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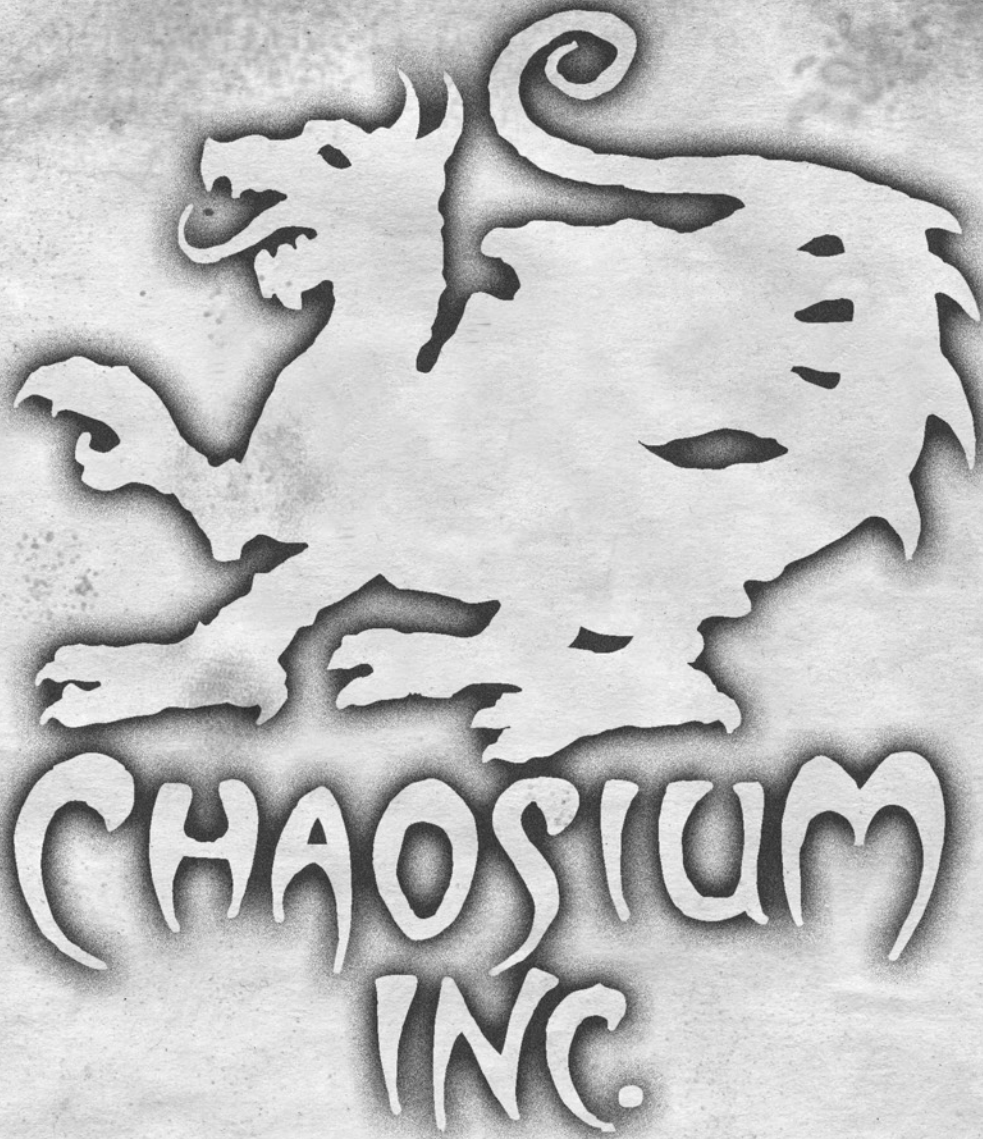


COLONIAL TERRORS



**Call of Cthulhu
Adventures Prior to the
American Revolution**





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Colonial Terrors

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cover by Matt Zeilinger

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Introduction

"The times were lawless and the men who had flouted the King's Revenue forces for years were not the ones to balk at sterner things when duty impelled"
H.P. Lovecraft "The Case of Charles Dexter Ward"

Colonial Terrors is a Call of Cthulhu campaign that takes place in New England just prior to the American Revolution. The investigators for this particular campaign are patriot smugglers and are referred to as smugglers instead of investigators through this campaign. The pregenerated characters near the end of the book can be used or new ones can be created if so desired. Each of the investigators will have had another profession prior to taking up the smuggling trade.

The first section is Background information on the era itself answering some common question that may arise during the course of play. Naturally there is quite a bit more information on the American Revolution and the events that led to it that can be found in any good history book.

The next part is the main section of adventures dealing with smuggler dual mission of delivering goods to Newport and Saundersville. There is also three optional scenarios following this, which can be used with the same characters, or different ones. These additional scenarios with some minor changes could also be used from the perspective of Royal officials or a colonial magistrate and aides.

The last part deals with more information that can be useful for adventures in this era.

Background information on the Era

This particular era is often called the age of enlightenment in which great progress in science, politics and philosophy were made. Many of the shackles of previous eras are being shaken free. Reason was advocated as the primary source of authority. Religious and political authorities of the previous eras were questioned and discarded. Literacy was becoming more common. People from all walks of life, no longer just clergy and aristocracy, were reading books, newspapers and pamphlets.

The colonies at this time produced large amounts of the food for England and other

parts of Europe. Most of the people in the colonies are farmers with craftsmen in the more populated areas. Much of what is needed by a large farm is produced by it self or traded for. Often large farms, or plantations, would be capable of producing a variety of items needed and employed not just people to work the fields, but individuals to do the laundry and cooking, at least one blacksmith, carpenters and others as needed. The servants would be comprised of slaves, indentured servants, and freemen.

Mental illness in this era was still very misunderstood. The treatment almost always made things worse. Authorities sought to minimize the trouble caused by the mentally ill. If the person was quite and non-violent they would be cared for by their family or left the wander to their own devices. Violently insane would be treated the same as criminals and shackled then thrown into a prison. Also many things we consider normal behaviors nowadays was considered mental illness at that time. For the player characters of this campaign recovery could prove problematic. Without the modern use of psychotherapy or medicine recovery from insanity will take much longer if at all. The only hope for player characters is in finding a place where they can rest and be cared for until they recover sufficiently to return to society. There still was a quite a number of people who thought that insanity was caused by demon possession.

Religion in the Colonies is varied depending on where a person happened to live and how well educated they were. A variety of Christian sects can be found thru the Colonies in addition some Jewish congregations in larger cities. Often a settlement was found for the purpose of a certain religious group desired the freedom to pursue their beliefs without fear of repercussions. Among the educated middle and upper class the Philosophy of Deism has become very popular much to chagrin of established religious leaders and political powers. Deism is the belief of God thru nature and reason not revealed religion.

There argument was that the proof of a creator is in the creation not in stories written centuries before of dubious origins. Among the leaders in what will become the American Revolution this philosophy is very prominent.

Occult Orders in the American Colonies Surprisingly with rise of philosophies such as Deism, Atheism and Agnosticism during this era there was quite a number of secret orders occult in nature. Usually with adherents of the philosophies listed above. The extent to which people actually believed in the occult is for question. It is known that some of these occult societies had profound effect on the formation the country. While historically most were harmless and some actually quite benevolent they can be altered slightly to have more sinister undertones. The list below is not a historical representation of these societies but a fictional version useful to a Call of Cthulhu game.

Freemasons

A very prominent organization with international ties. Many of the founding fathers of the United States were in this order. The Masons use symbols from various cultures. Their purpose is purported to be to benefit society. Becoming a Mason makes many contacts and most of the most powerful figures in the Colonies are members.

Rosicrucian

A secret society of nominally Christian Mystics using symbols from a variety of mythologies. Has its origins in medieval Europe especially Germany. One group is said to have settled in what is now Ephrata Pennsylvania. Like the Masons their purpose is to benefit society. This group has many knowledgeable and legitament doctors among them.

Witchcraft/Satanism

Witchcraft Cult was very active in Salem, Arkham and nearby areas in the 1680's and 90's. Since the witchcraft trials it has however diminished and many of the

adherents have moved to other areas. They are now a very secretive and sinister group. They have a variety of traditions taken from around the world. While they nominally worship Satan and other demons of Christian ethos or ancient deities from pagan mythology some adherents will come across the secrets of the Cthulhu Mythos.

Hellfire Club

Possibly introduce to the colonies via Benjamin Franklin. Created as a gentleman's club by Francis Dashwood in England this cult gives homage to Satan with black masses, heavy drinking and fornication with prostitutes dressed up as nuns. Many secrets are shared amongst the members and are likely that Mythos books and knowledge are among these secrets.

Voodoo

While generally thought of as being in what is now the Deep south particularly New Orleans there is evidence that African Slaves practiced this religion in other parts of the Colonies as well. It is in these areas that it is practiced most secretly. While the majority of these groups worship a mixture of figures from Christian and African myth some stumble onto the darker practices and entities of the Cthulhu myths.

Smuggling during this time is widespread and considered by most colonists to be a justified act. In ports thru the colonies a network has been setup to keep smuggling active. Smuggling was a reaction to the various acts imposed by Britain on the colonies making it difficult to impossible to profit from trade.

Travel was a difficult and often dangerous affair. Most roads were nothing more than large dirt paths with huge potholes and occasional stumps. Most wild animals could be easily scared of by a musket or just a large group of people. There was still the possibility of snakes or a rabid wolf or bear. Highway robbery was not nearly as common as it was in Europe. Piracy was more the norm in and around the colonies. Weather could seriously interfere with any travel

plans. As such country inns were common as was establishments for getting a quick bite to eat on get on with work literally the precursor to fast food.

Travel by carts ked by horse or mules was the most common form of overland travel with carriages being owned by a few wealthy individuals. Most long distance travel at the time was done by sea, river or lakes making ports such as Boston and Baltimore thriving centers for commerce and trade.

While this particular campaign is set in Boston, Massachusetts and Newport, Rhode Island if other areas of the American colonies are explored it must be kept in mind that each colony had it's own set of laws, customs, dialect and culture. This is still true today to an extent but much more pronounced before the invention of mass media and speedy travel.

As far as money goes at the time 12 pence equaled one shilling and 20 shillings one pound. However there was a money shortage in the Colonies (partly due to parliament). Most items were traded for. Tobacco was a big item for trade because it could be sold again easily. As such tobacco was used as a type of currency. Tobacco was in high demand and most plantations grew it. In the course of this campaign it is unnecessary to determine exact historically costs of items.

The keeper can make them up if wished. Keep in mind things made in the Colonies would be far less expensive than those that were imported. For instance a wardrobe made of fine hardwood would be far less than a robe made of silk that went in it. In today's world the exact opposite would be true. Anything imported would be expensive and possibly bought on the black market.

Some suggested pricing for items

Item	Cost
20 feet of Rope	5 pence
Candle	1 pence
Pistol	1 pound

Musket	2-3 pounds
Saber	1 pound
Horse	5-6 pounds
Mule	3 pounds
Wagon	2 pounds
Lock	15 shillings
Lantern	3 shillings
Printed book	1 pound
Bottle of wine	10 pence
Cask of Ale	3-5 shillings
Chest	2 shillings
Men's suit	1 pound
Woman's Dress	1 pound
Shoes	15 shillings
Hat	12 shillings
Knife	15 shillings
Telescope	4 pounds
Ink and quill	12 shillings
Coat	1 pound
Pocket watch	5 pounds
Compass	1 pound
Blanket	2 pence
Tack for horse	2-3 pounds
Map	12 shillings
Stay at an inn	2-3 shillings

In many Call of Cthulhu campaigns the characters are faced with legal restrictions on weapons. This era is the exception. Firearms at this time were common household items. Almost everyone knew the basics of how to use a pistol and musket. It was in general the law to own and carry firearms for men sixteen to about sixty depending on which colony one resided in. In many cases firearms were taken everywhere including churches. The only exceptions to this would be in the pacifist communities such as Quakers or restricted from slaves, Indians and sometimes Catholics. Ministers and magistrates would often be exempt from this requirement. Swords were still used regularly but usually only by the more educated, as this was a skill that was learned primarily in universities or by officers in the military.

Common Weapons in 1768

Weapon	Damage	Range	Attacks
--------	--------	-------	---------

Musket	1d10 +4	60 yds	¼
Flintlock	1d6 +1	10 yds	¼
Saber	1d8 +1+db	touch	1
Wood Axe	1d8 +2+db	touch	1
Dirk	1d4 +2+db	touch	1
Bow	1d6 +db	30 yds	1
Spear	1d8 +1	touch	½
Whip	1d3 or grapple	10 feet	1
Bayonet	1d6 +1+db	touch	1
Hatchet	1d6 +1+db	touch	1

The climate in the colonies at this time is very volatile. Clashes between merchants and the customs officers are becoming more common. The Boston massacre is only two years away. Many of the members of the royal military roam the area doing as they will thus bringing resentment from the colonist. The various acts imposed on the colonist are seen as unjust and most people if not actively involved in smuggling turn a blind eye to or encourage it.

There are many historical characters and events utilized in this campaign. These are not meant to be accurate representations of any historical event. In addition the author has taken liberties with many of the idiosyncrasies of the era. This is done in order to make play easier and encompassing of a wider audience. For instance women rarely stayed at inns. Usually only men would stay in them. For ease of play much of the culture from this era has been slightly modernized. A creative keeper can of course reintroduce the cultural aspects of the era.

Slavery and indentured servitude were of course common at this time. Slavery existed thru ought most of the world. Many books have been written on the subject of slavery in America oddly not a lot seems to have been written on indentured servitude. Even today these tend to be controversial subjects to a degree. Both slaves and indentured servants could be subject to harsh, inhumane treatment. While indentured servants were not technically servants for life some masters would tack additional years on for minor

infractions and work them in the most dangerous of jobs in an attempt to get the most for their money. Most indentured servants didn't really have a choice in their indenture being forced out of their home country for reasons that would seem ridiculous by today's standards. Both slaves and indentured servants had no rights other than what their master gave them.

Out of commission Characters

If a character is killed or driven to long term insanity the player may create a new character and have them join the group in a fairly easy manner. The smuggling trade was prominent enough in the Colonies at this time so that they can meet fellow smugglers just about anywhere. They would ideally already be acquainted. Merely a brief introduction to the players would be all that is needed.

Alternative Plotline

An interesting and fun way to run this adventure would be to have modern day investigators transported back in time. This could be done during one of their investigations using a type of gate spell. Such a tactic would add to the fear and general paranoia while characters try to find to find a way back to the modern setting and at the same time trying to not upset the space-time continuum. It must be made clear that if they change history they may go back to a future unlike what they left.

The difficult part would be a hook to get the investigators interested in facing the dangers to begin with.

One way would be to discover that Caleb Durmont might be in possession of a device that will aid them. He in turn has lent it to Hagget for study as he has been unable to determine anything useful about it.

Following along the idea of being transported by a gate another adventure hook could be a higher up involved in the smuggling to offer his magical assistance in return for the investigators aid in smuggling and the downfall of Caleb Durmont and Thomas Hagget. He will know they are from the future as they accidentally came thru his own gate in his home. An ideal person for this

would be Ben Franklin former member of the Hellfire Club.

Finally the use of a powerful entity possibly an elder god who sends the investigators back to perform the mission.

While the time travel concept isn't for every group for those who can pull it off it can be quite amusing.

Prelude: A Conversation in A Tavern

John Hancock is awaiting the customs officials to finish their inspection. They seem to be looking for something.

At his side a man whispers to him, "I wonder if they really believe the King is an emissary of God or if they just enjoy having the status of a minor dictator."

Hancock smiles at the quip "Sometimes I am inclined to believe that the customs official believe they are reincarnations of the Greek gods"

Shh...they are finishing up"

The leader of the Customs officers approaches.

"Mr. Hancock this is highly suspicious your cargo hold has only a quarter of what it can handle. Where is the rest?"

Mr. Jacobson what are you implying? Is it any surprise that I can only bring in a quarter of the usual cargo with the increasing taxes that parliament places upon us."

"No matter an official investigation will be made." Jacobson walks away just before exiting he remarks with conspiratorial grin to his fellows, "Undoubtedly the missing wine will turn up in Newport"

Hancock turns to his companion.

"Do you think Durmont may have said anything?"

I doubt it don let this worry you to much undoubtedly things will clear up before long."

Hancock's friend then departs he has along journey ahead of him all the way to Newport. Fortunately along the way is an excellent Inn.

The Date is April 12, 1768. Recently John Hancock was accused of smuggling Madeira Wine into Boston Harbor. He landed in Boston with only a quarter of what could be held in the ship Liberty. While customs officials were on the ship and attested that nothing was removed that night he has come under suspicion because of this and of information about ties with a Caleb Durmont in Newport Rhode Island who is also under suspicion. During the campaign not only will the smugglers have to deal with Mythos horrors but also customs officials and British military. Confrontation with these officials will lead to possible imprisonment or death. The players must remember their characters success of the mission depends on secrecy, bribes and deception. From the get go the players must come up with an alibi why they are travelling from Boston to Newport and then onto the town of Saundersville.

The smugglers are awaiting in the back room a Tavern in Boston. John Hancock arrives with two of his hired hands. One stands watch at the doorway the other keeps a look out at the window. After quick greetings Hancock addresses the group. "I have asked you here because of the recent events. I believe that we may have in the. I believe Caleb Durmont of Newport, Rhode Island may have given information to the customs board. We had a messenger from Rhode Island arrive a few days prior with a letter from another colleague in the Newport area.

The Letter of John Tomkins

My Esteemed Friend,

I am loath to write this as one may think it only petty jealousy. It is true my mission came from that emotion but since I have learned much which could jeopardize all of us. I speak of Mr. Caleb Durmont of Newport.

He presents himself as a man settled and long passed from his younger days of

indiscretion. However it has been my observations that he has been in close conversations with those who oppose our cause. I believe he is a spy for them and has betrayed us. It would be of your utmost interest to come and see for yourself what I have observed. If you cannot come yourself perhaps send someone you trust.

This is not the worst. I believe that he is in commerce with something much darker. He has been observed at the sites of graves.

