

All Is Not Well In The City Of Angels

A Call Of Cthulhu Adventure

Los Angeles, the 9th of August, 1954. While the rest of the city is sleeping or going about its (un)lawful business, there's a party going on in a motel on Long beach. Several well connected people attend. 12:14 and the party is going well, then for 34 seconds of nightmarish horror, hell is cabin 4, in the Bates Motel.

INTRODUCTION

Los Angeles, the 9th of August, 1954. While the rest of the city is sleeping or going about its (un)lawful business, there's a party going on in a motel on Long beach. Several well connected people attend. 12:14 and the party is going well, then for 34 seconds of nightmarish horror, hell is cabin 4, in the Bates Motel.

This adventure revolves around the investigation of what happened there and its implications for the entire city of Los Angeles. There are no pre-prepared speeches or dialogues, I've simply listed what information a NPC knows and is willing to divulge, along with a brief description of the NPC. The sense of panic and the almost hysterical need for action is central to this adventure; the investigators have three days to complete the investigation and the keeper must try and make them sweat throughout. The Keeper must manipulate events to keep the sense of danger and drama as constant as possible, having new bodies turn up just as the players begin to get a handle on things.

There will be a certain amount of friction between the characters, but the Keeper must ensure that they do not come to blows. Emphasize the point that cooperation is not only desirable, but vital, and remind them what will happen to them if they do not finish this case. Each of the players has a lot to lose should they not succeed and you should stress this point every so often.

Think of films like Miller's Crossing, Reservoir Dogs and Psycho. There's a feeling of barely contained mayhem and violence about. Try and keep that feeling going in the game. Have ther radio crackle with reports of incest, multiple murders and rape, just to keep the insanity flowing. Use the terrain, the closeness and the vastness of

the city to your advantage. Never, ever say anything good about the city; describe the thick choking smog and the constant oppressive prickling heat. Keep on pushing the ideas of racial segregation, economic deprivation and poorly restrained racial hatred.

A SYNOPSIS OF EVENTS

The Past: Party in Cabin 4

The investigators must track down the person responsible for the deaths at the Long Beach party.

There were eight people at the party, including: a collection of the sons of the rich and powerful, Chuck Dieterling, Bernie Cross, Jane Halstead, Eric West, and David Riosca; a guard, Nicholas Franklin; and two prostitutes, Randy Blackwell, and Margaret Stevens ("Sadie").

Eric West, the youngest son of LA's Mayor, is a quiet bookish sort. He had begun to hang around with "shady characters" in the shape of the sons and daughters of Hollywood's Stars. He is a keen reader and researcher into the history of Los Angeles or El Pueblo de la Reyna de Los Angeles (The Town of the Queen of the City of Angels) as it was originally called.

At the motel, high on pot and extremely drunk, Eric decided to impress his friends by showing them a

incantation he found in the darker, older sections of his father's library. Taking out a "lucky charm" (an elder sign) that his father had given him, he began the incantation.

He certainly did not expect it to work and he certainly did not expect what happened next. Five Nightgaunts appeared out of the night sky and tore the corner of the roof off the cabin and began to drag the partygoers screaming out into the night.

Of the party-goers: Bernie Cross was killed at once, torn in two; Chuck Dieterling, Jane Halstead, David Riosca and Sadie were all carried away, and later dropped to their death, though their bodies have not yet been found; Nicholas Franklin and Randy Blackwell both were left behind, though they did not escape without physical and mental injuries; and Eric West was carried away in safety, due to his elder sign.

After this, Eric's mind snapped completely and memories came flooding back to him. Memories of a dark, dark place under his home, of a father who chanted in eldritch tongues in the night and who consorted with hunched, cackling things that snapped bones open and sucked out the marrow. He became obsessed by the Nightgaunts and prepares to build obscene monuments to them, but of course there is only one medium worthy for such a task, flesh.

Such is the background when the investigators, Jack Turner, Julie Colinski, Alicia Bailey, Rebecca Beirnsstein, Buddy Petersen, and Wendel Boyd, are called on to the scene. (See THE CHARACTERS, in V16.8, for full information on the prepared characters.)

The Future: Eric's Vile Plot

Unfortunately, Eric has been demented by his experiences at the Bates Motel. Thus, as the players try to investigate the original murders, new atrocities will be committed. Below is a synopsis of them.

Eric returns to his home and steals a large quantity of money from his father. He intimidates a mentally retarded man called John Martin from his neighborhood, and forces him to rent a warehouse on his behalf. The warehouse is incidentally in David Riosca's neighborhood. Once there, Eric begins thinking of ways to recreate the "beauty" of the Nightgaunts.

On the evening of the first day of the investigation, he solicits a prostitute named Molly Landsteiner in down town LA, drugs her and spends the night "sculpting" her into the required form. At approximately 5am that morning he deposits his creation behind LA Zoo.

It is discovered the next morning. While pleased with the results, he hires a male prostitute named Randal Horne from a homosexual escort agency and drugs him, "sculpts" him and deposits him outside the Los Angeles Museum of Art.

