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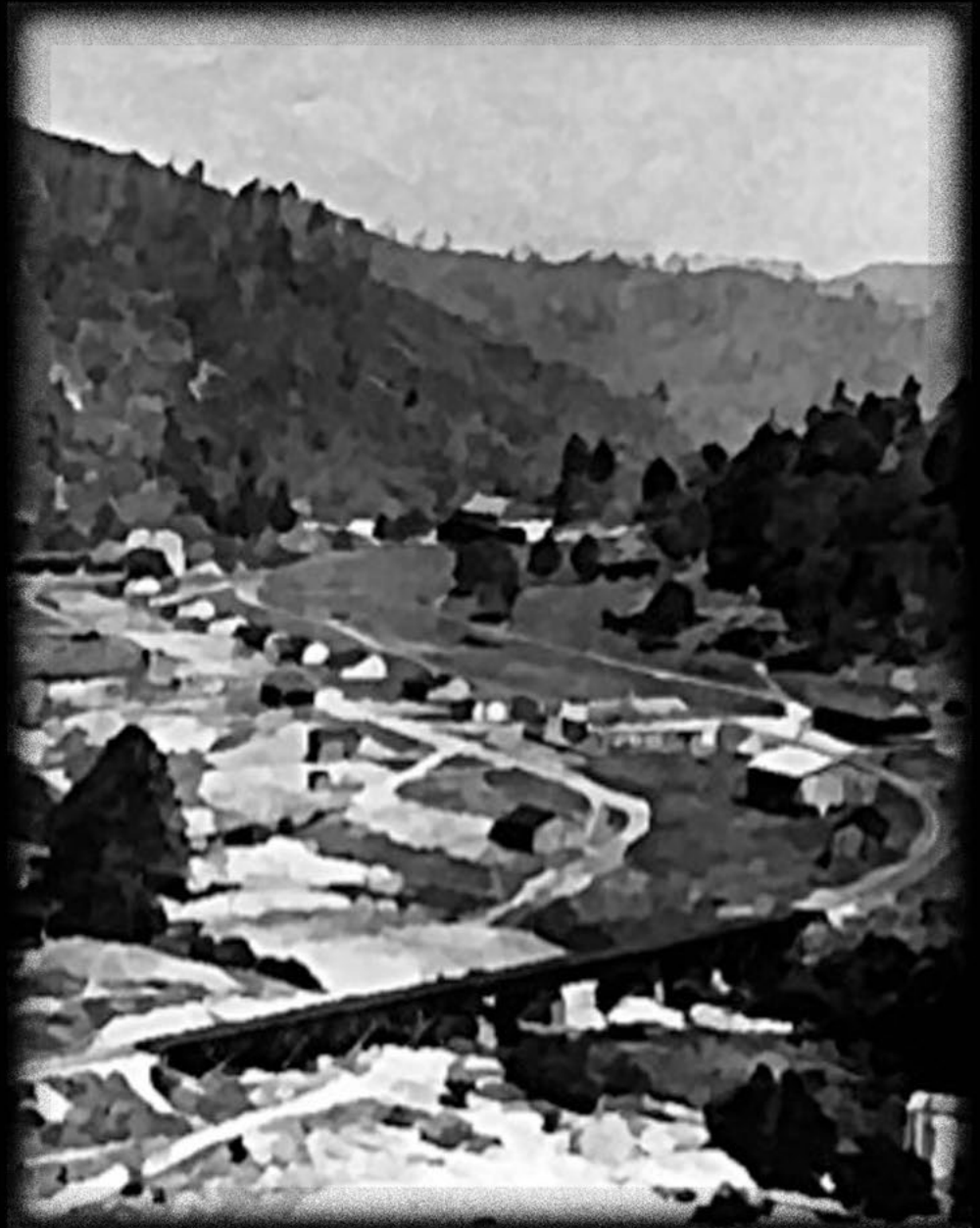
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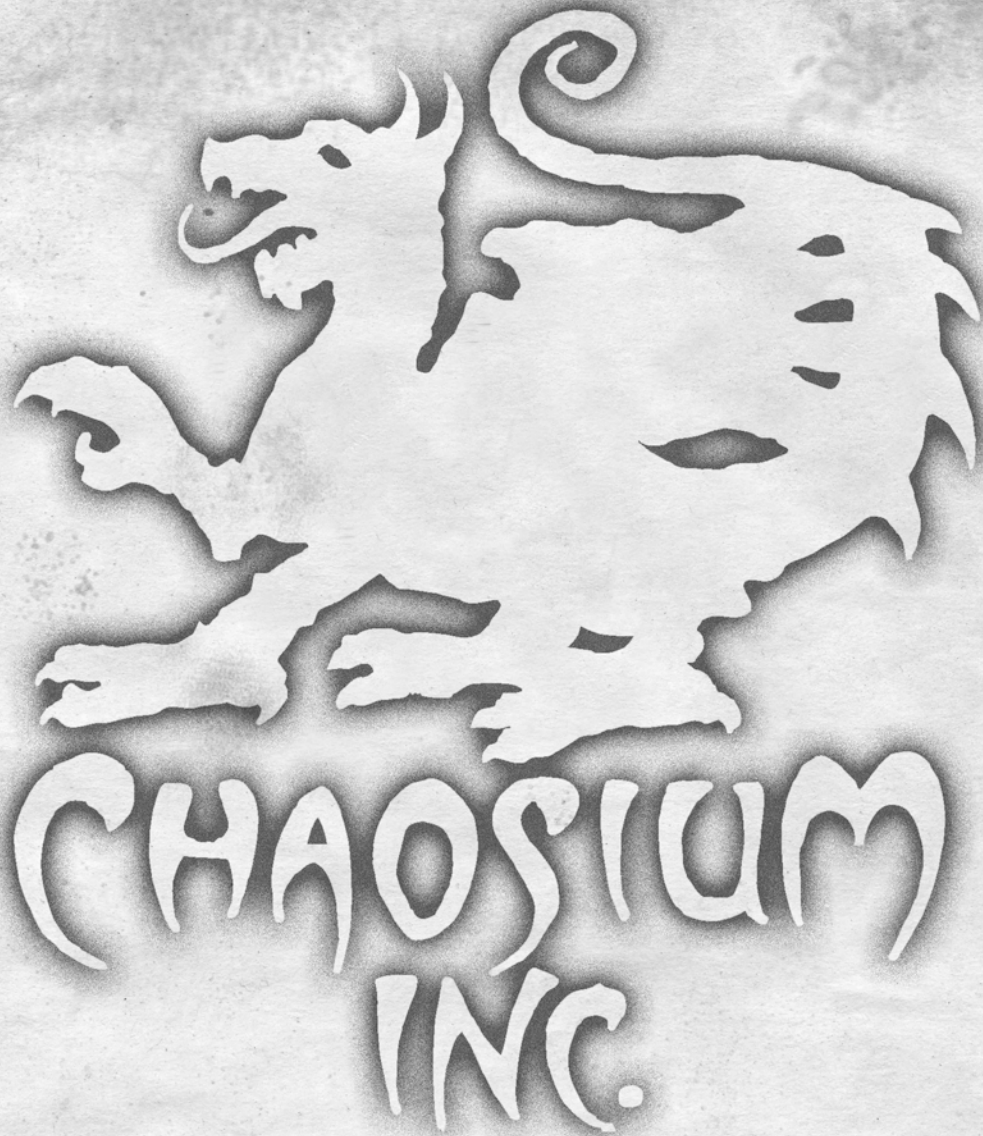


The Phantom of Wilson Creek



**Call of Cthulhu Scenarios
from the Mountains of
North Carolina**





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The Phantom of Wilson Creek

THE PHANTOM OF WILSON CREEK
A SHORT CAMPAIGN FOR CALL OF CTHULHU
BY ANDY MILLER
Mortimer, North Carolina

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Forward

Ideas come from the strangest places and when I set out to write a Call of Cthulhu scenario in the hopes of getting it published, I had little more than an idea of what I wanted to do: create a scenario that could take place in a house over the course of several years, involving either the same or different investigators, and all connected by a single location.

This, then, is the result.

The obvious inspiration for the initial scenario is The Phantom of Croglin Grange, a British ghost/vampire story with little or no basis in truth (aside from the fact that there is a place named Croglin Grange). I was living in North Carolina when I started work on this and the logical location was a backwater in that state – preferably one that no longer existed. Mortimer was the perfect spot. Once a growing community, by the mid 1920s, it was a dying town, fated to someday cease to exist altogether.

The first three scenarios, all involving the Campbell House, came together fairly quickly and easily, even though the last has but a tenuous connection to that place. The whole monograph didn't feel finished, however. With Brown Mountain and the strange Brown Mountain lights looming only a few miles away, a scenario set there seemed the obvious answer. That adventure alone would eat up a year of my time with tinkering and fiddling. It grew out of control and spanned not only the Appalachian Mountains, but the entire solar system by the time it was finished.

The first three scenarios can each be played in a single game session (or four-hour slot at a convention). The Strange Case of the Brown Mountain will probably cover at least two game sessions.

Over a score of pre-generated characters are included in the back of this book. All of them are from the more familiar (at least in Call of Cthulhu circles) Boston area of New England. This was intentional. These investigators are “not from around

here” and even the backwoods of North Carolina should seem strange and somehow foreign to them, much like the Innsmouth or Dunwich of Arkham Country. These pre-gens serve a dual purpose, and if the Keeper is using these scenarios as part of a regular campaign, instead of at conventions as they were originally intended (save for the last), they can serve as NPCs who still have that New England feel to them.

I hope everyone enjoys this book and its contents. I enjoyed terrorizing my own players with it. I hope you will too.

Each of the scenarios in this book can be run independently, if the Keeper so desires, and each is written to facilitate such use. Some are slightly harder to adapt than others but notes at the end of the scenarios should aid Keepers running them alone.

Andy Miller

September 2009 to June 2011

The Phantom of Wilson Creek

These scenarios takes places in the mountains of North Carolina, an area rich in culture and history, though short on paved roads, telephones, and indoor plumbing – especially in the 1920s.

The main book is broken into three parts for each of the three sessions run at the Mid-Atlantic Convention Expo in High Point, N.C., Nov. 6-8, 2009. Each session was run for different players with different investigators on consecutive years in-game. Thus this is actually three scenarios in one that take place in the same location on Wilson Creek.

The first scenario, *The House on Yellow Buck Mountain*, takes place in 1925. One of the investigators has inherited an old but still intact house on the side of Yellow Buck Mountain in North Carolina. He must investigate the home, put to rest the local rumors about it, and try to figure out what is haunting it. If the first group flees from the area or does not otherwise deal with what is haunting Yellow Buck Mountain, they (or other characters) may return in subsequent months or years to try to end the horror.

The second scenario, *Return to Yellow Buck Mountain*, takes place in 1926, a year after the first. This time, the investigators might be facing more than one horror, depending how the first scenario played out. If the phantom was defeated and destroyed in the first scenario, they must now deal with local boogey men who have been seen on the mountainside near the town of Mortimer. If the first group did NOT defeat the Phantom of Wilson Creek, the second group may try to put down the phantom once again.

The third scenario, *The Wizard of Wilson Creek*, takes place in 1927 and builds on those before it. Unlike the others, this one deals with a madman in Mortimer who has learned of the exploits of the earlier groups and seeks power from the house itself and its former denizens. The ghouls have gone

back to their underground haunts. The phantom is destroyed or merely sleeping. In any case, Wilson Hardy, a local farmer who works in the local fabric mill, is convinced that if he can somehow revive Martin Smith, he will be privy to his secrets.

Additionally, an interim scenario, *The Strange Case of the Brown Mountain Lights*, can be played at any time either between the scenarios or even as a red herring (though a deadly one) for use during any of the scenarios. The information on the Brown Mountain Lights should be available to investigators at any time and it should be left to them whether or not to investigate it. If they seem interested, the child should get lost and give them a reason to intervene. It is best set in 1927, during the largest manhunt in western North Carolina history during the hunt for Broadus Miller.

In each case, failure by investigators previous to those who are presently investigating means more trouble for those later investigations.

Introduction

Something has haunted the area of Wilson Creek North Carolina for some time now. This evil seems to inhabit the old Campbell House that lies south of the tiny, struggling village of Mortimer, N.C. in the foothills of the Appalachian Mountains.

Though the locals in Mortimer know little of it, they have heard rumors and the local newspaper (23 miles away as the crow flies or by train) has run stories on some strange occurrences.

In 1925, solicitors of the owner of the old Campbell House find an heir and he is given the property to do with as he pleases. However, something is amiss in the old house.



North Carolina, Looking From the East

In 1926, ghouls return to Wilson Creek in large numbers, looking for the thing that once haunted the house.

In 1927, a local man who has learned more than he should decides that if the secret of immortality is in the Campbell House, he should have it. He sets out to find that secret and stop anyone opposing him.

Wilson Creek Area

Wilson Creek lies between Morganton to the south and the Linville Gap to the north in Caldwell County, North Carolina. It is an area that has been logged and worked almost until it is no longer useful. No paved roads go into the valley, though there are narrow dirt roads that run along the bottom gorge in places and higher up along the mountainside north of Edgemont. The train is the best way to get to Mortimer and Edgemont.

Caldwell County and Locale

Caldwell County was originally settled in 1750 by European Pioneers. The county itself is relatively young, having only been formed in 1841 from nearby Burke and Wilkes Counties. It lost some of its territory to Avery County to the northwest, which was formed in 1911 (and was the last county formed in the state). The County Seat is in Lenoir (see below). The county produces tobacco, poultry, livestock and dairy products primarily, while commercial apple orchards also produce large returns.

The county seat in nearby Avery County is Newland, incorporated in 1913. Linville, only 13 miles from Mortimer, was established in 1885 at the base of Grandfather Mountain as a resort town. North Carolina's first mountain golf resort was established there.

Though there are no doctors in either Mortimer or Edgemont, a few are still available in times of emergency. Dr. Claude Moore lives in nearby Globe and, during the time of the Ritter Logging Company, rode the company motor car on the narrow gauge tracks to minister to those in the Wilson Creek area, coming over Staircase Mountain from his own town. Dental services were provided

by traveling dentists such as Dr. R.D. Jennings from Banner Elk, who serviced both Mortimer and Edgemont.

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The only road into the area is from Globe, to the northeast. Wilson Creek Road, south of Mortimer, only goes as far south as Craig Creek. An old logging road travels over Joe White Mountain, connecting the town to Collettsville. The railroad is still the best way to get into the area.

Mortimer, N.C.

“Mortimer sprung up almost in a night and has flourished like a green bay tree. There are more than 100 houses in the place and some of them are as pretty as a fellow would find in a day’s journey. I cannot imagine a better location for a little town than the one on which Mortimer is built.”

*-- Mr. E.F. Reid of the Carolina and
Northwestern Railroad to the Lenoir News,
July 1905*

Mortimer is a tiny town founded in 1904 by the Ritter Lumber Company, which purchased the land for timber. The saw mill and small textile mill provided work for some 800 residents of the community. Logging mostly took place between Wilson Creek and Steele Creek: Trees were hauled to the mill on Ritter’s narrow gauge railroad which followed Wilson Creek most of the way before it ended in Edgemont, two and a half miles to the north. The Hutton-Bourbannis Company operated other narrow gauge logging railroad lines which fanned out from Mortimer. By 1903, the narrow gauge Chester and Lenoir Railroad was upgraded to standard gauge and reorganized as the Carolina and Northwestern Railroad.

By 1905, the town had the W.M. Ritter Lumber Company Store, a school, a blacksmith shop, church, the Mortimer Hotel, and numerous houses for the residents. The town was incorporated in 1907 and by then had a motion picture facility near

the school and church, and the Laurel Inn (reportedly visited by Teddy Roosevelt, who danced in the ballroom).

However, in 1916 a fire burned from Grandfather Mountain to the north to Wilson Creek. It was immediately followed by a July flood that destroyed the logging railroad and devastated Ritter Company operations. Thirty-three homes were washed away, as well as the lumber camp. The company left town the following year though the rebuilt sawmill still saw use.

In 1922 United Mills Company (a cotton mill) opened south of town and revitalized the area. However, in 1925, a second fire in the area, this one from Upper Creek to the south, devastated the area. The railroad was lost again and is still under repair in 1925 though service is sporadically available.

Mortimer Today

Mortimer in 1925 is a shadow of what it once was. With only a population of a little over 100, the textile mill and the independently run sawmill are the only businesses in the tiny town. The woods around the town are, for the most part, stripped bare, making the area look desolate and foreboding. The town also holds an old train depot, a general store, the school, a sawmill, and the Laurel Hotel. United Mills Company is across Wilson Creek south of town.

Mortimer has the following areas:

1) **Mortimer Depot** – Built in September of 1905, the old depot has seen better days. The building is still intact and used for the purchase of tickets for the train north to Edgemont or south to points east (Adako, Collettsville, Coffeys, Olivett, Warriar, Valmead, and Lenoir). Bill Meadows is an older gentleman in employ of the railroad who makes his living selling tickets and keeping the depot from falling down, as well as helping move luggage. He is balding and has a large, white mustache.



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The place is rarely used except by the mill and for those who travel to Lenoir.

2) Company Store – This store, once owned by Ritter Lumber Company but now owned by United Mills Company, has all of the amenities that any local store might have though there is no name upon the false-fronted building. A small post office in the back serves the Mortimer area. All general wares and foodstuffs can be purchased here but anything unusual will have to be ordered from Lenoir and can be expected to arrive on the train within a week. Unusual orders (such as unusually large weapons or explosives) will have to be ordered by mail from Raleigh (or further) and takes up to two months to arrive.

The store is run by Pete Fox and Fred Greene, both young men employed by United. Greene is the technical postmaster of Mortimer at this time and takes his job very seriously. All of the residents of the area have post boxes (even the few further down Wilson Creek Road, who live on the other side of Hutbur School). Both men are friendly and surprised to see any strangers. They are happy to take money for the goods here (most of the residents are paid in company script, good only at the store).

This store has both electricity and indoor plumbing.

3) Wilson Creek Ford – The dirt path that is Wilson Creek Road plunges into the river here where it crosses a shallow ford that is mostly used by horse and wagon. Downstream, the supports for the old railroad bridge that was destroyed in the flood of 1916 can still be seen. Markings on them show how high the river rose. Upstream is a footbridge is be used by the local populace to cross Wilson Creek to the mill.

4) Laurel Inn – The only hotel in Mortimer is the Laurel Inn. Though it was once a fine hotel, time has worn it down. The once-grand ballroom is rarely if ever used, and the rooms seem shabby and dull. Though the grand chandelier is still in the ballroom, it is dusty and rarely used.

The Laurel Inn is one of the few houses in town that has electricity though it is used only for individual room lighting and small lamps throughout the place. The Laurel Inn also has indoor plumbing with WCs upstairs and downstairs. The bath on both the first and second floor is shared by the guests. Renting a room at the Laurel Inn only costs \$1 a night, including breakfast and dinner. Each room has one good-sized bed and could be slept in by one or two people.



The hotel is run by Mrs. Irene Bradford, a kind lady in her 50s who keeps the few staff (a couple of young women who serve as maids, a cook, and a single bellboy) on their toes. The inn sees little business aside from businessmen with United Cotton Mill and the occasional lost motorist or tourist. Mrs. Bradford still brags that Teddy Roosevelt once visited the Laurel Inn and danced in the ballroom. She tells investigators that President Roosevelt danced with Mrs. Bill Mortimer in that very room.

5) Mortimer School – This large one-room schoolhouse almost looks more like a church. Standing on a high spot on the western edge of town, this large building dominates the area around it with wide walls and large windows. This large, one-room schoolhouse is mostly empty now. It survived the flood of 1916 and since the town has dwindled, it's more room than really needed for the number of students in the town.

The two teachers here are Mary Greene and Mattie Tolbert, and the school could serve over a hundred students. Only 60 are enrolled at the time. The school has both electricity and indoor plumbing.

6) Sawmill – The sawmill is still used though lumber in the area has grown scarce, especially with the fire in 1925. It is west of town, upriver from the village proper. Though it is still in production with what little lumber remains in the valley, it is nothing like the old days.

7) Hardy Farm – This farm barely survives through a combination of farming various crops (including stunted cotton), raising as many cattle and sheep as possible (which isn't many), and occasionally cutting down a tree on the face of Yellow Buck Mountain. Wilson Hardy owns this dying farm on the edge of Mortimer and has been here almost as long as the town has. He and his wife Annette have never

had any children and have lived near Wilson Creek for 15 years.

If investigators talk to him, Wilson jokes that his daddy named him after Wilson Creek. This is not true as he and his wife moved to Wilson Creek after they were married. He originally worked at the saw mill.

8) Sheds and Storage – These small buildings are all old and some of them water damaged. They are used for storage of lumber and sometimes cotton, as well as other things. There is nothing of interest or value in any of them.

9) Lower Houses – The smallest houses in Mortimer lie along the river. There were once houses across the street from these but they were all washed away in the flood of '16. These are small houses without electricity or indoor plumbing and the people here work for United Mills.

10) Larger Homes – These homes were used, originally, for the middle level employees at the Ritter Sawmill. Now they are used for those same types of employees at United Mills. They have neither electricity nor indoor plumbing but are nicer than the houses by the river.

11) Manager's Homes – The largest homes in Mortimer are also the nicest. Equipped with both electricity and indoor plumbing, they are owned by managers and upper management for United Mills.

12) United Mills Cotton Mill – The main building of this cotton mill is across the river from Mortimer, about a tenth of a mile south of town. The mill produces course yarn and employs just about everyone in town (even Wilson Hardy occasionally). Some of the managers here live in town but others live as far away as Edgemont or even Adako.

Medical services in town are available from Dr. Alan Shipp, a company doctor, and Mrs. Katherine Ingram, a midwife.

Only a couple of people in town own automobiles. Most people rely on the railroad, which runs by Wilson Creek. A motor car ride to Mortimer means a rough ride over Staircase Mountain.

Most homes don't have plumbing or electricity, though the company store, the depot, the Laurel Inn, and the school are exceptions to this as well as the old manager's homes.

Cemeteries

There are two cemeteries near Mortimer, on the ridge to the east of town off the logging trail there.

The Estes Cemetery is smaller than the Mortimer Cemetery, both close to each other on a knoll east of town, on Wilson Ridge.

A partial list of those buried here is included in the handouts section.

Hutbur School

Just south of Mortimer (a mile past the Campbell House) stands the Hutbur one-room schoolhouse. The schoolhouse was constructed by the Hutton and Bourbonnais Lumber Company when they were cutting timber in the area. They built the school for their workers' children to attend.

The rest of the community of Hut Burrow is gone, washed away in the 1916 flood and never rebuilt.

A post office was also in the vicinity from Nov. 12, 1919 to June 30, 1925. Though the post office is closed, Hutbur School still services the children at the south end of Wilson Creek Road.

Edgemont

Edgemont was little more than a gathering of homes until the narrow gauge Chester and Lenoir Railroad arrived in 1899. The railroad was upgraded to standard gauge and reorganized as the Carolina and Northwestern Railroad by 1903 (C&NW). Being at the end of the railway, it was also a good rendezvous point for hired carriages and wagons from resorts in Linville and Blowing Rock.

The area began to grow, but by 1925, there is still little to see.

Edgemont is even smaller than Mortimer. It merely holds a few houses, Coffey's General Store, Edgemont Depot, the Edgemont Baptist Church, the Edgemont Hotel, the tiny Edgemont School, and a few homes.

Locations in Edgemont

1) Railroad Depot – The Depot marks the northern terminal of the Carolina and Northwestern Railway which runs from Lenoir through Mortimer. A depot building and baggage house mark the spot but since the flood of 1916, there have been fewer and fewer visitors. The tracks were washed away in the flood of 1916 and subsequently rebuilt.

Young Joseph Smiley is in charge of the depot. A C&NW employee, he usually rooms in a small house on the other side of Lost Cove Creek from

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the depot. He takes his job very seriously but enjoys talking with those not from the area.

2) Coffey's General Store – The white frame country store has a false front and a front porch with a bench and rocking chairs. The galvanized metal ceiling of the store within is quite unique to the area. The store has all goods that locals in the Wilson Creek area could use and Gus Coffey also has the only telephone in Edgemont.



The store is owned and operated by Gus Coffey, who is also the postmaster of Edgemont; mail arrives by train every other day usually – though with damage caused by the fire in 1925, it has gone back to the being brought by horse and buggy each Tuesday and Saturday. Once the train is running on schedule again, the postal route should get back to normal.

Gus' son, Archie Coffey, is 13 years old in 1925.

3) The Checking Station – A place for baggage to be checked and dealt with for those either meeting carriages or automobiles from Linville or Blowing Rock, this small building is used by tourists.

4) The Edgemont Baptist Church – This wooden structure was built in 1916 after the church itself was established in Edgemont in 1915. It stands be-



yond a tall, narrow, one-lane bridge across Wilson Creek and is used by everyone in the Wilson Creek Valley since the church in Mortimer was washed away in 1916. John Haden is the minister here and has been for some time.

5) The Edgemont Hotel – Also called the Rainbow Lodge, this place was built by the Carolina and Northwestern Railroad around 1905 and can house up to 10 guests. Standing on a rise not far from



Edgemont Baptist Church, it is three stories high (the uppermost floor with gabled windows) and has a porch that runs around the entirety of the building. Rooms at the hotel are \$1.50 a night. A small kitchen and dining room serves meals at the guest's requests for a reasonable rate. The hotel serves as a tourist hotel for those who want to visit Wilson Creek. Granny Seehorn sees to those who come to her hotel with her small staff.

6) Edgemont School – A small, one-room schoolhouse also stands in Edgemont and serves all of the youngsters in the area.

7) Cabins – Only about eight or 10 other families live in the area. One home is the residence of carpenter William Chase and his wife Connie Chase. Chase and his wife are very friendly and might be met in Coffey's General Store in the evenings.

Most of the other buildings in the area are small cabins used by tourists, mostly in the summer.

8) Dr. Tatum – Dr. Alexander Tatum and his wife Leonora live in a fine house across from Coffey's General Store. The area around the house and across from the small creek (connected by bridges) is cleared and Dr. Tatum's wife owns 18 lots in the area. There are barns, stables, riding areas, and a riding arena on their property, which extends down the road.

Dr. Tatum is a retired professor of history who worked at Davidson College for many, many years. He knows the history of the area very well, including some stories about the Campbell House.

Brown Mountain Beach

Brown Mountain Beach lies near Adako about seven miles south of Mortimer and across Wilson Creek from Brown Mountain. It was originally built in the early 1900s by the Perkin's family and used for swimming and picnicking by family and friends. One small building on the property housed a power plant that generated its own electricity. All of the buildings were constructed of river rock and native wood.

The area around Brown Mountain Beach was devastated by the 1925 fire.

Brown Mountain

Brown Mountain stands at the edge of Caldwell County a few miles south of Mortimer, lying mostly in Burke County. Though the railroad tracks run by the mountain, there is no road in the immediate vicinity.

Strange lights have been seen on the mountain for hundreds of years. The Brown Mountain Lights have been mentioned in American Indian mythology and were noted by Geraud de Brahm, a German engineer and the first white man to explore the region in 1771. He believed the lights were nitrous vapors that were born by the wind, and when they met other niter, they burned.

The lights are strange-looking, sometimes appearing to be glowing balls of fire, bursting skyrockets, or white lights.

Many stories try to explain the strange phenomena.

Indian legends about the lights go back hundreds of years. According to them, a great battle was fought on Brown Mountain between the Cherokee and the Catawba tribes. The Cherokee believe the lights are spirits of the Indian maidens who continued to search through the centuries for the bodies of their husbands and lovers who had died in the battle.

One legend talks of a planter from the low country who went to the mountain to hunt but became lost. One of his slaves came searching for him and was seen looking on the mountain with a lantern night after night. According to the story, though the slave is gone, his spirit remains, still looking.

Another legend tells of a woman who disappeared around 1850 and whose husband was sus-

pected of killing her. The entire community joined in the search for her and one night of the search, the strange lights appeared on Brown Mountain. Some thought it was the spirit of the dead woman, come back to haunt her murderer and warn the searchers to stop looking for her body. The search was called and the woman's husband disappeared without a trace shortly after. Years later, a pile of bones was found under a cliff and identified as the skeleton of the missing woman. It is said that the lights that had been seen during the search have been seen ever since.

A U.S. Geological Survey in 1913 determined that the lights were locomotive headlights from the Catawba Valley south of Brown Mountain. However, when the railroad was knocked out in 1916 by the flood, the lights continued to appear despite the fact that the power lines had yet to be repaired and the trains weren't running.

Another investigation in 1922 determined that the lights were attributed to locomotive and car lights and to fires. Neither explanation has satisfied those who have seen the lights.

Weather in the Wilson Creek Area

Between the creek and low-lying clouds, fog is not as uncommon during the summer months in the Wilson Creek Area as it might be elsewhere. Most common in the mornings and evenings, a good, thick, cloying fog blows up any time it is convenient for the keeper (or inconvenient for the investigators).

Storms rolling through the area can make the creek rise to what appears to be a dangerous level, and the roads in the area often wash out enough to make one leery about using them. When the creek is high, no road traffic is safe crossing the Mortimer Ford. Locals stick to the footbridge.

The keeper should use the weather to his best advantage and it should be noted that neither Martin Smith nor the ghouls are affected by the weather in any meaningful way.

Lenoir - Caldwell County Seat

“The Furniture Town”

Lenoir of 1925 has a population of 3,718 and is the second in the U.S. in output of chairs and third in output of furniture in general. It is an established manufacturing center with woodworking plants

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predominating and textile plants a close second. It has five large furniture factories, two mirror plants, two veneer plants, and an excelsior pad factory, as well as two large builders' supply plants and two brickyards. There are also six large cotton mills, a tannery, leather goods plant, flour mills, a woolen mill, hunt suits and working pants factory, a candy plant, and casket works. It has 10 miles of paved streets and 20 miles of concrete sidewalks.

Lenoir has two banks (one National and one State) and two building and loan associations. There is also a new public school building with a large campus, as well as Davenport College for Women (the only college in the area). There are two hotels in the town as well as a golf course.

Lenoir is serviced by the Carolina & North-western. Tracks run from Edgemont through Mortimer, and pass through Lenoir to connect it with Hickory, Newton, Lincolnton, Gastonia, and York, as well as Chester S.C. It connects with the Salisbury-Asheville line of the Southern in Hickory with a through Pullman service to New York and Cincinnati. It crosses the Wilmington-Rutherford line of the Seaboard at Lincolnton and it connects with the Charlotte-Augusta branch in Chest. Lenoir has four passenger trains a day.

The Lenoir News-Topic is a daily newspaper that was formed in 1919 by Publisher Fred May (who would continue to publish the paper until 1929). It was the combination of the Lenoir News, a semi-weekly paper established in 1898, and the Daily Evening Lenoir Topic, a daily paper established August 27, 1884 after the Lenoir Topic building and all its contents were destroyed June 7, 1884. The earlier Lenoir Topic had been first printed Nov. 9, 1876, but all earlier issues of the newspaper were destroyed in the fire.

The state highway system radiates from Lenoir. No. 17 runs south from Boone and Blowing Rock to Hickory, crossing No. 18 at Lenoir. No. 18 connects with Shelby, Morganton, and Wilkesboro. No. 75 connects Lenoir with Taylorsville and Statesville. Busses run to Blowing Rock, Hickory, Morganton, and Taylorsville via these roads.

There are a number of summer resorts within close distance of Lenoir. Linville, Boone, Valle Crucis, and Banner Elk are close and the famous Blowing Rock is only an hour away. Also nearby are Linville Gorge and Grandfather Mountain.

The Sheriff of Caldwell County from 1922 to 1928 is F. T. Sherrill.

Burke County and Morganton

“Morganton is but a small town, built upon strata of the jurassic period, particularly rich in coal. Its mines give it some prosperity. It also has numerous unpleasant mineral waters, so that the season there attracts many visitors.”

--Jules Verne

Master of the World, 1904

Though not in the same County, Morganton is actually about equidistant to the Wilson Creek area as Lenoir.

Originally, the center of the largest Native American settlement in North Carolina lay near present-day Morganton. This Mississippian culture Chieftdom dated back to about 1000 AD and lasted until the Europeans came to the New World. Those first non-native settlers were the Spanish, who built Fort San Juan in what is now northern Burke County in 1567, and claimed the area for a colony of Spanish Florida. The leader of the expedition, Captain Juan Pardo, left only 30 soldiers at the fort while he continued exploring. They were wiped out in the spring of 1568 by the natives and the fort burned to the ground. However, between takeover by larger tribes and European disease, the area was largely abandoned by Native Americans after that.

Burke County was formed from Rowan County in 1777, and named for Thomas Burke, a member of the Continental Congress at the time. He would later become Governor of North Carolina. The county was further divided in later years. In 1791, parts of Burke and Rutherford Counties were combined to form Buncombe County. In 1833, parts of Burke and Buncombe Counties were combined to form Yancy County. In 1841, parts of Burke and Wilkes Counties were combined to form Caldwell County and, the next year, parts of Burke and Rutherford County were combined to form McDowell County. Finally, Mitchell County was formed in 1861 from parts of Burke, Caldwell, McDowell, Watauga, and Yancy Counties.

Morganton, the County Seat, was established as Morgansborough in 1784 and made the County Seat and the site of a circuit court for the North Carolina Frontier. In 1795, a post office was established and an east/west road from the Atlantic Ocean to Tennessee was soon built. The summer session of the North Carolina Supreme Court was hosted at

the courthouse every year from 1847 until the beginning of the Civil War.

Though there was no slave market in Morganton, William Walton Jr., a merchant who lived in Charleston until 1808, sent recently-arrived slaves to his plantation in Burke County along the Johns River. They were taught to speak English and to farm and then sold to plantation owners.

Many of the county records were destroyed in 1865 when Federal raiders under the command of General George Stoneman threw many court records onto the courthouse square and burned them. Downtown Morganton was struck by a fire in 1893 that destroyed many of the wooden commercial buildings. They were rebuilt within a few years.

A progressive city, Morganton was one of the first municipalities in the state to provide its own electric system and it began public education in 1900 with classes meeting in the town hall and the First United Methodist Church. In 1926, the city purchased 6,000 acres of land in a nearby mountainous watershed to protect the water supply. By 1930, the population of Morganton was 6,000.

The State Hospital in Morganton, originally established in 1875 by the Enabling Act passed in 1874, started as the Western Carolina Insane Asylum and admitted its first patient in 1883. In 1890, the name of the hospital was changed to the State Hospital at Morganton. It serves 65 counties and is located at 1000 South Sterling St. It is a vast brick building with room for 1,000 patients of all kinds, as well as numerous outbuildings and support structures. Superintendent of the hospital from 1907 to 1937 was Dr. John McCampbell.

The city also boasts the North Carolina School for the Deaf, a day/boarding educational complex that opened its doors in 1894. Originally called the North Carolina School for the Deaf and Dumb, the name was changed to the North Carolina School for the Deaf in 1916. Edward McKee Goodwin of Raleigh became the first superintendent and held that position until 1936. The school has one mission: the education of deaf children. Since its founding, it has been flexible in its approach to instruction based on the children.

Morganton also hosts Broadoaks Sanatorium, a private institution for the mentally ill founded in 1901 by Dr. Isaac Montrose Taylor and two other physicians from the state hospital when they acquired an old mansion on Valdese Avenue. In 1903, Taylor became the institutes chief medical officer and eventual sole owner. He and his wife Susan lived across the street. Dr. Taylor died in 1921 after his daughter-in-law died shortly after childbirth

under his care. Dr. James W. Vernon became superintendent of the facility and by 1924, the sanatorium had a strong national reputation for outstanding treatment. That same year, a fire killed four of the 50 patients in the place. Dr. Erasmus H.E. Taylor was hired onto the staff in 1925.

Numerous weekly newspapers have come and gone through Morganton's history: The Blue Ridge Blade, Burke County Times, Carolina Mountaineer, The Farmer's Friend, The Independent Press, and The Morganton Star. By the 1920s, only one remained: The News-Herald, printed every Thursday. The paper was founded in 1899 as the Burke County News but became the News-Herald officially in 1901. The original publisher of the paper was T.G. Cobb, who died in 1916. By 1925, it was being published by his daughter, Miss Beatrice Cobb, who purchased it from her father's estate when he died. She was a 28-year-old schoolteacher in 1916.

The Morganton Public Library was established on Nov. 2, 1923 when the one-room library was opened on the second floor of the downtown Morganton building at 124 West Union Street. Miss Eugenia Peed was the first librarian and in 1927, a Hupmobile belonging to William McVey, the husband of librarian Miltanna Rowe McVey, was used as the first bookmobile.

Morganton is home to furniture plants, hosiery mills, a hydroelectric power plant (at nearby Lake James), tannery, cotton mills, and flour mills. The main crop of the county includes livestock, dairying, grain fruits, timber, and some gold. The nearby mountains produce asbestos, gold, and brick clay. Mountain Ice and Coal Company has plants in Morganton and Valdese. The Great Atlantic and Pacific Tea Company (a chain store) also came to Morganton in the 1920's, making things harder for local grocers.

Hotels in the city include the Burkemont Hotel, which opened in 1920 at the corner of N. Green and Patterson Streets with a frame structure of 24 rooms. Also available in town is the Caldwell Hotel, which opened June 15, 1922. The four-story, 50-room brick structure had a dining room and fine services. Single rooms without a bath cost \$1.25 a day, while singles with a bath cost \$1.75 a day. Doubles without a bath were rented for \$2 a day while doubles with a bath were \$3 a day. Meals averaged 75 cents. Bus fare to the train station was 24 cents (round trip) and garage rental was 25 cents per day.

Some local churches include the Calvary Baptist Church (est. 1910 – new church building in Dec. 1925), Calvary Lutheran Church (est. 1910), First Presbyterian Church (est. 1797), First United

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Methodist Church of Morganton (est. 1846), and Grace Episcopal Church (est. 1845). Grace Hospital opened Aug. 1, 1906 across King Street from the rectory of Grace Church.

The city is serviced by the Southern American Railway Express lines, which run westward into Ashville before splitting and heading west to Cherokee County where it meets with the Louisville and Nashville line, and south to Hendersonville and even far off southwest Transylvania County. Eastward, the tracks meet with the Carolina and Northwestern tracks in Hickory and continue eastward to Salisbury. There, the line splits with one line heading south for Charlotte and points south and another continuing east to Lexington, Greensboro, Raleigh, and Goldsboro. Tracks also connect to Mocksville, Winston Salem, and Wilkesboro.

By 1924, 300 miles of road were built in Burke County (55 miles of it State Highway). Thirty miles of N.C. 10 (later U.S. 70) were paved, including eight miles to the Caldwell County Line and 17 miles to the Cleveland County Line. The Number 10 Highway was the main east/west thoroughfare through the county. It would not become completely hard-surfaced road until 1927.

By 1918, the Burke Garage Co. was selling Chevrolet, Dodge, and Buick automobiles. By 1919, it was an authorized Ford dealer. In June of 1919, the Bristol Davis Motor Company offered used cars for sale.

The Sheriff of Burke County is Richard "Dick" Venable Michaux (Dem.) from 1922 to 1925; Julian McDowell Walton (Dem.) from 1925 to 1926; John Julius (Jule) Hallyburton (Dem.) from 1926 to 1928; and Homer Ballengee (Rep.) from 1928 to 1930. County Coroners included Dr. J.B. Riddle (Dem.) from 1922 to 1926, Dr. James R. Anderson (Dem.) from 1926 to 1928, and J.C. Burnett (Rep.) from 1928 to 1930.

Morganton is the setting for Jules Vernes' *Master of the World* and there is great detail about the town in the 19th century in the book. It is also mentioned in John Ehle's novel *The Land Breakers*.

Darker History

Morganton is also the site of the first woman hanged in North Carolina: Frances Stewart Silver was hanged in Morganton July 12, 1833, for the axemurder of her husband Charles on Dec. 22, 1831. The dismembered parts of Charles Silver were buried in three different graves as they were discovered.

Only 18 at the time of her husband's murder, Frances Silver was quickly tried, convicted, and sen-

tenced to death for his murder. Laws at the time did not permit her to testify in her own defense, but she claimed to have killed her abusive husband when he was loading a gun to shoot her. Though public sentiment turned in her favor, it was too late: she was already convicted and sentenced.

Her family successfully broke her out of jail by disguising her in a man's coat and hat. She was carried out of Morganton in a load of hay but the Sheriff and his posse caught up with her and returned her to prison.

She was unable to even make a final statement. As she tried to speak, her father drowned her out, shouting "Die with it in you, Frankie!" Due to the heat and humidity, she was quickly buried in an unmarked grave behind the Buckthorn Tavern, a few miles west of Morganton. The exact location of her grave is unknown.

The Campbell House and Surroundings

Information about the Campbell House and its surroundings are presented here for simplicity. Those things that change from year to year are noted at the end of each section. Main information is for the first scenario (in 1925) with notes at the end of each section for 1926 and 1927.

History

The Wilson Creek area was first settled around 1750, when European pioneers and loggers came to the area. Most of them were Scotch-Irish. It was not until 1773 when William Campbell, allegedly of Ireland, settled in the area with his family and a small retinue of servants and relatives. He constructed Campbell House within a year of their finding a spot on Yellow Buck Mountain that overlooked Wilson Creek.

His son, Sean Campbell (b. 1744) was part of the retinue, and the real troubles in the gorge began when Sean traveled to Europe in 1780 and discovered several tomes that hinted at terrible power for those who might use it. He did not return home until 1783. He soon gained a reputation among those settlers scattered in the hills of being a wizard.

That same year, a wandering Presbyterian minister befriended his father, William, who put up the money for a small church to be built at the bottom of his lane. It was built in 1784 and the few settlers in the area began to attend services when they could.

In 1785, William died only a few months after his new church was completed. He was the first to be buried in the churchyard. Sean Campbell became master of Campbell House.

Sean took to studying wizardry in earnest, constructing a laboratory and gate in the basement under the house that led to an underground chamber under the church. Word of his malignan-

cy spread and he even contacted ghouls in the vicinity and made pacts with them. Strange stories started to circulate in the gorge, and folks started to see strange creatures and sights, especially near the Campbell House and especially at night.

In 1806, Sean's terror ended when he was killed by a spell that went awry and torn to pieces by the thing that he had summoned. What little was found of his remains was buried in the cemetery. The people of the gorge breathed a sigh of relief.

Campbell House changed hands several times after that for the next decade and a half, finally being purchased in 1821 by Matthew Wagner, who found Sean Campbell's secret laboratory and started to study what was there. He was found frozen to death on the roof of his house in the dead of winter two years later.

In 1826, the house was sold to Martin Smith, who also found the laboratory, as well as Wagner's and Campbell's books. Like Campbell before him, he contacted the few ghouls that lived in the hills and made certain terrible pacts with them. He practiced the magic that was hidden in the books in the house and learned what spells the ghouls would teach him. He traveled to the dreamlands to learn more and had soon amassed some little power.

Smith died in 1839 and was buried in the cemetery at the bottom of the hill. However, Smith, the true horror behind the occurrences at Campbell House to this day, had planned for his death and soon awoke in his coffin, used the gate he had already constructed there, and returned to the house to continue his experiments and research. He ignored the Bells, who had moved into the house that same year, until they were a nuisance to him. Then he killed the youngest daughter to satiate his own vicious needs.

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His travels often took him away from the house, but whenever he returned to find some new tenant, he drove them off again.

Smith has been the cause of all the terrible things that have happened in the Campbell House since he died. He is the one who either drives away or kills those who are foolish enough to trespass on what he still considers his land.

He drove Alexander Templeton from the place in 1857, killed the Union soldiers who vanished there in 1865, tricked Samuel Fisk into the gate that led to his own coffin in 1869, murdered Reverend Wilber Thompson in 1887, and killed or frightened away all those who died or disappeared. He was partially responsible for the 1916 flood and fire and, more recently, did what he could to drive people away from his land.

There were periods where nothing happened in the house, sometimes decades long. In those times, Martin Smith was absent for whatever reason: living amongst the ghouls or traveling either in the dreamlands or the waking ones.

Description

A lane leads up the side of Yellow Buck Mountain and through an area that has not been overworked by the local loggers. The lane is treacherous, partially washed out, and has three sharp switchbacks before it levels out somewhat for almost a quarter of a mile. The trees and undergrowth are thick around the area and grass grows between the ruts in the trail.

The lane eventually opens up into an overgrown clearing in the trees, those to the left being thin, while those to the right and behind the house are relatively thick.

A good-sized clapboard house stands in the clearing behind a picket fence. A few outbuildings stand behind it. The house is obviously old but in fairly good shape. It is two stories high with a steeply sloped roof pierced by three chimneys. To the right is a lower building connected to the end of the house, obviously of newer construction.

The building appears to have been added to and the left side of the house where the porch stands is the oldest. The windows are shuttered and the house is closed up tight. The outbuildings are in poor repair and nearly falling down though the house itself appears to be intact.

If anyone has a compass, they can determine that the house faces north, back towards Mortimer.



Outside of the House

If the investigators explore the outbuildings of the house they find that they have probably not been used in years (except for the outhouse).

There are three intact buildings scattered around the house, a ruined building, and the outhouse.

1) Old Carriage House – This building is of fairly new construction but leans towards the west (away from Campbell House) and has several holes in the roof. The large double doors once had glass windows set high within them but now merely gape emptily at the outside world. There are some remains of tack and harness in this place and there are two empty gasoline cans here as well, but it is otherwise empty.

It could be used for storage of an automobile and is large enough.

2) Ruined Stables – This building has not been kept up but is still sound (except for holes in the roof). It is probably as old as the house and dating back to the 18th century though it is still solid. It only leans a little to the north.

There are several stalls here for billeting horses as well as a haymow above with a wooden door on the north side. A rotten rope still hangs from the rusted pulley attached to a wooden arm over the door. A ladder, nailed to the wall, allows access to the hayloft from the inside.

(1926) One of the stalls stinks of an animal smell and of freshly turned earth, almost as if someone had dug up the floor. The remains of a raccoon are in the stall, the bones gnawed on by some animal. The rotting remains stink and are only a few weeks old. If the teeth marks are examined by someone with Medicine or Biology, they are found to be very odd, almost a mix of human and animal.

3) Old Servants' Quarters – This small building is mostly intact and obviously very old. The log cabin no longer has any glass in the windows and has long been emptied of everything but a few broken beds. This was once the servants' quarters and has not been used in years.

(1927) An old, rusty axe leans against the fireplace here. This is one that Wilson Hardy left in this place by accident about six months ago.

4) Ruins of old Kitchen – This building obviously collapsed some time ago and there is little left but the large fireplace and the fallen ceiling and walls. There is room to get into the place and hide if anyone wanted to. This is the ruins of the old kitchen that originally served the house.

This area is dangerous and anyone venturing into the wreck must make a DEX x5 or injure himself for 1d3 points of damage.

5) Outhouse – This small building is obviously of newer construction. It is a single-seater with the typical moon in the door and a vent in the back. A sealed jar has a single roll of toilet paper within. Another jar is filled with lime for use after the facilities have been used.

6) Well – Of obvious newer construction, this well stands close to the kitchen and a line runs directly into the house to the pump in the kitchen.

Interior

The investigators should have keys for the three outside doors and all of the interior doors (except for one of the doors in the dining room that no key fits). There is no electricity in the house and each room is fitted with several ornate and lovely oil lamps. The only running water in the house is the pump in the kitchen. The ceilings in the house are over 9 feet high in every case on the first and second floors (though not in the attic).

There is dust everywhere. The place has not been inhabited for some time and it's a mess. Investigators find mouse and rat droppings in the place as well as many dead insects, spider webs, and the like.

It should be noted that anything that was moved, destroyed, removed, or damaged in earlier scenarios is as it was left. Everything else is untouched. In 1926, the ghouls have investigated the house (and even have keys) but know better than to touch anything.

(1926). There is a subtle smell about the entire house of animals and freshly turned earth, almost like an open grave.

The following areas are within the house:

FIRST FLOOR

1) Porches – Each of these small porches has a flat roof (for the most part), making it easy for someone to climb to the roof and let himself in through the windows there if he so wishes.

A trellis is attached to the back porch, making the climb even easier. It is covered with vines that do not deter a climber one bit. Two more trellises climb the back side of the house as well, giving easy access to the oddly shaped storage room and the master bedroom.

(1926) When the investigators first approach the house, successful Listen checks give them the impression that something is banging around inside, almost as if someone in very heavy boots were running up the stairs. This is the first ghoul fleeing. It takes a minute or so to find the right key and get the front door open. The ghoul is long gone by then.

(1927) The back door to the living room has been jimmed open and needs a new lock before it can be repaired. The closest place to get one is in Lenoir or Morganton.

2) Living Room – All of the furniture in this room are covered with dust covers. There are several comfortable chairs, a love seat, end tables (all with oil lamps upon them) and a small writing desk here. There is nothing interesting about any of the furniture though it is very old though in good shape.

Implements for a fire stand near the fireplace (though neither they nor it appear to have been used in some time). Over the fireplace is a large portrait of a harsh-looking man with red hair in 18th century clothing. This is actually a picture of William Campbell though there is really no way for the investigators to learn that.

A narrow flight of steps with an ornate railing stands on one side of the room, the carpeted treads dusty and worn. A door in the back of the steps leads down to the basement.

One of the doors that leads to the nearby dining room is locked and there is no sign of a key. Anyone succeeding in a Locksmith roll at half their chances (if he has the right tools) can get the door unlocked and opened. Otherwise, it has to stay locked and closed.

A wide vent lies in the floor to the northwest and leads down to the furnace in the basement be-

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low. Another vent is in the center of the ceiling and leads to the landing above. The only heat in the house in the winter is from the wood burning furnace in the basement and the fireplaces. The vents are used to move the heat from the first floor to the second. They also make it easier to hear between the landing, the living room, and the main basement.

(1926) When the investigators first enter this room, there is a charnel smell and the stink of freshly turned earth. It soon disappears.

The door at the top of the basement steps is ajar and another successful Spot Hidden check reveals a fresh mark on the top step: a bit of fresh dirt and a leaf is there in a half circle, almost like a hoof print.

3) Coat Closet – This small, empty cloak closet has a few pegs on the walls and a more recently installed bar with a few empty coat hangers upon it.

4) Study – A large bookcase with several dusty books upon it stands against the interior wall of this room. Most of them are of little interest though they might be of value if the inheritor of the estate can get them to a large city and find an appropriate buyer.

An unadorned ledger is on the bookcase towards the top and stuffed behind several other books. It cannot be found unless the bookcase is searched or cleaned (which takes at least a half hour if the books are just dumped, and around two hours if the bookcase is carefully searched or cleaned). This is a sketchy journal of Randolph Walker and is actually an accounting ledger that he wrote some of his thoughts and fears within. If the investigators find this, give them Handout #2 – the ledger. There are only a few entries in the makeshift journal but they are disturbing.

In the southeast corner is a large, roll-top desk of great age and possible value. A newer office chair sits in front of it. The desk itself is locked and the key is atop the bookcase on the highest shelf (and not visible to the eye) shoved to the very back. It takes someone at least six feet tall and willing to get a little dusty to get to it.

The desk can also be opened with a successful Locksmith roll or broken open if 20 points of damage is done to it. It is filled with the papers and paperwork of Randolph Walker but nothing of great interest or help to the investigators.

5) Parlor – Three more plush chairs (also covered with sheets) in a more intimate environment are in this room. Heavy drapes cover the windows and a

thick rug makes the room cozier. A single oil lamp sits on a small table in the room.

(1926) A successful Spot Hidden notes what appears to be a muddy scuff on the rug in one corner. It almost looks like a hoof.

(1927) A successful Spot Hidden notes what appears to be a muddy scuff on the rug in one corner. It almost looks like a hoof but is old and covered in dust.

6) Dining Room – This huge room has a great oak table in the center surrounded by several fine chairs. The furniture is all covered by dust covers. A few of the windows are cracked and need replacement panes. The south door to the living room is locked (see above) and no key fits the door.

A few nondescript paintings adorn the walls. A pair of crossed sabers is over the western fireplace (nearer the kitchen). Nothing lies over the fireplace to the east. Two large chandeliers hang from the ceiling over the table. There are numerous candles in them that have been gnawed by the rats. Each can be lowered by a crank on the wall.

(1925) If anyone closely examines the western fireplace, they can smell smoke as if a fire had been lit here not long ago though there is no sign of any fire.

7) Kitchen – A great fireplace stands on one wall. Across the room in the corner is a newer wood-burning stove. An icebox stands in another corner and a small table and ladder back chairs are by the southern window. Cupboards and shelves dominate the rest of the room and investigators find various utensils within. A rough sink and a pump are under the window on the north side of the room. The pump works tolerably well and a pipe leads to a well near the back of the kitchen outside.

(1925) If anyone closely examines the fireplace, they can smell smoke as if a fire had been lit here not long ago though there is no sign of any fire.

SECOND FLOOR

8) Landing – The landing at the top of the stairs is empty and a large vent is set in the floor here. Though it is hard to see into the living room without first removing the grating in the floor here and in the ceiling below, most of the view is still blocked.

(1926) A successful Spot Hidden check notices a bit of fur or hair caught in the vent, as if some animal walked over it and caught it upon it. The grayish hair is long, thick, and dirty. The closest identity one might make to it is of a goat.

9) Large Bedroom – This large room has a double bed completely covered by dust covers. There is a dresser and a wardrobe in the room, as well as a comfortable chair in the corner between the windows, also protected by the dust covers. It is easy to get into this room from the roof of the front porch.

10) North Bedroom – Another larger bedroom with a double bed and furniture covered by dust covers. There is a small writing desk and chair in the room as well as a dresser. Under the bed is a framed photograph of a lovely woman that was probably taken within the last ten years. It is easy to get into this room from the roof of the front porch.

11) Bedroom – Another bedroom with double bed and dresser, as well as a wooden chair. An oil lamp is on a night stand. The dust in this room is thick. This is one of the safer rooms in the house as there is no way to easily get to the window from outside.

12) Bedroom – Another bedroom with double bed and wardrobe and hat stand. An oil lamp is on the night stand. This is one of the safer rooms in the house as there is no way to easily get to the window from outside.

13) South Bedroom – Another bedroom with a double bed, chest at its foot, and dresser. A comfortable chair and small table are also in the room. An oil lamp is on a night stand. This bedroom is also relatively safe.

14) Oddly Shaped Storage Room – This strangely shaped room has a few articles that were obviously stored some time ago. Four extra chairs that match those in the dining room are here, as well as a small chest filled with worn shoes. There is also a large copper tub (the only way to take a bath in the house).

A trellis outside of the window gives easy access to the room from without. The lock on this door is broken and does latch.

15) Master Bedroom – This is the largest bedroom in the house but not the safest. There is a large fireplace against one wall as well as a large, four-poster bed under the window on the north wall. Two night stands flank the bed, each with an ornate oil lamp upon them. Another writing desk stands near the southern wall and a small couch and comfortable chair stand in the corner across from it. Both a wardrobe and a dresser are also in the room.

The western windows look out over the kitchen roof and the northern window gives a view down the valley and of the ruined church. A trellis

covered with vines is near the south window. One of the panes is broken on that window.

16) Steps to Attic – A very steep set of stairs go up from the landing to the attic above. Anyone running down these stairs must make a DEX x5 roll or fall and receive 1d4 points of damage.

(1926) If the investigators come straight here after entering the house, that same stink of turned earth is present here.

THIRD FLOOR

17) Attic – A substantial attic space is unfinished except for the floor. The rafters and roof beams are evident and the sloped roof makes the room feel cramped and confined. A single gabled window does not let in much light through its dusty panes, even if the shutters are thrown back.

A broken chair and a few old trunks filled with clothing sit near the window as if someone had used the former to keep a lookout. (This chair is the very one the union soldier used to keep watch the night he disappeared).

A secret panel is set in the stones of the chimney. If a fire is lit in either of the fireplaces downstairs, the attic smells strongly of smoke and it is easy to find this secret door by examining the chimney. Otherwise, a successful Spot Hidden is required if the chimney is searched directly.

The panel opens into the chimney itself but another panel on the other side can be opened to allow access into the secret attic.

18) Secret Attic – This unfinished attic is very dusty except for a spot between the two chimneys where someone has recent worn at path. There are no windows here and, without light, it is pitch black. On the far wall of the attic, carved into the wood of the wall and brick of the chimney is a strange circle of lines and symbols some eight feet across. Over this is another circle, this one painted on the wall. There are actually two gates here, one that always functions and the other that is activated unless someone says the proper words.

Martin Smith enchanted the newer gate to only work if his name is not uttered just before entering. If it is not activated (by saying his name), the user goes through the stone gate and appears standing on a similar circle in the ghoulish chamber beneath the church basement (see below). The trip costs one magic point and one sanity point.

If the person moving through the gate does NOT mutter the name “Martin Smith,” he finds

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himself on his back in a coffin buried in the cemetery at the ruined church with a long-dead corpse beside him. Before he was interred, Martin Smith painted a gate on the bottom of his coffin, ensuring that anyone who followed him would end up there.

The gate out of the coffin returns to the attic but this time, the name “Martin Smith” must be said before it works at all. This gate is two way (though a person must go through completely before they are trapped). Anyone who only puts an arm in the gate is able to feel the coffin and body within (Sanity loss 0/1d4), and any trapped companions if that is the case but is able to remove his arm.

Anyone trapped in the coffin has an hour of air before he passes out, unconscious. After that, he has another hour or so before he actually expires. There is no easy way to get more air into the coffin though smart investigators might try to find a tube of some kind to put into the coffin to allow their friend to breathe. Finding oneself suddenly trapped in a coffin costs 1/1d6 Sanity.

The coffin lies in Martin Smith’s grave in the cemetery, a very significant clue as to who is doing all this. The body is that of Samuel Fisk (as his wallet can attest). It has been far too long for an autopsy but if there is a way to determine cause of death, it would be found to be asphyxiation.

BASEMENT

19) Basement – This was obviously once a kitchen of some kind long ago. A new wood-burning furnace stands in one corner with a pile of timber in another corner.

A secret panel is in the back of the fireplace, opening to a crawlspace that leads to the hidden laboratory. This door is fairly complex and the grate must be manipulated correctly to unlatch the door.

20) Well room – An old well that has been covered with an iron lid is in this room. The well dried up years ago and was replaced with one outside of the house. Another small door here leads to the root cellar.

21) Root Cellar – This is a root cellar directly into the earth. There are a few rotten vegetables here but nothing of interest.

(1926) A Spot Hidden reveals more of the hoof prints in the soft dirt floor of the root cellar.

(1927) A Spot Hidden reveals more of the old, dusty hoof prints in the soft dirt floor of the root cellar.

22) Storage/Junk – Another storage room full of junk is here. There are old wagon wheels, broken furniture, broken tools and equipment.

Hidden by the items against the back wall is another circle of strange runes and symbols. This gate is only five feet across and leads to a circle of stones near the top of the lane where the switchbacks begin. The gate in the woods might be stumbled upon if someone searches the forest carefully. Travel via this gate costs one magic point and one sanity point.

Travel via the gate from the woods requires an actual effort to move into the circle (costing a magic point and a sanity point) and only works if the user truly wants to travel through the gate.

23) Hidden Laboratory – This large room is a sub-basement that was converted to a laboratory by Sean Campbell and is still sometimes used by Martin Smith. A great fireplace across the room has seen recent use and several retorts with strange and noxious liquids are sitting on the hearth.

In the center of the room is another of the large circles painted in reddish brown and filled with odd sigils and letters and numbers. This was the ancient summoning circle used by Sean Campbell until the accident that destroyed him. Though the circle has no actual power, it was often used by him for “protection” against those creatures he summoned: At least he thought it offered him protection.

The room is filled with tables covered with ancient (but apparently still used) alchemical equipment. Though dirty and disgusting, the place has the feel of a real, working laboratory. There are ashes in the fireplace. Someone has been using it recently.

A bookcase against one wall has several moldy and rotten books, most of which are ruined or useless. There are four books that are intact (and useful enough) to warrant attention. They include: Sean Campbell’s Book, Matthew Wagner’s Notes, Samuel Fisk’s Dairy, and Martin Smith’s Book. All are detailed at the end of the scenario.

In a secret compartment in the west fireplace are duplicates of Sean Campbell’s Notes detailing the spells. It is impossible to find this secret panel (which might come into play in *The Wizard of Wilson Creek*).

Against the far wall is another circle of strange symbols and runes. This gate is like the others but leads to the small secret room in the ruined church. It costs one magic point and one sanity point to use.

(1927) In the far fireplace is a small secret compartment that is open. It is free of dust and something obviously once lay within. These were Sean Campbell's notes and copies of his spells that were taken by Wilson Hardy.

Gates in the Campbell House

As the number of gates in the house might be confusing, they are summarized here:

- Secret Laboratory (23) connected to Church Basement.
- Cellar Storage room (22) connected to gate near lane.
- A secret Attic (18) gate goes to the ghoul warren.
- Secret Attic (18) trap gate only activates if the name "Martin Smith" is not said. It leads to Martin Smith's coffin.

The Abandoned Church



Wilson Creek Presbyterian Church has been abandoned since 1887 (for the last 40 years). It was established in 1784 and built that same year, first being used in 1785. William Campbell financed the construction of the church but his son turned that

to other ends. Sean made sure that a secret room was constructed at one end of the basement so that he would have a place to hide if he wanted.

The upper church building is completely empty. The altar and pews were all removed sometime after the church was abandoned. The short tower is dangerous and if the investigator climbs to the small bell room (bereft of bells), a SIZ x5 roll is made; if successful, the floor collapses under him and he falls for 1d4 damage. If 05 or less is rolled, the entire tower tips sideways, collapsing and causing 2d6 damage to anyone unlucky enough to be caught inside.

Steps go down from the ground floor in one corner of the main chapel, however, revealing a water damaged basement that is empty of everything except dust, dirt, insects, and debris fallen from the ceiling above. If the basement is carefully measured off, it is found some eight feet shorter than the church building above. A secret panel can be found in the stone wall near the front of the church that opens into a small chamber some eight feet deep that runs the width of the church.

The secret room is also water damaged and another gate carved on the wall that leads to the secret laboratory in the basement of the Campbell House. This gate costs 1 MP and 1 Sanity point to use. In the corner is a small hole that leads to what appears to be a tunnel dug into the dirt. This leads into the ghoul warren.

In the corner opposite the gate is a crumpled skeleton in the uniform of a Union soldier. This is the remains of the poor man whom Smith dragged to his doom in 1865, the man who vanished from his attic watch post.

(1927) In another corner is a recently dead body of a tramp. No marks can be found upon him and he appears to have died in his sleep. The body has been here for some time: the nails have separated and fallen off the body and the skin has burst open in several places to reveal muscles and fat underneath. It is overall a greenish-red and smells terrible. This is actually a zombie animated by Wilson Hardy. He stores it here when he isn't using it.

If this body is returned to Mortimer, someone (barely) recognizes it as a hobo who passed through the town about a month ago. If an autopsy is performed, traces of arsenic are found in the corpse's tissues. Wilson Hardy murdered the man, poisoning him when he passed through and collecting the corpse after he had gone down the road.

Locals attest that Hardy gave the man a ride in his wagon the day he left town – Hardy admits to it, telling them that the man wanted to be let off

The Phantom of Wilson Creek

at the church as he was not feeling well. Hardy says he turned back. A Psychology roll reveals he is not completely telling the truth.

The Cemetery

The Wilson Creek Cemetery has seen better days and holds about 40 graves. Most of them are unreadable with age though a few, especially those of the rich, are still intact and legible.

A few stunted trees grow in the churchyard, which is connected to the ruined Wilson Creek Presbyterian Church. Investigators can look around the cemetery as much as they want and a list of most of the graves they can find is included in the handouts section.

There is little to find though there might be some clues or connections with the case. Martin Smith's grave lies in the corner near the church, right where William Chase one night saw him standing.

The Ghoul Warren

The ghouls that once inhabited this part of the Blue Ridge Mountains are gone, for the most part. Martin Smith demanded solitude and there was little for the ghouls here anyway, so they have gone ... for now.

The warren is a crisscross of tunnels and crawlways under the Yellow Buck Mountain. Many of them used to connect to graves or other evil places. The tunnels go for miles and connect to the surface in a very few places (such as under the church). The easiest way to enter or exit the place is via the gate painted crudely on one wall of a wide central chamber that goes to the secret attic at the cost of one magic point and one point of sanity.

A second gate near the first is well hidden under a coating of mud and dirt and debris not far from the first. This strange-looking and intricate gate leads to the Plain of Ghouls in the Dreamlands. It costs five magic points and one sanity point to enter this gate. If anyone is foolish enough to explore this gate, see "The Gate is Opened" in "The Return."

Anyone in the warren who examines the floor finds traces of hoof prints as well as fresher traces of bare footprints (Martin Smith).

(1926) There are a dozen ghouls wandering around in this large warren and it is only a matter of time before one or more of them stumble across the investigators. In that case, the creatures either attack or flee (if outnumbered, they usually flee), trying to destroy light sources and leaving investigators help-

less. The creatures try to capture and question investigators as well, in the hopes of learning what has happened to Martin Smith. They do not hesitate to kill if need be (or to thin the investigators' ranks).

In a main chamber of the warren is a recently dead body though there is little left of it. The remains are that of a man of good height and solid build, but the flesh has been stripped from his bones and there are no organs or even skin left. The marrow has been sucked from the bones and they have been gnawed on by something. This is the remains of William Chase who recently disappeared. The ghouls captured and interrogated him, then killed and later ate him. Examining or seeing the remains costs 1/1d4+1 sanity.

(1927) Anyone in the warren who examines the floor finds old traces of hoof prints as well as older traces of bare footprints and newer signs of booted prints in the dirt.

Final Notes on the Campbell House

As the Campbell House is the setting for three of the four scenarios in this book (and a good base of operations for investigators in the fourth), the Keeper should take great pains to see that players don't treat it as many players do in Call of C'thulhu: burning it down or blowing it up.

I've noticed in many games I've run or played that players are quick to destroy that which they don't understand, usually with good reason. However, in this case, the Campbell House has some defenders.

If players try to burn down or destroy the house, those who inhabit or protect it (Martin Smith, the ghouls, or Wilson Hardy) do their best to stop them. Furthermore, with the recent fires in the area, the locals of Mortimer are likely to lynch anyone who starts another large fire in the vicinity. Players should be reminded of this. Arson is a crime and those who indulge in it, especially in this area at this time, are likely to receive hefty fines and possibly even jail sentences, regardless of the fact that they only destroyed their own property.

If the inevitable happens and the Campbell House is destroyed before the Keeper has made full use of it (and this WILL happen some cases, players being players), there is no reason why the land could not be sold off to someone else who builds here and finds a few things. If such is the case, the Keeper will have more work to do, though there is no reason why any of the other scenarios could not be played without the Campbell House present.



