coverage of the events of Day 13.

**210 Private Room:** This room has been converted for use as an employee break room. It has the only bathroom allowed to employees. It also has a refrigerator and a microwave for employee use, and an old, noisy machine that dispenses canned soda (local brands only). The hand-held can opener stopped opening cans years ago and has never been replaced. Employees frequently grumble about its proximity to both the Administrator's office AND to room 205, and few employees linger in here at any time of day or night.

**211/212 Unoccupied Rooms.** These rooms are set up to receive two male residents each, but no admissions are pending. Investigators are permitted to use these rooms. Any cameras pointed in the direction of room 205 might catch something, a ghostly form or moving object, on a Luck roll; any pointed at a mirror might likewise catch something.

**213/214 Unoccupied Rooms.** These rooms are set up to receive two female residents each, but no admissions are pending. Investigators are permitted to use these rooms. Any cameras pointed in the direction of room 205 might catch something, a ghostly form or moving

object, on a Luck roll; any pointed at a mirror might likewise catch something.

**215/216 Unoccupied Rooms.** These rooms are set up to receive two male residents each, but no admissions are pending. Investigators are permitted to use these rooms. Any cameras pointed in the direction of room 205 might catch something, a ghostly form or moving object, on a Luck roll; any pointed at a mirror might likewise catch something.

**217/218 Unoccupied Rooms.** These rooms are set up to receive two female residents each, but no admissions are pending. Investigators are permitted to use these rooms. Any cameras pointed in the direction of room 205 might catch something, a ghostly form or moving object, on a Luck roll; any pointed at a mirror might likewise catch something.

**219 Occupied Private Room:** This is the home of Angela MacLeod. Angela is an enormously obese, very attention seeking woman. She will lie down on the floor, then scream for help, claiming to have fallen, then demand to be taken to the emergency room. Anyone approaching her room is summoned for small talk; Angela has nothing to say worth listening to, and will want to discuss the events of the latest reality show or sit com with anyone who will talk to her. She will try to make herself seem likeable to anyone who talks to her by agreeing with their views and ideas, to the point of "adopting" their political stances or religion upon learning of these things (which involves saying "Me too" and trying to cold read the associated beliefs). She has a seemingly inexhaustible supply of microwaveable popcorn, which she insists that staff and investigators microwave for her. Her physician has ordered her to stop eating popcorn and other junk food, but Bonnie has over-ruled this order on the grounds that Wisconsin and Federal laws allow residents to make these decisions for themselves.

Angela has never seen “the man in the hat” or any ghosts, but she can parrot the stories told by several residents and staff. She will tell Investigators that “the man in the hat” haunts the 200 and 300 halls, that Mark could make him appear, and that he is sometimes seen by visitors around 7 PM. If asked for a description, she describes a man in a 10-gallon hat, with a terry cloth bathrobe, and evilly glowing red eyes over a long, hooked nose. Her description is a lie, based on her less than complete recollections of the descriptions given by others (a long cloak or robe and a wide brimmed hat) and a bit of embellishment.

**301 Occupied Room.** This room is the home of two comatose children, Eric, 8, and Dominic, 6. Both are fed nutrient solutions through IV tubes, and both breathe via machines connected to long blue hoses that attach to appliances in their throats. Eric is physically very small for his age, while Dominic is obese and bloated. Dominic mostly lies very still. Nurses will explain that Eric was beaten unconscious by his mother, and never regained consciousness, while Dominic was born without a brain. There is derision in the voice of any nurse explaining that Dominic’s parents keep him alive “waiting for God to work a miracle.” They will also describe how Eric sometimes moves about, holding his arms and hands over his head as though fending off an unseen attacker; this typically happens around 7pm and 4am. Should someone violate the law and place a camera to record this activity, the figure of the Ghost Eater is seen standing over him when he is moving in this way.

**302 Unoccupied Room.** This room is full of old furniture – dressers, cots, end tables, etc. There are several mirrors. If anyone thinks to place a camera aimed at one of the mirrors overnight, the image of the Ghost Eater is caught at both 7:05 pm and at 3:55 am.

**303 Occupied Room:** This room is the home of two comatose children, Dana, 13, and Gayle,

7. The girls are sisters, and have been here, unconscious, for 6 years. The cause of their conditions is not known to the nursing staff (Bonnie is aware that they are here due to an unrelated encounter with Mythos Entities, but will not speak of that as it does not advance her agenda). The situation is much like that in room 301, except that the Ghost Eater does not mess with these two. Neither one moves much. The girls are orphans, and are thus wards of the State; the State will not permit withholding of care, so their comatose bodies live in a perpetual limbo.

**304 Unoccupied Private Room:** This room has been converted into a lounge for visitors. It includes the only bathroom available for visitors, contractors, and Investigators. It has a new soda machine selling a major name brand, and a couple of comfortable couches. If relatives are in attendance during a resident’s final hours, the chaplain meets with them here.

**305/306 Unoccupied Rooms.** The rooms are ready to receive two residents each. Oddly, CNAs often come here to take their breaks, or to hide from the nurses. If asked, Lakiesha will unequivocally state that no sightings have ever occurred here, and Investigators will notice that staff sitting in this room grow notably more relaxed.

**307 Occupied Private Room:** Occupied by Mrs. Oster, the wife of the local Justice of the Peace. Mrs. Oster has been in a chronic vegetative state since falling off of her horse 5 years ago. A tube runs from a nutrient solution on a pole, through a pump, and into a second tube that is permanently installed in her abdomen; the pump pushes a precise amount of the solution into her stomach every 60 seconds. Investigators may observe nurses to stop the pump, separate the tubes, and use a funnel to pour water into her abdomen. This is done at Noon and Midnight; at 6 AM and 6 PM, the water is accompanied by pills, crushed up and



dissolved into the water, and followed with apple juice. If an Investigator asks, he will be told that one of the medications may adhere to the inside of the tube, and apple juice releases the adhesion.

Staff will derisively tell Investigators that Mr. Oster insists on keeping his wife alive due to his religious conviction that all life must be preserved at all costs. He is usually reachable by cell phone, except during hunting season. During deer season, he is unreachable; during turkey season and bear season, he checks his voice mail daily.

There have been no reports of ghostly activity in this room in recent memory.

308/309 Unoccupied rooms, both awaiting new residents.

**310 Occupied Room.** This room is the current home of the comatose figures of Alex Potter and Joseph Kauffmann. At various times during the day, nurses prepare a mix of a creamy instant breakfast, various crushed pills, and water, and pour the mix into tubes that are surgically placed in their stomachs. The mixes are different, and prepared separately. Mr. Kauffmann also receives twice daily shots in his backside.

Alex Potter has a ventilator connected to his throat via blue plastic tubes. He inhales and exhales in time to the mechanical sighing of the machine. Investigators who enquire as to this are told that his sons are convinced that he will one day wake up, and they will all be together again. Nurses who are pressed will explain that, even if he did wake up, he'd be largely bed bound, very angry most of the time, and be all but unable to communicate. He'd also likely be completely amnesiac.

Investigators who are in this room around 3:20 AM, on any day of the investigation, see Mr. Potter begin thrashing about, as though fending off an invisible assailant. Staff will state he does this every night at the same time. Cameras may also catch this activity, if

placed improperly. This activity always stops at about 3:25 AM.

**311 Occupied Room:** This is the room of Jennifer Greene. She is a small, white haired lady who seems to be at least a little bit aware. Her hands curl toward the wrists, and any effort to straighten her hands or fingers elicit shrieks of agony; a nurse or nursing assistant will identify this condition as "contractures." Mrs. Greene sometimes spends hours screaming and moaning (her screams can be heard on the 100 hall at times), and the nurses give her Tylenol. If this is questioned by Investigators, nurses will explain, with a considerable degree of irony and contempt, that her son forbids the use of stronger pain medications because he does not "want her to be zoned when he visits." During the three week long investigation, he does not visit once. Because he holds her power of attorney and her health care surrogate, he can make this decision, and physicians and nurses must abide by it.

Jennifer is unable to speak, point, or nod. She chews and swallows when food is placed in her mouth. She is given thickened fluids by spoon, and will choke on regular water.

**312 Occupied Room.** This room is the home of Greta Langdobler, who has been in a coma since Mr. Langdobler expressed his frustration at her with a baseball bat. He died in prison some years ago. Her face and head are misshapen, and nurses will say it is from the attention that her husband lavished on her. Like the gentlemen in room 310, she is fed by the nurses a couple of times a day. She sometimes turns her head and smiles, but the nurses insist this is random brain activity, and not actual activity.

Greta's daughter, Susan, visits every day at 6pm. If the Investigators speak to her, she is delighted by the idea of the investigation, and willing to help. She states that she has seen "the man in the hat" twice, once in room 310, standing over Mr. Potter (she saw this

from the open door), and once in the hallway on the 200 hall. Both times were “after dark”, but no later than 10 pm. Both times were more than a year ago. She denies having experienced any activity in room 312. She is being truthful. Susan will even volunteer to spend the night in the home, “watching monitors or other equipment;” she does not want to be paid, she wants the experience. However, if this is permitted, it will trigger event #7 from the Triggered Events list 1d4 days later; she boasts about her part in the ghost hunt to her sister, who then reports the investigation to the state.

**313 Unoccupied Room.** This room is being used as a workshop by maintenance. There are saws and a few sawhorses in here, and some locked tool chests. Maintenance uses the room to cut pipes, boards, and plywood, and to mix paint, for whatever project they need to work on. Maintenance workers will deny any sightings or ghostly activity in this room.

Under no circumstances should the Keeper announce the presence of a basement in the building. It does not appear on floor plans, there is no door or stairwell leading to it, and no basement windows can be seen in the foundation. The boiler and other items typically found in the basement lie off the kitchen, on the first floor. The basement must be found by characters without assistance.

The Keeper should note the day of the arrival of the first Investigator(s) at Oak Grove as Day 1; all timed events proceed from Day 1. The Keeper should either keep track of the progress of days from this point, or delegate this to a responsible player.

From Day 1 onward, the Keeper should take any opportunity to remind the players that the use of cameras and audio recording devices inside the facility is illegal. It is likely, in fact probable, that the mere presence of the Investigators violates some law. The risks that the Investigators are taking should be made clear.

Once inside, the image improves only a little. Although the building is spotlessly clean, and smells pleasantly of cinnamon, the interior still shows signs of wear. The carpets are faded, paint is cracked, and even the bulletin board is worn. Though well lit, more perceptive characters will note a “cave-like feel” to the building, a by-product of the time of its construction.

The residents and staff are, at the beginning of the investigation, largely sullen and mildly adversarial. Residents sit quietly, watching TV or ignoring the world, and react with mild hostility to interruptions. Player characters may observe them to berate staff, particularly rejecting information given by nurses with comments such as “What do you know about it?” Investigators may observe residents to bite staff. This will change during the course of the investigation, as noted below.

The Investigators themselves are quickly noticed, too; a large white housecat regards them coolly from a perch on a window sill, and an elderly woman in a red wig begins working her way toward them, clearly having trouble moving in her battered wheelchair. This is Leta Chandler, who has just become a close personal friend of every Investigator. Ms. Dabroski is present when the first Investigators arrive. She will take them on a tour of the building, showing them to the staff break room, staff bathrooms, resident rooms, offices, and so on. At the kitchen, she explains that lunches, on her, are available to those who sign up by 11 o’clock; they will be ready at 12:30. When she shows the sign up sheet for lunches, alert characters will notice that no staff member has signed up for a lunch since July 8th of the previous year. During the explanation, a mousy woman in a cooks apron will come out of the kitchen; Ms. Dabroski will introduce her as “Mel, our head cook”. Mel will greet each PC in turn, then state, “It’s

a great place to work. I've been here since July 8th of last year, and I love it!"

When the tour is over, Ms. Dabroski will, with her usual politeness, explain that the Investigators are to obey any instructions from department heads, and that they must not interfere with patient care activities. This done, she will turn them loose to investigate, all staff have been instructed to cooperate with their investigation. They may interview residents only if a Nurse gives an OK to the interview.

## INTERVIEWING STAFF

The nursing home employs a surprising variety of people. Direct care is provided by a collection of Registered Nurses and Licensed Practical Nurses, who are assisted by 3 Nursing Assistants each. There are two nurses on every shift. Additionally, there is an Occupational Therapist, a Speech Therapist, and a Physical Therapist. The home has a hairdresser, cooks, a business office, a Social Worker, maintenance and housekeeping departments, and the activities department. There is a Scheduler, an Admissions Coordinator, and the Human Resources department. There are almost as many employees as residents; and any Investigator with a score of over 51% in Accounting may roll to realize that this is not a tenable situation in the long term.

Investigators who talk with employees can soon garner the following facts:

Mr. Jenkins, in room 205, a fragile man with a variety of ailments, often barricades his bathroom door at night – an act of great difficulty for the man. In fact, he once managed to steal two wooden planks from a contractor (who was fixing the nursing home's roof at the

time) and nail them to his bathroom door... from his wheelchair!

Since 1995, a number of staff and residents have reported seeing "a man in a black hat" in the 200 wing; several attempts to locate this man have been unsuccessful. Both Dr. Joe and Lakiesha Mills have seen this apparition.

Mark MacEoghain, a nurse who was recently terminated for unspecified offenses, led a group of night shift employees to one of the empty rooms, where several employees witnessed an apparition. Those employees include nurse Lisa Smith, and CNAs Ezra Black, Lakiesha Mills, and Erica Snorrisson.

Mrs. Brennan, in room 211, is sometimes heard talking to "Joe" at night. Her deceased husband was Frank.

The residents on the 300 wing are all in "chronic vegetative states", conditions from which they are unlikely to wake up. They are kept alive on ventilators, and are fed through tubes that introduce nutrient solutions directly into their stomachs. Of the ones currently there, Alex Potter has been there longest, having been admitted in 1993.

Alfhildr Knorrsvalg was an excellent maintenance man, although he was a little too fond of the young women working in the facility. When he was hurt "fighting the goblin", the home covered it up as Alfhildr being too drunk to be on a ladder safely. Mark MacEoghain and Lakiesha Mills both took care of him when he fell; Mark said that he had been bitten on the arm and shoulder – and he wasn't drunk.

Mrs. Southwick died, "unexpectedly" last week at 95, at about 6:15 AM. Since then, her family has made some inquiries into what



happened to her wedding ring (which she wore for 74 years). They also wonder what happened to the expensive new bed spread they gave her the previous week.

Interviewing the people in question will turn up more detailed information. The residents in the 300 hall will not be answering questions, mostly, they just lie very still. Sometimes, they grimace or smile, and they occasionally move their arms or legs.

Last October, on a slow night, Mark, Lakiesha, Lisa, Ezra, and Erica were talking about the apparitions, and it was mentioned that Mr. Jenkins barricaded his bathroom door at night. When he was moved to 103 so that 205 could be painted, he stopped; when he was moved back to 205, he resumed it. Room 205 shares a bathroom with 206, which was empty at the time, so Mark and the women went to 206 and entered the bathroom. While there, they saw a man-sized, man-shaped disturbance in the air, similar to heat waves off a car on a hot day. Mark touched it, and said it felt very cold. Then all five staff members fled the room, not knowing why.