The bodies of the first four missing partygoers will slowly show up during these investigations (Chuck Dieterling, Jane Halstead, David Riosca and Sadie). With the discovery of Riosca's body, the investigators will realize there is only one person unaccounted for, Eric West. The investigators should discover the warehouse (covered with Eric's prints) and the remains of John Martin, who was also "sculpted" by Eric.

Once Eric realises the investigators are after him, he flees to the caves beneath his fathers house, where "his" Nightgaunts roost. Obviously there is only one thing the investigators can do: search the mayor's house. There, they will discover a cellar which leads to a series of caves underneath the house. They come upon Eric with his Nightgaunts and will probably dispatch them (most of the Nightgaunts will flee once Eric dies).

Once Eric bites the dust and the din dies down, the investigators will hear little scuttering noises further down the tunnel, and thus be led to a new horror. Should they follow the noises, they will come upon a cave, where they will hear little scraps of English every so often amongst the barks and growls. When their flashlights illuminate the cave they will see a little group of naked, dirty, huddled figures: one of

whom will turn around and they will see the Mayor, Chief Exley and the rest of the city council, squinting and nibbling delicately at the ear of a human head. Thus is the man that led Eric West down his fearsome path truly revealed.

INITIAL INVESTIGATOR'S INFORMATION

The investigators first hear about the occurrence at cabin 4 when they are rung at 3 am by their respective bosses and told to get their asses down to Long beach, pronto. When they arrive they will be given a quick run down on the whole situation by John Carter, of LAPD homicide. They will be allowed to examine THE CRIME SCENE and are promised the lab reports as soon as they arrive (1.30pm). They will be told about the two survivors (Blackwell and Franklin). They will be able to interview Randy Blackwell immediately. They'll have to wait until they've met Chief Exley and Dudley Smith before they can interview Nicholas Franklin.

John Carter, 44, LAPD Detective

John Carter is a stolid, unimaginative detective. He achieved that rank through hard work and professionalism. While he is not a great cop, he is an honest one and is disgusted by the intrusion of such demi-gangsters as the investigators, trying to take over his investigation. While he doesn't like them, he was ordered to help them and that is what he will do. He doesn't have to like it though.

Carter thinks the murders were the work of a lone human psycho.

Role-playing: Speak in short clipped sentences. Throw veiled insults at the investigators and don't back down to them. You despise them and you're going to let them know it.

What Carter knows

There were seven people at the party (he doesn't know about Riosca).

Four people are still missing: Chuck Dieterling (19, son of animation Kingpin, Max Dieterling), Jane Halstead (21, a starlet on a Howard Hughes "personal services contract"), Eric West (26, the Mayor's only son), and a prostitute known as "Sadie" (Sadie is her street-name").

One body has been found: Bernie Cross (22, youngest son of the DA, he was grabbed by two different Nightgaunts and was literally torn in two).

There were two survivors: Randy Blackwell (14, a carhop prostitute) and Nicholas Franklin (41, LAPD Cop).

Blackwell is catatonic and is in a police car wrapped in a blanket sobbing wordlessly (interviewing her is a waste of time, she is traumatized and will never speak again. She won't be released until the 70s).

Franklin is in intensive care, with his left arm torn clean off. Franklin was acting as security for a cut of the drugs. (Franklin is well known as a small time junkie and shake down artist, who has been looking at indictment for a long time now.)

A large quantity of cocaine, marijuana, uppers, downers and ether was found scattered around the house.

Forensics is going through the place with a fine tooth comb and the investigators will have the report when it is completed.

Neighbours heard loud music up until about 12.14, which was followed by a loud scream and hideous

laughter. They investigated five minutes later and found it as is.

Most of the corner of the roof at the south east corner of the cabin has been torn off. There are several long serrated marks on the ceiling and on the roof tiles. They are always parallel and found in groups of two on the ceiling, while only single lines are found on the roof (the lab report can't explain them).

Franklin managed to get off two shots before he was attacked, and says he hit with one of them.

A .45 slug was embedded in the ceiling near the lines (the slug came from Franklin's gun).

There is a small quantity of an unknown liquid, black in color and sticky to the touch underneath the hole in the roof.

The remains of Bernie Cross were found on the floor. His torso was outside the cabin, while his lower half lies on the sofa. Bernie parted at the waist, both his legs were broken and both his shoulders dislocated. Whoever did it utilized incredible strength.

Blood, hair and tissue samples put all seven people in the cabin when the event occurred.

Semen, hair samples and finger prints were found in both bed rooms. Samples are currently being examined.

The investigators have to report to Chief Exley in the afternoon, once they've had a look at the crime scene.

THE CRIME SCENE

Notes in brackets [] refer to the findings of the lab report, which is not available until 1.30pm of Day One.

It is most likely that players will head out to the Crime Scene as soon as they finish talking with Carter. The lab report should be ready shortly after they arrive.

Cabin 4 is a pretty ordinary motel cabin, painted white inside and out, and decorated sparsely. It is one of fifteen motel cabins, rented hourly or daily by Simon Bates, a widower in his 60s, who is terrified that the whole thing will destroy his business. He recognized Margaret Stevens ("Sadie") as a prostitute, who occasionally brought customers there.

Kitchen

The kitchen is fitted with a fridge, a gas stove and three empty cupboards. There is the usual cutlery and pot and pans.