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The House on Yellow Buck Mountain - 1925

Introduction

Dr. Joseph Abington receives a letter (Handout #1 – the letter) from a Lenoir, N.C., law firm concerning the death of his distant cousin Randolph Walker. Apparently, Abington is the sole inheritor of the entire estate though he has to go to Lenoir to sign the paperwork and make the proper arrangements. It cannot be done over the telephone. He can try to use his solicitor to take possession of the house but his lawyer tells him, quite frankly, he should go and examine it as well. As a professor, he has the summer off and so should have no trouble getting down there.

Abington can take several friends with him (and should – it's a long trip) via train from New York to Hickory and then to Lenoir. They should arrive at Lenoir, N.C., or Mortimer N.C. (Lenoir can be skipped for convention play) on Monday, June 15, 1925.

Keeper's Information

The true danger at the Campbell House is not one of the founders of the Campbell line, but someone who bought the house years later.

In 1826, Martin Smith purchased the Campbell House from the estate of Matthew Wagner. Smith soon learned of the strange things that had happened in the house, including the unnatural death of Wagner, who was found frozen to death on the roof in the dead of winter.

Smith began to explore the house in earnest, soon discovering the secret laboratory and the books there, including a journal kept by Sean Campbell and a book written by Matthew Wager. He found that Wagner had actually discovered the secrets of the house some five years before. Wagner had studied the books as well, and made use of the gates in the cellar and the attic, but had been un-

nerved upon his first meeting ghouls in late 1922. He wrote that he soon realized the “foul creatures” were able to come and go with the gates as readily as he was.

When the things actually entered the house one night, he fled to the roof, where he was found some days later, dead.

Fascinated, Smith made use of the books and learned several potent spells. Over the next 13 years, he became familiar with the gates and magic, made a pact with the ghouls, and even, before he died, covered one gate with another one that would activate if his name was not muttered, trapping anyone who went through it in his own grave.

Smith had been experimenting with certain spells and potions that would give him, in essence, eternal life and possibly great power.

He instructed his servants on how to dispose of his body once he died, and prepared his casket himself. When he died he did not stay dead but rose as something else. Something horrible.

Smith returned as something that resembled the creature from the old British story “The Vampire of Croglin Grange.” He looked dead with withered and wrinkled brown skin, and his eyes burned like coals, giving off a reddish hue. Though Smith isn't a real vampire, he does like the taste of blood and has found that if he is injured, fresh blood helps him heal or regenerate at an increased rate. He also found that he could leap at least twice as far as a



**Martin Smith, Undead
Wizard**

normal man and could easily climb almost any surface.

Though he is not a vampire, per se, he is very dangerous and doesn't like anyone in the house when he is around. He only visited the house infrequently until the last year or so. He wants peace and quiet and no meddlers while he works in Sean Campbell's lab. He's willing to do anything he has to in order to get it.

Nine years ago, he used his magic to make the flooding in the Wilson Gorge much worse than it would have been in the hopes of washing Mortimer and Hut Burrow away. He succeeded with Hut Burrow and only a few people still live there. He was less successful with Mortimer but damaged the town to the point where it is dying. It was good enough for him at the time.

Meeting with the lawyer

Richard Arthur Atkinson works out of the office of Atkinson, Birch, and Fisher at 210 Main St. NW in Lenoir, and the investigators can meet with him if they wish. Atkinson is a slim young man of about 33 with dark hair and round glasses. He is very polite with the investigators and apologizes for the length of time between Randolph Walker's death and his locating Abington. He points out that Walker had listed no living relatives and it was quite a feat to locate a relative as far away as Massachusetts.

He tells the investigators that the inheritance consists of a house near Mortimer, N.C., some 22 miles from Lenoir. The house is old but in good shape and he mentions that the law firm has been renting out the house since Walker left it abruptly in 1915, soon after committing himself to the State Hospital at Morganton.

After filling out some paperwork to transfer the deed and giving keys to the house to the investigators (something Atkinson insists upon), he advises them that they may wish to actually look at the house before deciding what to do with it.

"It's about a mile and a half from the town of Mortimer," he tells them. "You can take the train from Lenoir right up to the town. That's what I'd advise. The roads take much longer and none of them are paved except for Number 18 that goes up to Blowing Rock. The roads up there are hard on automobiles."

If any investigator makes a psychology roll, he realizes that there is something Atkinson isn't telling them. If pressed, Atkinson eventually relates that Walker had apparently wanted no one in the house after he left but, in order to pay the taxes, the



Keys to the Mortimer House

law firm had rented it out to tourists. It was a very popular place "no matter what's been printed in the newspapers" Atkinson says. He won't go into any more detail, realizing he's already said too much.

The Train to Mortimer

Due to the recent fire in the mountains around Mortimer, the train only sporadically runs, usually no more than twice a week. Investigators learn that it should be repaired in the next month or so.

The tracks follows paved road for only a few miles before passing into the deeper woods. Then, only a dirt road is visible aside from occasional houses and small towns that the railroad passes through. The train stops in Collettsville and passes through Adako before it reaches an area of devastation.

Fire has ravaged this part of the state. The tracks follow what the conductor tells you it is Wilson Creek through an area that has been destroyed by fire, though it looks like it had been logged almost completely before the fire swept through. At one point the locomotive slows to move through an area where men are working on the tracks, hastily repairing a bridge over a small stream.

You ride through the destruction for several miles before you spot another dirt road, houses scattered along it, some intact and some destroyed by fire. Soon after, the train passes into an area where the few trees left by the loggers still stand and evidence of the fire is gone. You spot a couple of small buildings across the creek and then the remains of a toppled wooden church. You soon spot a large mill just before the train stops in a tiny, little village.

"Mortimer," the conductor calls. "Mortimer."

Mortimer isn't much of a town. A small depot stands not far from a company store and a few hous-

The Phantom of Wilson Creek

es are scattered around on this side of the river. You can make out the train trestle and what appears to be the stone supports of another bridge that is long since washed away. A dirt road runs through the town

Driving to Mortimer

If the investigators decide to drive to Mortimer, they are in for quite a trip. It takes a successful Fast Talk or Persuade roll to get the local Ford dealership in Lenoir to rent a 1925 Ford Model T to the investigators.

Directions to Mortimer are fairly easy to get though it is a 28 mile drive going through Collettsville and then towards Globe before driving down the rough Staircase Mountain to Edgemont and finally Mortimer. All of this is over rough dirt and gravel roads. An old logging road also leads from Collettsville to Mortimer but the route near Globe, though longer, is safer, especially since the recent fire.

Anytime the investigators drive more than 10 miles over these backwoods roads, the driver must make a Drive Auto check. Failure indicates some minor malfunction: a blown tire, getting stuck in the mud, riding off the road into a ditch, or the like. This adds an additional 1d4-1 hours (minimum of one) to any trip. On a roll above 95%, the damage is more severe: broken axle, cracked engine mount or engine block, or minor crash that does enough damage to cost \$100 to \$400 in repairs in addition to losing them 1d8 hours (if they can get the car to run at all after that).

The Road proves narrow and hazardous with a sheer, wooded drop on one side and high rocky walls leaning towards the road and thick trees on the other. Tiny bridges over deep, narrow ravines filled with water splashing beneath are almost as intimidating as areas of the road washed out by the rain. Fallen trees, stones, and rocks are just part of the debris on the road that has to be passed around. Sometimes the road enters a place where the dark, overhanging trees are close, almost crowding in on either side. Occasionally, the road offers spectacular views of mountains, sometimes shrouded in dark clouds and mist.

Houses are few and far between and some of them dilapidated and long-abandoned. A single electric line follows the road, going from one leaning pole to the next, the only sign of civilization you sometimes see.

Constant turns and curves follow the edge of the mountainside and switchbacks often make it impossible to gauge which direction you are traveling. The

automobile rattles down the road, shaking you until you are almost sick.

The automobile passes by Edgemont though the investigators will not realize that as the community is further up the road from Mortimer than the connecting road leads them. They soon spot railroad tracks again, however, and find the town.

After passing a sawmill on the river and a small, one-room, whitewashed school, you come into a cleared area on Wilson Creek where the tracks run through the town itself, little more than a depot and a company store with a scattering of houses around them. On a hill overlooking the town is a larger structure that appears to be a hotel.

Mortimer

Though a shadow of what it once was, Mortimer is still a town that lives (for the moment). Though the investigators don't know it yet, it is the closest thing to civilization this part of the North Carolina Mountains has to offer.

Mortimer is detailed above.

Investigators asking around about the Campbell House can learn from almost anyone that the old place lies about a mile south of town on Yellow Buck Mountain. A lane near the old broken-down Presbyterian Church leads up to the house, which is on a ridge that overlooks the valley.

Investigators can either walk to the house (if they didn't rent an automobile), or they can ask around about a ride. They have to take some time to find one of the owners of the only two automobiles in town (both work at the Mill) and it is after dinnertime before either of them is willing to give the investigator's a ride. However, there are people who own horses and buggies or even wagons and after only a short time, they are referred to Wilson Hardy's farm if they want a wagon ride to the place.

Wilson Hardy is friendly enough but takes his time hitching up his small team. If incentive is added (a \$5 bill or more), he hurries to get the investigators on their way down the road, making small talk as they go.

After a half hour or so, they spot a wrecked church on the west side of the road in a cleared area by the mountainside. The old, wooden church



Wilson Hardy,
Farmer

leans towards the road and seems to look mournfully at the investigators with empty windows. All of the stained glass is gone and the small tower in the front is leaning crazily. There are no intact doors or windows on the church and if examined closely, watermarks show that the building was flooded almost up to its rafters at one time. A short wall behind the church is intact though a few stones are missing here and there. It surrounds a cemetery.

Behind the church is a steep lane that goes into the thick woods. Wilson Hardy either turns his team up the lane or stops (depending on how late in the day it is and whether investigators have paid him) and lets the investigators off.

The Campbell House

Information on the Campbell House and its surrounding are in the Campbell House section.

Things that Go Bump in the Night

Martin Smith learns of the investigators at his house almost as soon as they arrive. He spends much time these days in the laboratory, studiously experimenting (especially brewing terrible things during the night) and trying his best to learn new horrors.

There are numerous strange things that can happen in the house. As Martin Smith can come and go through all three gates as he pleases, as well as enter the house through more mundane means (he has keys to all of the doors, including the locked dining room door, can climb the trellises and walls of the house and enter through any window, and is even willing to break glass to enter), he has almost full access to the house.

The investigators might hear or see some strange things that make them nervous.

- Strange noises in the cellar or the sound of someone moving around down there. No one is there when anyone investigates. If someone goes alone, Martin Smith might take the opportunity to remove or kill him.
- The sound of someone moving around in the attic. When investigated, nothing is there. Again, lone investigators might be snatched or killed by Martin Smith.
- Spotting a dark figure (at night) in the tree line looking out with eyes as red as coals. Sanity 1/1d2. The figure flees if anyone approaches.
- Items being moved as if someone had been in the house. Usually, nothing is missing but if investigators leave weapons, they might be emptied of bullets or damaged in some way.

- Bare footprints in the dust or handprints on a dusty window.
- Spotting a figure moving downstairs through the vent on the upstairs landing. He is gone by the time investigators arrive. Sanity loss 1/1d4.
- Seeing what can only be described as red eyes staring through one of the vents at night if anyone is on the landing or in the living room. In either case, the eyes seem to stare at the investigator before apparently blinking out and vanishing. If investigators try to get to the other room, whatever caused the disturbance is gone. Sanity loss 0/1d3.
- Investigators in the basement might hear the sound of moving furniture in the room above and, when they rush to investigate, find that several pieces of furniture in the living room have been moved in front of the door in an attempt to block it.
- The well cover being moved or removed.

He is also willing to attack investigators directly but prefers to ambush them one at a time. Using his sense life spell, he can pinpoint where investigators are and choose to attack one who is alone, dominating them so they cannot move and then either physically attacking them or trying to suck their blood depending on his mood.

In any case, he always has a means of escape ready, using the secret passages, gates, or even windows to flee if threatened.

With the remortification spell, Smith can also make ghosts of those he has personally killed appear in the house. These spirits reenact the scenes of their death and he uses this to try to either distract or frighten away the investigators. These ghosts make not sound whatsoever.

Some of the immaterial ghosts that appear include:

- A young girl who can be no older than about eight. She has short brown hair and wears a nightdress from the century before. As she lies on the bed, struggling as if having trouble breathing, she suddenly seems to age horribly wither and die before disappearing. [LARGE BEDROOM 9 – Martin Smith originally cast steal life upon her.]
- A lone man wearing the uniform of the Union Army sits in a chair and suddenly turns. His eyes are filled with fright and his mouth gapes open. He is jerked to one side, his neck bending too far, and he falls to the ground and lies still before disappearing. [ATTIC – the Union sol-

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dier Smith surprised and killed – his body is in the church basement.]

- A Union soldier is sleeping in the bed when he suddenly jerks awake, staring at something nearby. The man rocks violently from side to side and then his head jerks back to expose his throat. A cut appears on the side and he jerks spasmodically as if struggling against someone holding him down. He grows pale before fading from sight. [MASTER BEDROOM – This is Frederick Mills, the Union soldier drained of blood. He is buried in the Wilson Creek Cemetery.]
- A Union Soldier running when he suddenly stumbles and falls as if something had struck him from behind. He appears to be screaming in terror, though he makes no sound. Bruises appear on his face and he holds his arms up as if defending himself against a beating. It is in vain, however, as he head jerks from numerous blows before he falls back and fades away. [OUTSIDE – this is another of the Union soldiers]
- Another man lying in a bed, this one older and with a full beard and mustache. He suddenly sits up and silently screams before gripping at a large wooden cross hanging from his neck by a leather thong and brandishing it. Something unseen jerks the cross out of the man's hand and the thong tightens around his neck. He struggles against it but his face turns purple as his tongue swells out of his mouth and he dies and vanishes. [MASTER BEDROOM – This is Reverend Wilber Thompson's death]
- A woman is walking forward when she is apparently grasped by several hands and screams silently. She is torn apart by what appear to be numerous people before she fades away. [WARREN – Sharon Hutchinson, the guest who disappeared in 1919 stumbled across the laboratory and found her way into the ghoulish warren where Smith was entertaining a small group of ghouls. They tore her apart.]
- A man stands, seemingly dazed, and smiles as something tears at his chest, making a mess of blood and flesh. He looks down and screams just before he vanishes. [OUTSIDE – This is Robert Shaw, the man who was found dead in 1921 near the house]

Though they can appear anywhere, the location is where they actually died. Seeing such terrible sights calls for a sanity check (1/1d6). Martin Smith de-

lights in waking visitors to the house with one of these souls' last moments.

If he plans to physically attack any of the investigators, Smith cases Flesh Ward upon himself first, using several magic points to try to make himself as invulnerable as possible. He usually casts this several hours before he goes to the house so as to have his points back to full before he actually enters the place. In most cases, he uses 4 magic points to cast the spell so that he is up to full within a few hours.

Smith also tries to enter the investigator's rooms when they are sleeping and suck their blood or kill them while they sleep. He usually enters the room before casting a spell and the investigators might hear him. He cannot unlock windows but tends to use the gates first to try to enter the house, trying doors to see if they are unlocked before entering investigator's rooms. If the door is locked, he has a key but if the investigator in that room makes a successful Listen check, he hears the door open and sees a dark figure approaching. If he fails, he has no chance and Smith falls upon him to sup upon his blood. At this point, Smith usually casts a dominate spell to make the investigator remain still and quiet. As this lasts until the next round, he then tries to grapple said investigator and either injure or kill or bite him and sup on his delicious blood (it has been a while). He flees if he is outnumbered, crashing out of the window if necessary.

Breaking into windows is harder and the investigator gets a Listen check as the glass pane breaks. If he fails, Smith falls upon him in his sleep, using dominate after he wakes up.

Smith doesn't use his Steal Life spell very often as it drains him of magic and might make him more vulnerable to attack later. He might do it if desperate, however, and if he has the magic points left.

Where Smith Hides

Smith usually attacks at night as he knows the fear that the dark generates and it gives him an advantage as he can see as well in the dark as in the light. During the day he moves around but prefers to spend his time in either the laboratory or the basement of the church. Being dead, he is not adverse to time spent in his coffin (and Heaven help the investigator who falls through the wrong gate and ends up in there with the foul thing). He also lurks in the ghoulish warren, sometimes finding a small side passage and burying himself in the dirt. If the investigators find their way here, they might be surprised by him. If he does hide himself in this way, a successful Spot Hid-

den allows the investigators to find what appears to be a dead body (perhaps not the first). Smith keeps up the charade as long as he is able, though if he is outnumbered, he probably limits himself to fleeing deeper into the tunnels. If he is alone with an investigator or unarmed investigators, he waits until the most opportune moment to start moving once again. Sanity checks are in order for seeing the dead body walking around.

Research

Mortimer: The people in Mortimer are friendly enough and if approached about the Campbell House are willing to talk about it openly, though they don't know much.

- Anyone can tell investigators that there have been some articles in the newspaper about people who have fled the house or disappeared, and some years ago, someone who had rented the house was found dead nearby though no one remembers if they ever found out how the man died.
 - "It was in the paper," someone says. If asked which paper, they say the Lenoir Daily News Topic.
 - Another guest, a few years ago, crashed his car on Wilson Creek Road when he went right off the end and into Craig Creek. They can tell the investigators it was the last time the house was rented, as far as they know.
 - One man can tell the investigators that he has sometimes seen smoke rising from Yellow Buck Mountain at night when the moon is full. He thinks it comes from the Campbell House though no one is supposed to live there right now.
 - "That place has always been bad," another resident tells the investigators. The man has heard stories by some of the people who have lived here for years and says that the Campbell house had a reputation for as long as it's been standing; "From the owner's dying as soon as that church was built until that last man who owned it." He has no theories about the place, but hates it.
 - "Ghosts," another Mortimer resident might tell investigators. "There's been ghosts in that place since it was built. I heard tell the original owners never left. They say that some people lived there for years and never saw a thing. Well, I heard tell ghosts do that sometimes ... until the right person enters the house. Then they rise up and kill them!"
- A suggestion is made that they might have more luck finding out about the place from someone in Edgemont. Dr. Tatum is wise and Gus Coffey knows a lot of the history of the area.

Edgemont: Gus Coffey knows a little bit about the Campbell House. He can elaborate only a little on the stories of the people it was rented out to and tell investigators that no one has seemed safe in the house. He remembers that in 1919, the same year he bought the store, a guest at the place disappeared that summer. There was a search of Yellow Buck Mountain and the surrounding area but the woman was never found. He also knows there was a man there by the name of Bush who owned the house for 10 years and never saw a thing, but that was probably over 30 years ago. He also knows that some Union men broke into the house during the War Between the States and were all killed. He refers anyone who wants to know more about that to Dr. Tatum.

If carpenter William Chase (a large, good-humored man) is in the store (often in the evenings, playing checkers with Gus Coffey), he can tell the investigators he's lived in Edgemont for 45 years and never heard anything good about the place, though he never saw anything either. A successful Psychology roll indicates he is holding something back. If pressed, he admits that one night he was walking by the old Wilson Creek Presbyterian Church just after the flood of 1916, and saw someone in the graveyard in the corner nearest the church. The man was in the shadows but he just stood there, unmoving as if he were paying his respects, as Chase walked by. When Chase looked back, the man was gone. It was a little unnerving.

Dr. Alexander Tatum owns a fine house across the creek from Coffey's General Store. He's a retired professor of history and specialized in the Civil War. He has a tale he can tell the investigators, either at Coffey's General Store one night or at his own house. He tells investigators that he heard the story from Thomas Stall, a resident of Edgemont for as long as anyone can remember. Stall died at the turn of the century.

"There were half a dozen of those boys, he said," Dr. Tatum says. "It was during one of Stonewall's raids into the state. They had been sent up the valley and decided to look up that lane that night. They didn't find anyone in the house but after they'd bedded down and gotten some sleep, they heard screaming and found one of their boys dead. He was in one of the bedrooms or the landing or some such. The man on watch, he was watch-

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ing from the attic window, was gone. They never saw him again. Well, one of those boys just took off running at something that he saw out the window, something creeping towards the woods carrying a heavy load. That soldier ran all the way to Edgemont and was taken prisoner by some of the men here, including Thomas Stall.

“He begged them to go look at that place and they decided they should go capture those Yankees. When they got to the house, though, when they got there, they only found that dead boy in the bedroom upstairs. There was no sign of those other boys anywhere except for their coats and their rifles and their kits. Thing is ... thing is, that dead boy, he was drained of all his blood Stall said. Not a drop in him anywhere.

“It’s said he’s buried in the cemetery by the ruined church there.”

Lenoir:

Lenoir Daily News Topic: Though the Lenoir Daily News Topic boasts that it has been the paper in Caldwell County since 1875, a fire destroyed the Topic Building and all of its contents in 1884. The paper was restarted as the Daily Evening Lenoir Topic in August of that year and has been solid ever since, combining with the Lenoir News (which was semi-weekly since 1898) in 1919.

The Publisher of the paper is Fred May and he’s been with the paper since 1915. If the investigators are newspaper men, he is more than happy to let them look in the paper’s archive which has copies of the Daily Topic since 1884 and the Lenoir news from 1898. Others have to be a little more persuasive, though any halfway good reason for looking through the newspaper archive is good enough for him. The room is in good shape and all of the back issues are filed carefully so looking is not hard, though it is time consuming.

Characters making a successful Library Use roll can find Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, and 8 with each success. Note, that the handouts in parenthesis are automatically found if the first handout of that same number is found. If the first is not found, the PCs should get a roll for the second and automatically get the first if successful.

Caldwell County Courthouse: Checking with the local courthouse records is also time consuming and requires successful Library Use rolls to find out who has owned the property over the years. The records are in fairly good order since 1841 although there are some muddled records due to the formation of Avery County just a few years ago. Investi-

gators are referred to the courthouse in Morganton for records before that date.

Successful Library Use rolls give the following:

- In 1851, Robert Bell sold the Campbell House to Alexander Templeton.
- In 1858, the Campbell House reverted to the property of the county.
- Samuel Fisk purchased the Campbell House in 1869 from the county.
- In 1870, Campbell House reverted back to the county.
- In 1874, Widow Annie Brewster purchased the Campbell House from the county.
- In 1886, the Wilson Creek Presbyterian Church purchased the Campbell House for a rectory for Reverend Wilbur Thompson.
- In 1887, both house and church reverted to property of the county.
- In 1893, Samuel Francis Bush purchased Campbell House.
- In 1905, Campbell House was sold by Samuel Francis Bush to John Torn.
- In 1915, Campbell House was purchased by Randolph Walker (the investigator’s relative who recently died).
- In 1925, possession of the Campbell House was turned over to the investigator.

Investigators who use these dates to more closely search the newspaper archives should get a +30% bonus on their Library Use rolls.

Atkinson, Birch, and Fisher: If they return to the offices of Atkinson, Birch, and Fisher to talk to Richard Atkinson, he thanks them for coming by but says he has little to relate about the entire thing. A successful Psychology roll indicates that he is hiding something that he truly wants to tell the investigators. If they can get it out of him (which won’t take terribly much), he confesses that his predecessor, Hiram Tate, now deceased, was Mr. Walker’s original lawyer before he took over the case last year when Tate died.

“Randolph Walker was committed in Morganton in May of 1915,” he tells the investigators. “It was only a week after he bought the Campbell House, fully furnished, for a song. Now, one night Hiram, under the influence of a good head of whiskey, told me that he thought something terrible had happened to Walker up at that house.

“He told me Walker had left the house so quickly that he didn’t even bother to close the front

door,” Atkinson goes on. “The carriage house door where he’d kept his automobile was wide open and Tate said he could see tracks on the ground where the car had almost run off the lane. He must have been tearing down that road.”

He looks around nervously.

“The house was empty and he had hoped to find any important paperwork Walker might have left in his rush to leave. All he found was an old account book. But Walker hadn’t used it for accounting. He’d turned it into a journal and Hiram wouldn’t tell me what he’d found written in it but he said he hid it away because it was filled with mad things. He guessed that Walker had gone crazy out in those woods.

“In only a week too. Who would have thought it?”

He is referring to the accounting ledger in the parlor though he has no idea where that book might now be.

Caldwell County Library: If they visit the Caldwell County Library in Lenoir and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called *Tales Too Terrible to Tell* (Handout 9 – The Vampire of Croglin Grange). There are a few books about ghosts but nothing of any great interest, though one book notes that “Spirits can sometimes lay dormant until something causes them to rise again. It is thought that some people are naturally sensitive to the spirit world and spirits are sensitive to these same people.”

Morganton:

If investigators want to go to Morganton, it can be reached by automobile over rough roads or by the train – though they have to ride to Hickory and change lines to get there for the latter.

The News-Herald: The local Morganton newspaper is the News-Herald, printed every Thursday. Newspaper articles similar to those found at the Lenoir Daily News Topic are found in Morganton, printed on the next Thursday after each event. This includes Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, and 8.

Burke County Courthouse:

Older records that have not been transferred (or were lost or not yet transferred to Caldwell County) are present in Morganton from when Burke County covered the area (Burke County was formed in 1777 so records do not go further back than that). The

following information can be found, each with a successful library use check.

- In 1784, the Wilson Creek Presbyterian Church was built near Yellow Buck Mountain “Down the lane from the Campbell House.”
- In 1785, the Campbell House was transferred from William Campbell to Sean Campbell upon William Campbell, his father’s, death.
- Starting in 1806, the Campbell House changed owners several times. Sean Campbell is listed as having “death by misadventure.” Most do not own the house for very long.
- In 1821, a Matthew Wagner is listed as purchasing the Campbell House.
- In 1826, the Campbell house is shown sold to Martin Smith. It is noted that this is three years after the “strange and untimely death of Matthew Wagner.”
- In 1839, the Campbell House was sold to Robert Bell and his family upon death of Martin Smith.

The records end for that area of the county in 1841, when Caldwell County was formed.

Burke County Library: If they visit the Burke County Library in Morganton and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called *Tales Too Terrible to Tell* (Handout 9 – The Vampire of Croglin Grange). Books on ghosts at the library have nothing that seems to relate to the Campbell House.

State Hospital at Morganton: The investigators might want to talk to the doctors at this asylum about Randolph Walker.

Originally established in 1875 by the Enabling Act passed in 1874, Western Carolina Insane Asylum admitted its first patient in 1883. In 1890, the name of the hospital was changed to the State Hospital at Morganton. It serves 65 counties and is located at 1000 South Sterling St., Morganton. It is a vast brick building with room for 1,000 patients of all kinds, as well as numerous outbuildings and support structures.

If the investigators come here looking for information on Randolph Walker, they end up talking to Dr. Kent Etheridge, a tall and lanky man with a salt and pepper beard and bald head. He was the doctor who dealt with Walker the most. He needs some proof of an investigator’s relation to Walker

The Phantom of Wilson Creek

but once he receives it, he is more than willing to talk to the man.

He can tell them that Walker had severe Nyctophobia (fear of the dark), Noctiphobia (fear of the night), necrophobia (fear of death or dead things), and, less severely, claustrophobia (fear of confined spaces), coimetrophobia (fear of cemeteries), ecclesiophobia (fear of church), and Ommatophobia (fear of eyes). He was brought to the hospital in 1915 after a breakdown at his home. He was at the hospital until his death in 1923.

“Something happened to him one night, as far as I could piece together,” Dr. Etheridge tells them. “He said that something was about the house and could get in any time it wanted. He was deathly afraid of a cemetery near his home and said that the thing was there as well. He claimed that the thing only came at night, whatever it was, and he wouldn’t describe it except that it had burning or blazing eyes and he feared it would come for him, that it wanted him dead.”

He guesses that Walker had an encounter with something in the woods one night, a bear perhaps – or something he couldn’t recognize or understand, it might even be linked with the Brown Mountain Lights but that is a bit of a stretch. Something he saw disturbed him to the point where he fled the house and never returned. Dr. Etheridge guesses that the man hallucinated or perhaps dreamt of terrible things after that and then thought they were what he had seen.

He died in 1923 at the age of 62.

Burke Memorial Park: If the investigators wish to pay their respects to Randolph Walker, they can find his grave (after some looking) in Burke Memorial Park in Morganton. The grave is simple and merely reads:

Randolph Walker

April 7, 1861 – August 12, 1923

The gravestone is otherwise unadorned and plain. There is nothing to be learned here. Randolph is in his grave and long dead, if anyone wants to dig him up.

Resolution

The scenario can be resolved many ways, from the deaths or flight of the investigators to the destruction of Martin Smith or the Campbell House (though this should be discouraged). In any case,

Smith is trying to get them out of the house and if they leave, he is content.

If the investigators flee, they might still get some Sanity for other discoveries. However, they should only get half awards if they do not actually destroy Smith. If he escapes, they have only postponed the inevitable return of this creature.

If the investigators do something foolish like burning down the house, they had better be extremely careful. Not only is it a waste of a valuable piece of property, but the people of Wilson Creek only recently survived a terrible forest fire that destroyed a good portion of the wooded area in the gorge. If investigators start another fire that could become as dangerous (and it has been a relatively dry year), they might find themselves lynched or at least jailed for arson, insurance fraud, and possible other crimes that could land them in jail for some time.

It must also be noted that Martin Smith does anything in his power to save the house, which he still considers his own. Small, hastily-constructed fires that are left to their own either burn out naturally or are put out by Smith (out of sight of the investigators). If a larger fire is prepared, Smith attacks investigators with all the powers at his disposal before they get it started.

If the investigators destroy Smith, each should be awarded 1d8 Sanity. Finding the bodies of the Union Soldier and the body of Samuel Fisk is worth another 1d3 Sanity each. Recovering Martin Fisk’s journal and learning what happened to the others who disappeared is worth an additional 1d3 sanity (after appropriate loss for reading the journal in the first place).

End Notes

As the first in a series, the Keeper is reminded that the Campbell House plays a part in two more of the scenarios in this book. If it is destroyed by over eager investigators, this produces a bit of a conundrum for the other scenarios.

It is suggested that if the investigators destroy the Campbell House, they be duly punished by the law, who will take the case of arson in this area very seriously. Heavy fines or jail time is not overdoing it. Additionally, investigators are in danger from the very citizens of the community they are trying to protect (as has been noted elsewhere).

If the house is destroyed but the Keeper wishes to run the other two scenarios, they will have to be modified somewhat. The loss of the Campbell House does not deter the ghouls in any great way



A lonely bridge north of Edgemont

as the gates in the warren and the church basement still survive. Keepers should also allow the gates in the cellar of the Campbell House (going to the mountainside and the church) to survive. This still allows the ghouls to move about the area fairly freely. The secret panel in the laboratory where Wilson Campbell someday soon finds the books that lead him down the dark path of wizardry should also survive the fire, leading the way to the third installment.

Though the investigators are not living in the house for the rest of the scenarios, in this case, they must still stay somewhere. Unless they are planning on taking the train to Lenoir every night, the only places to stay in the area are the Laurel Inn or the Edgemont Hotel. The protagonists in the second two scenarios can easily find and harass them in those places, if need be. The investigators have to look around the burned ruins of the Campbell House at some point, and the ghouls can follow them. Their being in Mortimer proper simply makes things easier for Wilson Hardy and he will take advantage of that in whatever way he can.

In any case, if investigators get the police involved, the Keeper should remember that the nearest officers of the law are the Caldwell County Sheriff's Office, very far away. Unless the investigators have some proof that someone is after them, and unless they present their accusations in a calm and

rational manner (something investigators sometimes have trouble doing), they are told that the Sheriff's Office will look into it. Unfortunately, they probably find nothing.

If the investigators merely leave the house (or worse, start renting it out again), the troubles in Wilson Creek simply continue. If they are foolish enough to rent the house, those who live here continue to disappear, perhaps prompting their relatives to level heavy lawsuits at the house's owner.

Villains and Foils

Martin Smith, Undead Horror

STR 20 CON 14 SIZ 12 INT 12 POW 16
DEX 10 APP 5 EDU 18 SAN 0 HP 13

Damage Bonus: +1d4

Weapons:

Bite 50%, damage 1d4 first round and blood drain thereafter (1d6 STR per round)

Grapple: 50%, damage special

Claw: 50%, damage 1d4+1d4

Armor: 2 point skin

Spells: Alter Weather, Contact Ghoul, Create Gate, Dominate, Flesh Ward, Remortification, Sense Life, Steal Life, View Gate.

Skills: Cthulhu Mythos 25%, Climb 80%, Dodge 40%, Hide 45%, Jump 80%, Listen 60%, Occult 20%, Sneak 30%, Spot Hidden 30%, Track 40%.

Sanity Loss: 1/1d8 to see Smith

Martin Smith is horrible to behold. The man stands 5'9" tall but is usually stooped over, his long fingernails almost like claws. He has withered and wrinkled brown skin that clings to his skeleton, and his eyes burn like coals. There is a graveyard stink about him and he wears dirty clothing that is a hundred years out of date. He wears no shoes at all and his toenails are long and torn.

If Smith drinks the blood of a living being, he can either heal a number of points equal to the number of points of STR he drank, or if he is fully healed, that STR becomes his own for the next hour.

He can see perfectly well in pitch darkness and is not limited to mobility during the night. He functions any time he wants. He does his best to avoid anyone with firearms unless he can catch them unawares or alone. He is a coward and prefers to destroy those he can easily overpower.

The Phantom of Wilson Creek

Wilson Hardy, struggling farmer

STR 15 CON 16 SIZ 12 INT 13 POW 11
DEX 7 APP 11 EDU 14 SAN 55 HP 14

Damage Bonus: +1d4

Weapons: Fist: 70%, dmg 1d3+1d4

Grapple: 25%, dmg special

Head 10%, dmg 1d4+1d4

Kick 25%, dmg 1d6+1d4

Axe 65%, dmg 1d8+2+1d4

.30-06 Rifle 50%, dmg 2d6+4, rng 110 yds, ½ attacks, 5 rounds

DB 12 gauge shotgun 50%, dmg 4d6/2d6/1d6, rng 10/20/50 yds, 1 or 2 attacks.

Skills: Accounting 30%, Bargain 25%, Climb 70%, Credit Rating 45%, Electrical Repair 20%, First Aid 40%, Jump 65%, Mechanical Repair 50%, Medicine (Veterinary) 55%, Natural History 50%, Heavy Machinery 50%, Ride 45%.

Hardy is about 5'9" tall and around 180 pounds. He has short brown hair and is clean-shaven. He is in his mid 40s and started to get a pot belly but is otherwise very hardy-looking and solid. He sniffs a lot and it seems like his nose is always stopped up.

Hardy usually wears overalls and a dirty plaid shirt as well as a wide straw hat that has seen better days. When he has to go into work at the mill, he usually leaves the hat at home. He is fairly friendly though always worried about losing his farm. His family teeters on the brink of bankruptcy.

He lives alone with his wife Annette. They have been married for 16 years in 1925.

Wilson Hardy becomes the main foil in the last scenario, The Wizard of Wilson Creek. He should survive at least that long.

Books

Books found in the laboratory are all detailed here for the Keeper's convenience:

SEAN CAMPBELL'S BOOK – in English by Sean Campbell, 1781 to 1806. This small and crumbling hand-bound manuscript is a diary and spell book for Sean Campbell, the second master of Campbell House. It details his travels to Europe in 1780 at the age of 36 and notes the terrible books he found there. It further details other wizards he dealt with, his return to Campbell House in 1783, and the murder (through magic) of his own father, William Campbell, in 1785, as well as notes on the gates he established and the magic he learned from certain

things under the ground that walk like men. The book's last entry is dated November 7, 1806, and includes notes for "That thyng which I shall calle up tonight." Sanity loss 1d2/1d6; Cthulhu Mythos +3 percentiles; average 6 weeks to study and comprehend. Spells: Contact Ghoul, Create Gate, Dominate, Summon/Bind Dimensional Shambler, View Gate. (It must be noted that the summoning spell is not complete and requires the remaining magic points of the caster and those of the shambler to be matched on the resistance table; if the shambler wins, it is not bound by the spell and attacks the caster).

MATTHEW WAGNER'S NOTES – in English by Matthew Wagner, 1821 to 1823. This loose manuscript is composed of loose, handwritten pages (front and back) in an old manila folder. Another journal, this one of Matthew Wagner, tells of the man's finding the laboratory and the gates in the cellar (though not the one in the attic). The book notes some research done on the death of Sean Campbell, who was reportedly "torn to pieces while out alone in the woods in November of 1806." Wagner seems to become more and more unhinged between March of 1821 (when the journal begins) and January of 1823. He mentions "terrible things under the ground that walk like men – horrors like nothing experienced," though he never elaborates nor explores what they might be. His last entry notes that the things are in the house and there is no escape but the roof. Sanity Loss: 1/1d4; Cthulhu Mythos +2 percentiles; 2 weeks to study and comprehend. Spells: none.

SAMUEL FISK'S DIARY – in English by Samuel Fisk, 1869. A narrow diary bound in leather marked on the first page "A diary of my cleansing of the Campbell House – Samuel Fisk, 1869." This diary begins with Fisk's purchase of the house after hearing of its bad reputation and his confidence that he will be able to cleanse it of whatever evil inhabited it. Though Fisk is initially prolific in his writing, which begins on April 2, 1869, he grows more and more brief as he encounters things he cannot explain nor comprehend – strange noises, figures in the dark, shining red eyes in the night, and the like (some of these should parallel what the investigators have encountered). He does locate the secret attic and finds the strange thing on the wall there and his last entry, after he has seen ghosts and things lurking in the woods, recounts his hope to be able to understand the strange attic circle, which he thinks might be some kind of portal. This is dated April

29, 1869. There are no further entries. Sanity loss: 1/1d4, Cthulhu Mythos +2 percentiles. Spells: none.

MARTIN SMITH'S BOOK – in English by Martin Smith, 1839 to present. This journal and spell book recounts how Martin Smith purchased Campbell house and learned its secrets, including locating the secret laboratory, learning Sean Campbell's secrets, and finding other things under the ground. It details his death and revivification. A few of the mysteries of Campbell House can be easily solved by the use of this book as it contains notes on who lived in the house and when. Smith obviously moved throughout the house in those times and made notes of what he found. In 1847, a note is made of the delicious taste of the soul of Marie Bell. In 1857, it is noted that the new resident of the house fled before he could die. In 1865, a note is recorded that no Union soldiers will come to Campbell House ever again. Fisk's fate was suffocation and death in Martin's own coffin. Between the years of 1868 and 1886, it details his life among the ghouls and of his return in 1887 to destroy the man who lived there. He traveled more with the ghouls until 1915 when he returned to find his house and the valley inhabited. There are notes on his attempt in 1916 to remove the 'vermin' from the valley by 'fire and flood.' Sanity loss: 1/1d8; Cthulhu Mythos +5 percentiles, average 8 weeks to study and comprehend (though the above can be sorted out in a week). Spells: Alter Weather, Flesh Ward, Remortification, Sense Life, Steal Life.

Return to Yellow Buck Mountain – 1926

Introduction

Alex Talbot receives a letter from an attorney of Dr. Joseph Abington (if he survived the first scenario), asking the private detective to investigate some strange things around a house he owns in the Appalachian Mountains (Handout 10 with Handouts 11 and 12 enclosed). Apparently, strangers and other strange things have been seen around the town of Mortimer, N.C., and the doctor hires Talbot for the handsome sum of \$100 a week plus expenses to investigate the area and put his mind at ease.

If the scenario is used as part of an ongoing campaign, the owner of the Campbell House (if any) can learn of the strange things going on in the area when he is contacted by the lawyer who handled the transfer of the estate a year before: Richard Atkinson. Atkinson reacts as below and asks that the situation be looked into, noting that two articles about strangers around Mortimer have been published at the local paper, the *Lenoir News-Topic*. If none of the investigators own the house, Atkinson still contacts them to investigate the strange sightings in the area. In this case, a new owner of the house wants to put the rumors surrounding the house to rest.

If Martin Smith (the Phantom of Wilson Creek in the *Inheritance*) was not put down in the summer of 1925, the party should instead be hired to investigate the house and put an end to any rumors that have arisen due to its unusual history. This is *The House on Yellow Buck Mountain* all over again. (Handout 10.5) In that case, the only extra information on any of the research is what might have happened the summer before.

In any case, the investigators arrive at Lenoir N.C. or Mortimer, N.C. (depending on where the

Keeper wishes to start the scenario), on Monday, June 21, 1926.

Keeper's Information

A dozen ghouls are lurking in the warrens under the church and in the woods surrounding Mortimer, N.C. They have come because one of their allies, Martin Smith, has disappeared.

There were never a great number of ghouls in the valley (though some did primarily inhabit Woodcock Knob, Chestnut Mountain, Pine Ridge, and Little Chestnut Mountain in the time of the American Indians). There simply wasn't enough to keep them there. However, sometime in the far past, a warren of ghouls did live here. These ghouls were connected to other warrens of ghouls by a gate that still leads to the Dreamlands.

Martin Smith had an agreement with the ghouls, an understanding if you will. He allied with them and told them he would protect this end of the gate if they would leave him alone. He valued his solitude and his privacy and simply didn't want the ghouls around. In exchange, he promised to bring tribute each year to the Dreamlands (usually in the form of dead bodies, animals, or magic).

When Smith did not arrive this year, the ghouls grew suspicious and then sent a small group of their own to find Smith or learn what had happened to him. Two ghoulish spell casters led a group of 10 other ghouls to the area. They are searching for the remains or word of Martin Smith.

Notes at the end of the scenario give advice on how to connect this scenario to *The House on Yellow Buck Mountain* if things ended strangely in that first scenario.

Meeting with the attorney

Richard Arthur Atkinson works out of the office of Atkinson, Birch, and Fisher at 210 Main St. NW in Lenoir and the investigator can meet with him if he wishes. Atkinson is a slim young man of about 34 with dark hair and round glasses.

He can inform the investigators that missing carpenter William Chase was never found and has recently been assumed dead. Nothing else has been reported by the newspapers of the area and he wonders if it was all just people overreacting.

He also gives them the keys to the Campbell House. He tells the investigators that the house is near Mortimer, N.C., some 22 miles from Lenoir.

“It’s about a mile and a half from the town of Mortimer,” he tells them. “You can take the train from Lenoir right up to the town. That’s what I’d advise. The roads take much longer and none of them are paved except for Number 18 that goes up to Blowing Rock. The roads are hard on the automobiles.”

He tells them anything he knows about what happened the summer before (if he was told anything). What he knows in any case is that the last owner of the house, Randolph Walker, left the house abruptly in 1915 and was soon thereafter committed to the State Hospital in Morganton. The man died in 1923 and Abington, the current owner, was not found until 1925. Other strange things have occurred at the house but he never paid much mind to that.

The train from Lenoir

The train runs from Lenoir to Edgemont daily.

The tracks follow paved road for only a few miles before passing into the deeper woods. Then, only a dirt road is visible aside from occasional houses and small towns that the railroad passes through. The train stops in Collettsville and passes through Adako before it reaches an area of devastation.

Fire has ravaged this part of the state. The tracks follow what the conductor tells you it is Wilson Creek, through an area that has been destroyed by fire, though it appeared that it had been logged almost completely before the fire swept through. You can’t help but notice, however, the new growth in the area. Everywhere, green bushes or the tiniest sprigs of trees are pushing through the wreckage as the land heals itself.

You ride for several miles before you spot another dirt road, houses scattered along it, some intact and some destroyed. Soon after, you pass into an area where the few trees left by the loggers still stand and evidence of the fire is gone. You spot a couple of small



Keys to the Campbell House

buildings across the creek and then the remains of a toppled wooden church. You soon spot a large mill just before the train stops

“Mortimer,” the conductor calls. “Mortimer.”

Mortimer isn’t much of a town. A small depot stands across from a company store, a few houses scattered around on this side of the river. You can make out the train trestle and what appears to be the stone supports of another bridge that is long since washed away. A dirt road runs through the town

Driving to Mortimer

If the investigators decide to drive to Mortimer, they are in for quite a trip. It takes a successful Fast Talk or Persuade roll to get the local Ford dealership in Lenoir to rent a 1925 Ford Model T to the investigators.

Directions to Mortimer are fairly easy to get though it is a 28 mile drive going through Collettsville and then towards Globe before driving down the rough Staircase Mountain to Edgemont and finally Mortimer. All of this is over rough dirt and gravel roads. An old logging road also leads from Collettsville to Mortimer but the route near Globe, though longer, is safer, especially since the recent fire.

Anytime the investigators drive more than 10 miles over these backwoods roads, the driver must make a Drive Auto check. Failure indicates some minor malfunction: a blown tire, getting stuck in the mud, riding off the road into a ditch, or the like. This adds an additional 1d4-1 hours (minimum of one) to any trip. On a roll above 95%, the damage is more severe: broken axle, cracked engine mount or engine block, or minor crash that does enough damage to cost \$100 to \$400 in repairs in addition

The Phantom of Wilson Creek

to losing them 1d8 hours (if they can get the car to run at all after that).

The Road proves narrow and hazardous with a sheer, wooded drop on one side and high rocky walls leaning towards the road and thick trees on the other. Tiny bridges over deep, narrow ravines filled with water splashing beneath are almost as intimidating as areas of the road washed out by the rain. Fallen trees, stones, and rocks are just part of the debris on the road that has to be passed around. Sometimes the road enters a place where the dark, overhanging trees are close, almost crowding in on either side. Occasionally, the road offers spectacular views of mountains, sometimes shrouded in dark clouds and mist.

Houses are few and far between and some of them dilapidated and long-abandoned. A single electric line follows the road, going from one leaning pole to the next, the only sign of civilization you sometimes see.

Constant turns and curves follow the edge of the mountainside and switchbacks often make it impossible to gauge which direction you are traveling. The automobile rattles down the road, shaking you until you are almost sick.

The automobile passes by Edgemont though the investigators will not realize that as the community is further up the road from Mortimer than the connecting road leads them. They soon spot railroad tracks again, however, and find the town.

After passing a sawmill on the river and a small, one-room, whitewashed school, you come into a cleared area on Wilson Creek where the tracks run through the town itself, little more than a depot and a company store with a scattering of houses around them. On a hill overlooking the town is a larger structure that appears to be a hotel.

Mortimer

Though a shadow of what it once was, Mortimer is still a town that lives (for the moment). Though the investigators don't know it yet, it is the closest thing to civilization this part of the North Carolina Mountains has to offer.

Mortimer is detailed above.

Investigators asking around about the Campbell House can learn from almost anyone that the old place lies about a mile south of town on Yellow Buck Mountain. A lane near the old broken-down Presbyterian Church leads up to the house, which is on a ridge that overlooks the valley.

Investigators can either walk to the place (if they didn't rent an automobile), or they can ask around about a ride. They have to take some time

to find one of the owners of the only two automobiles in town (both work at the Mill) and it is after dinnertime before either of them is willing to give the investigator's a ride. However, there are people around who own horses and buggies or even wagons; after only a short time, they are referred to Wilson Hardy's farm if they want a wagon ride to the place.

Hardy is too busy that day to give them a ride though he suggests they talk to Tommy McCall, who owns one of the automobiles in town. He tells them where Tommy's house is but, as Tommy works in the mill, he is not home. His pretty sister Annette is, however, and is willing to let the investigators wait at the house until Tommy gets home from work.

It is dinnertime by the time Tommy McCall arrives and he is glad to give the investigators a ride to the Campbell House. He insists on them joining him and his sister for dinner first, however, and she fixes them all a meal of roast beef and potatoes. If asked, the two locals talk about the mysterious disappearance of William Chase and the rumors they have heard about strangers in the area. They are both concerned but Tommy is not scared, he claims. He has a handgun that he's been carrying with him since Chase disappeared.

"I'm not scared a no spooks!" he says.

They can relate that more recently, there have been more signs of people around town, though no one in the village itself. Rumor has it that there are gypsies or maybe tramps or even criminals sneaking around in the remains of the woods in the area. They also relate that people have been making sure they keep their children in at night. It's been unnerving sometimes, though neither of them has seen anything out of the ordinary to date.

Tommy is very curious about the investigators and why they are interested in the Campbell House. If they tell him anything in front of his sister, news of it is soon spread all around town. This does not affect the investigation but might lead to some embarrassing instances of locals teasing the "ghost hunters."

The shadow in the woods

After dinner, desert, coffee, and cigarettes, Tommy is finally ready to take the investigators and their luggage to the Campbell House. It is, by this time, well after dark, but he doesn't mind. It takes some time to secure the luggage on the sideboards and back of his automobile with ropes.

Tommy, a manager at the Mill, owns a 1922 soft top Ford Model T. It is a tight fit with more than



The road crosses a narrow bridge just south of the Campbell House.

three investigators, but some can sit on the back of the back seats and hold on as best they can. Or he can make two trips if they want.

Tommy drives them through the ford at Wilson Creek and heads south at a good clip (slower if investigators are sitting up in the back or clinging to the sideboard). He passes the Mill, which has shut down for the night, and heads south on the dirt road.

It is a very dark night though the moon has come out and is three quarters full and waxing. The night air has cooled down somewhat from the warm day and it is a pleasant ride.

Soon, the old ruined church comes into view. The wooden building leans towards the road and seems to look mournfully at the investigators with empty windows. All of the stained glass is gone and the small tower in the front is leaning crazily. There are no intact doors or windows on the church but if examined closely, watermarks show that the church was flooded almost up to its rafters at one time. A short wall behind the church is intact though a few stones are missing here and there. Behind the church is a steep lane that goes into the thick woods.

The lane leads up the side of Yellow Buck Mountain and through an area that has not been overworked by the local loggers. The path is treach-

erous, partially washed out, and has three sharp switchbacks before it levels out somewhat for almost a quarter of a mile. The trees and undergrowth are thick in the area and grass grows between the ruts in the trail.

Tommy shifts to a lower gear as he heads up the steep lane and the Model T struggles with the load. Near the top, each investigator should make a Spot Hidden check. Those who make it see an eerie sight:

The trees and bushes are thick on this part of the mountain and seem to slap against the sides of the automobile repeatedly. As Tommy brings the machine around a third switchback, for a moment the headlights illuminate a dark and hunched figure within the trees. It is impossible to make out any details of the person, save that he darts away even as the light strikes him and seems to be wearing loose, baggy clothing.

Tommy did not see the figure, being too intent on watching the road. He halts the automobile if asked but if anyone heads into the woods he must guess where he saw the figure (Luck roll) first. If they find the right spot, a successful Spot Hidden roll finds strange footprints, not of a man but apparently of a hoofed animal. A successful Track roll allows the investigators to follow the tracks into the dark woods but they soon stop and simply disappear.

If anyone looks around carefully at this point, another successful Spot Hidden reveals that several of the stones in the area are worked and appear to be laid out in a circle about 10 feet wide. This is the stone circle comprising the magical gate that leads to the storage/junk room of the Campbell House (area 22). Note that the gate must be concentrated on to use and using it costs 1 magic point and 1 sanity point.

The ghoul that was caught in the headlights of the automobile fled through the gate and then out of the storage room in the house, going upstairs to the living room to peek out of the shutters there at the investigators as they approach. The creature then flees up to the secret attic and from there to the warren where his brethren are. If he is somehow captured or killed (unlikely) the ghouls will not yet know of the arrival of strangers.

The Campbell House

Information on the Campbell House and its surrounding are in the Campbell House section.

Trouble Brewing on the Mountain

The ghouls make trouble for the investigators the first night they are in the Campbell House. They scout out the place before they move in to find out what they can. Using the Sense Life spell, the ghouls can learn where the investigators are in the Campbell House. They assume the investigators know the whereabouts of Martin Smith and want to interrogate them.

That first night, they wait until the investigators are asleep or at least not moving about the house, then either use the nearest gate or a window to attempt to quietly enter the room of the most isolated investigator. This investigator may make a single Listen role to see if he hears the ghouls enter his room.

The ghoul spell caster uses magic to dominate the investigator if he awakens prematurely, forcing him to be quiet.

If the investigator does not wake, the keeper should match the first ghoul spell casters magic points (-1d6 for casting the spell) against the investigators. If the ghoul succeeds, the Cloud Memory spell succeeded and the investigator awakens the next morning remembering only horrible nightmares and terrible figures holding him down in his bed. He remembers the figures questioned him, over and over, about someone he didn't know. They wanted to know where he was.

If the ghoul fails in the spell, read the following:

Something jars you from sleep. You thought you heard a voice whispering something to you. As you look about the room, you suddenly realize that several hunched figures are standing over your bed, looking down upon you.

"Where is Martin Smith?" one of them whispers, its voice guttural and thick.

If the investigator tries to light a lamp or otherwise moves, he suddenly finds himself grasped by the wrist, then another wrist, and then his ankles. If he cries out, all other investigators within 30 feet should be given Listen rolls to see if they awaken (within 50 feet if they are already awake).

If the investigator kept his shutters closed, he is not even able to see the figures but merely feel them holding him down. Strong hands hold his ankles and hands and a heavy, stinking hand that bristles with hair is over his mouth.

"Where is Martin Smith?" the creatures continually whisper to him. They do not believe the investigator does now know, nor do they explain

themselves to him or her. They usually (at least at the beginning) won't harm the investigator, but are adamant about finding out where Martin Smith is.

The lead ghoul uses his dominate spell to force the investigator back to sleep and then use Cloud Memory upon him (indicated by the spell casting above). If the spell fails, the investigator remembers the interrogation though did not get a good look at the creatures.

The ghouls continue that routine night after night on different investigators unless they are caught.

If they are caught, they flee, trying to knock out lights and hide in the darkness. The first spell caster uses Dominate to turn investigators on each other, Evil Eye or Implant fear if he has enough magic points, Raise Night Fog if he has time and is near Wilson Creek, and Stop Heart if he fears for his life. The second spell caster uses Create Mist of Releh and Deflect Harm to defend himself and Grasp of Cthulhu to attack magically. He uses View Gate before they ever enter a gate to make sure the room on the other side is empty.

If they learn Martin Smith was destroyed or killed, they leave to return to the Dreamlands. They want nothing to do with the place at this time though they may someday return if the gate in the warren is not destroyed.

The first spell caster ghoul is usually the one who leads the interrogation (though all of the ghouls constantly mutter "Where is Martin Smith?" over and over again). If he is killed, the other spell caster deals with the intruders to the best of his ability. If both are killed, the smarter ghouls take over and try to find out what they can in any way they can, including taking as many investigators prisoner as possible into the old warren and physically torturing them.

If the ghouls lose too many of their number, they flee back to the dreamlands. In this case, the mystery of what was haunting the place and what they wanted might never be learned.

Other occurrences

The ghouls constantly scout out the house, using the gates (sometimes with their spell casters, sometimes without), especially the gate in the storage room in the basement or the gate in the attic. They know the secret of using Martin Smith's name in the attic gate and don't go to his coffin, though they might try to trick a lone investigator into following them through that gate if sorely pressed.

Other things that might happen with the ghouls include:

- Seeing one or more of the creatures in the woods at night. If a lone investigator follows them, he is ambushed and then interrogated as those in their rooms are.
- Moving about the house – noises might be heard above or below as the ghouls scout out the house.
- The face of a ghoul might be seen in a window, peering into a lone bedroom. This is especially effective if an investigator is alone and turns off or blows out a light. Something horrible can be seen looking in the window.
- During daylight, the investigators might see figures in the distance watching them, especially if they are doing something that is time consuming (like digging up a grave).
- The sound of hoof beats in the house or outside.
- Scuffs on wooden floors or in carpets.
- A strong smell of animals and decay.
- Thick, gray fur caught in a tight spot or merely lying in clumps on the floor.
- Walking through the woods or on the lane, something large moves through the high undergrowth away from the investigator. He never gets a good look at it.
- The ghouls might try to lure someone down near the river one night and then call up a thick fog before they try to separate and capture investigators for interrogation.
- Investigators find a place where the earth has been overturned. If it is dug up, it is found to be quite deep (about three feet). At the bottom are the remains of several animals, rotting. The ghouls are using what resources they can to prepare what meet they can find in the area.

A Sudden Storm

If the ghouls have not found out what they need within a week (by Tuesday, June 29), they prepare to use all of the means at their disposal to capture or kill all of the investigators.

That night is gloomy and overcast. By 8 p.m., a storm strikes the valley with thunder crashing and lightning booming. The ghouls use this to their advantage. Any spell casters who survive prepare all of their magic to use to its best effect and the ghouls attack the house with one third of their number assaulting it from without, one third from the attic,

and one third from the basement. They attempt to disarm or disable as many investigators as possible and take them back to the warren.

If no one can answer where Martin Smith is, they kill them all, having a great feast. If any of them can, they are all returned to the house (with Cloud Memory spells on them if possible). The ghouls flee through the gate. If the investigators can actually open a dialogue with the ghouls, the creatures might cooperate with them long enough to get the information they want.

The Gate is Opened

If any investigator is stupid enough to go through the hidden gate to the Dreamlands in the warren, or if they see the ghouls fleeing through it and pursue, they are in for a terrible sight. The gate opens into a burrow of some kind that leads to the surface. When they reach it, they see:

You find yourself suddenly on a vast, gray-lit plain. There are no landmarks about you except boulders and burrows: Hundreds of dark openings. The smell of the grave is everywhere and a gibbering comes from the distance. It feels as if you are being watched.

If the investigators continue after any ghouls they were chasing (who ducked into the nearest burrow), they soon find themselves lost and will never find their way back to the waking world. Add to this the ghouls that begin to harass them, and it probably spells an end to these investigators.

Research

The best thing the investigators can do in this case is find out who Martin Smith was and try to get that information to the ghouls as quickly as possible.

The same information is available in this scenario as the last (though there are more newspaper articles available if they were not used as the hook at the beginning of the scenario.

The information is reprinted here for the Keeper's convenience.

Mortimer: The people in Mortimer are friendly enough and if approached about the Campbell House are willing to talk about it openly, though they don't know much.

- Anyone can tell them that there have been some articles in the newspaper about people who have fled the house or disappeared, and some years ago, someone who rented the house was found dead nearby though no one remembers if they ever found out how the man died.

The Phantom of Wilson Creek

- “It was in the paper,” someone says. If asked which paper, he says the Lenoir Daily News Topic.
- Another guest, a few years ago, crashed his car on Wilson Creek Road when he went right off the end and into Craig Creek. They can tell the investigators it was the last time the house was rented, as far as they know.
- One man can tell the investigators that last year, he sometimes saw smoke rising from Yellow Buck Mountain at night’s when the moon is full. He thought it came from the Campbell House though no one is supposed to live there right now. He hasn’t seen it for some time.
- Josh Tailor, who spoke to the newspaper, has only the same old rumors to tell. He notes that whatever is out there must have come from the old Campbell House. “Where else could it have come from?” he asks.
- “That place has always been bad,” another resident tells the investigators. The man has heard stories by some of the people who have lived here for years and says that the Campbell house had a reputation for as long as it’s been standing; “From the owner’s dying as soon as that church was built until that last man who owned it.” He has no theories about the place, but hates it.
- “Ghosts,” another Mortimer resident might tell investigators. “There’s been ghosts in that place since it was built. I heard tell the original owners never left. They say that some people lived there for years and never saw a thing. Well, I heard tell ghosts do that sometimes ... until the right person enters the house. Then they rise up and kill them!”
- A suggestion is made that they might have more luck finding out about the place from someone in Edgemont. Dr. Tatum is wise and Gus Coffey knows a lot of the history of the area.

* If the earlier investigation in 1925 revealed to the residents of Mortimer what was haunting the house and what happened to it, some of them might have that information. They might be hesitant to share it however. A successful Psychology roll indicates who might be hiding information.

Edgemont: Gus Coffey knows a little bit about the Campbell House. He can elaborate only a little on the stories of the people it was rented out to and tell investigators that no one has seemed safe in the house. He remembers that in 1919, the same year he bought the store, a guest at the place disap-

peared that summer. There was a search of Yellow Buck Mountain and the surrounding area but the woman was never found. He also knows there was a man there by the name of Bush who owned the house for 10 years and never saw a thing, but that was probably over 30 years ago. He also knows that some Union men broke into the house during the War Between the States and were all killed. He refers anyone who wants to know more about that to Dr. Tatum.

He can also tell them the story that missing carpenter William Chase told him last year. One night, Chase was walking by the old Wilson Creek Presbyterian Church just after the flood of 1916, and saw someone in the graveyard in the corner nearest the church. The man was in the shadows as Chase walked by. When Chase looked back, the man was gone. It was a little unnerving.

Connie Chase is despondent and very upset. She is willing to talk to investigators but can say little. William had no enemies and no one would want to harm him. He did too much good.

John Turner is another local but he knows nothing.

Dr. Alexander Tatum owns a fine house across the road from Coffey’s General Store. He’s a retired professor of history and specialized in the Civil War. He has a tale he can tell the investigators, either at Coffey’s General Store one night or at his own house. He tells investigators that he heard the story from Thomas Stall, a resident of Edgemont for as long as anyone can remember, who died at the turn of the century.

“There were half a dozen of those boys, he said,” Dr. Tatum says. “It was during one of Stonewall’s raids, and they had been sent up the valley and decided to look up that lane that night. They didn’t find anyone but after they’d bedded down and gotten some sleep, they heard screaming and found one of their boys dead. He was in one of the bedrooms or the landing or some such. The man on watch, he was watching from the attic window, was gone. They never saw him again. Well, one of those boys just took off running at something that he saw out the window, something creeping towards the woods carrying a heavy load. That soldier ran all the way Edgemont and was taken prisoner by some of the men here, including Thomas Stall.

“He begged them to go look at that place and they decided they should go capture those Yankees. When they got to the house, though, when they got there, they only found that dead boy in the bedroom upstairs. There was no sign of those other boys anywhere except for their coats and their rifles

and their kits. Thing is ... thing is, that dead boy, he was drained of all his blood Stall said. Not a drop in him anywhere.”

* If the earlier investigation in 1925 revealed what was haunting the house and what happened to it, some of the residents of Edgemont might have that information. They might be hesitant to share it however. A successful Psychology roll indicates who might be hiding information.

Lenoir:

Lenoir Daily News Topic: Though the Lenoir Daily News Topic boasts that it has been the paper in Caldwell County since 1875, a fire destroyed the Topic Building and all of its contents in 1884. The paper was restarted as the Daily Evening Lenoir Topic in August of that year and has been solid ever since, combining with the Lenoir News (which was semi-weekly since 1898) in 1919.

The Publisher of the paper is Fred May and he's been with the paper since 1915. If the investigators are newspaper men, he is more than happy to let them look in the paper's archive which has copies of the Daily Topic since 1884 and the Lenoir news from 1898. Others have to be a little more persuasive, though any halfway good reason for looking through the newspaper archive is good enough for him. The room is in good shape and all of the back issues are filed carefully so looking is not hard, though it is time consuming.

Characters making a successful Library Use roll can find Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, 8, 11, and 12, each with a success. Note, that the handouts in parenthesis are automatically found if the first handout of that same number is found. If the first is not found, the PCs should get a roll for the second and automatically get the first if successful.

Caldwell County Courthouse: Checking with the local courthouse records is also time consuming and requires successful Library Use rolls to find out who has owned the property over the years. The records are in fairly good order since 1841 although there are some muddled records due to the formation of Avery County just a few years ago. Investigators are referred to the courthouse in Morganton for records before that date.

Successful Library Use rolls give the following:

- In 1851, Robert Bell sold the Campbell House to Alexander Templeton.
- In 1858, the Campbell House reverted to the property of the county.

- Samuel Fisk purchased the Campbell House in 1869.
- In 1870, Campbell House reverted back to the county.
- In 1874, Widow Annie Brewster purchased the Campbell House from the county.
- In 1886, the Wilson Creek Presbyterian Church purchased the Campbell House for a rectory for Reverend Wilbur Thompson.
- In 1887, both house and church reverted to property of the county.
- In 1893, Samuel Francis Bush purchased Campbell House.
- In 1905, Campbell House was sold by Samuel Francis Bush to John Torn.
- In 1915, Campbell House was purchased by Randolph Walker.
- In 1925, possession of the Campbell House was turned over to the investigator who inherited it in The House on Yellow Buck Mountain.

Investigators who use these dates to more closely search the newspaper archives should get a +30% bonus on their Library Use rolls.

Atkinson, Birch, and Fisher: If they return to the offices of Atkinson, Birch, and Fisher to talk to Richard Atkinson, he thanks them for coming by but says he has little to relate about the entire thing. A successful Psychology roll indicates that he is hiding something that he truly wants to tell the investigators. If they can get it out of him (which won't take terribly much), he confesses that his predecessor, Hiram Tate, now deceased, was Mr. Walker's original lawyer before he took over the case last year when Tate died.

“Randolph Walker was committed in Morganton in May of 1915,” he tells the investigators. “It was only a week after he bought the Campbell House, fully furnished, for a song. Now, one night Hiram, under the influence of a good head of whiskey, told me that he thought something terrible had happened to Walker up at that house.

“He told me Walker had left the house so quickly that he didn't even bother to close the front door,” Atkinson goes on. “The carriage house door where he'd kept his automobile was wide open and Tate said he could see tracks on the ground where the car had almost run off the lane. He must have been tearing down that road.”

He looks around nervously.

“The house was empty and he had hoped to find any important paperwork Walker might have

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left in his rush to leave. All he found was an old account book. But Walker hadn't used it for accounting. He'd turned it into a journal and Hiram wouldn't tell me what he'd found written in it but he said he hid it away because it was filled with mad things. He guessed that Walker had gone crazy out in those woods.

"In only a week too. Who would have thought it?"

He is referring to the accounting ledger in the parlor though he has no idea where that book might now be.

* If the earlier investigation in 1925 revealed what was haunting the house and what happened to it, and the investigators shared that information with Atkinson, he might be hesitant to tell investigators, especially if it sounds crazy. A successful Psychology roll indicates that Atkinson is holding something back.

Caldwell County Library: If they visit the Caldwell County Library in Lenoir and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called *Tales Too Terrible to Tell* (Handout 9 – The Vampire of Croglin Grange). There are a few books about ghosts but nothing of any great interest, though one book notes that "Spirits can sometimes lay dormant until something causes them to rise again. It is thought that some people are naturally sensitive to the spirit world and spirits are sensitive to these same people."

Morganton:

If investigators want to go to Morganton, it can be reached by automobile over rough roads or by the train – though they have to ride to Hickory and change lines to get there for the latter.

The News-Herald: The local Morganton newspaper is the News-Herald, printed every Thursday. Newspaper articles similar to those found at the Lenoir Daily News Topic are found in Morganton, printed on the next Thursday after each event. This includes Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, 8, 11, and 12.

Burke County Courthouse: Older records that have not been transferred (or were lost or not yet transferred to Caldwell County) are present in Morganton from when Burke County covered the area (Burke County was formed in 1777 so records do not go further back than that). The following infor-

mation can be found, each with a successful library use check.

