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# The Pennywell Hangmen

19 Feb 2008, at 10:12



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# The Pennywell Hangmen

A 1920s Call of Cthulhu Scenario, set in  
New York

Created by Michael Wood

## A 1920s Call of Cthulhu Scenario, set in New York:

### The Pennywell Hangmen

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Finally, credit and praise goes to John Rankin and his *Wikipublisher*<sup>a</sup> project that has made this document possible through the wonder of *L<sup>A</sup>T<sub>E</sub>X*.<sup>b</sup> Credit also goes to the founder of and contributors to *pmWiki*<sup>c</sup> which has served as the best possible platform for the LoST Wiki.

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<sup>a</sup> [www.wikipublisher.org](http://www.wikipublisher.org)

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## Introduction

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**N**EW YORK - the city that never sleeps, is the setting for this 1920's Call of Cthulhu scenario. Bare witness to the dark mysteries and horrifying secrets as the sinister denizens of the Big Apple bite back!

### **Keeper Resources**

This area provides Keepers with the background details and resources to run The Pennywell Hangmen. Suitable for all but novice Keepers, the notes are typically bullet points as opposed to lengthy descriptions. It can be played as in introductory scenario although is easily adapted for inclusion into a groups ongoing investigations.

### **The Investigators**

The six listed investigators were used in play testing of The Pennywell Hangmen. A summary background, image and stats for the Investigators are provided. Keepers may find it useful to use these as pregenerated investigators for players new to Cthulhu.

### **The Story Unfolds**

This scenario was written for LoST - London's Storytellers, who played The Pennywell Hangmen over the space of 5 sessions. The Story details their misadventures as the six investigators uncovered the mysteries and horrors of Pennywell. Anyone intending to play this scenario as an Investigator should NOT read any part of The Story other than the Teaser Introduction<sup>(w)</sup>. As The Story is yet to be completed it is not include in The Pennywell Hangmen PDF<sup>(w)</sup>.

### **The Author**

Your feedback on the scenario or experiences playing it are welcome. Feel free to contact me directly (Michael Wood: [mr\\_md\\_wood@yahoo.co.uk](mailto:mr_md_wood@yahoo.co.uk)) or discuss with larger Cthulhu community at *Yog Sothoth*.<sup>1</sup>

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<sup>1</sup> [www.yog-sothoth.com](http://www.yog-sothoth.com)





# CHAPTER 1

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Keeper Resources

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## Overview and Scenario Background

The Pennywell Hangmen is an original Call of Cthulhu scenario penned during 2007. A 1920's 6th edition scenario it could easily be adapted for d20 play, a different location or a modern day setting. It was written specifically to fulfil a number of requirements;

- Introductory session to be enjoyable for some experienced Cthulhu players and some novices.
- Include a simple storytelling method to bring a wide range investigator archetypes together.
- Balance investigating, horror and combat into one scenario - while not keeping to a completely linear storyline.
- Introduce a series of plot hooks for future use.

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## The Back Story

### Alpha Squad

At the peak of WWI the previously tiny Army base of Pennywell, just outside New York, had become a recruit training ground and swollen by hundreds. In addition to the barracks and artillery range, located at the base was a Special Weapons Group - Alpha Squad. Made up of a select group of promising recruits the squad was tasked with testing a range of non-conventional weapons, gases in particular. The intention was upon successful testing the squad would be a vanguard to use the new weapons on the frontlines against the Germans.

Towards the conclusion of the program poor weather forced the closure of the artillery range when it flooded and put the entire program at risk, as this was where the gas tests were held. With only a few tests remaining the squad leader took to completing the program in the local salt marsh. This unpleasant and inaccessible area ran along the southern boundary of the expansive base grounds, and never saw use by civilians so was considered an acceptable risk. Under the cover of darkness Alpha Squad would position caged animals in the salt marsh and release the gases. The animals would be recovered and samples taken of the water and flora.

### The Gypsies

Since the turn of the century a group of gypsies had been converging on the Pennywell village for the week leading up to Christmas. The locals extended them an invitation to set up camp in the fields opposite the square and a small fair is held. The harmless and uneventful tradition had been gaining momentum and in 1914 it would bring in 40 gypsies, about 20 of which arrived on the river.

Although the Pennywell locals saw it as a Christmas fair the gypsy celebrations were in fact held for the Winter Solstice. Pennywell wasn't chosen randomly, on the nearby hill is a supposed ancient site of power, where the celebrations climaxed in a bonfire each year. The Andersons, a farming family who own the site, received a blessing and a small fee for allowing it each year.

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Unbeknown to the majority of the gypsies and certainly the locals, a charlatan and soothsayer had slipped amongst their number - Roman Chacko. He had meddled in the occult for most of his life and brought with him a rag bag collection of outcast followers. Listening to his raving premonitions they partook in his failed rituals - but everything changed when he stumbled upon an manuscript dedicated to a 'unnamed evil'.

The ancient text described a twisted rite and for two years Chacko had been attempting it. According to the manuscript it could only be held on the day after the Winter Solstice when the constellation of Aldebaran is at its zenith. Unable to use the blessed site as it is too exposed he hoped being hidden in the salt marsh the ritual would be near enough to the site to draw power. Chacko's deluded plans come to nothing until he stumbled upon a complete translation of the text and the rites true nature was revealed - to call fore Hastur.

### **The Incident**

After a successful and uneventful solstice bonfire, the following day the majority of gypsies packed up and began to move on. By nightfall Pennywell returned to normalcy, the celebrations over and the locals return to a quiet run up to Christmas. A deep fog had settled over the river although the night was bright as the stars aligned overhead. The cultists had slipped into the salt marsh at dusk, mooring a light river barge amongst the marshes and begun the ritual as Aldebaran approached its zenith. At the same time Alpha squad had seized the ideal opportunity to complete their trials under the cover of the fog. In the supposed isolation of the marsh the squad stumbled upon the ritual and both groups panicked.