I believe he may very well be in league with the Devil.

John Hancock regards the latter part of the letter as mere superstition belonging to days of the Salem horror of last century. He is very concerned about the accusations of Caleb Durmont being in league with the customs officials. He asks the smugglers to go to pick up a shipment about twenty miles north of Newport. They will then deliver the Madeira wine by cart to Durmont and if possible find out what they can from John Tomkins.

The smugglers will then take their cache of Madeira wine to Newport to be traded for tea and molasses that they will take to the town of Saundersville for a payment of gold and silver.

The smugglers have been provided with a cart and two horses, enough money for stays at inns/bribes, as well as muskets, provisions. The village of Rockport where the pick up is to occur has an inn called "The Red Boar" which Hancock highly recommends. The man is a former ships cook and is friendly to our cause.

After four days of travel the smugglers will reach the village the ship is due in a day or two. As such the smugglers will have to wait in the village and enjoy the comforts at the inn.

Part I

Sign of the Red Boar Inn

He was having a nice evening after a long day on the road. The inn was by far one of the best he had ever stayed at. The food was exquisite, the ale excellent and those two girls were quite fetching. And to top it off a private room to stay in. Strange how tired he was, could barely keep his eyes open and needed to turn in early. Must have been a really long day on the road. He drifted into a very deep sleep....

Then the pain came. His wrists felt like something was biting into them. And the smell- it was like a charnel house.

He slowly opened his eyes. The light was dim only one lantern. He heard something moving to his left looking over he a large man bent over a table picking up a nasty looking tool. He tried to run only to discover he was chained to the wall.

The large man came towards him. He had a bloody apron on and a cruel knife in his hand. Before the can scream the large man clamps a hand over his mouth.

"None of that you might wake up the others" Drool drips from the corner of the large man mouth and his eyes shone with madness.

You will surely make for some fine dining yes you will" with that the large man slides the knife in to the prisoner letting him bleed to death.

The large man then begins the process of removing his legs and prepping them like a butcher would a roast and hangs them next to variety of other cuts.

The large man then weary from his exertions replaces the tools and apron washed his hands and face then walks out door closing it securely behind him.

A moment later the dead mans corpse begins to glow faintly....

At some point about twenty miles north of Newport in a village called Rockport off the road the smugglers will stop at the Red Boar Inn while awaiting their pick up. The Red Boar Inn is a two story building just on the

outside of town off the main road. A large establishment with stables and shed for storage. Eric a boy of about 13 years of age who helps the smugglers with the cart and horses will greet the smugglers.

When the smuggler enter the inn they will be with the smells of good food and greeted by Samuel Crofton the proprietor. Crofton is a large man that appears to have sampled a good bit of his own cooking.

After helping the guests to their room he says he must be off to the kitchen to finish preparing the evening meal. The smuggler may rest in their rooms; go into the parlor or to the dining room where one of the girls can serve them something to drink.

During the evening there will be various locales enjoying the Inns fine food and selection of wines and ales. In addition there will be the only other guest Edward Norris. Norris spends most of his time becoming very drunk and complaining of the cold weather.

The maids Rosie and Lillie are busy with serving food and drink.



Samuel Crofton has prepared fresh bread, fruit pies, cheese, coffee, a vegetable stew as well as chicken and "pork roast". These are

set out upon the tables for every to take what they wish. Take note which PC's eats the "pork roast" as this will become important later. The smugglers may interact with Edward Norris, the servants or the locals as desired. Edward Norris is on his way to Virginia to work for a wealthy plantation owner.

The various locals seem to be intent on local gossip, weather, and the coming growing season. After a good amount of beer Doctor Smith and John Wood begin singing ribald songs for the companies entertainment. At about nine all of the locales leave. Shortly thereafter Edward Norris stumbles upstairs to his room.

After midnight a bloodcurdling scream is heard. Everyone in the inn is awakened. Crofton and the maids will be found in the dining room. The girls are both obviously frightened. A successful psychology roll will show that Crofton is very agitated and nervous but attempting to hide it. No one is sure where the scream came from. At some point it will be noticed that Edward Norris is missing.

What has happened

As Edward was alone and travelling he was to good of an opportunity for Samuel Crofton to pass up. After slipping a drug in his ale Samuel snuck into his room and took him the hidden room to be butchered. As he was hung the corpse of Norris on the meat hook the corpse of Charles Church came to life by spell placed on him by Caleb Durmont.

Having had his legs removed recently for use as pork roast and being on a meat hook he was unable to go anywhere. However when he began to move violently this frightened Crofton who was the one who screamed.

After an hour or two or if the smugglers start towards the cellar Crofton will flip out attempting to kill one of the smugglers with his butcher knife. The smuggler may either flee, attempt to hold Crofton, or attempt to kill him.

If the smugglers locate the hidden butchering room they will find the corpse of Edward Norris and the messenger. If the smugglers attempt to communicate with the zombie he

will speak in a monotone voice stating he is trying to get to Caleb Durmont. He will not say why. He will not reveal anything else. If the smugglers release him he will begin to crawl towards the direction of Newport. If anyone attempts to stop him they will be attacked. If the local authorities are brought in and witness what has happened Crofton will be promptly taken to the nearest tree and hanged if not already dispatched with by the smugglers themselves. The authorities will ask an oath of silence of the smugglers not wanting rumors of such a thing happening in their town.

Exploring the Inn

Main Floor

Kitchen has stairs to both upstairs and the cellar. A large brick stove sits at the north end; there are a variety of pots, cooking utensils, and kettles. Crofton spends a good part of his day in here cooking. He gets very fussy about his kitchen allowing only the maids and himself in here. Guest will be shooed out.

Dining Room.

A very roomy dining area that has four tables and a dozen chairs of decent make. Several candles and the large fireplace along the west wall will light the room. In addition Crofton has installed a bar of sorts that has a good selection of ales, beer and cider.

Parlor

The Parlor serves a general meeting area and can be converted to a small ballroom. Several chairs and small tables in here along with a bookcase. The books are all of stories collections, science and a Large Bible. This room is unoccupied during the evening unless any of the smugglers wish to come in here. A fireplace is along the eastern wall.

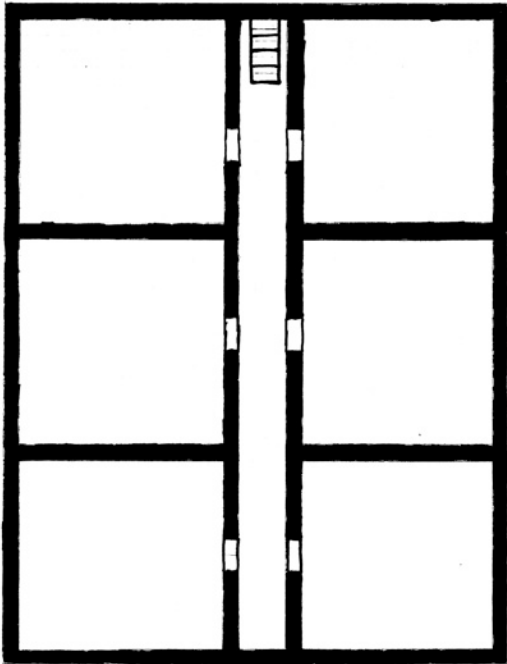
Maids Room

This room holds two beds for Rosie and Lillie. As some of the guests have on occasion become overly enamored of one or both of

the girls they have learned to keep a pair of flintlocks in the bureaus next to the beds.

Crofton's Room

Dresser drawers with clothes including some old uniforms from Crofton's days as a seaman. Small cache of silver and his sleeping potion is hidden under a floorboard. Hanging on the wall is a framed letter of commendation from Captain for outstanding service as the ships cook.



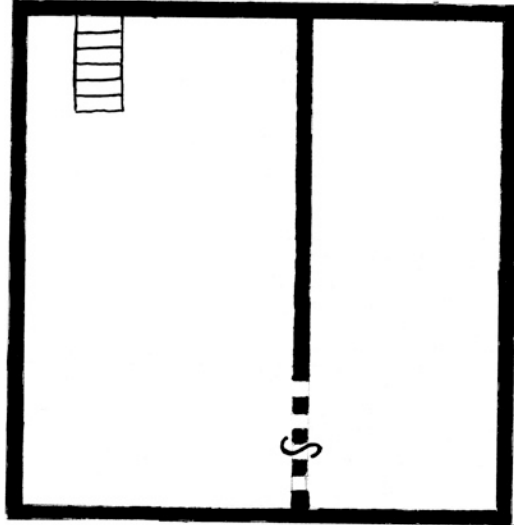
Upper Floor

There are seven Guest Rooms each with a feather mattress, desk, chair, candles, washbasin and chest of drawers.

Edward Norris's room is located in the southeast. It still has all of his clothes, baggage, a bible and some money, which the smugglers will discover if they can locate the key or find the secret entrance in storage area.

Storage Area has the effects of some of Crofton's Victims locked in a chest (Crofton carries the only keys with him) in addition to sheets, blankets, towels, soap and a variety other extra items for use in the inn.

Victims' possessions include clothes all of men, a silver crucifix, three different bibles, a book of Shakespeare plays, and a gold watch. In the southeaster corner is a secret door that Crofton uses to access his victims.



Cellar various jars on shelves, root vegetables, flour, dried fruit, spices, racks of wine, in corner behind a shelf is the secret entrance to the butchering room.



Butchering room

Upon entering the butchering room smugglers find a ghastly sight. Upon the ground is the

corpse of Edward Norris. His throat is slit and blood flows into what appears to be a well. They see movement and here a low murmur on the far wall in the shadows is the body of a man hanging from two meat hooks is the body of a man. Most of both his legs are missing. No blood is dripping from him. His eyes are wide open and he is attempting to run.

Butchering Room Inside are the remains of Edward Norris on the floor and hung on a pair of meat hooks from the ceiling is the messenger with no legs, eyes wide open and attempting to run. Along the north wall is a table with various knives, pails, and saws. On the east wall hanging from meat hooks with what appears to be a couple of small hams (their not).

Sanity cost to see this 1/1d6+1.

If the smugglers go to the well they will smell rotting flesh, anyone doing so must make a constitution roll or become nauseated. The well is about fifteen feet deep and at the bottom are about a half a dozen skulls in various states of decay and other human remains.

Samuel Crofton Innkeeper and cannibal
Str 16, con 15, dex 11, siz 17, int 10, pow 9, edu 10, idea 50, know 50, luck 45 hp 16, san 0

Weapons: butcher knife

Skills cook 80%, butcher 80%, act sane 60%, pilfer corpse 45%, sneak 70%, conceal 60%

Samuel Crofton is a former sailor who managed to acquire a good bit of money and set himself up as a successful innkeeper. It was during one of his early voyages to Africa he was captured by slave traders and eventually ended up in a village of cannibals. For several days he watched as the tribe cooked and ate various people. In addition he himself was forced to eat human flesh. It was at this time he sanity slipped from him. He became an enthusiastic participant in the heathen ceremonies of the tribe learning methods for capturing and dispatching his prey. They eventually taught him the secret to making a sleeping potion they used in their hunts. Eventually he was set free and made his way back to civilization. At this time he

became a ship's cook and was well known to sea captains in New England as an excellent cook. Over the years he would take victims from his cannibalistic hunger at the various ports he visited and at the same time collecting various times of worth from his victims and selling them in another port. He treats his employees well and considered a good citizen by his neighbors. He chooses his victims carefully only taking people who are strangers to the area on their way to other locations. He also delights in sharing his favorite dish to unsuspecting diners. Sanity loss for discovering character has consumed human flesh 2/2d4.

Edward Norris blacksmith

Str 10 Con 12 Dex 13 size 9, int 10, pow 7, app 8, edu 12, luck not much as we can tell from this adventure

Norris is a rather whiney man who has the tendency to annoy those around him.

Rosie and Lillie White Maids

Str 8 Con 9 Size 14 Int 11 Pow 10 Dex 12 App 17 Edu 11 San 50 HP 12

Damage Bonus

Weapons Flintlock Pistols 40%, frying pan 75%

Twin sisters of 16 years of age. Their family were killed in a fire with only them escaping. Crofton finding himself needing extra help took the girls in about 6 months ago. They are loyal to him and will only believe of his monstrosities if they see it first hand. He has been successful in keeping his secrets from them. Any advances by the smuggler on them will result in rebuff (possibly with a frying pan to the head). If they are pressed Crofton and the other townsmen will intercede on their behalf.

Eric Holder Stable boy, general labor

Str 9 Con 15 siz 10 int 16 pow 12 Dex 15 app 13 edu 7 san hp 13

Local boy who help Crofton with the stables and any other chores as necessary.

Jonathan Wood local lawyer

Str 9 Con 16 Size 14 Int 10 Dex 15 App 13
Edu 15 San 50 HP 15
Damage Bonus 0
Weapons flintlock pistol 35%
A pleasant man who is very fond of his sweets. He tends to be the life of the party.

Adam Jones local silversmith
Str 11 Con 13 Size 11 Int 12 Pow 10 Dex 13
App 12 Edu 14 San 50 HP 12
Damage Bonus
Weapons musket 45%
Of the four men he tend to be quite unless taking the lead of Wood.

Robert Smith local Doctor
Str 9 Con 18 Size 10 Int 12 Pow 11 Dex 13
App 9 Edu 16 San 55 HP 14
Damage Bonus
Weapons none
Doctor Smith spends quite a bit of time giving advice on how to keep ones self-healthy in addition to medicating himself to ward off possible illness. A true hypochondriac he is generally in a state of intoxication from the combination of medicines and alcohol.

Thomas Wright local magistrate
Str 12 Con 12 Size 13 Int 12 Pow 10 Dex 10
App 11 Edu 14 San 50 HP 12
Damage Bonus
Weapons Flinlock 30%, musket 45%
A no nonsense man, very pick about what he eats. Prefers Meat and potatoes. Drinks little. Scowls at both the Doctor and Wood when they become overly intoxicated.

All of these men are local leaders. They will dispense with justice as needed.

Charles Church Zombie
Str 12 Con 15 siz 13 pow 1 dex 3 move 2
hp 14
Weapon bite 30% damage 1d3
Armor none impaling weapon do one point damage all others half damage rolled
Skills: seek out Caleb Durmont 99%, crawl pathetically 99%

A messenger for Caleb Durmont. He meets an untimely end. When he did not arrive in time Caleb cast a spell for him to return to life.



The Pick Up

The Keeper may wish to simply have the pick up go well or use this as an encounter with the Royal Marines. This will give the players a bit of break from dealing solely with mythos encounters. While the smuggler may get captured or the goods confiscated it is crucial that they be able to win their freedom and reacquire the goods.

The day after the smugglers' sleepless stay at the inn the smugglers see the arrival of the ship. A messenger is sent into the village to inform the smugglers of the drop off time of three a.m. It will take place at a cove on the seaward side of the area just outside the village. Rosie and Lillie are now the owners of the inn and try to make the smugglers final night as pleasant as possible.

The locals are discreetly cleaning things up. A supper of vegetables, bread and duck are served.

At about three am the smugglers will arrive at the cove. As they do so they see two boats rowing in. The sailors get to land and with few words begin unloading the crates from the boats and into the cart. After they finish a loud voice is heard "Halt everyone's hands in the air."

A large man with a saber in an officers uniform is seen on the hill along with six Royal Marines with muskets.

This encounter can go several different ways. Most likely the sailors will get back into the boats and begin rowing back to the ship. The smugglers can choose to fight the Royal Marines. This would be the least desirable as he could very well lead to the smugglers deaths.

They can also give themselves up for arrest and attempt to escape later.

They can also run at this moment and try to get the goods back later.

If they attempt to bribe the officer in front of his men they will be turned down however if they do so privately they may be able to with a successful fast talk but not without a good bit of interrogation for show.

Imprisoned

If caught the smugglers will be taken to a nearby farm, which is being used as quarters by the royal marines. The family who own the farmhouse are none to happy about having the marines quartered there and are likely to turn a blind eye if the smugglers escape. The commander stays in the main house while his men are placed in the larger of two barns. They have the family serve them food from the farms stores and generally bully them around. John Williams and his family are rather frightened of the commander and his men but wouldn't lift a hand to help them.

The smugglers will be placed in the cellar of the house with one guard just outside the door. They will be awaiting the arrival of the customs officer who will take two days to get there plenty of time for the smugglers to escape. They are fed stew, bread and water twice a day by Patricia Williams.

On the first afternoon after their capture the commander will question them.

Escape will be tricky as the cellar door is locked from the outside. The old standby of having one of the smugglers fake illness while getting the guard to come in should work as the Commander wants to keep them alive and well for questioning when the customs officer gets there.

If that fails taking one of the Marines or the customs officer hostage could work. Or an escape made during transportation to goal is possible.

Stealing back the goods

The wagon with all the contraband is kept in the stables, which is locked on the outside. The horses are kept in stables in the very same barn. If the smugglers have been captured the goods will not be guarded. If however they have escaped the barn will be guarded by two of the marines.

Once the smugglers have escaped and recovered the goods they will be pursued for a short period of time but either weather or other factors will prevent a prolonged pursuit.

Word will be passed along to nearby localities of the incident, including Newport. And descriptions of the smugglers will be given. Unless of course the smugglers somehow manage to kill or bribe the Commander and his men.

Commander

Str 11 Con 14 Size 16 Int 11 Pow 10 Dex 12
App 12 Edu 12 San 50 HP 15

Damage Bonus

Weapons Saber 55%, pistol 45%, musket 40%

Skills dodge 40%, first aid 20%, hide 20%, listen 20%, drive cart 30%, handle boat 45%, ride horse 35%, cannon 15%, sneak 10%

An average Royal marine (there are six altogether)

Str 12 Con 12 Size 14 Int 9 Pow 9 Dex 11
App 9 Edu 9 San 45 HP 14

Damage Bonus

Weapons musket 45%, bayonet 25%
Skills dodge 40%, first aid 15%, hide 20%,
listen 20%, drive cart 40%, handle boat 30%,
cannon 20%, ride horse 20%, sneak 10%

John Williams Farmer

Patricia Williams Wife

Paul Williams Older Son

Jason Williams Younger son

Part II

Newport

He had just returned from Goat Island he has been there most night of this week. His home was dark and cold he lit a candle and began stinging wood to make a fire. What he saw this night would prove his fears beyond a shadow of a doubt. The thought of it was almost too much to handle. He brought out some bread, cheese and ale then began writing in his journal of the nights events.