Hall

A empty room leading on to the living room. There is a picture of the Virgin in the corner.

Bathroom

Done in white tile, the bathroom is fitted with a toilet, a bath with a shower curtain and attachment. There are three towels all marked "Drake Hotel, Chicago". There are a number of cigarette butts floating in the toilet.

NE Bedroom

Spartanly furnished, with a double bed, a bedside locker and a empty wardrobe. There are a pile of used joints in the center of the floor and a jar of ether under the bed. The bed has been slept in. [Hair samples in this room put Randy Blackwell in the bed. The fingerprints in this room have been identified as belonging to a David Riosca, 24, son of Kirk Riosca, ex-actor and big man in Hollywood. Two condoms filled with type AB+ semen were also found in a bedside locker, which also matches Riosca.]

SE Bedroom

This room is furnished as the other bedroom. There is a party dress hanging up in the wardrobe that can be identified as Jane Halstead's. The bed was been slept in. [There are finger prints from Jane Halstead, Chuck Dieterling and Nicholas Franklin all over the place. There are also finger prints from Margaret Stevens, the prostitute known as "Sadie". There is also a type O+ semen stain on the sheets, which makes it either Eric West's or Chuck Dieterling's (it's Chucks).]

Living Room

The largest room in the cabin. There's a sofa and an easy chair in purple velvet and a TV against the wall. There is also a small table against the wall with a record player on it, and a collection of LP's (Elvis, John Lee Hooker, Jerry Lewis and Buddy Holly). These can be identified by Max Dieterling as Chuck's. The corner of the roof has been torn off and there is terrible stench of blood. The lab boys are beginning to clean it up. As the investigators arrive they're just bagging Bernie's legs (San Loss: 1d3/1d6). By the time the investigators arrive they've already bagged the drugs that were scattered all over the floor. Part of the wall was demolished by an easy chair (twin to the one within) that was dragged over it and now lies beside Bernie's upper half.

The strange black blood-like liquid that Carter described is under the hole in the roof, dried to a sticky film. San Loss to Touch: 0/1. [The Lab has been unable to make any sense of this, though it shares characteristics with squid blood.]

MEETING WITH THE OFFICIALS

After examining the crime scene, the investigators will be ready for their meeting with the LA officials.

The investigators will be led into Chief Exley's office and motioned towards seats. There's the sound of a flushing toilet and the DA emerges from a private bathroom, tightening his belt. Exley calls his secretary and tells her to show Mr. Smith in. Exley sits at his desk, while Officer Smith and the DA, Cross, stand behind him. He explains the situation.

Chief Exley

Exley is a probably the best detective LA has ever known. He was brought up in a family of patrician policemen and can trace his ancestry back to Scotland Yard and the Bow Street Runners. He's a cold individual and does not approve of over fraternization between lower and higher ranks. He is also in the process of turning into a ghoul,

but takes careful measures to disguise this fact.

Role-playing: Keep a straight face, speak in short, but formal sentences. Be absolutely clear about what you want and don't beat around the bush. These people are below you; let them know that. Other than that just act as if Sherlock Holmes was a yank and you can't go far wrong.

And what Exley wants is:

The investigators are to investigate the occurrence at cabin 4 at the Bates Motel, and they are to discover who was responsible and deal with him.

The investigators are not to deal with the press in any way, shape or form. Should the occurrence at cabin 4 become public, Julie is to report for the LA Times (a paper that LAPD can control).

Because of the high profile nature of the people and the somewhat inflammatory nature of their activities should they become public, the investigators are to keep as quiet as is physically possible about the case.

Should the investigators fail, Boyd and Peterson can kiss their careers goodbye. Mr Turner's license will also come under review and Ms. Bailey's illegal activities will be made generally known.

Once Exley has got this across, he will hand the floor over to Dudley Smith (the DA is there only as window dressing).

Dudley Smith

Dudley Smith is the next most powerful man in LAPD after Chief Exley. While several ranks below him, Dudley exerts considerable power over Exley and most of the LAPD. He hates Blacks and Communists worse than Satan. He is personally responsible for the "containment" of Compton, one of the largest Black ghettos in LA, flooding the area with cheap heroin to keep the inhabitants docile. Dudley is a very big man and used to box in his younger days, but his brawn does not outweigh his brain in any way. He is the single most charismatic man in LAPD and owns the souls of most of his officers.

Role-playing: Act like a stage Irishman (Chief O'Reilly from Batman is a good example). Be very friendly and smile all the time, call every body "lad" or "boyo". Stand up when you talk and look big.

What Dudley will tell the investigators...

He will quickly reiterate what Exley has said in his own inimitable style.

He will make it clear that violence, torture and trumped up "shot while resisting arrest" charges will be overlooked, should they occur.

There will be a special 24-hour phone line directly to the LAPD records office, should they need to check number plates, rap sheets, etc.

The investigators have the full resources (within reason) in terms of officers, weapons, cars, money, dope, information, etc. of the LAPD at their disposal (Note that though Dudley promises this, Exley has noticed the possible Mythos connection and will make the investigators sweat for everything toothpick they get from LAPD, mainly to protect his own ghoulish activities).