Lakiesha has observed a number of incidents. She will state he was working on a light fixture in the therapy department when he was bitten, and will describe the bites as deep punctures that bled a little. She grew up around here, and is certain that no local animal made those bites, they also weren't human bites. "I work nursing home; I been bid more dimes dan vederinarian!" Lakiesha has seen a steady stream of nurses come and go, and knows that, over the years, many have been reluctant to go into rooms 205, 206, and 207. She has seen them come from those rooms shaken, and many of them would quit the next day. She will state, unequivocally, that the loudest voices spreading rumors of a haunted nursing home are those of nurses who had quit after working night shift. Lakiesha also says that the 200 wing used to be the one for the chronic vegetative residents, staff

used to call it "The Garden Wing". A previous Administrator, in the early 1990's, ordered the residents moved to the 300 wing, and refurbished the 200 wing...poorly. It was later found that her brother owned the construction company that she hired, and this was not the first place he had done shoddy work while in her employ.

If pressed, Lakiesha also tells how, last December, on night shift, Mark suddenly dropped his pen and ran down the 300 hall, with Erica and Lakiesha close behind. They found nothing, but Mark was sure he had seen an intruder in a trench coat and a black hat. Lakiesha had seen him before, but neither woman saw him this time.

Lakiesha can also relate that, before the residents were moved to the 300 hall, Alex Potter was in 201, Joseph Kauffmann was in 205, and Greta Langdabler was in 209. They are the only surviving residents from "The Garden". 203 was occupied by LeVon Cider, who died in 2005, and 207 by Scott Davidson, who died in 2008. Many, many others died in the garden during the preceding 30 years, all too often of complications from bed sores.

If the Investigators are pleasant to Lakiesha at all times, she will warn them not to eat the food from Oak Grove's kitchen ("Food's just nasdy!"). If, however, any Investigator is disrespectful to her, she encourages them all to enjoy their lunch.

Finally, if the investigators gain her confidence, and seem trustworthy to her, she will take one aside and tell him that she suspects Samantha Rice of stealing Mrs. Southwick's missing possessions. "Samanda, da nurse, I dink she dake Mrs. Soud-wicks betspret. She see id when id ged here, and she say, id look good on her bet."

## SETTING UP GEAR

At some point, the Investigators will want to set up any fancy equipment that they have



brought. Whichever nurses are on duty will insist that photographic and audio recording gear may not be placed in common areas, occupied patient rooms, or therapy areas – this leaves many unassigned resident rooms, some supply rooms, maintenance closets, and the kitchen and laundry room. The dining room can be used at night. If Investigators think to ask, they are told unequivocally that, by law, only the Administrator can change a resident's room assignment, and then only with a good reason.

Evidence seeking gear, such as EMF detectors and thermometers, are permitted in resident rooms – but, since such devices do not record their readings, they must be periodically checked. This risks disturbing the resident, especially at night. The staff will be clear that waking up certain residents, like Mrs. Chandler, will result in physical assaults of the Investigators...by the staff.

Meanwhile, curious residents will begin harrying the Investigators. The Keeper should make a list of 50 really stupid things that someone could say to an Investigator, and work every one of them in, preferably said by some smelly old man grinning like an idiot. No one said the job would be pleasant.

The Keeper should also be merciless in expressing the curiosity of the bored residents. If an expensive camera is left unattended, the Investigators can respond to a crash, only to find the camera broken on the floor, with a 100 year old woman leaning on her walker over it, denying any involvement. At least some temperature readings will be screwed up when a resident touches the thermometer. EMF detectors will respond to some of the less expensive hearing aids, and all of the metal walkers and wheelchairs, that come too close. The nursing home staff will be unhelpful in preventing this; "I work here...she lives here".

Needless to say, any rudeness or violence toward a nursing home resident will not be

tolerated, and the Sheriff's Department will have NO sense of humor regarding such actions. An increased potential for arrest exists on Day 13 (with a description of how PCs will be treated), but any mistreatment of vulnerable adults should be dealt with harshly by the Keeper, with actions by the Sheriff's Department and the State Office of Elder Affairs resulting in significant fines and possible imprisonment. Further, any Investigator who is fined or imprisoned for mistreatment of a resident will not be permitted back on the grounds of the nursing home.

The sections below assume that the gear will be permitted to work all night, supervised or not, and the Investigators will review the data and recordings on a daily basis. If this is not done, the Keeper will need to make suitable changes to the material presented to the players.

Unless the Investigators all spend the night at the nursing home and sleep during the day, there will be considerable time for side investigations during the day time. The Keeper should encourage players to make use of this time to track down Dr. Joe and Mark, search the library and the newspaper archives, and so on. The Keeper may add many staff members who are not mentioned in text; many of them will confirm information given by other staff; but none will give other information.

At today's meeting, Ms. Dabroski questions the characters carefully on how they intend to gather information. She asks what information each piece of equipment will find, and how it will be interpreted. Although she



says nothing about it, she does seem vaguely disappointed in the answers that she receives.

Bonnie also takes advantage of this time to make a list of the Investigators phone numbers at the motel, email addresses, cell phone numbers, and license plate numbers. She also asks for their home addresses and phone numbers, and asks for a clear group chain of command.

## STAFF MEMBERS

The following are some of the Staff of the nursing home, in alphabetical order. Specifically, these are named staff who appear in the adventure but do not have actual character stats. These are far from all of the staff of the nursing home; the Keeper should add additional staff as needed. They should have no information to give that is not already available from a resident, family member, or other staff member, unless the Keeper REALLY thinks that the group need more hints.

**Maggie Atkins:** Maggie is a nursing assistant who works night shift. She is young, attractive, and very strong. She will tell Investigators that she has had creepy feelings at night, and seen movements on the 200 hall, but hasn't seen anything more definitive. She will volunteer that room 307 doesn't seem to be affected by the problems.

**Ezra Black:** Ezra is a nursing assistant. He has a tear drop shaped tattoo on his left wrist, it matches the one that Mel Standish has. Bonnie fires him for no apparent reason on Day 2, and staff agree that there was no reason to fire him. He will refuse to speak to investigators after his termination; if spoken to before being fired, he relates having seen a figure that he thinks was Mrs. Southwick "a few hours after she died," he thinks she was crying. He will describe the occurrence as being in room 302; he saw the ghost in one of the mirrors.

Ezra is fired before he knows enough to report to the state, so he doesn't report the Investigation.

**Katrina Decker:** A small, elderly woman, Katrina has been an aide for over 50 years, and used to work with Odetta Smith (room 202) at another nursing home (which wasn't haunted). Katrina is well aware of the haunting, but won't discuss it. "I told my minister about all the haunting here, and the thing I saw in room 205, and he told me not to talk to anyone else about it. I don't care if you are the F-B-C-I-A, I ain't going against what my minister told me."

**Steven Gruber:** Steven is a nurse, and a pretty good one. The other nurses go to him for advice and assistance, and the aides consider him "one of the good ones" because he helps them change diapers and stands up for them. Steven likes working nights, but is currently on days because Samantha wanted to work nights.

Steven can relate a number of nighttime encounters. He is uncomfortable in room 205, and dislikes the dining room. He never goes into the break room. He has never seen "the man in the hat," but has seen some hazy "mists" that have suggested the appearance of recently deceased residents. He'll relate that a few of them have seemed "splotchy" or "holey, like swiss cheese" to him.

Steven is fired on Day 7 for unfathomable reasons relating to an apparently groundless complaint by Leta Chandler. After that, Steven will not speak to Investigators, but he also does not report the investigation because he fears for the safety of the residents and hopes the Investigation will find something that will contribute to their safety.

**Erica Snorrison:** Erica is a younger woman who recently got a job in dietary. She works 5 PM to whenever the dishes are done, and sometimes interacts with the nursing staff before leaving after midnight. Notably, she brown bags her lunch. Erica is well liked by

the staff, despite the somewhat gruesome appearance of her teeth and face. She is an excellent artist, and works in a variety of mediums. She has seen ghosts, particularly when Mark MacEoghain took groups to see the ghosts. If asked, she will draw images of the ghosts, which show distortions in the air (like heat over a car on a hot day) from different angles in bathrooms; she will state that Mark always made the ghosts appear in rooms 204, 205, 206, and 207.

**Mel Standish:** Mel is the director of dietary services. She is a short, thin woman who loves her job. However, under her direction, the kitchen is unsafe and the food is atrocious. Mel is genuinely curious about the ghost hunters and their findings. She asks questions frequently, but is never intrusive; she can help identify some voices in recorded Electronic Voice Phenomena. Mel has a tear drop shaped tattoo on her left wrist; it matches the one that Ezra has.

Mel is terminated on Day 11, after causing the home to be fined \$75000 due to failure to meet state standards in the kitchen. Despite Bonnie's concerns, Mel never reports the ghost investigation to the state.

**Amanda Thomas:** Amanda is a newly graduated nurse who just received her license on Day One. When the adventure begins, Bonnie has her coming in at 7AM to work for four hours, 5 days a week, helping to pass medications and oversee the dining room during breakfast. When Steven is fired on Day 7, Amanda takes over his responsibilities. Amanda is aware of the various ghost stories, but has not seen any ghosts herself.

**Martha Wilson:** Martha has been working as the prep cook and dishwasher at Oak Grove for over a year. When Mel is fired, Martha steps into her position and starts cooking. The food she prepares is exquisite; Martha could easily gain admission to the most exclusive of chef's schools should she so desire. Martha has seen "the man in the hat"

on numerous occasions, always before dawn when she comes in to start the stoves and do the prep work; it is always in the dining room, near the wall of room 203 when she sees it; it did, once, come into the kitchen, where she saw its image reflected in various chrome surfaces before it left the room.

## Others

This is the info on others who are named in the adventure, or who might appear if the adventure is far-reaching enough.

**Chad Chandler:** Chad is Leta Chandler's son, a fact that causes him some considerable embarrassment. Chad is well dressed and well mannered, and speaks in manner that suggests education and culture. If any Investigator tells him that he or she is acquainted with Mrs. Chandler, Chad will force a smile and apologize for his mother's behavior. Any discussion of her embarrasses him, and he tries to distance himself from her in the eyes of the Investigators.

Chad doesn't like nonsense. Ghosts, ghost hunting, monsters, aliens...these are all nonsense. Chad might take a joke, but he doesn't tolerate fools. And Chad is no dummy.

Chad is incensed that his mother was given a nearly lethal dose of insulin, especially since she doesn't take insulin. His plan is to remove Bonnie and Samantha, and anyone aware of what is going on, and see to it that the State (Wisconsin Board of Professional Regulation) takes disciplinary action against their licenses. Unfortunately, this takes up to two months to accomplish, which incenses him even more. Should he find out that Samantha is back at work (Day 16 or later) after her arrest, which should only occur if an Investigator calls his cell phone and tells him, he will be back with the police, looking for Samantha, as soon as he can manage (it is a 5 to 6 hour drive from Chicago). He will arrive at the home with the police in tow, and Saman-



tha will be arrested and held, requiring Bonnie to choose another victim.

Chad will report the ghost hunters and their gear immediately upon realizing that there is recording equipment present, triggering event 7 from the Triggered Events list.

**Alfhildr Knorrsvalg:** a former maintenance man at Oak Grove, Alfhildr is now commonly found drowning his sorrows at any of several local bars. Alfhildr can be convinced to speak by an Investigator who buys him drinks (1d6 dollars per drink, one drink per question). Alfhildr will tell of seeing ghostly images in mirrors when he was hanging the mirrors on walls. As far as the “goblin”, he describes a monkey-like creature with a dog like face, wearing a shirt and carrying a knife, that came out of the ceiling when Alfhildr took down a fluorescent light fixture. The thing jumped on him and bit his shoulder, and kept biting until Alfhildr stabbed it with a screwdriver. It then jumped back through the hole. Alfhildr remembers clearly that this happened in late March; he was fired April 2nd.

Obviously, there are no goblins in the ceiling, but the bite scar remains. Mark and Lakiesha both treated the wound.

Alfhildr will also warn the Investigators to stay away from Dr. Joe. “The old geezer is crazy, and you think he’s telling the truth when he’s lying, and vice...vice-a...vice ee versal, or whatever.”

**Dr. Joe Wojciechow:** Dr. Joe is a former medical director of Oak Grove. If phoned (Bonnie and many other people have his phone number) he will gladly meet with investigators for \$25 and lunch at a local Italian restaurant (2d6+6 dollars per diner, and the Investigators pay for the doctor); the meeting takes place over lunch.

Dr. Joe is punctual, and takes a dim view of persons who are not likewise punctual (the Keeper should consider a parade of cars towing boats dressed out to look like Viking longships delaying the characters just long

enough to make them late). Dr. Joe likes to make small talk, and will chat with the Investigators about the weather, then go on to asking each about his college, employment, marital status, and number of children. He makes mildly rude comments to any Investigator with less than 3 children (“Not spending a lot of time at home?”), and very rude comments (“Would you like to borrow money to buy a television?”) to anyone claiming to have six or more children. Next, he wants to know about the children...ages, grades, future plans, and so on.

Only when the small talk is done, and a piece of pie and a cup of coffee sit before him, will he get down to business. When the subject of haunting comes up, his mood darkens. Then he smiles thinly. “You know what? My reputation is made...my fortune is made... I’ll tell you the true story. Any of you know Louis Van Der Waal? Well, Louis and I used to fish together, and we helped each other get our positions at Oak Grove. Louis, he could do...things. He could make ghosts appear, and he could send away demons and people. He could make objects fly, and call creatures from other worlds. Don’t be all skeptical...I am a physician, and I have my reputation and my integrity. I saw him do these things a few times.

“So, Louis noticed that some of the residents on the three hundred hall would be trying to bat away or fend off something we couldn’t see. Well, Louis, he was what we used to call a good man, back before kids were ruined by not spanking. He hated injustice and he hated to see anyone suffer. So he did stuff... spells and things. He told me there was an alien, and it was feeding on people’s feelings. Now, I’d seen him do his spells and things, so I believed him, but I wanted to see the thing. I mean, I am a physician...a man of science, you see? I want to see the new things.

“So we decided to put me in a medical coma for a few hours one night to see the



alien. Not a smart idea, but it was really exciting. We got all the drugs, and all the antidotes, see...and I laid down in a bed in the three hundred hall, and Louis put the drugs down an IV. We made sure the staff that night were all people that wouldn't be around... wouldn't do to have Lakiesha or Steve knowing what happened, you know?

"So, I went into this medical coma, and things got all spinny and swirly, see? Next thing I know, I am looking up at this figure in an old cloak and a hat...you know, like a straw hat? He didn't have a face. He spoke though, he said, 'You are food for me, little vermin, because you are too close to my egg!' Then I got all cold inside, and it hurt, and hurt, and I could feel my mind breaking. Then I woke up, really sick, and Louis, he says, 'Sorry, I didn't know it could hurt you.' So we talk about it, and Louis, he says, well, I need to get rid of it. I think I know what it is.

"Well, after that, I had some temper problems, and I hurt some people. So I went and saw a doctor, and I got myself admitted to a psych hospital in Florida...it took me three years to get my head back on straight after that thing tried to eat me. Poor Louis, he died before I got back."

Dr. Joe won't elaborate, but his story rings true.