There was a knock on his door. Panic set in he would be coming at this hour.

The knock came again.

He moved towards the door when it suddenly crashes open. Three large men enter and knock him unconscious.

He later awakes to find himself bound and gag.

"Boy your petty jealousy has cost you dearly."

The young man struggles to no avail.

"No one knows where you are, no one will ever find you."

A rat scurries in the shadows.

"Soon you will see things you have never dreamed of in your worst nightmares. You have the privilege of watching your beloved given to the dark master. I have not consummated the marriage. She will arrive to the master as a virgin. You will watch before he devours you."

The old man chuckles and walks out leaving the younger in the dark with the rats.

After two days of travel the smugglers arrive at Newport.

Newport is at this time the capital of Rhode Island. It is a thriving city of shipping and manufacturing. It is also one of the more prominent cities for the slave trade. Along the Western part of the city is the wharfs. The various warehouses, places of commerce are located in this area. Out in the bay is Goat Island. In the eastern are is the various living quarters. Along the northern end near the wharfs lies the common working folk houses and apartments as well as various taverns and lower end inns. Along the southern end is the townhomes of Ships officers and merchants. Towards the East lies farmhouse of the more affluent of these.

When the smugglers arrive at Newport they will have to secure lodgings. Once this is done they must arrange to meet with Caleb Durmont to make the exchange.

Meeting With Caleb Durmont

Caleb will have them meet that night at the Tavern in a private room.

Caleb Durmont is a middle-aged man with graying hair and blues that seemed privy to a private jest a full of mischief.

He is a very polite and gracious host buying the smugglers dinner and ale. Having only received the shipment the day before he wishes to go make sure everything is accounted for. He will make the exchange in two nights hence near the Common Burial Ground off of Farwell street.

He explains that few go there would have interest in our affairs. He suggests that in the meantime the smuggler enjoy all that Newport has to offer.

The smuggler will undoubtedly begin their investigation into Caleb Durmont's affairs.

Along the way they will likely encounter various other beings and people of occult and mythos persuasion. As the uncover more about the truth about Caleb Durmont they will begin to realize that Newport is on the edge of literal magical war. This along with the tensions of the smuggling community and

representatives of the crown makes an interesting and dangerous place. The keeper may as many of these extra characters as deemed necessary for his or her campaign.

Spying on Durmont

The smugglers will have several options for trying to uncover what Caleb Durmont is up to. They may go to the house of John Tomkins, speak with customs officials, seek information at the local newspaper, After their initial meeting it is highly like the smugglers will wish to meet with John Tomkins.

John Tomkins House

Arriving at his small town house they are greeted not by Tomkins but his friend Thomas Powell.

After identifying them selves Powell immediately ushers the smuggler inside giving a quick glance up and down the street before closing and locking the door.

He then explains that John has been missing for two days. No one has seen or heard from him. If the smugglers reveal their mission to Powell he will confide in them what he knows of Durmont. He reveals that he and Tomkins have been keeping an eye on Durmont's comings and goings.

He informs the smugglers, "At first we thought he had merely betrayed us to the customs officials but it appears much worse. I came to this house two days ago and John had vanished, his supper was left on the table half eaten. His bed was not slept in. I fear Durmont may have had him murdered but cannot prove it."

He will then show the smugglers the Journal that Tomkins was keeping.

Journal of Tomkins

"He never said whether he was against the Townsend Acts or Not. He seemed to have no real opinion on the matter. Said that he had more important things to dwell on.

The pick up last night was eerie: a heavy fog seemed to come in just prior to unloading the ship. We always seem to have a fog

whenever we worked. Guess it was good luck. The customs officials never would see us. We could hardly see each other.

The foul traitor has taken my beloved Anne. How he convinced her father I know not. I will see him dead.

I have spied upon him for some time and have seen him in close talks with a Captain of the Royal Navy Thomas Linicar and the customs officers Williams Jones and Thomas Lawson.

I have seen many thing of a dark nature to say about Caleb Durmont.

Last night I saw him in the Common Burial Ground Talking to someone who wasn't there. He seemed to be performing some sort of ritual. What good Christian would do such a thing?

We followed him to Goat Island last night. It was frightful. He was in conversation with men there. I couldn't see them very well in the fog. As I followed them they went to group of stones set in a circle.

A friend of Anne's told me of certain books he keeps. People were hanged or burned for mere possession of these books last century. If I can I will get a message to John Hancock in Boston. No one n Newport dare oppose Durmont.

Last night I followed him to the common Burial Ground and watched as he dug up a body

The Mercury

The local paper Mercury published by James Franklin (nephew to Benjamin) has few items of note, which can be obtained by

reading thru some of the old printings, which can be had for a small fee.

November 5 1767 "Ghosts on Goat Island? Late Saturday evening Joseph Libbey spotted men wandering Goats Island that appeared to be the very same pirates he saw hung in 1723. Whether these were the spirits of the Pirates come back to haunt the very place where the hung and buried, or whether it is smugglers or a prank is unknown at this time. Customs officials stated they are unconcerned but will look upon the matter."

Mr. and Mrs. Eaton of Newport would like to announce the Marriage of their daughter Ms. Anne Eaton to the esteemed Mr. Caleb Durmont on the 12 February 1768.

March 21 1768 Yesterday morning on the Common Burial Grounds it was observed by that one of the graves was dug up. It was an older grave of an unknown person. It has been suggested that local slaves may be conducting a heathen ritual brought over from Africa. Any information should be given over to the town Magistrate.

April __, 1768

Local Doctor has disappeared
Doctor Goldman has been reported missing by his wife.
He was last seen in departing his home to his office.

Customs Officials

The smugglers must use caution when dealing with the customs officials. These men can send them to goal if any connection to smuggling is found. It is also possible for Durmont to use the customs officials to apprehend or otherwise harass the smugglers if Durmont learns of the smugglers true intent for him.

The customs office is located near the docks and in addition it also houses a garrison of Royal Marines.

The officials are William Jones and Edward Lawson. Jones is a tall thin somewhat dry humored man whereas Lawson is the complete opposite a short stout and fun loving individual. Despite their differences the two are actually good friends and get along well.

Both Jones and Lawson have had their memories clouded by Durmont. They have a thorough accounting for all goods that Durmont has brought into Newport. They have at their call the local law enforcement and any member of the Royal Navy who happen to be in port.

William Jones

Str 10 Con 12 Size 12 Int 16 Pow 9 Dex 11
App 12 Edu 18 San 45 HP 12
Skills Accounting 45%, Law 65 %, spot
hidden 80%

Edward Lawson

Str 11 Con 10 Size 14 Int 15 Pow 9 Dex 8
App 10 Edu 17 San 45 HP 12
Skills Accounting 55%, Law 65 %, spot
hidden 70%

The Cult of Caleb Durmont

Durmont has built an organization that controls about a quarter of the business in Newport. In all he has approximately two dozen people from Newport and nearby localities who look upon Durmont as something of religious leader. He has recruited members from all walks of life but mainly from the criminal element and foreign sailors, desperate individuals looking for something to belong too. These individuals are known by most to be one of Durmont's men or women and are given wide berth by most others. All are expecting something great to happen on May's Eve where the dark master will come into the world and they shall conquer the world.

Spies

Either after the smugglers visit John Tomkins house or after they visit the customs house Dumont will have the smugglers spied upon. The smugglers will begin to notice someone following them. They will receive stares in taverns and other places of business. Some people will come up asking if they know of good inns or taverns or perhaps directions. Eventually they will receive questions regarding their backgrounds i.e. religious beliefs, occupations, thoughts on the Townsend acts and such.

When the PCs are good and paranoid throw in a red herring. Have one particular man staring at them. When they go somewhere have him follow them. He is nothing more than an out of town farmer about his own business. If molested by the smugglers he will create scene.

Eventually the smuggler may encounter an actual spy for Durmont whom they can get information out of if persuaded or threatened enough.

Rumors

Rumors of pirate ghosts on Goat Island nearly forty years ago several pirates were hanged and buried on Goats Island.

There have been men in seen on the island at night some of the older citizen swear that they look like some of the pirates which were hanged.

Thomas Powell

Powell is the close friend of the now missing John Tomkins. In addition he is also a major smuggler on town.

John Tomkins Journal on the Doings of Caleb Durmont.

Searching Dumont's house

The smugglers may want to search Durmonts house. This will prove difficult as Durmont will not allow them in preferring to meet the smugglers in the private rooms of taverns and inns.

Durmont's house lies on the edge of Newport near the cliffs.

The smugglers are suitably impressed with the grandeur of it.

It has two stories and a small cellar. In addition to the stables, barn and servants quarters nearby. While it is very impressive, including have a new device from France a copper bathtub, the only point of interest is the library.

There are several books on the occult on the topmost shelf of one of the stacks. Most of these are rare in and of them but also is one Mythos based book The Black Book of Madness. In addition locked inside the drawer of Durmont's desk is a book handwritten by Durmont detailing his experiments, including summoning zombies on Goat Island and plans for May's Eve. If this book ends up missing heads will roll and Durmont will stop at nothing to find the thief or thieves and have them done away with. If anyone attempts to use this as proof of Durmont's guilt he will simply cloud the minds of the authorities and possibly the accuser as well.

I have recently acquired a book, which is said to contain the knowledge hinted at by others. It was part of collection from a person hung in Arkham for witchcraft. It is written in a cipher, which will take time to unravel.

I have at least managed to decipher the book.

It's title is the Black Book of Madness.

This appears to be the information, which I have long sought. I will begin deciphering the other parts soon.

I have successfully brought back those who have passed to the afterlife. The dead pirates of Goat Island now do my

bidding and will make useful servants.

This book contains knowledge I never dreamed of. With it I have managed to do things only dreamed of.

I have finished the book now and have made the most important of discoveries. The black man of the witches is real but not the entity of Satan. He is something more powerful than can be imagined by some mealy mouthed preacher.

On the night of April 30th I shall bring forth the Dark Man who is referred to in the Black Book as Nyarlathotep.

During the daytime it is bustling with maids and various other servants. At night the only people inside are Caleb Durmont, Anne Durmont and a manservant named Johnson who is finishing his indenture with Durmont and is very loyal to his master. Anne will help smugglers gain entry if John Jenkins is found.

Johnson
Str 13 Con 12 Size 16 Int 9 Pow 8 Dex 11
App 10 Edu 10 San 40 HP 14
Damage Bonus
Weapons dagger 40%, pistol 45%

Searching Goat Island

If the smugglers ask around they will find out this information about Goat Island. Goat Island was at one time the place for goats to graze hence its name. On the 19th of July 1723 twenty-six pirates were buried on the north end of the Island. There is also a small fort on the island called Fort George (after the King). In 1764 some Newporters took over this Fort and fired shots at the HMS St. John whose crew supposedly stole from local merchants. There is a small woods on the north end supposedly haunted by pirates with

a group of stones somewhere inside. Locals avoid this area.

If the smugglers choose to explore goat island they will need to hire or otherwise acquire a boat. If this is not kept secret Durmont will find out about it and will become suspicious of the smugglers. Upon arriving on the island one of the first things they will notice are the goats wandering everywhere. The original settlers used this island as place for the goats to graze.

Thru a wooded area is a circle of four monoliths each one having two supporting stones about seven feet in height wide enough for a man to walk thru. On the top of each is a capstone. Upon these stones in seemingly random places is writing unknown to the smugglers. Cawing crows sit on top of the stones as the smugglers walk among them. Upon the ground it is very obvious that heavy boots have recently tread here. A successful spot check will reveal a silver coin minted nearly forty years ago. This is place where Durmont plans to bring forth Nyralathotep.

At night it is very likely they will wander into one or more of the six pirate zombies on the island.

Pirate Zombies
Str 12 Con 15 siz 13 pow 1 dex 7 mov 2 hp 14
Weapon bite 30% damage 1d3
Armor none impaling weapon do one point damage all others half damage rolled
Weapon Cutlass 25% 1d8
Sanity loss 1/1d8

The HMS Inspiration

This is one of Durmont's trade ships and the only one in port at this time. It is well guarded by sailors who will not allow any one it without express permission from Durmont himself. Tomkins is being held captive on this ship in the hull. He is locked in the brig and is barely alive having been beaten, tortured and feed none too well.

Most of the sailors know do not know that Tomkins is being held onboard they only know four foreigners who are under orders from Durmont to kill anyone who attempts to go inside are guarding a compartment. The sailors have come to agree it is probably a valuable bit of contraband and it's best to not anger Durmont.

Getting on the ship will be difficult but not impossible. The sailors will have a minimal watch on board of three men. They stay well away from the cargo area and the foreigners. If they manage to free Tomkins he will aid the smuggler in any way possible so long as it doesn't put Anne Durmont in danger.

Clues to Tomkins presence on the ship can include.

Speaking with the ghouls and finding a way to convince them to part with the information.

Wandering around the docks and speaking with other smugglers the player characters may determine that the HMS Inspiration is heavily guarded and with a successful Idea roll may think that Tomkins is aboard.

If they manage to capture one of Durmont's spies and are able to persuade or frighten information out of him.

And of course if they are somehow able to get Durmont himself in apposition of weakness they may be able to get the information from him. Thought he would have to literally have his life on the line.

It may be possible to use magical means if they are available to the smugglers somehow.

Hired thugs.

No one is really sure where they are from. They appear to possibly be from the far orient. They speak English and a language, which only they understand. They are members of Durmont's cult having been inducted many years ago and have accomplice him on all his most unusual journeys.

They will meet any resistance offered up by the smugglers and will fight to the death to keep Tomkins.

Thug # 1

Str 14 Con 11 Dex 11 Size 12 Pow 9

HP 12

Weapons Fist 55% 1d3 dam, kick25% 1d6 dam, headbutt 20% 1d4 dam, big knife 35% 1d6 dam, club 35% 1d6 dam, pistol 20% dam 1d6+1

Thug # 2

Str 10 Con 14 Dex 10 Size 15 Pow 11

HP 14

Weapons Fist 55% 1d3 dam, kick25% 1d6 dam, headbutt 20% 1d4 dam, big knife 35% 1d6 dam, club 35% 1d6 dam, pistol 20% dam 1d6+1

Thug # 3

Str 10 Con 12 Dex 10 Size 11 Pow 9

HP 12

Weapons Fist 55% 1d3 dam, kick25% 1d6 dam, headbutt 20% 1d4 dam, big knife 35% 1d6 dam, club 35% 1d6 dam, pistol 20% dam 1d6+1

Thug # 4

Str 15 Con 14 Dex 11 Size 16 Pow 9

HP 15

Weapons Fist 55% 1d3 dam, kick25% 1d6 dam, headbutt 20% 1d4 dam, big knife 35% 1d6 dam, club 35% 1d6 dam, pistol 20% dam 1d6+1

Searching The Common Burial Ground

This large cemetery has several headstones as well as a section for slaves. It is also the home of a group of Ghouls. In addition to the ghouls is a cult devoted to them that is all but unknown to the other factions in Newport. The one exception would be the Vampire Colette.

Durmont has occasionally used this area to find specimens to make zombies.

He has not come in contact with the Ghouls nor is he aware of them but they have seen him at times.

It is possible for the smugglers to come across the ghouls if the search this area at night. Depending on how they approach the

situation will either gain them some information on Durmont's or lead to a new set of enemies. If the smugglers attempt to speak with the Ghouls they will learn that Durmont has come here quite often and raised the dead much the chagrin of the ghouls. They are afraid of Durmont and hide when he comes to the cemetery for new specimens.

In addition to the ghouls there is a small group of cultist dedicated to the ghouls. Deviants of the worst kind. The keeper can use the following sub plot if so desired.

The Grave Robber

The nigh was cloudy and the only light came from a single lantern for the two men in the graveyard. One was elderly and frail looking with spectacles and well dressed. The other man was in his early twenties, a large man but not so well dressed. The larger of the two was digging up a recent grave. The older keeping a watch.

"Stop I think I heard something."

The younger man stopped his digging and made for his musket.

He was not quick enough for out of the shadows appeared several people.

All armed and pointed their weapons at the two men.

The older man spoke, " I can explain all of this I am Doctor this man is merely my servant and only obeying my orders. If anyone should be arrested it is me."

One of the cowed figures spoke, "Oh we aren't here to arrest you."

The older man looked puzzled.

"Then why are you here?"

From the shadows cam other figures and the two men could see them in the dim lamp light that they were not human.

"We are here to give you eternal life"

The smugglers may become involved in a mystery that has nothing to do with Durmont. This little sub adventure can be used as a red herring making the smugglers even more paranoid than they already are. Or it can be used after resolving issues with Durmont perhaps on their way back to Boston in an

attempt to make them think that Durmont has come back.

Recently tow men have gone missing a Doctor and a fellow smuggler.

The smugglers will learn of the disappearance of the Doctor thru the local newspaper or hearing about it in a tavern or other public place of gossip. Thomas Powell will tell the disappearance of the Jack Jenkins to the smuggler. Most likely Durmont will be suspected at first.

The Doctor knowing the smuggler to be a desperate man hired the smuggler Jack Jenkins to aid him in acquiring bodies. Both unfortunately end up the victims of The Cult of the Ghouls.

The ghoul cult is perhaps the most secretive organization in Newport. The have with the help of the ghouls created and underground complex beneath the common burial ground that connects to the local funeral parlor.

It may be that characters are acquainted with the Doctor in some form is another possible hook.

Investigating one the disappearance of one person will lead to discovery of the disappearance of the other.

Doctor Goldman has recently gone missing neither his wife or his friend have seen him.

Searching the Doctors Study.

The wife of Doctor Goldman is obviously distressed she is has no idea what has happened to her husband. She is willing to take anyone's help in finding him and with a successful fast talk or persuade can be convinced to allow the smugglers to search his study.