With superior training and equipment Alpha squad quickly subdued the gypsy cultists but not before a soldier was killed along with four of the gypsies. Restraining the others the squad were subjected to the ravings of Chacko, as he screamed about the coming darkness and Hastur's limitless power. Leading the squad was a career soldier, Lieutenant Sarek. He is now under immense strain as his trial is near ruin, a soldier dead and he is confronted with a group of lunatics. Trying to make sense of the ravings Sarek confronted Chacko but he broke free of the Private holding him and in the struggle Sarek was stabbed in the arm.

Sarek lost all composure and ordered the gypsies strung up in the trees. The wounded and angry squad of recruits took vengeance on the gypsies, a class of people they already despise. The three remaining cultists could easily be circus freaks, a heavily tattooed man, a immensely fat women and a dwarf. Chacko was forced to watch as one by one the three are hung and then he is dragged from the marsh to the bases south western guard house.

### **The Winged Horror**

As Chacko was dragged to the guard tower he continued chanting and when the clouds parted Aldebaran becomes visible and the ritual completed. Without his followers to channel their power into the ritual however it was too weak and Hastur did not hear the call - however one of his followers did.

Over the next hour Chacko was interrogated brutally as Sarek struggled to find out why the gypsies were in the salt marsh, and what they knew of the weapon trials. Now

completely insane, Chacko shrieked of the coming darkness and the Unspeakable One.

Tied to a chair Chacko was still being beaten when the door of the guard house exploded inwards and a minion of Hastur, a Byakhee, burst in. Enraged by the killing of cultists at the ritual site, the Byakhee lashed out. In close quarters the horrified soldiers scrambled to defend themselves but the creature has powerful claws. Wading through the squad the Byakhee killed one and wounded several others before snatching up Chacko. The stunned survivors watch as the gypsy was carried into the night by the winged horror.

### **The Aftermath**

None of the Alpha squad can agree on what they saw but there is no question of what to do - the nights events must be buried forever. The hung gypsies were cut down, their bodies placed in to river barge and then sunk in the marshes. The remaining dead cultists were blamed for the soldiers deaths.

Later the public are told the squad suffered a training accident on the artillery range, not an uncommon occurrence at the time. Most Pennywell locals however are aware of the involvement of a group of gypsies in the incident, as after the 'accident' the soldiers swept through town looking for any gypsies they might have missed. The military report remained top secret due to the activities outside the base grounds but there is no mention of the Byakhee or the unnatural events witnessed.

The survivors became drawn together in their secrecy and before finally shipping off to fight, they all got a tattoo of the Alpha Squad emblem. A ritual uncommon in the Army at the time, this was a special act of solidarity to unite them against the great darkness they now know is lurking out there.

Many questions remain unanswered; where did the Byakhee come from; where did it take Chacko; how much of the truth did Sarek learn?

### **Nine Years Later ...**

The Great War has passed and The Pennywell base is now a quiet barracks, although still home to the Alpha Squad. Only a handful of the original members of the squad have survived who actually know what happened that night. Three have remained in the service and are still part of Alpha Squad; Major Sarek, Sergeant Falcone and Sergeant Dryden. While two others have left; Robert Williamson has gone on to become a salesman and Frank Hedges a recluse.

After the war Hedges soon began researching the events of the Pennywell incident and become obsessed that the evil would one day return. When the gypsy gathering finally returned to Pennywell in 1920 he was able to speak with an elder and learned a great deal about Chacko. Shortly afterwards he purchased a farmhouse in Pennywell and continued his research in hope of finding a way to stop the evil.

Hedges remained in contact with the others over the years, warning them of the danger but they preferred to leave the incident in the past. Unfortunately his fears were realised in late 1923 when they all have a premonition one evening. It is of parting clouds and the Star Aldebarren shining down as a beating wings of the Byakhee can be heard approaching.

The stars align again and the Byakhee crosses over, returning to the site of the original ritual. Whether on a mission of vengeance for Chacko, or simply the whim

of Hastur, no one will ever know. The creature then uses its twisted magic to raise the murdered gypsies from the salt marsh.

When night falls the next evening it rises into the night and begins to hunt for the survivors of the Alpha squad. It swoops down on the Pennywell Barracks and smashes through a wall into the room of Ike Dryden. He is mauled and his corpse is carried back to the salt marsh. He is the first and soon the others will follow.

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### Required Resources

- *Call of Cthulhu - 6th Edition*<sup>1</sup>
- *Secrets of New York*<sup>2</sup>

I would recommend familiarising yourself with the Secrets of New York thoroughly before undertaking this scenario. In particular with the layout of Manhattan and life in the 1920's. If this is the players first session in New York, then detailing for them the public transport, key public figures and a breakdown of the different suburbs, would definitely be advisable.

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### Timeline

The Scenario begins on Tuesday 18th December 1923. Below, table 1.1 (Prologue - 1914 New York) and table 1.2 (Present Day - 1923 New York) gives the outline of events.

### Alpha Squad

Detailed in table 1.3 (Alpha Squad Rank and Status) is the Army's Special Weapons Group (Alpha Squad) based at Pennywell, its members as of 1914 and 1923.

### Clue Summary

A range of various clues and plot hooks are present through out the scenario. Below, table 1.4 (Clues by Scene) gives a summary of the key points.