The investigators are not to harass the various important people indirectly involved in the occurrence at cabin 4 in any way, especially the mayor.

INTERVIEW WITH NICHOLAS FRANKLIN

The investigators will probably want to interrogate Nicholas Franklin. He's in intensive care in LA City Hospital. If the Doctor in charge of Franklin, a Dr. Jeff Watts, sees Jack Turner, he will back off. Otherwise, only persistent or forceful characters will get to see

Franklin, but the use of force (if they are that stupid) will bring an official complaint and a slap on the wrist from Exley or a "friendly word" with Dudley.

Nicholas Franklin

Nicholas Franklin is a bent cop, an extremely bent cop, a man so corrupt he doesn't even stay bribed. A junkie and small time shake down artist he's looking at least at suspension and probably prison time, as he was high on a mixture of coke and uppers at the time he was brought in. This is probably the lever the investigators will use against him.

Role-playing: You're desperate. You're looking at maybe 10-15 years in San Quentin and you know what they do to cops in there. While you do want to be useful in hope of it being remembered when your blood test comes up, you don't want to put all your cards on the table. Breathe heavily, mumble and groan. Hold a paper cup in your mouth when you talk to muffle the sound. Talk for about two minutes and then lapse into unconsciousness.

What Franklin sings....

(* = info. Franklin will volunteer. ^ = will reveal only if pushed)

* The things that attacked the party tore the roof off the house and tore Bernie in two.

* They were black, and flew. They had no eyes.

* Riosca was there talking about voodoo and his Dad's church.

* Jane was laughing when they dragged her off.

^ They were all high on a cocktail of drugs.

^ Franklin was with Riosca when they solicited Margaret and Randy.

^ He offered to act as security for a cut of the drugs.

^ Riosca slept with Randy after she arrived.

Once Franklin loses consciousness, the investigators will be ushered out of the room, no matter how hard the protest.

BACKGROUND CHECKS

After the investigators interview Franklin, they will probably want to make background checks on the other people that they know were at the party. They can either do this themselves or have a LAPD file clerk do it for them.

Jane Halstead, 21, white female, works as an actress for Howard Hughes. No felonies, parking tickets mostly.

Bernard Cross, 22, white male, the son of the present District Attorney. Of independent means, arrested for public indecency 16 times (dropped for lack of evidence).

Randy Blackwell, 14, white female, formerly of Saint Mary's Home for orphaned girls. Arrested for soliciting 8 times, cautions and fines mostly.

Chuck Dieterling, 19, white male, son of Max Dieterling. Of independent means, arrested for drunken driving (license suspended for 2 years) and possession of heroin 6 times (dropped for lack of evidence).

Eric West, 26, white male, son of Simon West (present mayor). Of independent means. No felonies, fined for littering and traffic offences.

David Riosca, 24, white male. Of independent means, arrested for public indecency 3 times (dropped because of lack of evidence), possession of marijuana, heroin and cocaine 9 times (dropped for lack of evidence), statutory rape 9 times (dropped for lack of evidence), dangerous driving 3 times (dropped for lack of evidence).

Margaret Stevens, 22, white female. Arrested for soliciting 19 times.

SEARCHING FOR RIOSCA

The character will probably go after Riosca, because of his background. The investigators will not know that Riosca is already dead, since his body will be the last to turn up. However, they will be able to locate Riosca's father, Kirk.

Kirk is a an actor past his prime, but with a huge cult following in Hollywood. An obsession with spiritualism has marked the whole family and in recent years they have become involved in Satanism. The Satanistic side of the family is purely business orientated, taking money from morally Hollywood celebrities in return for "initiating" into the Church of Satan. Most of the Satanistic ritual revolves around weekly orgies that take place in the Riosca family home.

Kirk Riosca

Kirk Riosca is a paunchy, brown toupeed man in his early sixties. He usually dresses in long black flowing robes and various Satanistic paraphernalia. He used the Satanism racket as a way of making money (on the orgies and assorted "sacred" items that he sells). He also runs a healthy line in blackmail, mostly derived from photographs of famous celebrities taken during the weekly orgies.

Role-playing: Act like Bela Lugosia: be evil, laugh melodramatically and make grand sweeping gestures. You are lord of all you survey. You were not overly attached to your son and are not remotely sorry that he is missing or dead. Once threatened, crumble completely and become as craven and obsequious as possible. You know nothing about you son, his friends or the occurrence at cabin 4.

Should the investigators investigate the house (Kirk will strongly object, but will quieten down if threatened either physically or legally), they will find that the house contains various fake Satanistic equipment and momentos of Riosca's Hollywood past. There are a couple of chickens out back (for sacrifices).

MEANWHILE... THE BODIES

There are five people unaccounted for. Eric West has been carried out to sea and only arrives back at his family home at 5am of Day One. The other four people that are missing, Sadie, Jane Halstead, David Riosca and Chuck Dieterling, were all eventually dropped by the Nightgaunts that were carrying them and are dead. When their bodies are discovered is a fairly easy way of forcing the pace of the scenario, as well as being an extremely easy was of eliminating a suspect. Since David Riosca will be the investigator's prime suspect, his body is to be discovered last. All the bodies are naked because the Nightgaunts sliced through their victims clothing to tickle them.