- In 1784, the Wilson Creek Presbyterian Church was built near Yellow Buck Mountain "Down the lane from the Campbell House."
- In 1785, the Campbell House was transferred from William Campbell to Sean Campbell upon William Campbell, his father's, death.
- Starting in 1806, the Campbell House changed owners several times. Sean Campbell is listed as having "death by misadventure." Most do not own the house for very long.
- In 1821, a Matthew Wagner is listed as purchasing the Campbell House.
- In 1826, the Campbell house is shown sold to Martin Smith. It is noted that this is three years after the "strange and untimely death of Matthew Wagner."
- In 1839, the Campbell House is sold to Robert Bell and his family upon death of Martin Smith.

The records end for that area of the county in 1841, when Caldwell County was formed.

Burke County Library: If they visit the Burke County Library in Morganton and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called *Tales Too Terrible to Tell* (Handout 9 – The Vampire of Croglin Grange). Books on ghosts at the library have nothing that seems to relate to the Campbell House.

State Hospital at Morganton: The investigators might want to talk to the doctors at this asylum about Randolph Walker.

Originally established in 1875 by the Enabling Act passed in 1874, Western Carolina Insane Asylum admitted its first patient in 1883. In 1890, the name of the hospital was changed to the State Hospital at Morganton. It serves 65 counties and is located at 1000 South Sterling St., Morganton. It is a vast brick building with room for 1,000 patients of all kinds, as well as numerous outbuildings and support structures.

If the investigators come here looking for information on Randolph Walker, they end up talking to Dr. Kent Etheridge, a tall and lanky man with a salt and pepper beard and bald head. He was the doctor who dealt with Walker the most. He needs some proof of an investigator's relation to Walker

but once he receives it, he is more than willing to talk to the man.

He can tell them that Walker had severe Nyctophobia (fear of the dark), Noctiphobia (fear of the night), necrophobia (fear of death or dead things), and, less severely, claustrophobia (fear of confined spaces), coimetrophobia (fear of cemeteries), ecclesiophobia (fear of church), and Ommatophobia (fear of eyes). He was brought to the hospital in 1915 after a breakdown at his home. He was at the hospital until his death in 1923.

“Something happened to him one night, as far as I could piece together,” Dr. Etheridge tells them. “He said that something was about the house and could get in any time it wanted. He was deathly afraid of a cemetery near his home and said that the thing was there as well. He claimed that the thing only came at night, whatever it was, he wouldn’t describe it except that it had burning or blazing eyes and he feared it would come for him, that it wanted him dead.”

He guesses that Walker had an encounter with something in the woods one night, a bear perhaps – or something he couldn’t recognize or understand, it might even be linked with the Brown Mountain Lights but that is a bit of a stretch. Something he saw disturbed him to the point where he fled the house and never returned. Dr. Etheridge guesses that the man hallucinated or perhaps dreamt of terrible things after that and then thought they were what he had seen.

He died in 1923 at the age of 62.

Burke Memorial Park: If the investigators wish to pay their respects to Randolph Walker, they can find his grave (after some looking) in Burke Memorial Park in Morganton. The grave is simple and merely reads:

Randolph Walker
April 7, 1861 – August 12, 1923

The gravestone is otherwise unadorned and plain. There is nothing to be learned here. Randolph is in his grave and long dead, if anyone wants to dig him up.

Resolution

This scenario might be hard for investigators to resolve. If they are not the same ones who investigated the Campbell House in 1925 (as they won’t be during a convention), they have no idea what happened

to Martin Smith and, depending on what happened to him in 1925, might have no way of finding out.

It might be possible that Atkinson knows more than he is telling and might even be able to give them information on who investigated in 1925. A telephone call to those investigators might give this group the information they seek.

If the investigators do something foolish like burning down the house, they had better be extremely careful. Not only is it a waste of a valuable piece of property, but the people of Wilson Creek only recently got through a terrible forest fire that destroyed a good portion of the wooded area south of town. If investigators start another fire that could become as dangerous (and it has been a relatively dry year), they might find themselves lynched or at least jailed for arson, insurance fraud, and possibly other crimes that could land them in jail for some time.

If the same investigators are continuing this campaign after having played through The House on Yellow Buck Mountain, they probably find the answer fairly easily. How they handle the ghouls depends on how badly hurt they get. The ghouls just want to know what happened to Martin Smith. They don’t care much whether he is alive or dead, but they do want to know. If they are told, they leave.

If investigators get rid of the ghouls, they should receive 1d10 sanity points. For each ghoul killed, they should receive 1 point up to a maximum of six points. If they were able to unravel the actual resting place of Martin Smith and make sure he is not disturbed, they can earn another 1d2 sanity and for returning the body of William Chase and solving that mystery (whatever story they use) they can earn 1d3 Sanity Points and 1d6% to credit rating. They are heroes, after all.

End Notes

Depending on how The House on Yellow Buck Mountain ended, this scenario might be the hardest in the book to adapt for a new group (say, during convention play). For instance, when I ran the former scenario, the investigators actually destroyed Martin Smith in the ghoul tunnels, leaving the body where it fell. In this case, the ghouls should have merely arrived the next year, found the body and gone their merry way.

Fortunately, the investigators also destroyed some of the gates they’d found, particularly the gate to the Dreamlands from the ghoul warren. I decided that the gate would still work from the other side, at least once, and so the ghouls had to either find



Martin Smith or his spell books in order to attempt to recreate a gate to get them back home. I also decided that a small cave-in during the last year had covered Martin Smith's body. In the long run, the new group of investigators had to contact the old to find out what, exactly, had happened to them before they were able to deal with the ghouls.

The Keeper is encouraged to keep copious notes on how The House on Yellow Buck Mountain is resolved. The disposition of Martin Smith at the end of that scenario is key to resolving this one. The Keeper should also remember that if Martin Smith is NOT destroyed by investigators in the first scenario, the ghouls do not even arrive in North Carolina at all. Martin Smith has continued in his experiments and his solitude and the scenario should be played over again so long as an investigator owns the house (and no one will purchase it – it will stay on the market for a very, very long time). If Martin Smith is not destroyed, his pact with the ghouls remains intact, and they will not arrive in the area looking for him. In essence, this scenario cannot be run until Martin Smith is destroyed.

Keepers have another option when it comes to this scenario. The ghoulish warren has a direct link to the Dreamlands with a pretty good chance that the investigators might end up either in the warrens or the Dreamlands themselves. If the Keeper desires to

send his investigators to the Dreamlands, the scenario is a good way to get there, though it means entering them body and soul, a much more dangerous prospect than just going there via dreaming, though much easier to accomplish.

Exploring the Dreamlands goes beyond what can be covered in this book. Though H.P. Lovecraft's Dreamlands is out of print at the time of the writing of this monograph, a PDF of the product can be purchased at Chaosium's website (www.chaosium.com) and copies occasionally appear online on Ebay or Amazon.com. Keepers are encouraged to look for the product, especially if they have players who are likely to send their investigators exploring the wonders (and horrors) that lie through the gate in the ghoulish warren.

"I never ask a man what his business is, for it never interests me. What I ask him about are his thoughts and dreams."

-- H.P. Lovecraft

Villains and Foils

10 Ghouls (lesser independent race)

	STR	CON	SIZ	INT	POW	DEX	db	HP
#1	20	12	15	14	12	10	+1d6	14
#2	18	11	13	12	12	12	+1d4	12
#3	11	14	13	12	14	14	+0	14
#4	15	12	16	14	15	13	+1d4	13
#5	12	9	12	9	10	17	+0	11
#6	15	10	15	14	11	11	+1d4	13
#7	16	13	11	15	17	13	+1d4	12
#8	19	13	10	8	15	16	+1d4	12
#9	22	12	16	14	15	13	+1d6	14
#10	17	14	10	10	17	17	+1d4	12

Move: 9

Weapons: Claws 30%, dmg 1d6+db

Bite 30%, dmg 1d6+automatic worry

Armor: Firearms and projectiles do half of rolled damage; sound up any fractions.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Sanity Loss: 0/1d6

Ghouls can attack with both claws and bite in the same round. If the ghoul's bite strikes home, it hangs on instead of using claw attacks and worries the victim with its fangs, continuing to do 1d4 damage Bite damage automatically. A successful STR vs. STR Resistance Table roll dislodges the ghoul, breaking what amounts to a successful Grapple and ending the Bite damage.

Their bodies, while roughly bipedal, has a forward slumping and vaguely canine cast. The texture of the creature is a kind of unpleasant rubberiness. The creatures are rubbery, loathsome humanoids with hoof like feet, canine features, and claws. They speak in gibbers and meeps and are often encrusted with grave mold.



Ghoul Spell Caster #1

STR 15 CON 8 SIZ 17 INT 12 POW 15
DEX 13 HP 13

Move: 9

Damage Bonus: +1d4

Weapons: Claws 30%, dmg 1d6+db

Bite 30%, dmg 1d6+automatic worry

Armor: Firearms and projectiles do half of rolled damage; sound up any fractions.

Spells: Auger, Candle Communication, Cloud Memory, Create Bad Corpse Dust, Dominate, Evil Eye, Implant Fear, Raise Night Fog, Stop Heart.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Sanity Loss: 0/1d6

Ghoul Spell Caster #2

STR 17 CON 14 SIZ 8 INT 14 POW 12
DEX 16 HP 11

Move: 9

Damage Bonus: +1d4

Weapons: Claws 30%, dmg 1d6+db

Bite 30%, dmg 1d6+automatic worry

Armor: Firearms and projectiles do half of rolled damage; sound up any fractions.

Spells: Brew Dream Drug, Candle Communication, Consume Likeness, Create Mist of Releh, Deflect Harm, Grasp of Cthulhu, Sense Life, View Gate.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Sanity Loss: 0/1d6

The Wizard of Wilson Creek - 1927

After everything else that has gone on in Mortimer in the last two years, some people aren't even surprised when more strange things begin to happen in the spring of 1927. In this case, interest in the Campbell House and its surroundings has come to Daniel Fuller, a practicing attorney in Boston. He has been asked by the current owner of the house (his client) to investigate yet more strange rumors that are surrounding the house. If Professor Abington didn't survive the initial scenario, a relative of his is the one who is asking for help. If he did it is assumed that he gifted the property to a relative (William Abington).

In this case, Fuller received the letter from William Abington on Monday, May 16, 1927. Abington left the country on Saturday and cannot be reached. (Handout 13)

If Martin Smith (the Phantom of Wilson Creek in the Inheritance) was not put down in the summer of 1925 or 1926, the party should instead be asked (through Fuller) to investigate the house and put an end to any rumors that have arisen due to its unusual history. This is The House on Yellow Buck Mountain all over again.

If the scenario is used as part of an ongoing campaign, the owner of the Campbell House (if an investigator) learns of the strange things going on in the area when he is contacted by the lawyer who handled the transfer of the estate a year before: Richard Atkinson. Atkinson reacts as below, simply telling the investigator over the telephone that strange things are happening around the Campbell House again.

If none of the investigators owns the house, Atkinson contacts them to look into the strange rumors in the area. In this case, a new owner of the house wants to put the rumors surrounding the house to rest.

In any case, the investigators arrive at Lenoir N.C. or Mortimer, N.C., on Tuesday, May 24, 1927.

Keeper Information

To say Wilson Hardy has had a hard life would be an understatement. Hardy came to Wilson Creek some 15 years ago (1910), following rumors of work. He and his wife worked hard, Hardy for the Ritter lumber mill and his wife, Annette, sewing for the general store and doing mending for people in the valley.

Hardy did well enough at the mill to get a managing job. Instead of taking one of the manager's houses on the hill, he instead purchased a small piece of land from the company and built a house there, farming and raising livestock in his spare time to make extra money.

When the fire and flood of 1916 wrecked the mill and Ritter pulled out the next year, Hardy was nearly ruined. He wanted to keep his house but was deeply in debt. He found himself farming full time and working for the smaller mill when he could, but he and his wife were still close to being ruined by the time United Mills came to the valley in 1922. Wilson was able to get a job at the mill but didn't do nearly as well as he had at Ritter.

In 1925, after the strange things that happened at the Campbell House and across the mountain, Wilson began doing some investigating on his own. He was not pleased by what he found.

He learned a little of the strange things that had happened at the house and found the tunnels under the abandoned church. That same year, his grandmother died and he came into possession of certain manuscripts, loose sheets of papers of his grandmother's that told of terrible things. Wilson found them fascinating and studied them as best he could.

After the incidents in 1926 and soon after the investigators left, he took to slipping out to the Campbell House to look around, breaking in the back door. He soon stumbled across the secret cellar and found manuscripts of Sean Campbell's spell book. Then he found the gates in the cellar of that house. Already unsteady due to what he read and the spells he previously learned, Wilson Hardy found himself losing more and more of his mind. Yet he couldn't stop: Here was true power.

He had already learned two of the spells from his grandmother's papers and soon mastered three more from Sean Campbell's notes (though he has yet to try casting the flawed summon/bind dimensional shambler).

One thing he learned was that by such magic, he could gain power: Power over his wife, over his managers at the mill, and over everyone. He craved more and more of it. It was also driving him mad.

In the last year, he has spent more and more nights at the Campbell House, poring over the notes and trying to understand them. He has also started experiments, animating the dead body of a tramp who he found in the woods. He carefully hid the body in the basement of the church with orders to merely wait. Though he is not yet completely mad, he is well on his way.

Meeting with the attorney

Richard Arthur Atkinson works out of the office of Atkinson, Birch, and Fisher at 210 Main St. NW in Lenoir and the investigators can meet with him if they wish. Atkinson is a slim young man of about 35 with dark hair and round glasses.

He informs the investigators that a story has been in the recent Lenoir News-Topic about strange lights and sounds seen and heard near Mortimer, N.C.

He also gives them the keys to the Campbell House and tells the investigators the house is near Mortimer, N.C., some 22 miles from Lenoir.

"It's about a mile and a half from the town of Mortimer," he tells them. "You can take the train from Lenoir right up to the town. That's what I'd advise. The road takes much longer and none of them are paved except for State Route 321 that goes up to Blowing Rock. The back roads are hard on the automobiles."

He tells them anything he knows about what happened the summers before.



Wilson Hardy

The train from Lenoir

The train runs from Lenoir to Edgemont daily.

The tracks followed paved road for only a few miles before passing into the deeper woods. Then, only a dirt road is visible aside from occasional houses and small towns that the railroad passes through. The vehicle stops in Collettsville and passes through Adako before it reaches an area of devastation.

Fire has ravaged this part of the state. The tracks follow what the conductor tells you it is Wilson Creek, through an area that has been destroyed by fire, though it appeared that it had been logged almost completely before the fire swept through. You can't help but notice, however, the new growth in the area. Everywhere, green bushes or the tiniest sprigs of trees are pushing through the wreckage as the land heals itself.

You ride for several miles before you spot another dirt road, houses scattered along it, some intact and some destroyed. Soon after, you pass into an area where the few trees left by the loggers still stand and evidence of the fire is gone. You see a couple of small buildings across the creek and then the remains of a toppled wooden church. You soon spot a large mill just before the train stops

"Mortimer," the conductor calls. "Mortimer."

Mortimer isn't much of a town. A small depot stands across from a company store, a few houses scattered around on this side of the river. You can make out the train trestle and what appears to be the stone supports of another bridge that is long since washed away. A dirt road runs through the town

Driving to Mortimer

If the investigators decide to drive to Mortimer, they are in for quite a trip. It takes a successful Fast Talk or Persuade roll to get the local Ford dealership in Lenoir to rent a 1925 Ford Model T to the investigators.

Directions to Mortimer are fairly easy to get though it is a 28 mile drive going through Collettsville and then towards Globe before driving down the rough Staircase Mountain to Edgemont and finally Mortimer. All of this is over rough dirt and gravel roads. An old logging road also leads from Collettsville to Mortimer but the route near Globe, though longer, is safer, especially due to the recent fire.

Anytime the investigators drive more than 10 miles over these terrible roads, the driver must make

The Phantom of Wilson Creek

a Drive Auto check. Failure indicates some minor malfunction: a blown tire, stuck in the mud, riding off the road into a ditch, or the like. This adds an additional 1d4 hours to any trip. On a roll above 95%, the damage is more severe: broken axle, cracked engine mount or engine block, or minor crash that does enough damage to cost \$100 to \$400 in repairs in addition to losing them 1d8 hours (if they can get the car to run at all after that).

The Road proves narrow and hazardous with a sheer, wooded drop on one side and high rocky walls leaning towards the road and thick trees on the other. Tiny bridges over deep, narrow ravines filled with water splashing beneath are almost as intimidating and areas of the road are washed out by the rain. Fallen trees, stones, and rocks are just part of the debris on the road. Sometimes the road enters a place where the dark, overhanging trees are close, almost crowding in on either side. Occasionally, the road offers spectacular views of mountains, sometimes shrouded in dark clouds and mist.

Houses are few and far between and some of them dilapidated and long-abandoned. A single electric line follows the road, going from one leaning pole to the next, the only sign of civilization you sometimes see.

Constant turns and curves follow the edge of the mountainside and switchbacks make it impossible to gauge which direction you are traveling. The automobile rattles down the road, shaking you until you are almost sick.

The automobile passes by Edgemont though the investigators will not realize that as the community is further up the road from Mortimer than the connecting road leads them. They soon spot railroad tracks again, however, and soon find the town.

After passing a small, one-room, whitewashed school and a sawmill on the river, you come into a cleared area on Wilson Creek where the tracks run through and see the town itself, little more than a depot and a company store with a scattering of houses around them near the river. On a hill overlooking the town is a larger structure that appears to be a hotel.

Mortimer

Though a shadow of what it once was, Mortimer is still a town that lives (for the moment). Though the investigators don't know it yet, it is the closest thing to civilization this part of the North Carolina Mountains has to offer.

Mortimer is detailed above.

Investigators who ask about the Campbell House get a surprised look from any villagers. They are told that the place is obviously cursed. People die there, or go mad, or simply disappear. They can learn any information that earlier investigations revealed to the locals. They can also get directions to the house from any local.

Investigators asking around about the Campbell House can learn from almost anyone that the old place lies about a mile south of town on Yellow Buck Mountain. A lane near the old broken-down Presbyterian Church leads up to the house, which is on a ridge that overlooks the valley.

Investigators can either walk to the place (if they didn't rent an automobile), or they can ask around about a ride. It takes some time to find one of the owners of the only two automobiles in town (both work at the Mill) and it is after dinnertime before either of them is willing to give the investigator's a ride. However, there are people around who own horses and buggies or even wagons; after only a short time, investigators are referred to Wilson Hardy's farm if they want a wagon ride to the place.

Wilson Hardy is a rough-looking man who wears dirty clothing and, when investigators arrive, he is working on the roof of his house on the southwest side of Mortimer, across the footbridge. He climbs slowly down off the roof and, if they ask him for a ride to the Campbell House, he looks at them suspiciously.

"Why ya goin' there?" he asks. "Nothing good there."

He tells them that strange things have been happening on the mountain the last few weeks and claims he thinks that what is going on is going on at the Campbell House.

"It's a place to be avoided," he says.

He is, however, willing to take the investigators to the house and inquires if they are armed, saying he fears for their safety and he doesn't want to be responsible for anything that might happen to them. He looks at the sky and then tells them supper will be ready soon and invites them in to share a meal with him and his wife before he takes them to the house.

The Hardy house is small and run down. The family is obviously not doing well. Investigators meet the dour Annette Hardy and are shown into a small parlor with some ratty-looking chairs. Hanging from one wall is a gun rack with a rifle and a double barrel shotgun upon it. After a half hour, Annette is dinner ready, a simple meal of meat and potatoes. Dinner is served by lamplight in a large



A bridge south of Mortimer

kitchen that has obviously seen better days, though it is clean and tidy.

Over the course of the meal, Wilson Hardy tries to get to know the investigators better, and makes small talk, telling them about farming and working in the local cotton mill. His wife, Annette, complains loudly that he spends all his time at the mill, working extra shifts. He merely replies “Got to make ends meet.”

He does not interrogate the investigators about what they know at this point but learns all he can otherwise.

If the investigators insist on going before dinner, Wilson grudgingly agrees and talks to them on the long, slow wagon ride to the house, again trying to find out what they are doing there and what they know. He acts nosy but he really is trying to gauge them.

If investigators don't use Wilson Hardy, or decide to stay at the Laurel Inn, he soon learns they are in town and if they investigate in Mortimer, they might run into Hardy at the General Store, where he acts the same way, asking curious questions and trying to seem concerned about their going to the Campbell House.

If the scenario is used as part of a campaign and the investigators already know Hardy, he follows the same ruse. He feels bad about what he thinks he has to do to these investigators but knows that he must protect himself and his secrets at all costs. He takes no pleasure in destroying them, but in his addled mind, feels he must.

Trip to the House

Though Wilson Hardy makes small talk during the trip to the house, he does not pry too hard, hoping not to raise investigators' suspicions. Under the half moon, which is waning, there is some light on the

road. Hardy has a kerosene lantern on the front of the wagon as well.

Soon, the ruined church comes into view. The old, wooden church leans towards the road and seems to look mournfully at the investigators with empty windows. All of the stained glass is gone and the small tower in the front is leaning crazily. There are no intact doors or windows on the church but if examined closely, watermarks show that the church was flooded almost up to its rafters at one time. A small stone wall behind the church is intact though a few stones are missing here and there. Behind the church is a steep lane that goes into the thick woods.

The lane leads up the side of Yellow Buck Mountain and through an area that has not been overworked by the local loggers. It is treacherous, partially washed out, and has three sharp switchbacks before it levels out somewhat for almost a quarter of a mile. The trees and undergrowth are thick around the area and grass grows between the ruts in the trail.

It eventually opens up into an overgrown clearing in the trees, those to the left being thin while those to the right and behind the house being relatively thick.

The Campbell House

Information on the Campbell House and its surrounding are in the Campbell House section.

Wilson Hardy Strikes

Hardy tells the investigators he can check up on them if they want him too. He gives the house a nervous look and then turns his wagon around once they have removed their luggage.

However, as he rides away, he mutters a spell aimed at one of the investigators (preferably the one who has the largest weapon or seems the strongest). He casts Wrack on the investigator as he drives the wagon slowly away and as they start to enter the house. In the dark, it is impossible to notice this unless investigators are specifically watching him, in which case a Spot Hidden check notes that he is moving strangely. If caught, he claims he felt something, like a cold chill, come over him even as the investigator is wracked by spell.

Running off the investigators

Wilson Hardy does his best to scare off the investigators or kill them if need be. His fear of the investigators finding and tampering with the laboratory is enough to make him foolish. If he was simply patient, they would find nothing and eventually leave,

The Phantom of Wilson Creek

but he fears being discovered and is convinced they will find some clue to what he's done here.

Wilson begins stalking the investigators and keeping an eye on the house. He mostly does this at night. He offered to check on the investigators each day and, if they don't seem opposed to it, arrives at the house every day around noon.

Whenever he goes to the house at night, Wilson wears an old suit that he has not used in years that he usually keeps buried near the church. He also wears a burlap sack over his head with two eye holes poked out of it to hide his identity. He carries either an axe or his .30-06 rifle when trying to deal with the investigators. He rarely carries both though he is able to get to an axe that he left in the servant's quarters outside if he needs to.

He tries the following tactics (Keepers are encouraged to think of some more strange attacks for him to perform):

- Investigators who leave the shutters open are in danger. With little or no warning, they suddenly fall victim of the Wrack spell. If anyone thinks to look outside, they may see a man in a tattered suit with a burlap sack over his head who flees if he realizes he's been noticed.
- One night, a single shot is fired through one of the windows of the house at an investigator within. If the bullet can be retrieved, it is found to be a .30-06 bullet, very common with the rifles in the area. Hardy flees back down the lane, using the gate hidden in the woods to reappear in the storage room in the basement and from there try to cause confusion in the house.
- Footsteps might be heard in the basement or, if the investigators enter the secret lab, they might find a lit lamp.
- If they all go to town, they return to find a door open or their belongings gone through, especially if they all take the train to Lenoir.

Other of Hardy's tactics include:

- He goes to the church and then uses the view gate spell to peer through the gate to the laboratory. If no one is around, he enters the lab, lights the lamp, and then creeps into the cellar to try to ascertain where the investigators are. He might even creep into the house in an attempt to murder or injure one of them.
- If caught by more than one investigator, Hardy attempts to dominate one and then tells him to kill the others, especially if investigators are armed. Hardy tries to disguise his voice but on a successful Listen check at one half chance,

those who heard him (except for any dominated person) recognize his voice if they have talked to him before.

- After having dominated one of the investigators, when Hardy sees them again, he might fake being dominated and then attack one of them with his bare hands. After a round or two, he backs away, shaking his head, and claims that he doesn't remember what just happened. Anyone making a successful Psychology roll realizes he doesn't seem completely sincere.
- Hardy usually uses view gate before entering any gate and if he sees a lone investigator in a room beyond, he either moves into the room with axe or dagger or tries to lure the investigator out by entering and then fleeing the room before casting View Gate again.
- He might send the zombie of the hobo he killed into the house one night to destroy the investigators. In this case, he sends it through the back door (hoping it has not been repaired) with the simple order to kill anyone it finds in the house.

It must be noted that Hardy has not yet discovered the gates in the attic or the gates in the ghoulish warren. He can only access the house from the gates in the basement. If investigators in earlier scenarios told him of these gates, he has not yet found them.

Hardy is Seen

If Hardy is recognized, he flees quickly, panicking, to his house. He then attempts to cast Summon Dimensional Shambler using as much time and magic as he can. If he has lost his iron dagger, he has another one at the house under the mattress of his bed. How long he is able to chant determines the success or failure of the attempt.

If the spell succeeds, the magic points of the Shambler must be matched with remaining points of Hardy (if he has that many) on the Resistance Table. If the Shambler wins, it is not bound and attacks Hardy, tearing him to pieces before returning from whence it came.

If Hardy is somehow able to control the shambler, he orders it to kill anyone it finds in the Campbell House. It goes off to complete the order and attacks any investigators in the house, probably killing them. However, it interprets its orders literally. Anyone who flees the house or is not within the house is ignored by the horrible creature. It leaves once the house is completely empty.

If the investigators are pounding on Hardy's door as he is casting the spell (he does so in his bed-

room with the door locked), he quickly finishes the spell. If he somehow has control of the shamble, he orders it to kill “them all” pointing at the investigators. This is another quick end for anyone who came to apprehend Hardy.

Hardy’s House and Farm

The investigators’ search might eventually lead them to the run-down Hardy farm on the edge of Mortimer. The buildings all appear to be in bad shape, with worn and peeling paint. Two of the windows in the back of the house have had panes of glass replaced with pieces of wood and the place, as a whole, looks run down.

Wilson Hardy is usually working on the farm during the day while his wife is in Mortimer or Edgemont, visiting or doing sewing work. He is friendly enough and even invites investigators into his small home for tea or cookies or even a meal. He never allows anyone into his bedroom however.

The house is small, consisting of a normal-looking parlor, kitchen, and bedroom. There is an outhouse in the back and a small barn that doubles as stables for his two horses out there as well. The house has neither electricity nor indoor plumbing though the outhouse behind the house is well-kept.

At night, Annette Hardy is home and usually asleep in the small bedroom. However, Wilson Hardy usually lurks near the Campbell House – not at work at the Cotton Mill as his wife thinks.

Hidden in the back of a high cupboard in the bedroom where Wilson keeps his things is a small tin box with a handwritten manuscript on loose pieces of ancient and yellowed papers. This proves to actually be two documents. One is a series of notes detailing several spells; reading it indicates that it was the property of Sean Campbell (The Sean Campbell Notes). The other is the document of Wilson Hardy’s grandmother though unless Hardy is interrogated it is impossible to determine who wrote them. They both have several spells.

Research

The same information is available in this scenario as the last (though there are more newspaper articles available).

The information is reprinted here for the Keeper’s convenience. Additional information is indicated by an asterisk.

Mortimer: The people in Mortimer are friendly enough and if approached about the Campbell

House are willing to talk about it openly, though they don’t know much.

- Anyone can tell them that there have been some articles in the newspaper about people who have fled the house or disappeared, and some years ago, someone who rented the house was found dead nearby though no one remembers if they ever found out how the man died.
- “It was in the paper,” someone says. If asked which paper, he says the Lenoir Daily News Topic.
- Another guest, a few years ago, crashed his car on Wilson Creek Road when he went right off the end and into Craig Creek. They can tell the investigators it was the last time the house was rented, as far as they know.
- One man can tell investigators he saw some strange lights on Yellow Buck Mountain at least twice. He claims they were like lanterns but a reddish color and they moved all over the mountain.
- Another man can tell them that he was traveling on Wilson Creek Road one night only a few weeks before when he thought he heard screaming coming from up to the top of the ridge where the Campbell House lies. He said it sounded like a man screaming himself to death over and over again. He high-tailed it out of there.
- “That place has always been bad,” another resident tells the investigators. The man has heard stories by some of the people who have lived here for years and says that the Campbell house had a reputation for as long as it’s been standing; “From the owner’s dying as soon as that church was built until that last man who owned it.” He has no theories about the place, but hates it.
- “Ghosts,” another Mortimer resident might tell investigators. “There have been ghosts in that place since it was built. I heard tell the original owners never left. They say that some people lived there for years and never saw a thing. Well, I heard tell ghosts do that sometimes ... until the right person enters the house. Then they rise up and kill them!”
- A suggestion is made that they might have more luck finding out about the place from someone in Edgemont. Dr. Tatum is wise and Gus Coffey knows a lot of the history of the area.



A bridge near Edgemont

If the investigators talk to Annette Hardy, they learn that Wilson has often worked nights at the Cotton Mill and yet seems to make no more money. She is fed up with that and quite angry.

If they ask as the Cotton Mill, they learn that Wilson Hardy has not worked there for several months.

* If the earlier investigations in 1925 or 1926 revealed what was haunting the house and what happened to it, some of the residents of Mortimer might have that information. They might be hesitant to share it however. A successful Psychology roll indicates who might be hiding information.

Edgemont: Gus Coffey knows a little bit about the Campbell House. He can elaborate on the stories of the people it was rented out to and tell them that no one has seemed safe in the house. He remembers that in 1919, the same year he bought the store, a guest at the place disappeared that summer. There was a search of Yellow Buck Mountain and the surrounding area but the woman was never found. He also knows there was a man there by the name of Bush who owned the house for 10 years and never saw a thing. He also knows that some Union men broke into the house during the War Between the States and were all killed. He refers anyone who wants to know more about that to Dr. Tatum.

He can also tell them the story that carpenter William Chase told him. One night, Chase was walking by the old Wilson Creek Presbyterian Church just after the flood of 1916, and saw someone in the graveyard in the corner nearest the church. The man was in the shadows as Chase walked by. When Chase looked back, the man was gone. It was a little unnerving. Chase disappeared last summer.

Dr. Alexander Tatum owns a fine house across the road from Coffey's General Store. He's a retired professor of history and specialized in the Civil War.

He has a tale he can tell the investigators, either at Coffey's General Store one night or at his own house. He tells investigators that he heard the story from Thomas Stall, a resident of Edgemont for as long as anyone can remember, who died at the turn of the century.

"There were half a dozen of those boys, he said," Dr. Tatum says. "It was during one of Stonewall's raids, and they had been sent up the valley and decided to look up that lane that night. They didn't find anyone but after they'd bedded down and gotten some sleep, they heard screaming and found one of their boys dead. He was in one of the bedrooms or the landing or some such. The man on watch, he was watching from the attic window, was gone. They never saw him again. Well, one of those boys just took off running at something that he saw out the window, something creeping towards the woods carrying a heavy load. That soldier ran all the way Edgemont and was taken prisoner by some of the men here, including Thomas Stall.

"He begged them to go look at that place and they decided they should go capture those Yankees. When they got to the house, though, when they got there, they only found that dead boy in the bedroom upstairs. There was no sign of those other boys anywhere except for their coats and their rifles and their kits. Thing is ... thing is, that dead boy, he was drained of all his blood Stall said. Not a drop in him anywhere."

* If the earlier investigations in 1925 or 1926 revealed what was haunting the house and what happened to it, some of the residents of Edgemont might have that information. They might be hesitant to share it however. A Psychology roll indicates who might be hiding information.

Lenoir:

Lenoir Daily News Topic: Though the Lenoir Daily News Topic boasts that it has been the paper in Caldwell County since 1875, a fire destroyed the Topic Building and all of its contents in 1884. The paper was restarted as the Daily Evening Lenoir Topic in August of that year and has been solid ever since, combining with the Lenoir News (which was semi-weekly since 1898) in 1919.

The Publisher of the paper is Fred May and he's been with the paper since 1915. If the investigators are newspaper men, he is more than happy to let them look in the paper's archive which has copies of the Daily Topic since 1884 and the Lenoir news from 1898. Others have to be a little more persuasive, though any halfway good reason for looking

through the newspaper archive is good enough for him. The room is in good shape and all of the back issues are filed carefully so looking is not hard, though it is time consuming.

Characters making a successful Library Use roll can find Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, 8, 11, 12, and 14, each with a success. Note, that the handouts in parenthesis are automatically found if the first handout of that same number is found. If the first is not found, the PCs should get a roll for the second and automatically get the first if successful.

Caldwell County Courthouse: Checking with the local courthouse records is also time consuming and requires library use rolls to find out who has owned the property over the years. The records are in fairly good order since 1841 although there are some muddled records due to the formation of Avery County just a few years ago.

Successful Library Use rolls give the following:

- In 1851, Robert Bell sold the Campbell House to Alexander Templeton.
- Samuel Fisk purchased the Campbell House in 1869.
- In 1870, Campbell House reverted back to the county.
- In 1874, Widow Annie Brewster purchased the Campbell House from the county.
- In 1886, the Wilson Creek Presbyterian Church purchased the Campbell House for a rectory for Reverend Wilbur Thompson.
- In 1887, both house and church reverted to property of the county.
- In 1893, Samuel Francis Bush purchased Campbell House.
- In 1905, Campbell House was sold by Samuel Francis Bush to John Torn.
- In 1915, Campbell House was purchased by Randolph Walker (the investigator's relative who recently died).
- In 1925, possession of the Campbell House was turned over to the investigator who inherited it in The House on Yellow Buck Mountain.

Investigators who use these dates to more closely search the newspaper archives should get a +30% bonus on their Library Use rolls.

Atkinson, Birch, and Fisher: If they return to the offices of Atkinson, Birch, and Fisher to talk to Richard Atkinson again, he thanks them for com-

ing by but says he has little to relate about the entire thing. A successful Psychology roll indicates that he is hiding something that he truly wants to tell the investigators. If they can get it out of him (which won't take terribly much), he confesses that his predecessor, Hiram Tate, now deceased, was Mr. Walker's original lawyer before he took over the case last year when Tate died.

"Randolph Walker was committed in Morganton in May of 1915," he tells the investigators. "It was only a week after he bought the Campbell House, fully furnished, for a song. Now, one night Hiram, under the influence of a good head of whiskey, told me that he thought something terrible had happened to Walker up at that house.

"He told me Walker had left the house so quickly that he not even bothered to close the front door," Atkinson goes on. "The carriage house door where he'd kept his automobile was wide open and Tate said he could see tracks on the ground where the car had almost run off the lane. He must have been tearing down that lane.

He looks around.

"The house was empty and he had hoped to find any important paperwork Walker might have left in his rush to leave. All he found was an old account book. But Walker hadn't used it for accounting. He'd turned it into a journal and Hiram wouldn't tell me what he'd found written in it but he said he hid it away because it was filled with mad things. He guessed that Walker had gone crazy out in those woods.

"In only a week too. Who would have thought it?"

* If the earlier investigation in 1925 or 1926 revealed what was haunting the house and what happened to it, and the investigators shared that information with Atkinson, he might be hesitant to tell investigators, especially if it sounds crazy. Another Psychology roll indicates that Atkinson is holding something back.

Caldwell County Library: If they visit the Caldwell County Library in Lenoir and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called Tales Too Terrible to Tell (Handout 9 – The Vampire of Croglin Grange). There are a few books about ghosts but nothing of any great interest, though one book notes that "Spirits can sometimes lay dormant until something causes them to rise again. It is thought that some people are naturally sensitive to the spirit world and spirits are sensitive to these same people."

The Phantom of Wilson Creek

Morganton:

If investigators want to go to Morganton, it can be reached by automobile over rough roads or by the train – though they have to ride to Hickory and change lines to get there for the latter.

The News-Herald: The local Morganton newspaper is the News-Herald, printed every Thursday. Newspaper articles similar to those found at the Lenoir Daily News Topic are found in Morganton, printed on the next Thursday after each event. This includes Handouts 3 (and 3A), 4, 5 (and 5A), 6, 7, 8, 11, 12, and 14.

Burke County Courthouse: Older records that have not been transferred (or were lost or not yet transferred to Caldwell County) are present in Morganton from when Burke County covered the area (Burke County was formed in 1777 so records do not go further back than that). The following information can be found, each with a successful library use check.

- In 1784, the Wilson Creek Presbyterian Church was built near Yellow Buck Mountain “Down the lane from the Campbell House.”
- In 1785, the Campbell House was transferred from William Campbell to Sean Campbell upon William Campbell, his father’s, death.
- Starting in 1806, the Campbell House changed owners several times. Sean Campbell is listed as having “death by misadventure.” Most do not own the house for very long.
- In 1821, a Matthew Wagner is listed as purchasing the Campbell House.
- In 1826, the Campbell house is shown sold to Martin Smith. It is noted that this is three years after the “strange and untimely death of Matthew Wagner.”
- In 1839, the Campbell House is sold to Robert Bell and his family upon death of Martin Smith.

The records end for that area of the county in 1841, when Caldwell County was formed.

Burke County Library: If they visit the Burke County Library in Morganton and specifically look for any information on vampires, a successful Library Use roll allows them to find a short story in a book about legends and superstitions called Tales Too Terrible to Tell (Handout 9 – The Vampire of Croglin Grange). Books on ghosts at the library

have nothing that seems to relate to the Campbell House.

State Hospital at Morganton: The investigators might want to talk to the doctors at this asylum about Randolph Walker.

Originally established in 1875 by the Enabling Act passed in 1874, Western Carolina Insane Asylum admitted its first patient in 1883. In 1890, the name of the hospital was changed. It serves 65 counties and is located at 1000 South Sterling St., Morganton. It is a vast brick building with room for 1,000 patients of all kinds, as well as numerous out-buildings and support structures.

If the investigators come here looking for information on Randolph Walker, they end up talking to Dr. Kent Etheridge, a tall and lanky man with a salt and pepper beard and bald head. He was the doctor who dealt with Walker the most. He needs some proof of investigator’s relation to Walker but once he receives it, he is more than willing to talk to the man.

He can tell them that Walker had severe Nyctophobia (fear of the dark), Noctiphobia (fear of the night), necrophobia (fear of death or dead things), and, less severely, claustrophobia (fear of confined spaces), coimetrophobia (fear of cemeteries), ecclesiophobia (fear of church), and Ommatophobia (fear of eyes). He was brought to the hospital in 1915 after a breakdown at his home. He had been at the hospital ever since.

“Something happened to him one night, as far as I could piece together,” Dr. Etheridge tells them. “He said that something was about the house and could get in any time it wanted. He was deathly afraid of a cemetery near his home and said that the thing was there as well. He claimed that the thing only came at night, whatever it was, he wouldn’t describe it except that it had burning or blazing eyes and he feared it would come for him, that it wanted him dead.”

He guesses that Walker had an encounter with something in the woods one night, a bear perhaps – or something he couldn’t recognize or understand, it might even be linked with the Brown Mountain Lights but that is a bit of a stretch. Something he saw disturbed him to the point where he fled the house and never returned. He guesses that the man hallucinated or perhaps dreamt of terrible things after that and then thought they were what he had seen.

He died in 1923 at the age of 62.

Burke Memorial Park: If the investigators wish to pay their respects to Randolph Walker, they can fine

his grave (after some looking) in Burke Memorial Park in Morganton. The grave is simple and merely reads:

Randolph Walker
April 7, 1861 – August 12, 1923

The gravestone is otherwise unadorned and plain. There is nothing to be learned here. Randolph is in his grave and long dead, if anyone wants to dig him up.

Resolution

If the investigators discover that Wilson Hardy is the one who has been terrorizing Wilson Creek and stop him or have him arrested, they each receive 1d8 Sanity. Killing the man or seeing that he is killed (perhaps by the dimensional shamble) is good for 1d10 Sanity instead (as this will never happen again).

If the gate to the Dreamlands is discovered, investigated, and destroyed, it is worth another 1d10 Sanity for each investigator. Somehow defeating the dimensional shamble is worth 1d10 Sanity as well.

With the death or incarceration of Wilson Hardy (if the murdered hobo can be pinned on him) Wilson Creek is free of the terror for now though one never knows when it might return.

End Notes

This scenario can be very deadly for investigators, especially if Wilson Hardy is able to control the dimensional shambler he summons. Luckily for investigators, the man is unused to someone who takes his orders literally. If they are attacked by the creature while in the house, they might be able to escape. If Wilson Hardy summons the creature to attack them while at his own house, they most likely all die.

Wilson Hardy's sanity and stability has been shaken by his study of the terrible books he found. Investigators with Psychology or Psychoanalysis skills might be able to actually help the man somehow. He should also not be played as stupid (for he's not that either). If surrender seems like the only option for survival, he does so. He can always escape from either the asylum or prison at a later date, and might have revenge in mind for those who put him there.

Villains and Foils

Wilson Hardy, struggling farmer and wizard

STR 15 CON 16 SIZ 12 INT 13 POW 10
DEX 7 APP 11 EDU 14 SAN 21 HP 14

Damage Bonus: +1d4

Move: 8

Weapons: Fist: 70%, dmg 1d3+1d4

Grapple: 25%, dmg special

Head 10%, dmg 1d4+1d4

Kick 25%, dmg 1d6+1d4

Axe 65%, dmg 1d8+2+1d4

Iron dagger 25%, dmg 1d6+1d4

.30-06 Rifle 50%, dmg 2d6+4, rng 110 yds, ½ attacks, 5 rounds

DB 12 gauge shotgun 50%, dmg 4d6/2d6/1d6, rng 10/20/50 yds, 1 or 2 attacks.

Spells: Create Zombie, Dominate, Summon Bind Dimensional Shambler, View Gate, Wrack.

Skills: Accounting 30%, Bargain 25%, Climb 70%, Credit Rating 45%, Cthulhu Mythos 4%, Electrical Repair 20%, First Aid 40%, Jump 65%, Mechanical Repair 50%, Medicine (Veterinary) 55%, Natural History 50%, Heavy Machinery 50%, Ride 45%.

Hardy is about 5'9" tall and around 180 pounds. He has short brown hair and is clean-shaven. He is in his mid 40s and started to get a pot belly but is otherwise very hardy-looking and solid. He sniffs a lot and it seems like his nose is always stopped up.

Hardy usually wears overalls and a dirty plaid shirt as well as a wide straw hat that has seen better days. When he has to go into work at the mill, he usually leaves the hat at home. He is fairly friendly though always worried about losing his farm. His family teeters on the brink of bankruptcy.

He lives alone with his wife Annette. They have been married for 16 years in 1927. The financial hardship (and Hardy's spiraling sanity) are causing a great deal of hardship between he and his wife. She is embittered by how much he is working at the mill (usually when he is actually at the Campbell House).

When he is tormenting the investigators, Hardy wears an old blue suit without a tie, heavy work boots, and a burlap sack over his head with two eye holes cut into it. He usually carries his axe or a .30-06 rifle when he is trying to run or scare the investigators off.

The Phantom of Wilson Creek

Zombie – Short Undead Tramp

STR 20 CON 15 SIZ 9 POW 1 DEX 6
HP 13

Damage bonus: +1d6

Move: 6

Weapons: Bite 30%, dmg 1d3

Fist/Punch 25%, dmg 1d3+1d6

Grapple 25%, dmg special

Armor: None, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Skills: Obey Command 99%.

Sanity Loss: 1/1d8 points to see a zombie.

This little man has a thick beard and mustache, and wears greasy and dirty clothing that is ragged and torn. He stood only 5'2" tall when alive and only weighed about a hundred pounds but was obviously muscular. He has been dead no longer than a month or so.

The nails have separated and fallen off his fingers and the skin has burst open in several places to reveal muscles and fat underneath. The thing is overall a greenish-red and smells terrible.

These are the remains of Reggie VanArsdalen, a tramp who wandered through Mortimer about a month ago and headed south from there. He was taken out of town by Wilson Hardy and poisoned on the way. The man hid the body in the basement of the church and then used magic to create the zombie to do his bidding.

Hardy has not made much use of the zombie to date, though the thing is only a couple of weeks old by the time investigators come to Wilson Creek. He has great plans for "Reggie" as he likes to call the



Reggie VanArsdalen, Undead Tramp

thing – from robbing banks to getting revenge on some of the neighbors in Mortimer that he really doesn't like.

Dimensional Shambler

STR 23 CON 14 SIZ 18 INT 7 POW 15
DEX 8 HP 16

Damage bonus: +2d6

Move: 7

Weapons: Claw 30%, dmg 1d8+2d6 (two/rnd)

Armor: 3-point thick hide

Sanity Loss: 0/1d10 points to see a shambler.

The thing is a huge, blasphemous form not wholly ape and not wholly insect. Its hide hangs loose upon its frame and its rugose, dead-eyed rudiment of a head sways from side to side. It has great forepaws with talons and the whole body is taut with murderous malignancy despite its utter lack of facial description.

It can take others back to its own dimension by expending an additional magic point per 10 SIZ. Anything (or one) taken is never seen again.

Books

The books found Wilson Hardy's private cupboard are detailed here:

SEAN CAMPBELL'S NOTES – in English by Sean Campbell, date unknown. This pile of crumbling papers is a copy of the spell book of Sean Campbell, the second master of Campbell House. It details the basement gates he established and the magic he learned from certain things under the ground that walk like men. No mention is made of the attic gate that Sean created. Sanity loss 1/1d4; Cthulhu Mythos +1 percentiles; average 2 weeks to study and comprehend. Spells: Contact Ghoul, Create Gate, Dominate, Summon/Bind Dimensional Shambler, View Gate. (It must be noted that the summoning spell is not complete and requires the remaining magic points of the caster and those of the shambler be matched; if the shambler wins, it is not bound by the spell and attacks the caster).

WILSON HARDY'S GRANDMOTHER'S NOTES – in English, writer unknown, dates unknown. A loose leaf manuscript, these notes describe terrible ceremonies apparently taking place somewhere in the Linville Gap in North Carolina or Tennessee (though the notes are very vague on the location).

Somewhere in those hills, a group of inbred isolationists worship Nyogtha. Sanity loss 1/1d6; Cthulhu Mythos +2 percentiles; average 4 weeks to study and comprehend. Spells: Create Zombie, Clutch of Nyogtha, Wrack.

A Final Note on the Campbell House Scenarios

The three scenarios (The House on Yellow Buck Mountain, Return to Yellow Buck Mountain, and The Wizard of Wilson Creek) are intended to be played either by the same group over the course of several game years or individual groups of different investigators during convention play.

If the former, the investigators return to Mortimer, get to know the town and surrounding area a little better, and eventually might even want to call the area home (or at least a summer retreat).

However, each can also be played individually and enough information is given in each scenario so that little reference to other parts of this book (aside from the Campbell House descriptions themselves) need be made. This was intentional. As a Keeper, it can be confusing and frustrating for information that you need for one scenario is tucked away somewhere else in the book, making it hard to locate and use at a moment's notice. For this reason, some information has been duplicated in the various scenarios to make it easier for the Keeper to find and reference when needed.

Wilson Hardy is used repeatedly through the scenarios and I would encourage Keepers to make sure his investigators meet Wilson Hardy during the first two scenarios. The man should be played as a sympathetic character who actually likes and admires the investigators. These are people who can afford to travel and wear nice clothing and have nice suitcases and equipment. Hardy is a farmer struggling in a dying town, just to make ends meet. Though the Great Depression has not yet struck, Mortimer has already suffered greatly from both nature's wrath and its own destruction of the very resources that made it once rich. Hardy is just doing what he feels he needs to do to survive.

If he is made a sympathetic character (perhaps even aiding in the investigation) and if the investigators like the man, his corruption should affect them all the more. This man was once a good man, a compassionate and caring man, but look where the road of the mythos has led him. Look at what he has become: Mad, self-serving, corrupt, and murderous.

Is this not the path of any investigation? Can the investigators learn from this man's mistakes the

dangers of mythos magic? Or are they, too, doomed to end up insane or destroyed by their own power? Wilson Hardy can be an example for any investigating team to beware the lure of the power of the Mythos. It can only lead to one's one inevitable doom and destruction.

Of course, seeing such power makes it tempting to take for one's self, for the greater good of course. Every Keeper knows that the path to Hell is paved with good intentions.

"Power tends to corrupt, and absolute power corrupts absolutely. Great men are almost always bad men."

*--John Emerich Edward
Dalberg Acton*

The Strange Case of the Brown Mountain Lights - 1927

Introduction

No writing about Wilson Creek would be complete without some mention (and some adventure) on nearby Brown Mountain. In this case, a young boy has gone missing from nearby Brown Mountain Beach and must be found. His parents are sure that he wandered to the mountain and in no time, search parties are formed and the investigators can get involved if they so choose.

This scenario is not, technically, connected with the Campbell House or even Mortimer. However, being only a few miles from the location of both, it is likely that the investigators might want to get involved.

The scenario takes place in late June of 1927. It focuses on action over investigation, though investigators might try to learn some things about Brown Mountain when they are not actively in the field looking for the lost child. The time chosen for this scenario was during the massive manhunt for Broadus Miller, a black man accused of killing a 15-year-old white girl named Gladys Kincaid in Morganton. That hunt, which lasted from June 21, 1927, to July 2, 1927, is detailed below and the lack of manpower to search for the lost child is directly due to the pursuit of the alleged murdered.

Background on the murder can be found at the end of the scenario. Handouts 15-17 are actual newspaper articles that appeared in the Morganton News-Herald during that time and can be given out to the players to give them a feel for what is going on in the county.

The scenario can easily be adapted to anytime in the 1920s in conjunction with one of the other scenarios or if the investigators either flee from the Campbell House or find themselves at a dead end

and cannot decide how best to proceed with one of the other three scenarios.

Investigators wishing to do research on the mountain have the most luck simply talking to locals (as noted below) though there are some stories actually written about the area both in the public library in Lorain and in Morganton. Information under Brown Mountain Lights Background can be easily found in either library with or without successful Library Use rolls, especially if librarians in either facility are questioned. None of that information is hard to come by.

Keeper's Information

When the mi-go came to earth some 160 million years ago, they set up a small mining operation in the vicinity of Brown Mountain. If that were all there was to the area, they would merely continue mining in peace or find some other way to get the special ore they so covet.

However, less than 10,000 years ago, the mi-go stumbled across another phenomenon that gave them interest in Brown Mountain: The Brown Mountain Lights. Investigation proved that the entire mountain was producing a great deal of a unique type of plasma energy.

Brown Mountain's layers of magnetite and quartz created natural capacitors within the earth. The water that runs through the mountains charges the layers of the minerals and builds a charge. At night, when the mountain cools and contracts, the layers of quartz and magnetite are brought closer together, resulting in discharges of energy. As the energy is discharged, quartz resonances create overlapping and complex harmonic frequencies much like a Tesla Coil. Intersecting discharges create pivot points of electrical momentum and sometimes spin the energy at a frequency that allows it to be seen

by the naked eye. These plasma fields are actually much larger than their visible portion.

The mi-go, realizing they had a large source of unique energy, built a scientific outpost on the mountain and began excavating portions of it to better facilitate the use of plasma and its transport back to Yuggoth and beyond. A network of gates on the mountain made it easy to get from the hidden base to various energy hot spots, allowing the mi-go to further study the strange, natural phenomena. A more powerful gate below the main base allowed the plasma energy from the capacitors that formed Brown Mountain to be sent to the moon and from there to Yuggoth continually.

Over the millennia, the outpost has become more automated, with a need for fewer and fewer mi-go, though some are always here in the event of some emergency. With the encroachment of mankind on the area in larger and larger numbers in the last 300 years, the small contingent of mi-go has been constantly on the alert. Though they would prefer to merely eliminate the human insects, it was deemed easier to simply stay hidden. Whereas, a few settlers could be scared away or dealt with, the larger number of people in the area has made it harder but not impossible to stay hidden in the last hundred years.

Until today.

The Bailey family took their summer vacation for a week, every year, at Brown Mountain Beach. Ten-year-old Tommy Bailey was often told ghost stories about the Brown Mountain Lights, though he had never seen them himself. When he wandered away from his parents and sister at Brown Mountain Beach, he was set on finding out the secret of the lights. What he found was much, much more.

Stumbling across one of the mi-go gates, he managed to activate it and walk through, directly into the Mi-Go outpost itself. He was not found for some hours, but the Mi-Go were perplexed by both his presence and his seemingly disinterest in them. He was carefully examined and found to have a very solid mind that seemed to be able to understand very complex things, yet at the same time unable to comprehend some of the simplest of ideas.

Tommy Bailey has savant syndrome or, as it is more often referred to in the 1920s, he is an idiot savant. He is slightly mentally retarded, but is brilliant when it comes to numbers. The mysteries of gates are like an open book to the boy and the mi-go technology is more akin to toys. The mathematical mi-go language and spell craft were easy for him to understand as well.

The mi-go have never dealt with a human like this one before and are unsure of how to handle it. The entire situation demands study and probably dissection but they are worried about damaging the brain before they have a chance to really understand it. Hence, they are confused and at a loss. However, when they tried to teach the boy rudimentary mi-go mathematical magic, he was actually, with their prodding, able to create a strange, one-way gate to Yuggoth, apparently without the permanent loss of Power.

Eventually, they decide to move Tommy to Yuggoth for further study and the poor child probably ends up with his brain in a canister. The investigators have three days to find the boy or he is most likely lost forever – or a trip to Pluto is necessary to rescue him.

Brown Mountain Lights Background

Lying in the foothills of the Appalachian Mountains, Brown Mountain stands at the edge of Caldwell County a few miles south of Mortimer. The Carolina and Northwestern Railroad tracks run by the east side of the mountain while Adako Road crawls around the south side of the peak.

With the right conditions, the lights can be seen as far away as Blowing Rock or even trails on Grandfather Mountain, 15 miles away. A somewhat rare occurrence, the lights are can only be seen during periods of good visibility and are best seen on nights with little or no moonlight. They are most common between 10 p.m. and 2 a.m. in September and October.

Strange lights have been seen on the mountain for hundreds of years. The Brown Mountain Lights have been mentioned in American Indian mythology and were noted by Geraud de Brahm, a German engineer and the first white man to explore the region in 1771. He believed the lights were nitrous vapors that were born by the wind and when they met other niter, they burned.

The lights are strange looking and sometimes appear to be glowing balls of fire, bursting skyrockets, or white lights. They have been described as floating through the trees and sometimes dividing into smaller lights.

Many stories try to explain them.

Indian legends of the lights date back to the year 1200. According to them, a great battle was fought on Brown Mountain between the Cherokee and the Catawba tribes. The Cherokee believe the lights are spirits of the Indian maidens who continue to search through the centuries for the bod-

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ies of their husbands and lovers who had died in the battle.

Another legend talks of a planter from the low country who went to the mountain to hunt but became lost. One of his slaves came searching for him and was seen looking on the mountain with a lantern night after night. According to the legend, though the slave is gone, his spirit remains, still looking.

A similar story tells of a family who had settled at the foot of Brown Mountain in the 1770s. When the Revolutionary War broke out, the father left his wife and three daughters to fight for the country. When he returned after the war, he found his home burned down, his family gone. Crazy with despair, he searched for his wife and children through the day and lit his way with a crude torch that night. It is said he was overcome with hunger and fatigue during his search and he died on Brown Mountain. It is his restless spirit that wanders the mountain.

Another legend talks of a woman who disappeared around 1850 and whose husband was suspected of killing her. The entire community joined in the search for her and one night, the strange lights appeared on Brown Mountain. Some thought it was the spirit of the dead woman, come back to haunt her murderer and warn the searchers to stop looking for her body. The search was called off and the woman's husband disappeared without a trace shortly after. Years later, a pile of bones was found under a cliff and identified as the skeleton of the missing woman, though no head was found with the bones. It is said that the lights that had been seen during the search have been seen ever since.

On June 8, 1908, a group of men was dispatched from Morganton upon sighting of the lights. They went to learn its cause but the exploration was reportedly a failure. Three nights later, they returned when the lights were spotted again, but found nothing.

A U.S. Geological Survey in 1913 determined that the lights were locomotive headlights from the Catawba Valley south of Brown Mountain. However, when the railroad was knocked out in 1916 by the flood, the lights continued to appear despite the fact that the power lines had yet to be repaired and the trains weren't running.

The Smithsonian Institute sent Dr. W. J. Humphries of the United States Weather Bureau to investigate the lights in 1919. He reported they were similar to the Andes light of South America. These are reportedly streams of light that appear around the mountaintops in the Andes, caused by clouds

rushing around the peaks and building up a charge with effects like St. Elmo's Fire.

Another investigation in 1922 determined that the lights were attributed to locomotive and car lights, and to fires.

There are numerous theories on what causes the lights: igniting gases; will-o-the-wisp gases; spirits and ghosts; reflections of locomotive headlights, automobile headlights, or even moonshine stills; St. Elmo's fire; mirages; seismic events; brush fires; or fox-fire.

It should be noted that the fire that burned from Upper Creek to Wilson Creek in 1925 burned to the north of Brown Mountain, for some reason. Brown Mountain itself was relatively undamaged by the fire. Locals were perplexed by this but some scientists have attributed it to wind blowing down the north face of the mountain pushing the flames away.

The True History

The mi-go have lived in Brown Mountain for millennia. When the first Native American people came to the area, the mi-go hid. However, they could not cover up the lights on Brown Mountain and soon, the natives noticed the fungi as well. This led to the supposed "war" between Cherokee and Catawba tribes. What isn't remembered is that the war was against the mi-go and was a terrible defeat for the humans in the area. The attempt to oust the mountain of its monstrous inhabitants failed miserably, leaving hundreds of humans dead.

The story of the revolutionary war veteran who returned to find his family gone is true as well. When Elias Parkes returned from the war, he found his house destroyed and his family gone. His attempt to find them saw him captured by the mi-go as well. His home had been too close to the mi-go base for their liking (it actually lay near where Percy Creek forked – though only rusted remnants of it remain). His mad mind still lies in a brain canister in the outpost. His wife and daughters' fates are unknown though they were most likely experiments of the mi-go.

When men came more prominently to the area in the mid 18th century, the mi-go did what they could to ignore them. The power source still worked efficiently and they continued to pipe power back to Yuggoth for their own uses. They avoided the wizards who inhabited the Campbell House though their human collaborators informed them

of the strange men. They knew of the ghouls in the area as well, but didn't care. All they cared about was the energy that Brown Mountain produced.

With the settlement of more and more nearby towns, the mi-go find themselves hard pressed to keep their secrets as the vermin that call itself humanity press further into what they consider their territory. Something might have to be done, and done soon, before someone else discovers their outpost and the capacitors that are Brown Mountain.

Timeline of Events

Though the players do not know it, time is of the essence in this scenario and extensive research is impossible in the time before the boy disappears forever.

To add to the confusion, the largest manhunt in western North Carolina history is going on at the same time. This creates both a lack of manpower and a need for as many hunters as possible.

Day 1 – Thursday, June 23, 1927: Tommy Bailey goes missing in the morning. Word quickly spreads and search parties are formed by noon to search Brown Mountain, Little Chestnut Mountain, Adams Mountain, and the surrounding area.

Any investigators joining the search are sent in with a group to search the nearby Brown Mountain. Unfortunately, their group is joined by mi-go collaborator Jebediah Cooper.

Day 2 – Friday, June 24, 1927: Searching continues for Tommy Bailey both on Brown Mountain and the surrounding area.

Day 3 – Saturday, June 25, 1927: If Tommy Bailey is not found by the evening of the third day, the mi-go move him to Yuggoth via gate and it is unlikely he'll ever be seen again.

Involving the Investigators

Investigators can be involved in the search for Tommy Bailey in one of two ways: Either they are at Brown Mountain Beach and directly hear of his disappearance or they hear rumors of it wherever they are staying in the area.

If the investigators are staying at Brown Mountain Beach, read the following:

Your stay at Brown Mountain Beach has been both relaxing and enjoyable. The cabins, though roughly built, have electricity and the cool evenings are offset by warm and pleasant days. If it were not for news of the horrifying murder of a young white girl in Morganton by a black man, and the subsequent man-

hunt in Western North Carolina, it would be a perfectly relaxing stay.

It's Thursday morning, June 23, when your peace is interrupted by the screams of a woman from one of the nearby cabins.

If characters investigate the source of the screams, they find a woman screaming hysterically while a young man tries to calm her. A little girl of about 12 stands nearby, looking uncomfortable. If the investigators have spent any time at Brown Mountain Beach they may recognize this as the Bailey Family: Adam, Angela, and their daughter Tammy. The family also has a son who is very quiet and rarely talked to anyone but often stared at the investigators strangely while they were there: little Tommy. He is nowhere to be seen.

If investigators intervene, a successful Psychology roll or medication is necessary to calm the woman, who is hysterical about the loss of her child. Whether or not she is calmed, her husband, Mark Bailey, explains:

"It's our son," the man says. "He's gone."

He wipes the sweat from his brow and then goes on.

"Tommy is not completely normal – he's an idiot savant and we try to keep a pretty close eye on him so he doesn't injure himself," he says. "He's mentally retarded and doesn't always know how to react to people or things. He bit a man just last year ... and the boy's almost nine years old.

"We always keep a close eye on him but I haven't seen him since breakfast, almost an hour ago. I thought his sister was watching him but she says she thought we were looking after him. Where could he be?"

He is in a quandary. He wants to inform the people who own the camp and start getting search parties assembled, but doesn't want to leave his wife alone for fear she will head off into the mountains to search for their child. He asks for the investigators' help. He is also somewhat nervous about the fugitive that is reported to possibly be in the area (see The Hunt for Broadus Miller below). The man has already reportedly murdered one white child and both Bailey and his wife fear their son might be the victim of another attack.

If investigators are willing to help in any capacity, he appreciates it. Investigators can make a Psychology roll to note that little Tammy Bailey looks very uncomfortable the entire time. If anyone questions her, see Tammy Bailey, below.

They can either help Mark inform the camp and start getting search parties formed (as well as flag down the next train and get back to Adako

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where they can telephone the sheriff's office) or immediately set about searching for Tommy. If they chose to do the latter, they can go any direction they want, though only heading up onto Brown Mountain will set them in the right direction.

In any case, if they head off to start searching without any organization, Jedediah Cooper heads them off and try to find out what is going on. He is from nearby Adako but spends a lot of time at Brown Mountain Beach in the summer and is more than willing to help with the search.

He cautions the investigators about the murderer on the loose in the area and asks them to wait while he goes back to his cabin for his rifle "just in case."

He is actually one of the mi-go collaborators (see below).

If investigators are not staying at Brown Mountain Beach, they can be introduced to the search when word comes on the morning train into Mortimer that a child has gone missing at Brown Mountain Beach. There are few details but word soon spreads in Mortimer and Edgemont that search parties are being formed at Brown Mountain Beach and the train will be running back and forth from Edgemont to Lenoir several times that day (more than the normal morning and evening run) to bring more men to search. With the recent murder in Morganton and the state-wide search for murderer Broadus Miller, many of the men in the nearby towns are already out in the area on their own searches. Fewer men are available than normal and anyone who can help is appreciated.

Several men take off work at the mill in town and there are rumors that more men are coming from Morganton via automobile in order to facilitate the search.

The investigators should hear about the lost boy within hours of Tommy Bailey's disappearance that morning. If they are in staying in Mortimer or Edgemont, they hear about it from either the proprietors of the inns or from locals who are getting ready to go help with the search. If they are in nearby Lenoir or Morganton, word quickly spreads there as well.

Investigators can join the search party and learn that searchers are meeting at Brown Mountain Beach, some miles south of Mortimer, and being organized there. Those who ask about Brown Mountain of any locals hear 1d4 stories about the mountain.



Jedediah
Cooper

Brown Mountain Beach Search Parties

Brown Mountain Beach is not a hotbed of activity. The pavilion has been taken over by a single Burke County Sheriff's Office deputy and two deputized Morganton men who are trying to coordinate the search of the surrounding mountains. Unfortunately, Sheriff Hallyburton is busy in Morganton, coordinating his own search for murderer Broadus Miller. The deputy is more than happy to get the investigator's help as their resources are very, very thin at the time. The investigators are given the Brown Mountain map and told to search all of Brown Mountain.

As the search continues, more men come into the area to help and the deputy soon finds himself overwhelmed trying to coordinate them. The search continues, day and night, until Monday, June 27. If Tommy Bailey has not been found by then, he is considered lost and the search given up. It is thought that the boy could not have survived that long.

If they ask for any more information they can learn the following from the deputy:

Tommy Bailey is an idiot-savant, a retarded child that is somehow able to do math very well. His parents, Mark and Angela Bailey, were at Brown Mountain Beach for the week on vacation with Tommy, age 10, and his older sister Tammy, age 12. This morning, right after breakfast, Tommy went missing. He had probably been gone for about an hour by 8 a.m., as far as the deputy can put together, meaning that he's been lost only a couple of hours when the search begins. However, as the child is an idiot-savant, it is likely that if he's not found soon, he will either injure himself or simply die in the wilderness.

Tommy's parents are from Charlotte and staying in one of the cabins at Brown Mountain Beach; the deputy notes that Mark Bailey has joined the search parties south of Brown Mountain. They were to start by crossing to Carroll Creek and head west from there. If investigators ask, there are parties in the Adams Mountain area, Little Chestnut Mountain, and the hills west of Brown Mountain, as well as a few search parties on Brown Mountain itself, though the deputy and his men doubt the child would have tried that rugged terrain.

If investigators try to talk to Angela Bailey, they find her in one of the small, rental cabins in the area. She is quite distraught but a successful Psychology roll can calm her down. Her story is iden-

tical to what the investigators can learn from the sheriff.

Tammy Bailey

If investigators talk to Tammy Bailey, who is reading in a chair in the shade near the cabin, they learn that Tommy has been talking, when he talks, about the Brown Mountain Lights all week. Apparently, someone told him about the lights that sometimes appear on Brown Mountain and he was determined to see them.

“We haven’t seen any all week,” the girl says. “And we go home tomorrow ... because of that girl who was killed ... or we were supposed to.”

A successful Psychology roll notes that she is not telling investigators everything. If pressed, she bursts into tears and claims it was all her fault. After breakfast this morning, her parents told the children they would be leaving early due to a bad man who killed a little girl in Morganton. Angry at the vacation being cut short, Tammy teased Tommy, telling him that since they were leaving that day, he would never see the Brown Mountain lights. She says the boy left in a huff and she hasn’t seen him since. She’s afraid that he’s gone up onto the mountain and will get himself killed.