<sup>1</sup> [catalog.chaosium.com/product\\_info.php?cPath=41&products\\_id=359](http://catalog.chaosium.com/product_info.php?cPath=41&products_id=359)

<sup>2</sup> [catalog.chaosium.com/product\\_info.php?cPath=41&products\\_id=668](http://catalog.chaosium.com/product_info.php?cPath=41&products_id=668)

**Table 1.1. Prologue – 1914 New York**

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Dec 16	Alpha Squad begin testing in Pennywell Marsh
Dec 18	Gypsies arrive in Pennywell
Dec 20	Winter Solstice celebration
Dec 21	Ritual and 'Incident'
Dec 22	Army investigation. Guard House sealed

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**Table 1.2. Present Day – 1923 New York**


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Sun	Dec 16	Byakhee crosses over and raises Undead gypsies
Sun	Dec 16	Original Alpha Squad have premonition
Mon	Dec 17	Byakhee murders Sergeant Ike Dryden at Pennywell base
Tue	Dec 18	Byakhee murders Robert Williamson at Hotel Algonquin
Wed	Dec 19	Frank Hedge suicide before Byakhee & Zombies attack
Thu	Dec 20	Falcone goes AWOL. Winter Solstice celebration
Fri	Dec 21	Aldebarren's zenith. Time runs out for Falcone

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**Table 1.3. Alpha Squad Rank and Status**


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<b>Rank (1914)</b>	<b>Rank (1923)</b>	<b>Status</b>
Lieutenant Sarek	Major Sarek	Stationed at Pennywell
Corporal Falcone	Sergeant Falcone	Stationed at Pennywell
Private Dryden	Sergeant Dryden	Killed - Pennywell 1923
Private Hedges	Left Army	Suicide – Pennywell 1923
Private Williamson	Left Army	Killed - New York 1923
Private Cooper		Killed - Byakhee 1914
Private Kearns		Killed - Byakhee 1914
Private DuPont		Killed - Gypsies 1914
Private Woods		Killed - WWI 1914
Private McMillan		Killed - WWI 1915
Private Silverton		Killed - WWI 1915

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**Table 1.4. Clues by Scene**


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<b>Scene 1</b>	<b>Scene 2</b>	<b>Scene 3</b>
The Black Water	Dreams	Franks suicide note
Siobhan's Purse	Gypsies	Franks note book
Theodore's Cards	Pennywell town folk	Falcones story
Gouges in the window	Newspapers	<b>Scene 4</b>
Williamson's Bag	HD & T Barrels	Horse Skeletons
Williamson's Tattoo	Siobhan's Sketch	Caravan remains
	Siobhan's statement	Guard house remains

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## Scene One - Hotel Algonquin

### Tuesday 18th December 1923

The scenario opens with the investigators attending a Christmas party in midtown Manhattan for the Morgens Institute. Various reasons and connections can bring the investigators together on the evening, for example investigator hooks refer to *The Story*<sup>(w)</sup>. The evening is shattered when a young woman bursts into the celebrations, and quickly the investigators are caught up in a bizarre murder.

Immediately below are resources directly supporting the opening scene; floor plans, guest lists, likely conversation topics, and then the specific course of events. Afterwards are the additional resources.

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### The Hotel Algonquin

Quality Hotel, West 44th Street<sup>3</sup>

Floor plans for the hotel are included below.

- Lower Ground Floor. (p 61)
- Ground Floor. (p 62)
- First Floor. (p 63)

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<sup>3</sup> Hotel Algonquin: Refer to page 62 of *Secrets of New York*



Figure 1.1. Hotel Algonquin

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- Second Floor. (p 64)
- Third Floor. (p 65)
- Fourth Floor. (p 66)
- Fifth Floor. (p 67)

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### Party Guests, Staff and Topics of Conversation

Below table 1.5 (Key Guest and Staff) outlines individuals from Morgens Institute attending the Christmas party, along with staff from the hotel and members of the band playing.

The involvement of Ambrose Morgan<sup>4</sup> (and Eugene Vander Klei<sup>5</sup>) in the scenario is solely to establish his inclusion in the narrative and bring the investigators close to the Morgens Institute - thereby laying the ground work for future potential scenarios.

Investigators will have an opportunity to speak with the party guests during the evening, detailed below are a range of likely topics of conversation for the night.

#### Work

- Medical research - Cure for Polio (F.D Roosevelt has it). Subject skirted.
- Insulin discovery - Morgans' supported research but no credit given
- Eugenics<sup>6</sup> - Morgens is sponsoring a sterilisation programme with the Mayor

#### Politics

- The Red Scare - Police are hunting an underground Communist paper.
- President - Hardings heart attack (Aug), Coolridge - tax cuts popular
- NYC Major - Honest John Hylan, survives a heart attack.
- Nazi Putsch - Hitler forces support but his march on Munich fails (Nov)

#### Local

- Crazy - Dance Marathon at The Peacock Club on Christmas Eve

<sup>4</sup> Ambrose Morgan: Refer to page 52 of Secrets of New York

<sup>5</sup> Eugene Vander Klei: Refer to page 53 of Secrets of New York

<sup>6</sup> Eugenics: Refer to page 53 of Secrets of New York

**Table 1.5. Key Guest and Staff**

Company Guests	Hotel Staff	The Band
Ambrose Morgan (CEO)	Head Waiter (Randolph)	Trumpet (Joey)
Eugene Vander Klei (Research Director)	Waitress (Millie)	Saxophone (Clark)
Joel White (Finance Director)	Waiter (Jules)	Guitar (Benjamin)
Rolf Eriksson (Security)	Clock room (Craig)	Bass (Ivor)
Martha White (Age 23)	Barman (William Clay)	Drums (Kurt)
Sigrid Eriksson (Age 45)	Kitchen Hand (Munro)	

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- King Tut - approaching Egyptian Exhibition at the Natural History Museum
- Prohibition - Gossip of a popular new Speak Easy, has replaced the Hudson Club busted by the Police in November (Street wise = Cotton Club)