Jane Halstead

Jane should be found during the first day of investigation. She was discovered in the dumpster that she had been dropped in. Even though the dumpster was full of garbage, virtually every bone in her body was broken. She was naked and her body was covered with delicate traceries of what appear to be scars, but are actually an abrasion of the skin. Whatever was used (possibilities include a very sharp knife or some kind of whip) it didn't pierce the skin (the "scars" are actually the marks of the Nightgaunt's tails on her). San Loss: 1/1d4.

Chuck Dieterling

Chuck was dropped on the roof of a skyscraper and had to be scraped off with a spatula. They were only able to identify him through the use of dental records (they only got a partial, most of his teeth were splintered beyond recognition), though that and the blood type make it pretty certain that it's Chuck. Max Dieterling will be crushed and will offer Jack Turner whatever he wants to find Chuck's killer. San Loss: 1/1d4.

Eric West

They don't actually find Eric, what they do find though is his glasses covered in his blood (type O+, the Nightgaunt accidentally cut him with its tail), there is also a smudged fingerprint of his on the glasses. The glasses are found up a tree in a fire-man's garden in the St. Monica Mountains. San Loss: 0/1.

Margaret Stevens ("Sadie")

Margaret is found in a warehouse in the LA harbor district (actually 14 miles from the city itself). She crashed through the roof and landed on a bale of textiles bound for Alaska. Her body is completely pulped, and virtually unrecognizable. Her hands were above her head when she hit the roof, which means that forensics can get a definite finger print. San Loss 1/1d4.

David Riosca

David Riosca was dropped into the sea, and is washed up on the beach by Los Angeles harbor. While his body has been in the water for sometime, it is clearly recognizable as him, due to the fact that the Nightgaunt that dropped him was flying quiet low when he was dropped. His body bears that same sort of "scars" as Jane Halstead's. San Loss: 0/1.

MEANWHILE... THE SCULPTURES

As the players move forward on their investigations, two strange sculptures will be left in public places in LA. If the players speak with homeless people in the areas, and follow up leads on when the sculpted people were last seen, they will be able to find their way back to the warehouse where the sculptures were created.

The LA Zoo "Sculpture"

(Discovered: Morning, Day Two)

This was once Molly Landsteiner, a prostitute that Eric solicited on the evening of Day One.

Molly is wearing sunglasses. Her eyes and nose have been removed and her face has been covered with

plaster. She is nailed to a long pole, so that she may stand upright. Her breasts have been burned away with a blowtorch and the middle fingers on each hand have been cut off. Tinsel wings have also been nailed to her back. San loss: 1/1d8.

The Art Museum "Sculpture"

(Discovered: Morning, Day Three)

This was Randal Horne, a male prostitute from a homosexual escort agency.

Randal's entire face has been cauterized with a blowtorch, and his genitals were also removed in like manner. A Long length of tarred rope has been inserted anally to form a tail. His fingers have been cut in the usual way and large tissue paper wings have been stapled to his back. San Loss: 1/1d8.

THE WAREHOUSE

At some point, the players will become aware of the warehouse that Eric is currently using as his base. It would be most appropriate if they could track leads back from the nightgaunt sculptures. Alternatively, if they have contacts out looking for the missing persons from Cabin 4, they might get word that Eric West was seen in this area. If all of this fails, note that the warehouse is near Riosca's home. The investigators might stumble upon it by sheer chance.

The warehouse is completely empty apart from Eric's and John's finger prints, several large carving knives, a blowtorch and the other tools.

John is hanging from the ceiling suspended by several wires embedded in his flesh. He is wearing mirrored aviator sunglasses, underneath which his eyes hang sown shut. His genitals have been removed with the blowtorch. His two middle fingers have been cut on both hands and two large tinsel fairy wings have been stapled to his back. San Loss: 1/1d6.

TO THE MAYOR'S HOUSE

Once the players understand that Eric is in fact the killer, they will probably either go to the mayor's house to arrest him, or go back to Dudley and ask what to do. Dudley will tell them to go back and arrest the bastard.

The Mayor's house is deserted. The lights are off and all the staff have gone home. The Mayor, Exley and the city council are in the tunnels beneath the home, engaging in cannibalism and other ghoulisn sport. Eric has come back, unknown to his father, to be with his beloved Nightgaunts, who were attracted to one they knew was the most powerful magician.

They investigators will have no trouble getting in. If they can't pick the locks, they can shoot them off (no one will notice in Los Angeles). The only light in the house leads down to the cellar, which is dark and damp. The characters can hear skittering noises and cooed endearments in English. They will come upon Eric sitting with an oil lamp, surrounded by his Nightgaunts. He is unarmed, but the Nightgaunts will put up a fight, though any wounded Nightgaunt will flee.

Nightgaunts, spawn of evil

STR 11	Grapple 30%
CON 11	Tickle 30%
SIZ 14	Immobilised 1d6+1 rounds.
INT 03	
POW 11	
DEX 13	
HP 13	

Move: 6/12 flying
DB: none
Armour: Skin, 2 points.