**Cassidy Woods:** Cassidy is an Inspector with the State Board of Health. Her personal beliefs and feelings are irrelevant; if recording equipment is in the nursing home, she will confiscate it, issue fines, and call the police to effect arrests. The needs of the (living) residents trump all other considerations. Cassidy will also fine the nursing home over anything else she can find worthy of a fine.

## EVENTS THAT HAPPEN ON SPECIFIC DAYS

These events are counted from the first day that an Investigator sets foot in the Oak Grove

nursing home. The Keeper should not indicate that these events are programmed...just present them as though they are the natural things happening each day.

### DAY 2

Day 2 of the investigation begins largely as the Investigators choose. Likely, they will have left their gear working, and returned to their motel; some may have stayed to protect the equipment from the inquisitive residents.

In any case, the results from a single day and night of filming are typically disappointing. Cameras triggered by motion have detected housekeeping workers and Mrs. Chandler, cameras set to take pictures at set intervals have photographed Mrs. Chandler (and maybe some shots of a blank wall, or two CNAs making out). Hidden cameras have caught close ups of Mrs. Chandler's face, peering into the lens. Audio recording equipment has captured Mrs. Chandler begging for a glass of wine and Mrs. Greene, howling in unrelieved agony.

The Keeper should, at this time, make it clear that shift change happens at 6AM. Maybe a camera records the shift change (this cannot happen if the Investigators have been scrupulous about placing cameras to not "invade privacy"), or one or more player characters are present when it occurs. But night shift leaves at 6:15, after reporting off to the day shift.

Investigators who have lasted this long without being arrested for mistreatment of vulnerable adults may continue interviews, go to the library, or conduct their investigations as they see fit. Lunch at the nursing home is slimy spaghetti noodles with tomato sauce al dente.

Ms. Dabroski holds today's meeting at 4 pm. She asks what data is gathered, and, if anyone complains about Mrs. Chandler, she



smiles knowingly and explains, “She is dying, and the process has affected her judgment.”

If any Investigators are present for the 10 PM shift change, they witness an altercation between Samantha Rice, the oncoming nurse, and a resident, 97 year old Mr. Magnusson (see room 107). Mr. Magnusson is demanding to be taken to his car, because he has to drive to Japan and capture the Emperor “for Mr. Roosevelt”, Ms. Rice is asking him to sleep on it first. Mr. Magnusson becomes very loud and aggressive in time, questioning the nurse’s patriotism and whether she likes apple pie and baseball. If no one is present for this, one of the audio devices records it.

At some time during the night, audio equipment records Mr. Magnusson swearing loudly, and records a crash. One of the tripod mounted cameras is found on its side, broken; it photographed an agitated Mr. Magnusson prior to falling over. A character may spend 4 hours working on the camera and roll Electronics, at -25%, in an effort to fix it. A failure breaks something else, and it will take 1d6+2 days for the part (or a new camera) to arrive. If spoken to, Mr. Magnusson denies involvement and insists that the photos of him near the camera are fakes.

### DAY 3

Today, Investigators find that any audio equipment at the end of the 300 hall (anywhere near therapy) has recorded thumping, cooing, and scratching sounds. Although this may produce some initial excitement, any Investigator with Natural History can roll to identify the sounds as animals in the space above the ceiling. Raccoons and opossums are the most likely creatures, but the sounds aren’t right for either species. If this is reported to maintenance before noon, an exterminator arrives before 4 pm and sets bait in the eaves. In any case, the noises are not heard again, and no animals are trapped or otherwise recovered..

However, if the Exterminator comes, the Investigators will have to remove their equipment from the room.

Lunch today is a salad plate with cottage cheese and peaches. A player character may roll Natural History to realize that some of the greens in the salad came from somebody’s yard, and were chopped with a lawnmower.

Prior to today’s meeting, CNA Ezra Black is terminated by Bonnie. The other staff are shocked and surprised, and whisper among themselves; they all agree that the termination is unwarranted and pointless, and that Ezra is an excellent worker, well liked and respected.

At today’s meeting, Ms. Dabroski seems distracted. If asked, she will say that she has received a notification that the nursing home will be subjected to a state survey in the next 30 days, due to its poor marks on the last survey. She will try to sound philosophical about it, “I suppose a month is enough time to extinguish the fires of Hell.”

### DAY 4

If any Investigators are present in the home at 6:30 in the morning, they are witnesses to Mr. Magnusson’s death. Otherwise, any video cameras set up in the dining room capture the moment. At almost exactly 6:30, he is walking in the dining room with his walker, when he begins to convulse and falls over. The staff works feverishly, performing CPR and taking vital signs, but he is gone. Mrs. Chandler becomes aware of the activity and wheels up, loudly demanding that staff members involved in CPR “cut it out and go get me a glass of juice”, she is not interested in interacting with anyone who is not involved in caring for the dying man. Only the most sheltered of Investigators should roll for SAN, as death is expected in this setting; loss might be 0/1 at worst. The Keeper may ask players to make Luck rolls at this time, or may make

several secret die rolls, but should not reveal anything relating to results. These rolls are meaningless, but the players should think that something important has happened.

The Keeper might also point out that no member of Mr. Magnusson's family comes to view the body.

If anyone asks, or was present during the night, Ms. Rice was the nurse on duty the previous night. If anyone thinks to tell Bonnie about the altercation and the coincidence, she becomes visibly agitated, but remains polite. She points out, "A woman becomes a nurse to preserve life and to give voice to the compassion in her soul. Mr. Magnusson was an elderly man with many health problems. Death is the natural conclusion to life."

When the Investigators review the footage from their cameras on day three, one or two surprises await. First, if any camera is set up in rooms 205, 206, or 207, it catches a single shot of an indistinct, hazy form at 3AM. The form seems to come out of the bathroom. Any camera set up in the dining room (area 4) pointing toward rooms 203 or 204 catches a very similar image at almost the same time. Players may associate the phantom dice rolls, above, with the "lucky" catch of these images, and should not be dissuaded. Second, a camera pointing at the point where Mr. Magnusson dies catches several shots of the attempt to save him...and one of the shots shows a haze above him, which was not seen by anyone who was present. Those viewing this photo may roll for a SAN loss of 0/1d4. IF the Investigators have been scrupulous about "protecting privacy", the camera also catches shots of Mrs. Chandler turning it to face the location where Mr. Magnusson falls; she did this at about 2:15 AM (otherwise, it wouldn't be pointed the right way).

Also while the Investigators are reviewing the footage, Mel (from the kitchen) will approach them and ask several questions about their activities. She will ask about pre-

vious investigations, what they've discovered, if they believed in ghosts before starting investigations, if they believe now, etc.

If Investigators think to ask, there will not be an autopsy. Mr. Magnusson is almost 100 years old; his death was not precisely unexpected. His nurse spends about 40 minutes making notifications and filling in paperwork, while CNAs wash and arrange his body. He is removed by a funeral home before 9 30 AM.

When the camera image (or images) reaches Bonnie Dabroski, she is overwhelmed. She insists that the investigation continue, and, if the Investigators try to renegotiate, she will pay up to \$100 extra, each, per day, after the third day, and she will double that for those with celebrity status. With no trace of accusation, she states that she wants the photos to go to a lab for authentication; she wants them documented as genuine. Alert characters may notice that she isn't really concerned with the death.

Meanwhile, the rest of the residents and staff are somber. Out of hearing of residents, staff whisper among themselves that "two more will die soon" and "they always go in threes." Away from residents, the staff will include Investigators in these discussions. Photographs of Mr. Magnusson are taken from his patient chart and placed in the break room. Also out of hearing of the residents, the staff begin to speculate on who will die next. Most seem to expect the next death to be a resident of the 300 hall.

Lunch today is egg salad sandwiches and tomato soup; the soup is burned (then someone scraped the pot; it is all but inedible), and the egg salad is rich in calcium – because it is full of eggshells. Residents eat the lunch in silence, seemingly resigned to this sort of thing.

At today's meeting, the Administrator is full of praise for the characters, and she looks forward to the next crop of photos. This is an excellent time for the characters to suggest

that she spring for a new piece of equipment; any one camera or recording device costing up to \$5000 can be obtained this way, and will arrive in 1d6+2 days; if that is a weekend or holiday, it arrives on the next business day afterward.

## DAY 5

Predictably, there are no new images today. However, if Mr. Jenkins remains in room 205 at this point, a rumor runs around the staff that he had a particularly anxious night, barricading his bathroom door and crying out throughout the night. Staff will hesitantly communicate this rumor to Adventurers. If any of the player characters had spent the night, they know this to be true, having seen it firsthand. Mr. Jenkins spends most of the day sleeping on a couch in the lobby; his sleep today is punctuated by sudden, sharp arm movements and fearful cries.

Lunch is Salisbury steaks and mashed potatoes (you may have one lump of gravy, or two). The green beans are steamed into mush, the dinner rolls are also pretty damp.

A twenty minute memorial for Mr. Magnusson is held today at 2PM. It concludes with donuts and coffee served to those who attended. No family members of the deceased attend.

At today's meeting, Bonnie questions the characters as to why no new images would have been caught. She requires information on the current course of the investigation, and asks what additional steps the Investigators plan to take in the next few days.

## DAY 6

If any camera is set up in room 205 overnight (illegally, of course, if Mr. Jenkins still inhabits the room), it clearly shows TWO hazy, indistinct figures come through the closed bathroom door and cross the room. Cameras in

rooms 204, and 206 each show a single figure, also hazy and indistinct. Any cameras pointed at rooms 203, 204 or 205 from inside the dining room also show human shaped images. All cameras acquire their evidence at 3 AM, shots with images continue until 3:03. No other evidence is discovered. If no cameras are set up in those rooms, no data is caught tonight. If Mr. Jenkins is still in the room, audio recordings catch him crying and moaning from 3AM to 3:03 AM.

Those who see the images react to them strongly. SAN loss is 1/1d4 upon viewing these images.

Lunch today is dried out hamburgers on stale buns, with cold, rubbery French fries.



The home ran out of ketchup several days ago, and no one has thought to order any.

Also on this day, Mrs. Chandler begins to demand that one of the player characters come to her room to fix her air conditioner. Maintenance cannot do it, she doesn't want them in her room. She doesn't know what is wrong with it, but it is blowing cold air into her room and she wants it fixed. She will follow her chosen repairman around, demanding service and begging for help in her obnoxious voice, and she is positively relentless. If at any time the chosen Investigator looks into the air conditioner, which is working perfectly, Mrs. Chandler calls the Sheriff's Department, describing the character and claiming he is going to "ravage me and steal my money". When the victim seeks refuge in the break room, sympathetic staff will tell the story of how Mark was documenting one of Mrs. Chandler's days like this, and concluded his entry with, "at this time, nurse began a slow descent into madness".



## DAY 7

On day 7, at about 6:30 AM, Mrs. Chandler is in the hallway, loudly demanding that the oncoming nurse, Steven, call Dr. Oduka to come in and fasten her bra. Neither Steven, nor the night nurse (Ms. Rice), nor any nursing assistant, may perform this task, the nurse must call her physician, now, get him out of bed, and make him come to fasten her bra. Mrs. Chandler is completely unreasonable, unwilling to hear anything said by anyone else. Although the staff is completely professional, the resident is becoming more and more agitated.

Arlene Gray is rolling her wheelchair toward the dining room at the same time when she begins to convulse. She falls from the chair and dies before the staff can initiate CPR. While the staff assesses Arlene and tries to find vital signs, Mrs. Chandler continues to demand attention, even stating, "She's dead, she can wait, come take care of ME!" This is largely a repeat of Mr. Magnusson's death; the aides clean her and arrange her in her bed, the nurse calls her family and her doctor, and, if a camera was pointed her way, it catches a haze above her body in one frame (only). There is no SAN loss for witnessing her death, and it should not be greater than 0/1 for viewing the photo. There will be no autopsy, as the woman was elderly and had pancreatic cancer; her body is removed before 9 AM.

After Arlene's body is removed, an Investigator will see Mrs. Chandler speaking with Bonnie. Shortly after, another nurse, Amanda, takes over Steven's duties, and Steven leaves the building. The Investigators do not see Steven again, and he does not take calls or receive visitors at his home.

Lunch today is a vegetarian lasagna that is so bad that anyone eating a full plate of it suffers a loss of 0/1 SAN.

## DAY 8

This morning's crop of pictures may have a special surprise. If any cameras are set up in Room 205 or in the Dining Room (facing the general direction of 205), one of them catches two indistinct human like forms...and the outlines are suggestive of Mr. Magnusson and Mrs. Gray! All staff to whom the picture is shown come to the same conclusion. SAN loss should be kept to 0/1 for this image.

Lunch today is quiche, with the predictable eggshells and scraping of the bottom of a pan of burned eggs. The quiche comes with a side of broccoli steamed into an unrecognizable mush. Dessert is a cinnamon spice cake with...is that...garlic?

## DAY 9

If a camera was set up in room 204, it clearly shows Mr. Magnusson and Mrs. Grey standing with the bed behind them; the bed can be seen through them. Only one picture is caught in this room, it is taken at 2:56 AM... IF the camera was here.

If a camera is set up in room 205, this morning's crop of photos includes a mind-wrenching surprise. A series of 6 photos are taken between 3:00 AM and 3:03 AM. The first one shows the images previously identified as Mr. Magnusson and Mrs. Gray. The second shows a third indistinct form behind them (Lakiesha will identify it as the thing from the bathroom, last October). It clearly has a brimmed hat on. The third shows it near the "Mr. Magnusson" image, and "Mr. Magnusson" has put up his arms as if to ward it off. Four and five show it continuing its interaction with "Mr. Magnusson", whose arms are in different positions in each photo. Finally, the sixth photo shows only Mr. Magnusson and Mrs. Grey (if that is who is shown); the image that is believed to be Mr. Magnusson now has a hole in its abdomen, through



which items in the room can be clearly seen. Those viewing all six photos gain +1% to Cthulhu Mythos and can roll for a SAN loss of 1d6/2d6.

This set of 6 photos can only occur in Room 205; if there are no cameras there, these images do not appear, and certain sections can be omitted or altered. The sequence of photos may occur the next time a camera IS set up in room 205, and events will then proceed from there.

Lunch today is chicken salad sandwiches, with potato chips. The chips have not been ruined. The sandwiches are soggy.

If Lakiesha's revelation is reported to Ms. Dabroski at today's meeting, the administrator calls her in to repeat her story. When this is done, Dabroski praises the aide and gives her coupons for five free lunches from the facility's kitchen. Lakiesha tries to hide her distress at the "reward".

## DAY 10

Today's photos show nothing. However, if an audio recording device has been placed in the dining room, it catches some Electronic Voice Phenomena; amid the noise artifact, the words "Please help me" and "It hurts so much" can be heard. Either Mel or Lakiesha can (hesitantly) identify the voice as that of Mr. Magnusson.

Also on this day, the results from the photo lab (see Day 4) come back. It turns out that lab considers the image of the haze above Mr. Magnusson's body to have a high probability of being genuine; they have ruled out deliberate fakery, poor quality film or lenses, paint fumes, and condensation. Their report states that there is "a 99% likelihood of the photograph accurately recording the event depicted". They also make a note about the use of photographic equipment inside a nursing home.