### Christmas

- Celebrations - Concerts at both Juilliard Music School / Carnegie Hall
- Extravagance - Savoy & Waldorf-Astoria Hotel luncheons & dinners
- Top Presents - Babe Ruth New York Yankees Cap

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### Course of Events

#### Opening

- Morgens Institute Christmas Party on Tuesday 18th on 2nd Floor on Hotel Algonquin
- Investigators are on table 4. Guests are all chatting not scheduled to be seated for 20 mins
- There are 6 tables, set for 8 people each but only 40 guests in attendance.
- Ambrose does a short impromptu speech - "It has been great year for the Institute and I must extend my thanks to you all for this. We made some significant breakthroughs and next year I believe our star will truly ascend. I hope you enjoy this evenings celebrations, unfortunately my duties have called me away but please stay and enjoy yourselves, you have earned it. Good night."
- There is a short round of applause before Ambrose & Eugene leave. Gossip and murmurs start up.
- The pair have a taxi waiting at the front of the hotel to take them to the Institute where they can be found continuing their research through the night.
- The head waiter circulates, "Dinner will be served in 15 minutes, help yourself to drinks at the bar" (non-alcoholic of course).

#### Help!

- A hysterical women (*Siobhan*) (p 17) bursts in and screams "Help!". She is wearing only a faux-silk nightdress, dripping sweat, blood & muddy water.
- She should rush through the crowd and fall into the arms of one of the investigators
- Her hysterics escalates, "He's upstairs - its got him."
- Investigators following her foot prints, will pass a stunned kitchen hand. They lead to a stairs behind the serving pantry.
- Up to 3rd floor and room 11 at end of hall.

#### Room 11

- *Room 11* (p 17) is dark, lit from windows & hallway only
- There is an earthy muddy smell - with perhaps blood & urine. Investigators can hear a scuffle.

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- Williamson (p 15) is struggling at the window, - screaming he falls. Anyone witnessing the fall should **roll Sanity, 0 / 1d2**. They will not have seen anyone else in the room.
- Any investigators quick to the window can make a Spot Hidden check, success and they glimpse something amongst mist / cloud.
- The window is smashed **in** - glass scattered across room. Furniture is smashed and the light broken.
- Dark splashes across everything - some blood, more *muddy water* (p 15).
- Upon searching investigators can make **Spot Hidden** checks to find;
  - Siobhan’s underwear in bed, Williamsons clothes under bed and Suitcase in cupboard
  - Gouges in the window frame
  - Business card: *Theodore Depp* (p 46) - “Carouser”. Reachable at the Sugar Cane. No other details are on the simple white card, printed in black (on the bedside table)

#### In the street below

- Williamson’s body falls into the side street.
- Any investigator waiting in the side street outside get **listen rolls** to hear screams from window.
- If investigators are in cars outside (and deemed appropriate) make a **luck roll** to avoid the vehicle being hit by Williamson’s falling body. **Sanity Roll (1 / 1d3)**
- There is no question Williamson is dead. Close inspection shows claw mark on arm & chest. If examined closely he has an unusual Tattoo (left arm).

#### Prostitute

- Siobhan is completely hysterical. **Successful Psychoanalysis Roll** to calm her and she will explain she was in the bathroom when Williamson was attacked by *someone*. She will try to describe the attacker and go into a catatonic state. **Failed Psychoanalysis Roll** and she will go straight into a catatonic state.

#### The Police

- Police arrive, two beat cops (Johnson & O’Driscoll) and two Detectives - *Jock Stapleton (Detective Inspector)* (p 15) and *Cory Hyatt (Detective)* (p 15).
- An ambulance arrives shortly after and two orderlies take Siobhan to *Bellevue hospital* (p 45).
- The side street (and damaged car if hit) is cordoned off and *the coroner* (p 16) in an unmarked hearse recovers the body.
- Statements are taken in the adjacent meeting room from the hotel staff who then return to work. Catering continues for the rest of the guests most of whom have stayed - dinner is late but the excitement has made for a busy atmosphere.
- Investigators and any other party guests caught up in helping Siobhan or going up to the 3rd floor, are interviewed in-depth. After the interviews the Police encourage everyone to head home and thank them for their patience.

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## - Extended Notes -

### The Police

The two detectives attending the murder scene are Jock Stapleton table 1.6 (Detective Inspector) and Cory Hyatt table 1.7 (Detective). They operate out of NYC Police Head Quarters on Centre Street, the Detectives Division.

Jock is a broad man of plain appearance. A sombre quiet thinker he is excellent at blending in to the background but he does have a temper. He has no time for women beaters and as a WWI vet he has a lack of patience for pacifists. His gut instinct is brilliant but he's uncomfortable outside of Manhattan and relays on his old school skills & attitudes completely.

Cory is a new Detective and this is his first homicide coming from burglary. Although green when it comes to the blood & guts of the street, he is a meticulous investigator and trained in the latest crime fighting techniques. Terrible with women he is a prone to saying the wrong thing at the wrong time.

### The Victim

The man attacked in room 11 is salesman (and army veteran) Robert Williamson.

His briefcase contains contracts, sales briefs, brochures and newspaper ads - all for the WNYC radio station. Business cards confirm he is an ad salesman for WNYC. The station is in New Jersey, his apartment is in Queens.

Has a Brand / Tattoo on his right arm - figure 1.2 (Tattoo). A carpetbag in the cupboard is an overnighter with a few clothes.

WNYC radio will confirm he works the Manhattan area and is rarely in the office. He is an average salesman, known for his arrogance.

The Queens apartment will shed little on his death. A successful *Spot Hidden roll* will highlight his purple heart and a framed photo of the Alpha Squad, taken at the Pennywell Barracks. Names are noted on the back of the photo. The full squad is present.