She does say there was, "A man he had hired on of disreputable character. I didn't trust him one bit. He was involved in criminal enterprises if you ask me, but -----never did listen always saying he was a good man underneath the rough exterior. His name was Jack Jenkins if I recall correctly."

If the smugglers haven't heard of Jack Jenkins going missing with some inquiries around Newport they will come to find out he was part of the smuggling ring.

With little searching the investigators can find his various notes and records and will discover this among them.

The acquisition of fresh specimens is difficult to come by. While the courts provide some in the form of criminals the cause of death is almost always by hanging. I have had to resort to finding those in local places of rest.

I have hired the help of Jack Jenkins a local man who is know for his discretion and how does one put it ability to get difficult jobs done. Indeed I believe to influence on him has been for the better he has become quite adept at many of the basic procedures. He is surprisingly intelligent. I have a mind to take him on as a student if he his willing.

I have discovered and underground complex beneath the Common Burial Ground. At first I though it built by smugglers but Jack denied knowledge of it. As we explored we cam across a room that looked like something out of the Pits of Hell. We fled when we heard strange sounds like an animal mewling. I am reluctant to alert the authorities but perhaps a note can be left discreetly. We will have to go armed from now on just in case.

Searching Jack Jenkins room.

Jack Jenkins had a small townhome he owned. He arrived at the colonies in his late teens and began immediate working for John Hancock as a smuggler. Being both highly intelligent and athletically inclined he was successful in many of his licentious enterprises and made a good sum of money for his efforts.

His younger brother Sam Jenkins upon arriving at the colonies a couple of years later went into indentured servitude. He discovered like so many did that it was essentially a trap and he could very well end up indentured all of his days.

Jack was using part of money to pay off his brother's indenture.

Meeting Sam Jenkins

Jack Jenkins younger brother. An indentured servant who has a cruel master.

Sam Jenkins works for one Ichabod Wishnow a miller just outside of town. The mill has a couple of other servants who work there as well. Sam's has tow years left on his indenture (well outside of the smugglers ability to afford). Ichabod will grudgingly allow conversation with Sam for a small fee. Sam is called from his job of loading sacks and the smugglers are told they have fifteen minutes.

Sam is worried about his brother who has disappeared but can do little to search for him as Ichabod will not let him have anytime off.

"He won't allow me to search for Jack. Says it's a matter for the town magistrate. I know Jack was working for a Doctor Goldman. If I'm not mistaken the Doctor is missing also. I'm not sure what they got themselves involved with but I'm close to risking prison by going and searching for him."

The underground complex.

Exploring the underground complex.

The smugglers can search according to the notes by the Doctor

Entrance

Next to a large tree just next to the grave there are a group of rocks with a successful search the smugglers will discover one of the larger rocks covers an entrance. This opens to tunnel, which will take the smugglers to a small room.

“Dining area”

There are several bones in here. They are scattered about in no particular order. The bones are of different sexes and ages. Most looked to have been gnawed upon.

Sanity cost to see



Ghoul lair

If the smugglers come here during the day they will encounter the ghouls in a sort of sleep. But they sleep very lightly and as soon as the smugglers are within hearing and smelling distance they will be awake and ready. The ghouls will not take kindly to their lair being trespassed upon. Unless one of the smugglers speaks ghoulish and is able to convince the ghouls not to attack the smugglers are in for a fight.

Sanity loss to see ghouls

Opening to caves

The room has some discarded items of humankind. Jars, clothes of various sizes, some small jewelry, and a pair of spectacles, which belonged to Doctor Goldman.

There is covered loosely by an old door an entrance to caverns. Anyone who ventures too far into these will become lost and either die or end up someplace very far away from earth.

Ritual Chamber

An altar sits in the far side of this room. On it is a chalice and dagger as well as dried blood. The altar itself is made of human skulls. Along the walls are human bones set in mystical symbols. The room smells of rotting flesh.

Sanity loss to see 1/1d8

Opening to house of cult member

Leads to the Larson's cellar, which is covered by a rack of bottles. This is the brewery of Jon Larson. In it will be found a variety of items used for brewing including several large casks, bottles, and in bags of hops, barley, malt and grains. It is essentially a large warehouse with an office in the back kept locked. In the office is a cellar where Larson keeps some of his special ingredients and yeast.

Larson has eight employees who are well treated and enjoy their jobs.

Larson beers and ales are very popular in the area and can be found served in inns and tavern locally.

The Larsons house is adjacent to the Brewery. The book the arts of Necromancy can be found in the small library.

The Ghoulish cultists

These three people are very secretive and low key. To the general public they appear to be quite normal citizens. Their depravity however is astounding. It is unknown how they managed to find each other and how their activities got to the level of pure madness. Participating in the most foul and disgusting of activities; cannibalism, necrophilia, murder and cooperation with the ghouls. While they are very evil and sick individuals they hold little in the way of

magical power. About once a month they meet in the underground complex bringing fresh meat (usually in the form of a drunk foreign sailor) to the ghouls. They then participate in horrid rituals as describe in the book the Arts of Necromancy.

Each of these individuals is deranged to the worst degree. Neither reason nor fear can be used with them. They must be imprisoned or killed.

John Larson brewer

Str 12 Con 13 Size 14 Int 14 Pow 15 Dex 11
App 12 Edu 16 San 0 HP 13

Damage Bonus +1d4

Weapons

Skills bargain 65%, brew beer and ale 85%,
Cthulhu mythos 9%, credit rating 80%, drive
cart 65%, language ghou 25%, listen 60%,
sneak 35%, spot hidden 65%

Spells contact ghou

A tall thin man who seems to always be hungry. He his a polite man who seems in very in control of his emotions. This is the façade of a bloodthirsty deviant.

Evelyn Larson

Str 7 Con 10 Size 16 Int 12 Pow 14 Dex 8
App 8 Edu 16 San 0 HP 13

Damage Bonus 0

Weapons

Skills cook 45%, Cthulhu mythos 15%,
ghou 15%, sneak 25%, spot hidden 35%

Spells contact ghou

A large woman of haggard appearance. She is very boisterous and seemingly friendly a little too friendly.

Chad Roberts, assistant brewer

Str 11 Con 14 Size 13 Int 12 Pow 13 Dex 11
App 10 Edu 14 San 0 HP 13

Damage Bonus +1d4

Weapons

Skills bargain 65%, brew beer and ale 80%,
Cthulhu mythos 9%, credit rating 80%, drive
cart 65%, language ghou 20%, listen 65%,
sneak 55%, spot hidden 75%

Spells contact ghou

Chad Roberts is a man of few words and is continuously slumped. He has permanent scowl. He seldom speaks unless spoken too.

The Arts of Necromancy

Written in French printed in 1764 in
Marseille, France

Deals with cannibalism, necromancy,
necropaghy, necrophilia and death.

2/1d6 sanity to read.

+3% mythos

contains one spell A Dirge to Those who
Lurk in the Darkness (contact ghou).

The ghouls

In general they avoid human contact with the exception of the Ghou cultists. Preferring to live quietly in the darkness feeding off of the human remains. They can prove to very dangerous however if their lairs are invaded and will do whatever is necessary to keep their existence unknown to the general human population.

Ghouls

Str 15 Con 13 Size 11 Pow 14 Dex 13 HP 12
Damage Bonus 1d4

Weapons: Claw (x2) 30%, dam 1d6 plus DB
Bite 30%, 1d6 + worry (1d4 per round Str vs
Str on resistance table to dislodge)

Armor: Firearms and projectiles do half
damage

Skills: Burrow 70%, climb 70%, hide 70%,
Jump 70%, scent decay 70%, sneak 80%

Str 15 Con 15 Size 15 Pow 12 Dex 12 HP 15
Damage Bonus 1d6

Weapons: Claw (x2) 30%, dam 1d6 plus DB
Bite 30%, 1d6 + worry (1d4 per round Str vs
Str on resistance table to dislodge)

Armor: Firearms and projectiles do half
damage

Skills: Burrow 70%, climb 70%, hide 70%,
Jump 70%, scent decay 70%, sneak 80%

Str 16 Con 14 Size 12 Pow 10 Dex 13 HP 13
Damage Bonus 1d4

Weapons: Claw (x2) 30%, dam 1d6 plus DB
Bite 30%, 1d6 + worry (1d4 per round Str vs
Str on resistance table to dislodge)

Armor: Firearms and projectiles do half
damage

Skills: Burrow 70%, climb 70%, hide 70%,
Jump 70%, scent decay 70%, sneak 80%

Str 15 Con 12 Size 14 Pow 14 Dex 13 HP 13
Damage Bonus 1d4

Weapons: Claw (x2) 30%, dam 1d6 plus DB
Bite 30%, 1d6 + worry (1d4 per round Str vs
Str on resistance table to dislodge)

Armor: Firearms and projectiles do half
damage

Skills: Burrow 70%, climb 70%, hide 70%,
Jump 70%, scent decay 70%, sneak 80%

Mama Zoga's cult

It is true that some slaves in Newport practice voodoo. It is done in secret at the slave burial area of the graveyard. They however have nothing to do with Durmont and avoid Durmont and the Ghouls stay well away from the slaves.

The voodoo cult is lead by an ancient woman called Mama Zoga. She is too old to work and is left to herself which gives her plenty of time to keep her cult going. She has twenty followers altogether who come to ceremonies when they can. Her activities are so far kept secret. If however if they are discovered the local law enforcement will step in to stop any further activities.

The smugglers may come across them and if they may think they have a connection with Durmont or perhaps the smugglers may be lead to believe that Durmont was accused wrongly and these are the true perpetrators. The cult is not innocent having made sacrifices of livestock and children when they can.

People who get o close to the cults activities have tendency to disappear.



Mama Zoga

Str 8 Con 7 Size 13 Int 12 Pow 12 Dex 6
App 7 Edu 8 San 30 HP 10

Skills Act creepy 50%, brew rum 70%,
cthlu mythos 12%, listen 85%, occult 60%,
sneak 70%, spot hidden 80%

Spells

Contact Loa, Command animal-snake, Create Zombi, Enchant Candle, Enchant Doll, Enchant Gris Gris, Sending of the Dead, Summon/Bind Baka

An enormous woman deep in voice and evil to the core. She was originally from Jamaica but was sold years ago and eventually came to Rhode Island. Officially her owner is Tom Jackson but with her magic she has managed to maker life easy along with the members of her cult she is no longer required to work.

She served the family for many years all the while gaining what knowledge she could of voodoo. While she has some power she isn't s powerful that she was ever able to make an escape. Now she passes along her knowledge to a younger generation hoping they will use the power to overcome their masters.

She knows of Durmont and fears him. Her primary acolyte is Liza who is loyal o the death.



Liza Mama Zoga's Acolyte

Str 11 Con 14 Size 10 Int 12 Pow 12 Dex 11
App 17 Edu 9 San 40 HP 7

Skills dance 65%, persuade 55%, cthlu
mythos 10%, listen 85%, occult 55%, sneak
70%, spot hidden 80%

Spells

Contact Loa, Command animal-snake, Create
Zombi, Enchant Candle, Enchant Doll,
Enchant Gris Gris, Sending of the Dead,
Summon/Bind Baka

Liza is a loyal follower and pupil of Mama
Zoga. She was brought to Newport two years
ago. She is quite attractive and is able to use
her charms to get her way with men.

She appears to the white population a well
behaves and mild mannered slave girl. While
she had in the past a very cruel owners when
she lived in Jamaica her current owner is far
more lenient. In truth she a murderess and
seductress.

Snake

Str 1 Con 10 Size 1 Dex 15 HP 2
Weapons bite 50% dam 1 + venom pot 14
Skills hide 95%, sneak 90%
Mama Zogas charmed "pet" a timber
rattlesnake.



Colette The Vampiress

The keeper must use this encounter carefully
as Collette is very powerful and could easily
destroy the smugglers. She may aid them if it
gets her something in return or for the simple
amusement of it.

In addition to having all the powers of a
vampire she has also acquired a good bit of
occult knowledge and some mythos
knowledge. She isn't affected by sanity loss
for using these spells but is affect by loss of
magic points though not as severely as a
human would be she merely becomes very
tired.

With a successful roll a smuggler will be able
to determine she is from eastern Europe from
her accent and if asked she will say Romania.
She is not necessarily evil anymore than a
wolf or tiger is evil and is primarily wishes to
be left alone.

She lives on the outside of town on in a large
farmhouse. It is heavily guarded by her pets,
two large dogs and raven as well as human
servants she keeps. These human servants are
here primarily out of obligation. She has with
each of them bailed them out of a dire
circumstance and in return they have become

part of her “family”. They are very loyal to here and fear her at the same time. She has met Durmont and is aware of what he is. She not only rebuffed his advances but also scared him in the process. As a result he avoids her. She often hunts along the dock finding sailors, criminals and other who will not likely be missed. Her primary purpose behind her actions his her own survival and comforts. She has found a home in Newport and is quite content to stay. She has contacts thru ought the city. She is also incredibly wealthy but the source of her wealth is unknown. It is suggested she inherited quite a bit from an ancestor and comes from noble possibly royal lineage. Can change into smoke a will. She will become involved with the player characters in one of two ways either she will choose one for a victim or Durmont may plant “clues” lead the smugglers o believe she is actually the one that has kidnapped John Tomkins.

Vampiress

Str 18 Con 17 Size 10 Int 15 Pow 17 Dex 15 App 19 Edu 21 HP 14

Move 10

Damage Bonus

Magic Points 17

Weapons

Bite 50% damage 1d4 first round plus blood drain thereafter

Claw 50% damage 1d4 + damage bonus

Gaze match POWs on resistance table

Armor can reform after hit points are exceeded.

Spells

Alter weather, Bait humans, bind loup garou, candle communication, charm animal, cloud memory, contact ghoul, deflect harm, detect enchantment, elder sign, heal animal, send dreams

Skills

Art, bargain, craft, credit rating, fast talk, hide, history, library use, listen, own language-Romanian, other language Latin, other language- English, other language Greek, sneak, Human psychology 60%, ride, scent blood 75%

Sanity loss 0/1d4 to be attacked, 1/1d3 to witness transformation.

The maid/spy

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills clean 45%, cook 35%, flirt 50%,

A former prostitute who came into Collete’s employ two years ago. She was beaten by client and was on the edge of death when Colette took her in.

Manservant

Str 17 Con 14 Size 16 Int 7 Pow 8 Dex 8

App 10 Edu 10 San 40 HP 10

Damage Bonus +1d6

Weapons dagger 1d6

An escaped indentured servant who has taken refuge with Colette. A large man used to heavy labor. He is tasked with keeping people away during the day.

Driver/bodyguard

Str 14 Con 17 Size 13 Int 12 Pow 9 Dex16

App 15 Edu 13 San 40 HP 10

Damage Bonus +1d4

Weapons Pistol 45%, musket 80%, saber 60%, knife 54%

Skills Drive cart, Dodge, Ride, track, Form mercenary who is under Colette’s charm. He is highly skilled in various weapons and a capable man.

Dogs

Str 7 Con 11 Size 6 Pow 7 Dex 13 HP 9

Damage Bonus 0

Weapons bite 45% 1d6

Skills listen 75%, scent 90%

Two large mastiffs that are used as daytime guard dogs. Under Colette’s powers they will fight to the death.

Raven

Str 2 Con 7 Size 6 Pow 12 Dex 22 HP 6

Weapons peck 1d2

Skills fly 95%, sneak 90%

A semi-tamed bird that obeys the commands of Colette

The Other Sorcerer

Samuel Taylor sorcerer and scholar
Str 8 Con 7 Size 8 Int 18 Pow 14 Dex 13
App 6 Edu 21 San 56 HP 8
Damage Bonus -1d4
Weapons Flinlock pistol 30%

Skills

Art (painting) 24%, anthropology 40%,
astrology 40%, astronomy 45%, bargain
80%, conceal 60%, credit rating 70%,
Cthulhu Mythos 12%, Greek 45%, history
60%, Latin 55%, library use 55%, natural
science 43%, occult 60%, persuade 45%,
Spells speak with dead

In Newport there exist another delver into the forbidden. The smugglers may come across Samuel Taylor in their investigations. Samuel can be a valuable source of information and if the smugglers look like they are able to defeat Durmont he will aid them and attempt to gain Durmont's library in the process. If the smugglers appear to not be on the winning side he will not risk himself.

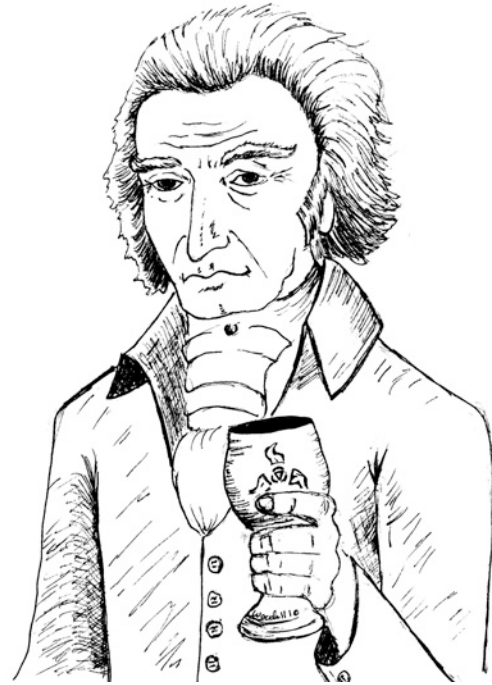
Unlike Durmont he is a recluse and prefers knowledge for knowledge's sake.

At one-point decades ago he and Durmont were acquaintances. A dispute over a book led to an arcane battle, which left both men nearly dead and ironically the book destroyed. Durmont fled town for a while and later became a merchant.

He actually has a considerable library and would love to get his hands on Durmont's books and vice versa. While he knows little of Durmont's plans but he suspects that at some point Durmont will attack him.

The two have so far maintained an uneasy truce for fear of exposure to the public.

Unlike Durmont he has thus far not summoned forth anything fearing that to do such a thing would be self-destructive. He cares only for knowledge and enough power to keep himself well off.