Lunch at the nursing home is grilled cheese and tomato soup. No one in the dining room has ordered crackers in quite some time. The soup is served cold and lumpy, and the grilled cheese sandwiches are undercooked on one side and burned black on the other.

For today's meeting, Ms. Dabroski orders pizza for the Investigators. Over a meal of surprisingly good thin crust pizzas and locally brewed beer, she listens intently to all of the new developments. She is markedly disturbed by the idea that something hurts ghosts, and mentions that it is in the best interests of people to stop "a ghost eater" in order to protect their own afterlives. She reacts strongly to any suggestion of non-interference, and points out, "When I die, I don't want that thing eating me!" Investigators may roll Psychology or Psychoanalysis to realize that Bonnie is having severe emotional turmoil regarding her prospects in the afterlife, and that she is hiding something.

If an Investigator suggests evacuating the building, Bonnie will shake her head sadly. "The evacuation plan and procedure is in place, and my staff know what to do. But I have to be able to prove a clear and present danger to the residents before I can move them like that. Besides, who is to say that there isn't another Ghost Eater at the place that I would send them to?"

## DAY 11

At about 9:15 AM on this day, the Investigators are urgently contacted by the nurses who are on duty. They approach anyone in the home first, then call other Investigators on their cell phones or at the motel. All of their gear needs to be packed up, urgently; a state investigator is en route now!

The Keeper may require players to make Luck rolls, and pretend to note whether or not the characters were successful. In any case, the

rolls are meaningless, and the characters successfully get the cameras and audio equipment safely into storage or out of the building, with minutes to spare, before a single state inspector, Cassidy Woods, arrives. Dressed very conservatively, with sleeves that cover her wrists, Cassidy meets briefly with Bonnie Dabroski, then the pair go and inspect the medication carts used by the nurses. After that, the two women go into the nursing home's kitchen. After about 15 minutes in the kitchen, they come out and retire to Bonnie's office. After 30 minutes more, Cassidy leaves the facility and drives away; Mel is called into Bonnie's office and is there for about five minutes; she leaves in tears and also drives away.

Now the Investigators must re-set all of their equipment. During the set up process, the Keeper should require a Luck roll of each character; a failure damages a piece of equipment and renders it unusable; it takes 1d6+2 days to replace or repair it.

Once Mel is gone, Bonnie will call the Investigators into her office. "I was just forced to fire Mel. Please, I need to know everything that she has been told, by any of you, about your investigation." Bonnie will listen carefully, and seems to be weighing how important this information is. She will continue afterwards, "If Mel calls the State and reports this, they will send someone out to see. If they catch your cameras here, we are in a lot of trouble; you all can be fined or imprisoned, and I will lose my license. So, from now on, all equipment must be attended at all times; if you leave, take it with you."

A Psychology or Psychoanalysis roll will indicate that Bonnie is holding something back; it is very important to her.

## DAY 12

Day 12 begins with an emergency. At about 5:45 AM, Mrs. Chandler began to convulse, and the nurse on duty, Samantha Rice, called

the ambulance. The ambulance crew successfully stabilized her and transported her. Investigators who are present witness this; otherwise, Lakiesha will tell them about it when they arrive. The natural (and incorrect) conclusion by now should be that the Ghost Eater or some other entity is enlarging its pantry!

The photos on this morning, if any cameras are set up in room 205, show another 3AM attack on the figure identified as Mr. Magnusson. IF this is the first night that cameras are in this room, of course, it is the first time that an attack is recorded. As before, the figure seems to try to fend off its attacker, and, after the attack, the holes in the ghostly figure are more numerous and larger. Audio equipment throughout the facility records screams of agony at 3 o'clock, but no staff on duty heard anything. On the other hand, the CNAs report that many residents slept fitfully after 3AM, and even the residents in the 300 hall seemed restless.

A camera set up in the dining room pointing in the direction of room 204 or 205 will catch the assailant AFTER the attack, passing through the wall and into the dining room, then descending into the floor within 2 feet of the wall. It appears to be robed and it wears a wide brimmed hat; its face is not observable.

Lunch today is strips of ham in real gravy, mixed peas and carrots, mashed potatoes and gravy, and bread pudding. The food is really good—so good that the residents are in tears, and everyone begs for more. If the Investigators investigate, Martha has stepped up into Mel's former position.

## DAY 13

Today's crops of photos and audio recordings show nothing. No ghosts, no ghost eater, nothing.

However, today is remarkable for a visit by Chad Chandler, the son of Mrs. Chandler.



Chad has journeyed here from Chicago for a reason, and he has the air of a man on a mission. Mental health and permanent back injury



aside, his mother's health was much better than that of other residents, certainly she should not have had seizures or convulsions. He will question staff members on this, and they seem reluctant to answer. He will

also question any Investigator who was present for the episode; he will point out that the fact that he holds her Power of Attorney and is her "Health Care Surrogate" entitles him to answers, and Bonnie and her staff reluctantly will affirm his interpretation of these documents.

Chad appears to be conducting his own investigation. He asks about what occurred the previous morning, and questions points that are not clear. He wants to know why the Investigators are present, and will initially dismiss any claims about "ghost hunting" or "paranormal research"...but will expect to hear an alternate story to replace the rejected one. "We are contractors" is not enough; he wants to know what the contract is for. Chad is polite, but firm; his should be played as someone unaccustomed to nonsense and intolerant of fools.

Just before lunchtime, Chad sees Bonnie alone in her office; he walks in and slams the door. Their conversation is heated, but can only be overheard if a PC trains sound recording gear on the door (which is sure to irritate Bonnie if she finds out). The gist of the conversation is that he already has been to the hospital; his mother was given an injection containing a massive dose of insulin – which is unacceptable, as she is not diabetic, and such a dose would be given much clos-

er to breakfast, anyway. Bonnie states that no wrongdoing has occurred and promises to investigate. Chad promises an investigation, too; he has already called the State and triggered it.

Lunch today is orange glazed chicken served over chicken fried rice, with egg rolls and crab Rangoon. Dessert is fruit in gelatin. The food is wonderful. After lunch, many normally crabby residents are seen to congregate, sitting quietly together and smiling. Several CNAs are seen to lead Martha to the break room after lunch, where she is surprised with an ice cream cake bearing a single word: "Thanks!" The Player Characters are invited to share in the celebration (those not present at Oak Grove at 11AM are invited by telephone), which lasts until 1:45.

At about 2 o'clock in the afternoon, four police cars and three other official vehicles pull into the parking lot, with Chad following behind. There is only a few minutes to remove any equipment; each Investigator present can tear down and hide one device in the time allotted before the 8 Deputies and 4 State Investigators come in; Cassidy Woods is among the state officials. If there is not enough time (more devices are up than Investigators are present), at least one device is found, see triggered events item 7.

Cassidy and Bonnie go into Bonnie's office. Meanwhile, staff members, Investigators, and residents are selected, seemingly at random, and asked various questions. If either Chad or Mel were privy to the details of the search for ghosts, questions about this Investigation top the list ("Have you seen any video or audio recording equipment set up in the building? If yes, where? When?"). One state investigator and a deputy ask the nurses to open up their carts; the state official records information from the labels of small glass vials in the top drawer of each cart. PCs are questioned by the Deputies as to their role ("Are you an employee? Volunteer? Visitor?



Resident?") and why they are present. Any mention of cameras or recording equipment brings an immediate order, politely phrased as a request, to show this gear to the official.

If, on the other hand, the players divined that something like this would occur, their characters may well be absent, and their gear safely stowed. They are spared the difficult situation (and awesome role-playing opportunity).

## DAY 14

If any PCs with outstanding warrants are arrested, the adventure is largely over for them. The GM may handle trial and imprisonment as he sees fit, or may permit a handy Mythos spell to fall into the hands of an Investigator.

Investigators who do not have other issues with the police, but who are arrested on the 13th, are offered an opportunity to confess and be released by the judge. Those who sign a confession and an agreement to abide by the law are released with a \$25 fine and a stern lecture about fraud.

Those who do not agree will go to trial for fraud, violations of the HIPAA law, and probably a range of other charges that boil down to "five counts of making more work for a small town Sheriff" and "two counts of annoying a small town Judge." Again, the Keeper can handle trial and a lengthy term in County as best fits his game, or provide a clever Deus Ex Machina equipped with a fancy (and Sanity sucking) Mythos Spell.

Any equipment that was used the previous night again turns up nothing. However, any equipment that was seen in the building by police will have been confiscated, it will take 1d4+1 days to get it back, and, if the day rolled turns out to be a weekend or holiday, the PCs must wait until the next business day.

Lunch is Reuben sandwiches with cole slaw and green beans, served with homemade Italian Wedding soup. Dessert is raspberry

cake with raspberries, served with raspberry sorbet. After dinner, even the most miserable residents are sitting together, chatting pleasantly among themselves. Staff seem happier, and the break room is awash with laughter.

On Day 14, all recordings and images made by the team...are gone. Those stored in the character's motel rooms and vehicles have vanished, those at Bonnie's house are gone. No photographs, video, or even DVDs remain. Scanned images have been deleted from computers and the sectors overwritten; it appears to have happened at about 3AM. A call to any labs that handled photos or video will result in a "The number you have dialed is no longer in service" message; physically going to the lab will result in the discovery that it burned over night; if multiple labs were used, they all burned last night.

Bonnie hasn't slept (whether she was arrested or not) and is clearly distressed (a Psychology or Psychoanalysis roll at -25% shows that she is faking the distress and hiding something), but tries to remain polite...this takes visible (and phony) effort on her part. If any Investigator was arrested, Bonnie was, as well, and knows that she will remain employed only long enough to train her replacement. If no one was arrested, she is distraught over the missing images; without them, she can't prove the presence of the ghosts! She does, however, remember the terms of her agreement with the characters: they get paid if she has satisfactory proof at the end of the Investigation!

After Bonnie meets with the Investigators, Samantha Rice arrives for an appointment with her. Behind closed doors, the two speak coolly; if spied on, Samantha is begging to be allowed to keep her job, while Bonnie states unequivocally, "I am tired of covering for you." No indication is given as to what Bonnie is covering. Samantha leaves without an answer as to her future employment – but Bonnie did not fire her.

## DAY 15

Day 15 begins with a with a torrential rain-storm (or a blizzard, if it is between early November and late March). Driving is unsafe, and anyone taking advantage of the motel's complimentary breakfast will hear Ted's Weather Radio provide a recorded announcement to that effect. "Authorities for Marinette and surrounding counties have issued a weather advisory. Unsafe snow (rain) conditions are complicated by limited visibility. Travel is restricted due to dangerous conditions."

Anyone venturing out risks an accident. The Keeper should require a couple of rolls without stating what they are for, and simply nod sagely at each result. Emphasize the lack of visibility as snow or rain pounds the windshield and obscures nearby objects. The vehicle fishtails frequently, and finally, well short of the destination, goes off road and strikes a tree.

If there are passengers in the car, describe to them the driver, slumped over the steering wheel, with blood oozing from his forehead, and blood dripping from the shattered section of the windshield where his forehead struck it. If necessary, describe his seat belt as having come loose from its mounting; it tore free of the car's frame. If the vehicle has an airbag, it deploys a moment after the impact, and then only inflates halfway.

As for the driver, describe a featureless gray plain, with three companions. The driver sees figures matching the last photographs of ghosts in the nursing home – the tattered male figure of Mr. Magnusson, the more intact Arlene Gray, and the third figure, the thing that has assaulted Mr. Magnusson for the cameras. As the third thing approaches the Investigator, he sees clearly that it is wearing a dark robe and wide-brimmed black hat. Then this image begins to fade away to etherealness, and the character awakes in the car with a terrible headache and Mr. Magnusson's

voice ringing in his ears: "Find the meteorite! For God's sake, find the meteorite!"

The Driver may roll for a SAN loss of 1/1d6, unless he is in the habit of having near death experiences. Medical exams reveal that he will be fine after a cup of coffee and a couple of over the counter painkillers; Bonnie can perform the exam if the driver refuses to go to the hospital.

The players may select one of several ways of finding the meteorite, should they choose to pursue this course. Naturally, they may attribute the experience to the head blow that occasioned it, and a roll of Psychiatry or Psychoanalysis will recommend this. However, the following efforts may be rewarded with success:

The Peshtigo fire is pretty well documented. By sifting through documents in the Crivitz library for 4 hours, and succeeding on a Library Use roll, a character can piece together that several small fires started in the Peshtigo region, and an incoming cold front fanned them into one larger fire. A second four hours and a second Library Use roll will discover that one fire started precisely where room 205 now lies. Another fire started in the precise location where Mr. Van Der Waal's childhood home stands.

A character with Geology or Natural History may look at satellite photos (online maps are fine) and, with a roll at -35% per area, discover the areas where meteorites struck. It will take some math to locate the precise landing point of each individual stone, but it should be easy enough given a sheet of paper, a protractor, and a calculator. This will also discover meteorite strikes at the locations of room 205 and Mr. Van Der Waal's childhood home.

Searching for meteorites in the area, online or at the library, requires four hours and a Library Use roll. The character will discover that over 100 (known) meteorites are owned by people in the local area. Of those that were

found locally after the Peshtigo fire occurred, there is one in the private collection of Dr. Joe Wojciechow (he owns 10 total), one privately owned by Alfildr Knorrsvalg, one at the Crivitz library (on display), and one in the private collection of Bonnie Dabroski (who owns 9 meteorites). Miss Mills owns four meteorites, but none are from the local area... one is from Chicago. Samantha Rice owns one meteor, and it came from the near vicinity of Oak Grove Nursing and Rehab.

Building records indicate that Oak Grove has a basement; however, there is no indication in records or at the nursing home of how to get into the basement. Locating the original floor plans (Crivitz library) is unhelpful; they, and those stored with them, have been destroyed by moisture, and come out of their tubes moldy and useless.

## DAY 16

Investigators (and their players) may be surprised to find Samantha Rice at work today. She is allowed to resume work on the night shift, once again unsupervised. She quietly reports off at 6:15 AM, and leaves the building without ceremony.

The recording equipment has found nothing, but the residents have perked up and are happy. By 8 AM, many of the residents are sitting in wheelchairs in the lobby, batting a balloon around and laughing.

At some point today, Chad Chandler returns to the building and is seen conversing with various residents. He later approaches a Player Character who is in the building, and asks if any of Mrs. Chandler's belongings are in the basement. Both he and Leta (who has not returned to the building) are convinced that there is a basement, and, when a search fails to locate a basement door, he is mystified. If no Players come up with the idea, he will suggest using their audio gear to seek the basement by placing the microphones on the

floor and tapping. Should this plan be adopted, Investigators may proceed as desired. It takes an average of 10 minutes per room to set up the equipment, tap the floor, and interpret the results. This part can be omitted if the basement has been previously discovered.

Not surprisingly, the basement lies under rooms 201, 202, 203, 204, 205, and 206, as well as under part of the dining room. The basement extends past the building, under the lawn near rooms 204 & 205 and past the dining room.

An exhaustive search will fail to turn up any entrance to the basement.

While the group is mapping the basement, the radio will carry a story about the fire(s) at the photo lab (s) which was (were all) destroyed by arson. The police have determined that the job was done by a rank amateur, probably a teenager. This doesn't explain where the missing photos went.