### The Black Water

All who come in contact with the black water suffer fatigue with symptoms apparent after about one hour dependant upon an individuals constitution. Keepers may wish to manage this without player knowledge or can apply the following rules - a *Con Roll* is required every hour otherwise Con is reduced by d2 for each failure. Individuals

**Table 1.6. Jock Stapleton, Police Detective**

Str 11	Con 15	Siz 14	Int 16	Pow 14
Dex 10	App 9	Edu 16	San 63	HP 15
Age 42	Dam +1d4	Idea 80	Luck 85	Know 80
Combat=	Fist 65%	Pistol 55%	Head butt 50%	Nightstick 40%
Skills=	Solve Murder 70%	Interview 60%	Dodge 50%	Drive Auto 50%
	Psychology 50%	Spot Clue 50%	City Lore - NY 45%	

**Table 1.7. Cory Hyatt, Police Detective**

Str 12	Con 12	Siz 11	Int 15	Pow 11
Dex 17	App 15	Edu 15	San 64	HP 12
Age 29	Dam 0	Idea 75	Luck 55	Know 75
Combat=	Fist 35%	Shotgun 65%	Pistol 40%	Kick 35%
Skills=	Forensics 55%	Chase Suspect 50%	Solve Crime 45%	Drive Auto 40%
	Handle Animal 40%	City Lore - NY 35%	Socialise 15%	

**Figure 1.2. Alpha Squad Tattoo**

affected required 2 hours sleep to recover each Con. The effects will wear off naturally after 48 hours, or sooner if treated at the Pennywell Barracks.

### The Coroner

The hearse that recovers Williamsons body is a NYC County vehicle and takes the body straight to **Columbia Presbyterian Medical Center**<sup>7</sup>. This is the office of Dr Joseph Gerber table 1.8 (the County Coroner).

Joseph is a very thorough professional but dull in the extreme and he has no tolerance for delays or mistakes. He will suffer badly from the effects of the Black Water, especially later with the visions and his already low Sanity.

<sup>7</sup> Columbia Presbyterian Medical Center: Refer to page 63 of Secrets of New York

**Table 1.8. Joseph Gerber, County Coroner**

Str 8	Con 9	Siz 9	Int 16	Pow 10
Dex 14	App 10	Edu 19	San 42	HP 9
Age 57	Dam 0	Idea 80	Luck 50	Know 95
Combat=	Scalpel 40%	Bonesaw 30%	Drill 30%	Fist 28%
Skills=	Forensic Pathology 85%	Medicine 75%	Library Use 50%	Latin 45%
	Credit Rating 40%	Psychology 35%	Academic Lore 25%	Taxidermy 25%

### The Prostitute

The purse, dress and shoes of Siobhan table 1.9 (the prostitute) are in the bathroom. The purse contains \$15, rent book (*Apartment 13 Drury Tenement* (p 46)), cigarettes, a sterling silver hip flask with whiskey (this is expensive) and two cards for the Sugar Cane Club.

Siobhan is not your average street walker, none of Theodore's quartet of ladies are. They play a part most nights, and get paid well for it - whether that be dilettante flapper, struggling actress, carefree chorus dancer or even sultry sorority girl.

Siobhan is badly effected by the sight of the Byakhee due to her photographic memory. When medication and treatment is received she will be responsive after a day. She can be persuaded to draw what she saw and will produce what will be the single best image of a Byakhee captured in history.

### Room 11

The room will be occupied by Police and investigated until approximate 1am at which time it will be locked. The broken window has been boarded and the cleaners have been advised not to enter.

**Table 1.9. Siobhan Gilbert, Prostitute**

Str 7	Con 10	Siz 8	Int 11	Pow 13
Dex 14	App 16	Edu 13	San 45	HP 9
Age 23	Dam -1d4	Idea 55	Luck 65	Know 65
Skills=	Dupe 'John' 70%	Socialise 65%	Faint 50%	Photographic Memory 50%
	Art - Sketch 40%	City Lore - NY 20%		





## Scene Two - The Pennywell Barracks

Wednesday 19th December 1923

This scene sees the Alpha Squad under command of Major Sarek swoop down on Manhattan and capture those caught up in the murder of Robert Williamson. Unbeknown to the investigators Williamson is a former squad member and is the second to die under suspicious circumstances in as many days.

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### Preliminary Events

#### A Restless Night

- All PCs retired to bed exhausted and have restless uncomfortable nights sleep.
- Each has nightmares or unsettling dreams overnight. **Pow x2** to recall a detail.
  - 1. A group of strange looking men, with tattered clothes and braided hair
  - 2. Unusual / Unfocused shapes floating beneath black water
  - 3. Choking sounds

#### Alpha Squad Mobilise

- Sarek has soldiers out looking for Williamson & Hedges, following the attack on Sergeant Dryden.
- They trace Williamson to his home in Queens and from there to the hotel, arriving well after the attack. Once a basic account is established Sarek prepares immediately to move in.