Caleb Durmont merchant, smuggler, sorcerer
Str 11 con 14 int 18 pow 20 dex 14 edu 21
idea luck san 0 hp 12

Weapons cane sword.

Spells: Contact Nyarlathotep, Wither limb, raise night fog, cloud memory, create zombie, create zombie amulet, speak with dead.

Skills: Accounting 24%, anthropology 40%, astrology 40%, bargain 80%, blackmail 70%, conceal 60%, credit rating 70%, Cthulhu Mythos 27%, fast talk 65%, Greek 45%, hide 45%, history 60%, Interrogate 70%, Latin 55%, library use 55%, occult 60%, persuade 45%, sneak 45%,

Caleb Durmont is a successful merchant who has always had a taste for the forbidden. In his younger days he was quite a womanizer and rabble-rouser. He also sought something, more which led him into studies of the occult and eventually gaining knowledge of the Mythos. With his wealth and connections he has managed to purchase bits occult paraphernalia and The Black Book of Madness, which is a fragment of papers from a resident of Arkham who was burnt or witchcraft in 1697. For the past year he has been in deep study of this mythos book. He has managed to raise from the dead several of the pirates on Goat Island who now guard the

standing stones erected there. Additionally he has used it in the smuggling business creating a fog during clandestine operations and clouding the memory of the customs officials. He however has grander plans than merely being a smuggler. He plans to summon Nyralthotep (whom he refers to the black man of witchcraft) on Mays Eve. Unknown to others he contracted an illness in his younger days which left him impotent. Caleb Durmont at one time was involved with the Hellfire Club but after contacting his illness slowly let his member ship lapse. He also owns an elder sign he acquired overseas.

The Black Book of Madness

Written in English but in Cipher

Mythos +4

Sanity Loss 1d3/1d6

Spells: Decaying of the (wither limb), Calling upon the Black Man of the Forest (contact Nyralthotep), Bring Forth those who Have passed Beyond (create zombie), To Hear those Who have Passed Beyond (contact dead), Bring Forth the Mists, A Charm to Cause Forgetfulness (Cloud mind), Bind Enemy, Create Amulet of Life
New Spell Create Amulet of Life
Allows the caster to create an amulet that when placed upon a dead body will turn that body into a type of zombie.

Magic points to create amulet 10

Sanity cost to creat amulet 8

Anne Durmont

Str 8 Con 14 Size 10 Int 12 Pow 11 Dex 11
App 17 Edu 13 San 55 HP 12

Skills spy on husband 35%,

Anne was engaged to John Tomkins however pressure from Caleb Durmont on her father forced her hand to Caleb. They have been married only three month and she is miserable. Occupying her time with charity work and church she secretly hopes something foul will happen to her husband. She is worried about Tomkins and hopes he is merely hiding out.

Thomas Powell

Str Con Size Int Pow Dex App Edu San HP
Damage Bonus

Weapons

Skills

Friend and co-conspirator of John Tomkins. If his trust his gained by the smugglers he will take them to Tomkins home and show them the journal kept on the doings of Durmont. He is also willing to help the smugglers in any attempt to find Tomkins or to spy upon Durmont.

John Tomkins smuggler, captive

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills

A merchant ship officer

John Tomkins is in love with Anne and was engaged to her before she was forced into marriage with Durmont. He has recently been captured by Durmont and was used as a sacrifice. If freed he will be a valuable and loyal ally to the smugglers.

Thomas Linicar Trade vessel Captain

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills

This the Captain of the HMS Inspiration.

Edward Eaton

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills

Anne's father was coerced into allowing the marriage of Durmont to his daughter. Eaton has witnessed Durmont raising people from the dead and is in mortal fear of him. His nerves are frayed at this time.

Relations in Newport

This is a breakdown of the relations of the both humans and supernatural entities in Newport.

Key to the smugglers is Caleb Durmont, his activities and his eventual defeat. The smugglers may become enemies or allies of the other characters in Newport. As a result of their investigation they may become

caught up in the political intrigues or a supernatural war. The depth of their involvement is left to the keeper. Feel free to use or not use any of these characters as you wish. Add more if like as well. But remember the key element is Caleb Durmont.

Durmont himself has many allies and enemies. Nominally the customs officials will ally themselves with him so long as the Cloud Memory spells placed on them remain in effect. He pretty much has his run of the harbor area and Goat Island. The zombies residing on Goat Island are fully under his control as are many of the sailors, smugglers and criminal element about town. Most of the ship captains and officers are distrustful of Durmont often finding themselves coerced or tricked into his service. John Tomkins if found will ally himself with the smugglers and bring others with him. The Vampiress is the one character in Newport which Durmont fears. He is aware of her immense power and would do away with her if he could. He also desires to find any books or items of power within her home but fears to do so. He knows of Mama Zoga's cult from his spies and deduction. He has little use for them and considers them amateurs. He may try to trick the smugglers into believing that any of these factions are responsible for a number of crimes in order to keep them away from him.

The ships officers and merchants of Newport are normal everyday people of the 1760's. Nearly every single merchant and officer not belonging to the British military is involved in smuggling. They are likely to have confrontations with custom officials or other representatives of the crown if caught. Most think of Durmont as nothing more than an eccentric yet powerful businessman. They know nothing of the ghouls and would destroy them if they find out about them. Some are suspicious of Mama Zoga's cult but have no proof of the cults activities. They don't know of the Vampiress true identity but more than one young officer has sought her affections only to be turned down. The other

sorcerer is thought to be nothing more than an eccentric old man.

The customs officials are desperately trying to stem the tide of smuggling going on in Newport. Unfortunately for them the primary smuggler, Durmont, has clouded their memory. The other issue they have is the military. While most of the officers are on their side many others have taken bribes to forget about things they see on their watches. Nominally the military will if need be confront any smugglers caught as well as any criminal activities. If any of the more supernatural characters are found out they will seek to destroy them outright.

The ghouls somehow know pretty much everything that goes on in Newport. They are on good terms with the vampires as she occasionally brings them fresh corpses in exchange for information. Aside from her they are very secretive and attempt to stay hidden from everyone.

Mama Zoga and her cult are very tight and secretive. They know that if caught they receive ill treatment. They are aware of the ghouls but have no relation with them. They are also aware of the zombies on Goat Island but aren't really sure who they belong to. They suspect that the vampiress is something more than a displaced noblewoman but are wise enough to let it be at that. The other sorcerer has approached the cult asking to trade knowledge, thus far they have declined suspecting a trick of some sort. They fear Durmont and have avoided him so far.

The Vampiress is the most enigmatic character in Newport. Her real motives are simple, she wishes to be left alone with only a few servants and her pets to live in safety and comfort. She has created many defenses and studied deeply into the occult and Mythos and has become quite powerful as a result. As she has no sanity as humans she is able to cast many powerful spells with little fear. This coupled with her powers as a vampire make her formidable opponent. She is aware of all the other characters in Newport and has

little to do with them aside from the ghouls from whom she gets much information.

The other sorcerer tries to get along with everyone except his old nemesis Durmont. He primarily wishes to gain more knowledge and continuously pesters other for more.

The ghouls cult is only known to the ghouls and to Colette. They know quite a bit about what is going on in the town thru the knowledge they gain from the ghouls. They are very secretive more so than any other group as they have little in the way of true power.

Unknown to all is Nyarlathotep who wanders the streets of Newport in guise of a common workman dressed all in black. He delights in observing the city on the edge of chaos. He is especially amused with the antics of Caleb Durmont. He plans on making an appearance on May's Eve, but as a horrid monster driving the cultist insane and Devouring Durmont. Meanwhile he is spending his free time sowing the seed of anarchy that will eventually lead to war. He may interact with smugglers giving them leads false or true as serves his whims.

Other points of interest in colonial Newport

An item of interest is the Newport Town Statutes of 1641 which provide for religious freedom in the town thus allowing a wide range of faiths to be practiced and tolerated. Nearly half of the population of Newport is Quaker. Having fled other parts they found Newport. The Quaker population is the largest and most powerful dominant in political, religious and economic aspects of Newport.

There is a large Jewish congregation in Newport. Mainly having fled Portugal they now reside in Newport and are major part of it.

There is also a good number of Baptist in the Newport area.

There are just over 150 wharves as well as hundreds of shops crowded along the harbor. Most anything that could be had in colonial America could be gotten here.

Primary items of export are rum, candles, fish, furniture, and silverworks. The slave trade is also a very big business in Newport.

Brick Market Building recently built in 1762 has become a major place of trade.

Redwood Library

Founded in 1747 this is one of the first lending libraries in the world. Ezra Stiles is the Librarian.

Old Stone Mill

A mill now out of operation awaiting repairs.

White Horse Tavern

Primary meeting place for the Rhode Island General Assembly.

The Old Preachers House

This sub plot can be added to the main adventure is so desired by the keeper. On the outskirts of town there is an abandoned house. This once belonged to an Ezra Jacobs a part time Baptist preacher. On an April night back in 1699 Ezra Jacobs went mad and chopped up his wife and two small boys.

Since then the house has been abandoned and is said to be haunted. In the early 1710's a local banker bought it and wanted to refurbish it for reselling. He went there alone to do an initial assessment and came back pale and said that evil spirits dwelt in there. The property remained empty for many years until Caleb Durmont acquired it two years ago.

The smugglers may wish to explore this house after learning that Durmont has acquired it.

Ezra Jacobs was a part time preacher and successful businessman being involved in the shipping industry of early Newport. He was well-liked member of Newport society, devoted family man, and very charitable. He

would on occasion give sermons at the First Baptist church and The sudden and drastic change was caused by a curse placed upon him. If the smugglers can discover this information they will be able to free the spirit of Ezra Jacobs.

The ghost of Ezra Jacobs is unable to speak with anyone. He is only able to move small objects around that weigh a pound or less. He does this in an attempt to communicate. The results have thus far been unsuccessful scaring everyone away except Durmont who could care less about freeing Jacob's spirit having other uses for it. He will try and move objects to point out clues in the house, which will lead the smugglers to the First Baptist Church.

Clues in the house

Ezra Jacobs Diary

This old book is is a leather bound diary hand written by Ezra Jacobs. The last line ends abruptly where he as is he was disturbed. It is also dated the night the murders took place.

November 23, 1698

Today we received a new minister who will take over the duties I have had since the passing of our dear brother Harrison. The new mans name is Robert Waterson. He is out of Kingston, Massachusetts.

December 12, 1698

Odd things are happening in the woods nearby. Two of our sisters mentioned seeing people in the woods dancing and music of an eerie sort playing. Men searched the woods the next day and found evidence of a great bonfire but little else.

December 23, 1698

Lat night I went near the woods and heard voices as if they were chanting. And I heard a cry of an infant. Taking my musket I searched the woods but found nothing. Today the child of a slave is missing.

January 12, 1699

I saw Waterson walking out of town last night. I was very odd. I tried to catch up to him but he seemed to have vanished. Later I heard strange noises like music but could find nothing. When I asked him where he went he said he was in his house all night.

February 3, 1699

Waterson was of a very haggard appearance today. He appears that he was up all night. He said he didn't sleep well but I suspect differently.

March 1, 1699

I continue my search for clues but Waterson knows I am spying upon him. I can only pray to find out what is going on.

March 13, 1699

I watched Waterson the other day and he was acting very peculiar. He was placing some books in a hidden cubby. Later after he left I went and looked in the cubby. What I found was most shocking. The book written in a language I have never come across before. The drawing withing however are of supernatural beings I know now that Waterson is in league with dark powers. I will bring it before the community tomorrow. But first I must

Hymn book with the address of the First Baptist Church written in it.

Clues in the First Baptist Church

Waterson's hole has not been opened in quite some time. The contents are still in there along with some mouse droppings. One of the books has been completely destroyed by mice using the paper to make nests. One however remains in pieces. This is a logbook of Watersons activities.

November 23, 1698

I have arrive at Newport here I will establish a new coven away from the prying eyes of the inquisition of Massachusetts. They say Newport is a haven to all religions. I wonder if they would feel the same way about my Gods?

March 13 1699, I have cast a curse of madness upon Ezra Jacobs shortly he will become one of the monsters he so rightly fears.

Durmont purpose in acquiring the house is twofold. First as a smart businessman he realizes the land value will go up. Second he wanted to study the spirits in there in order to control them. Thus far he has had little opportunity to do so.

Ghost of Ezra Jacobs

Int 14 Pow 20

1d6 sanity to see

He appears as a rotting corpse covered in the blood of his victims.

If the smugglers learn the truth of the murders and give this knowledge to the current minister of the church Ezre Jacob's ghost will be set free.

Confrontation with Durmont

The final confrontation with Durmont will need to be both swift and secret. He is despite some of his shortcomings an influential person in Newport. He also possesses spells, which could prove harmful to the smugglers. Ideally if the smugglers were smart they would have lifted the sleeping potion from Samuel Crofton's room at the Red Boar inn during the first adventure in this series. With it they can use it Durmont's food or drink. If Durmont doesn't fully trust the Smugglers then it is possible Anne Durmont will do so. She will definitely do it if John Tomkins is found alive and well. Once unconscious the smugglers can do away with Durmont as needed.

If a head on confrontation is had

If the smugglers decide to just leave town without taking care of Durmont it can be arranged that Durmont will find out about their snooping and begin a search for them. This will likely lead to the death of one or all of the smugglers as Durmont will not leave it be.

If they attempt to stop him in his ritual they will be hard pressed, as he will be aided by followers from out of town, zombies and possibly Nyarlathotep himself.

Part III

The Delivery

The night was cool but with out a breeze.

Stars were shining brightly overhead. In the distance the lights in a church overlooking a graveyard were being put out. A dark figure walked towards a graveyard. Stopping before it the figure lowered his satchel o the round and began to take out items. He began to draw a circle with intricate symbols. Done with this he opened a notebook and began to read from it. His words were of no language created by men. His voice became louder and faster. Suddenly he went silent and waited gazing at the graves as if waiting for the inhabitants to arise from them.

Above him a thunderclap his heard. Eerie clouds have suddenly formed over him. Then a sound like the screaming of a thousand dogs being slaughtered and a hole appears in the sky. From it is cast a dark mass the falls before him.

He begins to shake with uncontrolled fear.

This is not what is supposed top happen.

The dark mass arises like a snake.

His scream is stopped short as the mass comes down upon him.

The dark mass wriggles away like a huge slug leaving behind the man's satchel, book and the circle intact.

The dark mass makes it way towards the dark church.

The smuggler set of from Newport to Saundersville with crates of Tea and barrels of molasses. I successful spot check will reveal one of the crates have in small markings the initials T.H.

In the boxes of tea and molasses the smugglers find a note from Caleb Durmont to his contact in Saundersville Thomas Hagget.

"My own experiments are going well, you will have to come by for a visit that we may exchange information. I plan to meet with the black man on May's eve. I hope you will be able to join me. Below is the correct circle"

Upon enter the town of Saundersville the first thing the smugglers will notice is that the town is nearly deserted. No one is walking

the streets. As they go to the center of town they will see a British Officer and six soldiers standing around a well talking. After an order from the officer the soldiers will approach the smugglers and surround them. The reaction of the soldiers will depend on the PC's response and the keeper's whim. If the smugglers keep their composure they will be approached by Captain Blades a short dark haired man with

In the past three days several of the townsfolk has disappeared. Thomas Hagget was the first one to disappear.

Word was sent to the local magistrate who sent Captain William Blades and 12 soldiers to investigate. Every night since their arrival soldiers have also begun to disappear.

Thomas Hagget was a cohort of Durmont in the mythos though nowhere near as powerful, cautious or intelligent. As a result his summoning of the formless spawn of Tthossugga has gone bad. He was devoured first after which the formless spawn has been living in the church coming out at night to eat what it will. He was the owner of the general store in town and had a cottage just out back of it. Hagget has ties to the Witchcraft Cult of Arkham.

Hagget's House

What once was a cozy cottage has become a filthy hole.

The inside the house has an awful smell of rotting food. The dinner table has the makings of a dinner that has been left out a long time and has become food for several flies. Beetles and maggots.

Chamber pots next to the bed, which have not been emptied in days.

Rats scurry among the litter around the floor. Hagget's house will reveal several letters from Caleb Durmont, some books on the occult, and a small handwritten volume "The Ancient Knowledge" detailing worship of the Toad God and how to win its favor.

There is a writing table, which is the only clean area. Upon it are two letters one from

Durmont and one in reply that was not completed.

Letter from Durmont

My Friend,
I am glad to hear all is well with you. I trust the last shipment was to your satisfaction.

Things are well here. No doubt you will come by for the marriage. I can give you the information you will need at that time. I am also interested in the new book you have found. We can copy them if possible. If you cannot come out at that time we will certainly meet on May's Eve. I must warn you not to be impatient in your experiments. Haste in the matters can lead to death or worse.

Expect in April a shipment. I will send a copy of the correct circle at that time. Look for it in the box marked with your initials.

Your friend,
C.D.

I indeed anxiously await the arrival of new goods.

"The Ancient Knowledge"

A handwritten book dealing with the Toad God (Tsathoggua) and his servitors.

Importantly to this scenario is how to destroy The Formless Spawn. The book claims that ordinary weapons will do no harm to it but fire or acid may repel or destroy it.

San Loss 1/1d6

Spells: Contact Tsathoggua, Summon Formless Spawn of Tsathoggua, speak with dead

The Inn

Lacy Abraham is attempting to run the Silver Cup inn in her husband's absence. She is friendly with the smugglers and welcomes them

If she hears that the smugglers are looking for Hagget she "What do you want with him? A strange man always prowling around the graveyard. He and the parson argued a lot never did go to the church. He was one of the first ones to disappear. His house is empty now as he had no wife or relatives anyone knew of. He would occasionally get a visitor a man by name if Durmont who would stay here when he came for a visit. Nice man that Durmont. Always very polite and generous"

The Church

A sturdy built church on top of a high hill with a white picket surrounding it and separating it from the small graveyard next to it. The steeple holds a brass bell for the summoning of parishioners as well special occasions and emergencies. Looking down the smugglers can see the whole of the village with only a few of the chimneys giving off smoke. The rest of the houses lie dormant like the graveyard next them. The church no longer has a minister (he was the second one to go). Inside the church is deathly quiet. The rows of pews and. On the floor near the altar is a candle holder with a white candle burned halfway down and a bible. To access the steeple smugglers must go up a stairway it is just below where the bell is.