Lunch today is a seafood and potato salad with potato soup and sweet potato fries, and apple cobbler for dessert. The residents eat ravenously, then offer rave reviews of the food.

## DAY 17

Lunch today is ham salad with cheese on wheat bread, served with two-bean soup and bean salad, with mandarin oranges for dessert. After lunch, some residents are heard on the telephone, raving about how good the lunch was to bored relatives.

## DAY 18

Lunch today is homemade chicken pot pies (with huge chunks of vegetables that did not come from anyone's lawn), brown rice, and peas, with a dessert of lemon meringue pie. It is positively divine.



## DAY 19

Regardless of the state of the characters' Investigation, Bonnie decides to act. IF the meteorite has been found and removed, of course, the decision is easy. If the Ghost Eater has been discovered, but remains in the facility, Bonnie reasons that it has confined its activities to the 200 and 300 halls, and decides to kill Samantha in the 100 hall. It doesn't matter if residents witness the murder and spell; Bonnie expects to be beyond the reach of the authorities before they can arrive. If the Investigation has failed to find any evidence of ghosts or ghost eaters (likely due to incompetence on the part of the ghost hunters), Bonnie considers the matter closed and is in for a nasty second surprise when the Fire Vampire finishes with her; she emails a press release about the investigation and how nothing was found, reasoning that the email won't be acted on until after she is beyond the reach of the authorities.

Her next action, before lunchtime, is to dismiss the Investigators. IF they have caught even one photo or recording after Day 13 (requiring discovery of the basement, or fraud, or use of a non-Mythos spell, or re-instatement of Mel as cook), she pays them in full. Otherwise, she pays them 2/3 of the maximum agreed on. In any case, she reiterates that they should go home, she is no longer paying for the motel, and any rental cars need to be back by the day after tomorrow. Psychology or Psychoanalysis should indicate that, once more, she is not telling everything.

If the Investigators return home after being dismissed, the adventure is over. However, they may elect to continue snooping around. The Keeper should not suggest a course of action, but Ted wants \$75 a night, per room, maximum two people per room, once Bonnie stops paying for the rooms; the rental cars cost \$45 a day, each.

It is possible that the Investigators will be in the right place at the right time. The Keeper might arrange a visit from Mr. Magnusson (his social calendar is largely empty these days), or might let the Investigators read about the deaths of Samantha and Bonnie in the morning paper.

If the Investigators are in the right place (in or near Oak Grove), Bonnie arrives at 2:30 AM. Any Investigators found (by Bonnie) inside the home or on the grounds are ordered to leave; Bonnie will call the Sheriff if needed. At about 2:45, she gives a wad of cash to Lakiesha, and sends Lakiesha and Maggie (another nursing assistant) to a fast food restaurant that is over 20 minutes away – they will be gone about 50 minutes (returning about 3:35). This leaves Bonnie, Samantha, and a small, elderly nursing assistant named Katrina in the home. About 2:55, Katrina begins checking residents on the 300 hall, and Bonnie beckons Samantha to come with her, either to room 205, or, if the ghost eater is known but has not been removed, to room 112 (chosen because no photographic evidence of the ghost eater has been seen found here, and the room is unoccupied). In the room, Bonnie slugs Samantha, knocking her down. If no intervention (by a Player Character) is forthcoming, Bonnie casts her version of Summon Fire Vampire (*Call of Cthulhu* 6th Ed Core Rulebook, pg 244), starting by lighting a fire in the room's trash can, then stabbing Samantha repeatedly while chanting arcane syllables. Those outside can watch the approach of the Fire Vampire (*Call of Cthulhu* 6th Ed Core Rulebook, pg 157), which will enter the room through the window and burn Bonnie to death. The building then catches fire (due to the Fire Vampire touching stuff, and the wastepaper basket burning out of control), and Katrina begins, with great difficulty, moving residents away from the fire. The fire department is summoned by the building's fire alarm.



## DAY 20

If Bonnie started a fire (there was no intervention), the wing that she did this in is closed, and residents are moved to other rooms, even if they have to be assigned three to a room. The fire department confined the fire to just a few rooms. However, if the basement was entered from the lawn, one firefighter fell through the excavation, and is hospitalized.

If there was no intervention, Samantha and Bonnie are found dead, Samantha stabbed and sporting a skull fracture, and both burned. Speculation runs rampant about what happened; the newspaper thinks the two women were heroically fighting off a criminal, perhaps a serial killer or a drug addict. Lakiesha and Maggie are fired for being away from the facility.

If the Investigators intervene before the head blow, Bonnie and Samantha tell a unified story to the police, that the Investigators entered the building looking for drugs. Bonnie kills Samantha and completes her spell the following night. If Samantha is hit and then the Investigators intervene, Samantha will tell the police the truth about Bonnie attacking her, and about Bonnie covering her thefts and murders; Samantha dies from a subdural hematoma before dawn.

If Bonnie casts her spell, and the Investigators return with the proper gear, they are able to detect the ghosts of both Bonnie and Samantha, wreathed in flame and in agony. If the meteorite wasn't moved, the Ghost Eater can also be photographed, occasionally eating barbecue at 3AM.

If Chad is alerted to Samantha's return to work by the Investigators, he will have Samantha arrested again; this time, she will remain incarcerated. In this case, Bonnie will pick a different nurse to work Samantha's shift, and proceed with her ritual. If she is unable to select a nurse who has dishonored the profession, she will arrange something, perhaps an

inappropriate statement, or give the intended victim a sip from Leta's bottle of wine before the murder, but while the nurse is on duty.

No matter what happens on the 19th day, on the 20th, the building swarms with 10 Sheriff's deputies and four State Investigators. All volunteer activities, contracts, and ghost hunting investigations are suspended, and the aftermath of this can last months or years. If Bonnie was successful, the FBI is also present.

## KEEPER'S SECTION

The following section is for the Keeper's eyes only. If your Keeper is going to run this adventure, reading this section will significantly reduce your enjoyment of the adventure... and could draw the wrath of Cthulhu himself upon you.

## WHAT IS GOING ON?

The Peshtigo Fire, the Chicago Fire, and the other fires on that fateful day were not started by cows, hot weather, or even smoking guns. They were caused by meteorites. Worse, some of the meteorites carried Mythos entities with them. The Ghost Eater was one such entity; one of the meteorites was its egg. It lay dormant for some years, becoming active after the construction of a nursing home on top of its resting place provided it with a relatively steady food supply. The creature subsists largely on a diet of the energies of elderly adults who are suffering debilitating diseases, fear of impending death, and, lately, poor morale due to lousy food. When a resident dies, it prevents the escape of the soul, and feasts upon the unfortunate souls. However, as medicine has improved, and state regulations have tightened, the rate of deaths and degree of suffering at the nursing home have both slackened; as a result, the creature spends most of its time hungry, and has been



driven mad by hunger. Mel's tenure has largely alleviated the worst of its issues, and it has taken to telling its victims everything...such as, it cannot travel more 100 feet from its egg (this statement is partially untrue, as it can go slightly over 125 feet from the meteorite, enabling it to reach room 305, but not 312 or 306), and moving the egg to a suitable location (a distance away...like in the lake) would prevent its depredations. This is what Mr. Magnusson hopes to communicate; he hopes that the living can move the meteorite away so that he can escape being further consumed by the alien.

Another of the meteorites carried a much different entity. Mr. Van Der Waal's childhood home was built over the site of this stone, and the stone was found and kept by Mr. Van Der Waal when he was a preschooler. This entity whispered knowledge to him, encouraged him to better himself, and led to his many accomplishments. It fed its own hunger for knowledge and entertainment by living (not quite vicariously) through Van Der Waal.

## MELODRAMATIS PERSONAE

### Bonnie Dabroski

STR 10    SIZ 12  
 CON 16    INT 16  
 POW 15    EDU 20  
 DEX 14    SAN 20  
 APP 11

idea 80

luck 75

know 99

Accounting 50%, Anthropology 16%, Bargain 55%, Biology 48%, Chemistry 44%, Climb 40%, Credit Rating 40%, Cthulhu Mythos 20%, Drive 20%, Dodge 32%, English 100%, First Aid 46%, Geology 22%, History 35%, Jump 25%, Library Use 85%, Listen 25%, Medicine 79%, Occult 40%, Pharmacy 41%, Psychology 25%, Spot Hidden 25%, Swim 25%, Throw 25%

Bonnie Dabrowski plays the part of the quintessential

“Southern Belle”. She is cultured, well mannered, and unfailingly polite. When pleased, she smiles readily and grows almost bubbly; when angered, she smiles thinly and remains polite. She seems likeable and respectable at all times.

Bonnie also has a few secrets. First off, she is systematically removing all male nursing employees from Oak Grove. Male nurses and CNAs are being fired on the flimsiest of pretexts. This is related to her other secrets.

Second, Bonnie knows a couple of Mythos Spells. The Keeper may determine 4 or 5 spells for her, which she has used and have given her confidence in her magical powers; she absolutely does not wish to display these abilities in front of nurses, cops, or Investigators!

The important spell, though, is one that she is able to cast, although her understanding of it is tragically (and dangerously) flawed (see *Call of Cthulhu*, Core Rulebook, 6th Edition, pg 89). Bonnie thinks that casting this spell will grant her a comfortable and eternal existence as a being similar to a ghost. Bonnie believes that this will enable her to watch the scientific advances of humanity for all time, observe the collision of the Milky Way and Andromeda galaxies in the distant future, and so on. However, she has seriously misunderstood what she has; the spell is actually “Summon Fire Vampire” (*Call of Cthulhu* 6th Ed Core Rulebook, pg 244). Bonnie does not know how to bind a Fire Vampire, and is in for an unpleasant surprise the first time she uses her spell! Nevertheless, casting the spell will usher in the beginning of her afterlife.

Bonnie's version of Summon Fire Vampire requires the sacrifice of a woman who works in and has dishonored a respectable profession. She reasoned that nursing certainly fits as a respectable profession, and has worked to become a nursing home adminis-

trator in order to have greater access to nurses. She is removing male employees because she fears a “third party intervention” in her plans; it would be uncomfortable to be half way through her spell and have some would be Prince Charming burst in and physically overpower her. She isn’t afraid of other women, and expects that they will back off from the sight of her brandishing her sacrificial dagger.

The Ghost Eater has slowed down her plans; she expects to become a ghost, and isn’t at all pleased with the idea of being a fly to the alien spider. She insists that the Investigators stay and gather information on the Ghost Eater in the hopes that they will find some way to destroy it...and she is putting off her “transformation” until she can be assured of being safe from the entity. This bothers her, though, because it conflicts with her goal of attaining her transformation prior to the upcoming state inspection of the home... state inspections are dreaded at every level in health care, and Bonnie has her own private little joke about how she would rather die and become a ghost than go through another survey!

Bonnie removed the photographs and recordings and is storing them in a Safety Deposit Box, she is using the terms of her agreement with the Investigators to keep them around to find away to get rid of the Ghost Eater. She has made it look like they items were stolen. Fearing that copies existed, she paid well to have the photolab(s) ransacked and burned. The police could check her accounts and find 2 separate checks payable to cash, both for \$10,000, one before the fires and one the day after. The Ghost Eater was the whole reason that she initiated the Investigation...she needed to know if it was safe to go through with her transformation!

When the meteorite is discovered and Mr. Magnusson gives his message, Bonnie realizes that her plans need not be thwarted by

the alien after all. She immediately decides to store the rock miles from the home, but then realizes that she only has a temporary fix..surely the storage company won’t sign a contract for a billion years! She will consider various options, and the Keeper may pick her solution. She might send the stone to be dumped in Lake Michigan...or into the Marianas Trench! She might try to have it put into the foundation of a house, or might just bury it somewhere. She might even try to have it destroyed. She has considerable wealth that she considers “disposable”, and will pay handsomely to remove the danger posed by the alien (and that fashion faux pas that it wears on its head... UGH!).



Finally, Bonnie has settled on Samantha Rice as her sacrifice. Bonnie knows that Samantha has murdered patients (people!) entrusted to her care – this alone being the greatest dishonor a nurse can bring to the profession! Samantha works nights, when there will be the fewest people in the House, furthermore, Samantha is small, weak, and, Bonnie reasons, easily overpowered. Bonnie plans to come to the home in the middle of the night, send two of the three night Aides to a local all night fast food restaurant, and summon Samantha to room 205 when the remaining Aide is otherwise engaged on another hall. To this end, she is covering for Samantha’s many (\*ahem\*) mistakes, because, if she fires Samantha, she will have to rework her strategy.

Bonnie is hesitant to move Mr. Jenkins from room 205. She may be convinced by clever or well thought out arguments by the Investigators, particularly if they point out the possible danger to the man. She becomes more willing to make the move as the days progress and she becomes more embattled on all sides. However, she is unconcerned with



Mr. Jenkins and his safety, and is worried that removing the old fool from the room may deprive the ghosts, or the Ghost Eater, of something vital...like nourishment...making it harder to observe them and prepare to eliminate the Ghost Eater. An appropriate mind reading spell will detect her multiple conflicts of interests. She finally moves him when it becomes obvious that they will need to work in his room...or under it.

### Samantha Rice

Str 8 Con 14  
Pow 12 Dex 10  
App 9 Siz 8  
Int 8 Edu 14  
SAN 30

Idea 65

Luck 60

Know 70

DMG -1d4

Hit Points 11

Magic Points 12

Accounting 10%, Bargain 25%, Biology 21%, Climb 40%, Conceal 15%, Credit Rating 40%, Dodge 20%, Drive 28%, English 70%, Fast Talk 27%, First Aid 62%, History 24%, Jump 25%, Law 26%, Library Use 25%, Listen 35%, Medicine 60%, Operate Heavy Machinery 13% Persuade 55%, Pharmacy 31%, Psychology 15%, Spot Hidden 25%, Swim 35%.

Samantha Rice went into nursing full of idealism. She planned to make the world better. The realities of nursing wore her down quickly.

Lately, Samantha has had way too much. She is sick of rude, demanding, hateful, selfish residents. She is tired of being required to kiss butt to people who can't wipe their own butts. She has had enough.

Insulin comes in several varieties, with varying – and predictable- onset times. Samantha has killed more than a dozen people, including Mr. Magnusson and Mrs. Grey, by giving them enormous doses of a fast acting insulin. Ordinarily, she times it so that the drug takes effect after her shift ends, which

has kept her above suspicion. In Mrs. Chandler's case, she was so fed up with the woman she could not wait; Samantha panicked and called 911 when the insulin took effect before her shift ended. It was a simple matter for first the Paramedics, then the ER staff, to realize what had occurred, and she has been reported.

Samantha has committed other crimes. She stole items belonging to a previous victim (Mrs. Southwick) after her unexpected death, these include a ring and a new bedspread. Samantha also sometimes steals brand new shoes given to residents by their families; she exchanges them at local shoe stores for shoes in her size. Bonnie is aware of these crimes, and tolerates them because Samantha is perfect for her agenda. She is, however, growing tired of covering Samantha's activities. A search of Samantha's home would turn up rings, necklaces, and other items belonging to half a dozen deceased residents.