Figure 1.3. Alpha Squad Soldier

- The Alpha Squad is mobilised at 5am
- They recover the body from the morgue at 7am
- The Coroner and detectives are picked by 7:30am
- The Police Head Quarters is visited and evidence recovered
- They visit the Bellevue at 8am but Siobhan has already checked out
- From 8am to 10am they do the rounds picking up all of the investigators

★   ★   ★

## Course of Events

### Rude Awakening

- Players wake on the morning of Wednesday December 19th to find their clothes that have come in contact with the *black water* (p 53) are stained, as is their skin slightly.
- *Alpha Squad* (p 23) members in full kit figure 1.3 (gas warfare suits) enter the investigators homes and detain them. *Doctor Cooper* (p 23) will use a chemical sniffer (Geiger counter in appearance) and confirms they have be 'contaminated'.
- *Sergeant Falcone* (p 23), Cooper and two Alpha Squad soldiers enter each investigators home in turn, after establishing a perimeter with the unit outside.
- Falcone will use the following statement "Do not be alarmed we are with the Military Police and are authorised to quarantine you Sir / Madam."
- Cooper with continue – "Do not panic, these measures are only precautionary"
- *Major Sarek* (p 23) is waiting at the transport with only gloves and a surgical mask on – "I realised you are concerned but it is imperative that any contamination is contained and you are secured as soon as possible. Once you have been treated there will be time for a full briefing, please into the truck"
- Investigators are transported in a contamination truck. Basically a jail van, single bench on each side, holds up to 12. It will contain, the *detectives* (p 25) and the *coroner* (p 25) (who grumbles and argues).
- Alpha Squad Soldiers travel in 3 Army cars. The trip to Pennywell is over the George Washington Bridge, through New Jersey and then Hoboken. A further 15 miles into Pennywell (sign posted), through the tiny village, over the bridge and then in the base.

### The Base

- The contamination truck reverses into a vast warehouse, figure 1.4 (Hanger A), the doors are opened and everyone is ushered directly into the holding area. Obviously thrown together at short notice the area has rows of platform seats from a mess hall, barrels with small log fires burning for heat but even with the hanger doors closed it is cold. A makeshift toilet is in one corner surrounded by hospital curtains, jury rigged up. Blankets and jugs of water are waiting.
- The Major barks a few orders and most of the unit disperses. "Soon as the doctor is ready we will begin the detox procedures – get you out of the cold and on your way home as soon as possible. Just hold tight please."

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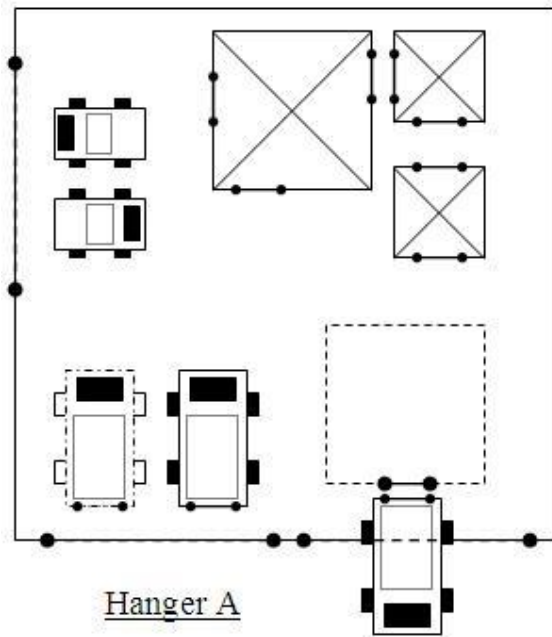


Figure 1.4. Pennywell Barracks - Hanger A

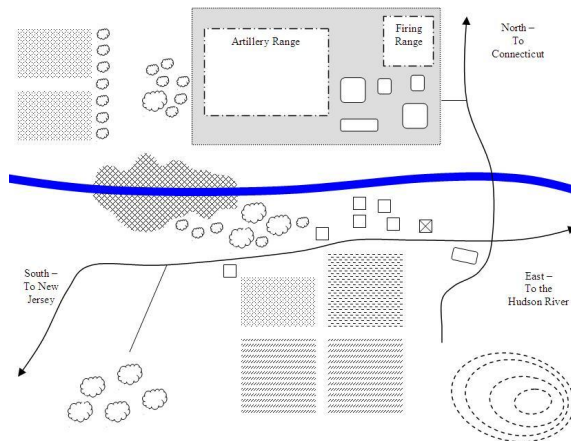
- Soldiers will not answer any questions but stall for the doctor and avoid contact unless they are forced to enter the holding area.
- The Major & Doctor come for Detective Stapleton first. Exchange only a few words and disappear into the first tent. After a fifteen minute delay Gerber starts pacing and fussing.
- **Spot Hidden rolls** can be made to see the Doctor wheel Stapleton in a wheelchair into the large tent from the rear of the first tent. He is in hospital clothes and unconscious.
- The Major & Doctor come for Detective Hyatt next. If Stapleton's transfer is noticed Gerber will make a scene yelling "Like Hell you will – we saw you wheel the detective in there". The Major is professional but irritated, "Calm down – He's received an inoculation shot, that's why he is drowsy – I've had it myself." He shows arm – "Its for your own good for Christ sake".
- Process repeats every 20 minutes. It is cold, the soldiers are intimidating, Gerber is near panic and little or no explanation is being given. At Keeper discretion investigators should make a **Pow x3** roll to avoid panic / stress attack and **1d2 Sanity loss**.
- Investigators observing the rear of the hanger can make **Spot Hidden rolls** to notice barrels being cautiously moved by Alpha Squad soldiers, some clearly labelled of HD and other labelled T. These barrels contain Sulphur Mustard and Iron Sulphide mixes for creating Mustard Gas. Only investigators with a specialist military background or who make an exceptional **Knowledge roll** will know this. When back in Manhattan this is fairly easily researched however.
- If at any stage the investigators ask as to the whereabouts of Siobhan, Sarek will tell them that she has been treated at Bellevue already. This is a lie of course, she slipped out of the hospital before she could be recovered and they do not have any details on her.