Joining in the Search

Investigators who ask to help with the search are shown a map of Brown Mountain and the vicinity and then pointed to the highest point on the mountain some two or three miles away. They are told to start searching the north face of the mountain, between Brown Mountain and Little Chestnut Mountain, but not to go further than either the Upper Creek or the Timbered Branch as there are numerous parties of men already searching there.

“There shouldn’t be anything dangerous out there,” the deputy tells them. “Unless that murderer is up here. But you might want to at least carry a big stick or something. Black bears sometimes wander into the area and bobcats can be dangerous. Otherwise, you shouldn’t have any problems. If you find anything, send back one of your people to let us know as soon as you can.”

The investigators are given a map of the area and told to be careful with it as there aren’t too many of them. The deputy also notes that any investigators who aren’t wearing solid footwear or boots might want to look into getting them sometime soon.

In any case, a couple of other men are told to go with the investigators. They are Jack Baker from

nearby Collettsville, and Jebediah Cooper from Adako. Baker doesn’t talk much but has very quick eyes. Cooper seems friendly enough though looks a little rough around the edges. Both men are armed, Baker with a shotgun and Cooper with a .22 rifle. Cooper also carries a mi-go electric gun, hidden in his pocket.

Baker was actually returning from Mortimer on the morning train when he heard about the search and decided to join in. He was one of those searching for Broadus Miller and very disappointed that no sign of the man found around Mortimer.

The Collaborators

As is usual for the mi-go, several local men in the area have been made collaborators. In this case, the mi-go have chosen men scattered from the surrounding towns. They include:

- Eric Banks of Linville Falls
- Joseph Banks of Mortimer
- Jebediah Cooper of Adako
- John Estes of Joy
- Thomas Smith of Cold Spring

Eric and Joseph Banks are cousins.

Spying for the mi-go is a tradition that goes back through whole lines of families in the area, usually from father to son though on rare occasions from father to daughter. Those who help the mi-go are rewarded with goods or services for their loyalty. The men all know each other though they rarely socialize or even meet with others except in emergencies (like the one presently facing them). These men (and sometimes their relatives – though they never knew the true reasons) were not involved in the 1908 investigation of the mountain though one of them did participate in the return later that year. At least one of them was present during both the geological survey of 1913 and Dr. Humphries’ investigation of 1919.

These five men are very dangerous and prone to violence. All of them have large extended families, some of whom are criminals and others who run moonshine operations in the surrounding hills. If need be, they can get their friends and relatives to help them, claiming those that they are either trying to scare away or eliminate Federal or State Revenue men or other kinds of troublemakers of some kind. However, the five men prefer to do the work themselves in most cases, though there has been little call for it in recent years.



Jebediah Cooper only wants to help find that child

Jebediah Cooper is actively a part of the search and is the collaborator who joins the investigator's search party. His statistics are listed here and at the end of the scenario.

As this emergency has come so quickly upon them, it is not until the third day of the search that either Jebediah or any of the other collaborators are able to contact the mi-go effectively to get further orders. They are told to merely keep the humans away and, if necessary, eliminate any who get too close (something they are already doing). The other four collaborators are listed at the end of the scenario and can be added as the Keeper desires. They join other search parties in the Brown Mountain area and seek to keep the humans away from their mi-go masters.

All of the collaborators have a basic knowledge of how each of the four gates on Brown Mountain works and how to open them, though none of them have ever used any of the gates before. If necessary, they might use the gates to escape from the investigators though they are unsure (exactly) where the gates go and somewhat hesitant to try them for the first time. They do not reveal how to use the gates unless they are under direct threat of death. All are loyal to the mi-go, as much out of fear for their own lives as for any other reason.

Jebediah Cooper, Mi-Go Collaborator

STR 13 CON 13 SIZ 14 INT 11 POW 8
DEX 10 APP 8 EDU 8 SAN 36 HP 14

Damage Bonus: +1d4

Move: 8

Weapons: Fist: 70%, dmg 1d3+1d4

Grapple: 50%, dmg special

Head 30%, dmg 1d4+1d4

Kick 30%, dmg 1d6+1d4

Knife 50%, dmg 1d6+1d4

.30-06 Rifle 60%, dmg 2d6+4, rng 110 yds, ½ attacks, 5 rounds

Electric Gun 30%, dmg 1d10 + immobilized

Skills: Climb 60%, Conceal 30%, Cthulhu Mythos 7%, Dodge 40%, Drive Auto/Truck 40%, Navigate 40%, Sneak 30%, Track 15%.

Jebediah Cooper only wants to help find that child.

Jebediah Cooper is a large, solid man who stands almost six feet tall. He wears rugged clothing and has a full beard and mustache. His hair is a dirty brown and he has thick eyebrows. Usually smiling, Jebediah is a good-old boy who seems to like everyone he meets. He is very friendly and easy to get along with though doesn't seem overly intelligent or well-educated. He lives and works in nearby Adako, usually doing odd jobs around town.

Most of this is just an act. Aside from his loyalty to the mi-go, he is a bitter man who hates both the rich and educated, thinking both have an unfair and illegitimate advantage over him in most cases. That he's never tried to be more than he is already is not his fault, in his mind.

He knows his way around Brown Mountain and does his best to lead investigators to the most useless spots while he is part of the search.

Brown Mountain Locations

Several set locations are on Brown Mountain and can be found on the Keeper's version of the Brown Mountain map. The forest atop Brown Mountain is still very thick, a stark contrast to the bare hills to the north and east that have been ravaged by both fire and the lumber industry near Mortimer.

1) **Rocks** – On the steepest side of Brown Mountain, there is always the danger of rocks falling from above. Though this isn't a regular occurrence it can happen (especially with mi-go and collaborators running around and trying to stymie the search).

If investigators enter these areas, there is a 20% chance of a small rockslide or a large rock sud-

denly dislodging above and falling down at investigators. Each investigator should make a LUCK roll and those who fail must make a successful DEX x5 roll or be struck by falling rocks and debris for 1d8 damage. If damage is 7 or 8, the investigator has either gotten a bad cut or bruise or broken either a leg or arm at the Keeper's discretion.

There is a 75% chance that the falls are not natural and a successful Spot Hidden roll made by anyone looking up the mountain after such a rock fall spot either the impossible shape of a strange flopping form disappearing into the trees (a mi-go) or think they saw a man flee from the spot where the rocks fell (Keeper's choice). Anyone catching that bare glance of a mi-go must make a Sanity check or suffer 0/1d3 SAN loss for the fleeting glance.

2) **Small Creek** – Scattered about Brown Mountain are small creeks in deep crevasses and cavernous holes with water running through them. One of the largest is towards the top of the mountain. This creek begins underground, goes for about a half mile through the woods in a crevice, and disappears underground again.

Investigators can use this route to enter the excavated areas of the mountain where the great, natural capacitors of Brown Mountain lay, though it is a dangerous and harrowing journey through the dark, the cold water getting deep in places. More details of this possible entrance to the Brown Mountain Capacitor are listed below.

3) **Loose Stones** – On several places atop Brown Mountain are loose shale that, while it looking stable, are actually very loose. Those who are unfamiliar with the mountain might slip on such shale and fall, possibly to their deaths. The collaborators know of these areas and try to lead investigators here.

Anyone walking across one of these areas has a 50% chance of having to make a successful Dex x5 check or losing his footing as the shale and rock underneath him suddenly start moving. If he does not make a second successful Dex x5 roll, he slides completely off the side of the mountain, sliding down 2d20 yards and taking 1d20 damage. This could easily kill any investigator and definitely leaves him or her shaken, bruised, and bleeding, if not with broken bones.

4) **The Peak** – If investigators reach this height, they can actually see the vicinity of the Campbell House with a successful Spot Hidden check.

5) **Cave** – A good-sized natural cave lies on the south face of Brown Mountain. Originally, it led into the caverns and natural cave system beneath the mountain (where the capacitors are) but only

some 15 feet into the cave, a rockslide apparently sealed it long ago. If the debris is moved away, a large rock that weighs at least 10 tons is found. This rock looks like it has been cut to fit into the hole and there are signs of some kind of smooth carving on the edges unlike anything the investigators have ever seen before.

When mankind started to wander into this area, the mi-go sealed this entrance for fear that one of them might accidentally wander into the caves beneath Brown Mountain. Both the plug and the debris have been here for over 5,000 years.

6) **Crevasse** – The narrow crevasse here has a creek that spills down from the mountain. However, tucked back where the crevasse is the steepest is a small pile of bones covered with brush and debris that might be noticed on successful Spot Hidden check.

Investigating the strange pile soon reveals that it is actually quite massive and deep. If completely excavated it is found that most of the bones are under dirt and debris and carefully analysis reveal some of the oldest and deepest buried are hundreds if not thousands of years old.

There are numerous bones even on the surface, though apparently not enough skulls to equal the rest of the bones here, indicating numerous missing heads. Strangest of all are the few skulls that are found in which the top of each has been neatly removed with some kind of cutting instrument that modern science could not duplicate, as if the skulls were cut open for the brains to be removed.

If completely excavated (a task that would take months to do properly), the remains of hundreds of men, women, and children are found here.

Investigators familiar with the mi-go might get some strong suspicions from this.

7) **Still** – Tucked into another ravine, this one just off Brown Mountain where a stream or natural spring exits the ground lays the remains of a still. The copper boiler and pipe sit not far from the stream, atop a stone furnace that has collapsed on one side. Nearby are several rusted-out tin tubs, rotten barrels, and other broken or rotten tools for making corn mash. Still in the stream, now collapsed on its side, is the worm box, with coiled copper pipe within.

The still and its workings have obviously been abandoned for some years though it is impossible to tell exactly how long. It has probably been here for less than a decade and if investigators search the area carefully, they find the remains of a shotgun and a rifle, both of which are relatively new. Some of the crude bricks that make up the furnace appear

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to be blackened and melted on the outside, as if the entire distillery was struck by lightning.

This operation was set up just after prohibition began in 1920. The mi-go took exception to the location and they and their collaborators eliminated the bootleggers and left the remains of the distillery as a warning for others.

8) Gate – At each of these locations is the local mi-go gate that opens into the gate room of the mi-go outpost within Brown Mountain.

Each gate is hidden as well as it can be in an area that is rocky though overgrown. Each gate is carved into a natural vertical rock wall at least eight feet high at the spot and the carvings are very, very old and worn by the weather, making them almost invisible. If investigators wander into the area of any gate, a successful Spot Hidden (at half) lets them notice it in the shadow of a rocky outcropping.

The gate appears to be some kind of strange carving with symbols that none of the investigators recognize (unless they know mi-go mathematical writing). It forms a perfect circle a little over six feet in diameter with the symbols scattered, apparently at random, within. In truth, the symbols are perfectly aligned and crafted to create a gate to the mi-go outpost within Brown Mountain. Each gate can only be activated from the outside by touching a specific series of numbers (very obvious to anyone who understands mi-go numerics – almost impossible to decipher for someone who does not). Passing through a gate costs a magic point and a point of Sanity. Gates stay open as long as someone is moving through them and can be activated by one person and then passed through (quickly) by others if they so desire.

Tommy Bailey, a natural at mathematics, was easily able to see the pattern forming the gate and figure out how to open it. The collaborators also know the pattern to open any of the gates though they are loathe to do so. Any collaborator try to get investigators away from the gates, if they are found, claiming that they are merely old Indian sites of some kind and mean nothing in the search for Tommy Bailey.

The mi-go use the gates to quickly move from one part of the mountain to another or even escape from prying human eyes if need be.

9) Mi-Go Base – This area is not actually on the surface of the mountain but indicates where the main mi-go base is hidden deep beneath the soil. Aside from the gates, there is no physical entrance to the structure, though if the plug at the cave (area 5) is removed or destroyed, the caverns beneath the mountain eventually lead here.

10) Tommy's Trail – If any of the investigators use a Track skill successfully, starting at Brown Mountain Beach, they are able to start at the area marked 10 and follow what appears to be Tommy's trail around the base of the mountain and then up one of the lesser slopes towards the top. A new roll should be made every quarter mile or so. Most guesses that Tommy would take the easiest path are correct, though he was set enough on finding the Brown Mountain lights to make for the peak of the mountain as much as possible.

At area (a), investigators find a piece of torn cloth that proves to be from Tommy's shirt. If they have lost the trail but continued in its general direction, they easily spot the white piece of cloth hanging from a branch here.

The trail ends at the eastern mi-go gate and seems to simply stop here completely. No amount of searching around the area finds any more of Tommy's tracks. It's like he just disappeared (because he did).

Daily Occurrences

A few set encounters are given here for the three days that Tommy Bailey might still be rescued. On the evening of DAY 3, Tommy is transported via the new (but temporary) gate to Yuggoth and, unless rescued from there, is never seen again.

The actual time of these encounters can be changed at the Keeper's whim, or even skipped if the Keeper so desires. Other encounters with local wildlife can be added as the Keeper sees fit, rolled randomly, or completely ignored.

DAY 1 – Thursday, June 23, 1927: The hunt for Tommy Bailey continues all day long and into the night.

Human Trap – As the investigators are heading up the mountain, whoever is leading steps into a mi-go human trap unless he can make a successful Spot Hidden check. The trap resembles a typical bear trap and if the investigator does not notice it, he steps in it and it crashes closed, doing 1d6 points of damage with a 30% possibility of breaking the character's leg.

Strange Mold – As they move through a wooded area (possibly near one of the gates), investigators spot a strange reddish substance clinging to a nearby tree. Closer examination gives the impression that substance is some kind of mold or fungus though it appears to be rotting away even as it is ex-

amined. The substance melts away to nothingness within an hour.

Old, Rusted Rifle – The remains of a broken and rusted rifle are found. It appears to be a .22 hunting rifle of relatively recent manufacture (since the Great War) but is rusted beyond use, the stock rotted as if it has been here for years.

DAY 2 – Friday, June 24, 1927: More men join the search this day. Some are sent to Brown Mountain while other groups move to Adams Mountain, Little Chestnut Mountain, and the hills and mountains west of Brown Mountain.

If Jebediah Cooper has not yet betrayed the investigators (see Treason below), he is again part of their search party again that day, but Jack Baker is not be there. With Cooper, instead, is John Estes (see The Collaborators) who is armed with a military issue Springfield rifle. He seems more intelligent and better-educated than Cooper and if any of the investigators were in the Great War and mention it to him, he warms up to them quickly (and genuinely).

Bloodhounds – In the morning on the second day of the search, two bloodhounds are acquired from a local man to help search for Tommy Bailey. The dogs are only available for half the day as the owner wants to try to search the mountains for Broadus Miller the next day.

Some of Tommy's clothing is used for its scent and the hounds find the boy's track on the other side of the river from Brown Mountain Beach (see 10. Tommy's Trail, above). The trail leads up the mountain to the site of one of the strange carvings and ends there. The trackers cannot understand what could have happened or how the animals could have lost the scent though some wild speculation about a giant eagle swooping down and grabbing the boy is made.

The sounds of baying hounds can be heard the rest of the day as the men try their luck on Adams Mountain.

Distant gunfire – Investigators hear gunfire in the distance as well as the surprising sound of thunder though there are only wisps of clouds in the sky. The gunfire quickly ends though any investigator who makes a successful Listen check can guess the correct direction the gunfire came from.

Broadus Miller – One of the collaborators spots a man on a distant ridge and claims it is Broadus Miller. Reminding the investigators about the large reward for the man's capture, he tries to convince them to search in an area far from Brown Mountain.

Melted Lantern – The remains of a melted lantern are found in an area where the dirt, trees, and rocks appear burnt or melted. If the edge of the lantern near where it is melted is touched or the lantern disturbed, that part crumbles away in a fine dust. This is the result of a single searcher who stumbled across the mi-go some months ago and was eliminated with a whorl gun.

Dead Men – Some hours after they hear the distant gunfire (above), the investigators stumble across another of the search parties, all of them dead. The bodies of four men lie around a clearing not far from one of the gates. Close examination of the men shows one or two large burn marks on each of them. Their teeth are broken and metal objects in their pockets have melted. Three of them were armed and two of the guns have exploded while the third is empty of bullets.

These men stumbled across a mi-go and it killed them with an electric gun. Whether or not the investigators find the bodies, someone does and the strange deaths are written about in the next day's Lenoir News-Topic and next Thursday's Morganton News-Herald. Their deaths are reported as caused by a "freak lightning storm."

DAY 3 – Saturday, June 25, 1927: The search continues on this day though some of the strange deaths are making the locals nervous.

Frozen Man – A lone searcher is found in the morning. He is lying against a stone and holding a lantern that is empty of kerosene. A medical examination of the man proves that he froze to death though the temperature the night before was not below (or even near) freezing. This is another searcher who stumbled across the mi-go and was dealt with by one of their mist projectors.

Sniper – As the investigators are moving through the woods, mi-go collaborator Thomas Smith takes a potshot at them. He is hiding on a ridge 150 yards away and with his musket, has only an 18% chance of hitting his target. The investigator targeted should be in the lead and either hit by the massive bullet (for 1d10+4 damage) or a nearby tree splinters as the bullet strikes it. Less than a second later, the sound of the shot can be heard and investigators can make a Spot Hidden check to see a man fleeing down and out of sight on the other side of the rise. They can attempt pursuit though Smith knows the mountain and how to use the gates (if necessary).

Angry Animals – In an attempt to halt search parties or at least give them something else to worry about, the mi-go have released their nerve tissue

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solvent. This horrible stuff (released as clear aerosol from a 250 pound misting gun) causes brain damage in all terrestrial creatures, making wild animals hostile, causing domesticated animals to possibly attack, and costing humans 1D6/1D20 Sanity and 2d6 INT of permanent brain damage.

Several animals have been exposed to the gas in the morning hours and are now moving about the mountain, attacking anything they find that is alive. The Keeper should pick one or two of the animals listed in Other Encounters for the investigators to run into.

Mi-go – This should be the last encounter that investigators have on Brown Mountain and hopefully leads them into the mi-go outpost if they have not already figured out another way in.

As investigators approach the area of one of the gates, they spot one of the horrific fungi from Yuggoth walking along the ground towards it some 50 yards away. Characters have seen the thing first and, after Sanity Checks, they may open fire upon it if they like. This mi-go is armed with an electric gun but retreats as quickly as it can to the gate, touching it properly in several places before going through.

If the investigators open fire on the horror, it should live at least long enough to activate the gate in full view of them. Those who make an Idea roll can duplicate the mi-go's movements and activate the gate, giving them access to the mi-go outpost. Either that or they can follow the fleeing or dying mi-go directly into the gate if they are quick enough.

If any collaborators are with the investigators when this happen, they take the opportunity to attack as outlined in Treason below.

Other Encounters

In addition to the sinister and dangerous on Brown Mountain, there are numerous chances for the normal (or near normal) to be encountered. Keepers should add the following encounters if they so desire, either planning them in advance, randomly rolling them, or picking them in the course of play.

1) Black Bear – This animal is looking for food in the area and approaches investigators if they are carrying anything to eat (wax paper, though it protects sandwiches, does not seal – the bear smells them). Black bears rarely attack humans but the bear might make a mock charge, emit blowing noises, and swat the ground with its forepaws. If the bear does attack, any victim has a better chance of surviving if



STR 20 CON 12 SIZ 22
POW 9 DEX 7 HP 17

Damage Bonus: +1d4

Move: 16

Weapons: Bite 25%, dmg 1d10

Claw 40%, dmg 1d6+1d4

Slap 25%, dmg 1d4

The animal can attack twice per round.

Armor: 3-point fur and gristle

Skills: Climb 30%, Listen 75%, Scent Prey 70%.

2) Striped Skunk – When investigators stumble across this distinctive mephitidae, they know it immediately. At the Keeper's discretion, they can smell the skunk first and a successful Spot Hidden check allows them to see and avoid it. If investigators don't move away from the skunk or stand very still, it warns them off by stamping and hissing and then sprays them with its anal scent glands.

Skunks are most active at dawn and dusk, and feed on mice, eggs, carrion, insects, grubs, and berries. They hide away during the day and at night. They are not normally aggressive, though may be made so by the mi-go nerve gas.

If an investigator is sprayed, he has to endure the stink until he can wash himself and his clothing, usually taking multiple washings. Unfortunately, the smell tends to stick to both clothing and flesh, though using strong detergent, white vinegar, hydrogen peroxide, baking soda, bleach, or even tomato juice can help remove the smell. Being sprayed can also cause watery eyes and nausea, as well as a



they fight back rather than submitting (most attacks are caused by hunger).

If the bear is the victim of mi-go nerve-tissue solvent, it charges and attacks any humans (which surprises any locals – black bear attacks are very rare).

BLACK BEAR

stinging sensation and even temporary blindness if the spray gets into a victim's eyes (Keeper's discretion or impale roll on spray).

STRIPED SKUNK

STR 4 CON 10 SIZ 1
POW 5 DEX 10 HP 6

Damage Bonus: -1d6

Move: 6

Weapons: Bite 25%, 1d6-1d6

Spray 50%, dmg none

Skills: Listen 75%, Scent 40%.

3) **Bobcat** – Bobcats are on the move from about three hours before sunset until around midnight, then again from before dawn until three hours after sunrise along a habitual route. The animals hunt mostly rabbit and hare but eat anything from insects and small rodents to deer. These animals average around 38 inches long with a stubby tail and weigh between 20 to 30 pounds.



Bobcats avoid man but, if they are victims of the mi-go gas, they try to kill humans.

BOBCAT

STR 6 CON 10 SIZ 3
POW 6 DEX 24 HP 7

Damage Bonus: -1d6

Move: 12

Weapons: Bite 20%, dmg 1d4

Claw 40%, dmg 1d3-1d6

Rip 80%, dmg 2d3-1d6

Skills: Climb 80%, Hide 80%, Sneak 90%.

The animal can attack with both claws and a bite each round. If both claws hit, it may attempt to rip with its back paws.

4) **Deer** – The white-tailed deer weighs from 90 to 300 pounds depending on age and sex with a shoulder height of 32 to 40 inches. They eat vari-



ous legumes, shoots, acorns, fruit, and corn. Males have large antlers and snort to warn of danger. They avoid man as much as possible though if under the influence of the mi-go nerve gas, they attack mercilessly.

DEER

STR 26 CON 13 SIZ 20
POW 7 DEX 14 HP 17

Damage Bonus: +2d6

Move: 16

Weapons: Bite 5%, dmg 1d10

Kick 5%, dmg 1d8+2d6

Rear/Plunge 5%, dmg 2d8+2d6

Charge (males only) 25%, dmg 4d6

Armor: 1-point of muscle

Skills: Dodge 50%, Hide 40%.

5) **Harmless Wildlife (small)** – This includes sightings of wild turkeys, various birds (crows, ravens, hawks), raccoons, gray squirrels, and rabbits, all indigenous to western North Carolina. None of these pose a threat to investigators unless under the effects of the mi-go gas and even then, the animals can easily be dispatched in a round though they may (25% chance) do 1 point of damage to an investigator if they can reach him.



6) **Brown Mountain Lights** – The actual Brown Mountain Lights might appear at any time though are almost impossible to see during the day. However, investigators actually on Brown Mountain might have a brush with some of the vented energy of the capacitors underground.

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If they encounter the actual lights, they see them appear over the ground as a glowing ball of fire or illumination of various colors larger than a man's head, or as pale white bubbles that seem to float, unattached to anything. They might also appear as a sizzling fire or even curtains that resemble a small aurora borealis. Some glow brightly and appear opaque. These lights drift about, fading and brightening, sometimes spinning like pinwheels, and even darting playfully away from being touched or towards someone who is moving away from them as if they are alive. They usually only last from five to 10 seconds (though sometimes they survive for a longer period of time).

This vented plasma from the various natural capacitors in the mountain is only the visible part of the energy that is being constantly released from the mountain (even the mi-go can't seem to prevent this). The actual plasma is usually larger than the visible light it produces and contains a strong electric charge as well. This can be enough to damage small electric devices (such as electric torches) or stand a person's hair on end.

These lights are more common at night, when the mountain cools and contracts, bringing the layers of magnetite and quartz in the mountain closer together. However, they can sometimes be seen during the day by those actually on the mountain. If an investigator approaches one of the lights, he feels his hair stand up on end. Even the miniscule electromagnetic field around the human body can affect the plasma, making it shy away, though it also attracts the same plasma to an extent.

If an investigator lunges at a light and the Keeper is feeling particularly malevolent, said investigator might be shocked for 2d6 points of damage and probably knocked out. The light (and plasma discharge) vanish at that point.

The lights are more common at night and if the investigators are on Brown Mountain after dark, they are more likely to actually encounter this phenomenon.

7) Twisted Ankle – Brown Mountain has its own natural hazards. Besides the loose shale and potential for falling rocks, there are ruts, covered holes, roots, low branches on trees, loose dirt, broken ground, and a slew of other hazards. If the Keeper wishes to simulate the danger of the search, he can call for a Dex x5 roll daily to see if any of the investigators suffered minor cuts and bruises or even twisted an ankle or suffered some great damage such as a sprain or strain. Alternately, the Keeper might simply, at random, ask for such a roll from an

investigator to see if they have sprained or twisted an ankle, making movement around the mountain harder.

8) Cavernous hole – Holes with water often running swiftly within can be found all over Brown Mountain. These don't present any danger to investigators though one might twist an ankle in one or otherwise injure himself. Though there is no way to enter such natural formations do to their small size, they are everywhere.

9) Mi-Go – Though the mi-go, for the most part, stay hidden once men start searching Brown Mountain, some of their number occasionally leave one of the gates to assess what the human vermin are doing. These creatures are armed with electric guns or mist projectors and might go out onto the mountain during the day or, more likely, at night. As the glowing of their heads is mistaken for the natural Brown Mountain lights, there is less danger of their being spotted after dark.

The Keeper might have one of the creatures fly clumsily overhead or even be spotted somewhere in the distance (usually not too far from one of the gates – giving it a chance for a quick escape). If the investigators actually confront one of the creatures, it does its best to destroy them, drive them off, or flee.

MI-GO, the Fungi from Yuggoth (typical guard)

STR 10 CON 11 SIZ 10 INT 13 POW 13
DEX 14 HP 11

Damage Bonus: +0

Move: 7/9 flying

Weapons: Nippers 30%, 1d6 + grapple

Electric Gun 45%, dmg 1d10 + immobilized

Mist Projector 40%, dmg 1d10

Armor: Bio-armor – provides 8 points of armor against blows, flame, electricity, and all non-impaling attacks. All impaling weapons do minimum possible damage.

Sanity Loss: 0/1d6

The Search Continues

Each day, more and more armed men join the search for Tommy Bailey. Men are sent to Brown Mountain, Adams Mountain, Little Chestnut Mountain, and the hills and ridges west and south of Brown Mountain, all in the thought that the boy has wandered in that direction.

The search continues for a week before Sheriff Hallyburton calls it off on June 30 as the search for Broadus Miller intensifies in the nearby mountains. The Baileys return home to Charlotte, heartbroken, and the scenario is a failure.

Treason

Jebediah Cooper and the rest of the collaborators have scattered themselves among the search parties in an attempt to lead searchers away from the mi-go gates and outpost. They also do their best to keep the men away from other areas that might give away the mi-go presence, such as the cave, the old still, the crevasse full of bones, or Tommy's Trail. They cover up any strange evidence if possible and give plausible (and very sane-sounding) explanations for whatever is found (lightning strikes or sudden cold snaps and the like). They should seem like doubters to the investigators, people who have never seen anything strange and refuse to believe any hare-brained ideas about aliens or monsters.

At some point during the scenario, Jebediah Cooper turns on the investigators in an attempt to either kill them or scare them away from the mountain. He only does this if he feels he has the upper hand or some advantage; he does not want to simply throw his life away. During day 2 and after, he also has John Estes in the party and the two of them might stand a better chance of dispatching the investigators together.

If he is run-off by investigators, he eventually returns with more collaborators and attempts to kill them. If he is reported to the sheriff or deputies or brought in with accusations of attempted murder or assault, one of the deputies hauls him off to Morganton and he's thrown in jail for the duration of the scenario. However, at least one of the other collaborators hears of this within a day and takes his place or sets up an ambush for investigators.

The wild card in this bunch is John Estes. The most intelligent, sane, and best-educated of the collaborators, he took the mantle from his father only after the Great War and has never been comfortable dealing with the fungi from Yuggoth. If any investigator befriends him (especially if that investigator served in the Great War), he is suddenly torn between his newfound friend and his loyalty to the creatures that help keep his father's farm from going under. If he can be swayed to help the investigators, he is invaluable, knowing how to open the mi-go gates. He is unfamiliar with the layout of the outpost but might be willing to help the investigators even storm the place in search of Tommy.

Brown Mountain Underground

The network of caverns and open spaces under Brown Mountain is quite vast though the mi-go have barely scratched the surface of it, even after 10,000 years of habitation.

The mi-go originally came to the mountain to mine their strange, inter-dimensional ore, but soon found better stuff in the plasma that the naturally-formed capacitors in the mountain produced. As soon as the energy was understood, the normal mining on Brown Mountain ceased and new exploration began. Since then, a large portion of the interior of the mountain has been cut and shaped to serve the mi-go's purposes. Cutting corridors and making improvements to the capacitors is a long, slow process as the mi-go know rushing such work could damage those capacitors already in improved and in use.

Unlike many mi-go outposts, which consist of several chambers all closely connected, the outpost on Brown Mountain is spread out over roughly six square miles.

Usually, only four mi-go "scientists" man the outpost. However, with the capture of the child and subsequent search by the humans, four more mi-go "soldiers" are now in the complex, keeping watch over the place and assigned with the duties of preventing the humans from interfering with the base or its personnel. Investigators stumble upon mi-go either in set areas or at the Keeper's whim.

Corridors that connect various areas of the complex are hexagonal in shape and exactly nine feet, three and three-quarters inches in diameter. The walls, floor, and ceiling are perfectly cut and as smooth as glass (the result of mi-go mining technology). Along the ceiling of every corridor (unless otherwise noted), positioned 30 feet apart are patches of a strange fungus that glows with a steady though strange and unnerving bioluminescent green light when any creatures of size 5 or above comes within about 10 feet of it. The same bioluminescent fungus is attached to each room in the complex as well, unless otherwise noted.

At places where the corridor meets with various chambers, the wall on that side of the corridor is set back and vertical for about six feet, set one foot, seven and one quarter inches above the corridor floor. Centered in that six-foot high alcove is a circular iris valve five feet in diameter with a small, spindle-shaped lever mounted next to it in a five-sided panel. This small, delicate-looking mechanism moves easily, controlling a series of counter-balances that smoothly open and close the door.

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Down one side of every corridor in the complex is a horizontal, metallic trapezoidal conduit of some kind. The conduit runs alongside each corridor in the niche created by two sides of the hexagon that make it up, the top angled slightly down and the bottom angled slightly up, forming an isosceles triangle if the top were cut off. The metal defies analysis and is a greenish gold that is not unpleasant to look at but has a greasy feel to it that leaves no residue. The entire structure is warm. If the conduit is examined closely, every 44 yards, a small panel is set into the bottom of the line though how it is opened should remain a mystery (mi-go use a special tool). The entire conduit is STR 30 with 20 points of armor.

At certain places, these conduits run to the ceiling or connect to other conduits that are built in the same, strange way.

If investigators somehow open a conduit without resorting to violence, they find it nearly full of the same kind of plasma that forms the Brown Mountain Lights: a color-changing and strange-shaped flow that moves in all conduits in the direction of the Energy Storage Lab (area 4). The Plasma is actually very, very dangerous, but the magnetic field within the conduit keeps it safe. Anything stuck into an open conduit panel does not disrupt the magnetic field but is utterly annihilated and burned completely away.

If the conduit is broken open by force, the destruction is immense. Destroying a conduit sends a blast of plasma a half mile down the corridor in the span of five seconds before safeties shut down the flow. Again, anything caught in the condensed plasma is utterly destroyed.

Mi-Go Underground Map Key:

Capacitors – At each of these areas is one of the natural capacitors that the mi-go have been experimenting and meddling with for the last several millennia. Each area is unique though some resemble others and the Keeper should take great delight in making up descriptions of the areas to amaze, annoy, and dismay his investigators.

In almost every case, the natural capacitor in each area has been augmented with mi-go technology, either in the form of large columns of quartz that hum with energy; strange, biological-looking pieces of flesh or fungus that seem to move as if still alive; or even strange clockwork made of metal that is unrecognizable to the investigators.

Also at each site are several strange-looking, glowing mi-go consoles and readout screens, all of

them completely unintelligible and foreign to any human. The metal conduits that run throughout the place start at these control boards, which are connected to the adjoining wall with strange cables and chords.

In any case, the wall of the corridor near these sites is rock and stone that has not been cut, though the opposite walls are the mi-go cut stone. Capacitors at the end of corridors also mark the end of conduits though in some cases, conduits pass by capacitors and connect to other conduits.

Any time investigators approach or pass a capacitor, there is a 30% chance of a mi-go scientist being at the spot, working on something. Investigators might come upon them unawares (as the area is lit and noisy) in this case.

1) Minor Gate Room – This pentagonal room has five walls and a ceiling only six feet above. In the northernmost wall is a circular iris valve five feet in diameter set into the center of the wall. A small, spindle-shaped lever is mounted next to it in a five-sided panel. This small, delicate-looking mechanism moves easily, controlling a series of counter-balances that smoothly open and close the door.

Each of the other four walls is adorned with a strange, circular pattern carved with figures, mathematical formulae, and unsettling and horrible symbols. These are the four gates that open onto the outer mountain (area 8 of the Brown Mountain Keeper Map) though they need only be touched from this side to activate and use. Use of a gate costs 1 SAN and 1 MP. A successful Cthulhu Mythos skill roll identifies them as gates and a second successful roll allows the guess that the other end of each gate is within 100 miles, though no other information can be gleaned from the gates alone. Anyone who knows the Create Gate spell realizes the gates are less than 100 miles distant with a successful Idea roll.

There is a 50% chance that a mi-go guard (#5) armed with an electric rifle is in this room when the investigators first arrive. It attacks the investigators as soon as they enter. If the creature is badly injured, it attempts to flee, either to find other mi-go or to the Major Gate Room to get reinforcements from the moon. If it does, 10 more mi-go, all of them heavily armed and armored guards, return within an hour.

2) Animal Laboratory – Another iris valve opens into the room, identical to the other entrances in the complex. A number of plastic slabs, a single large table, racks of strange, alien equipment, and several large drawings depicting various portions of the human brain are in this room. The drawings

of the brain are marked with symbols and complex formulae that are impossible to understand.

Hanging over the table in the center of the room are tendrils and tubes, some apparently with sharp claws sticking out of them. These are mi-go surgical equipment and allow the creatures to cut open and surgically remove brains or otherwise experiment on humans.

One table holds a dozen shiny cylinders: brain cylinders. Each of these is about a foot high and about half that diameter with three curious sockets set in an isosceles triangle over the front convex surface. At least half of them have names upon them marked in both English and some alien tongue. Also in the room is a tall rig with twin lenses mounted on the front, a box with vacuum tubes and a sounding board, and a small box with a metal disk. This is the mechanism to allow the brains to communicate with the outside world when the machine is connected to the proper sockets of the brain cylinders. It provides the brain with the facilities of sight, speech, and hearing.

Against another wall is a strange mechanism covered with tubes and studded with lights that looks more as if it had been grown than made. The purpose of this strange machine is beyond human understanding and it is nearly indestructible (STR 20 to resist any damage, 10 points of armor) and made of the same substance as the conduits in the corridors. If the investigators somehow manage to damage it, sparks fly and the machine begins sending bursts of plasma randomly into the room, damaging and destroying all but itself and the brain cylinders within a few rounds. Anyone foolish enough to stay after this begins takes 2d10 points of damage per round.

A mi-go scientist is in this room, studying scans that were made of Tommy Bailey's brain. The creature is armed with an electric gun and does its best to escape at first opportunity to warn the rest of the complex about intruders. Unlike many of the mi-go, this creature surrenders if badly injured or trapped. It can actually speak English though in a buzzing, whispering voice that is disturbing to hear. The creature is more than willing to hand over Tommy Bailey to save itself though it does not say where Tommy is unless threatened. It also discloses (if directly asked) that the mi-go took the child as his mind is unique, but does not say that Tommy figured out how to make the temporary gate to Yuggoth work. If interrogated about its presence on Brown Mountain, the mi-go only tells investigators that the energy available on the mountain is useful

and the creatures have been there since before mankind set foot upon this continent.

If any investigators were captured by the mi-go, their player should make a luck roll. If they fail, their body is on the table, the brain removed. One of the brain cylinders is neatly marked with the investigator's name and if the other investigators attach the communication machine to the cylinder they can communicate with their doomed friend.

The machine can also be attached to the other cylinders, with mixed results:

A) Elias Parkes – The man who legend says returned from the Revolutionary War to find his wife and family gone did not perish on Brown Mountain as the stories say, but was captured by the mi-go and his brain removed. Parkes is completely mad, having been in the cylinder for over 150 years. He simply asks pathetically, over and over, "Sarah? Are you there? Are the girls there? Sarah? Sarah?"

B) Joshua Cooper – This is Jebediah Cooper's father, who chose to stay with the mi-go forever. He is also quite mad but sounds lucid. Unless he believes the investigators are collaborators, he attempts to lead them astray. Joshua is very clever and tries to convince investigators he is a victim of the mi-go who wants to help them. Usually this means stalling or giving out false information about the mi-go base (preferably to lead them to the furthest parts of the place and waste their time).

If Jebediah is with investigators when they are in this room (unlikely), he loses 1d20 sanity upon realizing what has happened to his father.

C) Thomas Binford – Another rambling madman, this one speaking in broken Gaelic. He is one of the first settlers in the area from 1750.

D) Runs-Away – This mind is also broken and belongs to one of the Native Americans who lived in the region 1,000 years ago. The voice either chants, speaks in a strange tongue (ancient Cherokee), or merely screams and screams.

E) Jessica Parkes – Another mad mind from the 18th century. This is the brain of the youngest of Elias Parkes' daughters. She sleeps most of the time but was only 10 when her brain was removed. For some reason, she has weathered her horrible incarceration better than most and is still somewhat cognizant though she knows very little. She constantly asks about her mother and father.

Another iris valve in the back of the room leads to a trapezoidal room and the animal specimen holding cells. This room has a six-foot ceiling and a number of small cells, each sealed with an iris valve composed of metal bars that tightly mesh together, and a small spindle and panel mounted on

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the outside. The floor, walls and ceiling of each cell are covered in some kind of pink foam that cannot be torn. Each cell is just large enough to hold a single person and most are empty though two hold madmen who show signs of mi-go surgery to their craniums and necks. These men ignore other humans completely and have been programmed to understand (rudimentary) mi-go color language. They are used as slaves for moving the batteries from the Energy Lab to the Major Gate Room.

Any captured investigator who made his luck roll is also in a cell, naked but none the worse for wear.

Also in a cell is Tommy Bailey if the investigators reached here before the end of the third day. If he is not here, investigators only find Handout 18, Tommy's drawing of the mi-go.

Tommy Bailey is 10 years old and has a far-away look in his eyes. He either stares intently at someone who speaks to him or refuses to make eye contact, even while holding a conversation. He has trouble communicating and is socially awkward, speaking out of turn or about a subject that no one is talking to him about. He is mentally retarded and sometimes just does not understand. However, as an idiot savant, he has an almost instinctual understanding of math and numbers, and the ability to visualize complex and esoteric physics and calculus in his head. Lesser math is less than child's play to him. He is a genius when it comes to all kinds of math, even mi-go formulae. He shows no sign of mi-go physical experimentation.

Tommy is not happy, sad, or surprised to see the investigators, though he does miss his mother and father (his sister – not so much). He is willing to go with investigators and is hungry and thirsty, not having eaten much of what the mi-go fed him for the last three days. If asked how he got to the place, his face brightens and he begins to explain, very obliquely, how easy it was to figure out the eight-number sequence to open the rock wall that he found. He can tell investigators he met the “big bugs” who talked to him but only rarely made any sense, and only then when they were talking about math, and that they looked him over and asked him questions that he found difficult to answer for the most part, or stupidly simple (when he



was asked mathematical problems or shown equations, even in the mi-go language). He thinks the bugs are “dumb” and is ready to go home.

He also mentions that the big bugs showed him how to draw something on a wall that goes billions of miles away to where they live. They said they were going to take him there but he doesn't want to go. He wants a chocolate malted.

He can also estimate exactly how far each gate travels, just by looking at the mathematical equations in its makeup.

Tommy Bailey

STR 5 CON 8 SIZ 6 INT 4/25 POW 18
DEX 10 APP 8 EDU 4 SAN 89 HP 7

Damage Bonus: -1D6

Move: 6

Weapons: Fist: 30%, dmg 1d3-1d6

Grapple: 15%, dmg special

Kick 25%, dmg 1d6-1d6

Skills: Climb 30%, Cthulhu Mythos 1%, Hide 20%,
Physics 80%.

Spells: Create Temporary Gate (special).

3) Mineral Laboratory – This chamber has been long abandoned by the mi-go. First used when they came to Brown Mountain millennia ago, it has lain dormant almost since they discovered and started to work on the capacitors in the mountain.

The exterior door is the typical iris valve with control spinal though it is harder to move than any of the others. The interior is another mi-go pentagonal room with a ceiling about six feet high. The room is filled with short shelves and tables covered with instruments of alien design. The stone shelves cut into the walls are half-filled with mineral samples and bottles containing more minerals, some of them odd-looking or wholly unfamiliar. There is no fungus on the ceiling of this room. It died from lack of use long ago.

Everything in the room is covered with a thick layer of dust and there is no sign that the room has been used in a very, very long time. The mi-go never use this room and, unless the creatures are actively searching the complex for humans, is a good place to hide.

4) Energy Storage/Battery/Plasma Laboratory – The conduits running down three of the four corridors tha2t converge on this area all end at this room. When the iris valve is opened, a strange purple light glows from within. After a few moments, the green

fungi on the ceiling also begin to glow, giving everything a sickly cast.

This five-sided room has a ceiling well over 25 feet high. Along three walls are large, quartz columns, strangely formed and sheathed in clear tubes of what looks like glass. Purple energy coalesces and cascades up and down the quartz columns, sometimes bursting strangely against the glass but being held back by it. Of course, it's not really glass – but a clear substance more akin to chitin. Cords or cables run from the wall where the conduit runs through the room, and connect them to the quartz. More strange, organic-looking cables snake from the bottom of each column to one of three large, box-like metal cabinets, each with a large open front. Within each cabinet are several crystalline and metal devices that look something like vacuum tubes with metal caps at each end and smaller, strange-shaped quartz crystals within.

This is the energy storage facility that the mi-go use to transform the plasma energy into something they can safely ship. The tube-like devices in the cabinets are batteries of sorts and when they are filled, they are carted off to the major gate room and transported to the moon and from there to Yuggoth where the power in them is used. When charged or charging, cascading purple energy seems to move about within them.

The larger “glass” tubes are actually very solid and sturdy, each having 10 HP and the equivalent of 10 points of armor. The cables that connect to the conduit or the cabinets are much flimsier but if anyone cuts them with a hand-held weapon (knife or such), the energy arcs through it and into whomever cut it for 4d6 points of damage before safeties close up both ends of the strange cords, covering each in more of the flesh-like substance.

If any damage is done to this room, the fungi on the ceiling throughout the complex start glowing strangely in a myriad of different colors, alerting the mi-go of a malfunction here.

5) Sealed Entrance to Surface – No cables follow the mi-go tunnel here and there is no fungus on the ceiling of the corridor that leads to this area. After several hundred feet, the tunnel abruptly ends at a 10-ton stone plug. This is the interior of the cave at area 5 on the main Brown Mountain Map.

When mankind started to wander into this area, the mi-go sealed this entrance for fear that one of them might accidentally wander into the caves beneath Brown Mountain.

6) Major Gate Room – The iris valve opens into a large pentagonal room with a ceiling some 10 feet

high. The wall directly across and to the left of the iris is another strange, circular pattern carved with figures, mathematical formulae, and unsettling and horrible symbols, this one much more complex than the ones that were in the Minor Gate Room. On the wall to the right, is another, smaller circle that is even more complex than the first, though it to have been drawn in chalk, somewhat crudely.

The design to the left is another gate, this one that can be activated by the mere touch of a living being. It leads to the moon, some 230,000 miles away. Its use costs a Sanity point and 5 Magic Points. However, the chamber on the other side, like the entirety of the mi-go base there, is without atmosphere. Investigators going through suffer damage of a hit point per round unless they can flee back through. Anyone merely sticking a limb through feels a great deal of discomfort and cold on the other side. If it is not quickly removed, it becomes vacuum-damaged and, if left in the gate long enough, might need to be amputated when pulled back through. Even short exposure leaves the limb bruised as capillaries near the surface of the skin burst.

The moon gate is usually used to transport the batteries en masse. They are then transported by a more conventional way (via mi-go flight) to Yuggoth from there. Usually, a single mi-go activates the gate and then goes through with the gravity sledge filled with batteries.

The right (more complex) gate is more newly made with the help of Tommy Bailey, linked to Yuggoth, and opens at the cost of a Sanity point and 9 Magic Points to make the trip to Pluto, some 4.6 billion miles away. Tommy Bailey's savant genius was actually used by the mi-go to create this gate though, unknown to them, it is only temporary and will begin to fail within a week.

Near the right gate, and unnoticed by the mi-go, is a tennis shoe sized for a child. This is, of course, Tommy Bailey's. He did want to go through the gate and fought against the mi-go ineffectively when they dragged him through, losing a shoe in the process.

Travel through the Yuggoth gate is detailed below.

Through the gate to Yuggoth

If the investigators take too long to find Tommy Bailey, their search of the outpost should eventually

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lead them to the Major Gate Room (area 5) and Tommy's shoe. This, in turn should encourage them to try to open the gate to Yuggoth, though this can be very dangerous, deadly, or simply impossible for investigators without enough POW. In the interest in keeping the investigators together (and in keeping the players having fun) the gate to Yuggoth is specially built.

Mi-Go rarely create gates to Yuggoth not only due to the high Power cost in creating such a gate, but also the high cost of going through one. Mi-Go can just as easily fly to other planets in the solar system at such a speed that it only takes somewhat longer than crossing through gates; and flying doesn't require the expenditure of magic points.

In an experiment with Tommy Bailey, however, the mi-go have crafted a type of gate that can be held open by a single person (at the cost of 9 Magic Points) allowing others to pass through at the cost of only a single Magic Point each for a minute after it has been opened. The gate also cost no Power to create, somehow (even the mi-go are unsure how Tommy Bailey did this – though they continue to study it). Another strange effect of Tommy's gate is that it did NOT create a gateway at its destination. This is a one-way gate. Once someone goes through, there is no way back except by flight or the creation of another gate.

The difference also means the gate is short-lived; this one will only last for a single month before the magic holding it together crumbles and it fails on both sides. The mi-go are presently unaware that the gate will soon begin to fail, first becoming unstable and connecting to various other places (and possibly times) before completely failing, even the chalk outline of it vanishing forever.

It does give the investigators a way through to the Pluto, however.

Those who do not have enough Magic Points to even open the gate cause no reaction if they touch its surface. Those with exactly nine Magic Points can open the gate but immediately swoon as their total reaches zero. Those with more are able to open the gate and walk through with their companions. Keepers are strongly advised to secretly inform players of how many magic points it costs each investigator when they pass through. The gate costs 1 SAN to pass through as well.

Yuggoth

Yuggoth (or Pluto) won't be discovered until February of 1930 and orbits between 2.8 and 4.6 billion miles from the sun. The planet is only 1,413 miles in

diameter and only about 1/500th the mass of Earth, making gravity only 8% of gravity on Earth (meaning a 100 pound person on Pluto only weighs eight pounds). Pluto is not tidally locked but each plutonian day lasts 6.4 Earth days and it's year is 248 Earth years long. In 1927, it is far out on its orbit of Sol.

Due to a lack of light and heat from the sun, Pluto's surface is frozen nitrogen and methane. Its thin atmosphere consists primarily of nitrogen, methane, and carbon monoxide gases. During the winter years on Pluto (which it is currently experiencing), the atmosphere is very thin, with most of the elements freezing and falling to the surface, further cooling it. The planet is composed approximately of half rock and half ice and temperatures on the surface range from -387 degrees Fahrenheit to -369 degrees Fahrenheit.

Pluto has three moons: Charon, Nix, and Hydra which orbit closely to it. Charon is the largest, with a diameter of about 750 miles that revolves around Pluto (or the two revolve around each other) about every six-and-a-half days. They are gravitationally locked and always face each other. Charon is not discovered until 1978. Nix and Hydra are not discovered until 2005, and neither of them is larger than about 100 miles in diameter and not visible from the surface.

More information about Yuggoth can be found in the scenario "Think Tank" by Scott Aniolowski in *End of the World* published by Triad Entertainment. More information about the horror that holds Charon can also be found here.

Investigators have some difficulty on the world as the low gravity makes it hard to maneuver until one gets used to it. In order to perform actions (even as simple as walking), the investigator must make a successful DEX x5 check or risk injury. A normal walking pace sends the investigator flying into the air or launching forward to slam into a wall for 1d2 points of damage. By the same token, investigators should double their effective Strength score while on Pluto, and may do double damage with physical attacks that actually strike their target (remember that DEX x5 roll on such actions however). It takes each investigator several hours to get successfully acclimated to the lesser gravity. If players are acting carefully, it should not be an issue. Firearms and other such weapons do no extra damage though the DEX x5 is still required when they are fired or the Investigator is flung backwards somewhat by the force of the shot. Shotgun fire requires a DEX x3 roll. Bracing oneself against a wall or other solid object before firing negates the need for the

roll. Firearm ranges should also be doubled due to the lower gravity. Falls in this low gravity cause almost no harm (at least during this scenario).

Additionally, the sudden shift in gravity from Earth to Yuggoth can cause nausea, headache, backache, congestion, and insomnia. At least some of the investigators should be affected.

The Observatory

The observatory is actually atop a high mountain of rock that juts just above the frozen nitrogen and water that forms most of the surface of the planet. It is presently on the Earth-facing side of the world (see 3 below). The surface of the world appears completely barren and dead – a frozen, twilight world with a horizon that is far too close and stars that glow too brightly above.

The observatory was originally built for the study of the stars and inner planets of the solar system millennia ago but has not been used in many years. When the mi-go guided Tommy Bailey into creating a gate, its target was the observatory and, when the boy proved he could successfully do the math to reach the correct location, the facility was pressurized and used to hold the child prisoner. They plan on using their alien techniques to learn the boy's actual limits and try to deduce what makes him unique before dissecting him (hence, the Experimental Room). They are also trying to figure out that strange gate he has created. This goes on for about a week but if the Investigators linger longer than 10 to 12 days from the time the boy disappears, he certainly has his brain removed for study and then put into the canister in the Laboratory. This will also doom any investigators who come to Yuggoth, as he is their only means of getting home.

As with the mi-go base on Brown Mountain, each room of the observatory is cut out of the rock that leaves a perfect cut like glass. Moss or fungus that grows from the ceiling of each room begins to glow whenever anyone of size 5 or larger enters. The ceilings throughout the observatory are about nine feet high and the walls and floors are precisely cut.

Windows usually have a pane of a glass-like (though much stronger) substance on both the interior wall and the exterior wall, with a vacuum between the two. Each window is sturdy, with 10 hp and 10 points of armor. If an inner pane is damaged, a spider web of cracks quickly forms before the "glass" shatters as the atmosphere rushes into the small area between the inner and outer pane. If the outer panes are also broken, the atmosphere in the observatory is quickly expelled into the very

thin atmosphere of Pluto, resulting in a quick death for any humans still in the place. The mi-go are unaffected, of course.

Mi-go can quickly move through the near-vacuum of Pluto's atmosphere at unbelievable speeds. If they learn that humans are in the observatory, at least a dozen guards storm the place. They first try using the airlock to enter the observatory to capture or kill the intruders. However, if that fails, they are not above breaking the seals and exposing the place to vacuum. Though the mist projectors and cryorays cannot penetrate the walls, windows, or airlock doors, electric guns, rifles, and whorl guns can and will be used to penetrate the windows or the airlock and then retake the place, the Tommy Bailey experiment be damned. The mi-go will not allow intruders on Yuggoth.

1) **Gate Room** – Originally a laboratory, the machinery was cleared out of this room and it is now used for the temporary gate from Earth.

When investigators enter this room, the first thing they see is the mi-go guard armed with a mist projector. The creature immediately attacks, though if it is badly injured, it flees through the iris valve in one wall and leaves the observatory in order to get help.

MI-GO, the Fungi from Yuggoth (guard)

STR 10 CON 11 SIZ 10 INT 13 POW 13
DEX 14 HP 11

Damage Bonus: +0

Move: 7/9 flying

Weapons: Nippers 30%, 1d6 + grapple

Mist Projector 50%, dmg 1d10

Armor: Bio-armor – provides 8 points of armor against blows, flame, electricity, and all non-impaling attacks. All impaling weapons do minimum possible damage.

Sanity Loss: 0/1d6

Once the mi-go is dealt with, the investigators can get their first good look at the room. The walls of the five-sided room are perfectly cut and smooth as glass. A successful Geology roll indicates that it is some kind of ancient igneous rock the likes of which he's never seen before. On two of the walls to the left are circular openings at least three feet in diameter that appear to look out into the night's sky. To the right is a circular iris valve some six feet in diameter with a small, spindle-shaped lever mounted next to it in a five-sided panel. This small, delicate-looking mechanism moves easily, control-

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ling a series of counter-balances that smoothly open and close the door.

Perhaps most disturbing is the fact that there is no gate anywhere in the room! Examination of the wall the investigators appeared in front of will prove that it is solid. Unlike most gates, Tommy's is one-way and there doesn't appear to be any way back to Earth.

If the windows are examined, they are found to be very cold though with no frost forming on them (or capable of forming on the strange material – not even the condensation of a person's breath appears). Investigators who look out of the "windows" are in for a shock (and a loss of 0/1 SAN). The twilight outside is marked with remarkably clear stars that don't twinkle, but burn with an uninterrupted light, the likes of which none of them have ever seen before. The land appears frozen with sheets of ice, some of it covered in a light dusting of snow, as far as the eye can see. The view is unnerving as it just seems wrong: the horizon too close, the stars too bright.

Anyone who makes a successful Know roll at half realizes that he recognizes some of the constellations. A successful Navigate roll allows the viewer to pick out numerous familiar constellations but with a bright star among them that he doesn't recognize. If the player doesn't figure it out, a successful Idea roll allows the investigator to guess that it is the sun: Sol. It is impossibly small and the investigators must be billions of miles from it – somewhere on the edge of the solar system, possibly even further than Uranus. Those who realize this must make Sanity Checks for 1/1d6, as must anyone to whom they explain their location to.

2) Laboratory – This lab resembles the animal laboratory in the mi-go base in Brown Mountain.

Another five-sided room filled with equipment has two walls covered in the large windows. Three large tables and a number of plastic slabs, racks of strange, alien equipment, and various drawings depicting the human brain and various other organs are all in this room. Hanging over the tables are tendrils and tubes, some apparently with sharp claws or other strange implements attached to them. The mi-go surgery equipment appears to be a new addition to the room, as are the various surgical charts all marked in the strange mi-go tongue.

On a small table off to one side is a single brain cylinder that has already been marked: Tommy Bailey. The top of the cylinder is open and it appears to be filled with a clear liquid, but no brain lies within. Standing next to it is another of the tall rigs with

twin lenses, a box with vacuum tubes and a sounding board, and a small box with a metal disk. This is, of course, one of the communication mechanisms.

On a shelf cut into the opposite wall, are a dozen small vials filled with a golden liquid. Also on the shelf is a strange, alien looking device with a needle sticking out of one end and a receptacle where a vial can be connected. These are the mi-go version of space mead and each holds a single draught of the drug.

This lab was hastily assembled by the mi-go to eventually experiment on Tommy Bailey. If the investigators are too late, they find Tommy's body here, the top of his skull neatly removed and his brain gone. Said brain is in the brain cylinder and Tommy is quite doomed. Seeing the boy's body costs 1/1d4 SAN and realizing his brain is in the cylinder costs another 1/1d6 more.

Investigators are in real trouble if this happens as Tommy was their only way home. Investigators might be able to talk Tommy's brain into helping them but describing how to create a temporary gate back to Earth will be long and time-consuming and require either a successful Cthulhu Mythos roll or INT x1 roll after 1d10 hours of work and consultation with the now-bodiless 10-year-old,

3) Observatory – This five sided room does NOT have the glowing fungus on the ceiling as nearly the entire ceiling is composed of another great piece of clear substance the mi-go use for glass. Smaller windows dot the exterior walls but most of that space is filled up with alien equipment covered with alien dials, buttons, levers, and other strange, manipulating devices. Dominating the center of the room and held aloft by some means unknown is a great device of brass and crystal tubes with enclosed glass philters filled with strange liquids resembling mercury. The tubes seem to be somehow connected to the crystal that forms the ceiling and reach almost to the polished floor. More strange, alien devices, some of them of an organic nature, are affixed to the machinery on the walls and the strange, almost beautiful device in the center. The entire room is dusty and appears to have not been used in a very, very long time.

This is the main mi-go observatory and the device's size is no indication of its power. Properly manipulated, the mi-go telescope in the center of the room can display images from the far-flung reaches of the galaxy and beyond.

If the investigators manipulate the controls, they may (Luck roll) be able to activate the long-abandoned telescope. If they do so, an image appears on one of the empty sections of the wall, form-

ing a view screen of sorts. In most cases, the image begins further from the world in question and then zooms in near the surface. What the telescope is focused on is, of course, completely random, but here are some possibilities:

a) Mercury – The surface of this world seems to boil under the light of a sun that is far too large. Amid the fire and melted substances flit flames that appear to be alive.

b) Venus – A world covered in mist. When the view goes closer, it reveals jungles underneath with strange creatures that fly or crawl. At one point, the view lingers on a group of man-shaped creatures with greenish skin, lizard-like qualities, and the snouts of tapirs. They seem to be worshipping a crystal orb on a plinth. Seeing the man-lizards of Venus costs 1/1D6 Sanity.

c) Earth – The first view of Earth and the moon shows the two at some distance, further than any human has ever been, and costs 1/1d4 Sanity. As the view zooms in, lights of cities can be seen on the dark side of the planet. From the mi-go telescope, individuals can actually be seen as the view moves back and forth, focusing on cities across the planet (though the cities visible are only on the side of the world visible to Pluto at this time, say the continental United States). Knowledge that the mi-go can easily watch mankind at any time costs 0/1D4 more points of Sanity.

d) Mars – A reddish, windswept plain covered with rusty-looking rocks. Large gray creatures with rounded bodies move on impossibly thin tentacles and work on devices that defy explanation. The things have large, dark-colored eyes and a lipless brim of a mouth under them. They seem terribly familiar. Martians cost 1/1d8 Sanity to see.

e) Asteroid Field – Great, broken rocks and debris float in space, a tiny bright star behind them. They are far from each other and occasionally, something can almost be seen fluttering among the massive stones. At one point, the view spots what appears to be a strange cloud of phosphorescence that seems to flow as if alive. Seeing one of the colours out of space costs 0/1D4 Sanity.

e) Jupiter – The great mass of Jupiter is easily recognized from a distance (even in 1927). Instead of moving directly to the cloud-covered surface, the view instead points to one of the Jovian moons (Callisto), a cold, icy, heavily-cratered world. As it gets closer, however, it is obvious that the place is inhabited by some kind of insects that crawl across its surface. Sanity loss is 0/1D4.

f) Saturn – This brown world with the classic and very distinctive ring is obviously Saturn. The view falls into the thick atmosphere and soon reveals that the world has a surface covered with strange, squat creatures that look like dark, fleshy eels, moving and

working together as a group. View of the inhabitants of Saturn costs 0/1D4 Sanity.

g) Uranus – An utterly featureless blue disk with a distinct and strange-looking ring system around it. The view changes to the black, rugged surface, under the dense atmosphere. Visible are several things that appear to be metallic, cube-shaped creatures with multiple legs. There are signs that they have built cities. Sanity loss for seeing the Inhabitants of U'gy'hx is 0/1D8.

h) Neptune – A bright blue planet appears, with wisps of great clouds high in its atmosphere. There are rings around the world though they do not look like conventional illustrations of the rings of Saturn. As the view dives into the clouds it becomes hard to see. Then, suddenly, a horrible creature looms into view, apparently flying without wings or any visible means of propulsion. It has a horrible plasticity and parts of it seem to disappear and reappear. This view of a flying polyp costs 1D3/1D20 Sanity.

i) The void – The emptiness of deep space, stars much brighter and clearer than anyone has ever seen before, appears. Then, investigators are startled by something moving in the distance. The view closes in on the shapes to reveal horrible hybrid flying creatures, seemingly moving through the void. On the backs of two of them appear to be men! This view of byakhee with riders costs 1/1D6 Sanity.

The Keeper is invited to make up more visions to drive the investigators mad as most of what they see will do so. Xoth, Celaeno, fiery Haddath, destroyed Shaggai, Thuggon, Yaddith, or other far-flung worlds might also be viewed, at the Keeper's whim.

Nothing of value is in the room and damage to the machinery or telescope disables it. If investigators have not looked out windows yet, be sure to make Know and Idea checks for seeing the constellations from here as in room 1 above.

4) Experimental Room – This large room has a strange shape that seems somewhat off. Unlike most of the mi-go structures (which are rigid and specific), the walls of this room, most of them filled with more of the strange windows, form odd angles. Making it even more unsettling are the familiar objects that lie about the room: a four-poster bed and mattress, several ladder back chairs around a wooden table covered with pieces of paper, chalk, string, crayons, and even pencils and glue. Toys are scattered across the floor of all shapes and kinds,

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though most are geometrically designed and strange to look at.

Finally, in the far corner lies an oriental rug with several pillows, as well as two cushioned chairs. In the corner itself is a larger cushioned chair with a man sitting upon it, staring at you!

The man wears overalls and a thick shirt. He does move or speak and closer examination reveals that the “body” is hollow and open in the back. The entirety of the thing feels like it is made of real (and living) human skin that is actually warm to the touch. The hair seems not to be connected to it but actually growing out of it.

This is, of course, a sophisticated human suit, used when the mi-go are interrogating, questioning, or testing Tommy Bailey. The entire room was formed to try to make the boy feel more at home and elicit responses from him (though after several days, Tommy has grown more and more reticent to deal with any of the mi-go or their tricks and merely wants to go home).

The investigators might find Tommy Bailey in this room, apparently talking to a stranger who whispers. An odd and uncomfortable buzzing noise lies on the edge of hearing and, if the Keeper wishes the investigators to find the boy and disguised mi-go here, the creature attempts to convince the investigators that he, too, was captured by the creatures. If that doesn't work, the mi-go attempts to escape the place and get reinforcements, either by fleeing the human suit or trying to trick investigators into taking it out of the airlock (it is very difficult for the mi-go to move in the suit). It might negotiate with the investigators if it believes it has no other choice.

MI-GO, the Fungi from Yuggoth (scientist)

STR 13 CON 5 SIZ 10 INT 13 POW 12
DEX 11 HP 8

Damage Bonus: +0

Move: 7/9 flying

Weapons: Nippers 30%, 1d6 + grapple

Sanity Loss: 0/1d6

5) Holding Cell – This room, much like the gate room, served another purpose when the place was used solely as an observatory. Now, a new wall has been constructed along one wall that is pierced only by an iris valve composed of metal bars that tightly mesh together, and a small spindle and panel mounted on the outside. The floor, walls and ceiling of the cell are covered in some kind of pink foam that cannot be torn. Also within is Tommy Bailey (if he was not in room 4).

He is more than ready to go home.

6) Airlock – The iris valve that leads to this room is thicker than the others in the complex. A splash of red substance that looks like paint but smells like sour milk is also across this iris valve.

The room within is featureless except for a strange, mi-go device directly in the center of the room. The small pedestal has some complex-looking (and partially organic) controls atop it and another iris valve is across the chamber, this one splashed with a black substance. There are no windows in this room at all.

This airlock was set up to allow entrance for the mi-go from Pluto. The controls in the center of the room can be used to fill or empty the lock of air (and if investigators fiddle with them, that is exactly what happens). Safeties on the doors prevent either of them from opening unless the pressure is equal on both sides whereas a failsafe in the lock controls does not allow it to operate if either iris valve is open.

A duplicate control is on the outside of the outer lock on the surface of Pluto so the air can be cycled from here as well (so long as both doors are closed).

If asked about the “paint,” Tommy Bailey tells investigators he was warned that red meant danger and black meant death.

Flight and Rescue

If the investigators find and rescue Tommy Bailey from his cell on Earth or Yuggoth, they still have to contend with returning to Earth. There are no gates in the observatory and, apparently, no way to get back home. However, Tommy Bailey can help them. Getting the information from the youth is easy but if they gain his trust, he might eventually admit to crafting the gate on Brown Mountain and says he can make another that can take them back home.

It takes the boy 1d100 minutes to craft such a gate with the help of the investigators. Unfortunately, the place he chooses to return them is from the same place he left (easiest for him as his earlier calculations can be used to craft the return gate). Crafting the gate costs him 9 magic points and also costs the same amount for at least one of the investigators in order to travel back through it. Like his other gate, only the person who actually opens the gate must expend the requisite 9 Magic Points to open it while the others may move through the already-open gate at the expense of only one Magic Point.

They should encounter at least one of the mi-go on Yuggoth before they can escape back to Earth (it takes Tommy some time to craft another gate). If that creature escapes, it brings others and sends word to the rest of Yuggoth that the outpost has been compromised.

Once back on Earth, investigators have to make their way back through the complex to the gate room and then deal with a running battle down the side of Brown Mountain with the mi-go in pursuit. The mi-go “soldiers” pursue the fleeing humans with all due haste and try to wipe out the entire lot of them before they can get to Brown Mountain Beach. It should be a harrowing chase with the Keeper giving the party as a whole a break in the event that an investigator stops to “hold off” the mi-go while the others escape. Such an investigator might get lucky, but will most likely die in his defense of the others, a very noble endeavor.

Two wild card possibilities are here too: collaborators Jebediah Cooper and John Estes.

If Cooper saw or learned of his father’s fate, it sends him into a deep depression, unhinging his mind to think that he will share the same, horrible destiny: locked into a tiny metal shell with no body. If Cooper is still with the investigators during the chase in this case, he offers to hold off the creatures while they escape with the child, with every intention to die fighting rather than to have his brain removed and canned. If this is the case, Cooper’s body is never found, having been dragged off by the mi-go for that very fate.