Samantha has also had run ins with Mark, who Bonnie fired some time ago. If asked about him, she will look about nervously, as though expecting him to appear when mentioned; she will confide that "he never liked me" to the Investigator. Samantha might be coaxed into revealing her suspicion that "Mark knows peoples mistakes... the things they did...before."

### Harvey Jenkins

Str 7 Con 8  
Pow 5 Dex 4  
App 10 Siz 10  
Int 12 Edu 17  
SAN 24

Idea 85

Luck 25

Know 35

DMG 0

Hit Points 10

Magic Points 25



Due to his condition of advanced Alzheimer's disease, skill levels are meaningless for Mr. Jenkins. Harvey is unable to effectively communicate, nor can he recall how to perform most tasks. He is shaky and unsteady when he walks, and states his needs with a combination of pointing, grunting, and smiling. At night, in room 205, he will cross the room on unsteady feet, and with a (for him) Herculean effort push his dresser in front of the bathroom door. As mentioned elsewhere, he once stole wooden planks from a contractor at the home and nailed them over his bathroom door. He is clearly afraid of something in the bathroom at night. If he needs to go to the bathroom during the day, he will enter an unoccupied room and use the bathroom there; he has also been known to, um, "water" the nursing home's houseplants.

If he is moved from room 205, his color and appetite improve, and he stops barricading the bathroom door.

### Lakiesha Mills

Str 17 Con 14  
Pow 12 Dex 10  
App 8 Siz 15  
Int 9 Edu 7  
SAN 55

Idea 45

Luck 60

Know 35

DMG 1d4

Hit Points 14

Magic Points 12

Bargain 25%, Biology 11%, Credit Rating 40%, Cthulhu Mythos 5%, Dodge 20%, Drive 28%, English 35%, Fast Talk 27%, First Aid 62%, History 25%, Law 26%, Listen 65%, Medicine 20%, Natural History 20%, Operate Heavy Machine 13%, Photography 20%, Swim 35%, Track 20%.

Lakiesha is poorly educated, unattractive, and broke. She is, however, a hard worker and careful observer. She has worked in Oak Grove for 35 of her 60 years. She knows something about most of what is going on,

and, if well treated, is a source of considerable information to the Investigators. She is well aware that her longevity in this job is due to her discretion, and while she knows that, for example, Samantha Rice is stealing rings, shoes, and other items from residents, she is hesitant to report this, fearing a backlash that will send her to the unemployment line. Assured of confidentiality and protection, she will speak readily and insightfully. She knows that Mr. Van Der Waal once "did someding" to a Ghost Eater, and when, but was not privy to the details. She knows that Mark demonstrated the presence of a ghost (no idea how) and that something bit Mr. Knorrsvalg (and that the maintenance man was manifestly NOT drunk that day), but keeps her secrets to herself to avoid being fired for no apparent reason...which has been happening with increasing frequency lately.

The other staff hold Lakiesha in high regard, and the residents really like and trust her, as well.

### Mark McEoghain

Str 17 Con 14  
Pow 12 Dex 10  
App 13 Siz 15  
Int 13 Edu 15  
SAN 70

Idea 80

Luck 65

Know 50

DMG 1d4

Hit Points 14

Magic Points 12

Bargain 35%, Biology 61%, Credit Rating 50%, Cthulhu Mythos 25%, Dodge 20%, Drive 30%, English 70%, Fast Talk 29%, First Aid 92%, History 45%, Law 33%, Listen 71%, Medicine 40%, Natural History 30%, Operate Heavy Machine 18%, Photography 25%, Swim 45%, Track 40%.

Mark is a nurse, and by all accounts, a compassionate and highly skilled one. Mark is well regarded by all of the other staff (except the burned out, murderous thief). He

was terminated by Bonnie for reasons that no will even guess at.

All of night staff will talk about Mark's uncanny knowledge, and how he would lead them to see the ghosts, which appeared in front of him as shimmers in the air.

Investigators who seek out Mark are in for a tough time of it. Neither his old phone number nor his cell phone are in service, and his apartment is now vacant. Lakiesha knows how to reach him, but refuses to tell. Anyone on staff can tell that Mark did not like Samantha Rice, and she remembers wilting under his gaze plenty of times. If the Investigators persist, several of the women on staff can give Mark's email or current phone number. Mark has moved to Sun Prairie, about 200 miles south, and won't discuss the facility by phone or internet. If one or more characters make the journey to Sun Prairie and back (9 hour round trip, plus the time spent with Mark), they find him guarded but helpful. He refuses to badmouth anyone, but does point out that Bonnie "will be out of her job soon" and that Samantha "has lost her way."

Mark actually knows quite a bit. He possesses the tome "On Ghosts and Related Immatters," which can be understood in 9 months for a Cthulhu Mythos gain of 10% and a loss of an additional 1d6 SAN. Mark has studied the tome extensively, and, as a consequence, knows the following spells: Augur (*Call of Cthulhu* 6th Ed Core Rulebook, pg 218), Baneful Dust of Hermes Tremegitus (*Call of Cthulhu* 6th Ed Core Rulebook, pg 219), Banishment of Yde Etad (*Call of Cthulhu* 6th Ed Core Rulebook, pg 219), and Bind Soul (*Call of Cthulhu* 6th Ed Core Rulebook, pg 220). Mark is able to give reliable information on ghosts and similar beings on a Know roll, but is unlikely to do so – he considers his knowledge to be his own; and he is unwilling to be subjected to ridicule or to be publicly outed for his knowledge. A careful and intelligent Investigator might be able to con-

vince Mark to reveal some of what he knows. He will never, ever, reveal the existence of his book.

Additionally, Mark knows several non-Mythos spells which permit him to see the past crimes of an individual (no SAN cost), cause images of nearby ghosts to appear (SAN 1/1d4), and to make himself seem more likeable to the opposite gender (no SAN cost). His prediction about Bonnie's longevity is based on experience; nursing home administrators often don't last long.

Mark will tell Investigators that Bonnie has an agenda, but he doesn't know what it is. He finds it strange that thieves continue in their employment, while good employees are being fired on the flimsiest excuses, he points out that Bonnie doesn't fire female employees under any circumstances.

If the Investigators bring a letter of introduction from Lakeisha, or if Lakiesha calls Mark and tells him that he can trust the Investigators, Mark will volunteer the following:

An alien creature inhabits the basement below the 200 wing. It traps departing souls and feeds on them; it takes around 6 months for it to consume one person. Mark had been searching for a way to destroy the thing or drive it off, but his search had been fruitless. Mark does not know how to get into the basement, nor does he know its precise dimensions. He might suggest busting through the floor in room 205.

Mark knows Lakiesha's story about Van Der Waal and the Ghost Eater, and, due to his trust of Lakiesha, he believes the story. He has been unable to get a hold of Van Der Waal's book, and has not come across any other references to a Ghost Eater or similar being.

Mark never met Louis Van Der Waal. The two had spoken twice, but, both times, events kept them apart; the Louis died before a third appointment could be arranged.

## A HOUSE FULL OF GHOSTS

A House Full of Ghosts is the second adventure in the Ghosts in the House campaign. It is set about one month after the conclusion of The Man in the Hat, and begins when John Slish, the new Administrator of Oak Grove, contacts the group and requests a meeting. There is no need for a patron to help arrange the meeting, as Dr. Slish has all of Bonnie's files and documents, including the list of addresses, cell phone numbers, etc, that Bonnie made on Day One of The Man in the Hat. The date that John contacts the group should be about 28 days after Day 20 from the previous adventure.

John asks the group members to meet him at a restaurant located conveniently near them on the upcoming Friday. He offers to buy lunch and pay each Investigator \$100 to hear him out. Unlike Bonnie, he is not impressed by celebrity status and will not pay extra for it; however, those with advanced academic credentials can command fees up to \$250. Dr. Slish holds PhDs in Nursing and Psychology, and admires those with advanced degrees. He will also increase the fee he will pay for those who've published extensively or have made significant scientific discoveries.

The meeting is very different from the initial meeting with Bonnie; John is a rough man, pleasant, but not overly concerned with niceties. He laughs easily and often, and seems comfortable with the group. He meets them wearing a polo shirt and jeans with a hole in the knee. He drinks prodigious quantities of coffee at the restaurant, making it clear to the waitress that decaf is unacceptable.

At any time during the meeting, an Investigator should notice a man sitting alone at a nearby table, ignoring his coffee and newspaper as he listens in to the conversation. He is 40ish, wearing an ill fitting suit, and has a tattoo of a tear drop on his left wrist. When

noticed, he leaves, and is not seen again until the fourth adventure.

John will give the group updates on the situation at Oak Grove. Bonnie and Samantha are both either dead, or in prison, depending on the results of Day 19/Day 20 of "The Man in the Hat;" in either case, both are out of the picture. Any damage to the building, such as that caused by finding the basement or that caused by an unbound Fire Vampire, has been repaired and inspected; the residents are back in their rooms (see "Resident and Room Descriptions" in The Man in the Hat, except that Mr. Jenkins is now in room 115). If the Investigators did not find the basement, it has been discovered and stairs were built outside the building to get to it; the basement has been emptied.

John will eventually get down to business. He has been told about the haunting and the PC's ghost investigation by staff, and has personally seen ghostly figures reflected in a number of mirrors. He wants the group to 1). Catalogue the ghostly presences by personal appearance, times when they can be observed, and EMF/temperature readings in their presence, and 2). Find a means of removing them from the nursing home. If any character's balk, he will say, "I am not Bonnie." He offers 2 flat fees: \$50,000 for the catalogue, and \$50,000 to terminate the haunting. Food, housing, and vehicles are the Investigators' problems, not his; however, Martha is still the cook, and meals at the home (lunch and dinner are available, breakfast is not) cost \$2.50 per person. John makes the same caveat about HIPAA that Bonnie did, and states that recording equipment will remain in the basement or in rooms 102, 111, 112, 201, 203, 204, 205, 206, 208, 209, 217, 218, 304, 306, 308, 309, and 313. The therapy room may be filmed at night, as may the hydrotherapy room. No operational recording equipment may be placed anywhere else, nor may the hallways be recorded. Recording equipment being moved



to or from these rooms will be powered off until reaching its destination. After giving this instruction, John hands over to the head Investigator a sheaf of papers, which include written permission from the owners (Mr. and Mrs. Vikkson), and from the State Department of Health, to conduct the Investigation. The State has ordered the restriction to the rooms indicated, and denied permission to record resident interviews.

After that, John asks when the Investigation can begin. He is in quite the hurry, and is VERY happy with answers like “tomorrow” or “Sunday.” His displeasure grows with the length of time before the start of the Investigation.

Finally, John pays for lunch and heads back to the home.

## KEEPER’S OVERVIEW

This adventure is designed to tie up all of the loose ends in *The Man in the Hat*. Regardless of how the previous adventure ended, this one ends only when all supernatural entities are gone for good, or when the characters grow frustrated with the limitations of the spells available to them. Like the previous adventure, it is about collecting and interpreting data, and choosing intelligent courses of action; it is not about being consumed in events (or by entities) that are vastly bigger than the characters.

## ARRIVAL, TAKE 2

When the Investigators arrive in town, little has changed except that there are now advertisements for the nursing home. “Oak Grove, now under new management” and “Oak Grove, going forward!” signs are everywhere, on billboards and in the windows of businesses, most slogans accompanied by images of smiling grey-haired grandmothers. Many of the signs have been vandalized.

When the Adventurers arrive at Oak Grove, they find it familiar and unchanged, with the few exceptions noted above. John has scheduled painters for the spring, and landscapers for the summer.

Once the Adventurers return to the nursing home, the adventure may begin in one of two ways, depending on how *The Man in the Hat* ended. In either case, it ends with situation “B”.

If the Ghost Eater’s Egg (the meteorite) was not pried from the basement wall and removed to a place at least 150 feet from the nursing home, the Man in the Hat (the Ghost Eater) continues to haunt the home. The images caught on camera are of him. Arlene Grey continues to appear, ragged and full of holes, but Mr. Magnusson no longer appears. In the event that Bonnie and Samantha died in the nursing home, their images are caught in room 205 (regardless of where they actually died), wreathed in fire and full of holes. The Man in the Hat continues to harass Eric (301) and Mr. Potter (310).

If the Ghost Eater’s Egg was removed, then the Man in the Hat no longer appears in the home. Instead, different rooms now have clusters of different ghosts, all ragged and holey. Specifically, cameras in room 302 will catch images of ghosts entering rooms 301 and 303 (via the walls) around 3AM and returning to 302 about 4 AM with their holes partially filled in; nursing assistants will report that, during the same hour (3AM to 4 AM), Eric (301), Dana (303), and Gayle (303) all cry out and whimper; Eric waves his harms and kicks as though fighting off an attacker. Likewise, cameras in 309 will observe ghosts entering 310 at 3AM; Mr. Potter struggles and whimpers until 4AM, and then the ghosts return to room 309. There are a total of 12 ghosts in room 302 and 13 in room 309, Mr. Magnusson and Mrs. Grey are among the total; so are Bonnie and Samantha, if they died in the



home (both are clearly in agony in the photos, as they burn with ethereal flames).

If “A” is the case, Arlene will point in the direction of the basement. She no longer possesses the ability to manifest as did Mr. Magnusson, but remains hopeful that the Investigators can “save” her. If (and when) “B” is the case, Mr. Magnusson is among the ghosts invading Mr. Potter’s room each night.

In either case, a Luck roll can be made each day to catch a glimpse of a ghost in a mirror in some other room, or to catch some other information (electronic voice phenomena, or a photo of a ghost in another room).

If “A” is the case, the Investigators may hit on the idea of removing the stone to another location. This works, leaving only the named ghosts that night (Bonnie, Samantha, Mr. Magnusson, Mrs. Grey). John Sligh is not satisfied, he wants them all gone. Unfortunately, the night following the removal of the Ghost Eater, “B” becomes the case; with the alien no longer consuming the scraps of Power left, his long ago meals have recovered some Power and reformed; now they need to consume enough Power to “heal” themselves!

Clearly, the easiest means of dealing with the ghostly infestation is to use the Summon/Bind Ghost (or Ghost Eater) spell (see *Call of Cthulhu* Core rulebook, 6th Ed, page 245) as needed from Mr. Van Der Waal’s book *Discourses on Physical Matters Present and Future*; arranging to read it (if the characters did not learn the spell(s) before) is largely a repeat of gaining the privilege in the previous adventure, except that John Sligh does not take up to a week to discuss the idea in committee; when the Investigators express the need, he fronts the money and assurances immediately. Nevertheless, Varina must still be bought lunch, at the same restaurant, in order to secure an appointment to view the book.

Binding the Ghost Eater can enable the Adventurers to command it to show its weakness (the meteorite in the wall of the base-

ment). Set someplace away from a relatively routine flow of meals, the alien will eventually (3 to 5 years) perish.

Eliminating the Ghosts is more problematic. Multiple Binding spells will drain the Sanity of even a relatively “with it” party; it is best if they engage in SAN restoring activities daily while working through 25ghosts. This can repeat itself, as Bindings cannot be made permanent; one possibility is to command the ghosts to fall upon and destroy one another; another is to confine them to the vicinity of the Man in the Hat. Adventurers may set impossible tasks or unimaginably long durations on their bindings (“do not return to this place for one trillion years,” “do not return here until you have three times enumerated every star in space”).