### The Examination

- In the tent there is a examination table, a barrel as a waste container (filling up with clothes) and a wheel chair. There are two temporary showers rigged also. The Doctor directs the character to change into the hospital gown provided while the Major explains the situation.
- The Major explains the process; Strip, sterilise spray, shower, dress and inoculation. The shot includes a slight sedative for best results, quite mild from which they'll recover in an hour or two. There is a sanitised recovery room next door.
- When the investigators raise questions the Major will be insistent – "Please start the process, I'm happy to discuss the situation as long were moving along as quickly as possible." Points he will potentially cover;
  - 1. Dangerous chemicals are stored at the base
  - 2. Persons unknown attempted to steal some yesterday and although unsuccessful an amount was spilled.
  - 3. The substances are toxic and were easily traced to a suspect staying at the hotel. Unfortunately he contaminated a young lady staying with him and she in turn came in contact with yourself.
- Spray is highly antiseptic, **Pow x5** roll to avoid throwing up.
- The injection is a clear liquid, delivered with a normal needle and a dosage of about 40cc's. The shot places the investigators into a 'semi-conscious' state after just a moment. While drugged investigators are easily coaxed to speak about any subject and will not recall anything of the event, struggling even to recall the detox process at all. Investigators should make a **Pow x1** roll to retain even a vague memory of what happens after the shot - murmuring perhaps.
- Once the investigators have been given the shot, they will be interrogated. Questions begin with queries about Williamson, what was seen, then the girl, gypsies, the Alpha Squad and finally the 'flying creature'. Cumulative effect is a **Sanity roll 0 / 1d2**, regardless of if they recall the event or not. Anyone with 5+ Cthulhu Mythos or particularly relevant Mythos knowledge will need to make **Pow x5 roll** or unwittingly give up knowledge to the pair - Keepers should consider making this roll in private if applicable.
- Anyone trying to over hear proceedings will need to make an **exceptional Listen roll** to catch what is being said for even a minute, although with a **very good listen roll** (i.e. <10) should at least be able to establish there is a discussion for several minutes after the shower is heard.

### Recovery

- Investigators will regain consciousness in the Recovery room, being monitored by soldiers without gas warfare suits. They will be weak and suffering mild nauseous and will recover in order the injection were received.
- Doctor Cooper circulates with water and biscuits, takes blood pressure etc. When questioned he will confirm the detox process has been successful and it wont be long before everyone will be up and around, and able to head home. He will avoid any further in-depth questions, referring them to Major Sarek, who he understands is going to be speaking to the group afterwards.
- A private arrives and salutes the Major, then passes him a message. He is clearly surprised by the messages content and calls Cooper over. Listen roll to over



**Figure 1.5. Pennywell Village & Barracks - Investigator Edition**  
See Map Summary for Keeper Edition

hear part of the hushed conversation. Major "The civilians are to be released immediately" Cooper "Release them sir – but .." Major "Colonels orders! If there decontaminated then they are to be release immediately (getting angry)". The Major jabs clipboard at Doctor and growls "Get them out of here."

- A flurry of activity follows as the Major and Cooper disappear and the soldiers are left to rally the investigators, supply army fatigues and get everyone up. They will corral the group into the Army cars and speed from the base without Sarek or Cooper making an appearance.
- The soldier driving will have no info. "My orders are clear sir – I'm to drop you off at your residences. If its any help I believe a letter is being sent."
- They will drive through *Pennywell village* (p 49), surprisingly there are people about, a few caravans are in the square and the local pub appears open. There are a couple of cars about, the odd family passing through having stopped to have a look about - it is perhaps a carnival or *Gypsies* (p 50).

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### - Extended Notes -

#### The Army Base

- There is a rifle range to the north and very large Artillery range to the west
- There is a second large Hanger, for the Artillery
- There are two other notable large structures. A barracks with mess hall and a office block.
- There are also a handful of smaller buildings. Major & Colonels houses, a small church and a chemical store.

Additional background on the base is available in the *Investigation section* (p 48).

The head of the Special Weapons Program at Pennywell is Hector Sarek table 1.10 (Major), a career soldier with a no nonsense attitude to people. Even after Dryden and Williamsons death his primary concern is to ensure the incident at Pennywell nine years ago remains a secret. Realising the flying creature will attack them even on the base, he now plans to bring the last of the squad to the base and set a trap for the monster. He hopes to bait it with Falcone and using the combined firepower of the new Alpha Squad, blast it into oblivion.

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**Table 1.10. Hector Sarek, Army Major**

Str 9	Con 10	Siz 10	Int 16	Pow 13
Dex 10	App 12	Edu 17	San 55	HP 10
Age 46	Dam 0	Idea 80	Luck 65	Know 85
Combat=	Fist 35%	Pistol 45%	Gas Warfare 30%	
Skills=	Strategy & Tactics 70%	Recruit 65%	Persuade 65%	Bargain 60%
	Psychology 50%	Spot Hidden 50%	Military History 50%	Navigate 40%

**Table 1.11. Benjamin Falcone, Army Sergeant**

Str 14	Con 14	Siz 14	Int 11	Pow 11
Dex 11	App 10	Edu 13	San 40	HP 14
Age 31	Dam +1d4	Idea 55	Luck 55	Know 65
Combat=	Fist 40%	Rifle 70%	Machine Gun 45%	Gas Warfare 45%
Skills=	Follow Orders 70%	Drive Heavy Vehicle 60%	Bayonet 55%	Drink Booze 50%
	Dodge 50%	Throw 50%	City Lore – NY 25%	Artillery 20%

An alcoholic and psychological wreck, Benjamin Falcone table 1.11 (Sergeant) has seen more horror than he can bare with the Byakhee and in the Great War. With the return of the horror from his past he is quickly unravelling and when he uncovers the Majors plan, it will be the last straw.

The most trusted supporter of Major Sarek, Marcus Cooper table 1.12 (Lieutenant) is in fact a detached and heartless man. Although not present during the 1913 incident he is quickly piecing together the mystery and its obvious unnatural causes. When he realises the power Chacko wielded, he will not hesitate to cross the Major and try to steal the secrets of the Byakhee.