The graveyard is about a hundred years old. On the ground just outside the graveyard there is remnants of a magic circle. A successful occult check will verify this.

On the first night in town the formless spawn will come out and eat Stephen Mundon and the whole Harris family.

On the second night The Brown Family and 2 of the soldiers will be devoured.

On the third the remaining soldiers will be eaten.

On the fourth the read family will be devoured.

On the fifth Lacy Abraham and Captain Blades will be devoured.

Each night that passes without the smugglers not finding and destroying the monster make a sanity check 0/1d2.

Talking with Stephen Mundon

Eventually the smugglers will come across Stephen Mundon who lives in a ramshackle cottage on the outskirts of town. He will beg for drink from the smugglers. He begins his tale, "I was a watchin' the sun go down near the woods one night and saw a shadow come out of the cave up there. I was mighty scared as it came down the hill. I saw it as plain as I see you. Well this shadow came into the town and went into the miller's house. I went to those useless soldiers and they laughed at me. Next day the miller and his whole family was a gone. You might think I was a drunk and maybe I was but I aint never seen anything like that before. I don't go near the church anymore. I would leave but the soldiers won't allow anyone to go.

The cave and the Woods

The smuggler may decide to search the woods in search of clues.

The formless spawn did go thru the area to once when Mundon was watching. It found better picking in the village. The Woods has a variety of animal and plant life.

The smugglers will come across a half devoured deer carcass. Eventually they will also discover a stream with some salmon parts scattered along the bank. Eventually they will come across a cave where they find some remains of small animals.

The Formless Spawn doesn't dwell in there The cave is inhabited by a rabid male black bear.

Black Bear

Str 20 Con 13 Size 21 Pow 10 Dex 10 HP 17
Damage Bonus +2d6

Weapons Bite 25% 1d10, slap 25% 2d6, claw
40% 1d6 + DB

Armor 3 points

Also any person bit by the bear has a chance of contracting rabies.

Skills Climb 30%, Listen 75%, scent 70&

Exploring other houses and buildings in town
There exist in town the following

Smithy

Has various tools which the smith may lend or sell to the smugglers depending on how the approach him. If however him and his family have been devoured then anything within can be had.

General Store

In the general store the smuggler will find a variety of items, which can be useful to them. As the owner is dead they can take whatever they like. In addition under a floorboard is the silver and gold that was due to them for the goods they delivered.

Mill

It has becoming the hiding place of the Formless spawn. The spawn hides in the attic area during the day and comes out at night to eat.

Other houses

About 20 houses each has one room and an attic. Each room has a fireplace, bed and nearly everything else in it. Most everything is done in this room. The adults and any infants will sleep in this area the attics are used for the children to sleep in. There is little of interest in these areas for the smugglers unless the keeper wishes to place something there.

Confrontation With the Formless Spawn

The formless spawn is an extremely dangerous foe and may very well destroy most of the party.

I may be possible to trap it in the church temporarily and burn it down. It will however be able to escape but not without some injury.

If the smugglers have read the of the Arkham Witch and have the spell bind enemy they

can use this to bind the creature and destroy it that way.

If the smugglers choose to run the formless spawn will move on to other small towns and empty them until someone is able to destroy it.

Town's folk

Lacy Abraham Innkeepers widow

A friendly, kindly woman who seems to be in a form of shock by all that as transpired. She keeps herself busy by making everyone else comfortable and well fed.

John Brown Blacksmith and family

Large quite man who attempts to get along with the soldiers but seems to have a hard time of it.

Janet Brown

John Brown's Wife

John Brown jr.

Boy in his teens, a capable blacksmith in his own right.

William Read Farmer and family

He has brought his family in from the farm to stay at the inn until this situation ends one way or another.

Jane Read

Williams Reads wife

Tom Read

Twelve years old

Charles Read

Six years old

Charles Harris Carpenter

Good friends with everyone a friendly man who continuously begs the captain to let everyone leave.

Alice Harris

Charles Wife

Jacob Harris

Twelve years old

Emily Harris
Eight years old

Amanda Harris
Four years old

Stephen Mundon Derelict
Str Con Size Int Pow Dex App Edu San HP
Damage Bonus
Weapons
Skills Consume alcohol 80%, beg 80%,
perform menial tasks for money 65%,
The only living witness to the Formless
Spawn. Will state that has seen people
swallowed up by the shadows. As town
drunk he is seldom listened to.

British regiment
Captain William Blades
Str Con Size Int Pow Dex App Edu San HP
Damage Bonus
Weapons flintlock pistol 60%, saber 70%
Skills
Captain Blades is a very strict disciplinarian.
He is highly suspicious of the smugglers and
will grill them with questions. He is also far
too thick headed to send for more help seeing
this as an affront to his honor. He is willing
to challenge anyone to a duel at the drop of a
hat being an expert with both the pistol and
saber. One way to beat him at this would be
to choose different weapons (such as wood
axes). For all his pomp he is losing his sanity
rather quickly one good shock will probably
send him over the edge.

6 soldiers
Daniel Hyde
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

John Fisgerald
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

William Studfield
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

Owen Rice
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

John Bright
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

Peter Cues
Str 12 Con 14 Size 11 Int 12 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

All of the soldiers are essentially fed up with
Captain Blades but their sense of duty to the
locals impels them to stay (and fear of court
martial). If given a good reason to mutiny
they probably will but this would have to be
something that they wouldn't be court
martialled for. If Captain Blades gets into a
bad situation they are not likely to help.
They will however carry out his orders so long
as it doesn't place them in great danger.

Formless Spawn of Tsathoggua
Str 11 Con 10 Siz 16 Int 12 Pow 9 Dex 18
Move 12 Hp 13
Damage Bonus +1d4
Weapons: Whip 90%, dam 1d6 may choose
to grapple instead of doing damage.
Tentacle 60%, damage 1d4 may strike up to
3 opponents.
Bludgeon 20%, damage 2d6
Bite 30% 1d4
Armor: Immune to all physical weapons even
enchanted ones. May be harmed by spells,
fire or chemicals.
Sanity loss 1/1d0

Vengeance of the Soldier's Wife

He had just finished a good amount of ale at the Golden Bell tavern it was late and he was tired wanting to get home. He vaguely thought about a few nights ago when he was in this same tavern and that pompous ass challenged him to a fight. Well he got his. More such incidents are likely to take place if the damn redcoats don't learn to behave. Maybe someday we'll just throw them out of the colonies. He smiled at the thought. He walked down the alley whistling an old tune.

He turned sharply at the sound looking around he saw a few old crates and nothing more. Probably and alley cat out for a meal. He kept walking then suddenly felt a sharp pain in his right calf. He fell to the ground. He looked around in a daze. He saw things crawling in the shadows. He tried to stand but he felt more sharp pains one along his left hamstring the other on his back. Then they were upon him. He screamed and fought but the pains started all over his body he saw his own blood and one other thing. Eyes that didn't blink staring straight at him, on a face of a child. The world began to spin and he remembered no more.

After the smugglers return to Boston weary from their adventures they find that John Hancock wishes to set up a meeting to discuss what all has transpired.

The Second Meeting with Hancock.

Once again the smugglers find themselves at the inn with John Hancock and his men. The smugglers will be expected to give a report and must keep in mind that Hancock is an avowed Deist and therefore not likely to believe anything involving zombies, magical powers or monsters from the pits of Hell. If the smugglers make up something more plausible or dismiss Durmont's powers as trickery they will be believed. If not then Hancock will likely begin to suspect the

smugglers are hiding something or are in fact suffering from some sort of mass insanity. After listening to the report and coming to his own conclusions he takes a sip of ale and begins.

"Things have changed since you have left. The customs officials are beginning to increase their efforts. The local garrison has become bolder in their ill treatment of patriots. It would be best to stay low for a while. And there is something else" He paused for more ale before he continues, "There have been two deaths. If remember Greg Stevenson (friend and coconspirator of the smugglers). Well there bodies have turned up. They were both stabbed to death. One of the most gruesome murders I have ever heard of. The authorities are looking into it but how much they will find I am not sure. This seems a random event. I can't imagine a member of the royal military even being this sadistic and cruel. Undoubtedly it was a madman. And hopefully he will soon be caught. Until then I would suggest using extreme caution and always be together in pairs.

Getting the smugglers involved
The players will probably decide to investigate these incidents on their own. If not it easy enough to have one of the dolls attack them.

What the smugglers know
Their associates were both considered two of the toughest and dangerous of men in the smuggling ring. Having been former privateers they were used to brawls, naval warfare and clandestine missions. Their favorite hangout was the Golden Bell tavern. They were renting rooms at rather ill reputable area near the docks.

Searching the deceased smugglers rooms
Various weapons, maps and books are found in both rooms with a coded journal of sorts by Mr. Stevenson if the smugglers are able to decode with a successful check they can read the last entries.

Drop off tonight then meet at the Golden Bell tavern for more information.

Was unable to meet Mr Thompson a group of Royal Marines has established themselves will find new meeting place.

One Marine a sergeant was extremely annoying. Perhaps he would enjoy a swim to cool off.

Took care of the good Sergeant he now pays tribute to Davey Jones.

Last night thought someone was following me I turned and none was there. I wonder if the customs men are on to me.

This morning Eric was found mutilated I will be making arrangements to leave soon I fear that someone is after us. I will leave in secret.

Sergeant Harvey was a bully enjoying his small position of power over his men always harassing the newer younger members until they broke and became his devoted crony. He enjoyed going about town with his men and harassing locals. As a typical bully he would only pick on someone he knew wouldn't fight back and always with his back up of soldiers. One day he decided to mess with the wrong man a smuggler who simply left the tavern got a friend and waited. As Sergeant was walking home alone on that dark night without his fellow soldiers took him on two to one and beat him to death. They placed his body in a large sack filled

with rocks and dumped him into Boston Harbor.

The sergeants' wife became worried when he didn't come home bellowing for his dinner. After two days he was wasn't seen and reported this to his commanding officer who in turn placed a post in the newspaper. After no action she began to ask around what happened and was informed by a strange man that he had seen her husband beaten by the two smugglers.

She decided it was a plot by the smuggling ring. Hearing of an old couple from Salem who had knowledge of strange things she went to them asking for a form of revenge. They gave to her a spell, which would imbue her dolls with a form of life.

The recently widowed wife of Sergeant Harvey now had a way to seek her revenge. She seeks revenge on all smugglers using her handmade dolls and a spell given to her by the old couple. These dolls have been operating as both spies and assassins locating members of the smuggling group, which she believes, killed her husband.

Mr. Thompson

An inquiry around the smuggler community will turn up the name of Mr. Thompson a wealthy merchant.

The strange man

After their dealing with Durmont Nyarlathotep has taken an interest in the smugglers. He intends to use them to cause further unrest in the Colonies or perhaps kill them.

Newspaper account of murders

The Boston Gazette has two articles on the murders

Wanted

Information on the whereabouts of Sergeant Harvey of the Royal Marines. He was due for duty two nights ago and has not shown up since. His wife has not seen him. His last know whereabouts was

the Golden Bell Inn which according to witnesses he left at about 9 pm. Madman on the loose.

Two evenings ago a Eric Black a seaman was found stabbed to death. The number of knife wounds. At this time it is unknown if this was a common brawl gone horribly wrong or the possibly the work of a madman.

A sailor by name of Greg Stevenson has been found stabbed to death this is the second in two weeks. It is suspected that a madman is on the loose. Caution is urged of all residents until the culprit is found.

The Sergeants Men

This could turn out to be a tricky encounter for the smugglers. They men are somewhat distraught and somewhat happy about the loss of their leader. As he disappeared the smugglers can't let on that they might know anything or they will find themselves under investigation.

If asked about the Sergeant the corporal will reveal that on the night he disappeared got into a scuffle with "Some uppity Colonist who don't know whom his betters are. The ol' sergeant gave him a shove and the man ran like a whipped dog."

If asked if the Sergeant had any relatives. "Aye he had a wife. Poor woman. At least she can take care of herself being one of the finest dollmakers on this continent."

Corporal

Str 12 Con 14 Size 11 Int 9 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

Private

Str 12 Con 14 Size 11 Int 9 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

Private

Str 12 Con 14 Size 11 Int 9 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons Musket 60%, bayonet 60%

Private (average)

Str 12 Con 14 Size 11 Int 9 Pow 6 Dex
12App 6 Edu 9 San 30 HP 13
Damage Bonus
Weapons fist 45%, Musket 60%, bayonet 60%

The Old Couple from Salem

On the outskirts of Boston it is reputed that their lives and old couple who came from Salem long ago. It is whispered they are related to witches and possibly have dark powers themselves.

All of this is true but the couple themselves will profess no knowledge of any such things other than old stories.

The couple lives in a small house with a variety of books and occult paraphernalia. They look so similar that they could be taken for twins. Only the way they dress is one able to determine which is which.

The dollmaker was in converse with this pair for sometime seeking knowledge of the dark arts. Something, which had fascinated her for some years after reading some books on the subject.

Leonard Husband

Str 7 Con 6 Size 9 Int 17 Pow 16 Dex 11
App 9 Edu 16 San 0 HP 7
Skills Astronomy 80%, botany 75% Cthulhu mythos 35%, history 40%, listen 40%, occult 90%, spot hidden 50%
Spells summon/bind byahkee, contact ghould, contactnyarlathtep, shrveling, voorish sign, elder sign, create gate, animate object

Lucy Wife

Str 6 Con 7 Size 9 Int 17 Pow 16 Dex 8 App 9 Edu 16 San 0 HP 7
Skills Astronomy 80%, botany 75% Cthulhu mythos 35%, history 40%, listen 40%, occult 90%, spot hidden 50%
Spells summon/bind byahkee, contact ghould, contactnyarlathtep, shrveling,

voorish sign, elder sign, create gate, animate object

Searching the old couples house

Obviously the place has various items of occult and mythos. To interest o the smugglers is a sigil of an elder sign, a silver dagger that has been enchanted and a handwritten book on rituals and spells.

Handwritten Book (no title)

If compared to other writing in the house it is the wife's. It speaks of various rituals to dark entities and pacts made in Salem in the 1680's.

Spells

Spells summon/bind byahkee, contact ghould, contactnyarlathtep, shrveling, voorish sign, elder sign, create gate, animate object

Sanity cost 1d8

Silver dagger

Confronting the Dollmaker

This section will likely have more action than a typical Call of Cthulhu adventure.

Eventually the smugglers may come to discover who the dollmaker is and attempt to stop her.

If she discovers that they are searching for the killer of the two smugglers she will dispatch her dolls. To kill them.

Doll

Str 8 Con 10 Size 3 Int 10 Pow 12 Dex 13
HP 6

Weapons knife 40% 1d6

Skills sneak 80%, hide 70%, spot hidden 60%, track 70%

Male doll about two feet in height made of wood and ceramic.

Doll

Str 8 Con 10 Size 3 Int 11 Pow 12 Dex 12
HP 6

Weapons knife 40% 1d6

Skills sneak 80%, hide 70%, spot hidden 60%, track 70%

Female doll about two feet in eight made of wood and ceramic.

She lives in a nice townhouse, which has the upper floors as her living quarters and the lower floors for her work. She is indeed well known to the wealthy in New England as a talented dollmaker. She learned the trade from her father years before and makes quite a tidy some of money. She began practicing the trade shortly after marrying Sergeant Harvey to occupy her time when he was away. Eventually she was able to make a good living on it.

The dollmaker asked for both a spell to animate her creations as well as a way to escape. This first one worked well however the second one went wrong and entering it will place the smugglers in a world gone mad.

If the smugglers confront the doll maker herself they smugglers are in for a new batch of fun. For the dollmaker has also been given a spell to open a gate to another dimension. She will slip thru this gate and the smugglers may choose to follow her. The gate leads to a very small self-contained universe, which is a life size dollhouse. The doors and windows cannot be opened by any means. Attempting to destroy them will also prove a pointless act as well and will likely break whatever they are using to attempt an escape. Looking outside the windows the see only a vast darkness in which occasional vague lights shine as lanterns of in the distance. Time doesn't exist in this dimension and all the fires, candles will burn continuously never ceasing unless put out by someone. The food will never spoil and people will never age. The dolls in this house are slightly larger than human size and very dangerous. The smugglers will be forced to explore the house in an attempt to find a way out. The dolls inside will either attempt to imprison the smugglers if possible or kill them if they prove to resistant. The dollhouse itself seems to be made of normal materials. When first entering the smuggler may very well think they are in a normal house. It won't take long for them to realize something is very wrong.

Main floor

Foyer

This is where the smugglers will be placed at the “front door” is a one way dimensional gate after they pass thru they will be able to see the area of the dollmakers house in which they entered however they will not be able to pass thru and receive a slight shock anytime they touch the gate.

Library

Several volumes of children books line the walls. Upon a bookstand is a large book with the title “Holy Bible”. Inside this book the reader will find the bible however the illustrations are extremely graphic depiction of the more violent and sexual of Judeo-Christian myths. Also inside of it is a note “Seek the room and read the words”

A successful search roll will also yield up a book that has been hollowed out inside is a silver key.

Drawing room

Upon the coffee table is set a pot coffee, tea, various cups and saucers, a cake, cookies, fruit and a bottle of brandy. All of the food is excellent however the cookies are laced with a narcotic that will cause drowsiness.

Above the fireplace are three pictures. They are not of people but of dolls. One appears to be a female doll the other two male.

Dining Room

Upon the table is a bottle of wine, a ham, bread, vegetable soup, and cheese. Eating any of these causes no ill affects.

Kitchen

On a stove is a pot of the same vegetable stew found in the dining room. Several utensils, plates and mugs are in this room.

Root cellar

In this room is the chef doll with a large ugly looking butchers knife.

Various foodstuffs are in this room for having an extravagant tea party.

Closet

Resides the Teddy Bear

Also present are several fur coats, shoes of all kinds and hats.