Certainly, the Adventurers, motivated by the potential loss of their payment, will come up with other workable solutions.

The Keeper may rule that the adventure is self limiting; each ghost needs 6d10+40 POW before it can go on to the afterlife and gains 1d6 POW per night of tormenting from the comatose victims (the spirits eat the emotional energy, not the victim’s POW). In this case, sending ghosts away briefly simply lengthens the time required to heal and move on! Or the Keeper can require the Adventurers to come up with a permanent solution, perhaps Mark MacEoghain has learned an appropriate non-Mythos spell that he will cast at the Investigator’s expense (\$1000 per ghost), or will teach to them (\$500 per student).

## WRAPPING IT UP

As stated before, the adventure ends when the ghosts and the alien are gone for good, or when the Investigators grow disgusted and quit.



## THE HOLE IN THE ATTIC

The Hole in the Attic is the 3rd adventure in the “Ghosts in the House” campaign. It is assumed that this will occur in the spring following the previous two adventures; the Keeper can advance the timeline to late March, or run unrelated adventures in the interim.

The Keeper should review the description of the therapy room (area 14 from *The Man in the Hat*) and the attic at Oak Grove (area 16 from *The Man in the Hat*), and should also go over the sections regarding Alfhildr Knorrsvalg. This adventure is related to the “goblin” attack on the unfortunate Mr. Knorrsvalg.

This adventure begins when John Slish again contacts the characters, around the 21st of March. He asks them to meet the following Friday, at the same restaurant, and with the same payment for hearing him out as they received last time.

As before, Dr. Slish is dressed like a blue collar type, and he laughs readily. He announces that State Investigators have come through, and the home received satisfactory marks – not great, but far better than any of the surveys in recent years! Those with a high Psychoanalysis or Psychology skill can detect that there is an edge to his laughter, a tightness to his demeanor. If asked, he brushes it off as the stress of trying to turn Oak Grove into a respectable nursing home. If pressed, he will mention that the home’s reputation continues to frighten off clientele; he has had some short term admissions (people recovering from surgery), but no long term residents. In order to get the owners off his back about income, John wrote the nursing home a personal check for an entire year’s operating expenses!

At any time during the meeting, an Investigator should notice a woman sitting alone at a nearby table, ignoring her soup and salad as she listens in to the conversation. She

is 40ish, wearing a tailored pantsuit, and has a tattoo of a tear drop on her left wrist. When noticed, she leaves, and is not seen again until the fourth adventure.

When dessert comes, John is ready to get down to business. There have been no ghostly appearances, no residents struggling against unseen diners, no images in mirrors, and no residents barricading bathroom doors. No... the problem seems to be more mundane.

In short, his maintenance crew was attempting to replace the light fixture that Alfhildr Knorrsvalg left half done at the time of his termination (almost five years ago) – when something came out of the ceiling and bit two of them! John himself went into the attic...and found the braces boarded up, and nowhere for an animal to come from or go to. John would like the team to investigate the attic...using whatever technology they like, since there will be no residents in the attic. John will indicate that the plywood sheets can go, but he’d prefer that the braces remain; he likes having a roof on his building, and does not want to write another large check. He also indicates that anyone getting injured in the attic, or going up or coming down a ladder, will not receive medical attention from Oak Grove...they will, however, be laughed at. Bites are another matter; anyone bitten will be treated at the home by on duty nurses. He offers \$25,000 to the group to determine what is biting maintenance men, how it gets in, and why it is in the attic.

Assuming that the characters accept the offer, they find the region in its usual state. If they give the home any notice that they are coming, they are welcomed with balloons, a banner, and an exquisite cake baked and decorated by Martha. The cake lists the names of those who Investigators who participated in both of the previous two investigations. The residents are welcoming and pleasant (except for Sara Libinowitz, who won’t come out of

her room, and Nick Giorgio, who wants a cup of coffee).

Eventually, it is time to get down to business. The group may have previously discovered the void below the therapy room (The Man in the Hat, area 15); it may be somewhat evident that there is a connection between the sinkholes, the “clean” areas in the wall, the access to the attic, and the cooing noises heard on Day 3 of The Man in the Hat.

Investigating the attic requires entering through the space above a light fixture (in other words, a character of size 9 or smaller). Once in the attic, it is easily discovered that the whole attic is boarded up; plywood sheets are nailed to every brace and rafter, sectioning the attic to spaces of about 3 feet by 4 feet. The plywood is discolored with age and other...stuff. Any character experienced in construction can estimate that the sheets are about 60 years old (in 2010). Dr. Slush will authorize the removal of the sheets by any reasonable means.

When the characters enter the space above the wall between the therapy department and the maintenance room (room 313), they find, of course, that there are openings into the wall from the attic. This space has recently disturbed dust, and a few small clumps of coarse fur. Fur and similarly disturbed dust are found in the space above the light fixture in 313, and in any intervening spaces. It becomes quickly evident, also, that the plywood connecting these spaces is loose, and can be pulled down and replaced with just fingers and a little patience (the nails fit back into their holes pretty snugly). Neither fur nor disturbed dust is found anywhere else in the attic, and the rest of the plywood is securely in place.

If a character in the space above 313's light fixture shines a flashlight around or otherwise illuminates the space, he will notice a loose board in the attic floor. Prying up the board (which is easy), he will discover sev-

eral stone knives with sophisticated leather-wrapped wooden handles, various shiny items (reflective stones, bits of broken mirror, coins, a hood ornament, etc), and a couple of raccoon skulls, which have been polished and dried. Wrapped inside a child sized T-shirt (bearing the likeness of a popular superhero, there are also some leather wrapped bundles; if opened, each contains a fist sized goblet of dried meat (raccoon). Several other leather pieces are present, evidence that some tool-using individual has been up here, eating from his stash.

From this point on, the course of the adventure is largely up to the Investigators. A few IR cameras can be placed in the attic, and after 1d6+2 nights will finally catch the image of a child-sized hominid coming up the space in the wall to add a car mirror to his stash (sadistic Keepers may have the Investigators later find a mirror missing from a rental car), or a trap may be set so the fuzzy primate can be captured. If confronted, the humanoid will fight savagely, biting and punching, and take the first opportunity to escape down the wall and into the sinkholes.

### Fuzzy Hominid

Str 7 Con 8  
Pow 5 Dex 14  
App 6 Siz 7  
Int 12 Edu 2  
SAN 25

Idea 85  
Luck 25  
Know 15  
DMG 0  
Hit Points 20

Magic Points 25

Bite 75%, Climb 85%, Dodge 60%, English 02%, First Aid 32%, Fist/Punch 80%, Listen 68%, Natural History 30%, Sneak 50%, Swim 65%, Track 90%.

His understanding of English is much like that of a dog. He is wearing a T-shirt with the logo of a local farm equipment distributor. He does not speak any languages and can-

not bargain or negotiate, but if captured, he will cry like a preschool human girl.

The Investigators may wish to track the sinkhole back to the creature's origin. This is difficult, as in many places, there are rocks or other obstacles making it impossible for a creature of size 8 or larger to pass through; there is no single tunnel, but rather various sinkholes, caves, and voids that connect together randomly; at least three house foundations (all with evidence of a fire, and all buried and filled with tree roots) are part of the trail. Regardless of the Investigator's use of technology, persistence, and determination, they should lose the trail frequently; if they do not get the hint, a few minor cave ins may discourage them. Only if the unfortunate creature is subdued or killed should they come away with anything more than its stash, photos, and fur.

## FINISHING UP

John Sligh is satisfied with a photograph; he is ecstatic over a live creature. Killing the creature distresses him greatly, but he'll still pay the agreed sum. He does, however, have a contractor fill the sinkholes and nearby voids with cement once he is aware of the creature's route.

If the creature is recovered, alive or dead, John plans to write a paper when the Investigators head home. Somehow, the paper is never published, and John will not tell where the creature, or its body, ends up.

## THE LAST GASP

The Last Gasp is the fourth and final adventure in *The Ghosts In The House*. This adventure should be set near the end of the August following the events in *The Hole in the Attic*, bringing the course of the campaign to nearly a year. The adventure begins with a third con-

tact by John Sligh; it is a usual deal – same restaurant, same pay.

At dessert, John will explain that the owners of the nursing home, Mr. and Mrs. Vikkson, were setting up a shed in their backyard...when they found a vitrified yellow stone, a little larger than fist sized. They were fully aware of the "Man in the Hat," and are concerned that they have come into possession of another egg; would the Investigators help them one more time? John states that the owners offer a fee of \$50000 to the group for their service, and the group will be hosted in the couple's palatial home. The couple would like the Investigators to arrive as soon as possible.

When the group arrives, the home is set ½ mile back from the road, surrounded by untouched woods; it is only 5 miles from Oak Grove. The house is on a hill with a commanding view of the countryside; enormous picture windows take advantage of the view. The inside of the house should be described as elegant and uncluttered; the couple's few possessions are extraordinary (a custom made 100 inch television, a restaurant style kitchen, etc). Each Investigator receives his or her own room; the beds are king size and very comfortable. The mansion's 12 bathrooms are enormous and tastefully decorated. The cook is as good as Martha.

The Vikksens, Larry and Michelle, are a gracious couple. They smile upon meeting the Investigators, and are quick to offer beverages and pastries. They will discuss any topic that the player characters choose to talk about; if they are acquainted with the subject, they will talk endlessly; if they aren't acquainted with it, they will ask endless questions and listen raptly to everything said. Much like Bonnie, they build trust through small talk, and will ask about the Investigator's parents, siblings, children, educations, and so on. If Investigators have children, they are invited to bring the children to the home at any time.



Larry will take all of the male investigators to the basement, where he has an impressive gun collection. There are as many shotguns as Investigators, twice as many rifles, and three times as many pistols. He has cleaning kits and ammunition for all of these weapons. They are all different makes and models, but the Keeper can just use any of listed the traits from *Call of Cthulhu* 6th Ed Core Rulebook, page 64. He is proud of his collection, and is confused if others do not share his interest. If an Investigator shows his own firearm, Larry is delighted and appreciative.

When someone brings up the topic of the stone, both Larry and Michelle visibly deflate. Larry will excuse himself, and return in a few minutes with a large foot locker on a brand new hand truck. The couple open the trunk together, revealing blankets. As they pull out layers of blankets, garlic cloves and small crucifixes fall from each layer and are gathered up. Larry will sheepishly explain, "We didn't want to take any chances."

About halfway down, Larry comes to a smaller box, which he opens with a key. Inside is a striated yellow and brown stone, and it indeed has been subjected to enormous temperatures. The characters are free to examine it as they choose, although the couple will express a fear that destructive testing may cause it to hatch. It has no unusual properties under thermography, and videoing it does not reveal any activity. It is not magnetic, it is not hollow, it is not conductive. It does have a regular crystalline structure under the thin melted shell (it's up to the Investigators to find a way to detect this). The stone sinks in water and does not dissolve. It is opaque. If struck a hard blow, it spiderwebs but does not shatter (it takes 100 hit points of damage to finally shatter the rock; it will break into cubes of various sizes, some of which remain attached to larger ones).

During the course of their study of the object, winds whip up, and dark clouds gath-

er. Lightning and thunder begin, and trees whip about in the heavy winds. Before they are done collecting data, the house loses its phone line and cable, but not power. Soon after, sirens are heard receding into the distance.

If any spell, Mythos or otherwise, is used to detect the presence of a life form inside, there is indeed something alive within.

At this point, the Keeper has three options. The creature in the egg could be similar to the one that infected Louis Van Der Waal, or it could be similar to The Ghost Eater. Or it could be a third variety, either one from canon, or one of the Keeper's own devising.

The group may decide to smash the egg. This could be the end of the adventure, or the Keeper may decide that they find it whole the following morning. Or they may decide to pitch it into Lake Michigan...where it can sit on the Lake bottom with many of its fellows. The group may decide to try to raise a baby Ghost Eater.

In any case, at about 8pm, the storm has reached its greatest intensity. At this time, each character should be allowed a Spot Hidden roll at -25% to notice furtive figures approaching the house from the woods. Should these folks be noticed, Larry will suggest that the Investigators arm themselves from his collection; otherwise, the group is surprised when the kick the door in.

The attackers have been watching the group for some time. Leading them are Kyle Kruegger (the man from the restaurant in The Ghosts in the House) and Darcy Phillips (the woman from the restaurant in The Hole in the Attic). Also among them are Ezra Black (the C.N.A. fired on Day one of The Man in the Hat), Mel Standish (the first cook from The Man in the Hat), and Cassidy Woods (who sports the same tattoo as the others). There are an additional number of members of this group equal to the number of player characters; these are all young men aged 16



to 22. All of the members of this group carry pistols (use the stats for the .22 Short Automatic, *Call of Cthulhu* 6th Ed Core Rulebook, page 64). Assume that all members of this group have a skill of 25% with their pistols (the Keeper may adjust this upward for a party of gunslinging Investigators), and all have Dodge 40% (ditto); all characters attacking the PCs have 20 hit points apiece.

The attackers would ideally like to not commit any murders. They will shoot in self defense and to intimidate, and, if they meet strong resistance, they will attack with deadly force. They want the egg, and are willing to risk their lives to get it. They are NOT willing to risk their lives for each other, and any of their number who is too wounded to flee, or is captured, is left behind. They will not flee unless they have the egg, or every member is reduced below ½ of his hit points (ie, every one of them has taken 10 or more points of damage). They will fight intelligently, using doorjambs for cover (-20% to hit), turning over furniture to use as protection, and concentrating fire on a dangerous adversary.

If the attackers can get into the house unopposed, the nameless young men will guard anyone found in the house while the named characters search for the egg. If they meet resistance, the young men try to engage the Investigators while the named characters search; Ezra will join the men if the resistance is very effective. Ezra will call Investigators by name, and tell them that no one needs to be hurt; when they get the “gem stone”, they will leave. Ezra will try to stall for time, even answering questions truthfully; he will, in response to direct questions, tell Investigators that the attackers are members of the Congregation of Sadness, and they wish to use the creature in the egg to punish certain enemies. The Congregation has 25 members, some of who are too valuable to risk on an attack like this. Ezra will tell the group (truthfully) that his people cut the phone and internet to the house, and

that they sent the police off on a wild goose chase – help is not forthcoming. He will also state that his group caused the storm raging outside, this is partially truthful – the storm would have occurred naturally, but would not have been so intense without a few spells from his group. Ezra won’t give any names for characters who are not present, nor for the young men, but he will name the two restaurant goers; both of them will also communicate with the party, asking them to permit any wounded people to leave, and pleading with the group to turn over the egg. Any room that the named attackers can get to is ransacked until the egg is found; they will empty drawers, cut into furniture, rummage through the Investigator’s luggage, and so on. Any money or jewelry discovered is also taken.