John Estes has had grave misgivings about the mi-go since he took up his own father’s loyalty to the horrible creatures. Having seen the horrors of the mi-go outpost firsthand for the first time, and not knowing why the creatures took or had an interest in some “retarded kid,” he also stays behind at some point to hold them off if need be. If he dies and the mi-go are still alive, his body, too, is never found.

If the investigators can make it to Brown Mountain Beach alive with the child, they are home free. The mi-go pursue them across the shallow spot in Wilson Creek but stop when several of the armed men there spot them and open fire. Though some men go mad when they see the horrible creatures, enough with rifles, shotguns, and handguns open fire on the things to either drive them off or kill them. At least 4d10 men are in the camp at any one time, resting after searching, readying themselves to search again, or helping in some capacity.

Resolution

The effects of this scenario can be very long-lasting. Mi-go have long memories, are able to compile very comprehensive databases on those who have seen them, and want to keep the secret of their existence from mankind at almost any cost. If the investigators get caught up in this scenario and are foolish enough to either get their names in the paper or somehow reveal too much to the mi-go (say by leaving one of their own behind who’s brain might be removed and interrogated in a mi-go brain canister), the Keeper should be sure to begin harassing the surviving investigators with mi-go collaborators and perhaps even the mi-go themselves.

Though the mi-go base is not well-staffed (so to speak) it is still in operation and providing a function for Yuggoth and the mi-go in general.

The investigators receive sanity if they accomplish any of the following:

- Find and rescue Tommy Bailey – 1d8 SAN and 1d8 to Credit Rating.
- Destroy the mi-go gates – 1 SAN per gate to surface. 1d4 SAN for destroying the gate to Yuggoth.
- Destroying mi-go – 1d3 SAN per mi-go killed or destroyed to a maximum of 6 total regained.
- Exposing or eliminating collaborators – 1d2 SAN points each.
- Learning the secret of the Brown Mountain Lights and doing something to stop it or alert local authorities – 1d6 SAN
- Loss of Cooper or Estes after they helped the investigators and knowing what will become of them – lose 1d2 SAN
- Destroying the mi-go base on Yuggoth (yeah, right) – 2d12 SAN

The Hunt for Broadus Miller

Gladys Kincaid was born in 1912 and grew up on the Johns River, north of Morganton. Her father was James Kincaid, a farmer who died in January of 1923 at the age of 47. He left his widowed wife with eight children and the family was forced to move to the outskirts of Morganton. Gladys began working at the Garrou Knitting Mill in downtown Morganton in early June, 1927.

On Tuesday, June 21, she left the mill when her shift ended at 5:30 p.m. to walk the mile-and-a-half home. She never made it. Her unconscious and bleeding body was found in a clump of bushes near

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Fox Street later that evening when her mother and brothers searched for her. Her skull was crushed behind the right ear and a bloody iron pipe was found on the ground near her. She never woke up, dying that night in the hospital.

Broadus Miller, age about 23 or 24, a black construction laborer from Asheville who lived in a nearby boardinghouse was suspected. He had been seen walking along the road, carrying an iron pipe. In 1921, Miller had been convicted of manslaughter in the murder of a black woman in Anderson, S.C., when he was found mentally incompetent to stand trial. He was imprisoned until 1924. In 1926, he was convicted of housebreaking and larceny and sentenced to a year of hard labor. He had begun working as a construction laborer for an Asheville building contractor and was digging the foundation of a stone house for Frank Tate, a wealthy and prominent resident of Morganton.

When police arrived at his residence, he had disappeared but his clothing was missing and a blood-stained raincoat was found. The manhunt to find Miller began almost immediately with more than 2,000 armed men searching Morganton and the surrounding countryside. Surprisingly, no blacks were lynched (though one nearly was). By morning, Miller had still not been found.

On Wednesday morning, Sheriff Julius Hallyburton signed an affidavit stating that Miller was wanted for murder. Burke County authorities offered a \$250 reward for his capture or death and the State of North Carolina matched that with another \$250. A large private reward was also gathered and soon a total of \$1,500 was being offered for Miller.

Former Burke County Sheriff Richard Venable "Dick" Michaux, by common consent of sheriffs and other law enforcement officers, took over all command of the searchers. In a short, forthright talk to the assembled searchers, he told them Miller must be caught and brought to justice, instructing them to employ no violence against him beyond what was necessary to subdue him or protect themselves.



Sheriff John Julius (Jule)
Hallyburton

Photo courtesy of the
Burke County Sheriff's
Office



Richard "Dick"
Venable Michaux

Photo courtesy of
the Burke County
Sheriff's Office

Over the next 13 days, scores of black men were arrested and held for identification during the massive manhunt by hundreds of men, some deputized, others acting as vigilantes. Miller's discarded clothing was found and occasionally, sightings of a lone black man in the woods raised hopes. Bloodhounds caught scent of Miller along Johns River and posses followed the trail north into the mountains. For over a week, hunters searched western Caldwell County and large, heavily-armed posses roamed the local woods. Some searchers said they spotted and fired at Miller when he crossed a railroad trestle over Wilson Creek, but then lost him west of Mortimer.

Meanwhile, North Carolina governor A. W. McLean sent one of his trusted aides, State Pardon Commissioner Edwin B. Bridges, to Morganton to prevent a breakdown of law and order and in hopes of protecting North Carolina's progressive image. He had immediately met with Sheriff Hallyburton and with Sam Irvin, the attorney of the sheriff. In an effort to prevent Miller from becoming a victim of mob rule, they planned to place two high-power cars in the mountain area where Miller was probably hiding. If he was found, he would hopefully be taken before he was lynched.

In the wee hours of Sunday, July 3, 1927, someone broke into a café and store in Linville Falls. Milk was also stolen from a springhouse in nearby Ashford. Hunters and bloodhounds

rushed to the scene, one of them being Commodore Burleson, a former policeman from Morganton who had grown up in Linville Falls. He followed the trail from the Ashford springhouse into the thickly wooded mountainside behind Concord United Methodist Church and found Miller. Burleson said Miller was armed with a shotgun and fired it at him, at which point, he shot and killed Miller with his .45 caliber pistol. A rope was tied to Miller's legs and Burleson and his associates dragged the body down to the road where it was thrown into the back of an automobile and driven to Morganton.

Sheriff Hallyburton, Commissioner Bridges, and Mr. Irvin had driven up to the mountain in one

of the high-powered cars, passing Bureson and his men going in the other direction.

In Morganton, Miller's body was pulled from the machine and into the Burke County Courthouse. The men had arrived just as Sunday church services were over and a crowd gathered and demanded to see the body. Sheriff Hallyburton complied and the body was dragged from the courthouse and placed on public display in the square. That night, the body was taken to Statesville and buried in an unmarked grave to prevent its mutilation.

Scenario considerations

If the scenario takes place any other time than during the manhunt, investigators find Sheriff J.J. Hallyburton at Brown Mountain Beach with two deputies, all of them trying to coordinate several hundred men who have volunteered to look for the child. Aiding them is former Burke County Sheriff Richard "Dick" Venable Michaux, who is presently a private contractor and constructs roads for a living.

Brown Mountain Beach is a hotbed of activity, with volunteers helping in whatever capacity they can.

Michaux is a large, rugged man, standing 6'4" tall and obviously of great physical strength. He has an enchanting wit and captivating sense of humor, though is, for the most part, all seriousness when it comes to dealing with the missing child. He is good-looking and easy to get along with. Sheriff Hallyburton is much shorter with a slick of hair over his head. He is obviously exhausted.

Villains, Foils, and NPCs

Mi-Go Collaborators

The five men who collaborate with the mi-go are well-paid and taken care of by creatures that demand their loyalty to the letter. Of them, Thomas Smith is the only one who is likely to betray the creatures if he is threatened with either bodily harm or the law. The others (especially Eric Banks) are loyal to the creatures unto death, as they fear the horrors and what might be done to them if they betray their masters.

It will be repeated here that there are two wild cards in the bunch. Jedediah Cooper, though very loyal to the mi-go, does not know that the creature's have his father's brain in one of their terrible canisters. If this information is somehow conveyed to the man, it will change his mind about the creatures

completely, and he might be of some use to the investigators after that.

John Estes, the most stable and sane of the collaborators, already has doubts about his service to the creatures. If investigators treat him well (and especially if any of them served in the Great War) and he finds himself likely them, he will have second thoughts about his dealings with the mi-go, especially considering that they have kidnapped and are holding a child.

Both of these men are most likely doomed if they betray the mi-go. The fungi from Yuggoth have long arms and will punish harshly those who betray them.

Jedediah Cooper, Mi-Go Collaborator, age 31

STR 13 CON 13 SIZ 14 INT 11 POW 8
DEX 10 APP 8 EDU 8 SAN 36 HP 14

Damage Bonus: +1d4

Move: 8

Weapons: Fist: 70%, dmg 1d3+1d4

Grapple: 50%, dmg special

Head 30%, dmg 1d4+1d4

Kick 30%, dmg 1d6+1d4

Knife 50%, dmg 1d6+1d4

.30-06 Rifle 60%, dmg 2d6+4, rng 110 yds, ½ attacks, 5 rounds

Skills: Climb 60%, Conceal 30%, Cthulhu Mythos 7%, Dodge 40%, Drive Auto/Truck 40%, Navigate 40%, Sneak 30%, Track 15%.

Jedediah Cooper is a large, solid man who stands six feet tall. He wears rugged clothing and has a full beard and mustache. His hair is a dirty brown and he has thick eyebrows. Usually smiling, Jedediah is a good-old boy who seems to like everyone he meets.



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He is very friendly and easy to get along with though doesn't seem overly intelligent or well-educated. He lives and works in nearby Adako, usually doing odd jobs around town. On the search, he carries a well-used 30-06 hunting rifle.

Most of this is just an act. Aside from his loyalty to the mi-go, he is a bitter man who hates both the rich and educated, thinking both have an unfair and illegitimate advantage over him in most cases. That he's never tried to be more than he is already is not his fault, in his mind.

Eric Banks, Mi-Go Collaborator, age 24

STR 9 CON 15 SIZ 9 INT 9 POW 6
DEX 12 APP 10 EDU 7 SAN 26 HP 12

Damage Bonus: +0

Move: 8

Weapons: Fist: 50%, dmg 1d3

Grapple: 50%, dmg special

Head 20%, dmg 1d4

Kick 50%, dmg 1d6

Small Club 35%, dmg 1d6

2B 12-gauge shotgun 50%, dmg 4d6/2d6/1d6,
rng 10/20/50 yds, 1 or 2 attacks

Skills: Conceal 50%, Cthulhu Mythos 9%, Dodge 49%,
Drive Auto/Truck 35%, Hide 30%, Navigate 30%,
Track 30%.

Eric Banks is a short man only 5'3" tall with short, greasy brown hair that is long in the front and a thick mustache. He usually wears a thick flannel shirt, year round. Despite his size, he is fit and very quick. He usually smells like wood smoke and is not often without a cigarette in his mouth. He is from Linville Falls, across the mountain from Mortimer, where he lives with his small family on a dying farm. He keeps a double barrel 12-gauge shotgun handy.

The least stable of the collaborators, Eric is also the first to use violence to solve any problem and usually has to be reined in by his cousin or one of the others. If anyone disappears near Brown Mountain and a body is later found, Eric is probably the cause.

He is Joseph Banks' first cousin.



Joseph Banks, Mi-Go Collaborator, age 27

STR 13 CON 11 SIZ 10 INT 9 POW 7
DEX 6 APP 9 EDU 6 SAN 35 HP 12

Damage Bonus: +0

Move: 8

Weapons: Fist: 50%, dmg 1d3

Grapple: 50%, dmg special

Head 10%, dmg 1d4

Kick 25%, dmg 1d6

Club 50%, dmg 1d6

Knife 45%, dmg 1d4

.22 Rifle 50%, dmg 1d6+2, rng 30 yds, 1 attack, 6 rounds

Skills: Conceal 30%, Cthulhu Mythos 10%, Dodge 40%,
Drive Auto/Truck 30%, Navigate 40%, Spot Hidden 35%, Track 50%.

Joseph Banks is about 5'6" tall, slim, and wiry. He has a full beard and mustache and usually wears overalls without a shirt in the summer months. He works in the mill in Mortimer and hunts in the hills around town. He is Eric Banks first cousin but doesn't particularly like or trust the man.



John Estes, Mi-Go Collaborator, age 29

STR 11 CON 11 SIZ 11 INT 10 POW 14
DEX 16 APP 10 EDU 11 SAN 66 HP 11

Damage Bonus: +0

Move: 8

Weapons: Fist: 70%, dmg 1d3

Grapple: 55%, dmg special

Head 30%, dmg 1d4

Kick 50%, dmg 1d6

Knife 50%, dmg 1d6

.303 Lee Enfield Rifle 55%, dmg 2d6+4, rng 110 yds, ½ attacks, 10 rounds

Skills: Conceal 40%, Dodge 60%, Drive Auto/Truck 50%, Navigate 50%, Sneak 30%, Track 42%.

Standing around 5'8" tall and with thick, black curly hair, John Estes has a thick drawl that is sometimes hard to understand for those not from the area. He smokes a pipe when relaxing and doesn't talk

much at all. He lives in nearby Joy and makes a living on his father's small farm.

The best educated of all of the collaborators, John actually graduated the 8th grade before starting to work his father's farm in the Joy area, between Morganton and Wilson Creek. When America got involved in the Great War, he joined up, returning a broken man some years later after suffering the horrors of the trenches. Both the knife and rifle he carries are from the great war, his knife actually being a U.S. Army issue bayonet.

John is actually the most stable and sane of the collaborators and worries about dealing with the mi-go, but the money is just too good to pass up.

Thomas Smith, Mi-Go Collaborator, age 33

STR 9 CON 11 SIZ 13 INT 9 POW 9
DEX 8 APP 12 EDU 5 SAN 38 HP 12

Damage Bonus: +0

Move: 8

Weapons: Fist: 50%, dmg 1d3

Grapple: 25%, dmg special

Head 10%, dmg 1d4

Kick 25%, dmg 1d6

Knife 25%, dmg 1d6

.58 Springfield Rifle Musket 75%, dmg 1d10+4, rng 60 yds, ¼ attacks, mal 95

.45 Revolver 50%, dmg 1d10+2, rng 15 yds, 1 attack, 5 rounds,

Skills: Conceal 30%, Navigate 50%, Track 60%.

Smith is a rugged-looking man, though not unhandsome, with light brown hair and a thick beard and mustache. He wears a ragged straw hat and a thick coat, even in the hottest of days. He squints a lot. He rarely talks but when he does, he speaks quickly and with such a thick ac-



cent that he is hard to understand. He chews tobacco constantly and it stains his mouth and teeth. He lives in Cold Spring in a small shack and hunts, trading what he can in Linville Falls and Mortimer.

He carries an ancient musket that probably saw service in the Civil War. He also keeps a .45 revolver (probably from the same time period) tucked away in his coat out of sight of prying eyes.

NOTE: None of the collaborators take sanity losses for seeing mi-go or for viewing dead bodies. They take the regular sanity losses for any odd things within the mi-go Brown Mountain base or the observatory on Yuggoth if they accompany the investigators there.

Animals

BLACK BEAR

STR 20 CON 12 SIZ 22 POW 9 DEX 7
HP 17

Damage Bonus: +1d4

Move: 16

Weapons: Bite 25%, dmg 1d10

Claw 40%, dmg 1d6+1d4

Slap 25%, dmg 1d4

The animal can attack twice per round.

Armor: 3-point fur and gristle

Skills: Climb 30%, Listen 75%, Scent Prey 70%.



BOBCAT

STR 6 CON 10 SIZ 3 POW 6 DEX 24
HP 7

Damage Bonus: -1d6

Move: 12

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Weapons: Bite 20%, dmg 1d4

Claw 40%, dmg 1d3-1d6

Rip 80%, dmg 2d3-1d6

The animal can with both claws and a bite each round. If both claws hit, it may attempt to rip with its back paws.

Skills: Climb 80%, Hide 80%, Sneak 90%.

DEER

STR 26 CON 13 SIZ 20 POW 7

DEX 14 HP 17

Damage Bonus: +2d6

Move: 16

Weapons: Bite 5%, dmg 1d10

Kick 5%, dmg 1d8+2d6

Rear/Plunge 5%, dmg 2d8+2d6

Charge (males only) 25%, dmg 4d6

Armor: 1-point of muscle

Skills: Dodge 50%, Hide 40%.

STRIPED SKUNK

STR 4 CON 10 SIZ 6 POW 5

DEX 10 HP 7

Damage Bonus: -1d6

Move: 6

Weapons: Bite 25%, 1d6-1d6

Spray 50%, dmg none

Skills: Listen 75%, Scent 40%.

Tommy Bailey, age 10

STR 5 CON 8 SIZ 6 INT 4/25

POW 18 DEX 10 APP 8 EDU 4

SAN 90 HP 7

Damage Bonus: -1D6

Move: 6

Weapons: Fist: 30%, dmg 1d3-1d6

Grapple: 15%, dmg special

Kick 25%, dmg 1d6-1d6

Skills: Climb 30%, Cthulhu Mythos 1%,

Hide 20%, Physics 80%.

Spells: Craft Temporary Gate (special).

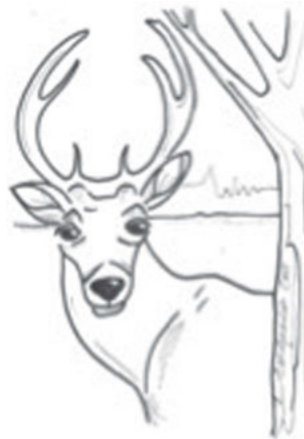
Tommy Bailey is 10 years old and has a faraway look in his eyes. He either stares directly at someone speaking at him intently or refuses to make eye contact, even while holding a conversation. He has trouble communicating and is socially awkward, speaking out of turn or about a subject that no one is talking to him about. He is mentally

retarded and sometimes just does not understand. However, as an idiot savant, he has an almost instinctual understanding of math and numbers, and the ability to visualize complex and esoteric physics and calculus in his head. Lesser math is less than child's play to him. He is a genius when it comes to all kinds of math, even mi-go formulae. He shows no sign of mi-go experimentation.

The spell Tommy Bailey knows is of limited application. Coached by the mi-go using their hypnosis technique, he used his special knowledge of mathematics to craft a gate to Yuggoth. The way in which he did so was a unique creation of his own from mi-go mathematics and the equivalent of a Craft Gate spell with some substantial differences. Unlike the regular spell, it only costs Magic Points to create one of Tommy's gates, not Power, with the amount dependent on the distance. The gates, however, are temporary, only lasted 1d4 weeks before the magic holding them together crumbles and it fails, first becoming unstable and connecting to various other places (and possibly times) before completely failing, even the chalk outline of it vanishing forever. Additionally, the gate created does NOT create a gate at its destination point, forming a one-way gate at best. Once someone goes through, they must find another way back.

It takes Tommy 1d100 minutes to craft such a gate, but he is loathe to do so as it makes him "feel funny" and the siphoned off Magic Points make him weak and weary. He might be able to make such gates for the investigators in the future, but will not be happy about it. His parents will not allow the investigators (or anyone, if they can help it) to use Tommy in such a way.

Only Tommy holds the key of this spell and his limited ability to communicate means he will not ever be able to share it with anyone effectively. Once the mi-go realize the limitations of the gates the boy already created, they have little interest in further studying him (though devious Keepers might want to hold the threat of mi-go kidnap-



ping Tommy over the investigator's heads for a little while).

Tommy is a special child, made even more unique by his contact with the mi-go and what they taught him. He might see more of the investigators in the future, as the Keeper sees fit, or could even help them someday, if they desperately need a gate somewhere. It will take a great deal of effort to get Tommy to open another gate, however. He hates doing it.

Investigators should find that treating Tommy calmly and kindly will get them a lot further than being loud, pushy, or angry with the child. Though Tommy often has trouble understanding people or expressing himself, he also has an uncanny knack for knowing when someone is using or abusing him his special knowledge. That is one of the reasons the mi-go have had so little luck with the boy. Though he doesn't fear the "big bugs," he does not like them either. Likewise, they are unsure how to treat the boy. He falls out of their frame of reference, as the creatures are unsure how to treat human "grubs."

Tommy Bailey's drawing of a mi-go.



Earth Mi-Go

	STR	CON	SIZ	INT	DEX	POW	HP	DB
Scientists								
1* †	9	14	9	14	14	11	12	+0
2*	8	9	12	18	17	18	11	+0
3*	15	9	8	12	17	13	9	+0
4•	9	7	7	13	17	17	7	-1D4
Guards								
5* ‡ @	13	12	11	10	16	17	12	+1D4
6 □ @	6	5	10	11	12	15	8	-1D6
7 ‡ @	11	12	11	9	14	15	12	+0
8 **	10	7	16	12	8	12	12	+0

* Spellcaster; † armed with electric gun; • armed with mist projector; □ armed with cryoray; ‡ armed with electric rifle; **armed with whorl gun; @ wearing armor.

Move: 7/9 flying

Weapons: Nippers 30%, 1D6+grapple

Electric Gun 60%, dmg 1D10+immobilize / death

Mist Projector 70%, dmg 1D10, 20 charges

Cryoray 70%, dmg 2D8, 20 yd rng

Electric Rifle 70%, dmg 2D8 +immobilize, 50 yd rng

Whorl gun 60%, dmg 2D6, line of sight range

Armor: The extra-terrene body causes all impaling weapons to do minimum possible damage.

Those mi-go wearing bio armor get 8 points of armor against blows, blades, and etc., but not impaling attacks.

Skills: Mi-Go Hypnosis

Sanity Loss: 0/1D6

Spells:

#1 – Contact Human, Create Gate, Void Light

#2 – Contact Human, Void Light

#3 – Contact Human, Create Gate, Void Light

#5 – Alter Weather, Find Gate, Void Light

NOTES:

• Scientist #1 is technically in charge of the complex with #2 and #3 his subordinates.

Mi-go skills, spells, and weapons are printed here for the Keeper's convenience.

Mi-Go Hypnosis (skill)

By introducing certain ultrahigh and ultralow frequency notes in its buzzing, the mi-go can put one or many humans listening to it into a trance state.

The Phantom of Wilson Creek

An investigator within 40 feet of the mi-go must make a POW vs. POW resistance roll or become incapable of action other than listening. Thoughts and commands can then be given to a specific human via the Contact Human spell.

Alter Weather (spell)

Moderates or exacerbates any weather condition. At a cost of 10 magic points, it affects one level of change.

Contact Human (spell)

With this spell, a mi-go can mentally send commands or messages to their human servants. The spell costs two magic points to cast and affects a telepathic link to a human who has fallen at some time in the past to the mi-go hypnosis. The contacted can respond, ask questions, etc. Each minute after the first costs an addition magic point.

Create Gate (spell)

Allows the creation of gates.

Find Gate (spell)

Makes apparent to the caster any gate to or from another world or plane, if it is within the caster's vision. The spell costs 1 magic point and 1D3 Sanity points. The spell locates; it does not empower anyone to open, close, create, or pass through any gate.

Void Light (spell)

This spell subtly warps space, creating a sink from which photons will not emerge. The mi-go must spend one magic point for every cubic yard of blackness desired. No light can escape the affected area, making useful visual protection for these sometimes fragile aliens. Depending on how the spell is prepared, the darkness may be like a sheet or a spherical volume.

Mi-Go Weapons

Electric Gun (from Core Rulebook)

This weapon looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. When activated, the weapon fires a bluish bolt of sparks doing 1d10 points of damage to the target. When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted.

Finally, the target must successfully match his hit points against the damage done on the Resistance Table, or the target dies of heart failure. Mi-go take normal rolled damage from the weapon but do not have nervous systems and are immune to other damage.

To be able to fire the alien weapon, humans must realign the wires, requiring two Electrical Repair rolls. Even jury-rigged for humans, the weapon only fires on a 1-2 on a 1D6 roll each time firing it attempted.

Mist Projector (from Core Rulebook)

A cluster of twisted metal tubes projecting a cone of icy mist in a fat cloud about 10 feet across. The mist looks like thick white fog, and is intensely cold, doing 1d10 points of damage per round of exposure, less one point if dressed in warm clothing or three points for thick, arctic clothing. Hiding inside an automobile affords four points of protection, but the mist freezes the car's engine, running or not, and it will not restart until warmed. The weapon's projection can be sustained: mi-go generally play mist over a target for several rounds, ensuring the death of unprotected humans.

An investigator can figure out how to use the weapon with a successful IDEA roll. Base chance of the weapon is 25%. Because the mist travels much more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement can dodge the slow-moving mist streams with a successful DEX x3 or INT x3 roll. Each weapon carries enough charges for 20 shots, each potentially lasting an entire combat round.

Cryoray

(from "Mountains of the Moon," Day of the Beast by Keith Herber and Keeper's Companion 2)

This small weapon, almost pistol sized, is made of a grayish metal and sports clusters of metal bubbles and glass spines.

The cryoray shoots a pressurized stream of freezing cold gas through a magnetically induced hollow cylinder. This semi-physical beam is both visible and slow to maneuver. A character can avoid it with a successful Dodge roll. The ray has an effective range of 20 yards and does 2D8 points of damage on a successful hit. At further distances, the damage done drops off sharply. Base chance to shoot it properly is 10%.

Electric Rifle

(from "Music of the Spheres," The Stars are Right!, Kevin A. Ross and Keeper's Companion 2)

The mi-go electric rifle appears to follow some alien aesthetic, as no two of these rifles have exactly the same appearance. Each is silver in color, and each looks in general more like a piece of disjointed worm-riddled wood than a gun. These rifles are about 18 to 24 inches in length, and all sport exposed wiring.

As with the elder things and the Yithians, the mi-go seem to be fascinated by the idea of raw electricity as a weapon. The rifle accurately projects a ragged bolt of electricity out to about 50 yards. If hit, the target's CON rating is compared to the rifle's damage of 2D8. If the victim's CON is equal to or higher than the 2D8 roll, his or her nervous system is stunned, and all movement and skills are halved for 2D3 rounds. If the target's CON is less than the 2D8 roll, the character is stunned as above, and also takes damage equal to the 2D8 roll.

An investigator wishing to fire such a gun for the first time needs two successful Electrical Repair rolls to puzzle out how to use it. When a human character fires, his base chance to hit equals INT x1 or DEX x1, whichever is higher. Each gun carries 3d10 charges.

Whorl Gun

(from "Garrison, Montana," Spawn of Azathoth, Keith Herber and Keeper's Companion 2)

This silver device is about flashlight size, easily gripped in a nipper. The business end looks somewhat like the turns of a spiral shell.

The gun projects a visible beam of unknown energy which consumes whatever matter it touches to the tune of 2D6 points of damage. Range for this ray is effectively line of sight, making it an excellent mi-go assassination device. Each gun nominally carries 37 charges, but current human technology cannot produce the fuel required to rearm it.

While not stated in the adventure, assume that two successful Electrical Repair rolls are necessary for a human investigator to determine how to use the weapon. An investigator's base chance of hitting with it is her INT x1 or DEX x1, whichever is higher.

Afterward

Mortimer and Edgemont are real places and still on maps but the former is now completely gone.

The cotton mill in Mortimer closed in 1928 after a fall in demand for the coarse yarn it produced. In 1933, the Civilian Conservation Corps (CCC) built a camp for 300 men who were used to build trains and roads ended up repairing many of the buildings in the area. The old mill was reopened in 1934 for the production of hosiery and the owner, J.P. Lutz, imported German-made machinery. It never prospered, however. By 1938, the railroad closed.

The worst was yet to come.

Another devastating flood struck the area in 1940. Caused by a hurricane that poured rain for three days from August 12 to 14, 1940, Wilson Creek rose 94 feet. Mortimer was literally washed away though the CCC Camp survived.

Laurel Inn collapsed from neglect somewhere in all that time and the village was replaced in the 90s with small cabins and trailers leased by fishermen campers. All that now remains is a small plaque and flagpole. The plaque reads:

Town of Mortimer NC
Named after Bill Mortimer
Incorporated February 6, 1907
Mortimer, encompassed a one mile
Radius from this point, in the Post Office
Of the W M Ritter Company Store.
Erected by
Brackett family: Chris, Kelly, Hannah
and Josh.
Collettsville Historical Society
May 26, 2007

Edgemont still survives and Coffey's General Store is there. The depot and baggage house are still here but both seem to be abandoned. Gus and Archie

Coffey are real, as is Mrs. Tatum and Dr. Tatum (though I could find little about them and had to make up their first names). Other actual historical figures mentioned in the scenario include Dr. Claude Moore, Dr. R.D. Jennings, Pete Fox and Fred Greene (who really ran the post office in Mortimer), Mrs. Irene Bradford, Mr. Bill Mortimer, Dr. Shipp, Mrs. Ingram, Sheriff J.J. Hallyburton, Richard "Dick" Venable Michaux, and Broadus Miller. The names and dates in Estes and Parks Cemetery are real as well.

Edgemont Baptist Church is also still there though the Edgemont Hotel is gone, burned by vandals.

The Broadus Miller manhunt was a real event in North Carolina history. When I started to work on the Brown Mountain scenario in early 2011, I tentatively set it for 1927, though I planned that it could be put into the scenario timeline as a whole anywhere. While I researched the North Carolina Mountains of that year, I stumbled across the Broadus Miller story and, realizing I only had to move the Brown Mountain scenario by less than a month, I decided to make the manhunt the backdrop for the story. It also explains why more men aren't scouring Brown Mountain for the lost Tommy Bailey. They are, instead, hoping for that \$1,500 reward being posted for Miller.

Overall, I wanted simple adventures – not end of the world stuff. There are plenty of Call of Cthulhu scenarios that cover both situations, but I wanted to make sure that the scenarios I wrote were of a more personal nature. Not successfully dealing with Martin Smith, the ghouls, Wilson Hardy, or the migo will not mean the end of the world, great changes for the whole of humanity, or even extensive suffering in the Wilson Creek area. But it will mean that investigators have failed. I wanted the scenarios to be dangerous without necessarily being deadly to

an entire party of investigators or critical to the existence of mankind. Instead, I wanted them to be personal to those whose investigators went through them. The defeat of any of the protagonists in any of these scenarios should not be easy by any means. All of them are relatively intelligent (at the very least) and all of them have goals that they are trying to accomplish. If they can do so without even dealing with the investigators, they will. Unfortunately for them, investigators have a habit of sticking their noses where they're not welcome.

Other NPCs are meant to be played as real people as well, with real hopes and dreams. Many of the people of Mortimer and Edgemont are meant to be friendly and hospitable, as many people are in rural areas of any state. These are people who are trying to live their lives to the best of their ability and, in this case, in very bad circumstances. There are very few antagonistic locals in these scenarios as it has become almost cliché to have the local sheriff distrust the investigators or the local postmaster have a chip on his shoulder. Unless the investigators do something to upset the locals, they will start off with a fairly neutral view of these tourists (after all, their kind pass through all the time). There are plenty of little red herrings and misdirection scattered through the scenarios. Investigators don't need to suspect Ned the local repairman as being part of the plot just because he doesn't like "outsiders."

Another thing I wanted to convey with the first three scenarios was the sense of being alone without being completely isolated. The investigators are not trapped at the Campbell House. They don't have to even stay there during the course of the investigation if they don't want (though they learn more if they do). They can leave any time they want and there is nothing keeping them there except their own curiosity and need to know what is really going on. Help is only a mile away, though that can feel like a very long way indeed, if the only way to get there is by walking (or running). Though the Campbell House is set apart from the rest of civilization in Wilson Creek, it is not completely cut off. In one of the play tests, the investigators were ready to abandon the whole thing and I think the players were somewhat surprised when I told them "Okay." I pointed out that they could leave any time they wanted and if they abandoned their task of finding out what was going on in the house, the game would be over. But they wouldn't be forced to stay if they didn't want to.

They stayed anyway.

Finally, I felt I had to write the fourth scenario because of the location I'd chosen when I first started. I hadn't realized Brown Mountain was that close to Mortimer. Having been raised in North Carolina, I had heard and read about the Brown Mountain Lights. Once I realized that this place was just down the tracks from Mortimer, it became important to me to include a scenario about it. It kind of blew up out of control after only a short time. I meant it to merely be a simple "rescue the kid" scenario, but the more I wrote, the more I realized that Tommy Bailey was something special (hence the reason the migo kidnapped him). The scenario had to be a little more special too. To my knowledge, only one other scenario takes investigators to Yuggoth. I felt there should be a second, though God help the investigators that end up there.

Play Test Notes

I play tested these scenarios at the Mid-Atlantic Convention Expo (MACE) in High Point, N.C., November of 2009. I actually ran the first scenario twice in 2009 as the first group that entered the house fled after some strange things happened. When Professor Abington woke with a ghost in his bed, he was ready to leave the house and never return. It took some convincing on his part to continue research and return some days later, when the group discovered one of the gates in the cellar. Upon hearing someone moving furniture upstairs, however, they all fled the building, and Abington threw a lantern back into the living room and started a fire there. They fled the house but didn't see the fire they were hoping to as it had been put out by Martin Smith.

The second game had only two players who played Alex Talbot and Andrew Hastings. Talbot was all for investigating the place while Hastings made every effort to explain everything they found, even the gates. When they wandered into the ghouls' territory of the Dreamlands, he was hard-pressed to explain that. They finally found Martin Smith in the ghouls' warrens and were barely able to defeat him.

One red herring that was not planned was the locked door to the dining room that has no key. There is really nothing to this but I added it as color for the house. The lock was probably replaced by one of the later owners and the key lost years ago. However, one play test group focused on this door. They were convinced that opening the door was key to the scenario and had to be done. They never did find the key and never broke the door down but they were very certain that it led "somewhere else."

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Burke County Public Library, 204 S. King St., Morganton, N.C. This beautiful library had a wonderful North Carolina History Room with a great deal of information about Burke County and Morganton. I found all of the original News-Heralds here and

the actual Broadus Miller stories came from their microfilm.

Caldwell Heritage Museum, 112 Vaiden St. SW, Lenoir, N.C. A great deal of information was found here and most importantly, a 1924 Caldwell County North Carolina School Map which showed the roads and schools at the time.

Caldwell County Public Library, 120 Hospital Ave., Lenoir, N.C. The books about Lenoir, Mortimer, and Caldwell County in the bibliography were found here and I wish to express my thanks to the good people in the historical society who have kept up the local history book room.

Caldwell County Transportation Museum, Granite Falls, N.C. Though mostly centered on Lenoir and Granite Falls, there was some interesting and useful information here as well.

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Steve Turner, who is a better illustrator than he gives himself credit for. I would have more of his art in this book if I had the chance, and could convince the boy that he can draw (which he can!).

For Esther



Plaque at Mortimer - Fall 2009

Handouts

Cemeteries Near Mortimer

Estes and Mortimer Cemeteries - 1925:

Only a couple of grave markers survive in the Estes Cemetery:

Azor T. Estes:	3-10-1825	3-29-1863	38 yrs 19 ds
James McG Estes:	11-5-1862	2-22-1863	3 mos 17 ds

All of the other markers are illegible.

Several markers are still recognizable in the Mortimer Cemetery:

Calvin Baker:	3-9-1911	2-1-1913	Son of M.A. and O.M. Baker
Charlie V. Baker:	6-19-1901	1-15-1919	Son of M.A. and O.M. Baker
Laura A. Baker:	1-10-1909	1-27-1909	Daughter of M.A. and O.M. Baker
Nommie Melvina Bailey:	3-15-1891	7-28-1909	Daughter of W.G. and L.O. Bailey This Lovely Bud So Young So Fair Called Home By Early Doom Just Came To Show How Sweet A Flower In Paradise Would Bloom Ere Sin Could Harm Or Sorrow Fade Death Came With Friendly Care The Opening Bud to Heaven Conveyed And Bade it Open There
John Bean	8-8-1878	8-17-1909	Son of Tom and Mary
Thomas Pinkney Bean	5-15-1871	8-5-1917	
John P. Benson	1-15-1874	9-17-1924	
Lula Varda Braswell	6-9-1906	10-9-1909	Daughter of J.G. And A.R. Braswell
Brisco Coffey	1824	1910	
Calab Estes	12-3-1805	12-13-1844	
Clarissa Estes	10-3-1844	8-27-1860	
James Estes	7-2-1809	11-28-1886	
James Estes	10-9-1829	5-6-1842	
Sarah Estes	11-13-1813	1-11-1878	Wife of James Estes
Clarence H. Franklin	6-11-1904	8-27-1909	

Mabel N. Geiz	October	July 28, 1909	Daughter of Millard and Mary Geiz Drowned While Bathing With Her Little Friend At Mortimer N.C. This Lovely Bud So Young So Fair Called Home by Early Doom Just Came To Show How Sweet A Flower In Paradise Would Bloom Ere Sin Could Harm Or Sorrow Fade Death Came With Friendly Care The Opening Bud to Heaven Conveyed And Bade it Open There
Rosy C. Green	10-3-1884	4-1-1887	Daughter of W.R. and M.E. Green
Paul Harrison	12-10-1907	2-28-1908	Son of J.M. and M.E. Harrison
James J. Hayes	6-24-1869	9-13-1886	Son of J.T. and D.C. Hayes
Sarah O.E. Hayes	10-4-1871	12-2-1871	Daughter of J.T. and D.C. Hayes
Edgar M. Hollar	B/d	4-23-1922	Son of C.H. and A.M. Hollar
Mildred Moore Hooker	7-31-1911	8-20-1911	Daughter of R.L. and M.V. Hooker
Adie Ingram	4-26-1913	7-13-1913	Son of C.I. and G.G. Ingram
Martha L. Mulwee	4-12-1919	9-1-1919	Daughter of Ed and Berti Mulwee
Clare D. Osborne	6-24-1914	8-27-1914	Daughter of B.F. and L.E. Osborne
Conroy S. Osborne	1-18-1909	4-6-1910	Son of B.F. and L.E. Osborne
Lucinda E. Osborne	10-10-1881	7-26-1914	Wife of B.F. Osborne
Eula M. Pritchard	3-7-1913	3-6-1915	Daughter of W.J. and E.E. Pritchard
Loyd R. Pritchard	7-3-1909	3-10-1915	Son of W.J. and E.E. Pritchard
John P. Richey	10-22-1882	6-23-1904	
Amanda M. Riddle	5-17-1852	2-18-1911	Wife of H. Riddle

All of the other 70-some markers are illegible.

Parks Cemetery (also called Pritchard-Clontz Family Cemetery)

Infant Clontz	10-19-1901	10-19-1902	Daughter of W. W. Clontz and R. A. Clontz
M.A. Clontz	1852	Feb 1920	
Mertie S. Clontz	3-27-1888	6-23-1917	
Myrtie S. Clontz	9-11-1874	6-4-1894	Daughter of W. W. Clontz and R. A. Clontz
Rachael Clontz	2-12-1845	1-17-1897	Wife of Wesley W. Clontz
Wesley W. Clontz	9-8-1844	4-21-1909	
Nettie Dula	8-9-1885	3-12-1887	
Infant Parkes	1-20-1883	1-20-1883	Infant of John and Mary Parkes
John S. Parkes	9-2-1798	3-12-1873	
John S. Parkes			
Samuel S. Parkes			
Mary L. Parks	9-8-1806	7-15-1890	Wife of John S. Parkes
Arthur S. Parks	9-2-1881	11-6-1901	Son of S.M. and D.E. Parks
John Phillips			
Caylor Fate Pritchard Jr.	7-26-1875	3-26-1914	
Caylor Fate Pritchard Jr.	12-21-1911	2-15-1912	

The Phantom of Wilson Creek

Clarence Omer Pritchard	9-26-1902	12-18-1902	
Elbert Oliver Pritchard	12-12-1903	11-3-1910	
Callia D. Smith	9-3-1874	11-28-1893	Daughter of J.C. and M.A. Smith
J.C. Smith	11-20-1829	10-20-1893	
Margaret Acie Smith	3-5-1788	1-5-1862	
Mary A. Smith	6-22-1846	10-22-1876	Wife of J.C. Smith
H.V.F.C. Thompson			
Infant Thompson	7-13-1873	7-13-1873	

Estes and Mortimer Cemeteries – 1926/1927

Only a couple of grave markers survive in the Estes Cemetery:

Azor T. Estes:	3-10-1825	3-29-1863	38 yrs 19 ds
James McG Estes:	11-5-1862	2-22-1863	3 mos 17 ds

All of the other markers are illegible.

Several markers are still recognizable in the Mortimer Cemetery:

Calvin Baker:	3-9-1911	2-1-1913	Son of M.A. and O.M. Baker
Charlie V. Baker:	6-19-1901	1-15-1919	Son of M.A. and O.M. Baker
Laura A. Baker:	1-10-1909	1-27-1909	Daughter of M.A. and O.M. Baker
Nommie Melvina Bailey:	3-15-1891	7-28-1909	Daughter of W.G. and L.O. Bailey This Lovely Bud So Young So Fair Called Home By Early Doom Just Came To Show How Sweet A Flower In Paradise Would Bloom Ere Sin Could Harm Or Sorrow Fade Death Came With Friendly Care The Opening Bud to Heaven Conveyed And Bade it Open There
John Bean	8-8-1878	8-17-1909	Son of Tom and Mary
Thomas Pinkney Bean	5-15-1871	8-5-1917	
John P. Benson	1-15-1874	9-17-1924	
Lula Varda Braswell	6-9-1906	10-9-1909	Daughter of J.G. And A.R. Braswell
Brisco Coffey	1824	1910	
Calab Estes	12-3-1805	12-13-1844	
Clarissa Estes	10-3-1844	8-27-1860	
James Estes	7-2-1809	11-28-1886	
James Estes	10-9-1829	5-6-1842	
Sarah Estes	11-13-1813	1-11-1878	Wife of James Estes
Clarence H. Franklin	6-11-1904	8-27-1909	

Mabel N. Geiz	October	July 28, 1909	Daughter of Millard and Mary Geiz Drowned While Bathing With Her Little Friend At Mortimer N.C. This Lovely Bud So Young So Fair Called Home By Early Doom Just Came To Show How Sweet A Flower In Paradise Would Bloom Ere Sin Could Harm Or Sorrow Fade Death Came With Friendly Care The Opening Bud to Heaven Conveyed And Bade it Open There
Rosy C. Green	10-3-1884	4-1-1887	Daughter of W.R. and M.E. Green
Paul Harrison	12-10-1907	2-28-1908	Son of J.M. and M.E. Harrison
James J. Hayes	6-24-1869	9-13-1886	Son of J.T. and D.C. Hayes
Sarah O.E. Hayes	10-4-1871	12-2-1871	Daughter of J.T. and D.C. Hayes
Edgar M. Hollar	B/d	4-23-1922	Son of C.H. and A.M. Hollar
Mildred Moore Hooker	7-31-1911	8-20-1911	Daughter of R.L. and M.V. Hooker
Adie Ingram	4-26-1913	7-13-1913	Son of C.I. and G.G. Ingram
Martha L. Mulwee	4-12-1919	9-1-1919	Daughter of Ed and Berti Mulwee
Clare D. Osborne	6-24-1914	8-27-1914	Daughter of B.F. and L.E. Osborne
Conroy S. Osborne	1-18-1909	4-6-1910	Son of B.F. and L.E. Osborne
Lucinda E. Osborne	10-10-1881	7-26-1914	Wife of B.F. Osborne
Eula M. Pritchard	3-7-1913	3-6-1915	Daughter of W.J. and E.E. Pritchard
Loyd R. Pritchard	7-3-1909	3-10-1915	Son of W.J. and E.E. Pritchard
John P. Richey	10-22-1882	6-23-1904	
Amanda M. Riddle	5-17-1852	2-18-1911	Wife of H. Riddle
Earie Storie	8-19-1887	11-1-1925	

All of the other 70-some markers are illegible.

Wilson Creek Presbyterian Church

Wilson Creek Presbyterian Church Cemetery has many graves that are no longer legible. Those that are include:

Theodore Banks	12-29-1773	7-10-1815	A Diamond in the Rough
Marie Bell	6-5-1839	4-18-1847	Daughter of R.T. and J.H. Bell
Thomas Berkley	9-13-1787	5-12-1847	
Eric Bradford	2-24-1798	11-12-1850	
Anne Brewster	10-14-1793	3-14-1886	Loving Wife of Nathaniel Brewster
Sean Campbell	11-19-1744	11-7-1806	Son of W.M. and L.A. Campbell
William Campbell	5-1-1725	4-14-1785	His Legacy Will Live On
Ann Connelly	8-15-1810	1-8-1821	Daughter of M.C. and E.C. Connelly
Emily Connelly	8-7-1789	11-6-1869	
Marcus Connelly	3-10-1789	10-21-1868	
Anna Cooper	5-12-1813	11-6-1850	Wife of R.L. Cooper
Richard L. Cooper	8-26-1812	7-6-1860	
Samuel Crawford	3-7-1800	7-6-1854	

The Phantom of Wilson Creek

Thomas C. Flowers	2-5-1812	8-14-1864	He will be sorely missed
Rose Glover	9-16-1748	11-21-1792	
Allen Hamilton	10-14-1744	3-11-1837	Long of this World, Longed for the Next
Malcolm Harrison	2-25-1793	12-11-1847	
Debra Honeycutt	3-20-1774	6-8-1873	Loving Wife and Mother
William Honeycutt	12-19-1778	6-11-1843	Loving Husband and Father
Ronald Jacobs	6-11-1844	3-11-1863	Died for the Confederacy
Anthony Lilly	8-15-1867	9-12-1878	Taken From This Life Too Soon
Frederick Mills	1844	4-4-1865	
Charles R. Phillips	2-6-1803	6-22-1851	
C.H. Smith	9-29-1790	2-22-1862	A Light in the Darkness
Hope Smith	2-12-1761	3-26-1842	
Martin Smith	9-14-1782	5-6-1839	
Betty Stanley	8-15-1783	3-5-1861	
Henry Sutton	8-18-1775	7-14-1804	Born in Servitude, Died in Freedom
William Thompson (Rev.)	6-13-1833	8-22-1887	He Returns Home to God
Randall Thompson	5-15-1801	10-16-1870	
Robert Tucker	4-13-1754	1-24-1799	
Matthew Wagner	5-8-1788	1-4-1823	
Ernest Ward	7-18-1812	4-19-1850	
Anne Whitford	7-17-1740	8-7-1818	

Handout 1

Mr. Richard Atkinson, Esq.

Attorney at Law

Atkinson, Birch, and Fisher

210 Main Street NW

Lenoir, N.C.

June 2, 1925

Dr. Mr. Abington,

I regret to inform you of the untimely death of your second cousin, Randolph Walker, most recently of Morganton, N.C. Mr. Walker died at the State Hospital in Morganton in late 1923 after having been committed there for several years. You are the only relative that could be located and only after much long and diligent searching.

Mr. Walker left no will but as his sole relative, you are entitled to the bulk of his estate and possessions. These consist of a house near Mortimer, N.C. in the Blue Ridge Mountains in Caldwell County northwest of Lenoir. We request that you visit this office at your earliest convenience for the appropriate paperwork and legal deed and title to Mr. Walker's house and the possessions within.

I apologize for not contacting you sooner. It took a great deal of research to locate you, his sole heir, even in the year and a half since his death. He died in December of 1923 and was subsequently interred at Burke Memorial Park in Morganton if you wish to pay your respects.

Please contact me as soon as possible to arrange for the transfer of ownership. All back taxes have been paid on the home and property out of Mr. Walker's estate for the past year and a half.

Sincerely,

Richard Atkinson, Esq.

Handout 2

This ledger appears to be nothing more than a leather bound accounting book though it has only been filled in up to early May. After that, scrawled across several pages, are the following:

Tuesday, May 4, 1915 – I must write down what I have seen since I moved into this house yesterday. This was the only paper I could find conveniently and I'll be damned if I won't use it. Something is stalking the house. I feel sure of it. I cannot get out of my mind that someone ... or something ... is watching me constantly. I wish I was not alone here. It is terrible to be alone. Was buying this house a bad idea? It came so cheap. Perhaps it was a mistake.

Wednesday, May 5, 1915 – There is much more here than meets the eye. I can hear someone in the house when I am very quiet. Right now, it sounds like someone is shuffling around upstairs, yet when I hear these noises and investigate, I find nothing. The house is locked and safe. Even that door to the dining room that has no key. It is impossible that anyone is in the house. Isn't it? Thank God I have a pistol. I keep it by my side always now.

Friday, May 7, 1915 – The eyes. I saw the eyes. They are out there in the woods. They are watching. It's getting into the house somehow, I don't know how, but it is. I keep the bedroom door locked at night but will it be enough? What is it?

Sunday, May 9, 1915 – This house has a sinister reputation. I finally devoted the time to research this place and between the stories I've heard and things I've been able to learn in Lenoir, I now know there is something terribly wrong here. People die here for no apparent reason. William Campbell died the year they constructed the church. His son, Sean Campbell, who some say was a witch, was said to have been torn apart by ... no one knows what. I heard a story from one old man that Matthew Wagner was found frozen to death on the roof of the house in the dead of winter. What was he doing there? What was he trying to escape? The daughter of another owner, Robert Bell, sickened and died before his eyes in the house. Others fled the place in terror. Some disappeared. And the story that Dr. Tatum told me in Edgemont about the Union soldiers froze my blood. Something sick and unhealthy and horrible is here.

Monday, May 10, 1915 – I saw it! I saw it!!! It is horrible! Horrible! I cannot stay here another night. My God! It's at the window!!!

Handout 3

Widow dies in her sleep

Widow Annie Brewster of Edgemont died in her sleep of apparent natural causes on March 14.

Widow Brewster lived in Caldwell County her whole life, moving from Lenoir to Edgemont on Wilson Creek after her husband died in 1874. She was well loved and respected by the community. She had lived in the "Campbell House" on Wilson Creek and scoffed at local rumors that the house was haunted.

Her obituary can be found on page 2.

From the Daily Evening Lenoir Topic dated Thursday, March 19, 1885.

Handout 3A

Anne Cartman Brewster

July 17, 1787

March 14, 1886

EDGEMONT – Anne Cartman Brewster, 98, widow of Nathaniel Lane Brewster, died peacefully in her sleep on March 14, 1886.

Born near Lenoir (then called Tucker's Barn) in 1787, she was married to Nathaniel Lane Brewster in 1809. He died in 1874 of natural causes.

Mrs. Brewster worked in the community and raised three beautiful children. She was a member of several clubs and societies in Lenoir.

She is survived by her son George Brewster of Raleigh.

From the Daily Evening Lenoir Topic dated Thursday, March 19, 1885.

Handout 4

Church purchases rectory

Wilson Creek Presbyterian Church finally has a permanent home.

The Wilson Creek Presbyterian Church has purchased from Caldwell County the deed and land to the abandoned Campbell House. This addition to church property will be used as a rectory and residence for any ministers there.

"I am very pleased," said Reverend Wilbur Thompson, the minister of the small chapel south of Edgemont. "I lived in Edgemont and it was a five mile ride to the church."

Though the church building has stood on the site since 1785, no other buildings aside from a small shed are on the property. With the addition of the Campbell House, which stands on a ridge connected to Yellow Buck Mountain overlooking the Wilson Gorge, the church owns a large section of the mountain.

The house was most recently the property of Annie Brewster of Edgemont. However, upon her death last year, her only heir could not be located. The property reverted to the county. A petition by the church to buy the property was met with open arms by Caldwell County.

From the Daily Evening Lenoir Topic dated Tuesday, September 20, 1886.

Handout 5

Minister found dead

Fate of church remains uncertain

Reverend Wilbur Thompson was found dead in the Rectory of the Wilson Creek Presbyterian Church on Thursday morning.

According to police, Reverend Thompson had an appointment with a young couple to discuss a wedding planned for August. When he didn't answer his door, they investigated and found the minister dead in the master bedroom upstairs. The body was brought to Lenoir where it was examined this morning, but no indication of how Reverend Thompson died has yet been released.

The Wilson Creek Presbyterian Church purchased the Campbell House, on a ridge jutting out from Yellow Buck Mountain, just last year for use as a rectory. With the unexplained death, the fate of the church is uncertain. Wilson Creek Presbyterian Church is the only church on Wilson Creek but, according to locals, attendance has fallen off in the last 10 years.

Campbell House has a bleak reputation. Originally built by William Campbell in the late 18th Century, it has been abandoned as often as lived in. Rumor has it that six Union soldiers died in the house during the War Between the States. Others are said to have left the house in terror of something and there is even a story told in the Wilson Creek gorge of a young child dying there 30 years ago. Whatever it is that taints that house has struck again.

Reverend Thompson's obituary appears on pg. 2.

From the Daily Evening Lenoir Topic dated Friday, July 22, 1887.

Handout 5A

Reverend Wilbur Thompson

March 1, 1846 - July 21, 1887

EDGEMONT – Reverend Wilbur Thompson, 41, died in the rectory of the Wilson Creek Presbyterian Church on July 21, 1887.

Born in Chapel Hill, Reverend Thompson attended the University of North Carolina and then Union Theological Seminary in Richmond, Va.

He has ministered to those in the church for the last 20 years at various churches in the south, his most recent being at Wilson Creek Presbyterian Church, where he served for three years.

He will be missed by his flock.

From the Daily Evening Lenoir Topic dated Friday, July 22, 1887.

Handout 6

Asheville woman gone!

Search of Wilson Gorge fruitless

MORTIMER – An Asheville woman staying in a rental house on Wilson Creek disappeared Saturday. A subsequent search of Yellow Buck Mountain and the Wilson Creek Gorge turned up nothing.

Sharon Hutchinson, 28, of Asheville, was reported missing on Saturday evening by friends who she was staying with at the rental house of Randolph Walker. Other guests staying at the house for the weekend reported to the Caldwell County Sheriff that they had not seen Ms. Hutchinson since that morning.

Ms. Hutchinson was last seen reading a book in the living room of the house before her companions went into nearby Mortimer in their automobile. When they returned around lunchtime, there was no sign of her. Her fellow guests thought she had gone for a hike.

When she didn't return by dark, they drove into Mortimer and telephoned police.

A search by Sheriff's deputies and men from Mortimer and Edgemont Saturday night found nothing in the woods of the Wilson Creek Gorge or Yellow Buck Mountain. The search continued into the week and was only called off yesterday.

"She's not up there," Sheriff Jerome A. Triplette told this newspaper. "We scoured that area and didn't find anyone."

Ms. Hutchinson's luggage and possessions were still in her room in the house. The book she had been reading was lying in a chair in the living room, still open as if she had merely put it down for a moment.

The house, also known as the Campbell House, has been rented since 1915.

From the Lenoir News-Topic dated Wednesday, August 20, 1919.

Handout 7

Man killed by wild beasts

Sheriff warns of dangerous animals

MORTIMER – A Charlotte man was killed by what Sheriff Jerome A. Triplette calls "wild beasts."

Robert Shaw, 33, of Charlotte was found dead at a rental house on Wilson Creek Road south of Mortimer Sunday afternoon. Shaw had rented a house in Wilson Gorge for the weekend and was staying alone at the time. He was found by a friend who had come to the house to pick him up.

According to Sheriff Triplette, Shaw was attacked by a wild dog of some kind. His chest was mutilated and there was damage to major arteries.

There was no sign of a struggle.

"The body was not disturbed so he might have frightened it off," Sheriff Triplette said. "Shaw might have lived if he could have stopped the bleeding."

According to an autopsy, Shaw died of blood loss.

"It's a terrible shame," said Mortimer resident Wilson Hardy. "I didn't know there were any really dangerous animals up here."

Hardy had taken Shaw to the house and even met the man who had come to pick him up Sunday. He said he was not going to venture outside of his own home without a gun.

"This is an isolated incident," Sheriff Triplette said. "But we'll try to make sure it doesn't happen again."

There are plans for a hunt on Yellow Buck Mountain this week, with well-armed hunters searching for the wild animal in the hopes of putting it down.

The house, also known as the Campbell House, has been rented since 1915. In 1919, a woman disappeared from the house. Her remains were never found.

From the Lenoir News-Topic dated Monday, May 30, 1921.

Handout 8

Man dies in auto wreck
Machine plummets into creek

MORTIMER – A Raleigh man was killed when his automobile plummeted off the end of Wilson Creek Road and into Craig Creek Saturday night.

John Talbridge, 38, of Raleigh, was southbound on Wilson Creek Road when his automobile, thought to be going over 40 miles per hour, crashed through the barricade at the end of Wilson Creek Road and plunged over a 20-foot drop into the shallow creek bed below.

Talbridge died on impact. His 1920 LaFayette was destroyed in the crash.

“There was no sign that he tried to brake,” Sheriff Jerome A. Triplette said. “He was going too fast. It was dark. He must not have known the road ended.”

Several signs at the end of the road warn drivers not to proceed. A heavy wooden barricade also protects the road from the drop to the creek below.

Talbridge had business in Mortimer and had extended his stay to relax for the weekend, according to his employers.

The house he was staying in, also known as the Campbell House, has been rented since 1915. A woman disappeared from the house in 1919 and a man was killed on the grounds, apparently by a wild animal which was never found, last year.

Randolph Walker, the owner of the house, could not be reached for comment.

From the Lenoir News-Topic dated Monday, April 10, 1922.

Handout 9

THE VAMPIRE OF CROGLIN GRANGE

Many years ago two brothers and a sister rented an old house in the village of Croglin in Cumbria, England. The house was called Croglin Grange and was separated from a nearby churchyard by a belt of trees.

One summer night, the sister saw two lights flickering in and out of the trees between the house and the churchyard. She went to the window and watched for some time until she became aware of a dark figure coming towards her window and realized that the two lights were actually eyes. The figure bounded across the yard and rushed to her window.

It was hideous with shriveled skin and eyes that glared like coals. She fled to her bed and heard the thing scratching at her window. She realized it was picking at the lead in the window and when the glass pane crashed to the floor, she fled to the door. The thing reached her before she could escape.

It bit her ferociously on the throat and only then was she able to scream for help. Her brothers came running to her aid but the creature had already fled. One gave chase to the creature but it bounded over a high wall in a single bound and the brother lost it.

After a short stay in Switzerland, the three returned to Croglin Grange at the girl's insistence. She refused to believe that the thing had been supernatural. The brothers kept loaded pistols in their rooms after that however.

After an uneventful winter, the woman was woken one night from a deep sleep to hear the sound of someone scratching on her window once more. Lighting a lamp, she saw the horrible creature outside of her window once again. Her screams brought both brothers with pistols loaded and ready.

The thing fled back across the yard and one of the brothers fired a shot that struck it in the leg. It stumbled but did not fall and then scaled the high wall that the brother had to run around. He followed it into the churchyard and saw it disappear into a decayed and neglected vault.

The next day, the brothers and several locals of Croglin inspected the vault, opening it to find that all of the caskets within had been broken open and the contents mutilated, the bones scattered across the floor.

A single coffin was intact and, upon opening it, they found the withered corpse within. It matched the sister's description of the creature that had broken into Croglin Grange and, as further proof, had a fresh bullet wound on its leg.

The casket and its contents were dragged outside and burned to cinders. They were never bothered by it again.

Found in **Tales Too Terrible to Tell**, by Edna Morrison, 1877, a book of myths, legends, and frightening stories.

RAA/ses

Enc.

Handout 10

Mr. Richard Atkinson, Esq.

Attorney at Law

Atkinson, Birch, and Fisher

210 Main Street NW

Lenoir, N.C.

June 14, 1926

Dr. Mr. Talbot,

I represent a client who wishes to engage your services in a strange case in the North Carolina Mountains. My client, who prefers to remain anonymous, will pay your regular fees plus all expenses and even pay train fare for up to 10 other associates of your profession. He strongly suggests that you bring others along.

Enclosed are two recent newspaper articles that explain the strange things happening near Mortimer, N.C., and property belonging to my client. He believes the things that have been seen might have some connection to his property, a place called the Campbell House by locals and located on Wilson Creek Road south of the town. He is unsure what that exact connection is, but wishes to secure your services to both protect his property and investigate the rumors of strange folk seen in the area.

Please contact me if you wish to undertake this assignment.

Sincerely,

Richard Atkinson, Esq.

RAA/ses

Handout 10.5

Mr. Richard Atkinson, Esq.

Attorney at Law

Atkinson, Birch, and Fisher

210 Main Street NW

Lenoir, N.C.

June 14, 1926

Dr. Mr. Talbot,

I represent a client who wishes to engage your services in a strange case in the North Carolina Mountains. My client, who prefers to remain anonymous, will pay your regular fees plus all expenses and even pay train fare for up to 10 other associates of your profession. He strongly suggests that you bring others along.

My client owns a residence called the Campbell House by locals. He wishes you to investigate the house and see if there is any connection between strange events that have occurred in the place since it was constructed. He is unsure if there is anything of dubious origin at the house, but wishes to secure your services to both protect his property and investigate the rumors in the area.

Please contact me if you wish to undertake this assignment.

Sincerely,

Richard Atkinson, Esq.

The Phantom of Wilson Creek Handout 11

Strangers stalk Mortimer
Men seen in woods around town

MORTIMER – Strangers have been seen more and more frequently in the woods around Mortimer for the last two weeks. Locals claim that the men flee when approached and rumors are flying that bandits or criminals of some kind have taken up residence somewhere in the area.

According to residents of Mortimer, none of the men have been seen closely but are always at a distance. One man said he was followed for a mile up Wilson Creek Road by someone in the woods. He couldn't see the fellow, but heard him, matching him step for step.

Several children at play in the late afternoon say they saw a small group of men huddled on Yellow Buck Mountain overlooking Mortimer before it got dark.

Another man, who lives near Hutbur School, said he spotted a group of half a dozen men running across the road as he approached in his buggy after dark. He said the group stopped just outside of his light and watched him pass.

“Someone is living out in those woods,” Josh Tailor of Mortimer said.

A woman who lives on Wilson Creek Road claims that someone looked into the kitchen window of her house one night. Her screams and the barking of her dog frightened the man away.

“People are just being nervous,” said Caldwell County Sheriff F.T. Sherrill. “There is no cause for alarm.”

Regardless, Sheriff Sherrill said he will be sending a deputy down to Mortimer every week to “take a look around.”

He said police are taking the complaints seriously though he is sure that this is nothing more than an incident of vagrants passing through the area.

From the Lenoir News-Topic dated Wednesday, May 19, 1926.

Handout 18

Tommy Bailey's mi-go drawing



Handout 12

Local man disappears

'Strangers in woods' are blamed

MORTIMER – An Edgemont man disappeared on his way home from Hutbur Thursday night.

William Chase, 45, of Edgemont did not return home Thursday night. His wife, Connie Chase contacted police immediately and sheriff's deputies and local men from Mortimer and Edgemont scoured Yellow Buck Mountain and Wilson Creek for any sign of him.

Chase is a carpenter who has been doing work at Hutbur School for the last week.

No trace was found of the man, who usually finished up his day in the late afternoon and walked home to Edgemont, some four miles, in the early evening, according to his wife. When he didn't return home Thursday night, she acted immediately.

Strangers have been seen in the Mortimer area for the last two weeks, people skulking about in the woods and keeping their distance. Many in the area think they are responsible for Chase's mysterious disappearance.

"If I see anyone I don't know, I'll shoot first and ask questions later," Edgemont resident John Turner told this reporter.

Sheriff F.T. Sherrill cautions locals not to take the law into their own hands.

"Our efforts to find Chase are not over yet," he said. "However, it was dark and Wilson Creek is high. It is possible he stumbled into the creek and was washed downstream."

Chase was a good swimmer according to his wife.

"He knows that road like the back of his hand," she said. "He didn't slip. Someone got him."

Chase is well-known and well-liked in the area, having lived in Edgemont since he was born. He often did work in the area and helped with rebuilding damaged homes and other buildings in Mortimer and Edgemont after the flood in 1916. He was a large, very strong man, according to his wife.

"After all this talk of strangers in the area, Will carried a gun," his wife said. "He had a revolver in his tool box. They wouldn't have taken him without a fight."

Chase is described as 6' tall and weighing about 220 pounds. He has short brown hair and is clean shaven.

Residents of Wilson Creek Township have been cautioned to keep their doors and windows locked at night and not venture out alone. Parents are advised to make sure their children are in well before dark.

Over the last two weeks, locals have claimed to have spotted strangers in the woods around Mortimer. Claims of groups of people skulking about in the woods and even approaching houses to peek into windows have become more and more common.

Though the strangers had not approached any resident of the area, and even seemed to be avoiding them, the Sheriff has not discounted their presence in the case of the missing carpenter.

The search for Chase continues this weekend. Anyone with information about the missing man is asked to contact the Caldwell County Sheriff's Office immediately. Anyone wishing to help search should report to the Company Store in Mortimer by 7 a.m. Saturday.

From the Lenoir News-Topic dated Friday, June 4, 1926.

WA/amm

Handout 13

200 Lee St.
Boston, Ma
Friday, May 13, 1927

Dr. Mr. Fuller,

It has come to my attention that a certain piece of property I took possession of last year ago might be at the center of certain strange events happening in North Carolina. I would like you to personally investigate the house and make sure that it is undamaged, still intact since I last visited it, and not at the center of rumors and strange stories that have recently come to light.

I have learned from the solicitor Richard Atkinson, Esq. of Atkinson, Birch, and Fisher out of Lenoir, N.C., that strange lights and sounds have been emanating from the woods near the house, which lies just south of the tiny town of Mortimer, N.C. Strange things have been reported at the house in the past. My Uncle Joseph Abington, a well-known professor of Anthropology at Boston University, inherited the property in 1925 from a long-lost relative. It has since come into my possession though I wish that were not the case.

Uncle Joseph had an unsettling experience at the house two years ago. Though I don't know the details, I know what it did to my uncle.

Please take it upon yourself to act for me in this case. I am leaving for Peru tomorrow on business and will be out of touch for two months. I expect you to see to my interests in North Carolina and protect my property.

Contact Mr. Atkinson in Lenoir for the keys to the property. His office is located at 201 Main St. N.W. He will be expecting you.

Sincerely,

William Abington

Handout 14

More strangeness in Mortimer
Lights and sounds on Yellow Buck

MORTIMER – Strange things have happened on the Yellow Buck Mountain over the past two years and even before. Now more stories are coming out of the town of Mortimer – this time of something haunting Yellow Buck Mountain itself.

According to residents of Mortimer, strange noises have been heard near the old, ruined Wilson Creek Presbyterian Church. Red lights, possibly related to the Brown Mountain Lights, have also been seen in the vicinity of the mountain, leading some to speculate that something unnatural has taken up residence.

Some claim that the sounds (and probably the lights) are coming from the old Campbell House, which stands on a ridge off Yellow Buck Mountain and has been the site of strangeness for years. Just last year, mysterious figures were seen in the woods

around the area, harassing the locals and possibly even kidnapping one of their number.