SAN: 0/1d3

Eric West

STR 10	INT 17	POW 6	SIZ 10	CON 12
APP 7	SAN 00			

Spells: Summon Nightgaunt

Combat Skills: Fist 45%, Damage 1d4; Kick 55%, Damage 1d6
Other Significant Skills: Hide 67%, Scream and Yell incoherently 99%

Equipment: Elder Sign.

San Loss: 0/1d2 to see this debased mockery of humanity.

San Gain for solving the murders and slaying the gaunts: 1d6+1 per gaunt killed.

Afterwards, the characters should encounter the mayor and company as they hear them gnawing and the crack of bones snapping down the tunnel. The source of Eric West's dark predilections are thus revealed.

Of course, the players won't be able to fight that many ghouls (there are 20-30 present) and the only reason that they see them is so that they can realize the true horror of their situation. They must flee, the alternative is death or possibly ghouldom. San Loss: 1/1d6.

APPENDIX 1: A PROBABLE TIMELINE

August 9th, 1954 (Day One)

The first few bodies from Cabin 4 may be found this day, at the GM's discretion.

12:14am Terror in Cabin 4 at the Bates Motel. Cross slain. Dieterling, Halstead, Riosca and Sadie carried away, and later dropped to their deaths. West spirited off, but protected by Elder Sign. Franklin and Blackwell watch on in horror.

3am Investigators Turner, Colinkski, Bailey, Beirnsstein, Petersen and Boyd called in to help investigate the crime. They meet with Detective John Carter, learn the basics, and perhaps interview insane Blackwell.

~5:00am Eric West returns to family home in secret. Later has John Martin rent a warehouse.

Morning Investigation of the crime scene.

1:30pm Investigators given lab report.

Afternoon Interview with Chief Exley, DA Cross and Officer Smith.

Late Evening Eric West solicits Molly Landsteiner and later sculpts her in his warehouse.

August 10th, 1954 (Day Two)

This is the day that most of the bodies will likely be found, and thus it will largely be spent hunting down these fruitless leads. It is likely that Riosca will also be encountered today.

~5:00am Eric West leaves his first nightgaunt sculpture at the LA zoo.

Morning Nightgaunt sculpture discovered.

Evening Randal Horne Solicited.

August 11th, 1954 (Day Three)

Sometime this day, David Riosca's body should be found, alerting investigators that Eric West is the only remaining missing person.

? Eric West leaves his second nightgaunt sculpture at the LA Museum of Art.

Morning Nightgaunt sculpture discovered.

? Investigators discover warehouse.

? Investigators track Eric West down to his home.

APPENDIX 2: THE CHARACTERS

This adventure has been written for Tournament Play. The following characters are the PCs to be used in the Tournament.

Jack Turner

Male Age:38

Nationality: American

Occupation: Private Investigator

STR:14 DEX:12 INT:17 Idea:85

CON:12 APP:14 POW:15 Luck:75

SIZ:13 SAN:75 EDU:16 Know:80

Damage Bonus: +1d4

Hit Points: 13

Magic Points: 15

Sanity Points: 75

Skills: Accounting 40%, Drive 50%, Fast Talk 80%, Listen 65%, Law 45%,
Library Use 50%, Locksmith 35%, Mechanical Repair 45%, Medicine 70%,
Persuade 75%, Photography 30%, Psychology 80%, Sneak 45%, Spot Hidden 85%

Combat Skills: Dodge 55%, Pistol 40%

Weapons:

.38 snub nose (in office) 40%,

sht/rd 2 damage 1d10 range 15 ammo 6 mal 99

Money: \$20 in wallet.

Equipment: 23 rounds for .38 (in office); 1938 Cherry Red Sedan;
P.I.'s License; Fake Police I.D.; Fake Press Card (La Herald Tribune);
Assorted Fake Business cards (electricians, plumbers, lawyers, etc).

Character History:

You were born in 1916 in Chicago, Illinois. Your father was a bank clerk and your mother worked as a shop assistant. Since they were firm believers in education, you were put through High School and eventually Medical School by your parents. You qualified as a doctor, but it never really seemed to be what you wanted to do. In 1940, you married Ms. Lynn Hamblin and moved to Los Angeles. In 1942, during a routine operation, an older, more experienced doctor cracked up and fluffed an entire operation. After he managed to puncture the bowel of a patient, the patient died. However the Doctor responsible was too well respected and chummy with the Mayor to be blamed, so you took the wrap, were judged negligent, and then were quietly fired. With a young family (Susan Turner was born 11th May, 1942), you had to do something else to keep money coming in. Since then, at a friend's suggestion, you've been working as a Private Investigator. Its mostly seedy divorce work, but at least it's semi-regular and while you are \$2850 in debt at the moment, life ain't that bad.

Character Personality:

You are an eternal optimist, but you are also no idiot. It's just that things are never really as bad as they appear. Being a private investigator isn't so bad and you're a pretty good one. Of course, a PI is only as good as his sources of information, which you as a one man operation lack. You could probably do much better, but because of your previous conviction none of the big agencies will touch you and without a big successful case, that doesn't look like changing anytime soon. What really angers you though is the fact that your kid will probably not get the opportunities that you got, because of your financial trouble. But, you're sure something will come along soon, probably.