Upstairs

Master Bedroom

A sinister vaguely female looking doll is in the room.

In the closet is an entry, which leads to attic

Bedroom 1

The bunny rabbit is in this room

Bedroom 2

Three large puppets are in this room all three are dressed in attire. One is female the other two are male.

Bedroom 3

The dollmaker is in here. She has been dressed in dolls clothes and is in a state of catatonia. She presents no further danger to the smugglers.

Basement

Main part of the basement

Cell 1

A man whose sanity is on the way out. He is in rags and he is filthy and disheveled. He is from the early 1970's and thinks that some had slipped some acid in his drink and this is all a bad trip.

Cell 2

Two very frightened dogs. They will follow the smuggler wherever they go hoping for scraps and attention.

Attic

The sole item in the attic is a locked chest, which can only be opened with the key found in hollowed out book in the library. Inside the chest are several articles of clothing and a girl's diary. In it is a gate spell and the distorted ramblings of girl.

Doorway to the Real World

From inside the microverse of the Dollhouse this spell will allow access back to the gate, which the dollmaker created.

Dollmaker

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills

A quite woman who is actually quite disturbed.

Matron Doll

Str 12 Con 12 Size 12 Int 4 Pow 3 Dex 11

HP 12

Damage Bonus 0

Weapons whip 20% 1d3 or grapple

Male Doll 1

Str 11 Con 10 Size 9 Int 4 Pow 3 Dex 10 HP

10

Damage Bonus 0

Weapons choke 15% 1d2

Male Doll 2

Str 11 Con 10 Size 9 Int 4 Pow 3 Dex 10 HP

10

Damage Bonus 0

Weapons choke 15% 1d2

Female Doll

Str 11 Con 10 Size 9 Int 4 Pow 3 Dex 10 HP

10

Damage Bonus 0

Weapons choke 15% 1d2

Chef Doll

Str 11 Con 10 Size 10 Int 4 Pow Dex16 HP

10

Damage Bonus

Weapons Butcher knife 20% 1d6

Teddy Bear

Str 16 Con 15 Size 19 Int 4 Pow Dex9 HP

17

Damage Bonus +1d6

Weapons claws 10% 1d4 + db

Spell Animation of Dolls

Infuses a small doll, puppet or other similar object with life.

Magic points 5

Sanity 3

Smugglers Cove

Nominally this adventure is on an Island off the Coast of Massachusetts. It can however be place anywhere where there is a coastal area.

The Island itself is unnamed but does possess a lighthouse. In addition there is a small cove, which is used by smugglers on ships to store items to be later picked up by small boats launched from beach areas and taken covertly to beaches away from the watchful eye of port masters and customs officials. Recently when a group offloaded some items the lighthouse keeper and some smugglers who were staying on the island have didn't meet them. No word on their arrest where given. The player characters are asked to investigate.

What has happened

Sometime in the past year an adult Cthonian laid eggs in a hidden city, which is in the island itself. The young hatched and later came out to eat the lighthouse keeper and people staying with him. The island was many eons ago a mountain in which a city was built by serpent people. The serpent people are no longer there and most of the city has either been flooded or is destroyed. As yet the smuggling ring has not informed the British authorities as this could lead to problems for all involved. They are sending two men with the player characters to take over duties at the lighthouse until the mystery is cleared up. So far the only thing that has been told to the officials is that the old caretaker of the lighthouse has died of old age and the local merchants are willing to send a couple of men over until a suitable replacement can be found.

Exploring the Island

The smugglers must decide whether to arrive at the dock on the Island which leads to the lighthouse or if they will instead go directly to the cove. If they go during the day they risk being seen by harbormaster or customs

officials. Their best chance would be to go at night leaving from a beach and not using any lights.

The main part of the island is bare with rocks near the bottom and a nearly flat grassy area on top it is about a half mile in circumference. The cove is only large enough to allow access of one small boat at a time. It is partially hidden by an outcropping of rocks.

It was only discovered a few months after the lighthouse was. The caretaker discovered it and being sympathetic with the smuggling rings cause informed them of it.

Inside is a beach area is three small caves where items can be stored temporarily. There are two small boats still here from a previous drop off. The items here are crates filled with casks of rum.

There are tracks leading from the beach up to the lighthouse.

The lighthouse

The lighthouse was built only 5 years ago. It is made of stone and has living quarters at the base for the caretaker. The tower is about 6 stories high. A circular wooden stairway leads to the top.

The living quarters consist of a small kitchen, root cellar, small area with a cot and a living room area with a fireplace, writing table two chairs and a bookshelf. On the bookshelf is a small variety of books none occult or mythos related. It also contains the caretaker's logbook. In are various logs about ships passing and visitation for the mainland. Nothing about the smuggling activities. A few items are odd.

The caretakers Logbook

Dated eight months ago

I felt an earthquake today shortly after noon. Woke me up nearly shaking me from my bed. I have talked with people from the mainland and they say that nothing was felt there. Last a good twenty minutes or so. There doesn't appear to be any structural damage to lighthouse.

Date 6 months ago

Found a large worm today outside of the house. I have never seen it's like before nearly foot long it was. Destroyed it.

Dated three days ago

Found a large hole in the field. Large enough for a man to get into. I wonder if it was caused by the quake a while back? I am surprised I haven't noticed it before.

Next to the lighthouse is a large shed used for storage of various item needed to run the lighthouse and to effect small repairs on boats.

A stairs leads down to a small pier with a boat tied next to it.

If the smugglers decide to sleep in the lighthouse over night they will be attacked by the cthonians.

Entrance to the City

In the middle of the open field next to the lighthouse is a small hold big enough for a man to get into. This goes for twenty feet or so and then becomes rocky and larger becoming about eight feet high and larger enough for two people to walk abreast. Going for what seems about a half mile it ends at a large doorway made of carved stone blocks.

Exploring the city

This city was built inside of a mountain eons ago by the serpent people and last used in the waning years of their great civilization. It was eventually raided and sacked by humans who destroyed most of it. This was long before recorded history. As he continents shifted this mountain became an island and the city was lost and inaccessible until recently.

Much of the city is inaccessible due to flooding or destruction from time.

Aside from the stonework little else remains. Most of the metal has rusted away except for a few bits here and there. It is dark and desolate and deathly quite. Every little sound echoes thru the ancient halls. The air is stale.

The Main door leads into a great hall.

This is about 100 yards wide and 200 yards long. The first thing the smugglers will

notice is the large hole of about 25 yards circumference in the middle. This abyss has no end that is discernable to the smugglers. This in fact where the adult cthonian came thru months ago to lay eggs. If anyone falls into this hole they are gone forever.

There are sixteen pillars holding the ceiling up. Each is of 10 yards circumference and seems to be in decent shape with only a few cracks.

Of the main hall are about two dozen doors most blocked off by stone, which cannot be moved. The remaining entrances are as follows.

Ten apartments

Each is about fifteen by fifteen feet square. In one room are the remains of a serpent person encased in amber.

Sanity to see

The other rooms are empty.

Alchemy Chamber

Bits of glass and some metal remains in this room. A metal bottle is in a corner that contains 7 ounces a bluish, acidic smelling liquid. This liquid is caustic and will cause 1D2 hit points per round for every ounce drunk (and let's face the facts anyone who drinks it deserves this).

Hall of Records

It appears that this room was on fire at one time.

This large room has several shelves along three of the walls going up nearly 25 yards in height. These are covered in Ash and dust.

Along the other wall is a mural set in a strange metal. It is covered in years of dust and sooth but can be cleaned to show parts of it. It depicts serpent people engaged in various activates mainly wars with other creatures especially octopus type creatures, dinosaurs and humans.

Sanity to see this mural 0/1d3.

Shrine to Yig

About 15 yards wide and 25 yards long. A twelve foot statue of Yig on stands at the far end of the room, it appears to have been hacked at with hammers and picks in an attempt to destroy it.

Sleeping curled around the statue and base of Yig are five young Cthonians now much larger the worm seen by the caretaker.

Sanity cost

The smugglers can either find a way to seal the entrance to the city again or attempt to destroy the Cthonians. Direct battle with the Cthonians will likely lead in the death of all the smugglers. If the smugglers seal off the doors the Cthonians will cease in there attacks.

Cthonian

Str 10 Con 21 Size 9 Int 17 Pow Dex 8 HP 15

Armor 1

HP regeneration 1

Max temp 100 C

Weapons tenatacle 75% 1d4 or blood drain

Sanity1/1d10

Cthonian

Str 12 Con 20 Size 10 Int 17 Pow 2 Dex 11 HP 15

Armor 1

HP regeneration 1

Max temp 100 C

Weapons tenatacle 75% 1d4 or blood drain

Sanity1/1d10

Cthonian

Str 10 Con 20 Size 9 Int 17 Pow 3 Dex 11 HP 15

Armor 1

HP regeneration 1

Max temp 100 C

Weapons tenatacle 75% 1d4 or blood drain

Sanity1/1d10

Cthonian

Str 11 Con 22 Size 9 Int 17 Pow 4 Dex 10 HP 16

Armor 1

HP regeneration 1

Max temp 100 C

Weapons tenatacle 75% 1d4 or blood drain

Sanity1/1d10

Cthonian

Str 10 Con 21 Size 10 Int 17 Pow 2 Dex 13
HP 15
Armor 1
HP regeneration 1
Max temp 100 C
Weapons tenatacle 75% 1d4 or blood drain
Sanity1/1d10



A French Werewolf in New England

The night shone brightly with a full moon. The girl walked home from choir practice. She often wondered on night like this whether there was any truth to the stories she would hear about witches and goblins. Supposedly there were witches in these parts about seventy years ago. She gave start to the hooting of an owl. Her pace quickened. She chided herself for not taking the school masters offer to walk her home. Something like a dark shadow came from the trees pinning her to the ground. Her screams pierced the cold night air. She smelled the musk of a wild beast and looked into maddened human eyes on the muzzle of a beast. Before she could scream again the beast ripped her throat out with it maw.

It quickly dragged her into the trees and finished devouring the choice parts. The beast raised it head to the night sky and gave howl. Soon men would come and find this body but the beast would be long gone.

While not directly part of the campaign this can be scenario can be used as an encore if any of the smugglers survive or placed into the campaign itself.

To be set nominally in a small village just outside of Boston.

Recently in and around the village of there have been vicious attacks on women and children. All of the victims sustained wounds that appear to have come from an animal. Nineteen people have been killed. Only two have survived the attacks a twelve year old boy and a woman of thirty-five.

Getting the investigators involved. Whether you use the smugglers from previous adventures or new ones, they must have a plausible reason for hunting down this beast. They could be members of the village in which case they will already have a lot of the knowledge o the town. They could have a relative or close friend who was attacked. A person of wealth or power to hunt it down could commission them. They could be part of the official law enforcement and are on duty.

On the first night of the investigators arrival the beast is spotted by a group of women walking home just before sunset. Apparently the beast is able to come out at daytime as well.

The women will begin to relate their story. They were walking along the field of Farmer John Wayman when it came charging out of the woods. At large wolf like beast with glowing eyes and hands like mans. As all the women had taken the precaution of talking pistols the opened fire upon it. It seemed to only stun the beast and they fled to the safety of the inn.

Suddenly a blood-curdling howl is heard everyone is frozen for a moment in terror. Suddenly all the men able to will grab their

muskets and begin a hunt for the beast. After several hours they return finding no trace.

On the second night

People are on the alert now. However the beast has gotten bolder and entered a local farmhouse taking a small child from her bed and ran off into the night. Remains of the child will be found the next day.

On the third night one of the investigators will be attacked while momentarily alone.

Interviewing the victims.

The boy has suffered only minor wounds from scratches and will live. The beast was frightened off by a large group of men coming upon it.

“It was a big wolf bigger than any I have ever seen before. And ugly. Most animals are scared of people but this one wasn’t and it didn’t run after I shot at it. It bit thru my musket like it was butter. That’s about the time the men showed up and it ran into the woods.”

The most recent of the attacks it happened only two days ago. The woman lost the use of her left leg. She also has suffered many scratches. She will die the day after the investigators interview her. She is in a state of shock and is only able to mumble a few words. If asked about the incident she will become agitated and whisper “The hands, the hands a man.”

Hunters have combed the area and tried to do away with all the wolves and bears that they have come across. Still the attacks continue. If the same characters are used as in the previous adventures

Clues

If the investigators look in Paul Brown’s library they can gather information on French Werewolf attacks that have taken place in recent years. Oddly enough Paul Brown is more than happy to point them in the right direction. He hopes to mislead them this way making it all seem to be a Frenchman.

Referred to as the Beast of Gevuduan it followed a similar pattern.

An Account Of the Beast of Gevuduan

A strange series of events that occurred in the Margeride Mountains. While wolves will occasionally attack a human this is not common.

The strange thing is that only women and children were attacked. No livestock or men. The attacks began in 1764 and lasted until 1767. The first attack was upon Jeanne Boule.

King Louis the XV had taken a personal interest in the attacks and placed a reward for the carcass of the beast.

Francois Antoine the Kings chief huntsman was deployed to Hunt the Beast. Near the Abby of Chazes he killed a beast. Some of the victims as being what they saw and saw similar scars from injuries given to the beast.

It was thought to have been the only one. Unfortunately December the Second 1795 another attack was made. And several more attacks followed.

The second Beast of Gevudaun was at last shot by Jean Chastel at the Sogne d’Auvers on 19 June 1767. Upon opening the beasts belly the remains of people were found.

The Beast was described as being larger than most wolves, with excessive, shaggy fur, human like hands and would sometimes go on fours and sometimes on two legs.

Paw prints

Going to the cabin are in beast form going away from the cabin into the village are in man form the begin to fade as the investigators get closer to the village and disappear about a hundred yards outside of it.

The list of false suspects.

Local Minister

One of the few people who doesn't think that it is a werewolf but a wild animal. He vehemently denies the possibility of it being a supernatural monster. He actually doesn't believe in anything supernatural and is only a minister because he isn't much good at anything else.

French trader will arrive shortly after the investigators read the account of the beast of Gévaudan. A French trader who deals with a variety of furs and will go of into the wilderness for months at a time. He is on good terms with the Indians and comes thru the village on the way to markets in Boston. He has a wagon and on it all of his possessions. He is close to retiring, as he has been very successful.

Hermit about once a month a hermit comes into to town. No one knows where exactly he lives at but everyone knows it is out in the woods.

He is an antisocial individual old and weary of the world. He tends to be gruff and impatient speaking only what is necessary. He avoids women and children. He merely wants to be alone with nature. While he is not mentally stable he is fairly harmless unless provoked. Then he can prove to be an uncanny fighter. A veteran of the French and Indian Wars he still quite capable of protecting himself if the need arises. He is gruff and not a very pleasant person. Plus he has a unibrow; just like in the werewolf legends.

Indians may come up as a likely suspect. The investigators will hear rumors stating that the

Indians are performing some sort of primitive rites and summoning some sort of ancient evil upon them. This particular red herring can be used very effectively for seasoned Call of Cthulhu players and readers of Lovecraft. Play up the idea of an alien horror being summoned up.

Members of local clergy all agree that it is the work of a werewolf and this God's punishment for going away from the church.

One of the first clues that this is not an animal such as a bear or wolf is that all the victims were human and only women and children. No livestock has been attacked. Finding the identity of the killer will prove difficult.

The murderer isn't a Frenchman but is the schoolmaster and owner of the small library Paul Brown. He makes his transformation with a salve that was given to him by Nyralathotep. He is one of the persons responsible for the attacks in France Beast of Gévaudan.

Of the original four members of the Cult of the Wolf he is the only one to survive. Two being shot in their attempts to attack and one by accident.

He has fled to America.

Cabin of the Hermit

A small but well built place is the home of the Hermit. The keeper can decide whether he wants the hermit home or not or to possibly walk in while the investigators are snooping around. Furs of deer and other game animals are hung on it's outside walls to cure. There is a rocking chair on the small porch area. The windows are darkened and it is difficult to see inside. There is a straw mattress a table, chair and other smaller tools utensils etc. Also bookcase with about a dozen titles including a bible, some works on natural history, astronomy and a history of Europe. There is a fireplace recently used and various dried vegetables, fruit and roots, sacks of flour and cornmeal.

The cabin of the Werewolf

A ramshackle cabin lies hidden among the trees. It smells of animal and decayed meat. The windows are dark and curtained and on the door a heavy well made lock.

Inside is dark and the odor is even stronger. A table and two chairs, a cot with a straw mattress are only furniture. There is no food nor tools or utensils of any kind. Upon a crudely built shelf are a jar and a book.

The notebook.

Written in French it describes the werewolf covens activities the murders committed in France and a recipe for creating the Werewolf salve.

No Sanity points loss to read.

One spell-Salve of the Werewolf

What you learn form the notebook of The Werewolf

There are no names given as to the identity of the werewolf or any member of the Brotherhood o the Bloodfeast. The author of the notebook was originally from England but moved to France in the year 1761 due to trouble with the law- he was accused of heresy and witchcraft. In France he became part of a coven of four that called themselves the Brotherhood of the Bloodfeast. Initially they were thrill seekers from the aristocracy who would meet and perform the black mass and seek out occult knowledge. As time went on their thirst for dark knowledge became greater. One of the members came across a very old and strange book written in Greek. From this book they learned of spell which would allow the to summon the Dark man to make a pack with. One night during a full moon they preformed the ritual in a lonely woods upon a mountainside. The dark man appeared and gave to them a formula that would enable them to take the form of Wolves. Shortly thereafter they began to roam the countryside of Gevdaun and murder women and children.

The Kings huntsman shot one of the coven members. Another was killed by accident by

being run over by horses during a walk in town. A third was killed by a peasant.

Paul Brown deciding that France was no longer a safe place for him journeyed across the Atlantic to the British Colonies and made his home in the village. Since this time he has begun to continue to slay in the name of his master.

The Jar

This is the salve of the werewolf. Inside the jar is an unpleasant looking greenish-grey substance. It smells of rotted mushrooms and acid. A small dab with the correct phrases will change a person into a werewolf. It is a toxic substance if imbibed.