Before that, the house was the scene of madness and mayhem. In 1919, a woman who was a guest at the house disappeared without a trace. In 1921, a man was torn apart by wild beasts near the house and bled to death. In 1922, another guest at the house sent his automobile crashing into nearby Craig Creek, destroying the vehicle and losing his life in the process.

Sheriff F.T. Sherrill says deputies have searched the mountain but found nothing out of the ordinary. He urges residents to stay calm and contact the Sheriff's Office if they see or hear anything more.

From the Lenoir News-Topic dated Tuesday, May 10, 1927.

Handout 15

NEGRO ATTACKS WHITE GIRL, INFLICTING WOUND CAUSING HER DEATH; WHOLE COMMUNITY AROUSED

15 - Year - Old Girl Attacked By
Negro, Skull Crushed, and
Left in Dying Condition

MANY JOIN IN THE SEARCH

So Far All Clues Have Been Fu-
tile and Brute Still at Large.

Seldom, if ever, has this community been so stirred as by the brutal murder on Tuesday night of 15-year-old Gladys Kincaid, bright young daughter of a widowed mother and trustworthy employee of the Garrou Knitting Mill. All the circumstances in the case and such evidence as can be gathered fasten responsibility for the crime on Broadus Miller, an Asheville negro, who had been employed here for about two weeks with a construction gang on the new residence of Mr. and Mrs. Frank Tate. Tuesday night excitement was at a fever heat and there is little doubt that the negro's life what night would have been worth very little if he had fallen into the hands of infuriated citizens, hundreds of whom joined in the search for the alleged murderer and would-be rapist. Groups of men stood on the street corner until far into the night, while hundreds scoured the country-side around Morganton and followed up every clue that might lead to the location of the negro. Yesterday practically all business took secondary place while the search was continued and the story of the horrible affair and the question as to whether the negro had been found was on everybody's lips. Numbers of times reports came in that a man answering the

description of Miller had been seen at various places, but none of the rumors lead to anything definite. The most exhaustive search yesterday was made in the vicinity of Lake James and the popular belief is that very probably, the fugitive headed toward Asheville.

The story is the blood-curdling one of a pretty young girl the victim of a black brute, who in overcoming her resistance fatally wounded her before he was able to accomplish his fiendish purpose. The bloody iron pipe with which he dealt the blow or blows which crushed her skull just back of the right ear was found near the girl's body.

Gladys Kincaid left the Garrou Mill at the regular time Tuesday afternoon 5:30. Her mother, Mrs. Mary Jane Kincaid, became alarmed when she had not arrived home at 6:30 and sent one of the boys "up the road" to look for her. For several months Mrs. Kincaid and her family had been living at what is known as the "Kinny" Kincaid place on the Fleming Ford road, a little over a mile from the court square. The last person to see and talk with Gladys alive was Mrs. Ernest Whisenant, whose home is not far from her own. Mrs. Whisenant had seen a negro man pass just ahead of the girl about 5 minutes, she says and had remarked to her son on the iron bar he carried saying that "he surely intended to keep the mad dogs off." The girl's tardiness to reach home caused the mother to send one of the boys to the home of Mr. John Fox, nearby,

and she and another went to the Whisenant home. The girl's brother and one of the Fox boys heard a groan and discovered her body in a clump of bushes a few yards off the road, evidently carried up the embankment and pitched there. As soon as help could be summoned, she was carried to Grace Hospital where every effort was made to save her life, though from the beginning she had practically no chance. Without having recovered consciousness she died Wednesday morning at 3:30.

Officers beginning at once an investigation learned that a negro filling the description given by Mrs. Whisenant boarded at the home of Will Berry on the same road. Going there to make a search they found a raincoat, the bottom of which was covered with fresh blood stains. The coat was identified as the one worn by Miller on Tuesday. From that time on there was practically no doubt but that he was the one guilty of the crime. The theory is that, knowing the girl's schedule, he had waited at a lonely spot on the road, had attempted to assault her and that she resisted so fiercely that he hit her in the head harder probably than he intended and then frightened by his act and without accomplishing his purpose thought to conceal her body until he could make a get-away.

When he left the bloody raincoat at Berry's, he also got a change of clothing. One Wednesday morning his clothes, discarded evidently after the rain at midnight Tuesday, were found in a clump

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of woods near the river. This fact contradicted the report that had been circulated Tuesday night that he had gone east and had been seen at the overhead bridge near Asbury's.

Miller's wife, who boarded with him at the Berry's, and Will Berry are held in jail to await developments in the case.

The funeral of the girl will be held this morning at Catawba Valley Baptist church, of which she was a member. She is survived by her mother, three grown brothers, Willie, Harvey and Lonnie, three smaller brothers, Walter, Cecil and Alvie and one sister, Lizzie. Her father, James Kincaid, died in 1922. The Family being in rather strained financial circumstances, a popular subscription list was circulated yesterday to raise a fund to defray the burial expenses.

Joining with the officers and others who have been searching for Miller

are twenty-five or more local negroes who are highly incensed at his terrible act.

The proclamation of outlawry issued yesterday morning is said at the court house to have been the first here in a score or more of years. Probably feeling never ran to high in as many years. The State is offering a reward of \$250 and the county \$250 for the capture of Miller. The local military company, Co. B 105th Engineers, which was on regular drill Tuesday night, joined in the search, but had not been ordered out officially. They rendered excellent service and stayed on duty throughout the night as volunteer assistants to Sheriff Hallyburton.

LOCAL BRIEFS IN AND AROUND TOWN

Short Items of Local and Personal Interest Gathered During the Week

Miss Nan Jeter left Thursday for Raleigh where she has accepted a

position for the summer with the Automobile License Department.

Miss Augusta Bristol, who has been in Philadelphia training for a nurse, returned home this week to recuperate from a recent operation for appendicitis.

Mrs. J. Earl Dawkins and little daughter, Edna Frances, went to Charlotte yesterday where Edna Frances will undergo an operation for the removal of her adenoids.

Mr. R. E. Coleman raises fine cucumbers of an early variety, The News-

From the Morganton News-Herald dated Thursday, June 23, 1927.

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Handout 16

SEARCH FOR NEGRO OUTLAW RENEWED WITH NEW ENTHUSIASM AS TRAIL SEEMS TO LEAD NEARER

Conviction Strengthened That Negro Lurking Near Adako Is One Sought.

WEEK HECTIC SEARCHING

Capture of Negro Slayer of Young Gladys Kincaid Seems Near.

A week's hectic search for Broadus Miller, to whom all evidence points as the slayer of young Gladys Kincaid, 15 - year - old Morganton girl, was renewed yesterday with more zealous interest as the conviction was strengthened that the negro who has been known to be lurking since last Thursday or Friday in the Adako section is the one sought.

Saturday and Sunday as the trail was established more definitely through that part of the country the capture seemed imminent, and it was expected that he might be taken at any moment. In fact one report had it that Sheriff Hallyburton had him in charge and was enroute to Raleigh. This story, as many other rumors and surmises afloat during the week, proved to be without foundation, but it is a fact that some negro, who for some reason is dodging, has been giving the inhabitants of that section occasional glimpses of his dusky form and has been leaving traces of his flight.

The latest real evidence left in his wake was his stealing food canned fruit, it is said shoes and a shot-gun from the home of Charlie Ingram, about five miles this side of Mortimer, in Caldwell county. Searchers believe that he then turned back this way and is still in the neighborhood of Adako or Collettsville. The change of shoes after the theft at the Ingram home has made it very difficult for the dogs being used in the hunt to take up the trail. Four fine blood hounds, two from Enfield, were on

the trail yesterday and another was taken to the scene last night.

When Sunday's intensive search had brought no results, after high hopes of capture had been raised when the reports indicated that men and dogs were on a hot trail, Morganton rather relaxed Monday and Tuesday and settled down more or less to a state of hopeless acceptance of defeat. However, the groups of determined officers and others who stayed on the job had no thought of "quitting," they held to their determination to see the thing through and to get Broadus Miller before they let up in the quest.

Every indication points to the fact that Miller is in the Adako section. His steps have been traced in an almost direct route from Chesterfield up John's river. At a negro house near Chesterfield Miller, or a negro answering his description, tried to hire a negro woman to allow her little boy to go to Chesterfield to buy him a pair of overalls. Explaining why he would not go he said he had been in trouble with another negro in Morganton, naming one who had worked with him here, that he thought he had killed him and officers were looking for him. At another negro house further up the same valley he got food. Near Adako one man was near enough in a chase after him to see the bushes moving behind him and caught sight of him several times. Another found evidence of where he had slept one night and at still another place his torn cap was found. Bloody tracks were also traced Sunday and there were indications that he had cut up his coat to be used for padding for his worn shoes.

When he made his appearance at the Ingram house on Tuesday Mr. Ingram was away and Mrs. Ingram was in the garden some distance from the house. Their small children, seeing the negro, raised an alarm, and he

jumped out a window. It is said that there are no negroes in that immediate neighborhood and it seems to be taken for granted that the negro seen at Ingram's is the fugitive.

Nothing in recent years has been the object of such intense and consuming interest as this search for the brute responsible for the crime committed here on Tuesday night of last week by

(Continued on the last page)

MISS EMILY SMITH RESIGNS AS MORGANTON LIBRARIAN

On Account of Illness; Leaves For Home in Missouri; Successor Not Yet Selected.

Miss Emily B. Smith, who has been librarian at the Morganton Library for several years, resigned this week on account of illness. Her resignation came immediately following her return from a month's vacation which she had hoped would make it possible for her to continue her work. She left yesterday for her home in Missouri.

In accepting with regret Miss Smith's resignation the Library board expressed appreciation of her faithful and efficient service.

Mrs. Edward Erwin who has been substituting at the Library while Miss Smith was on her vacation, will stay two weeks longer. The regular librarian has not yet been selected.

REAL ESTATE TRANSFERS

N. O. Pitts to J. H. Giles, 3 tracts in Silver Creek township.

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ADDITIONAL REWARD FOR NEGRO FUGITIVE

Private donations were being subscribed yesterday to a fund to be offered as an additional reward for the capture of the negro murderer of young Gladys Kincaid. Late yesterday it was announced that the fund had already reached such proportions that at least twelve hundred dollars, possibly more, could be assured, in addition to the \$500 already offered by the county and State.

LOCAL BRIEFS IN AND AROUND TOWN

Short Items of Local and Personal Interest Gathered During the Week

The Davis building on Sterling street, formerly occupied by Coleman's bicycle shop, is now being remodeled. A new front is being put in and other improvements will be made.

The brick work on the new Berry building at the corner of Sterling and Queen streets was started this week and is progressing rapidly. Mr. J. M. Deal and sons are doing this part of the work.

Mr. and Mrs. Dewey Houk and children have returned to their home in Hickory after spending a week with his father, Rev. W. K. Houk, who remains critically ill at his home on East View

From the Morganton News-Herald dated Thursday, June 30, 1927. The story continuation is not in the newspaper.

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Handout 17

LONG HUNT FOR NEGRO OUTLAW ENDED SUNDAY WHEN HE WAS SHOT DOWN NEAR LINVILLE FALLS

Commodore Burleson Fired Shot That Killed Him.

BODY WAS BROUGHT HERE

When Search Had Begun to Look Hopeless Burglary At Ashford Gave Final Clue.

The long hunt for Broadus Miller, negro outlaw, slayer of Gladys Kincaid, 15-year-old white girl, ended Sunday near Linville Falls station, when the negro was shot down by a pistol in the hands of Commodore Burleson, of Morganton, who had been a member of the searching party almost continuously since the tragedy occurred. The final chapter was a dramatic close to a quest that had practically no let-up since Tuesday night, June 21st, when the bruised body of the girl, her head crushed by a pipe, was found by her brother a short distance from her home on the Rocky Ford road. From time to time hundreds had joined in the search, which towards the last had begun to seem almost hopeless. Reports and rumors, suspects held here and there, were the order of each day during the hectic two weeks of the man hunt. No possible clue was overlooked.

During the first few days after the tragedy there was a rush of search-

ers in many different directions. Towards the latter part of the first week the trail seemed to take more definite shape as leading across the Catawba river to Chesterfield, thence up Johns river toward the mountainous section of Burke and Caldwell counties. Final development proved this trace, reported in last week's News-Herald, to be the correct one. The negro was evidently trying to make his way toward the C. C. & O. railroad where he might make a complete get-away. He had almost attained this aim when surprised near Linville Falls station on Sunday morning and killed. On Saturday night he had broken into a restaurant at Ashford and it was this act which led to his death.

On Saturday a report had come to Morganton that a negro was held in Burnsville who answered the published description of Miller. Chief G. W. Johnson, of Morganton, who had not known the negro, was partially convinced that the Burnsville captive filled the bill, but was not sure. The Yancey county sheriff, feeling sure he had the right negro, rushed him to Asheville.

Saturday night Harrison Pritchard, who had been in the search every day since the death of the girl, who

was his relative, and had hardly left the mountain trail, came in to say that the prospects looked hopeless and returned a borrowed gun. Mr. Burleson had also become discouraged and had returned to his home here. The two happened to meet Fons Duckworth in a Morganton store on Saturday night and he asked them to go with him and John Burnett in his car to Burnsville on Sunday to see the negro held there. Both said that they felt sure that the Burnsville negro was not the right one, that it would have been impossible for him to have covered in such a short time the distance between the trail, which they had followed so closely during the week, and Burnsville. However, they agreed to go with Mr. Duckworth and the four men, all of them armed, set off early Sunday morning with Burnsville as their destination.

Stopping at Marion for some slight adjustment to the car they got two pieces of information that changed their plans—that the negro they had started to see had been taken to Asheville and that the sheriff of McDowell County had been called to Ashford on account of the burglary there. Ashford being in the proximity of the trail that had been held they jumped at once to the conclusion that this

occurrence was connected with the negro they had sought. Arriving at Linville Falls, just above Ashford, they found a party of from 75 to 100 searchers already on the job. The culprit had been tracked from the restaurant to a milk house, where he had stolen milk, and further to where the milk jar had been broken. Burleson and Pritchard, having been on the trail for so many days, had no difficulty in identifying the tracks as the same they had been following—one foot covered with rags with two toes through. Knowing that they were close on to the fugitive, this particular group decided that they must hunt quietly and track the man with as little noise as possible. Duckworth and Pritchard went in one direction, Burleson in another. Their signal code was a “bob white” whistle—that whoever came on the trail should whistle for the other.

Guided by what Mr. Duckworth had thought he had glimpsed as the form of a man as it ducked behind a boulder, he and Pritchard—so the story goes in detail—circled around the top of the mountain. All of a sudden they came again on the trail they were seeking. Pritchard whistled “bob white” to Burleson. The latter, alone, started through a small glen to join his companions. Ahead of him, and within a few feet, suddenly he saw the negro, seated on a rock behind a fallen log. Miller, evidently sensing the approach, turned and called out “Halt,” at the same time raising a shot gun and pointing it at Burleson. The white man fired but missed his first shot, dodging behind a tree to escape a load of shot from the negro’s gun. After he had fired six times Mr. Burleson says the negro fell over with a groan. Duckworth and Pritchard were almost immediately on the scene, being just a short distance away. They say the negro’s gun was still smoking when they reached him and he was breathing his last. Without losing any time the men loaded the body, already identified as Miller, into the Duckworth car and set out post haste for Morganton. The four who had left here that morning were joined on the return by an uncle of Mr. Burleson, Mr. John Wiseman.

The trip to Morganton was made quickly, the party arriving shortly after noon. The negro’s body was taken into the sheriff’s office to await there the return of Sheriff Hallyburton, who had started with Pardon Commissioner Bridges and S. J. Ervin, Jr., to Ashford upon news of the burglary there.

A crowd had gathered quickly and many viewed the corpse in the court house. The congestion became so great, however, that, following the requests to see the negro, the body was taken to the court square. The crowd continued to grow in numbers and it was thought best to remove the body to the jail. By that time the court square was almost covered with people. The insistent request, amounting almost to a demand, was made that the negro’s body be showed to the crowd. Sheriff Hallyburton decided that since so many had joined in the search he should not deny their desire to see the dead negro. The body was placed on a board at the foot of the steps of the north portico of the jail, an aisle roped off and the throng allowed to pass through one at a time. By actual count more than six thousand viewed the negro’s remains. In the line were a score or more of local negroes.

There had been no doubt but that the slain negro was Broadus Miller, who had killed Gladys Kincaid, and the body had been identified by a dozen or more who had known him, but to make the identification more positive his wife, who had been held in jail, since the tragedy, was conducted to the body as it lay in the jail. She had no hesitancy in saying, “That’s Broadus,” Afterwards she was sent to Asheville on a late afternoon train.

Later the body of Miller was taken, under guard, to Statesville on No. 16 and buried there on Monday. This course was deemed best by officials in charge of the situation.

Among those who viewed the negro’s body was Mrs. Kincaid, mother of his victim. As the crowd passed down the line a collection was taken for her. This amounted to around \$300. It

was announced that any others wishing to contribute to the fund could leave donations with Mr. E. A. Kirksey.

Webb’s Studio did a big business that afternoon in the sale of pictures of the negro and of Mr. Burleson, the hero of the hour.

The man who had shot the outlaw was required to stand for hours above Miller’s body while the crowd looked on. Later he told groups on the court square “how it happened” over and over the same story. They wanted details about such particulars as the bread and candy found in the negro’s pockets, the one shell in his gun, the kind of gun a 12 gauge breach-loader how he looked when surprised, etc., etc.

By sundown, however, the crowd had dispersed and nightfall saw Morganton again quiet and peaceful.

PARDON COMMISSIONER SAYS SLAYING NECESSARY

Reports to Governor Killing of Miller Justifiable and Commends Burke Officials.

“In my opinion the slaying of Broadus Miller was necessary and justifiable” Pardon Commissioner Edwin Bridges said in reporting to Governor McLean the events that marked the end of the Burke count manhunt.

“I am also of the opinion that the deceased negro is Broadus Miller, the slayer of Gladys Kincaid, and the county officials worked diligently and wisely in taking precautionary measures for the purpose of preserving law and order.”

Commissioner Bridges, who investigated the things that took place after the dead body of the negro had been brought to Morganton, told of the exhibition of the body to the crowd on the court house square and then reported that its shipment to some unknown destination for burial was

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agreed upon in order to prevent the "possibility of mutilation."

"And at 6:30 the body was shipped to Statesville for burial under guard," his report said. Despite the size of the crowd that congregated at the court house, Commissioner Bridges reported that it was "entirely orderly with few exceptions" and "rather desirous of seeing the body of the alleged slayer through curiosity."

"Some one attempted to drag the negro out," read the report, "but he was immediately threatened with arrest and I am informed that the negro was carried out for the purpose of allowing the crowd to see the body. Some one in the crowd attempted to kick the body of Broadus Miller, whereupon such person was immediately arrested."

The commissioner's full report to the Governor follows:

"Acting upon your request that I go to Morganton, N C., for the purpose of

(Continued on page six.)

COMMODORE BURLESON

Whose pistol killing Broadus Miller, negro outlaw, Sunday near Linville Falls station.

SHERIFF RESENTS UNFAIR

REPORTS AFFAIR SUNDAY

Expresses His Own Indignation And That of Town in Regard To Newspaper Comments.

Speaking of editorials which appeared Tuesday in leading daily newspapers of the State, Sheriff J. J. Hallyburton said that he felt that a very grave injustice had been done Morganton and Burke county. Not only in these comments but in other newspaper reports of conditions in Morganton on Sunday afternoon and of the spirit of the crowd which gathered after the news had spread that Broadus Miller, negro outlaw, had been killed and his body brought to Morganton.

He stated that considering the heinousness of the crime which had made the negro a fugitive, the outraged feelings of citizens of this community and the tension that had existed for nearly two weeks he felt much gratified that the crowd was so orderly and the situation was so easily handled.

Since hundreds had engaged in the prolonged search and were anxious to feel satisfied that the negro had at last paid the penalty for his brutal deed he did not have to debate with himself that he should allow them to see the body of the negro they had sought so diligently and earnestly. The body was not mutilated or treated in an unduly ruthless manner. The

crowd that filed by was quiet and wonderfully self contained.

There was no drinking, no loud talking, and instead of being composed largely of ruffians, as the reports indicated, many of the best citizens of this community were in the line.

He stated that there was never any real danger that the crowd would take the corpse from his custody and "lynch the dead body of the negro," as one report had it.

Many leading citizens of the town expressed themselves as much aggrieved that the picture of a "carnival of hate" should have been presented to the state. Morganton and Burke county have been unwillingly placed in the limelight by this affair, but now that it is all over there is a general feeling of relief that nothing occurred to blot the good name of the county and of the State.

From the Morganton News-Herald dated Thursday, July 7, 1927.

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SPELL LISTS

SPELLS USED IN THE SCENARIO ARE REPRINTED HERE FOR THE KEEPER'S CONVENIENCE. PAGE NUMBERS REFER TO THE CALL OF CTHULHU RULESBOOK.

MARTIN SMITH

Spells: Alter Weather, Contact Ghoul, Create Gate, Dominate, Flesh Ward, Remortification, Sense Life, Steal Life, View Gate.

ALTER WEATHER: Moderates or exacerbates any weather condition. Large groups may cast the spell to achieve great meteorological effects. The keeper establishes the base conditions. Every ten magic points sacrificed affects one level of change. The caster may expend as many magic points as he or she is able, as can any participant who knows the spell. Those ignorant of the spell can contribute 1 magic point only.

Casting the spell costs every participant 1 current Sanity point, and requires a song-like chant to be uttered for three minutes per level of weather change. The effective radius of the base spell is two miles; this area can be widened for a cost of ten magic points for each additional mile. The change in the weather lasts thirty minutes for every ten magic points of the total contributed, but violent weather such as a tornado lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 10 magic points to change: thus to change the two levels from partly cloudy to heavy clouds takes 20 magic points. For snow to fall, the temperature must be 30 degrees Fahrenheit or lower, otherwise the precipitation is rain, not snow.

See specifics on pg. 217 and 218.

CONTACT GHOUL: The spell costs 8 magic points to cast, and 1d3 Sanity points. Unless there are no ghouls nearby, it succeeds automatically. Ghouls are found wherever large concentrations of humans are, especially near graveyards and crypts. Places of burial more than a century old are propitious locations for the spell. Moonlit nights are best. Pg. 227

CREATE GATE: This important spell allows the user to step between other lands, dimensions, or worlds. A Gate connects to a single other location. Creation of a Gate requires the permanent expenditure of POW, in a sacrifice equal to the log to base 10 of the distance the Gate connects in miles. A Gate may take many forms, common ones being indicated by a pattern of painted lines on a floor or a peculiar arrangement of stones in a field. Using the Gate costs a number of magic points equal to the POW originally used to make the Gate. Each trip through a gate costs 1 Sanity point.

Lacking enough magic points for a trip, the keeper might rule that a traveler stays on this side, but unconscious and drained of magic points, or that the investigator might complete the trip but arrive unconscious, drained of magic points, and having sacrificed 1 POW for the fare. Return trips through the Gate always cost the same as the initial journey.

The far end of the Gate resembles the initial end. Ordinarily, anyone or anything can move through a Gate, though some have been built so that a certain word or gesture is needed to activate the portal. Gates are also known that change those who pass through, to aid survival on an alien world. There may also be Gates capable of more than one destination. Pg. 229

DOMINATE: Bends the will of the target to the caster's will. Dominate costs 1 magic point and 1 Sanity point. Match caster and target POW on the Resistance Table: with a success, the target obeys the commands of the caster until the next combat round concludes.

The spell affects one individual at a time, and has a maximum range of 10 yards. Obviously the command or commands must be intelligible to the target, and the spell may be broken if a command

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contradicts the target's basic nature. Dominate can be cast and recast as many times as the caster finds possible, allowing a target to be controlled without interruption for several minutes. Each cast of the spell has the same costs and limits. Recasting is almost instantaneous: Dominate can be cast once per round. Pg. 232

FLESH WARD: Grants protection against physical attack. The spell costs 1d4 Sanity points and a varying amount of magic points. Each magic points spent gives the caster (or the chosen target) 1d6 points of armor against non-magical attacks. This protection wears off as it blocks damage. If a character had 12 points of Flesh Ward as armor, and was hit for 8 points of damage, his Flesh Ward would be reduced to 4 points, but he or she would take no damage. The spell takes five rounds to cast, and lasts 24 hours or until the protection is used up. Once cast, the spell may not be reinforced with further magic points, nor recast until the old spell's protection has been used up. Pg. 236

REMORTIFICATION: Forces the appearance of the ghost of one whom the caster has personally killed. The spell takes 1 round to cast and costs 1d6+1 Sanity points. The spirit re-enacts movements made just before its death. The spirit is immaterial. Objects pass right through it. It cannot physically harm anyone or anything, but may cost Sanity to see. Pg. 241

SENSE LIFE: Allows the caster to detect the general nature of life in a particular area. Casting the spell costs 1 magic point and 1 Sanity point. The target is an area equivalent to an average house. It must be within sight of the caster. The spell allows the caster to distinguish species (such as a dog or a person), but not to recognize specific individuals. Pg. 242

STEAL LIFE: Drains life from a victim to make the caster younger. This cruel spell costs 8 magic points and 1d20 Sanity points. To cast the spell, the target must be within sight and hearing of the sorcerer, who must overcome the target's magic points in a match with his or her own on the Resistance Table. With a success, the target begins to age and decay while yet alive, the innate life and vitality draining into the sorcerer. Each combat round after the spell is cast, the target loses 1 point each of STR, CON, DEX, POW, and APP. For each point of characteristic drained from the target, the caster becomes a week younger. For example, if the spell were cast upon a random derelict who had 8 points in each characteristic, the caster would become 40 (8 times

5) weeks younger. Meanwhile, the target withers, turns gray, and flakes away. At the end of the spell, the target has become a horrid dry husk which costs 0/1d6 Sanity points just to see.

If this spell is not cast on the night of the full moon, the caster does not gain the benefits of restored youth, but the victim still dies. If the caster is slain before the victim dies, the spell cancels and the victim's lost characteristic points return to him or her. Pg. 243

VIEW GATE: Cast at a suspected Gate, this spell allows the caster and companions to see what, if anything, is on the other side of the Gate without going through it. The cost varies with the number of magic points needed to activate the gate. It always costs 1 magic point and 1 Sanity point to cast the spell. Viewing is variable cost, one tenth of the Gate cost (round up fractions). Thus a Gate costing 7 magic points to pass through requires 2 magic points and 2 Sanity points to view through. The view lasts 1d6+1 rounds. The spell may be cast as often as the caster's magic points and Sanity points allow.

If there is something horrific to see, additional Sanity charges are in line for each viewer. If important to play, viewers may attempt appropriate skill rolls to learn where or when or what they are viewing.

Looking through all of the gates in this scenario costs 2 magic points and one sanity point. Pg. 246-247.

GHOUL SPELLCASTER #1

Spells: Auger, Candle Communication, Cloud Memory, Create Bad Corpse Dust, Dominate, Evil Eye, Implant Fear, Raise Night Fog, Stop Heart.

AUGER: Grants portents of the future if the caster is clever enough to understand them. It costs 4 magic points and 1d2 Sanity points to cast. Media varies from animal entrails to tea leaves to the casting of stalks. The chance of understanding an augury is equal to or less than the augurer's POWx5. A portent may be vague, subtle, dreamlike, or in a cryptic verse; if the future were easy to know, everyone would know it. Pg. 218

CANDLE COMMUNICATION: Allows two sentient beings to communicate magically by voice at a distance, without other apparatus. This requires two casters, and costs each 5 magic points and 1 Sanity point. At a pre-arranged time, each participant lights a candle and speaks the words of the

spell over and over until the other's voice can be heard. This spell works clearly at up to ten miles; for each additional hundred miles or fraction thereof, the spell costs an additional magic point and is 10% less likely to be understood. Maximum range is one thousand miles. A blown-out candle flame breaks communication. The spell can be recast by both parties. Pg. 223

CLOUD MEMORY: Blocks the target's ability to remember consciously a particular event. The spell costs 1d6 magic points and 1d2 Sanity points. The spell takes effect immediately. The caster must be able to see the target and the target must be able to receive the caster's instructions. If the caster's magic points overcome the target's on the Resistance Table, the target's mind is mentally blocked with respect to one particular incident. If the incident was terrifying, the victim may thereafter still have nightmares vaguely related to it. If the spell fails, the even in questions becomes vivid in the target's mind.

The caster must know the specific even to be blocked. The caster cannot command something vague like "Forget what you did yesterday." Instead, he or she must cite a certain event, such as "Forget you were assaulted by a monster." This spell cannot block knowledge of spells or of the Cthulhu Mythos unless the knowledge is firmly tied to a specific event, nor can it undo a Sanity loss, or undo insanity. Pg. 224

CREATE BAD CORPSE DUST: Creates a barrier which zombies cannot cross, at a cost of 2 magic points and no Sanity points. This powder requires the intestines of a zombie, an ounce of flesh from the dust-maker (which he must bite out of himself), and the dried and powdered flowers of a rare jungle liana. The whole is carefully poured in the desired trail or line, chanted over, and the magic points sacrificed. The dust becomes a magical invisible wall which zombies cannot cross. This barrier remains until the dust is washed or blown away. One such creation of the dust results in enough to form a barrier about 30 yards long. Pg. 229

DOMINATE: Bends the will of the target to the caster's will. Dominate costs 1 magic point and 1 Sanity point. Match caster and target POW on the Resistance Table: with a success, the target obeys the commands of the caster until the next combat round concludes.

The spell affects one individual at a time, and has a maximum range of 10 yards. Obviously the command or commands must be intelligible to the target, and the spell may be broken if a command

contradicts the target's basic nature. Dominate can be cast and recast as many times as the caster finds possible, allowing a target to be controlled without interruption for several minutes. Each cast of the spell has the same costs and limits. Recasting is almost instantaneous: Dominate can be cast once per round. Pg. 232

EVIL EYE: Causes the victim to suffer from bad luck. The spell costs 10 magic points and 1d4 Sanity points to cast. The target must be within sight of the caster. The victim will not necessarily sense the Evil Eye, but feels an odd chill or unease when the Evil Eye is cast.

The victim's chance for a Luck roll is halved. His or her chance for a DEX roll is halved. His or her guns jam on every roll of 75% or higher. The chances for Summon/Bind spells are halved. The effects continue until sunrise, until the caster removes the spell, until the caster is found and bloodied (hit hard enough to bleed), or until the victim dies. Pg. 235

IMPLANT FEAR: Grips the target with soul-chilling dread. It costs the caster 12 magic points and 1d6 Sanity points. The sudden unnerving costs the target 0/1d6 Sanity points and causes him or her to stop work or end concentration. Pg. 238

RAISE NIGHT FOG: Draws up a dense ground fog from a body of water. Casting it costs 3 magic points and 1d2 Sanity points. The ritual takes about 20 game rounds to complete and involves a bowl or cup for water, filled from the body of water where the fog is to form, then blowing softly across the surface of the container. The fog forms suddenly; if there is wind, it drifts with the wind. The spell can be cast only at night. The fog dissipates with the rising sun. Pg. 241

STOP HEART: Causes the target to lose 4d6 hit points to a sudden massive heart attack. The spell costs 14 magic points and 2d6 Sanity to cast. An involved ritual occupies the caster for the day before the spell is cast. Once the ritual is ready, the casting takes only a round, though the target must be within sight of the caster. A POW vs. POW match on the Resistance Table must be won, or the heart attack does not occur. Pg. 243

GHOUL SPELLCASTER #2

Spells: Brew Dream Drug, Candle Communication, Consume Likeness, Create Mist of Reel, Deflect Harm, Grasp of Cthulhu, Sense Life, View Gate.

The Phantom of Wilson Creek

BREW DREAM DRUG: Creates a drug which facilitates group entry into the world of dream. Casting the spell and making the drug takes about five hours and costs 4 magic points and 2 Sanity points to cast. After the first, each additional draught made at the same time costs one additional magic point – to make five draughts, for instance, would cost a total of 8 magic points and 2 Sanity points.

The drinker of a draught falls asleep very quickly, for about four hours. The subjective length of the dream may be long or short, and memories of the dream may be distorted. All who drink of the same drug together are together in the dream. By the origin and proportion of the ingredients (and by arrangement with the keeper), the caster may guide dream entry into a specific area correlative to the Waking World, such as a specific city or to some special place or other dimension.

A large number of herbs are required, some commonplace, others mystical and difficult to find. The result is a thin brown liquid. A mild narcotic effect relaxes the drinker and inclines him or her towards dreams. Pg. 221

CANDLE COMMUNICATION: Allows two sentient beings to communicate magically by voice at a distance, without other apparatus. This requires two casters, and costs each 5 magic points and 1 Sanity point. At a pre-arranged time, each participant lights a candle and speaks the words of the spell over and over until the other's voice can be heard. This spell works clearly at up to ten miles; for each additional hundred miles or fraction thereof, the spell costs an additional magic point and is 10% less likely to be understood. Maximum range is one thousand miles. A blown-out candle flame breaks communication. The spell can be recast by both parties. Pg. 223

CONSUME LIKENESS: The caster can assume the living likeness of a person freshly dead, as seen by eye, video camera, X-ray, etc. The victim may be no more than 3 SIZ points different from the caster. For the next few days, the caster consumes the victim and works the spell, expending 10 magic points ever six hours, and permanently sacrificing 1 POW point. The caster could consume several likenesses, and thereby take on several guises. When a victim is consumed, the caster loses 1d20 Sanity points. This spell is known by many serpent people.

Once the spell is complete, the caster takes on the appearance of the victim at will, for as long as desired. The shadow of the caster remains as original. Similarly, the caster's skills and memories remain intact – the victim's are foregone.

Upon losing one or more hit points, the caster must revert to original form and rest 1d3 hours. To go from an assumed form to the original form takes 20 seconds. The original form must be reverted to before another form can be assumed. To go from the original to an assumed form takes 1d3 minutes. Pg. 225

CREATE MIST OF RELEH: Causes a dense mist to appear in an egg-shaped volume 10x10x15 feet, directly in front of the caster. The spell requires 2 magic points and no Sanity points. The long axis of the cloud is always at right angles to the direction in which the caster faces. The spell obscures vision for 1d6+4 game rounds, then evaporates without trace. Pg. 230.

DEFLECT HARM: Allows the caster to negate various physical attacks. The spell costs 1 magic point and 1 Sanity point. The caster invokes the names of the Outer Gods, then stretches out a hand towards an attacker. Until dropping the hand, the caster may deflect successive attacks by expending magic points equal to the rolled damage for each attack. If an attack would have missed, no magic points are expended. Upon dropping of the hand, the spell ends.

The spell may be recast. The caster may deflect any number of attacks until out of magic points. He or she may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. Lacking the magic points to stop a particular attack, the spell ends, and the blow or missile hits or misses as it would in ordinary circumstances. Pg. 232

GRASP OF CTHULHU: Immobilizes one or more targets with crushing pressure, temporarily robbing STR as well. The charm costs 2d6 magic points per game minute, and 1d6 Sanity points for the cast. It can be extended for as many minutes as the caster's magic points can buy without additional Sanity point cost, but the caster must concentrate on the spell during that time. The spell's range is 10 yards. Cast, the spell's effect begins immediately, and can affect more than one person at a time, but each additional target costs an additional 2d6 magic points per game minute.

Resolve this spell on the Resistance Table, separately matching the POW of the caster against the POW of the target. If the caster wins, the victim feels great pressure and is unable to move, as though wrapped by the mighty tentacles of Great Cthulhu. If there are multiple targets, one target may be at-

tacked successfully while another target fends off the attack. For each minute the spell lasts, the target temporarily loses 1d10 STR points. If the target's STR drops to zero or less, he or she falls unconscious. Pg. 236-237

SENSE LIFE: Allows the caster to detect the general nature of life in a particular area. Casting the spell costs 1 magic point and 1 Sanity point. The target is an area equivalent to an average house. It must be within sight of the caster. The spell allows the caster to distinguish species (such as a dog or a person), but not to recognize specific individuals. Pg. 242

VIEW GATE: Cast at a suspected Gate, this spell allows the caster and companions to see what, if anything, is on the other side of the Gate without going through it. The cost varies with the number of magic points needed to activate the gate. It always costs 1 magic point and 1 Sanity point to cast the spell. Viewing is variable cost, one tenth of the Gate cost (round up fractions). Thus a Gate costing 7 magic points to pass through requires 2 magic points and 2 Sanity points to view through. The view lasts 1d6+1 rounds. The spell may be cast as often as the caster's magic points and Sanity points allow.

If there is something horrific to see, additional Sanity charges are in line for each viewer. If important to play, viewers may attempt appropriate skill rolls to learn where or when or what they are viewing.

Looking through all of the gates in this scenario costs 2 magic points and one sanity point. Pg. 246-247

WILSON HARDY

Spells: Create Zombie, Dominate, Summon Bind Dimensional Shambler, View Gate, Wrack.

CREATE ZOMBIE: Another way to create zombies. The spell requires a human corpse which retains sufficient flesh to allow mobility after activation. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and "breathes part of the self" into the body. One point of POW is lost, a gift to the corpse, and the caster loses 1d10 Sanity points. If the spell succeeds, the caster may give the zombie simple commands which it will carry out. Should the caster die, the zombie becomes inactive and rots away. Other than the caster's POW, the number of zombies that can be created is unlimited.

Part of the invocation refers collectively to the Outer Gods – every caster knows such entities exist, though no names are used. These zombies are useful indefinitely. Pg. 231

DOMINATE: Bends the will of the target to the caster's will. Dominate costs 1 magic point and 1 Sanity point. Match caster and target POW on the Resistance Table: with a success, the target obeys the commands of the caster until the next combat round concludes.

The spell affects one individual at a time, and has a maximum range of 10 yards. Obviously the command or commands must be intelligible to the target, and the spell may be broken if a command contradicts the target's basic nature. Dominate can be cast and recast as many times as the caster finds possible, allowing a target to be controlled without interruption for several minutes. Each cast of the spell has the same costs and limits. Recasting is almost instantaneous: Dominate can be cast once per round. Pg. 232

SUMMON/BIND DIMENSIONAL SHAMBLER: A single dimensional shamble gradually assembles itself out of thin air. The magic point cost varies; for each magic point sacrificed, increase the chance for a successful cast by 10 percentiles: a result of 96-00 is always failure. Each cast of this spell also costs 1d3 Sanity points. The spell requires a dagger made from any pure metal such as copper or iron. Alloys such as brass will not work. If the dagger is enchanted, the chance for success also rises by 10 percentiles per point of POW in the dagger. This spell may be cast day or night. One authority has written that shamblers are more easily confused in bright sunlight.

It must be noted that the summoning spell Hardy knows is not complete and requires the remaining magic points of the caster and those of the shambler be matched and if the shambler wins, it is not bound by the spell and will attack the caster. Pg. 244

VIEW GATE: Cast at a suspected Gate, this spell allows the caster and companions to see what, if anything, is on the other side of the Gate without going through it. The cost varies with the number of magic points needed to activate the gate. It always costs 1 magic point and 1 Sanity point to cast the spell. Viewing is variable cost, one tenth of the Gate cost (round up fractions). Thus a Gate costing 7 magic points to pass through requires 2 magic points and 2 Sanity points to view through. The view lasts 1d6+1 rounds. The spell may be cast as

The Phantom of Wilson Creek

often as the caster's magic points and Sanity points allow.

If there is something horrific to see, additional Sanity charges are in line for each viewer. If important to play, viewers may attempt appropriate skill rolls to learn where or when or what they are viewing.

Looking through all of the gates in this scenario costs 2 magic points and one sanity point. Pg. 246-247

WRACK: Temporarily incapacitates a single target. It costs 3 magic points and one Sanity point to cast. The caster must be 10 yards or less distant. Match caster and target magic points with those of the target on the resistance table. Succeeding, the spell takes effect after one round of confusing hand gestures. Intense, wracking pain seizes the target, the face and hands blister and drip fluid, and the eyes cloud with blood and become temporarily sightless. The effect lasts 1d6 rounds, after which sight returns. In 3d10 minutes, the target fully recovers and resumes normal activity. Traces of physical corruption fade quickly, and in 24 hours, only faint blemishes can be seen on the skin. Each such experience costs the target 1/1d6+1 Sanity points.

Timeline of Events

Timeline

1744 – Sean is Campbell born in Ireland. [SEAN CAMPBELL'S BOOK]

1750 – European pioneers and loggers come to area of Wilson Creek. Most are Scotch-Irish (who were really true Scotchmen from the lowlands of Scotland who had gone to Ireland).

1773 – William Campbell, allegedly of Ireland, settles in Wilson Creek area with his family and a small retinue of servants and relatives. Within a year, Campbell House is constructed.

1780 – Sean Campbell travels to Europe and discovers several texts that hint at terrible power and awful secrets. [SEAN CAMPBELL'S BOOK]

1783 – Sean Campbell returns to Campbell House. He begins to get a reputation in the hills as a wizard.

A wandering Presbyterian minister befriends William Campbell, who finances a church to be built at the bottom of his lane. [SEAN CAMPBELL'S BOOK]

1784 – Wilson Creek Presbyterian Church is built at the bottom of Campbell Run in December; settlers in the area begin to attend. [BURKE COUNTY COURTHOUSE]

1785 – William Campbell dies in April, not long after church is completed, he is first to be buried in the churchyard. Sean Campbell becomes master of Campbell House. He begins to study wizardry in earnest. [Walker journal] [SEAN CAMPBELL'S BOOK] [BURKE COUNTY COURTHOUSE]

1786 – Over the next several years, he establishes a gate in the basement to an underground lair in the nearby cemetery as word of his strangeness spreads.

He contacts local ghouls and somehow befriends them. Strange stories start to circulate and strange creatures are seen in the area. [SEAN CAMPBELL'S BOOK]

1806 – Sean Campbell is killed when a spell goes awry and he is torn to pieces by what he summoned. His remains are buried in the cemetery (what they can find). [Walker journal] [SEAN CAMPBELL'S BOOK] [BURKE COUNTY COURTHOUSE]

1806 – Campbell House changes hands several times. Some who own it are unnerved by noises from the basement when no one is there. (ghouls) [BURKE COUNTY COURTHOUSE]

1821 – Matthew Wagner purchases Campbell House and discovers secret spell books of Sean Campbell hidden in the house. He begins to study the books. [MATTHEW WAGNER'S NOTES] [BURKE COUNTY COURTHOUSE]

1823 – Matthew Wagner dies mysteriously – he is found frozen to death on the roof of his house in the dead of winter. [WALKER JOURNAL] [MATTHEW WAGNER'S NOTES] [MARTIN SMITH'S BOOK]

1826 – Campbell House sold to Martin Smith, who discovers Wagner's and Campbell's books. [MARTIN SMITH'S BOOK] [BURKE COUNTY COURTHOUSE]

1839 – Martin Smith dies and is interred in the cemetery at the bottom of the hill, as he had planned. He soon rises from the dead and continues his studies, his contact with ghouls, and his other activities. [MARTIN SMITH'S BOOK]

1839 – Campbell House is purchased by Robert Bell and his family. [BURKE COUNTY COURTHOUSE]

1841 – Caldwell County formed.

The Phantom of Wilson Creek

1847 – Robert Bell's youngest daughter, Marie, sickens and dies strangely. [WALKER JOURNAL] [MARTIN SMITH'S BOOK]

1851 – Robert Bell sells Campbell House to Alexander Templeton. [CALDWELL COUNTY COURTHOUSE]

1857 – After several nights of nervousness and bad sleep, a sick and somewhat deranged Alexander Templeton leaves Campbell House never to return. [MARTIN SMITH'S BOOK]

1858 – Campbell House reverts to property of Caldwell County. [CALDWELL COUNTY COURTHOUSE]

1865 – March Six Union raiders from Tennessee take refuge in the abandoned Campbell House during General George Stoneman's Raid. One flees the house, showing up in nearby Edgemont, little more than a few homes clustered together, half mad with fear. Another is dead and strangely bloodless while the rest are never found. [Dr. Tatum in Edgemont and WALKER JOURNAL] [MARTIN SMITH'S BOOK] [Basement of Church]

1869 – Campbell House is purchased by the spiritualist Samuel Fisk, who has learned of it and claims he will discover its secrets and cleanse it. He disappears after only a month and is never seen again. [MARTIN SMITH'S BOOK] [Martin Smith's grave] [CALDWELL COUNTY COURTHOUSE]

1870 – Campbell House reverts to property of Caldwell County. [CALDWELL COUNTY COURTHOUSE]

1874 – Widow Annie Brewster purchases house. The Octogenarian is almost blind and deaf as well. She never sees nor hears anything strange in the house. [CALDWELL COUNTY COURTHOUSE]

1885 – Linville established at the base of Grandfather Mountain as a resort town.

1885 – Widow Annie Brewster dies in her sleep. [LENOIR DAILY NEWS TOPIC HANDOUT 3 & 3A]

1886 – Wilson Creek Presbyterian Church purchases Campbell House for a rectory for Reverend Wilber Thompson. [CALDWELL COUNTY COURTHOUSE] [LENOIR DAILY NEWS TOPIC HANDOUT 4]

1887 – Reverend Wilber Thompson dies in bed in Campbell House Rectory. The house and the

church are both abandoned. [MARTIN SMITH'S BOOK] [CALDWELL COUNTY COURTHOUSE] [LENOIR DAILY NEWS TOPIC HANDOUT 5 & 5A]

1893 – Samuel Francis Bush purchases Campbell House and refurbishes it (except for basement). [CALDWELL COUNTY COURTHOUSE]

1899 – Chester and Lenoir Railroad arrives in Edgemont.

1903 – Chester and Lenoir Railroad changed from narrow gauge to standard gauge and reorganized as the Carolina and Northwestern Railroad (C&NW).

1904 – Mortimer built hastily.

1905 – Edgemont Hotel built.

1905 – Campbell House sold by Samuel Francis Bush (who never saw anything strange) to John Torn, who works in the Mortimer lumber mill. [CALDWELL COUNTY COURTHOUSE]

1907 – Mortimer incorporated.

1911 – Avery County formed from part of Caldwell County.

1912 – Archie Coffey is born.

1915 – Edgemont Baptist Church is established.

1915 – John Torn leaves Campbell House abruptly. Randolph Walker purchases Campbell House and spends a week there before he flees the house and is shortly thereafter committed. His solicitors rent out his house against his wishes. [CALDWELL COUNTY COURTHOUSE] [STATE HOSPITAL IN MORGANTON]

1916 – Edgemont Baptist Church built in Edgemont.

1916 – April fire burns from Grandfather Mountain to Wilson Creek; it is followed in July by a massive flood that destroys Mortimer and Edgemont. [MARTIN SMITH'S BOOK]

1919 – A guest in Campbell House disappears. A search of the mountain finds nothing. [LENOIR DAILY NEWS TOPIC HANDOUT 6]

1921 – A guest the Campbell House is found dead near the house. Word begins to spread that the house is cursed. [LENOIR DAILY NEWS TOPIC HANDOUT 7]

1922 – (June) Another guest of Campbell House flees in the night, his automobile overturns on Wilson

Creek Road and he is killed. [LENOIR DAILY NEWS
TOPIC HANDOUT 8]

1922 – United Mills opens mill south of Mortimer.

1923 – Randolph Walker dies. His lawyers start to try
to make heads or tails of his estate.

1925 – Fire burns from the Upper Creek in the south,
devastating the area and destroying the railroad.

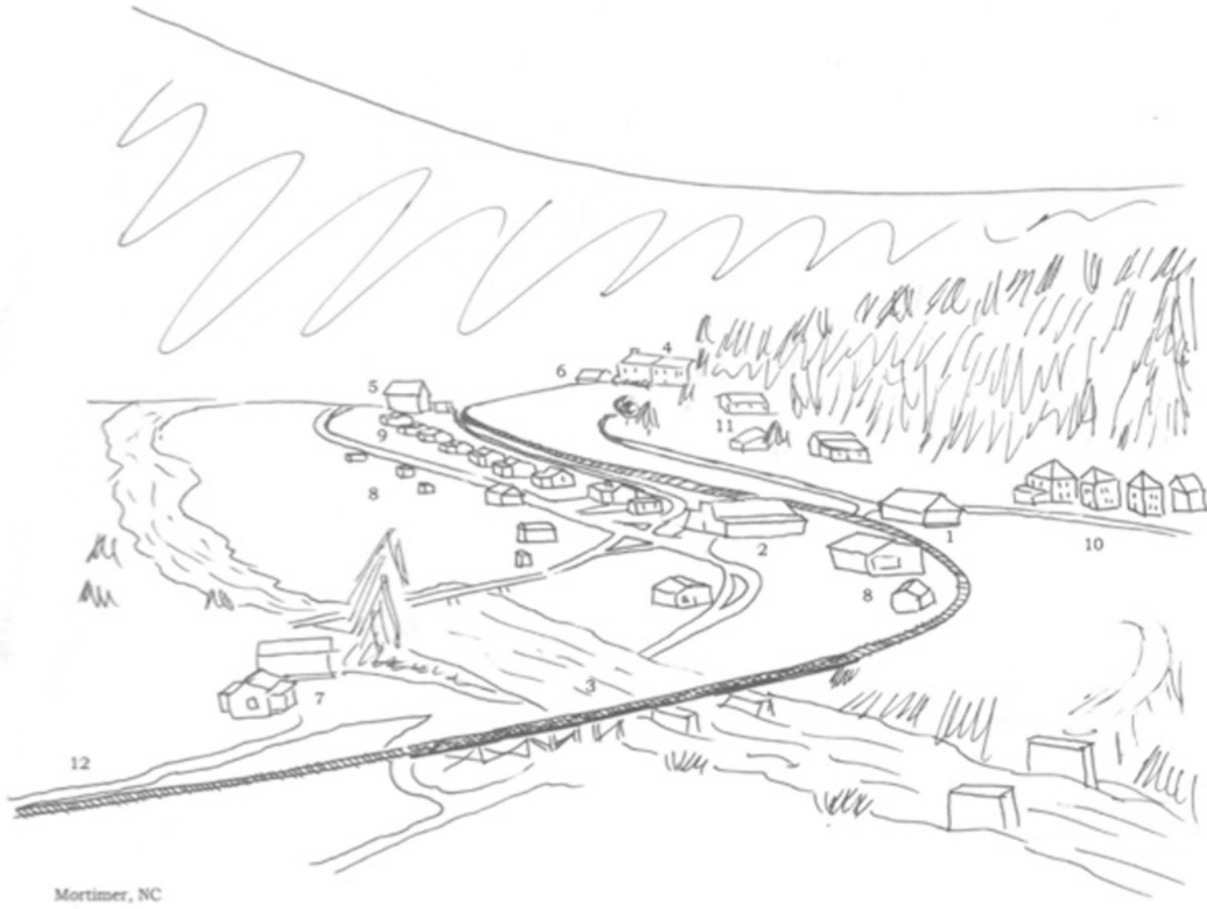
Present Day

Maps



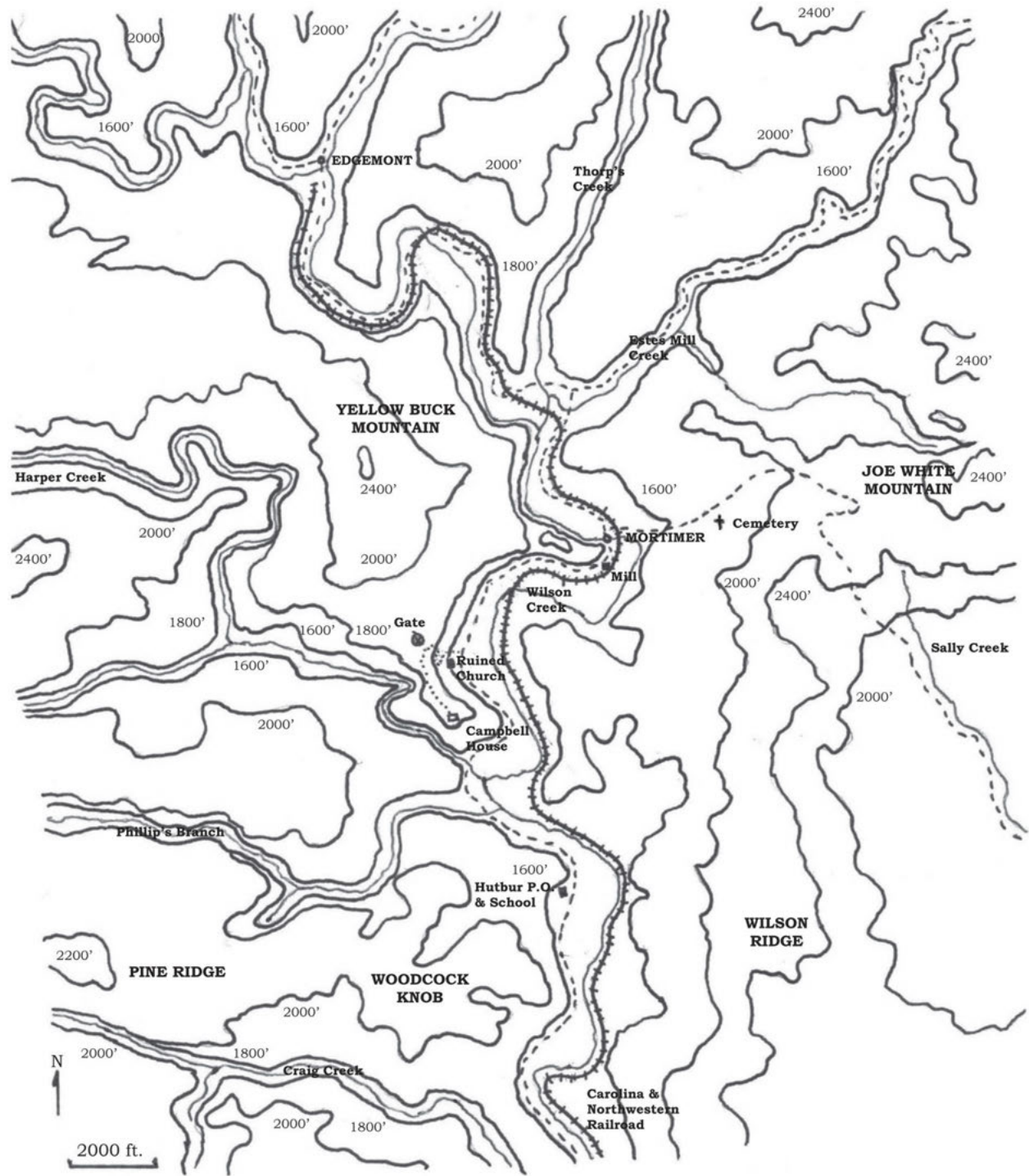
Caldwell and Alamance County Train Map circa 1920.

Wilson Creek Area Circa 1925 –
Player Map

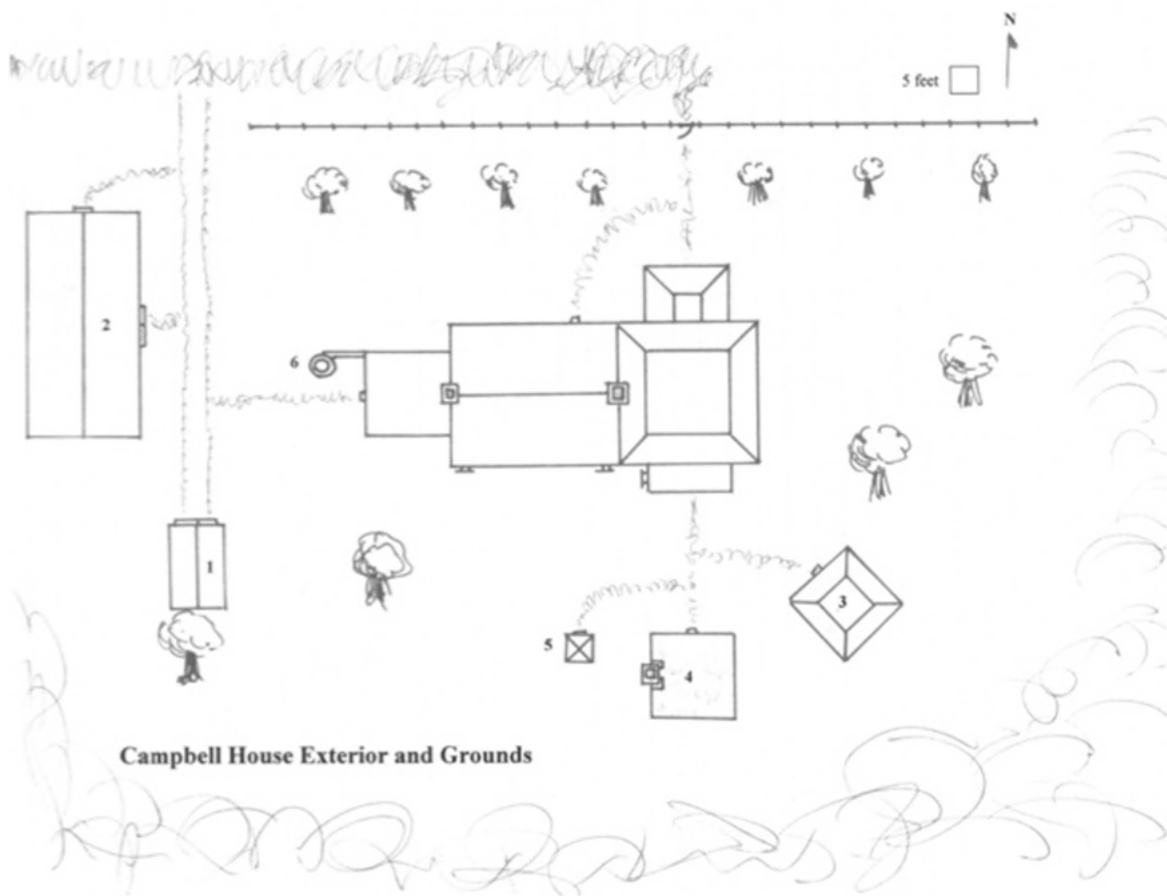
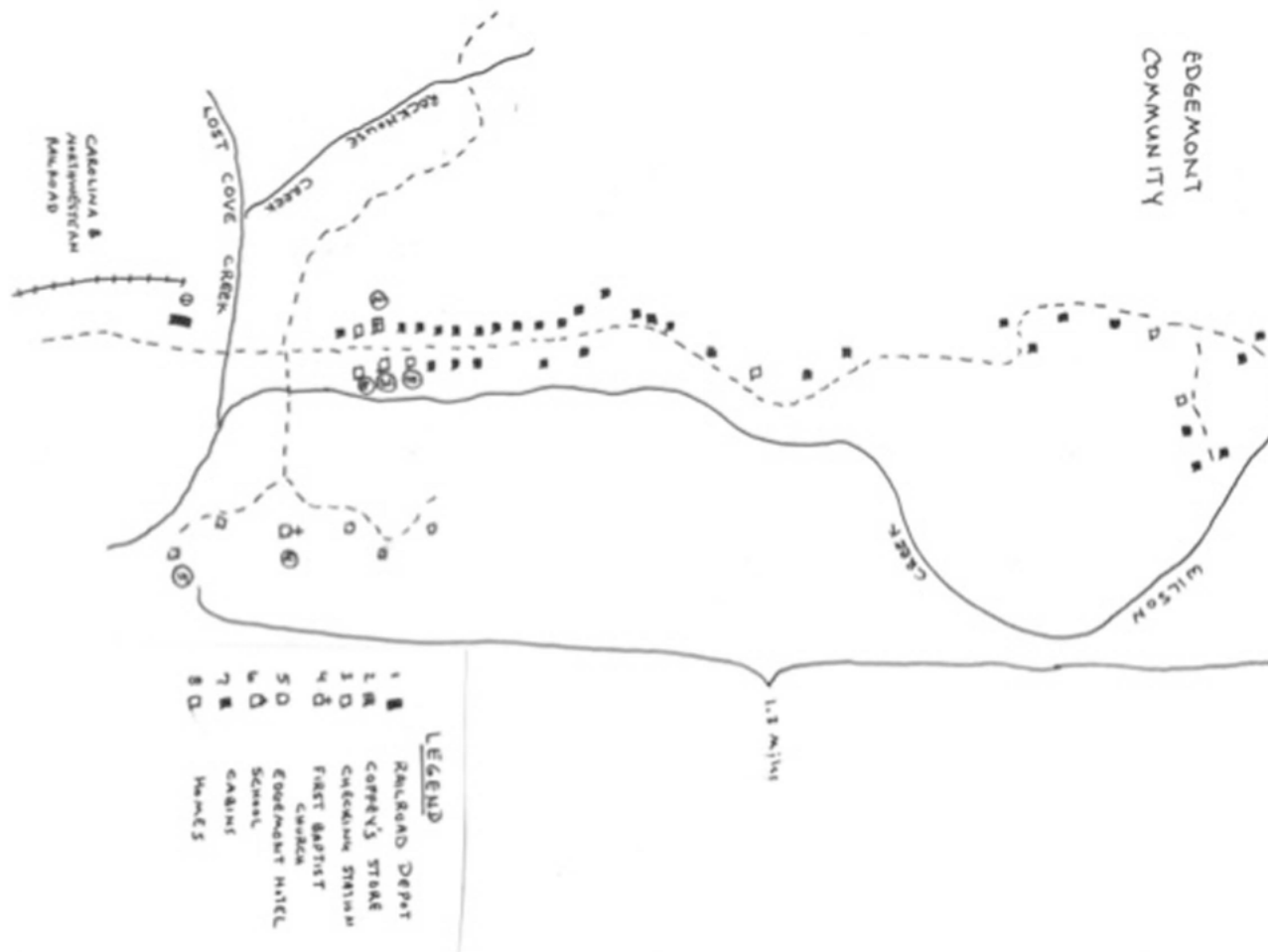


Mortimer, NC

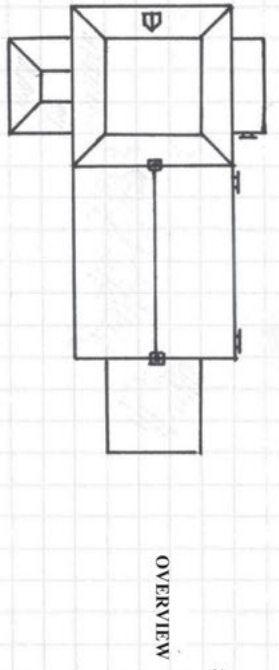
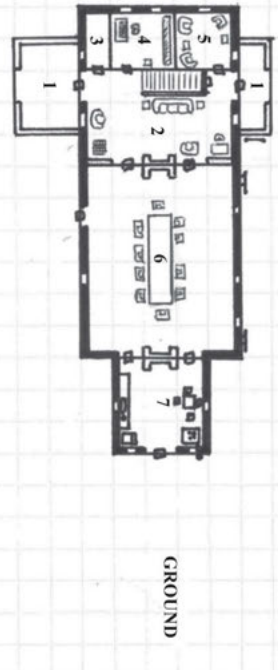
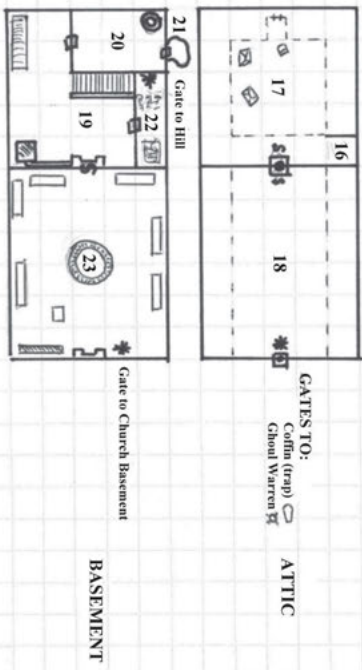
The Phantom of Wilson Creek



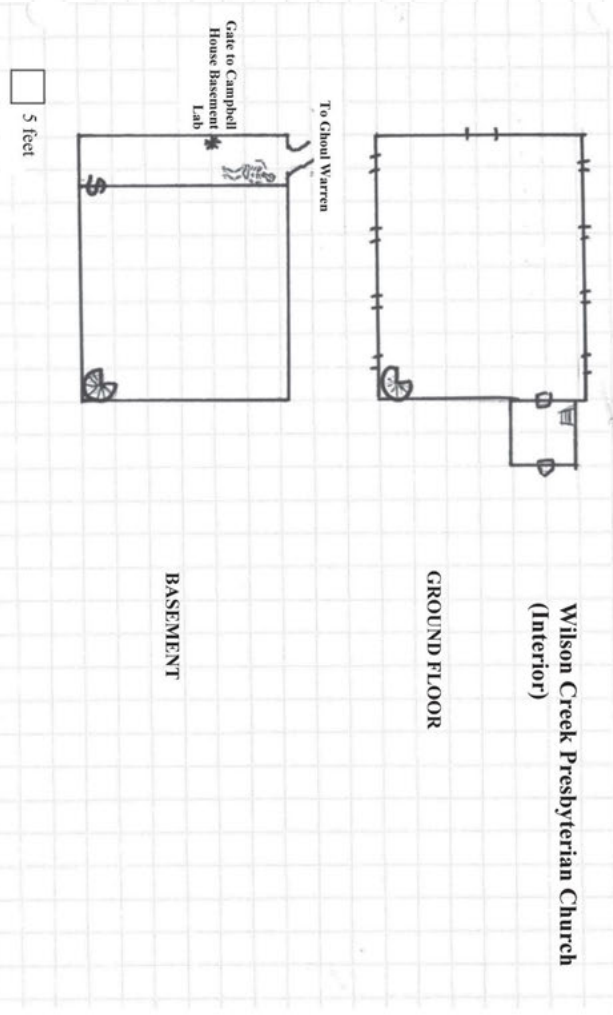
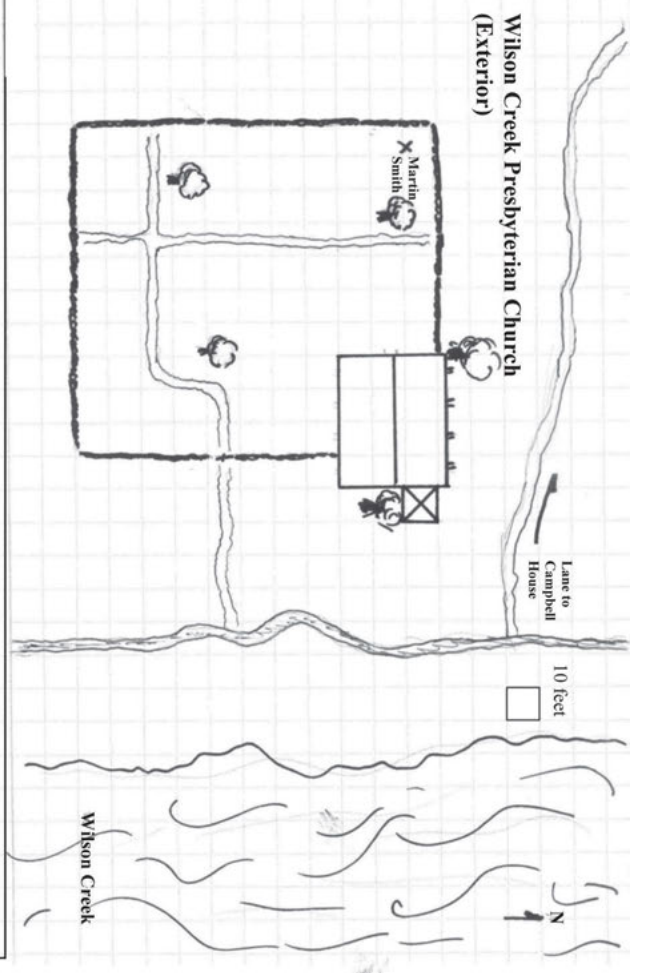
MORTIMER AREA – KEEPER MAP