Julie Colinski

Female Age: 24

Nationality: American (2nd Gen. Polish)

Occupation: LA Times Reporter

STR:12 DEX:12 INT:16 Idea:80

CON:10 APP:16 POW:8 Luck:40

SIZ:10 SAN:40 EDU:15 Know:75

Damage Bonus: none

Hit Points: 11

Magic Points: 8

Sanity Points: 40

Skills: Credit Rating 65%, Drive 55%, Fast Talk 75%, History 30%,
Library Use 65%, Locksmith 65%, Natural History 35%, Occult 15%, Other
Language (Chinese) 60%, Other Language (Spanish) 60%, Persuade 70%,
Photography 65%, Psychology 65%, Sneak 70%, Spot Hidden 75%

Weapons: None

Money: \$160 in purse (mostly bribe money).

Equipment: 1946 Blue Packard; Notebook & Pen; Camera with 2 rolls of film and two extra flashbulbs; Press Card.

Character History:

You were born in 1930 to a family of Polish immigrants. Your parents both worked in Hollywood, your Dad as a teamster and your Mom as a set dresser. You grew up around Hollywood and worked on your days off as a runner and courier between studios. It was during this time that you began to accumulate the life-blood of every reporter, contacts. Using these contacts you made a name for yourself as someone with the inside story in Hollywood show business, when that was needed. Your scoops have attracted attention among your bosses, and you are in line for promotion. Now, you can show you know which way the wind is blowing.

Character Personality:

You are an aggressive and extremely ambitious reporter. Your future career is all that matters, though you disguise that beneath a sugary facade. Your career is what's important and you will use anybody to accomplish your aims.

Alice Bailey

Female Age:28

Nationality: American

Occupation: FBI Agent

STR:14 DEX:11 INT:16 Idea:80

CON:13 APP:12 POW:14 Luck:70

SIZ:12 SAN:70 EDU:15 Know:75

Damage Bonus: +1d4

Hit Points: 13

Magic Points: 14

Sanity Points: 70

Skills: Bargain 48%, Climb 32%, Conceal 24%, Disguise 55%, Drive 35%, Fast Talk 61%, First Aid 51%, Hide 69%, Library Use 44%, Listen 78%, Locksmith 19%, Other Language (Polish) 33%, Other Language (Spanish) 84%, Persuade 81%, Psychology 63%, Sneak 42%, Spot Hidden 85%

Combat Skills: Dodge 64%, Fist 84%, Head Butt 47%, Kick 66%, Pistol 65%

Weapons:

Fist 84%, Damage 1d4+1d4

Head Butt 47%, Damage 1d4+1d4

Kick 66%, Damage 1d6+1d4

.38 Automatic (in shoulder holster) 65%,

sht/rd 2 damage 1d10 range 20 ammo 6 mal 00

Money: \$100 in purse, plus \$1000 expense account.

Equipment: 43 rounds for the .38 (Glove compartment of car); 1949 Black Packard; FBI ID; Bullet Proof Vest (8 point armor); Phone Tapping Equipment; Assorted Bugs and surveillance equipment; Binoculars (x4 magnification); Handcuffs.

Character History:

You were one of the first female recruits in the FBI, a showpiece to advertise the Bureau's "enlightened" attitude. Despite getting third in your class in Quantico, you were assigned to junior secretarial duties in LA. It wasn't until you discovered the vast opportunities available here, that you realized the possibilities. You began to discover "commies" in return for a fee. It's quite a lucrative business; what you're worried about is that someone may and try and stop the gravy train.

Character Personality:

You are a ambitious, driven woman, who is out there to show the male world what she can do. Remember that.

Rebecca Beirnsstein

Female Age:36

Nationality: Naturalized American

Occupation: Lawyer

STR:8 DEX:14 INT:17 Idea:85
CON:16 APP:15 POW:16 Luck:80
SIZ:7 SAN:80 EDU:17 Know:85

Damage Bonus: -1d4

Hit Points: 11

Magic Points: 16

Sanity Points: 80

Skills: Climb 50%, Credit Rating (when acting under Mr. Hugh's auspices) 90%, Drive 60%, Fast Talk 65%, First Aid 60%, Law 70%, Listen 50%, Locksmith 45%, Other Language (English) 65%, Other Language (French) 45%, Other Language (German) 80%, Other Language (Russian) 70%, Persuade 80%, Psychology 80%, Spot Hidden 75%

Combat Skills: Dodge 40%, Pistol 60%

Weapons:

.32 Automatic (in purse) 60%,
3 sht/rd 1d8 damage range 15 ammo 8 mal 99

Money: \$80 in her purse. Bribe money: \$1000 x 5; \$100 x 8; \$50 x 15; \$20 x 10; \$10 x 10. As Mr. Hughes's agent she has virtually unlimited credit.

Equipment: Letter from Howard Hughes authorizing her to act as his agent, B&E Tools, Two spare magazines for her .32, Sunglasses.

Character History:

You were born in Germany in 1918 to a family of civil servants as Elyesa Adelbert. During the economical depression in the 1920s, your family moved to Leningrad. Growing up there was difficult. Even though your parents were Communist sympathizers, you were still outsiders in a country that had no great love of Germany. When you were 18, you were recruited into the GUGB (the KGB) and were groomed to become a spy in Germany. After two years of training you, were smuggled into Cologne where you reported on the arms industry there. When the war broke out, you were trapped in Germany and continued to act as a GUGB agent. With the invasion of France, you realized which way the wind was blowing and began to make your way towards the allied lines.