The Salve of the Werewolf

The spell consist of combining various disgusting substances and perform a chant will create a greenish-grey sticky substance. Only a touch of it will cause the user to transform into a half human half wolf creature. The more used the longer the person will remain a werewolf. One tablespoon will cause an hour change. The personality will change and a ravenous hunger for raw meat will come over the user.

To create it cost 12 magic points and 3 sanity points.

To use it cost 6 sanity points but no magic points.

The Werewolf

Paul Brown Human form

Str 8 Con 9 Size 8 Int 16 Pow 11 Dex 10

App 12 Edu 22 San 0 HP 8

Skills listen 40%, persuade 70%, spot hidden 30%, own language 80%, other language-French 75%, history 40%, mathmatics 30%, bargain 25%, hide 45%, chram the ladies 70%

A small bookish man Paul Brown speaks with a distinct British accent. He denies knowing any French although he is very fluent in that language.

He has recently arrived from Boston and now is the schoolmaster for the village. In addition he owns a considerable library. He claims to have been living in Boston for the

past four years. In truth he has recently come from France where he was one the members of the Brotherhood of the Bloodfeast a cult of werewolves.

Brown is well read and educated man. He has become very cautious and keeps all traces of his nocturnal activities in a ramshackle cabin outside of the village in the woods. He is well liked by the children and uses a façade of concern for the recent attacks. Many of the ladies in the village are quite taken by this smallish man who is very charming. Some of the mothers of the village seem to be in a competition to get their daughters set up in marriage to him. So far he has made no advances towards any but has graciously accepted many fine dinners. He is very willing to “help” the investigators in their search for information on the culprit. He feigns a fear for the children in his school when in fact he is often choosing his next meal.

Beast form

Str 16 Con 14 Size 12 Int 5 Pow 14 Dex 12

HP 12 Move 13

Damage Bonus

Weapons

Bite 1d8+ damage bonus, infect 99%

Armor Regenerates 1 hit point per round

Skills Hide 60%, track by smell 90%

Sanity loss 0/1d8 to see, 0/1d3 to see change

Silver is poisonous to the werewolf. To

determine damage match damage done by silver weapon to werewolf’s constitution on the resistance table. If overcome the werewolf dies if nit he takes half the rolled damage but cannot regenerate it.

Fire does normal damage.

Aside from serious injury of death there is a possibility of infection of lycanthropy. Any player characters suffering from this will be able to control their characters during the unchanged time but will be in control of the keeper during beast form. Eventually the characters sanity will wear away and they will no longer be the character will become solely in the control of the keeper.

Hunting down the Werewolf

Once the investigators discover what they are facing and where it can be found they can try to set up a trap for it. They will of course need to either acquire silver weapons or use fire to stand a better chance of destroying the beast.

If the come p with a good plan and present it to the elders of the village they may receive aid from them.

One of the biggest challenges will be to discover the true identity of the Werewolf.

If in the course of the investigation they discover that Brown is the creature they can confront him directly but they should have proof enough to convince the locals as Brown is well like member of the community. He will obviously deny everything and perhaps even suggest that one of the investigators is the culprit.

Of they accuse the wrong person and that person is killed the attacks will continue the investigators will lose 0/1d3 sanity points a day until the beast is destroyed.

Appendix

The Smugglers- a pregenerated group of smugglers that can be used in this campaign.

James Sprinkly

Str 17 Con 16 Size Int Pow Dex App Edu

San HP

Damage Bonus

Weapons musket, pistol, saber, knife, cannon, club

Skills

Dodge, Pilot cart, Pilot boat, Martial art (boxing), sailing, language-French, consume ale

A former privateer who has become disenchanting with British rule. He is a skilled fighter and is familiar with all of the common weapons of the era. He is also an excellent boxer having been in boxing matches and tavern brawls. E has a working knowledge of ships and cargo handling. He is a heavy

drinker and is known to over indulge at a good party although he never becomes a mean drunk.

Thomas Hazel clockmaker

Str 8 Con 8 Size Int 17 Pow Dex App Edu

San HP

Damage Bonus

Weapons

Skills

Bargain, Clock making, Library use, History, language-Latin, occult, worry

Formerly a clockmaker who ran a foul of the law. He is wanted in New York for failure to pay taxes. Thus he is very nervous when dealing with law officials, military or customs men. He is well read and of all the pregenerated characters the one with some occult knowledge. When it comes to occult matters his curiosity overcomes his fears and he is often poking into things that should be left alone.

Josephine Sound seamstress

Str Con Size Int Pow Dex App 16 Edu San

HP

Damage Bonus

Weapons musket, pistol

Skills

Pilot-cart, First aid, persuade, sneak, spot hidden, ride, Sewing, get into trouble

A seamstress whose husband was imprisoned by the British after he was caught smuggling. After he died in prison Josephine became a smuggler. She is still relatively young and attractive and has become a bit of a free spirit living only for the day, which seems to land her into trouble more often than not.

Francis Laughton

Str Con Size Int Pow Dex App Edu San HP

Damage Bonus

Weapons

Skills

An elderly grandmother type who is as tough as nails. She joined the smuggling ring after her business was shut down.

John Moor criminal

Str Con Dex Size Int Pow App Edu Idea

Know Damage Bonus Magic Points Hit

points Sanity.

Weapons Knife

Skills

Bargain, Disguise, dodge, Fast talk, hide, Locksmith, sneak, spot hidden, palm object, ramble on

A petty criminal this man is past middle age and somewhat portly being fond of good food. Very capable of getting in and out of places, creatively acquiring items and fast talking officials. He has a habit of telling long-winded stories of his life that seem to have no point and highly improbable. Smuggling is just the latest and by far the most lucrative endeavor he has gotten into.

Sample Occupations for the Era

Printer

Often the editor/publisher of newspapers as well as printing books and pamphlets. These men were the primary media outlets of the time.

Skills: history, library use, other language, own language, mechanical repair, printing

Merchant

Among the most powerful men in the colonies are the merchants. They are the one that finance the shipping and receiving of goods of all sorts but primarily in the Colonies are tobacco, rum and slaves.

Skills: bargain, credit rating, persuade, fast talk, listen

Librarian

A rare occupation of the era as public libraries are just forming, however it is one that can be important to the game. Often having access to books most people never even dreamed existed.

Skills: library use, own language, other language, bookbinding, spot hidden,

Soldier

Can be an enlisted or officer will be familiar with weapons and tactics of the era. Used to harsh conditions.

Skills: dodge, first aid, hide, listen, dive cart, musket, cannon, pistol, sneak

Sailor

Whether a common seaman on a merchant ship, a privateer or member of a warship all have common knowledge in working on ships and weapon used on ships.

Skills: climb, cannon, first aid, handle boat, navigation, rope use, swim, musket

Minister

Religious leaders are often educated although some tend to be more self educated than others. Certain skills will depend on the religious affiliation of the minister. For instance Catholic priest will most certainly know Latin whereas a Baptist preacher may not.

Skills: Accounting, history, library use, listen, other language, persuade, pshycolgy

Teacher

Often communities will hire a teacher to instruct their children in history, math, reading, writing and other subjects. This teacher will be set up with a place to live and a schoolhouse often time the same building.

Skills: listen, persuade, spot hidden, own language, other language, history, mathmatics, bargain

Doctor

Medical science is still in its infancy at this time often combining natural remedies, some rudimentary medical knowledge and quackery. Some doctors are forced to resort to grave robbing, as using human bodies for experiments are still considered sacrilegious by most people.

Skills: Biology, credit rating, first aid, Latin, medicine, pharamcy

Scientist

The divisions in the sciences have not come, as we know them today. Most scientist of this era will study a wide variety of subject some will specialize in one or two subjects.

Archalgy, astronomy, biology, chemistry, geology, medicine, physics

Explorer

Some governments, organizations and wealthy individuals will hire persons to explore regions unknown and find new trade items from these places. Some of these individual are wealthy enough themselves to go in search of the unknown.

Skills: bargain, credit rating, first aid, natural history, navigation

Criminal

This occupation who make a living by stealing from or conning others. These individuals have a wide variety of skills some specializing in one form of crime or another.

Skills: bargain, disguise, fast talk, locksmith, sneak, spot hidden

Going to the Revolution and Beyond

For Keepers and players who enjoy the era and number of options for continuing play is possible. Any historical event the Keeper wishes to use can be as a hidden history type of adventure. Take any event and give it another story behind the main. Ones that seem fairly boring tend to work best. Even an obvious fable could work well. Why did George Washington chop down the cherry tree? Perhaps an evil spirit inhabited it.

Historic personage could have secret dealings such as Ben Franklins supposed involvement with the Hellfire Club as mentioned earlier.

And you don't have to be limited to just the American Colonies. The French revolution with its various secret societies and occult lodges. Exploring the unknown areas of Africa, Asia and eventually Australia.

Handouts

The Letter of John Tomkins

My Esteemed Friend,

I am loath to write this as one may think it only petty jealousy. It is true my mission came from that emotion but since I have learned much which could jeopardize all of us. I speak of Mr. Caleb Durmont of Newport.

He presents himself as a man settled and long passed from his younger days of indiscretion. However it has been my observances that he has been in close conversations with those who oppose our cause. I believe he is a spy for them and has betrayed us. It would be of you utmost interest to come and see for yourself what I have observed. If you cannot come yourself the perhaps send someone you trust.

This is not he worst. I believe that he is in commerce with something much darker. He has been observed at the sites of graves.

I believe he may very well be in league with the Devil.

"He never said whether he was against the Townsend Acts or Not. He seemed to have no real opinion on the matter. Said that he had more important things to dwell on.

The pick up last night was eerie; a heavy fog seemed to come in just prior to unloading the ship. We always seem to have a fog whenever we worked. Guess it was good luck.

The customs officials never would see us. We could hardly see each other.

The foul traitor has taken my beloved Anne. How he convinced her father I know not. I will see him dead.

I have spied upon him for some time and have seen him in close talks with a Captain of the Royal Navy Thomas Linicar and the customs officers Williams Jones and Thomas Lawson.

I have seen many thing of a dark nature to say about Caleb Durmont.

Last night I saw him in the Common Burial Ground Talking to someone who wasn't there. He seemed to be performing some sort of ritual. What good Christian would do such a thing?

We followed him to Goat Island last night. It was frightful. He was in conversation with men there. I couldn't see them very well in the fog. As I followed them they went to group of stones set in a circle.

A friend of Anne's told me of certain books he keeps. People were hanged or burned for

November 5 1767 "Ghosts on Goat Island?"

Late Saturday evening Joseph Libbey spotted men wandering Goats Island that appeared to be the very same pirates he saw hung in 1723. Whether these were the spirits of the Pirates come back to haunt the very place where they hung and buried, or whether it is smugglers or a prank is unknown at this time. Customs officials stated they are unconcerned but will look upon the matter."

Mr. and Mrs. Eaton of Newport would like to announce the Marriage of their Daughter Ms. Anne Eaton to the esteemed Mr. Caleb Durmont on the 12 February 1768.

March 21 1768 Yesterday morning on the Common Burial Grounds it was observed by that one of the graves was dug up. It was an older grave of an unknown person. It has been suggested that local slaves may be conducting a heathen ritual brought over from Africa. Any information should be given over to the town Magistrate.

April __, 1768

Local Doctor has Disappeared

Doctor Goldman has been reported missing by his wife. He was last seen in departing his home to his office.

I have recently acquired a book, which is said to contain the knowledge hinted at by others. It was part of collection from a person hung in Arkham for witchcraft. It is written in a cipher, which will take time to unravel. I have at least managed to decipher the book.

It's title is the Black Book of Madness.

This appears to be the information, which I have long sought. I will begin deciphering the other parts soon.

I have successfully brought back those who have passed to the afterlife. The dead pirates of Goat Island now do my bidding and will make useful servants.

This book contains knowledge I never dreamed of. With it I have managed to do things only dreamed of.

I have finished the book now and have made the most important of discoveries. The black man of the witches is real but not the entity of Satan. He is something more powerful than can be imagined by some mealy mouthed preacher.

On the night of April 30th I shall bring forth the Dark Man who is referred to in the Black Book as Nyarlathotep.

The acquisition of fresh specimens is difficult to come by. While the courts provide some in the form of criminals the cause of death is almost always by hanging. I have had to resort to finding those in local places of rest.

I have hired the help of Jack Jenkins a local man who is know for his discretion and how does one put it ability to get difficult jobs done. Indeed I believe to influence on him has been for the better he has become quite adept at many of the basic procedures. He is surprisingly intelligent. I have a mind to take him on as a student if he his willing.

I have discovered and underground complex beneath the Common Burial Ground. At first I though it built by smugglers but Jack denied knowledge of it. As we explored we cam across a room that looked like something out of the Pits of Hell. We fled when we heard strange sounds like an animal mewling. I am reluctant to alert the authorities but perhaps a note can be left discreetly. We will have to go armed from now on just in case.

Ezra Jacobs Diary

This old book is is a leather bound diary hand written by Ezra Jacobs. The last line ends abprtly where he as is he was disturbed. It is also dated the night the murders took place.

November 23, 1698

Today we received a new minister who will take over the duties I have had since the passing of our dear brother Harrison. The new mans name is Robert Waterson. He is out of Kingston, Massachusetts.

December 12, 1698

Odd things are happening in the woods nearby. Two of our sisters mentioned seeing people in the woods dancing and music of an eerie sort playing. Men searched the woods the next day and found evidence of a great bonfire but little else.

December 23, 1698

Lat night I went near the woods and heard voices as if they were chanting. And I heard a cry of an infant. Taking my musket I searched the woods but found nothing. Today the child of a slave is missing.

January 12, 1699

I saw Waterson walking out of town last night. I was very odd. I tried to catch up to him but he seemed to have vanished. Later I heard strange noises like music but could find nothing. When I asked him where he went he said he was in his house all night.

February 3, 1699

Waterson was of a very haggard appearance today. He appears that he was up all night. He said he didn't sleep well but I suspect diiferently.

March 1, 1699

I continue my search for clues but Waterson knows I am spying upon him. I can only pray to find out what is going on.

March 13, 1699

I watched Waterson the other day and he was acting very peculiar. He was placing some books in a hidden cubby. Later after he left I went and looked in the cubby. What I found was most schocking. The book written in a language I have never come across before. The drawing withing however are of supernatural beings I know now that Waterson is in league with dark powers. I will bring it before the community tomorrow.

But first I must

Wanted

Information on the whereabouts of Sergeant Harvey of the Royal Marines. He was due for duty two nights ago and has not shown up since. His wife has not seen him. His last know whereabouts was the Golden Bell Inn which according to witnesses he left at about 9 pm. Madman on the loose.

Two evenings ago a Eric Black a seaman was found stabbed to death. The number of knife wounds. At this time it is unknown if this was a common brawl gone horribly wrong or the possibly the work of a madman.

A sailor by name of Greg Stevenson has been found stabbed to death this is the second in two weeks. It is suspected that a madman is on the loose. Caution is urged of all residents until the culprit is found.

Dated eight months ago

I felt an earthquake today shortly after noon. Woke me up nearly shaking me from my bed. I have talked with people from the mainland and they say that nothing was felt there. Last a good twenty minutes or so. There doesn't appear to be any structural damage to lighthouse.

Date 6 months ago

Found a large worm today outside of the house. I have never seen it's like before nearly foot long it was. Destroyed it.

Dated three days ago

Found a large hole in the field. Large enough for a man to get into. I wonder if it was caused by the quake a while back? I am surprised I haven't noticed it before.

November 23, 1698

I have arrive at Newport here I will establish a new coven away from the prying eyes of the inquisition of Massachusetts. They say Newport is a haven to all religions. I wonder if they would feel the same way about my Gods?

March 13 1699, I have cast a curse of madness upon Ezra Jacobs shortly he will become one of the monsters he so rightly fears.

Drop off tonight then meet at the Golden Bell tavern for more information.

Was unable to meet Mr Thompson a group of Royal Marines has established themselves will find new meeting place.

One Marine a sergeant was extremely annoying. Perhaps he would enjoy a swim to cool off.

Took care of the good Sergeant he now pays tribute to Dauey Jones.

Last night thought someone was following me I turned and none was there. I wonder if the customs men are on to me.

This morning Eric was found mutilated I will be making arrangements to leave soon I fear that someone is after us. I will leave in secret.

An Account Of the Beast of Gevuduan

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The strange thing is that only women and children were attacked. No livestock or men.

The attacks began in 1764 and lasted until 1767. The first attack was upon Jeanne Boule.

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It was thought to have been the only one. Unfortunately December the Second 1795 another attack was made. And several more attacks followed. The second Beast of Gevudaun was at last shot by Jean Chastel at the Sogne d'Auvers on 19 June 1767. Upon opening the beasts belly the remains of people were found.

The Beast was described as being larger than most wolves, with excessive, shaggy fur, human like hands and would sometimes go on fours and sometimes on two legs.

What you learn form the notebook of The Werewolf

There are no names given as to the identity of the werewolf or any member of the Brotherhood o the Bloodfeast. The author of the notebook was originally from England but moved to France in the year 1761 due to trouble with the law- he was accused of heresy and witchcraft. In France he became part of a coven of four that called themselves the Brotherhood of the Bloodfeast. Initially they were thrill seekers from the aristocracy who would meet and perform the black mass and seek out occult knowledge. As time went on their thirst for dark knowledge became greater. One of the members came across a very old and strange book written in Greek. From this book they learned of spell which would allow the to summon the Dark man to make a pack with. One night during a full moon they preformed the ritual in a lonely woods upon a mountainside. The dark man appeared and gave to them a formula that would enable them to take the form of Wolves. Shortly thereafter they began to roam the countryside of Gevdaun and murder women and children.

The Kings huntsman shot one of the coven members. Another was killed by accident by being run over by horses during a walk in town. A third was killed by a peasant.

Paul Brown deciding that France was no longer a safe place for him journeyed across the Atlantic to the British Colonies and made his home in the village. Since this time he has begun to continue to slay in the name of his master.

COLONIAL TERRORS

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***Colonial Terrors* is a *Call of Cthulhu* campaign taking place in New England just prior to the American Revolution. The investigators are patriot smugglers.**

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