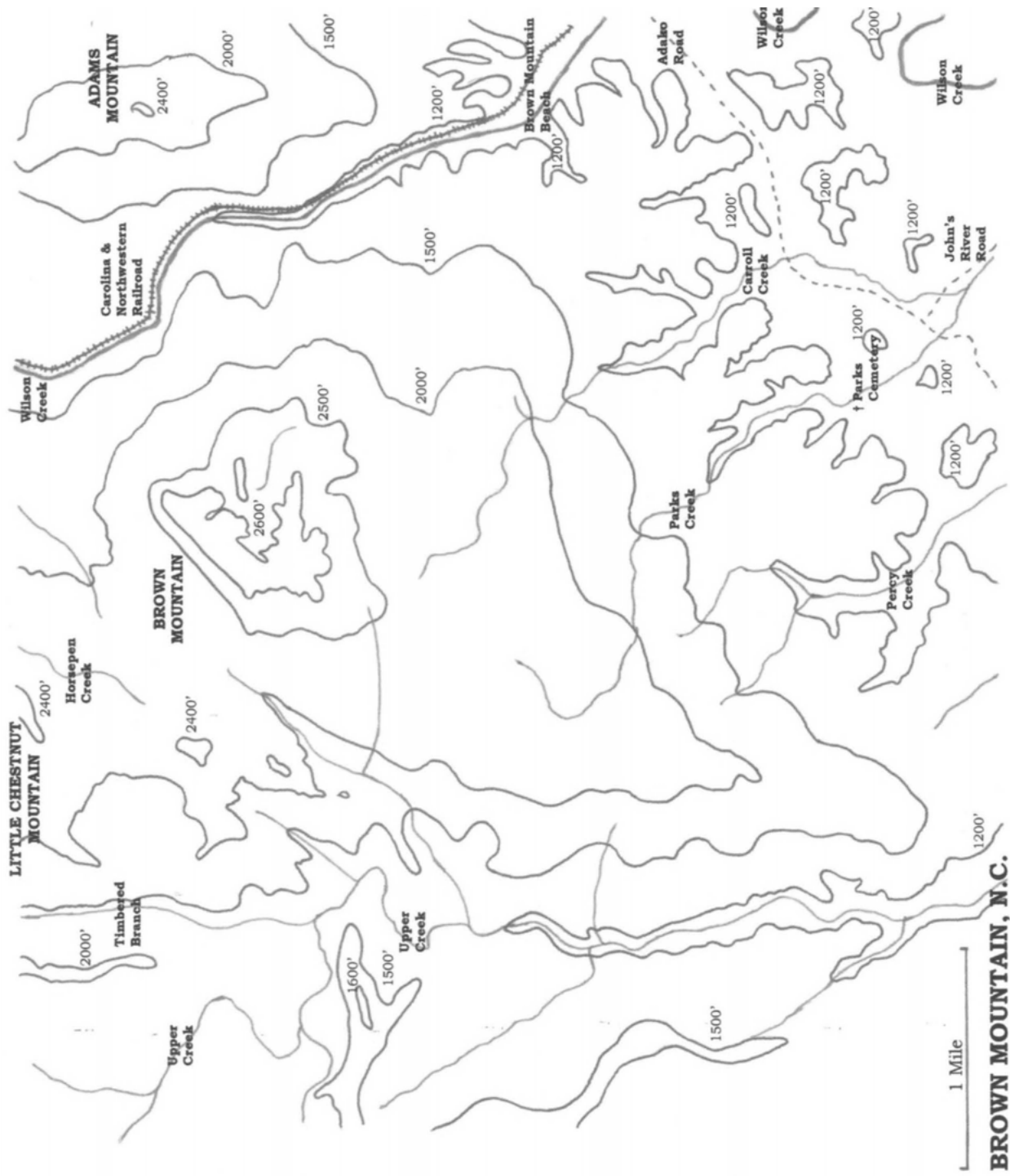


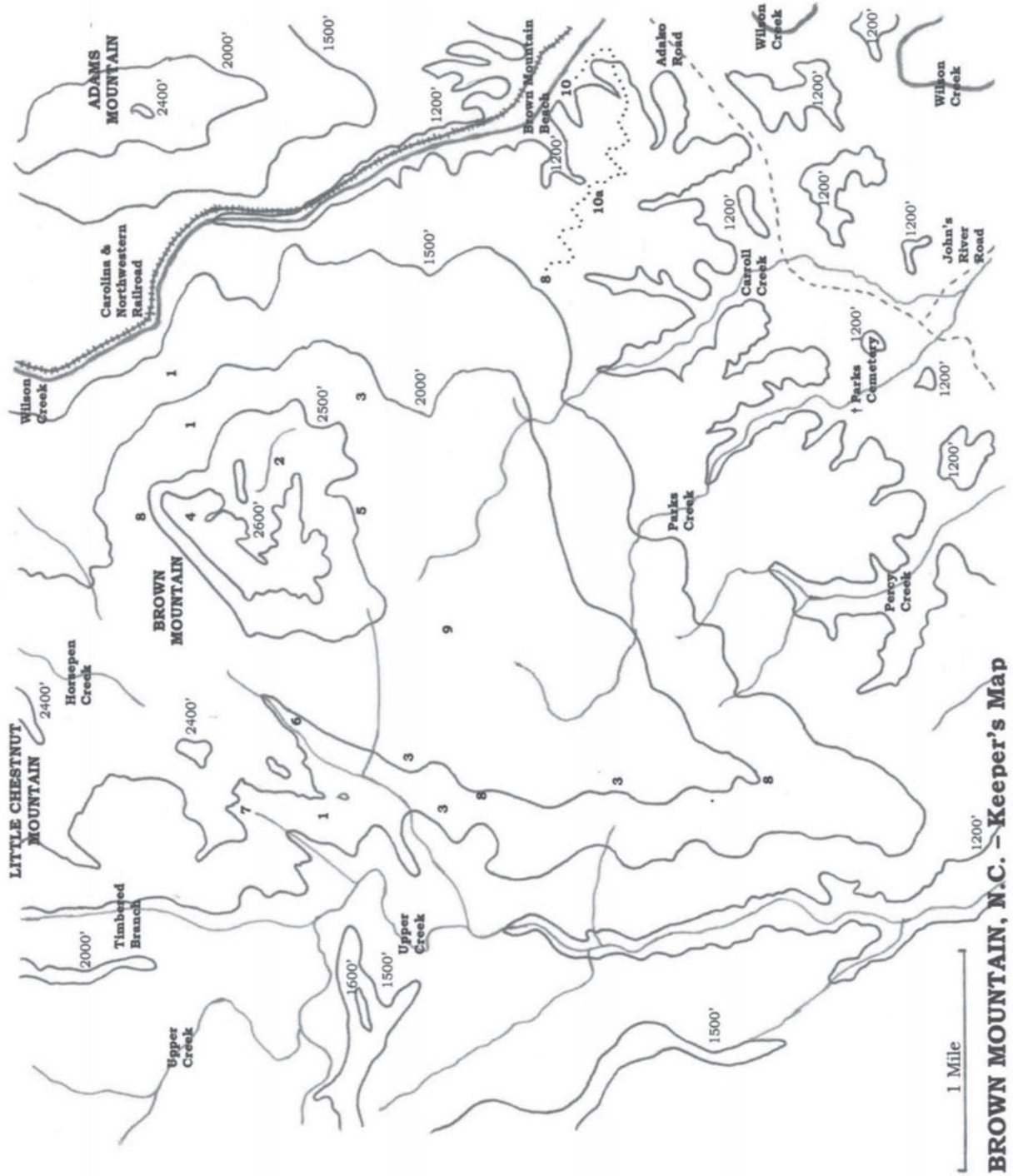
Campbell House Interior



OVERVIEW
5 feet
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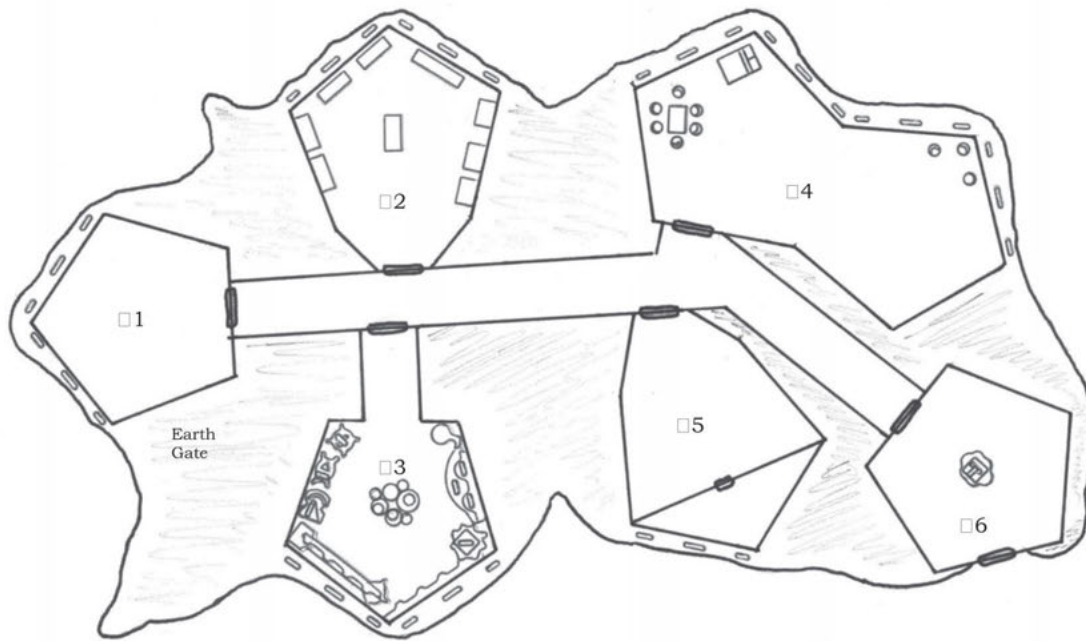
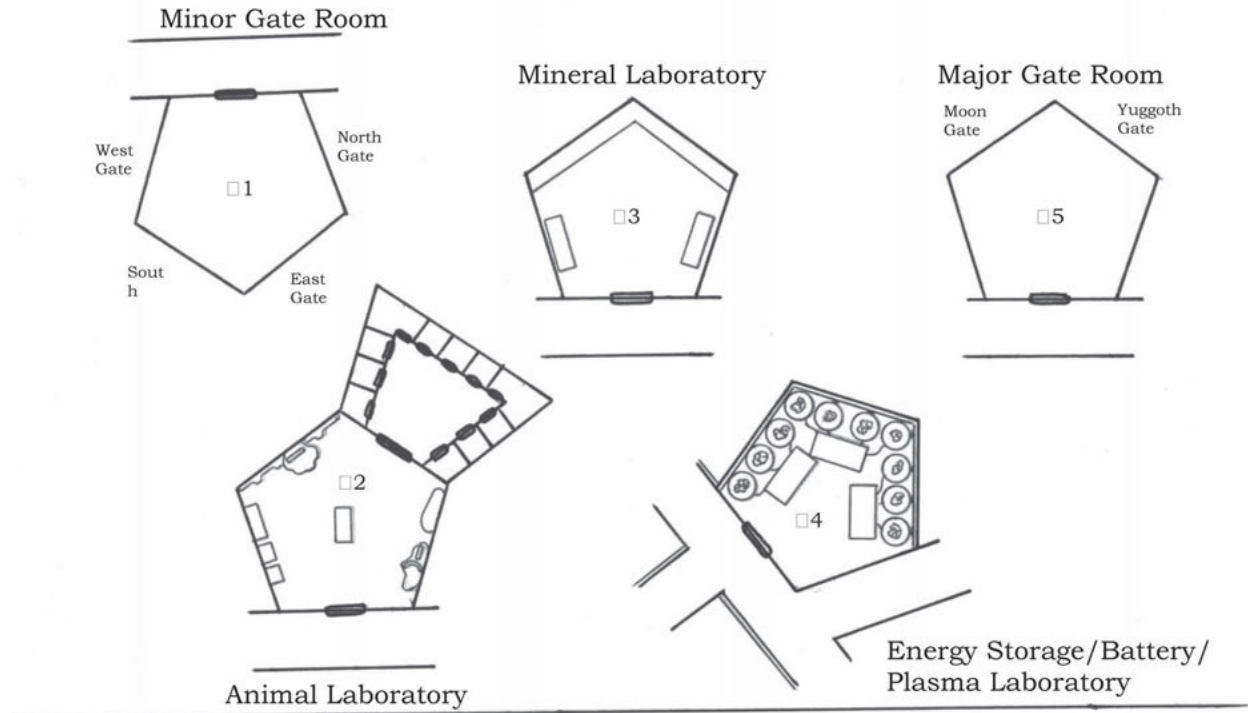




BROWN MOUNTAIN, N.C. - Keeper's Map - Underground

1 Mile

Mi-Go Brown Mountain Outpost Locations



Mi-Go Yuggoth Research Base
(Formerly Observatory)

PREGENERATED CHARACTER LIST

Included here are all of the pre-generated characters provided for The Phantom of Wilson Creek and how they are related to each other or how they know each other. Each scenario should use six of the pre-gens for the scenario.

1925 – The House on Yellow Buck Mountain

Name	Profession	Contacts (know of)
Alexander Reed	Accountant	Prof. Abington, Mary Weatherly
Thomas Fitzsimmons	Photojournalist	(Prof. Abington), Bobby Simon
Dr. Frederick Munn	Physician	Prof. Abington
* Dr. Joseph Abington	Professor of Anthropology	Alexander Reed, Dr. Frederick Munn, Chip Nelson
Robert “Bobby” Simon	Reporter	(Prof. Abington), Thomas Fitzsimmons
Mary Weatherly	Secretary	Alexander Reed
Christopher “Chip” Nelson	Student	Prof. Abington

1926 – Return to Yellow Buck Mountain

Name	Profession	Contacts (know of)
William Madison	Columnist	Susan Madison, Alex Talbot
Susan Madison	Librarian	William Madison
Walter Corden	Photographer	William Madison
Dr. Harvey Gibbens	Physician	Alex Talbot, Andrew Hastings, Rev. Michael Fullbright
* Alex Talbot	Private Eye	William Madison, Dr. Harvey Gibbens
Reverend Michael Fullbright	Protestant Minister	Dr. Harvey Gibbens
Andrew Hastings	Psychologist	Dr. Harvey Gibbens

1927 – The Wizard of Wilson Creek

Name	Profession	Contacts (know of)
Derek Masterson III	Dilettante	Daniel Fuller, Stephen Tucker
Nancy Brannigan	Nurse	Simon Leavy, Marshall Hutchins
Simon Leavy	Occultist	Nancy Brannigan, Marshall Hutchins
Marshall Hutchins	Parapsychology	Nancy Brannigan, Simon Leavy
* Daniel Fuller	Practicing Attorney	Derek Masterson, Bill McAfee, Stephen Tucker
Bill McAfee	Uniformed Police Officer	Daniel Fuller
Stephen Tucker	Writer	Derek Masterson III, Simon Leavy, Marshall Hutchins

* – indicates main character to act as link to scenario
Fitz

THE PHANTOM OF WILSON CREEK – 1925

Art by Stephen Turner

Investigator Name: Alexander Reed
Occupation: Accountant
College, Degrees: Salem College, AB
Birthplace: Salem, Massachusetts
Sex: Male **Age:** 37 **Ht./Wt.** 6'8"/330 lb.

Characteristics and Rolls
STR 11 **DEX** 17 **INT** 15 **Idea** 75
CON 12 **APP** 11 **POW** 10 **Luck** 50
SIZ 18 **SAN** 50 **EDU** 13 **Know** 65
Damage Bonus +1d4

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	70%	Law	15%
Anthropology	01%	Library Use	25%
Archaeology	01%	Listen	25%
Art	05%	Locksmith	01%
_____	_____	Martial Arts	01%
_____	_____	Mechanical Repair	30%
Astronomy	01%	Medicine	05%
Bargain	65%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	_____	_____
_____	_____	_____	_____
Credit Rating	75%	Own Language	65%
Cthulhu Mythos	00%	_____	_____
Disguise	01%	Persuade	75%
Dodge	44%	Pharmacy	01%
Drive Auto	20%	Photography	10%
Electric Repair	10%	Physics	01%
Fast Talk	05%	Pilot	01%
First Aid	30%	_____	_____
Geology	01%	_____	_____
Hide	40%	Psychoanalysis	01%
History	20%	Psychology	05%
Jump	25%	Ride	05%

Sneak	30%
Spot Hidden	45%
Swim	25%
Throw	35%
Track	10%
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Firearms	
Handgun	30%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$1,500/annum
Cash on Hand: \$200
Savings: \$7,500
Personal Property: N/A
Real Estate: None

History: Alex went to Salem College and finished in 1908 after two years. He joined the army for five years, leaving as a 2nd lieutenant to begin his career in accounting. Professor Abington is your personal account with the small firm you work at in Boston and you were chosen to accompany him and help with his inheritance. You bring with you your secretary, Mary Weatherly, to aid you in cataloguing the Professor's inheritance.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att		
Fist	50%	1d3+db	1	touch	1		
Grapple	35%	Special	2	touch	1		
Head	10%	1d4+db	0	touch	1		
Kick	25%	1d6+db	0	touch	1		
Saber	35%	1d8+1+db	1	touch	1		
Firearm	%	damage	malf	rng	#att	shots	hp

Gear and Possessions:
 Accounting Ledger
 Pencil box
 Pencils and self-filling fountain pen
 Adding Machine and carrying case
 Three piece suit and matching hat
 Luggage and toilet kit
 Contacts: Other Accountants

Description: Tall and solid, if a little overweight from years behind a desk, Alex wears a stylish mustache and prefers to dress in three piece suits. He is almost a giant among men but very fast and light on his feet. He has brown hair and eyes, and looks like someone everyone might have met before though his nose is prodigious.

THE PHANTOM OF WILSON CREEK – 1925

Art by Carrie Ann Correa Benson

Investigator Name: Thomas Fitzsimmons
Occupation: Photojournalist
College, Degrees: Boston High School (dropout)
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 24 **Ht./Wt.** 7'/200 lb.

Characteristics and Rolls

STR 11	DEX 11	INT 10	Idea 50
CON 8	APP 10	POW 11	Luck 55
SIZ 18	SAN 55	EDU 9	Know 45

Damage Bonus +1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 **55** 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 **11**
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 **13** 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%
Anthropology	01%	Library Use	25%
Archaeology	01%	Listen	25%
Art	05%	Locksmith	01%
_____	_____	Martial Arts	01%
_____	_____	Mechanical Repair	40%
Astronomy	01%	Medicine	05%
Bargain	15%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	50%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	Spanish	31%
_____	_____	_____	_____
Credit Rating	15%	Own Language	65%
Cthulhu Myths	00%	_____	_____
Disguise	01%	Persuade	25%
Dodge	32%	Pharmacy	01%
Drive Auto	20%	Photography	70%
Electric Repair	10%	Physics	01%
Fast Talk	25%	Pilot	01%
First Aid	30%	_____	_____
Geology	01%	_____	_____
Hide	10%	Psychoanalysis	01%
History	20%	Psychology	15%
Jump	45%	Ride	05%

Sneak	10%
Spot Hidden	55%
Swim	25%
Throw	25%
Track	20%
_____	_____
_____	_____
_____	_____
_____	_____

Firearms

Handgun	20%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$4,000/annum
Cash on Hand: \$350
Savings: \$10,000
Personal Property: N/A
Real Estate: Small House

History: Tom Fitzsimmons dropped out of high school to help support his family after his father died. When he got a job with the Boston Globe, his lifelong hobby of photography finally paid off. He found he was very good at his profession and could usually spot trouble almost before it began. He has been sent by the Globe on a human interest story about Professor Abington and the "fortune" he inherited from a dead relative in the south. His partner is reporter Bobby Simon.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malif	rng	#att	shots	hp
---------	---	--------	-------	-----	------	-------	----

Gear and Possessions:

Tripod (x2)
 Flash powder rig
 Light meter
 Various filters
 Suit and hat
 Luggage and toilet kit
 Larger folding bellows camera
 Camera repair gear and parts
 Kodak Vest Pocket Hawkeye folding camera

Description: Tall and thin and always standing above the crowd, Tom has sandy brown hair and blue eyes. He wears a rough suit with the vest only partially buttoned and a long topcoat. His hat has a small "Press" badge upon it and he is always carrying his equipment: cameras and flash powder, tripod, and such.

Contacts: News industry, camera manufacturers.

THE PHANTOM OF WILSON CREEK – 1925

Art by Matthew McPike

Investigator Name: Dr. Frederick Munn
Occupation: Physician
College, Degrees: Boston University, M.D.
Birthplace: Beverly, Massachusetts
Sex: Male **Age:** 42 **Ht./Wt.** 5'8"/180 lb.

Characteristics and Rolls

STR	13	DEX	6	INT	10	Idea	50
CON	11	APP	13	POW	3	Luck	15
SIZ	12	SAN	15	EDU	18	Know	90

Damage Bonus +1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	20%	Law	25%	Sneak	10%
Anthropology	01%	Library Use	45%	Spot Hidden	45%
Archaeology	01%	Listen	25%	Swim	25%
Art	05%	Locksmith	01%	Throw	25%
_____	_____	Martial Arts	01%	Track	10%
_____	_____	Mechanical Repair	20%	_____	_____
Astronomy	01%	Medicine	75%	_____	_____
Bargain	25%	Natural History	10%	_____	_____
Biology	56%	Navigate	10%	_____	_____
Chemistry	11%	Occult	05%	_____	_____
Climb	40%	Operate Hvy. Mch.	01%	_____	_____
Conceal	15%	Other Language	01%	_____	_____
Craft	05%	Latin	35%	Firearms	_____
_____	_____	_____	_____	Handgun	20%
Credit Rating	65%	Own Language	90%	Machine Gun	15%
Cthulhu Mythos	00%	_____	_____	Rifle	25%
Disguise	01%	Persuade	45%	Shotgun	40%
Dodge	22%	Pharmacy	51%	SMG	15%
Drive Auto	20%	Photography	10%	_____	_____
Electric Repair	10%	Physics	01%	_____	_____
Fast Talk	05%	Pilot	01%	_____	_____
First Aid	75%	_____	_____	_____	_____
Geology	01%	_____	_____	_____	_____
Hide	20%	Psychoanalysis	21%	_____	_____
History	20%	Psychology	35%	_____	_____
Jump	25%	Ride	05%	_____	_____



Income: \$8,000/annum
Cash on Hand: \$200
Savings: \$20,000
Personal Property: Model T
Real Estate: Large house

History: A good friend of Dr. Joseph Abington and with a well respected practice in Boston, Dr. Munn accompanied the professor on his trip to North Carolina, putting one of his partners in charge of his practice for a few weeks. Over the years, he has had a great deal of psychoanalysis for his unsteady nerves, none of which have helped him overly much. Dr. Munn has suffered from slight claustrophobia since childhood in addition to his unsteady nerves.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malif	rng	#att	shots	hp

Gear and Possessions:

- Medical bag
- Fine suit and hat
- Pocket watch
- Leather cigar case with 6 cigars
- Box of wooden Matches
- Luggage and toilet kit

Contacts: High community status in Boston.
Special: Immune to some sanity loss from viewing injury or death

Description: Dr. Munn has brown hair and a prodigious mustache that droops over the sides of his mouth. He is slightly overweight but has kept himself fairly trim. He prefers dark suits and wears a bowler. He wears bifocals.

THE PHANTOM OF WILSON CREEK – 1925

Art by Carrie Ann Correa Benson

Investigator Name: Dr. Joseph Abington
Occupation: Professor of Anthropology
College, Degrees: Boston University, PhD
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 43 **Ht./Wt.** 5'7"/180 lb.

Characteristics and Rolls
STR 9 **DEX** 12 **INT** 12 **Idea** 60
CON 14 **APP** 7 **POW** 16 **Luck** 80
SIZ 11 **SAN** 80 **EDU** 20 **Know** 99
Damage Bonus +0

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 **80** 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 **16** 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 **13** 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%
Anthropology	75%	Library Use	75%
Archaeology	75%	Listen	25%
Art	05%	Locksmith	01%
_____		Martial Arts	01%
_____		Mechanical Repair	20%
Astronomy	01%	Medicine	05%
Bargain	05%	Natural History	50%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	Spanish	20%
_____		Latin	20%
_____		Own Language	75%
Credit Rating	75%	Persuade	15%
Cthulhu Mythos	00%	Pharmacy	01%
Disguise	01%	Photography	10%
Dodge	34%	Physics	01%
Drive Auto	20%	Pilot	01%
Electric Repair	20%	_____	
Fast Talk	05%	Psychoanalysis	01%
First Aid	30%	Psychology	05%
Geology	01%	Ride	35%
Hide	20%		
History	75%		
Jump	25%		

Sneak	10%
Spot Hidden	35%
Swim	25%
Throw	25%
Track	20%

Firearms	
Handgun	20%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$14,000/annum
Cash on Hand: \$600
Savings: \$30,000
Personal Property:
Real Estate: Small mansion

History: A professor of Anthropology and History at Boston University, his alma mater, Dr. Abington has either been in school or taught all of his life. He knows little of the world outside of the classroom. He recently received a letter about a North Carolina inheritance and so, taking one of his graduate students (Chip Nelson), and his accountant Mr. Reed, as well as his close friend Dr. Frederick Munn, and a couple of reporters from the Globe, he set off southward.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att	
Fist	50%	1d3+db	1	touch	1	
Grapple	25%	Special	2	touch	1	
Head	10%	1d4+db	0	touch	1	
Kick	25%	1d6+db	0	touch	1	
Firearm	%	damage malif	rng	#att	shots	hp

Gear and Possessions:
 Small case of books
 Self-filling fountain pen
 Writing tablets
 Wrist watch
 Pipe
 Expensive tobacco
 Jacket and pants
 Luggage and toilet kit

Description: Dr. Abington has a full red beard and mustache, though his hair is thinning on top. He is disheveled, preferring not to wear a tie or suit, but more often a jacket with elbow patches and a sweater. He often smokes his pipe while teaching or thinking.

Contacts: Scholars of Archaeology, Anthropology and History, Universities and Libraries. Unlimited access at Boston U.

THE PHANTOM OF WILSON CREEK – 1925

Art by Carrie Ann Correa Benson

Investigator Name: Robert "Bobby" Simon
Occupation: Reporter
College, Degrees: Salem College, BA Journalism
Birthplace: Lexington, Massachusetts
Sex: Male **Age:** 30 **Ht./Wt.** 6'/200 lb.

Characteristics and Rolls

STR 15	DEX 6	INT 9	Idea 45
CON 14	APP 17	POW 14	Luck 70
SIZ 14	SAN 70	EDU 14	Know 70

Damage Bonus +1d4

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting 10%	Law 25%	Sneak 30%
Anthropology 01%	Library Use 25%	Spot Hidden 60%
Archaeology 01%	Listen 45%	Swim 25%
Art 05%	Locksmith 01%	Throw 25%
_____	Martial Arts 01%	Track 10%
_____	Mechanical Repair 20%	_____
Astronomy 01%	Medicine 05%	_____
Bargain 35%	Natural History 10%	_____
Biology 01%	Navigate 10%	_____
Chemistry 01%	Occult 05%	_____
Climb 50%	Operate Hvy. Mch. 01%	_____
Conceal 35%	Other Language 01%	_____
Craft 05%	_____	Firearms
_____	_____	Handgun 50%
Credit Rating 15%	Own Language 75%	Machine Gun 15%
Cthulhu Mythos 00%	_____	Rifle 25%
Disguise 11%	Persuade 45%	Shotgun 30%
Dodge 32%	Pharmacy 01%	SMG 15%
Drive Auto 30%	Photography 20%	
Electric Repair 10%	Physics 01%	
Fast Talk 65%	Pilot 01%	
First Aid 30%	_____	
Geology 01%	_____	
Hide 40%	Psychoanalysis 01%	
History 20%	Psychology 25%	
Jump 35%	Ride 05%	



Income: \$2,500/annum
Cash on Hand: \$150
Savings: \$12,500
Personal Property: N/A
Real Estate: N/A

History: Tommy Simon went to school in Salem but found his true calling at the Boston Globe. In his job as City Reporter, he deals with local police, government, and even organized crime in the Boston area, and does it well. Though features are not his strong suit, he and photojournalist Tom Fitzsimmons were sent with Dr. Abington of Boston U to the hills of North Carolina. A story about the already wealthy professor's inheritance might make a good feature.

WEAPONS

Melee %	Damage	Hnd	Rng	#Att
Fist 50%	1d3+db	1	touch	1
Grapple 25%	Special	2	touch	1
Head 10%	1d4+db	0	touch	1
Kick 25%	1d6+db	0	touch	1
Firearm %	damage malf	rng	#att	shots
.32 50%	1d8 00	15 yd	3	6
				hp
				10

Gear and Possessions:
 Pocket notepads
 Pencils and self-filling fountain pens
 Bar-Let double shift portable typewriter
 3 packs of cigarettes
 Pocket abridged dictionary
 Wrist watch
 .32 revolver plus 6 bullets
 Suit and hat
 Luggage and toilet kit

Contacts: Boston government, police, and organized crime

Description: Bobby Simon is tall and good-looking. His slicked back black hair and his impeccably pressed suit make him envied by men and pursued by women. Usually with a cigarette in his mouth and a cup of coffee in his hand, he can charm information out of just about anyone. Even when he is disheveled, he is quite handsome.

THE PHANTOM OF WILSON CREEK – 1925

Art by Carrie Ann Correa Benson

Investigator Name: Mary Weatherly
Occupation: Secretary
College, Degrees: Radcliffe College, BS
Birthplace: Cambridge, Massachusetts
Sex: Female **Age:** 29 **Ht./Wt.** 6'/145 lb.

Characteristics and Rolls

STR	10	DEX	8	INT	11	Idea	55
CON	9	APP	13	POW	14	Luck	70
SIZ	14	SAN	70	EDU	14	Know	70

Damage Bonus +0

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	50%	Law	15%	Sneak	10%
Anthropology	01%	Library Use	25%	Spot Hidden	45%
Archaeology	01%	Listen	25%	Swim	25%
Art	05%	Locksmith	21%	Throw	25%
_____	_____	Martial Arts	01%	Track	10%
_____	_____	Mechanical Repair	20%	_____	_____
Astronomy	01%	Medicine	05%	_____	_____
Bargain	05%	Natural History	10%	_____	_____
Biology	01%	Navigate	10%	_____	_____
Chemistry	01%	Occult	05%	_____	_____
Climb	40%	Operate Hvy. Mch.	01%	_____	_____
Conceal	15%	Other Language	01%	Firearms	_____
Craft	05%	Shorthand	55%	Handgun	20%
_____	_____	_____	_____	Machine Gun	15%
Credit Rating	55%	Own Language	70%	Rifle	45%
Cthulhu Mythos	00%	_____	_____	Shotgun	30%
Disguise	01%	Persuade	65%	SMG	15%
Dodge	16%	Pharmacy	01%	_____	_____
Drive Auto	20%	Photography	10%	_____	_____
Electric Repair	10%	Physics	01%	_____	_____
Fast Talk	55%	Pilot	01%	_____	_____
First Aid	30%	_____	_____	_____	_____
Geology	01%	_____	_____	_____	_____
Hide	20%	Psychoanalysis	01%	_____	_____
History	20%	Psychology	60%	_____	_____
Jump	25%	Ride	05%	_____	_____



Income: \$1,500/annum
Cash on Hand: \$100
Savings: \$7,500
Personal Property: N/A
Real Estate: Apartment

History: With a bachelor of science in business, Ms. Weatherly should probably have her own business by now. But life is tough on a woman in 1925 and she has not been able to get into a position higher than secretary at Mr. Reed's Accounting Business in Boston. She is accompanying Reed with Dr. Abington in order to help the accountant with his work. Not one to depend upon men, she often takes the initiative in the business world and life.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	mal/f	rng	#att	shots	hp
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Gear and Possessions:

Accounting ledger
 Writing tablet
 Self-filling fountain pens
 Suit
 Wristwatch

Description: Tall, slim, and good looking, Ms. Weatherly is brunette and lovely. She dresses professionally and has large, beautiful blue-green eyes.

Luggage and toilet kit

Contacts: Other office workers.

THE PHANTOM OF WILSON CREEK – 1925

Art by Carrie Ann Correa Benson

Investigator Name: Christopher "Chip" Wilson
Occupation: Student
College, Degrees: Boston University, BS Anthropology
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 23 **Ht./Wt.** 5'6"/150 lb.

Characteristics and Rolls

STR	12	DEX	8	INT	11	Idea	55
CON	8	APP	9	POW	11	Luck	55
SIZ	11	SAN	55	EDU	17	Know	85

Damage Bonus: +0

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%	Sneak	10%
Anthropology	75%	Library Use	75%	Spot Hidden	45%
Archaeology	75%	Listen	25%	Swim	25%
Art	05%	Locksmith	01%	Throw	25%
_____		Martial Arts	01%	Track	10%
_____		Mechanical Repair	20%	_____	
Astronomy	01%	Medicine	05%	_____	
Bargain	05%	Natural History	75%	_____	
Biology	11%	Navigate	10%	_____	
Chemistry	11%	Occult	05%	_____	
Climb	40%	Operate Hvy. Mch.	01%	_____	
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	Latin	21%	Handgun	20%
_____		_____		Machine Gun	15%
Credit Rating	15%	Own Language	80%	Rifle	25%
Cthulhu Mythos	00%	Persuade	75%	Shotgun	30%
Disguise	01%	Pharmacy	01%	SMG	15%
Dodge	26%	Photography	10%		
Drive Auto	30%	Physics	01%		
Electric Repair	10%	Pilot	01%		
Fast Talk	05%	_____			
First Aid	30%	_____			
Geology	01%	Psychoanalysis	01%		
Hide	10%	Psychology	05%		
History	20%	Ride	05%		
Jump	25%				



Income: \$100/annum
Cash on Hand: \$25
Savings: \$500
Personal Property: N/A
Real Estate: N/A

History: A graduate of Boston University, Nelson is now in the graduate program and a student assistant of Dr. Abington. When the good doctor asked him to accompany him on a trip to North Carolina to receive an inheritance, Chip was quick to comply. It was a free vacation to the south, after all.

WEAPONS

Melee %	Damage	Hnd	Rng	#Att
Fist 60%	1d3+db	1	touch	1
Grapple 25%	Special	2	touch	1
Head 10%	1d4+db	0	touch	1
Kick 45%	1d6+db	0	touch	1

Firearm %	damage malif	rng	#att	shots	hp

Gear and Possessions:

- Text books
 - Anthropology
 - Archaeology
- Letterman jacket
- Pencil box with pencils
- Self-filling fountain pen
- Three packs of cigarettes
- Luggage and toilet kit

Contacts: Access to professors, labs, libraries and other

Description: Always wearing a Boston University letterman jacket, though otherwise impeccably dressed, Chip Nelson is blonde and average-looking. He likes the ladies though he is more than polite when it comes to dating. He is relatively short and in good shape.

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: William Madison
Occupation: Columnist
College, Degrees: East Boston High School (dropout)
Birthplace: Lexington, Massachusetts
Sex: Male **Age:** 26 **Ht./Wt.:** 5'3"/100 lb.

Characteristics and Rolls
STR 8 **DEX** 7 **INT** 14 **Idea** 70
CON 8 **APP** 9 **POW** 8 **Luck** 40
SIZ 9 **SAN** 40 **EDU** 11 **Know** 55
Damage Bonus +0

SANITY POINTS
Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 **40** 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
Unconscious 0 1 2 3
 4 5 6 7 **8** 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
Dead -2 -1 0 1 2 3
 4 5 6 7 8 **9** 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%
Anthropology	01%	Library Use	35%
Archaeology	01%	Listen	45%
Art	05%	Locksmith	01%
_____		Martial Arts	01%
_____		Mechanical Repair	20%
Astronomy	01%	Medicine	05%
Bargain	35%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	_____	
_____		_____	
Credit Rating	55%	Own Language	75%
Cthulhu Mythos	00%	_____	
Disguise	01%	Persuade	55%
Dodge	24%	Pharmacy	01%
Drive Auto	20%	Photography	20%
Electric Repair	10%	Physics	01%
Fast Talk	45%	Pilot	01%
First Aid	30%	_____	
Geology	01%	_____	
Hide	30%	Psychoanalysis	01%
History	20%	Psychology	45%
Jump	25%	Ride	05%

Sneak	30%
Spot Hidden	35%
Swim	35%
Throw	25%
Track	10%

Firearms	
Handgun	40%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$13,000/annum
Cash on Hand: \$500
Savings: \$25,000
Personal Property: Auto
Real Estate: House

History: Madison started writing a column for *The Boston Herald and Boston Journal* his junior year in high school and found he was very good at it. When he was asked to work for the paper full time, he accepted and bid high school goodbye. He's never looked back since. He met and married his wife Susan only two years ago. He is a good friend of private eye Alex Talbot and when Alex suggested a trip to N.C., he decided to tag along. He invited Walter Corden as well.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att		
Fist	50%	1d3+db	1	touch	1		
Grapple	25%	Special	2	touch	1		
Head	10%	1d4+db	0	touch	1		
Kick	25%	1d6+db	0	touch	1		
Firearm	%	damage	modif	rng	#att	shots	hp

Gear and Possessions:
 Bar-Let double shift portable typewriter
 Ream of paper
 Writer's tablet
 Self-filling fountain pen
 Pencil box and pencils
 Four packs of cigarettes
 Zippo lighter
 Wristwatch
 Fine suit
 Luggage and toilet kit
Contacts: News industry in Boston.

Description: Short and average-looking, though not unattractive, Madison has dark brown hair and wears eyeglasses for his nearsightedness. He is small and thin and usually wears expensive suits that are slightly too large for him. He tends to chain smoke when nervous.

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: Susan (Conner) Madison
Occupation: Librarian
College, Degrees: East Boston High School (dropout)
Birthplace: Boston, Massachusetts
Sex: Female **Age:** 20 **Ht./Wt.** 6'8"/180 lb.

Characteristics and Rolls

STR 11	DEX 7	INT 17	Idea 85
CON 13	APP 12	POW 13	Luck 65
SIZ 18	SAN 65	EDU 10	Know 50

Damage Bonus

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting 40%	Law 25%
Anthropology 31%	Library Use 75%
Archaeology 01%	Listen 25%
Art 05%	Locksmith 01%
_____	Martial Arts 01%
_____	Mechanical Repair 20%
Astronomy 01%	Medicine 05%
Bargain 05%	Natural History 10%
Biology 01%	Navigate 10%
Chemistry 01%	Occult 35%
Climb 40%	Operate Hvy. Mch. 01%
Conceal 35%	Other Language 01%
Craft 05%	German 36%
_____	_____
Credit Rating 15%	Own Language 75%
Cthulhu Mythos 00%	_____
Disguise 01%	Persuade 15%
Dodge{ 24%	Pharmacy 01%
Drive Auto 30%	Photography 10%
Electric Repair 10%	Physics 01%
Fast Talk 05%	Pilot 01%
First Aid 30%	_____
Geology 01%	_____
Hide 50%	Psychoanalysis 01%
History 50%	Psychology 05%
Jump 25%	Ride 25%

Sneak 30%
Spot Hidden 45%
Swim 25%
Throw 25%
Track 10%

Firearms
Handgun 20%
Machine Gun 15%
Rifle 25%
Shotgun 30%
SMG 15%



Income: \$2,000/annum
Cash on Hand: \$100
Savings: \$8,000
Personal Property: Bicycle
Real Estate: House

History: Susan Conner never finished high school but went to work in the Boston Public Library to help support her family. It was only a year later when she met William Madison, a well-known columnist, and fell in love with the man. He helped her family and married her two years ago. She continues to work at the library, as she loves the place, though he tries to get her quit. She is happy to go on a vacation to N.C. with him; it's like a second honeymoon.

WEAPONS

<i>Melee</i>	<i>%</i>	<i>Damage</i>	<i>Hnd</i>	<i>Rng</i>	<i>#Att</i>
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1
<i>Firearm</i>	<i>%</i>	<i>damage malf</i>	<i>rng</i>	<i>#att</i>	<i>shots hp</i>

Gear and Possessions:
 Books: Occult
 History
 Anthropology
 Suit

Description: Tall, leggy, and pretty, Susan is blonde and wears spectacles as she is farsighted and needs them for reading. She usually dresses conservatively and enjoys nothing so much as a good book. She loves her husband and won't hear anything against him. She is a very proper librarian and values books above anything else.

Luggage and toilet kit
 Contacts: Few

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: Walter Corden
Occupation: Photographer
College, Degrees: East Boston High School
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 27 **Ht./Wt.** 5'10"/150 lb.

Characteristics and Rolls

STR 12	DEX 10	INT 12	Idea 60
CON 9	APP 9	POW 11	Luck 55
SIZ 13	SAN 55	EDU 12	Know 60

Damage Bonus +1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	40%	Law	05%	Sneak	10%
Anthropology	01%	Library Use	25%	Spot Hidden	55%
Archaeology	01%	Listen	25%	Swim	25%
Art	05%	Locksmith	01%	Throw	25%
_____	_____	Martial Arts	01%	Track	10%
_____	_____	Mechanical Repair	40%	Darkroom	75%
Astronomy	01%	Medicine	05%	_____	_____
Bargain	05%	Natural History	10%	_____	_____
Biology	01%	Navigate	10%	_____	_____
Chemistry	51%	Occult	05%	_____	_____
Climb	40%	Operate Hvy. Mch.	01%	_____	_____
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	_____	_____	Handgun	50%
_____	_____	_____	_____	Machine Gun	15%
Credit Rating	15%	Own Language	60%	Rifle	25%
Cthulhu Mythos	00%	_____	_____	Shotgun	30%
Disguise	01%	Persuade	45%	SMG	15%
Dodge	40%	Pharmacy	01%		
Drive Auto	20%	Photography	75%		
Electric Repair	10%	Physics	31%		
Fast Talk	05%	Pilot	01%		
First Aid	30%	_____	_____		
Geology	01%	_____	_____		
Hide	10%	Psychoanalysis	01%		
History	20%	Psychology	50%		
Jump	25%	Ride	05%		



Income: \$1,500/annum
Cash on Hand: \$300
Savings: \$7,500
Personal Property: Motorcycle
Real Estate: Apartment

History: After high school, Walter Corden opened his own studio in Boston and makes a good living taking portraits and doing other photographic work, sometimes for local papers. His most recent hobby involves moving pictures and he hopes to make his own motion pictures someday. He has worked with William Madison, who invited him on a trip to North Carolina with him and his lovely wife.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malif	rng	#att	shots	hp
.32	50%	1d8	99	15 yd.	3	8	8

Gear and Possessions:
 Accordion camera & tripod
 Flash powder and rig
 Light meter and filters
 16 mm motion picture camera & tripod
 Developing chemicals
 Luggage and toilet kit
 .32 Automatic pistol /extra clip
 Camera tools and parts
Contacts: Advertising, news and film industries, film manufacturers.

Description: Walter has brown hair and eyes and is otherwise very average-looking though he dresses nicely. With an easy smile and ability to get along with almost anyone, he is happiest when he is working in his darkroom, taking a photograph for a portrait, or exploring his new hobby: motion picture film.

The Phantom of Wilson Creek

THE PHANTOM OF WILSON CREEK – 1926

Art by Matthew McPike

Investigator Name: Dr. Harvey Gibbens
Occupation: Physician
College, Degrees: Boston University, M.D.
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 33 **Ht./Wt.** 6'1"/160 lb.

Characteristics and Rolls

STR 7	DEX 11	INT 13	Idea 65
CON 8	APP 11	POW 4	Luck 20
SIZ 14	SAN 20	EDU 17	Know 85

Damage Bonus +0

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	40%	Law	05%	Sneak	10%
Anthropology	01%	Library Use	45%	Spot Hidden	45%
Archaeology	01%	Listen	25%	Swim	25%
Art	05%	Locksmith	01%	Throw	45%
_____	_____	Martial Arts	01%	Track	10%
_____	_____	Mechanical Repair	20%	_____	_____
Astronomy	01%	Medicine	65%	_____	_____
Bargain	25%	Natural History	10%	_____	_____
Biology	41%	Navigate	10%	_____	_____
Chemistry	01%	Occult	05%	_____	_____
Climb	40%	Operate Hvy. Mch.	01%	_____	_____
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	Latin	41%	Handgun	50%
_____	_____	_____	_____	Machine Gun	15%
Credit Rating	75%	Own Language	85%	Rifle	45%
Cthulhu Mythos	00%	_____	_____	Shotgun	50%
Disguise	01%	Persuade	35%	SMG	15%
Dodge	22%	Pharmacy	51%		
Drive Auto	20%	Photography	10%		
Electric Repair	10%	Physics	01%		
Fast Talk	05%	Pilot	01%		
First Aid	70%	_____	_____		
Geology	01%	_____	_____		
Hide	10%	Psychoanalysis	11%		
History	20%	Psychology	15%		
Jump	25%	Ride	05%		



Income: \$18,000/annum
Cash on Hand: \$400
Savings: \$40,000
Personal Property: Auto
Real Estate: Fine house

History: Dr. Gibbens' parents died when he was young and he was brought up by a strict aunt who also had some very strange and sometimes disturbing habits. Despite this, he grew up into a successful doctor with his own practice, though he served in the Great War in 1918 and was never the same. When invited to NC by his friend Alex Talbot, he agreed and even extended the invitation to his psychologist, Andrew Hastings, and his minister, the Reverend Michael Fullbright.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	mol/f	rng	#att	shots	hp
.45	50%	1d10+2	00	15 yds	1	7	8

Gear and Possessions:

Medical bag
 Suit and hat
 Wristwatch
 .45 automatic and extra clip

 Luggage and toilet kit

Description: Tall and thin, Dr. Gibbens has already gone almost completely bald with only a little dark hair on the sides. He has a sharp face and is clean shaven. He dresses in fashionable and expensive clothing. He is currently being psychoanalyzed for his nervous condition.

Special: Immune to some sanity loss from viewing injury or

Contacts: High community status in Boston.

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: Alex Talbot
Occupation: Private Eye
College, Degrees: Salem High School graduate
Birthplace: Salem, Massachusetts
Sex: Male **Age:** 28 **Ht./Wt.** 6'1"/220 lb.

Characteristics and Rolls
STR 16 **DEX** 13 **INT** 10 **Idea** 50
CON 13 **APP** 13 **POW** 10 **Luck** 50
SIZ 15 **SAN** 50 **EDU** 12 **Know** 60
Damage Bonus +1d4

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	20%	Law	25%
Anthropology	01%	Library Use	35%
Archaeology	01%	Listen	25%
Art	05%	Locksmith	31%
_____	_____	Martial Arts	01%
_____	_____	Mechanical Repair	20%
Astronomy	01%	Medicine	05%
Bargain	25%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	_____	_____
_____	_____	_____	_____
Credit Rating	15%	Own Language	60%
Cthulhu Mythos	00%	_____	_____
Disguise	21%	Persuade	25%
Dodge	36%	Pharmacy	01%
Drive Auto	30%	Photography	10%
Electric Repair	10%	Physics	01%
Fast Talk	25%	Pilot	01%
First Aid	30%	_____	_____
Geology	01%	_____	_____
Hide	20%	Psychoanalysis	01%
History	20%	Psychology	05%
Jump	30%	Ride	05%

Sneak	20%
Spot Hidden	25%
Swim	30%
Throw	25%
Track	35%
Forensics	45%
_____	_____
_____	_____
_____	_____
_____	_____
Firearms	
Handgun	60%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$1,500/annum
Cash on Hand: \$200
Savings: \$7,000
Personal Property: Auto
Real Estate: None

History: Originally hired by the Pinkerton Detective Agency, Talbot soon opened his own office in Boston. He proved his worth in cases across the United States though still preferred cases in the Boston area. He was not surprised to be contacted about strange people seen in the Appalachian Mountains. He invited his friend, columnist William Madison, as well as Dr. Harvey Gibbens, who he's worked with on cases before. The others that were invited might prove helpful too.

WEAPONS

<i>Melee</i>	<i>%</i>	<i>Damage</i>	<i>Hnd</i>	<i>Rng</i>	<i>#Att</i>
Fist	60%	1d3+db	1	touch	1
Grapple	30%	Special	2	touch	1
Head	20%	1d4+db	0	touch	1
Kick	40%	1d6+db	0	touch	1
<i>Firearm</i>	<i>%</i>	<i>damage mod</i>	<i>rng</i>	<i>#att</i>	<i>shots</i> <i>hp</i>
.45	60%	1d10+2 00	15 yds	1	6 10

Gear and Possessions:
 Suit, fedora, and trench coat
 Handcuffs
 Locksmith's tools
 Fingerprint kit
 Magnifying glass
 .45 revolver
 18 extra bullets
 Luggage and toilet kit

Description: Tall and in great physical shape, Talbot has short brown hair and a stylish mustache. He usually wears a trench coat over his suit and a fedora. Talbot is brave and gutsy, never leaving a man behind nor giving up on a case. He is never unarmed.

Connections: Law and criminal connections, newspaper morgues, switchboard operators and secretaries in Boston.
Special: Less sanity loss to view murder victims, injuries, etc.

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: Reverend Michael Fullbright
Occupation: Protestant Minister (Presbyterian)
College, Degrees: Princeton Theological Seminary
Birthplace: Providence, Rhode Island
Sex: Male **Age:** 28 **Ht./Wt.** 5'10"/200 lb.

Characteristics and Rolls

STR 13	DEX 13	INT 12	Idea 60
CON 9	APP 11	POW 15	Luck 75
SIZ 13	SAN 75	EDU 13	Know 65

Damage Bonus +1d4

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting 40%	Law 05%	Sneak 10%
Anthropology 01%	Library Use 55%	Spot Hidden 45%
Archaeology 01%	Listen 35%	Swim 25%
Art 05%	Locksmith 01%	Throw 25%
_____	Martial Arts 01%	Track 10%
_____	Mechanical Repair 20%	_____
Astronomy 01%	Medicine 05%	_____
Bargain 35%	Natural History 10%	_____
Biology 01%	Navigate 10%	_____
Chemistry 01%	Occult 25%	_____
Climb 40%	Operate Hvy. Mch. 01%	_____
Conceal 15%	Other Language 01%	_____
Craft 05%	Latin 20%	_____
_____	_____	_____
Credit Rating 55%	Own Language 75%	_____
Cthulhu Mythos 00%	_____	_____
Disguise 01%	Persuade 65%	_____
Dodge 46%	Pharmacy 01%	_____
Drive Auto 20%	Photography 20%	_____
Electric Repair 30%	Physics 01%	_____
Fast Talk 05%	Pilot 01%	_____
First Aid 30%	_____	_____
Geology 01%	_____	_____
Hide 10%	Psychoanalysis 01%	_____
History 20%	Psychology 45%	_____
Jump 25%	Ride 05%	_____



Income: \$18,000/annum
Cash on Hand: \$300
Savings: \$90,000
Personal Property: Auto
Real Estate: House

History: Reverend Fullbright is young but has proven himself a great spiritual leader, reviving two churches before he was assigned to Boston Presbyterian Church. He finds the congregation invigorating. When Dr. Gibbens asked him to come with him to North Carolina, he made sure he would be able to join him. He knows that Dr. Gibbens has not been the same since the Great War and has been his spiritual advisor.

WEAPONS

Melee %	Damage	Hnd	Rng	#Att
Fist 50%	1d3+db	1	touch	1
Grapple 25%	Special	2	touch	1
Head 10%	1d4+db	0	touch	1
Kick 25%	1d6+db	0	touch	1

Firearm % damage malif rng #att shots hp

Gear and Possessions:

Black Suit
 Bible
 Cross
 Kodak Brownie camera
 Two rolls of film

Luggage and toilet kit

Contacts: Church Hierarchy, congregation, and local community leaders.

Description: Reverend Fullbright is solid, clean shaven and has black hair and thick eyebrows. A young Presbyterian minister, he is level-headed and kind. He enjoys the outdoors and though he is spiritual and has a solid faith, he is also realistic and not superstitious. He only believes in the supernatural proved by the Bible.

THE PHANTOM OF WILSON CREEK – 1926

Art by Carrie Ann Correa Benson

Investigator Name: Andrew Hastings
Occupation: Psychologist
College, Degrees: Boston University, Masters
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 38 **Ht./Wt.** 6'4"/200 lb.

Characteristics and Rolls
STR 12 **DEX** 10 **INT** 9 **Idea** 45
CON 6 **APP** 8 **POW** 16 **Luck** 80
SIZ 16 **SAN** 80 **EDU** 14 **Know** 70
Damage Bonus +1d4

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 **80** 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 **16** 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 **11**
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	50%	Law	05%	Sneak	10%
Anthropology	01%	Library Use	55%	Spot Hidden	45%
Archaeology	01%	Listen	25%	Swim	25%
Art	05%	Locksmith	01%	Throw	35%
_____		Martial Arts	01%	Track	10%
_____		Mechanical Repair	20%	_____	
Astronomy	01%	Medicine	05%	_____	
Bargain	45%	Natural History	10%	_____	
Biology	01%	Navigate	10%	_____	
Chemistry	01%	Occult	05%	_____	
Climb	40%	Operate Hvy. Mch.	01%	_____	
Conceal	15%	Other Language	01%	_____	
Craft	05%	_____		_____	
_____		_____		_____	
Credit Rating	15%	Own Language	70%	Firearms	
Cthulhu Mythos	00%	_____		Handgun	30%
Disguise	01%	Persuade	55%	Machine Gun	15%
Dodge	40%	Pharmacy	01%	Rifle	25%
Drive Auto	20%	Photography	10%	Shotgun	30%
Electric Repair	10%	Physics	01%	SMG	15%
Fast Talk	05%	Pilot	01%	_____	
First Aid	40%	_____		_____	
Geology	01%	_____		_____	
Hide	30%	Psychoanalysis	71%	_____	
History	20%	Psychology	65%	_____	
Jump	25%	Ride	05%	_____	



Income: \$2,000/annum
Cash on Hand: \$300
Savings: \$10,000
Personal Property: Auto
Real Estate: Apartment

History: Though he never got his PhD (and desperately wants it), Hastings found he had a client base right after college and leapt into the business. He isn't making as much as he could, but is still very comfortable. When Dr. Gibbens told him of the trip to North Carolina and invited him along, he leapt at the chance as he hoped to consult with the man about his nervousness since the War.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att		
Fist	50%	1d3+db	1	touch	1		
Grapple	25%	Special	2	touch	1		
Head	10%	1d4+db	0	touch	1		
Kick	25%	1d6+db	0	touch	1		
Firearm	%	damage	malf	rng	#att	shots	hp

Gear and Possessions:
 Writing tablet
 Suit and hat
 Self-filling fountain pen
 Three packs of cigarettes
 Zippo lighter
 Luggage and toilet kit

Contacts: Psychological Community.

Description: Tall and solid, Andrew Hastings is not handsome though he not unattractive. He has thick black hair and a goatee and mustache. He has an affable personality and gets along with everyone, especially his patients. He has no belief in the supernatural and is grounded in reality.

The Phantom of Wilson Creek

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: Derek Masterson III
Occupation: Dilettante
College, Degrees: Salem University, BA Writing
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 23 **Ht./Wt.** 6'6"/200 lb.

Characteristics and Rolls

STR 11	DEX 9	INT 15	Idea 76
CON 16	APP 5	POW 10	Luck 50
SIZ 17	SAN 50	EDU 14	Know 70

Damage Bonus +1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting 10%	Law 05%	Sneak 10%
Anthropology 01%	Library Use 25%	Spot Hidden 45%
Archaeology 01%	Listen 25%	Swim 25%
Art 05%	Locksmith 01%	Throw 25%
Painting 45%	Martial Arts 01%	Track 10%
_____	Mechanical Repair 20%	_____
Astronomy 01%	Medicine 05%	_____
Bargain 05%	Natural History 10%	_____
Biology 01%	Navigate 10%	_____
Chemistry 01%	Occult 05%	_____
Climb 40%	Operate Hvy. Mch. 01%	_____
Conceal 15%	Other Language 01%	Firearms
Craft 05%	French 31%	Handgun 20%
_____	_____	Machine Gun 15%
Credit Rating 75%	Own Language 75%	Rifle 25%
Cthulhu Mythos 00%	_____	Shotgun 70%
Disguise 01%	Persuade 15%	SMG 15%
Dodge 18%	Pharmacy 01%	
Drive Auto 70%	Photography 10%	
Electric Repair 10%	Physics 01%	
Fast Talk 05%	Pilot 01%	
First Aid 30%	Aircraft 71%	
Geology 01%	Boat 46%	
Hide 10%	Psychoanalysis 01%	
History 20%	Psychology 05%	
Jump 25%	Ride 75%	



Income: \$75,000/annum
Cash on Hand: \$5,000
Savings: \$370,000
Personal Property: Plenty
Real Estate: Mansion

History: The Masterson family is new money in Boston and he is no different from the rest. A recent graduate of Salem College, he fritters away his time writing, though he is not good at it. When good friend Daniel Fuller invited him to come to North Carolina to help handle some business, he had the time and the money and was glad to come. He even invited a co-writer, Stephen Tucker, to come with him. Perhaps they could do some hunting or shoot skeet.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1
Sword					
Cane	20%	1d6+db	1	touch	1
Firearm	%	damage malf	rng	#att	shots hp
Shotgun	70%	4d6/ 00	10 yds	1	5 10
		2d6/	20 yds		
		1d6	50 yds		

Gear and Possessions:

Expensive clothing and hats
 Sword cane
 Gold pocket watch
 Cigarette case and cigarettes
 Cigarette filter
 Pump 12-gauge shotgun 50 shells
 Luggage and toilet kit

Description: Derek Masterson is not handsome. His body is just too big and his head seems too small. He is thin and gangly but he doesn't care. His trust fund keeps him solvent and his family can afford for him to live a life of luxury. So what if he can't find a woman.

Contacts: People of his own background and tastes – writers, riders, car and airplane enthusiasts.

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: Nancy Brannigan
Occupation: Physician
College, Degrees: Boston College, M.D.
Birthplace: Boston, Massachusetts
Sex: Female **Age:** 33 **Ht./Wt.** 6'/150 lb.

Characteristics and Rolls

STR 8	DEX 18	INT 12	Idea 60
CON 13	APP 6	POW 8	Luck 40
SIZ 14	SAN 40	EDU 18	Know 90

Damage Bonus +0

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting 10%	Law 05%	Sneak 10%
Anthropology 01%	Library Use 35%	Spot Hidden 45%
Archaeology 01%	Listen 45%	Swim 25%
Art 05%	Locksmith 01%	Throw 25%
_____	Martial Arts 01%	Track 10%
_____	Mechanical Repair 20%	_____
Astronomy 01%	Medicine 75%	_____
Bargain 05%	Natural History 10%	_____
Biology 51%	Navigate 10%	_____
Chemistry 01%	Occult 25%	_____
Climb 40%	Operate Hvy. Mch. 01%	_____
Conceal 15%	Other Language 01%	Firearms
Craft 05%	Latin 31%	Handgun 20%
_____	_____	Machine Gun 15%
_____	_____	Rifle 25%
Credit Rating 75%	Own Language 90%	Shotgun 30%
Cthulhu Mythos 00%	_____	SMG 15%
Disguise 01%	Persuade 45%	
Dodge 56%	Pharmacy 61%	
Drive Auto 20%	Photography 10%	
Electric Repair 10%	Physics 01%	
Fast Talk 05%	Pilot 01%	
First Aid 75%	_____	
Geology 01%	_____	
Hide 10%	Psychoanalysis 01%	
History 20%	Psychology 40%	
Jump 25%	Ride 05%	



Income: 4,000/annum
Cash on Hand: \$200
Savings: \$20,000
Personal Property: N/A
Real Estate: Apartment

History: Though she got her doctorate of medicine, Nancy found it more satisfying to nurse and so, after only a year in her own practice in Salem, she moved to Boston and has been a nurse ever since. She has been helping to treat both Simon Leavy and Marshall Hutchins (who are both in ill health) and when she learned of their trip to North Carolina, advised them she should come along to look after them. She respects both men but is beginning to fall in love with Hutchins.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malf	rng	#att	shots	hp

Gear and Possessions:
 Medical bag
 Nurse's uniform
 Wristwatch
 Luggage and toilet kit

Description: Tall and unattractive, Nancy has devoted her life to helping others. She is intelligent and well educated, open-minded and a little superstitious. But she is a good nurse. She wears neat clothing, all carefully pressed. She is very agile and in great health.

Contacts: Access to drugs, equipment, and medical records in Boston.
Special: Immune to some sanity loss from viewing injury or death.

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: Simon Leavy
Occupation: Occultist
College, Degrees: Salem University, BA Anthropology
Birthplace: Danvers, Massachusetts
Sex: Male **Age:** 22 **Ht./Wt.** 6’/140 lb.

Characteristics and Rolls

STR	5	DEX	10	INT	18	Idea	90
CON	5	APP	9	POW	13	Luck	65
SIZ	14	SAN	65	EDU	15	Know	75

Damage Bonus +0

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%	Sneak	20%
Anthropology	61%	Library Use	75%	Spot Hidden	45%
Archaeology	01%	Listen	45%	Swim	25%
Art	05%	Locksmith	01%	Throw	25%
_____		Martial Arts	01%	Track	10%
_____		Mechanical Repair	20%	_____	
Astronomy	01%	Medicine	05%	_____	
Bargain	05%	Natural History	10%	_____	
Biology	01%	Navigate	10%	_____	
Chemistry	01%	Occult	75%	_____	
Climb	40%	Operate Hvy. Mch.	01%	_____	
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	Latin	50%	Handgun	20%
_____		Greek	50%	Machine Gun	15%
_____		Arabic	50%	Rifle	25%
Credit Rating	15%	Own Language	75%	Shotgun	30%
Cthulhu Mythos	00%	_____		SMG	15%
Disguise	01%	Persuade	15%		
Dodge	30%	Pharmacy	01%		
Drive Auto	20%	Photography	10%		
Electric Repair	10%	Physics	01%		
Fast Talk	05%	Pilot	01%		
First Aid	30%	_____			
Geology	01%	_____			
Hide	30%	Psychoanalysis	01%		
History	70%	Psychology	05%		
Jump	45%	Ride	05%		



Income: \$150/annum
Cash on Hand: \$25
Savings: \$700
Personal Property: None
Real Estate: None

History: Simon has been sickly and ill all his life, but was sure that something that happened in his childhood that affected him. He is certain there things in his life that are just not explained. He recently graduated from Salem University but has had little success in life since. He graduated with Marshall Hutchins and, though the two do not always agree, they are good friends. When Hutchins asked him to come to N.C. with him, their nurse (Nancy Brannigan) wanted to come too.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	modif	rng	#att	shots	hp

Gear and Possessions:

- Dictating machine
- Six wax cylinders
- Ouji Board
- Wristwatch
- Pack of cigarettes
- Writing tablet
- Self-filling fountain pen
- Luggage and toilet kit

Description: Simon is very pale and has thin blonde hair. He is tall and skinny with a sickly appearance. Somewhat stoop-shouldered, he looks shorter than he is. Though friendly, he can be condescending to those who do not share his beliefs in the occult. Well educated and highly intelligent, he is certain that there is a hidden side to life.

Contacts: Libraries, occult societies, other occultists.

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: Marshall Hutchins
Occupation: Parapsychologist
College, Degrees: Salem University, BA Psychology
Birthplace: Salem, Massachusetts
Sex: Male **Age:** 22 **Ht./Wt.** 5'4"/100 lb.

Characteristics and Rolls

STR 4	DEX 5	INT 11	Idea 55
CON 5	APP 17	POW 15	Luck 75
SIZ 10	SAN 75	EDU 15	Know 75

Damage Bonus -1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%	Sneak	10%
Anthropology	56%	Library Use	75%	Spot Hidden	45%
Archaeology	01%	Listen	25%	Swim	35%
Art	05%	Locksmith	01%	Throw	25%
_____		Martial Arts	01%	Track	10%
_____		Mechanical Repair	75%	Hypnotism	70%
Astronomy	01%	Medicine	05%	_____	
Bargain	05%	Natural History	10%	_____	
Biology	01%	Navigate	10%	_____	
Chemistry	21%	Occult	05%	_____	
Climb	40%	Operate Hvy. Mch.	01%	_____	
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	_____		Handgun	20%
_____		_____		Machine Gun	15%
Credit Rating	15%	Own Language	75%	Rifle	25%
Cthulhu Myths	00%	_____		Shotgun	30%
Disguise	01%	Persuade	15%	SMG	15%
Dodge	10%	Pharmacy	01%		
Drive Auto	20%	Photography	30%		
Electric Repair	75%	Physics	01%		
Fast Talk	05%	Pilot	01%		
First Aid	30%	_____			
Geology	01%	_____			
Hide	10%	Psychoanalysis	01%		
History	20%	Psychology	45%		
Jump	25%	Ride	05%		



Income: \$1,500/annum
Cash on Hand: \$200
Savings: \$4,300
Personal Property: Auto
Real Estate: Small house

History: Though he has never been in great health, Marshall has always been very good with people. He found a kindred spirit in Simon Leavy though Simon believed in the occult and Marshall tried to disprove it. When writer Stephen Tucker invited Marshall on a trip to N.C. where "strange things were happening," he invited Leavy too. A nurse who had been helping both of them was also invited. Marshall hopes to disprove any paranormal activity.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malif	rng	#att	shots	hp

Gear and Possessions:

Pocket Watch
 Writing tablet
 Self-filling fountain pen
 Suit
 Luggage and toilet kit

Description: Short and skinny, though sickly and out of shape, Hutchins knows how to dress and how to deal with other people to the point where they want to know him. He has short black hair and a thin mustache but a bright gleam in his eye, a friendly smile, and a way with people.

Contacts: Universities, parapsychological publications.