In June 1944, you were liberated and became the mistress of a American Colonel. Returning with him to Los Angeles in 1946, you gained US citizenship, and then divorced him in 1948. You changed your name, so that you would be mistaken for a Jew and would therefore blend in with the vast numbers of German Jews who emigrated to the US in the 30s.

By 1951, you had gained your law degree and attached yourself to Howard Hughes, aviation magnate and multimillionaire. You work for him, breaking down unions, getting pneumatic starlets on "personal contracts" which gives them small time movie deals in turn for nocturnal visits from Mr. Hughes, and waging war on "the red menace" in Hollywood that obsesses Howard Hughes to the point on paranoia. At the moment, you're living on the edge. Hughes is expressing an interest in your past which could prove extremely dangerous. Yesterday morning, you received a letter from an unknown party containing a picture of you taken in 1937 at a communist rally. Should Hughes ever find out about your time as a GUGB spy or your time in Russia, the brakes in your car might fail, you might be killed by a hit and run driver or shot "resisting arrest".

Character Personality:

You are a completely ruthless and cold individual, angling for personal power at all times. You always watch for the angle whenever you do something. Even though you were in the GUGB, it was never out of any idealistic feeling or sentiment, it was simply a way of acquiring power. You have no compunctions about how you acquire power, be it sleeping your way to the top or quietly eliminating the opposition. You have no problems with inflicting pain on others and while you prefer to get other people to do your killing for you, you have done the deed yourself five times. The photograph that arrived yesterday is extremely worrying and you know that Hughes would have no problems having you shot rather than risk the embarrassment of having a "commie" in his employ. Whoever is responsible must be located and removed.

Buddy Peterson

Male Age:29

Nationality: American

Occupation: Police Sergeant

STR:17 DEX:12 INT:13 Idea:65

CON:14 APP:8 POW:9 Luck:45

SIZ:16 SAN:45 EDU:14 Know:70

Damage Bonus: +1d6

Hit Points: 15

Magic Points: 9

Sanity Points: 45

Skills: Drive 70%, Fast Talk 60%, First Aid 40%, Jump 50%, Law 50%,

Listen 50%, Mech. Repair 60%, Sneak 75%, Spot Hidden 60%

Combat Skills: Fist 80%, Pistol 80%, Shotgun 75%

Weapons:

.357 Magnum (underarm holster under right armpit) 80%,
sht/rd 1 damage 1d8+1d6+1d3 range 20 ammo 6 mal 00

.45 Automatic (holster in small of the back) 80%,
sht/rd 1 damage 1d10+2+1d3 range 15 ammo 7 mal 00

.32 Automatic (ankle holster) 80%,
sht/rd 3 damage 1d8+1d3 range 15 ammo 8 mal 99

All bullets are hollow points and coated with garlic.

Money: \$1200 in wallet.

Equipment: Bullet proof vest (6 point armor); 2 magazines for the .45 and the .32; 3 speed-loaders for the .357 Magnum; 2 pairs of handcuffs; LAPD badge.

Character History & Personality:

You're a gun crazy cop, looking down the wrong end of a indictment for extortion. You've been owned by the Mob (in the shape of Mickey Cohen) for some time now. Your rate is \$1000 to beat a guy up and \$5000 to kill him. You also have a little byline in extortion. You better be nice to Mickey real quick or he may not think you're worth defending against the cops. Incidentally, you like beating up "niggers"; it's fun watching them bleed.

Wendel Boyd

Male Age:35

Nationality: American

Occupation: LAPD Detective

STR:15 DEX:14 INT:15 Idea:75

CON:8 APP:10 POW:10 Luck:50

SIZ:12 SAN:50 EDU:16 Know:80

Damage Bonus: +1d4

Hit Points: 10

Magic Points: 10

Sanity Points: 50

Skills: Climb 55%, Drive 50%, Fast Talk 70%, Forensics 75%, First Aid 45%, Law 60%, Library Use 55%, Listen 60%, Persuade 65%, Psychology 70%, Spot Hidden 85%

Weapons: Dodge 40%, Pistol 65%, Shotgun 60%

.38 Special (underarm holster) 65%,
sht/rd 2 damage 1d10 range 15 ammo 6 mal 00

Ithaca 12-gauge pump action shotgun (in car) 60%,
sht/rd 1 damage 1d10+6 range 30 ammo 5 mal 00

Money: \$800 in wallet.

Equipment: Unmarked police car (1949 purple Chevy); 3 speed loaders for .38 special; 19 slugs and 12 buckshot rounds for Ithaca (in car's glove compartment); LAPD badge.

Character History & Personality:

You are a very violent man, facing a possible indictment for throwing a suspect out of a a fifteenth story window. You routinely take Speed to ensure your ability to survive on the streets. You must take several every hour to keep going. Whenever you do this you must tell the Keeper. The code word for the drugs is "candy"; whenever you are referring to them use the word Candy instead.