The firefight can end in one of three ways:

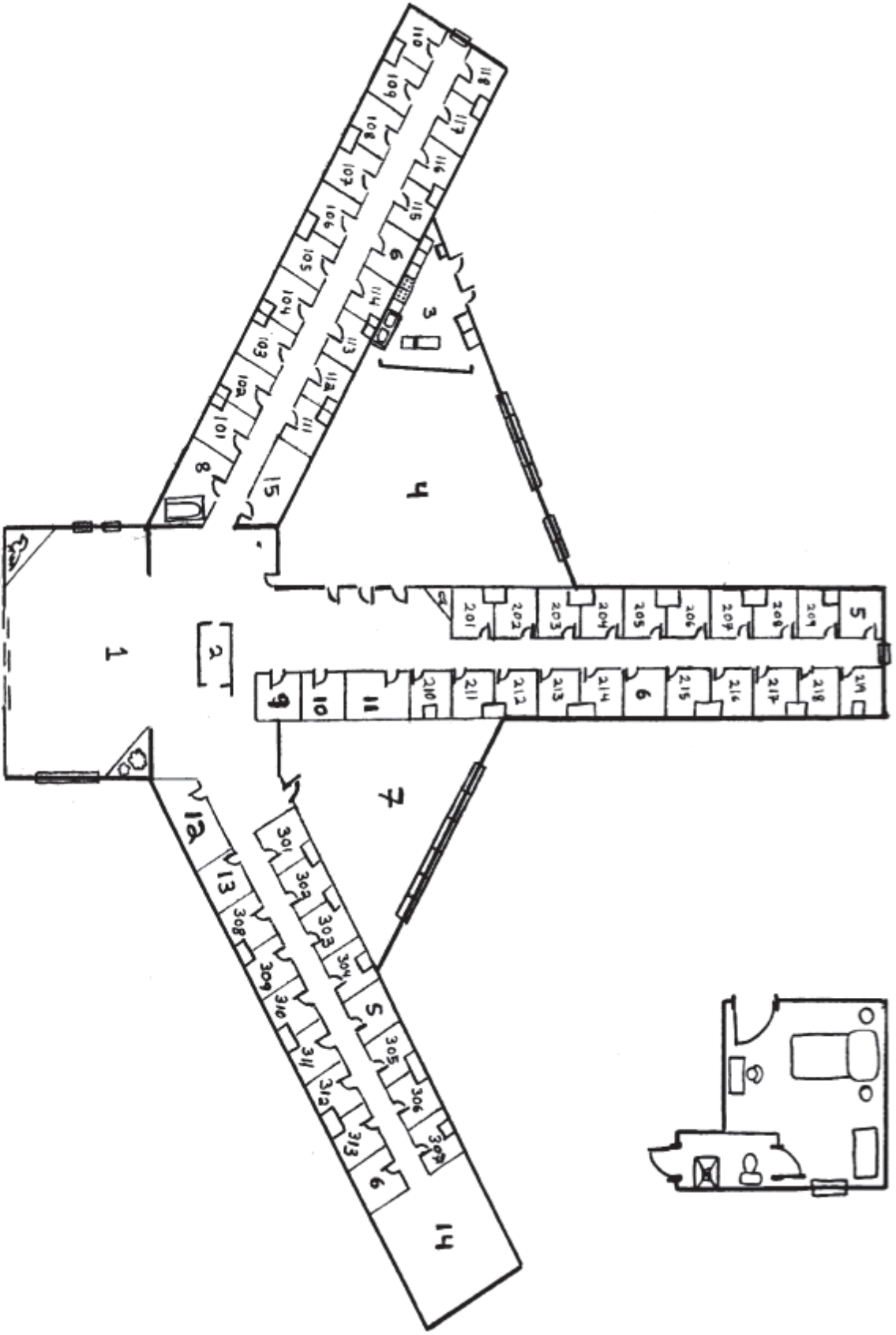
The Investigators and their hosts are defeated. The Congregation finds the egg and get away with it. The Keeper may allow pursuit, or rule that the storm prevents it. In either case, neither the Congregation nor the egg are ever seen again; the Vikksons have a lot to explain to the police and the insurance company.

The Investigators and their hosts end up dead. This is like #1, without the difficult questions and lengthy paperwork.

The Investigators drive off the Congregation. The Vikksons retain the egg. Explanations and paperwork ensue. The Congregation is never heard from again.

## AFTERMATH

At the conclusion of the fire fight, the supernatural and other happenings around Oak Grove have come to an end. Investigators who have taken part in the first adventure, and those involved in two or more of the others, are welcomed back with open arms for years to come. The Vikksons live to their 90s, dy-



ing peacefully in room 205 years after the end of the campaign. Eventually, the memory of these events fades, and new residents and staff come to the home once more.

The Ghosts in the House

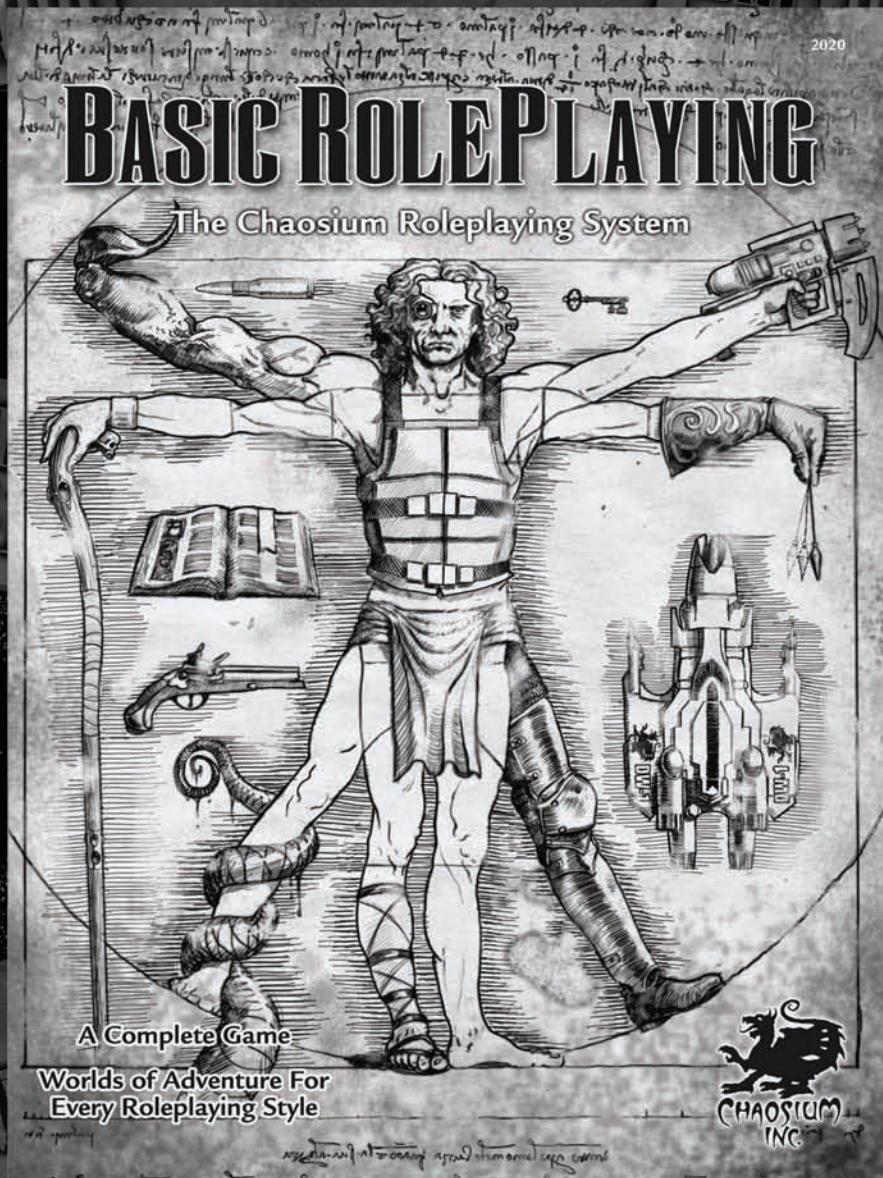
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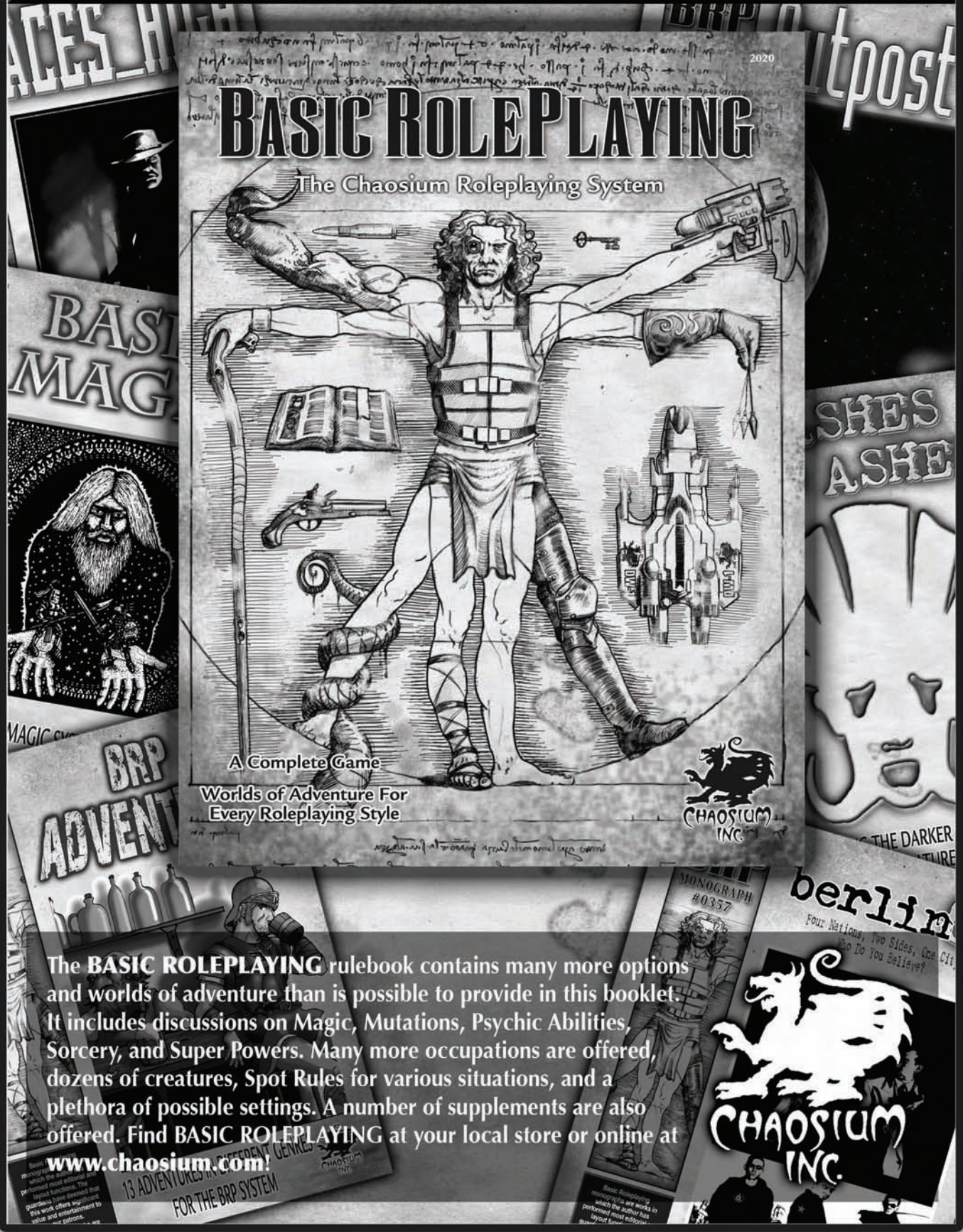


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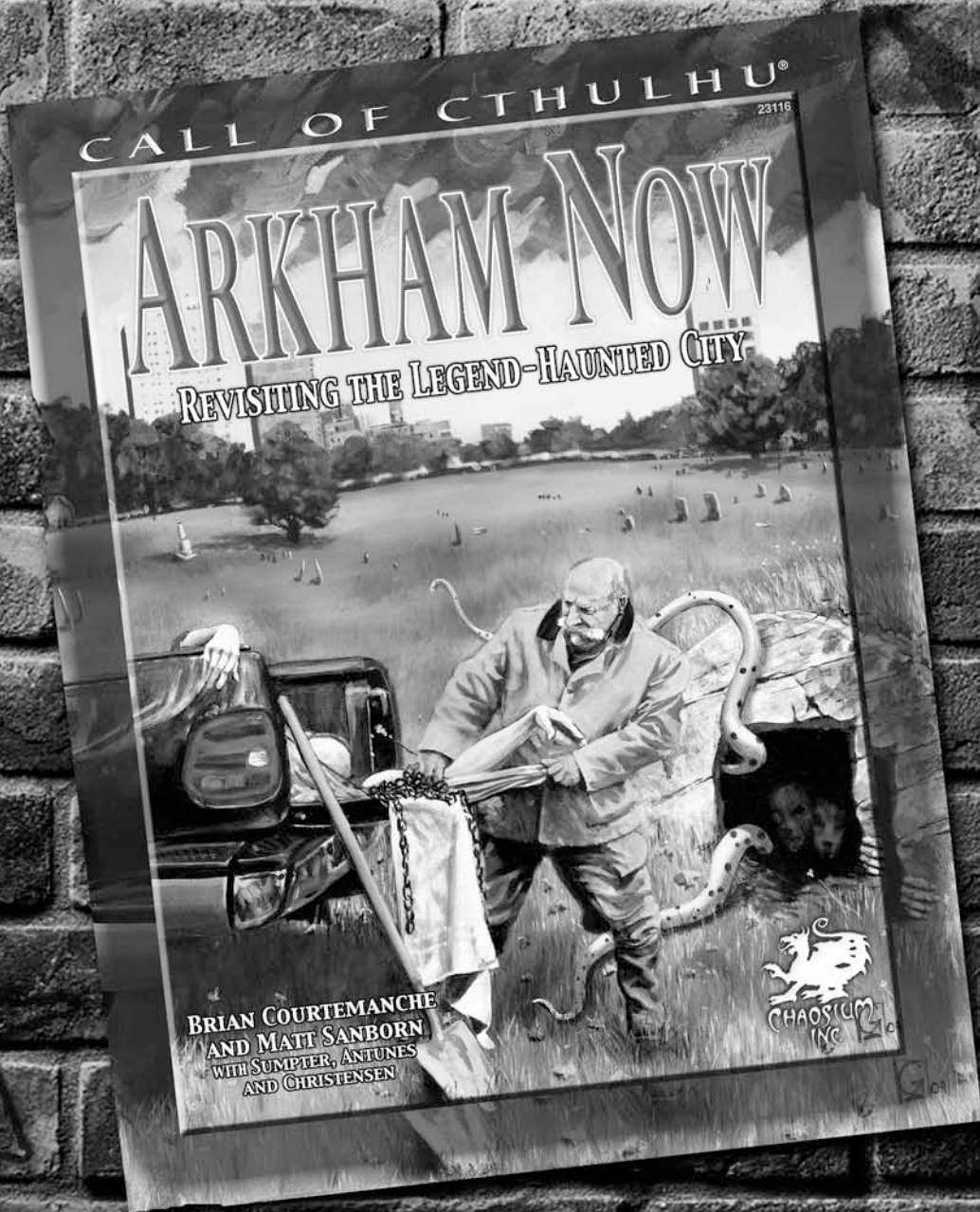
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