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: Daniel Fuller
Occupation: Practicing Attorney
College, Degrees: Boston University, Law Doctorate
Birthplace: Beverly, Massachusetts
Sex: Male **Age:** 32 **Ht./Wt.** 5'6"/100 lb.

Characteristics and Rolls

STR	3	DEX	9	INT	11	Idea	55
CON	11	APP	12	POW	6	Luck	30
SIZ	11	SAN	30	EDU	17	Know	85

Damage Bonus -1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	40%	Law	75%
Anthropology	01%	Library Use	55%
Archaeology	01%	Listen	25%
Art	05%	Locksmith	01%
		Martial Arts	01%
		Mechanical Repair	20%
Astronomy	01%	Medicine	05%
Bargain	45%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	Italian	26%
Credit Rating	55%	Own Language	85%
Cthulhu Mythos	00%		
Disguise	01%	Persuade	75%
Dodge	18%	Pharmacy	01%
Drive Auto	20%	Photography	10%
Electric Repair	10%	Physics	01%
Fast Talk	65%	Pilot	01%
First Aid	30%		
Geology	01%		
Hide	10%	Psychoanalysis	01%
History	20%	Psychology	25%
Jump	25%	Ride	05%

Sneak	10%
Spot Hidden	55%
Swim	25%
Throw	25%
Track	10%
Firearms	
Handgun	40%
Machine Gun	15%
Rifle	25%
Shotgun	30%
SMG	15%



Income: \$2,300/annum
Cash on Hand: \$400
Savings: \$5,000
Personal Property: Auto
Real Estate: Small house

History: Always thin and too busy to get in better shape, Fuller has always managed to get by in school and in his business by working (or studying) harder than the next man. When he received the letter about the Campbell House, he turned his firm over to a partner and took two months off, inviting Bill McAfee and Stephen Tucker with him. When Derek Masterson heard about the trip, he invited himself. When Stephen invited a few friends. It turned into a party.

WEAPONS

Melee	%	Damage	Hnd	Rng	#Att
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	25%	1d6+db	0	touch	1

Firearm	%	damage	malif	rng	#att	shots	hp

Gear and Possessions:
 Fine three piece suit
 Cigar case with six cigars
 Zippo lighter
 Self-filling fountain pen

Description: Daniel Fuller has well-trimmed brown hair and a mustache. He is painfully skinny but wears clothing that helps conceal that. Average-sized, aside from his thinness, he is a very successful attorney in Boston. He is well-educated and well-bred, and often speaks over others' heads. He is very serious when it comes to his business.

Luggage and toilet kit

Contacts: Legal connections and organized crime in Boston.

THE PHANTOM OF WILSON CREEK – 1927

Art by Carrie Ann Correa Benson

Investigator Name: William "Bill" McAfee
Occupation: Uniformed Police Officer
College, Degrees: Boston High School
Birthplace: Gloucester, Massachusetts
Sex: Male **Age:** 27 **Ht./Wt.** 6'9"/220 lb.

Characteristics and Rolls
STR 15 **DEX** 13 **INT** 15 **Idea** 75
CON 16 **APP** 15 **POW** 8 **Luck** 40
SIZ 18 **SAN** 40 **EDU** 12 **Know** 60
Damage Bonus +1d6

SANITY POINTS
 Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 **40** 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS
 Unconscious 0 1 2 3
 4 5 6 7 **8** 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS
 Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 **18** 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	55%
Anthropology	01%	Library Use	25%
Archaeology	01%	Listen	35%
Art	05%	Locksmith	01%
_____	_____	Martial Arts	01%
_____	_____	Mechanical Repair	20%
Astronomy	01%	Medicine	05%
Bargain	05%	Natural History	10%
Biology	01%	Navigate	10%
Chemistry	01%	Occult	05%
Climb	40%	Operate Hvy. Mch.	01%
Conceal	15%	Other Language	01%
Craft	05%	_____	_____
_____	_____	_____	_____
Credit Rating	15%	Own Language	60%
Cthulhu Mythos	00%	_____	_____
Disguise	01%	Persuade	65%
Dodge	36%	Pharmacy	01%
Drive Auto	40%	Photography	10%
Electric Repair	10%	Physics	01%
Fast Talk	05%	Pilot	01%
First Aid	30%	_____	_____
Geology	01%	_____	_____
Hide	10%	Psychoanalysis	01%
History	20%	Psychology	05%
Jump	25%	Ride	15%

Sneak 10%
 Spot Hidden 55%
 Swim 25%
 Throw 25%
 Track 55%

Firearms
 Handgun 60%
 Machine Gun 15%
 Rifle 25%
 Shotgun 50%
 SMG 65%



Income: \$2,500/annum
Cash on Hand: \$100
Savings: \$12,400
Personal Property: Motorcycle
Real Estate: Apartment

History: Born in Gloucester, Mass., Bill's family moved to Boston when he was young. He joined the police force out of high school and has been a beat cop ever since, fighting the good fight. He is proficient with several weapons and careful with how to use them. He was invited on the trip to N.C. by attorney and friend Daniel Fuller, probably for safety. Fuller is somewhat of a weakling, not that Bill would ever say that.
Special: Murder scenes and gross injuries unlikely to result in sanity loss.

WEAPONS

<i>Melee</i>	<i>%</i>	<i>Damage</i>	<i>Hnd</i>	<i>Rng</i>	<i>#Att</i>		
Fist	70%	1d3+db	1	touch	1		
Grapple	50%	Special	2	touch	1		
Head	10%	1d4+db	0	touch	1		
Kick	50%	1d6+db	0	touch	1		
Club	50%	1d6+db	1	touch	1		
<i>Firearm</i>	<i>%</i>	<i>damage</i>	<i>mal/f</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
.38	60%	1d10	00	15 yds	2	6	10

Gear and Possessions:
 Suit and hat
 Handcuffs
 4 packs cigarettes
 Box of matches
 Boston Police badge
 .38 revolver
 Box of 24 extra bullets
 Billy Club
 Luggage and toilet kit

Description: Tall and solid, Bill McAfee has red hair and a solid jaw. He's almost all muscle. He is hardy and fit with the good common sense of a beat cop in Boston. He's watchful and keeps an eye out for constant trouble, always suspicious of anyone who seems to be hiding something. He is sincere and honest.

Contacts: Law enforcement, local shookeepers and residents.

THE PHANTOM OF WILSON CREEK – 1927

Art by Matthew McPike

Investigator Name: Stephen Tucker
Occupation: Writer
College, Degrees: Salem University, no degree
Birthplace: Boston, Massachusetts
Sex: Male **Age:** 19 **Ht./Wt.** 6'5"/200 lb.

Characteristics and Rolls

STR 13	DEX 7	INT 16	Idea 80
CON 12	APP 10	POW 8	Luck 40
SIZ 16	SAN 40	EDU 13	Know 65

Damage Bonus +1d4

SANITY POINTS

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

HIT POINTS

Dead -2 -1 0 1 2 3
 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27
 28 29 30 31 32 33 34 35
 36 37 38 39 40 41 42 43

INVESTIGATOR SKILLS

Accounting	10%	Law	05%	Sneak	10%
Anthropology	01%	Library Use	55%	Spot Hidden	45%
Archaeology	01%	Listen	45%	Swim	25%
Art	05%	Locksmith	01%	Throw	25%
Writing	65%	Martial Arts	01%	Track	10%
		Mechanical Repair	20%	Literature History	50%
Astronomy	01%	Medicine	05%	_____	
Bargain	05%	Natural History	10%	_____	
Biology	01%	Navigate	10%	_____	
Chemistry	01%	Occult	15%	_____	
Climb	40%	Operate Hvy. Mch.	01%	_____	
Conceal	15%	Other Language	01%	Firearms	
Craft	05%	Spanish	31%	Handgun	20%
		Italian	31%	Machine Gun	15%
		Own Language	75%	Rifle	25%
Credit Rating	15%	_____		Shotgun	30%
Cthulhu Mythos	00%	Persuade	45%	SMG	15%
Disguise	01%	Pharmacy	01%		
Dodge	24%	Photography	10%		
Drive Auto	40%	Physics	01%		
Electric Repair	10%	Pilot	01%		
Fast Talk	55%	_____			
First Aid	30%	Psychoanalysis	01%		
Geology	01%	Psychology	55%		
Hide	10%	Ride	05%		
History	20%				
Jump	25%				



Income: \$2,500/annum
Cash on Hand: \$300
Savings: \$10,000
Personal Property: Motorcycle
Real Estate: Small house

History: Though he dropped out of Salem University and moved to Boston when his first stories sold, Stephen Tucker is well educated. He made several good contacts in few months he's lived in Boston, including a local attorney. When co-writer Derek Masterson invited him on the trip to N.C. and told him the situation (strange things), he invited two other friends, occultist Simon Leavy and parapsychologist Marshall Hutchins. He looks forward to writing about the N.C.

WEAPONS

<i>Melee</i>	<i>%</i>	<i>Damage</i>	<i>Hnd</i>	<i>Rng</i>	<i>#Att</i>
Fist	50%	1d3+db	1	touch	1
Grapple	25%	Special	2	touch	1
Head	10%	1d4+db	0	touch	1
Kick	55%	1d6+db	0	touch	1

<i>Firearm</i>	<i>%</i>	<i>damage</i>	<i>modif</i>	<i>rng</i>	<i>#att</i>	<i>shots</i>	<i>hp</i>
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Gear and Possessions:
 Bar-Let double shift portable typewriter
 Ream of blank paper
 Writing tablet
 Self-filling fountain pens
 Two packs cigarettes
 Newly published book
 Luggage and toilet kit

Description: Tucker is tall and fairly slim with sandy brown hair and a full beard and mustache. He is nearsighted and wears glasses. He never finished school but got right into the writing trade with success and he was able to make some good contacts thanks to it. He has very large feet.

Contacts: Libraries, other writers, and the publishing industry in Boston and across country.

Campbell House

25mm Maps

When I first planned three scenarios around a single house, I always had in mind to use miniatures and plans that were close to 25mm scale. I like maps and I like being able to see what I'm working with. As a gamer and Keeper, I'm very visual. It's easier for me to keep track of my investigator if I'm a player and to keep track of everyone as a Keeper if I can see what is going on right in front of me.

I acquired a few sheets of graph paper that were marked off in 1-inch boxes and transcribed the Campbell House maps to it. When I ran the game at MACE, I had hoped to use an actual model of the house, but I'd neglected to give my builder time enough to make it. Instead, I had cardstock copies of the maps made and used them. The players loved it. It gave them a sense of where they were and what, at least in the house was going on.

As a bonus for *The Phantom of Wilson Creek*, I have transcribed said 25mm house plans here in the back of the book. Unfortunately, there is not room to put in the complete 14-inch by 8-inch plans, so I had get a little creative.

On the following pages, you'll find the Campbell House, cut down to a more manageable scale. It is marked off so that one inch is equal to five feet, but each of three sections of the house has been cut off to fit them on the following pages.

I recommend photocopying each page, preferably on cardstock (gluing regular paper to cardboard works too) and connecting the various rooms on the same floor. I would also recommend keeping the secret laboratory in the basement and the secret attic space separate from the attic and the regular basement to keep the characters guessing. Maps of the rooftops of the Campbell House are also included and I found it very effective to use them over the house until the investigators actually entered the place.

Furniture can be photocopied and either colored or left black and white, cut out, and then placed

within the house. Players should be encouraged to move furniture if they wish and should be told that everything is exactly where it lies on the map.

Most of the maps are labeled. A list of maps and page numbers follows (furnishings are noted by italics):

- 142 – Ground Floor (east side)
- 143 – Dining room
Two Chairs, Two End Tables, Desk
- 144 – Kitchen/Kitchen roof
- 145 – Second Floor (east side)
- 146 – Second Floor, Hallway and Bedrooms
Ladder back chair, Couch, Roll Top
Desk, Wooden Swivel Chair
- 147 – Attic
Bookcase, Table; End Table; End Table, Three comfortable Chairs, Ladder Back Chair
- 148 – Secret Attic
Five Ladder Back Chairs
- 149 – Basement
Ladder Back Chair and Dining Table; Three Ladder Back Chairs, Kitchen Table, Ice Box
- 150 – Secret Basement
Four Ladder Back Chairs, Wood Stove
- 151 – Roof (east side)
- 152 – Central Roof
Sink, End Table, Wardrobe, Comfortable Chair, Table
- 153 – Kitchen Roof
Desk, Bed, Dresser, Nightstand, Chair;
Bed, Dresser, Desk, Bed, Dresser; Night
Stand, Chair, Bed, Hat Stand, Nightstand
- 154 – Wardrobe, Bed, Dresser, Night-
stand, Table; Chair, Chest, Tub, Three Lad-
der Back Chairs; Ladder Back Chair, Large
Bed, Dresser, Two Night Stands; Sofa, Ward-

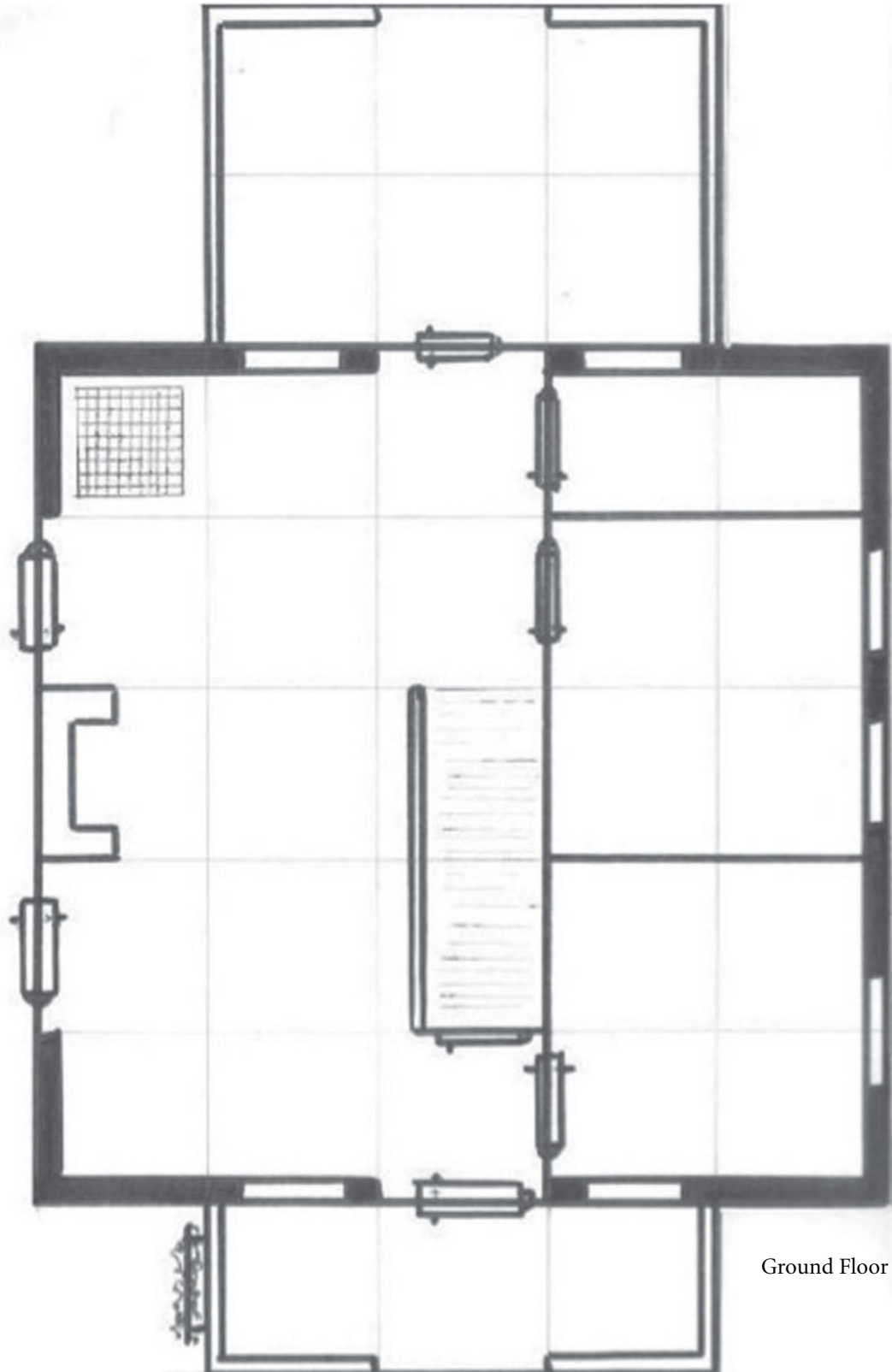
The Phantom of Wilson Creek

robe, Ladder Back Chair, Desk; Two chests, Ladder Back Chair, Bookcase, Small Table; Three Tables; Three Tables

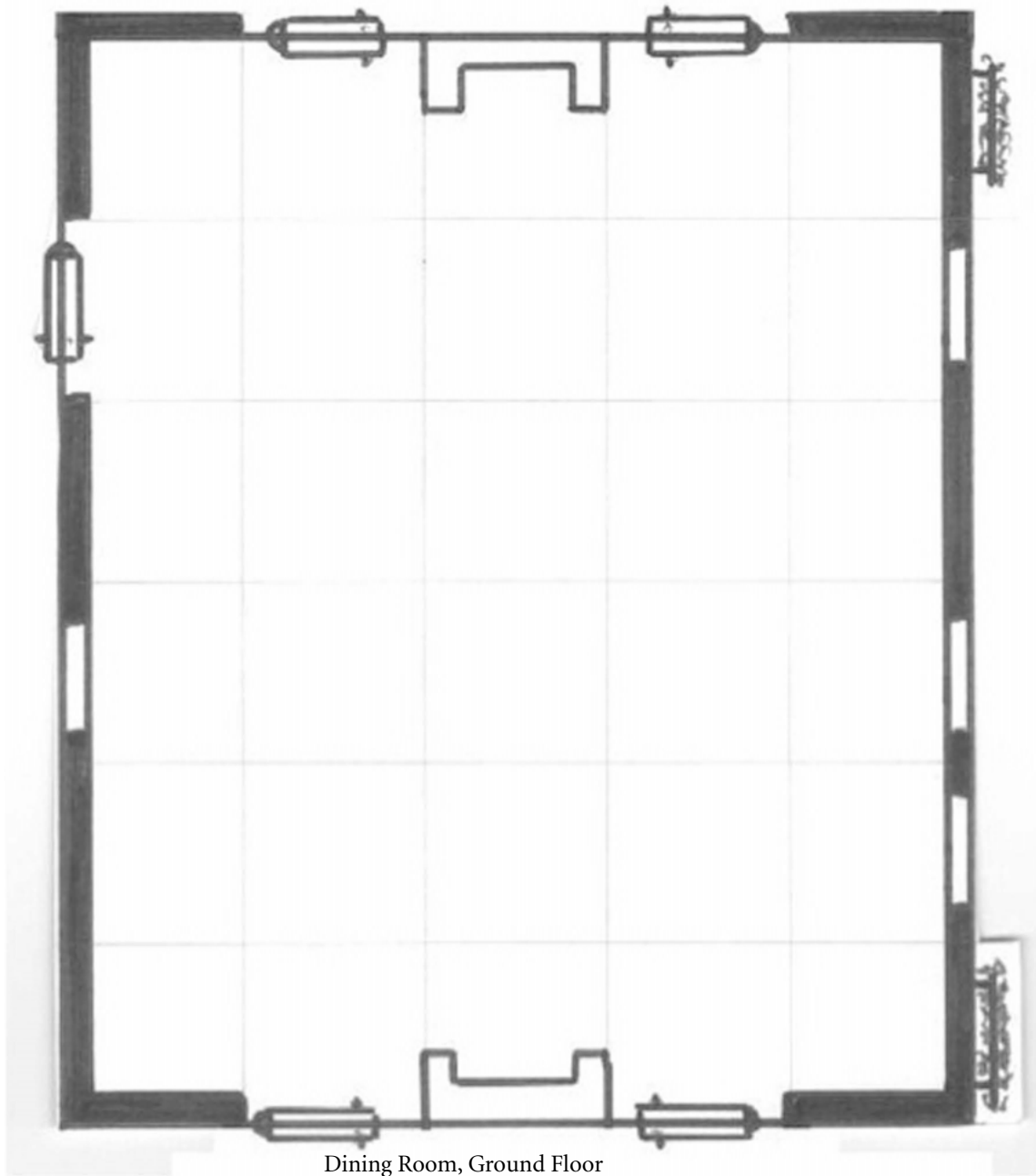
Please note that not all of the areas have north on the upper part of the page. Only the eastern areas of the house do so (pages 159, 162, and 167). It should not be hard for a Keeper to use the house maps provid-

ed to set up his own version of the Campbell House if he so desires.

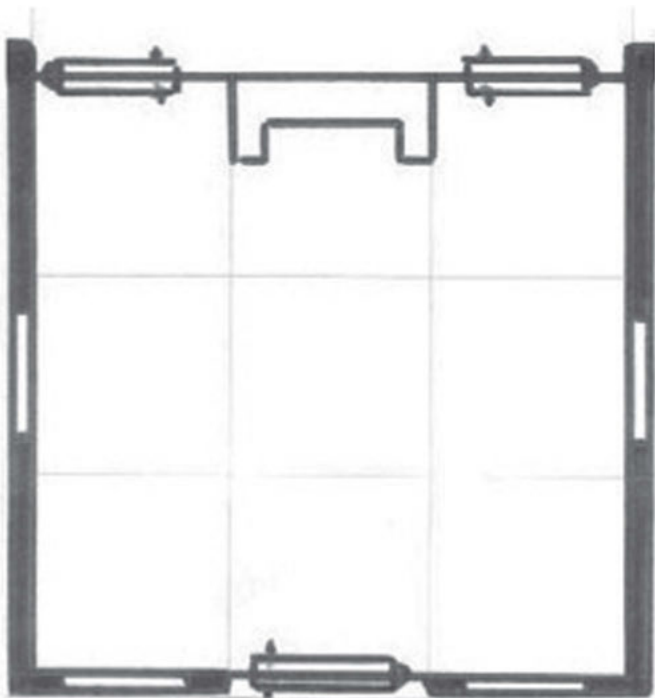
Lastly, I apologize for the crudeness of my drawings of the furniture in the Campbell House. I'm no artist, unfortunately. I encourage Keepers to draw (or build) their own furnishings for the Campbell House if mine are not good enough (and they really aren't).



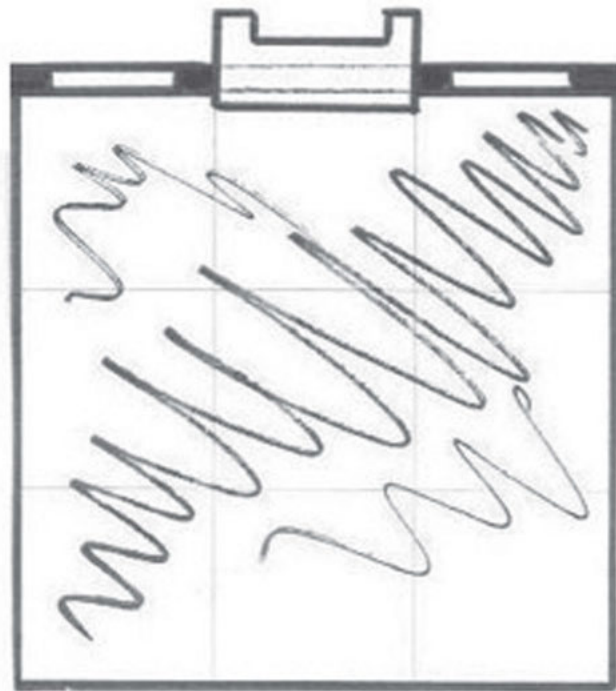
Ground Floor (East Side)



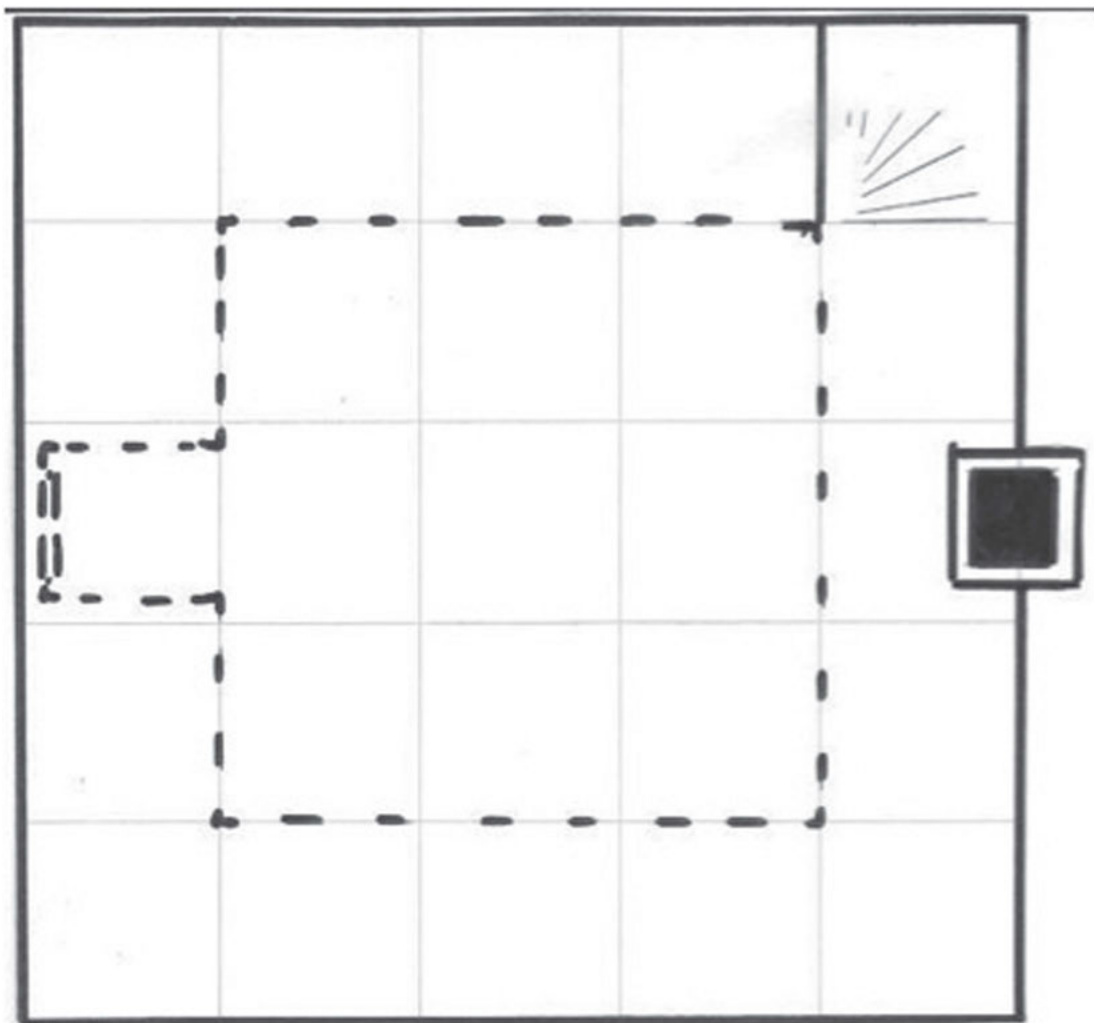
Area 2 – Living RoomL two chairs, two end tables, desk



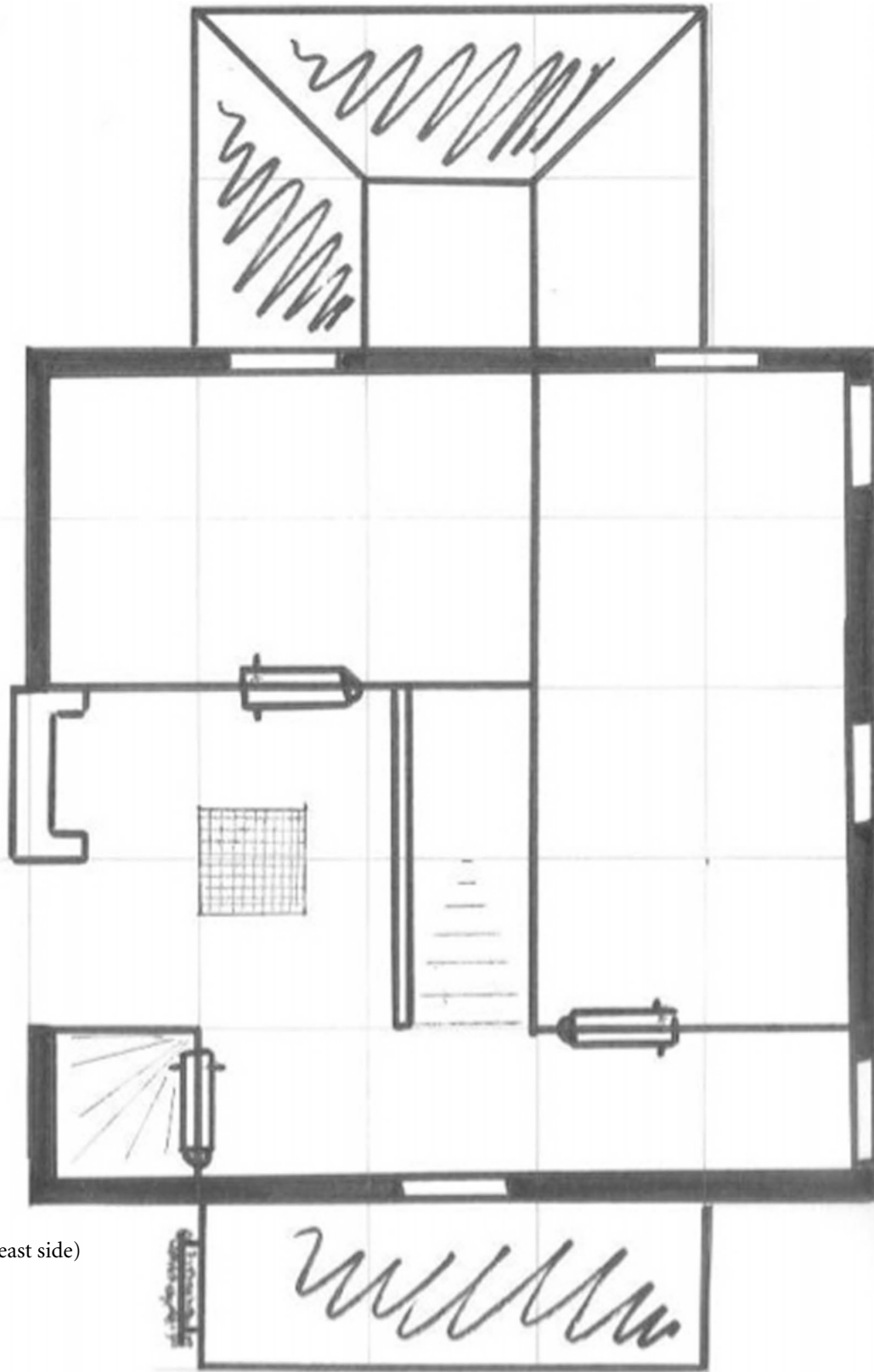
Kitchen, ground floor



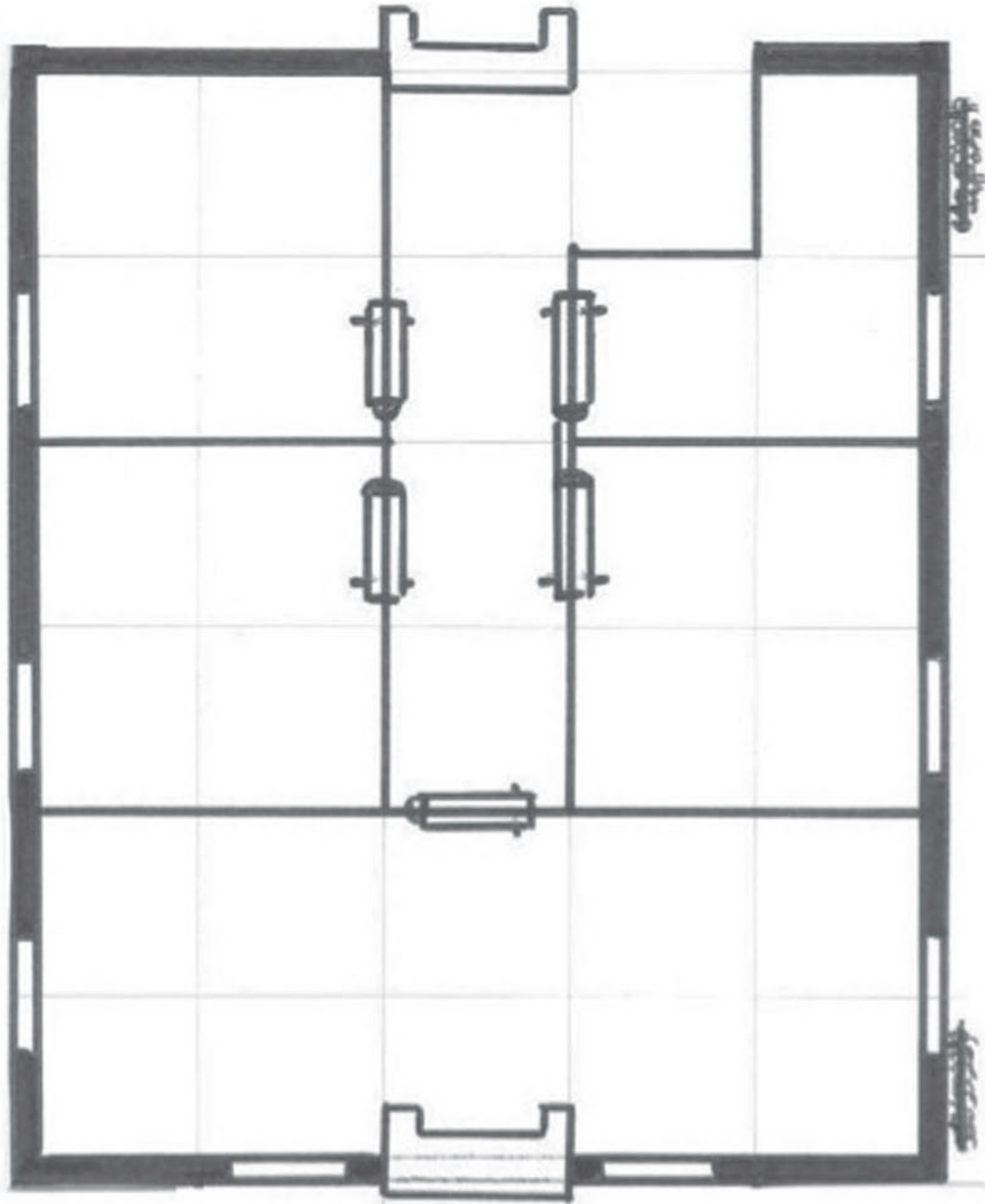
Kitchen Roof (2nd floor)



Attic



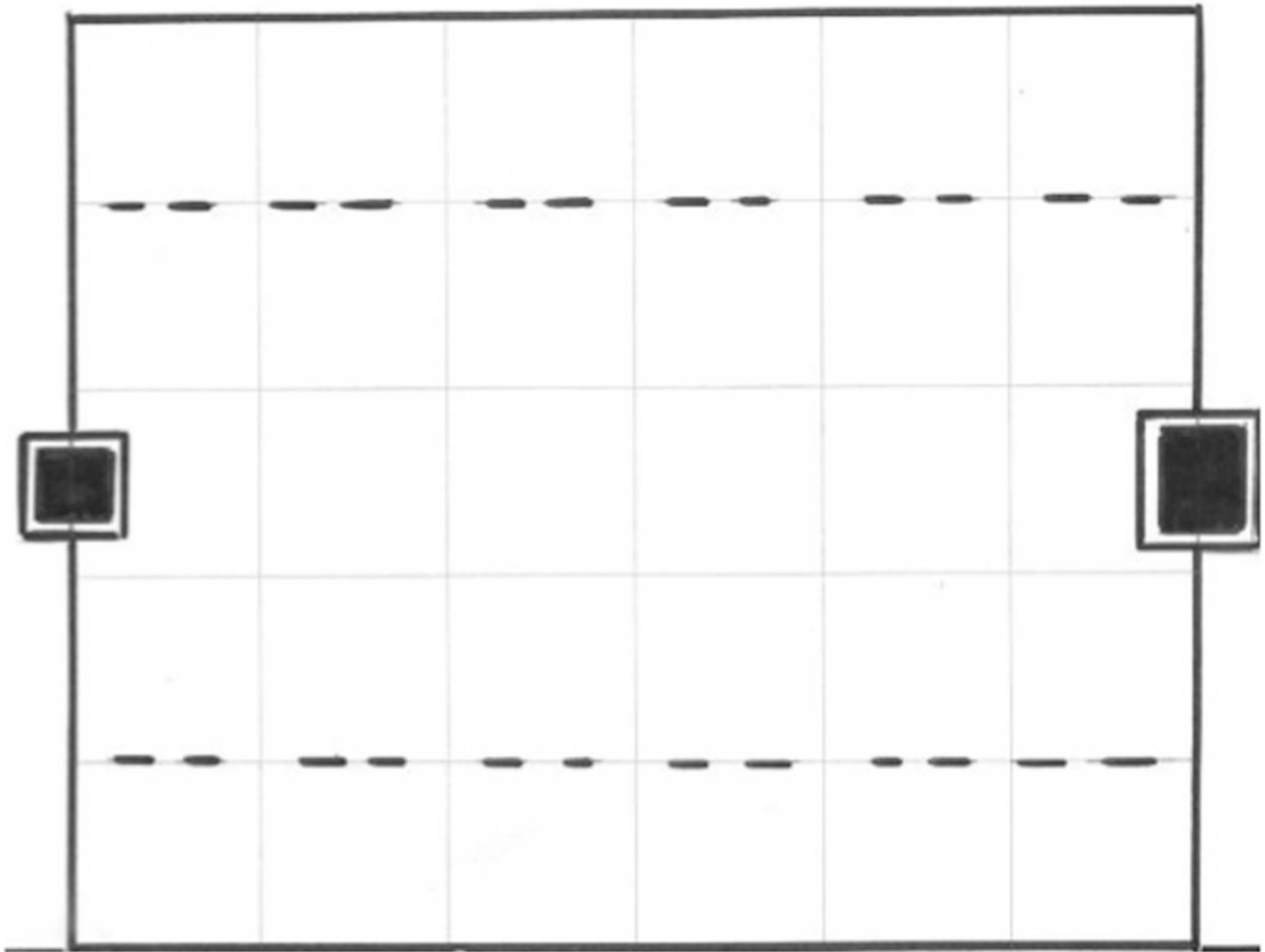
Second floor (east side)



Second floor, hallway, and bedrooms



Area 2 – Living Room: Ladder back chair, Couch, Area 4 – Study: Roll Top Desk, Wooden Swivel Chair



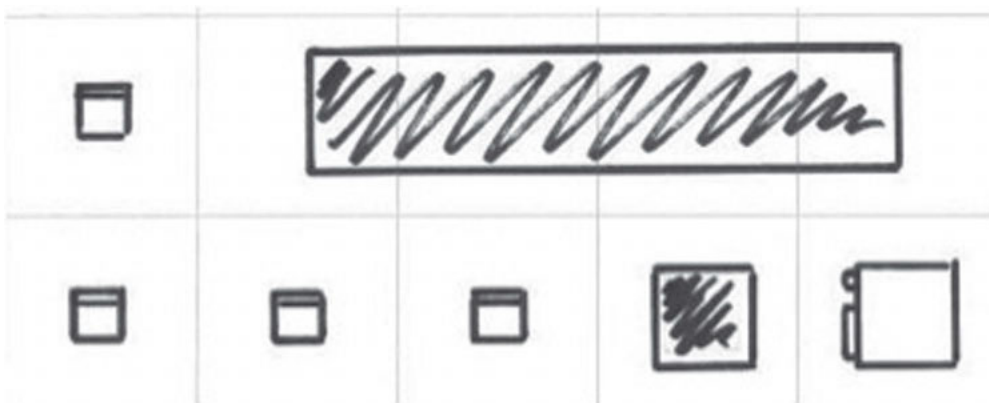
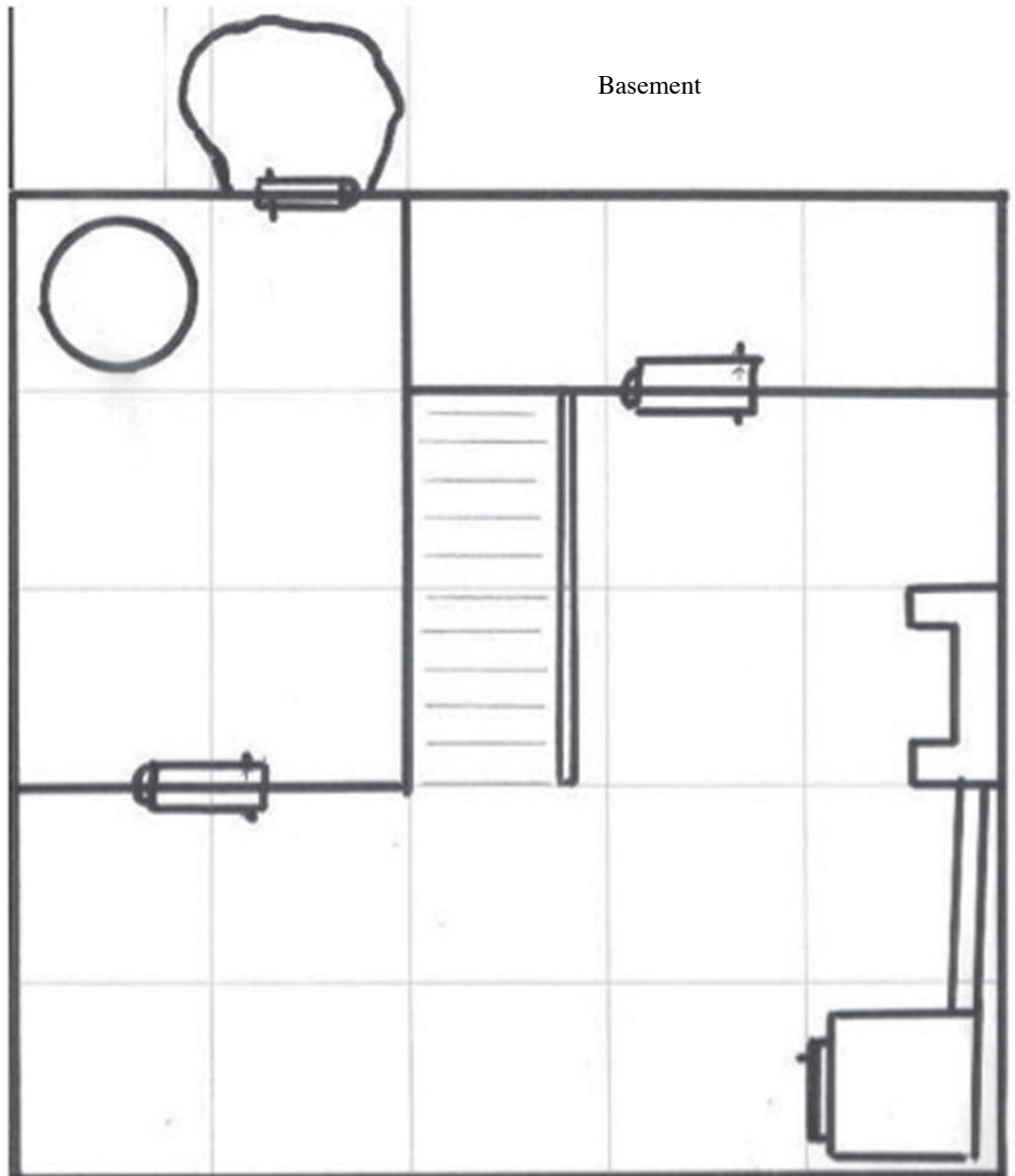
Secret attic



Area 4 – Study: Bookcase, Table, Area 5 – Sitting Room: End Table;
End Table, Three comfortable Chairs, Area 6 – Dining Room: Ladder Back Chair



Area 6 – Dining Room: Five Ladder Back Chairs



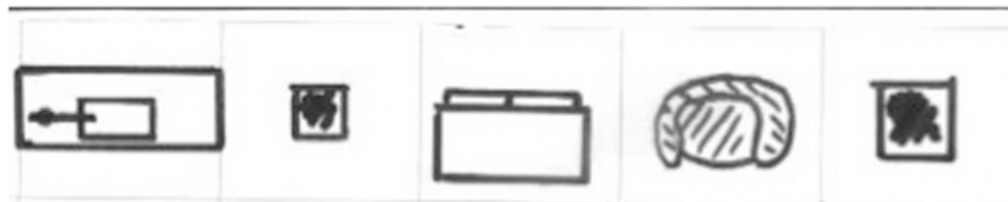
Area 6 – Dining: Ladder Back Chair and Dining Table;
Three Ladder Back Chairs, Area 7 – Kitchen: Kitchen Table, Ice Box



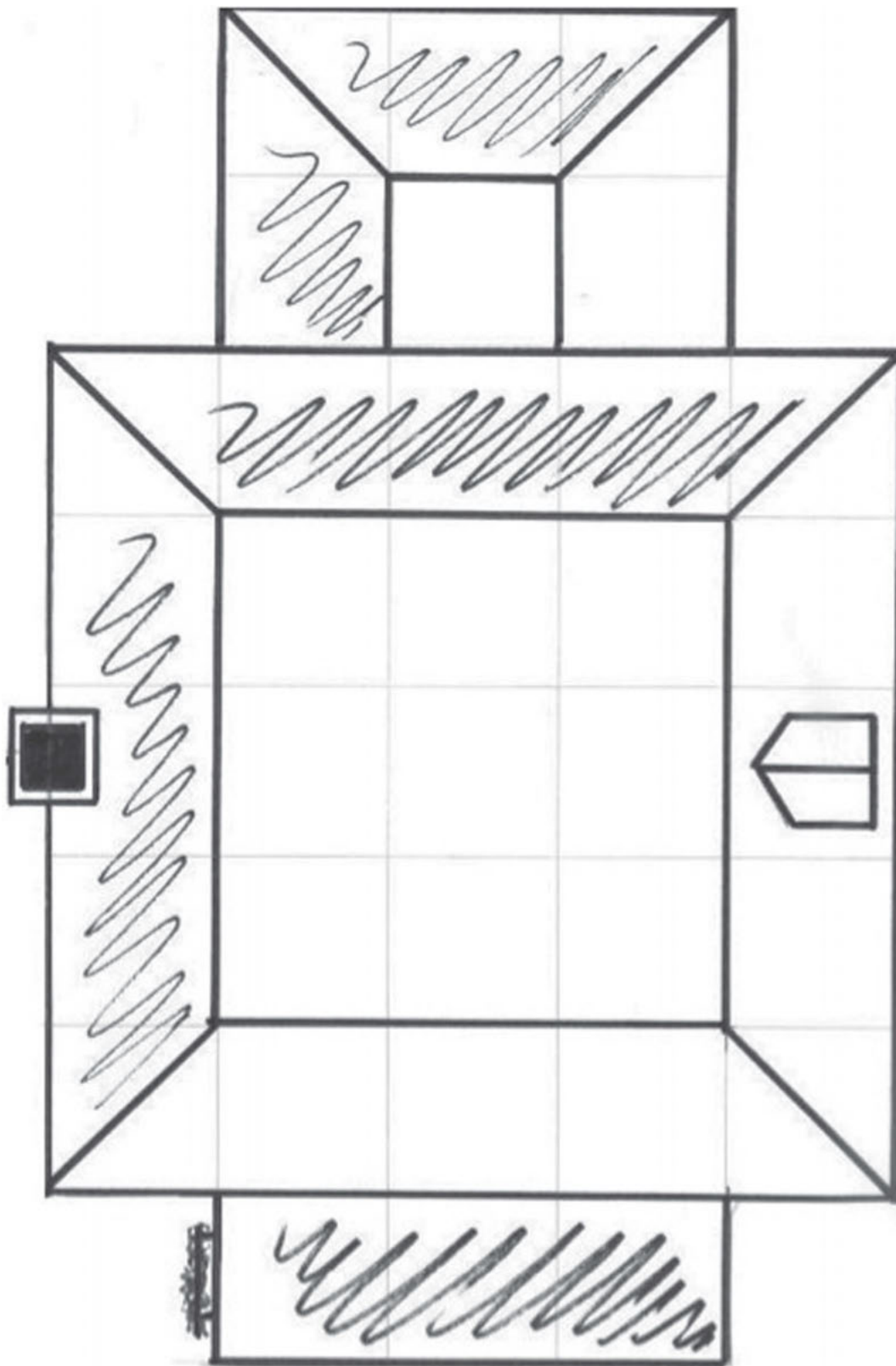
Secret Basement



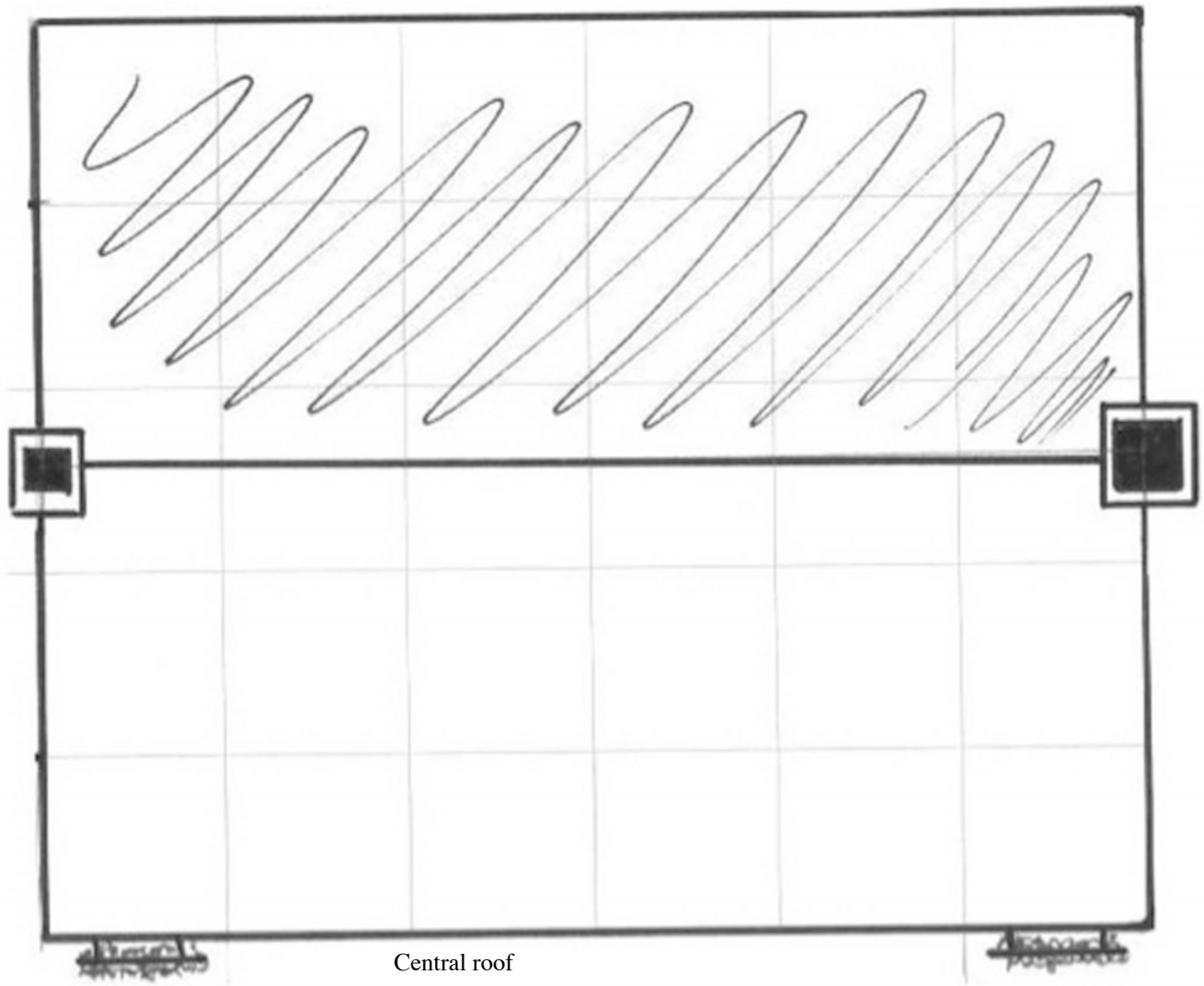
Area 7 – Kitchen: Four Ladder Back Chairs, Wood Stove



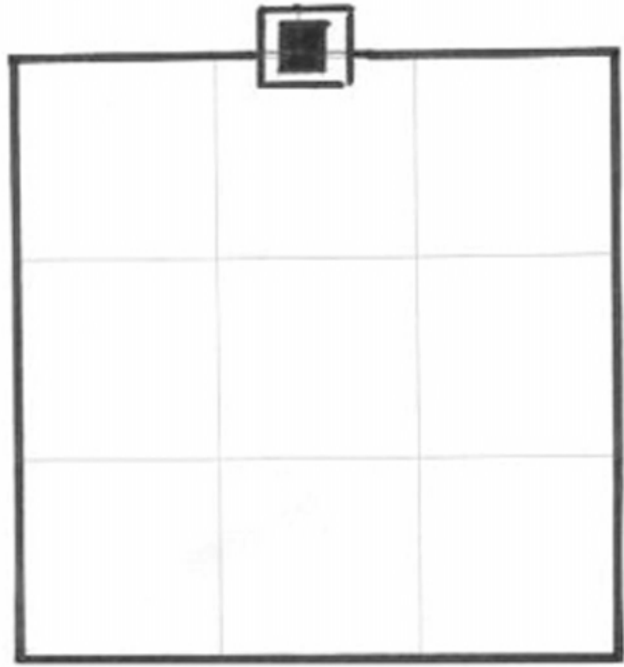
Area 7 – Kitchen: Sink, Area 9 – Large Bedroom: End Table, Wardrobe, Comfortable Chair, Table



Roof (east side)

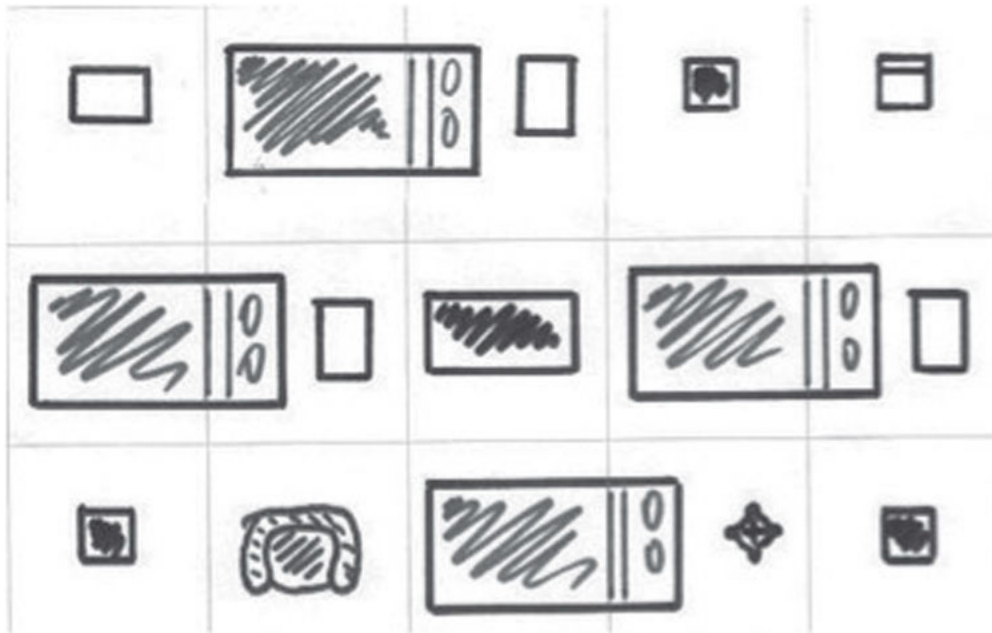


Central roof

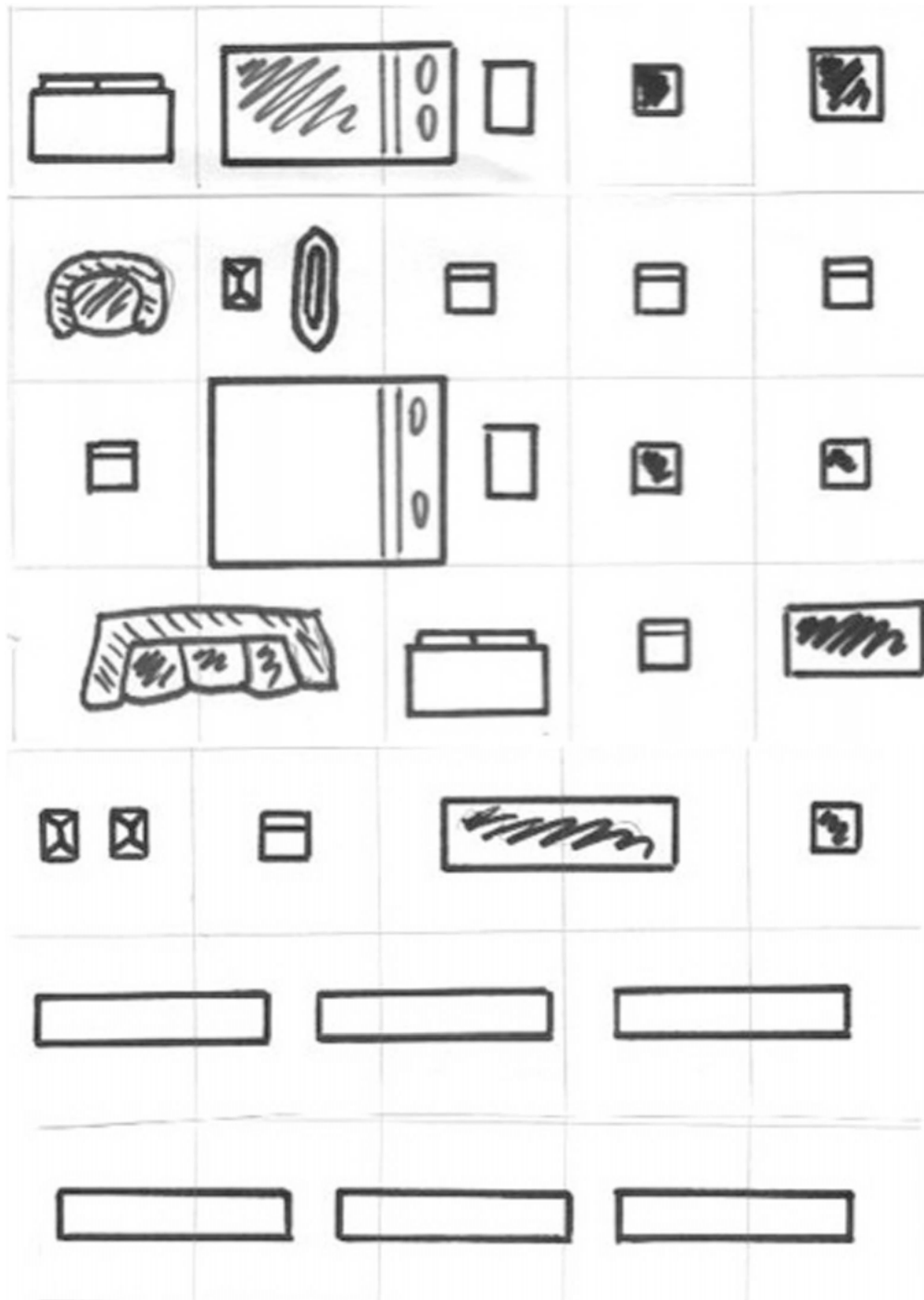


Kitchen Roof with Chimney

The Phantom of Wilson Creek



Area 9 – Large Bedroom: Desk, Bed, Dresser, Area 10 – North Bedroom: Nightstand, Chair;
Bed, Dresser, Desk, Area 11 – Bedroom: Bed, Dresser;
Night Stand, Chair, Area 12 – Bedroom: Bed, Hat Stand, Nightstand



Area 12 – Bedroom: Wardrobe, Area 13 – South Bedroom: Bed, Dresser, Nightstand, Table; Chair, Area 14 – Oddly Shaped Storage Room: Chest, Tub, Three Ladder Back Chairs; Ladder Back Chair, Area 15 – Master Bedroom: Large Bed, Dresser, Two Nightstands; Sofa, Wardrobe, Ladder Back Chair, Desk; Area 17 – Attic: Two chests, Ladder Back Chair, Area 23 Hidden – Laboratory: Bookcase, Small Table; Three Tables; Three Tables

Nothing goes with *Call of Cthulhu*...



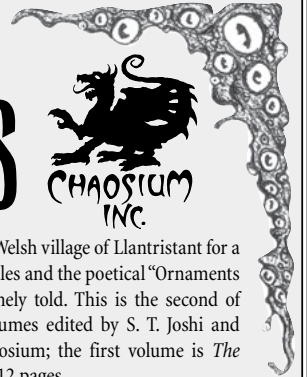
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FICTION

Eldritch Evolutions

#6048 ISBN 1-56882-349-5 \$15.95

ELDRITCH EVOLUTIONS is the first collection of short stories by Lois H. Gresh, one of the most talented writers working these days in the realms of imagination.

These tales of weird fiction blend elements wrung from science fiction, dark fantasy, and horror. Some stories are bent toward bizarre science, others are Lovecraftian Mythos tales, and yet others are just twisted. They all share an underlying darkness, pushing Lovecraftian science and themes in new directions. While H.P. Lovecraft incorporated the astronomy and physics ideas of his day (e.g., cosmos-within-cosmos and other dimensions), these stories speculate about modern science: quantum optics, particle physics, chaos theory, string theory, and so forth. Full of unique ideas, bizarre plot twists, and fascinating characters, these tales show a feel for pacing and structure, and a wild sense of humor. They always surprise and delight.

The Yith Cycle

#6047 ISBN 1-56882-327-4 \$16.95

The planet Yith is the home of the Great Race, a place inspiring H.P. Lovecraft and other authors to pen classic tales of travel through time and space. In "The Shadow Out of Time" there is implicit a very different view of Homo Sapiens' origins, derived directly from the modern mythology of the Theosophical Society. Lovecraft often mentioned Theosophy as a kind of foil and precedent for his own Mythos in his stories. This collection includes tales of Yith both famous and obscure, replete with time travel, mind-exchange, and thrilling vistas of primordial history set in context that enables new readers and long-time Lovecraftian fans alike to enjoy them.

Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others.

Mysteries of the Worm

#6037 ISBN 1-56882-176-X \$15.95

"H.P. Lovecraft — like his creation, Cthulhu — never truly died. He and his influence live on, in the work of so many of us who were his friends and acolytes. Today we have reason for rejoicing in the widespread revival of his canon. . . . If a volume such as this has any justification for its existence, it's because Lovecraft's readers

continue to search out stories which reflect his contribution to the field of fantasy. . . . [The tales in this book] represent a lifelong homage to HPL. . . . I hope you'll accept them for what they were and are — a labor of love." —Robert Bloch

Robert Bloch has become one with his fictional counterpart Ludvig Prinn: future generations of readers will know him as an eldritch name hovering over a body of nightmare texts. To know them will be to know him. And thus we have decided to release a new and expanded third edition of Robert Bloch's *Mysteries of the Worm*. This collection contains four more Mythos tales — "The Opener of the Way", "The Eyes of the Mummy", "Black Bargain", and "Philtre Tip" — not included in the first two editions.

The Yellow Sign & Other Stories

#6023 ISBN 1-56882-126-3 \$19.95

This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These titles are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 ISBN 1-56882-147-6 \$14.95

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White People", which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood's "The Willows"). This wide ranging collection also includes the crystalline novelette "A Fragment of Life", the "Angel of Mons" (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and "The Great Return", telling of the stately visions

which graced the Welsh village of Llantrissant for a time. Four more tales and the poetical "Ornaments in Jade" are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

CALL OF CTHULHU RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#23106 ISBN 0-56882-181-6 \$34.95

CORE PRODUCT — The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth.

Call of Cthulhu is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium's *Basic Roleplaying* system, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the *Academy of Adventure Game Design Hall of Fame*. In 2011 *Call of Cthulhu* celebrated its 30th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This is a softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for *Call of Cthulhu*. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Call of Cthulhu Keeper's Screen

#23120 ISBN 1-56882-345-2 \$15.95

A 3-Panel Keeper's Screen mounted on thick hardcover stock that folds out to

33 inches wide. One side, intended to face the players, portrays an investigative scene. The other side collects and summarizes important rules and statistics, to help ease the Keeper's task. The package includes a 22"x34" *Mythos Vade Mecum* poster by the mad french artists Christian Grussi and El Théo, postulating relationships between the deities and minions of the Cthulhu Mythos.

H. P. Lovecraft's Arkham

#8803 ISBN 1-56882-165-4 \$28.95

"Behind everything crouched the brooding, festering horror of the ancient town . . . the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province.

It was always a very bad time in Arkham . . ."

—H. P. Lovecraft

Arkham is a small town along the Massachusetts coast—the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror. All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its esoteric and disturbing volumes residing in its library's Restricted Collection. These tomes form the foundation of all current efforts to thwart the dire desires of the Mythos legion.

H. P. Lovecraft's Arkham contains extensive background information about this haunted New England town — written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" players' map of Arkham is bound into the back, and four thrilling adventures complete the package.

Includes the H.P. Lovecraft short story "The Dreams in the Witch-house" (1933).

H. P. Lovecraft's Dunwich

#8802 ISBN 1-56882-164-6 \$25.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H.P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

Keeper's Companion II

#2395 ISBN 1-56882-186-7 \$23.95

A CORE BOOK FOR KEEPERS, VOL. 2—New to Call of Cthulhu? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

"The History Behind Prohibition" — A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories.

"The Keeper's Master List of *Call of Cthulhu* Scenarios" — Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium.

"Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats.

"Medical Examiner's Report" discusses the unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Lod*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthanus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

And More: "Mythos ex Machina" gathers about forty examples of alien technology from Cthulhu supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid". Indexed.

Basic Roleplaying

Welcome to Chaosium's *Basic Roleplaying* system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world.

Basic Roleplaying

#2026 ISBN 1-56882-347-9 \$44.95

A CORE HARDCOVER BOOK—This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

From its origin, *Basic Roleplaying* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Basic Roleplaying* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity.

The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.

Players of other game systems often find *Basic Roleplaying* to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character."

Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.

Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.

Basic Roleplaying is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.

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THE PHANTOM OF WILSON CREEK

...

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