The current Alpha Squad Soldiers table 1.13 (Privates) were too young to see action in the WWI but they still represent some of the regions most promising young men. Following the premonition Sarek has been running special training sessions for them, including scenarios where they are attacked by flying creatures. Although they have found the last 48 hours unusual the squad are generally excited to be involved in a live operation.

**Table 1.12. Marcus Cooper, Army Lieutenant & Surgeon**

Str 10	Con 11	Siz 9	Int 18	Pow 17
Dex 16	App 8	Edu 19	San 55	HP 10
Age 38	Dam 0	Idea 55	Luck 55	Know 70
Combat=	Fist 40%	Pistol 40%	Rifle 30%	Gas Warfare 30%
Skills=	First Aid 70%	Biological Weaponry 60%	Medicine 50%	Library Use 40%
	Psychology 40%	Psychoanalysis 35%		

**Table 1.13. Alpha Squad, Specialist Soldier**

Str 13	Con 14	Siz 13	Int 10	Pow 13
Dex 14	App 10	Edu 11	San 65	HP 14
Age 21	Dam +1d4	Idea 50	Luck 65	Know 55
Combat=	Fist 40%	Rifle 65%	Bayonet 55%	Gas Warfare 50%
Skills=	Follow Orders 50%	Dodge 40%	Throw 40%	Squad Tactics 25%

### The Detectives & Coroner

Following their return to Manhattan detectives Hyatt and Stapleton will be forced to spend most of their time at the Police head quarters, writing reports. However on Thursday they will get back to review the scene at the hotel and attempt to interview Siobhan. However she does not wish to speak with them and will disappear when they come calling – refer to *Scene Three* (p 27).

Gerber will return immediately home to rest for two days. When he does make it back to the coroners office on Friday he will endeavour to put the whole incident behind him.





## Scene Three - Hedges Cottage

**Thursday 20th December 1923**

This scene sees the Alpha Squad fragment under the pressure of the Byakhee's on going attacks. Falcone goes AWOL and seeks help from Frank Hedges, only to find he has committed suicide. In Manhattan the police detectives begin their investigation in earnest and Siobhan runs to the investigators for help.

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### Opening Events

#### New York City

- After the police visit her *tenement apartment* (p 46) in the morning, Siobhan is on the run – paranoid they are after her and suffering flash backs of the Byakhee attack.
- Immediately following the visit Detective Hyatt has a run in with Theo and gets a black eye before Theo disappears. He stops in at *the Sugar Cane Club* (p 45) before heading out of town for a week or two to lay low.

#### Pennywell

- Over night the Byakhee has raised a number of Zombies from the Gypsies killed in the original incident, using the *Call Flesh of Hastur spell* (p 72).
- The Byakhee and Zombies go after Frank Hedges.
- Sensing their approach Frank shot himself before they could take him.
- In the barracks Falcone over hears Sarek discussing his plans with Cooper. When he realises he is going to be the bait in the trap he sneaks from the base.
- Now AWOL Falcone runs to Hedges Cottage hoping for help from Frank. When he discovers Frank dead he gets blind drunk.

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### Course of Events

#### Siobhans Return

Siobhan discharges herself from hospital on the morning of Wednesday 19th before the Alpha Squad can pick her up. She returns home in a very shaky state suffering from depression and anxiety following the traumatic events she has witnessed. In particular she continues to be badly effected by the sight of the Byakhee due to her photographic memory. She will now draw the Byakhee and obsess over it. When the police call to check on her, her paranoia takes over and once Gloria has sent them away, she runs.

- Siobhan will take the sketch of the Byakhee, pack a few things in a small bag and rush from the apartment.

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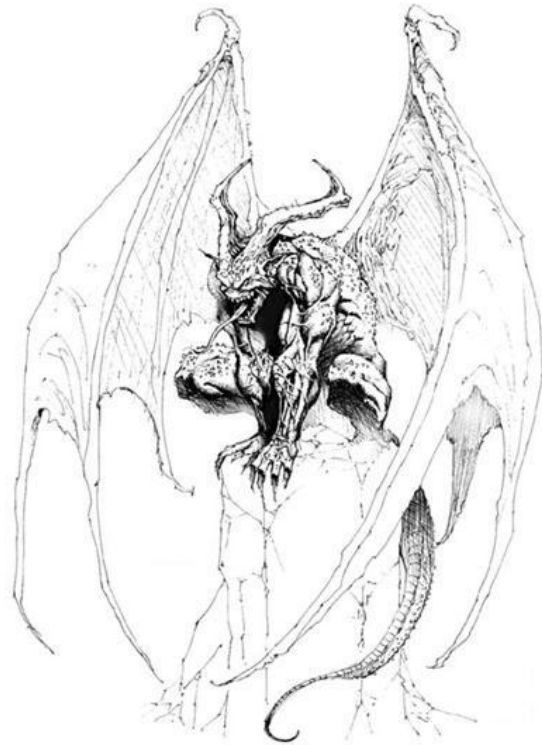


Figure 1.6. Siobhans Sketch

- She will track down the investigator she most connected with during the attack at the hotel. Keepers can assume she is resourceful enough to find the character. Alternatively Keepers may prefer to prompt the investigators to find Siobhan at her apartment, where she could ask for their help there.
- She will rush up to them, grasp their arm and beg for help. "Please, you've got to help me, there coming for me."
- ""The demon that took Robert (Williamson), I can hear it, in the shadows, behind the clouds – its still here." When the investigators enquire about the demon with shaking hands she will pass them her sketch of the Byakhee.
- At an opportune time she will look past the investigators and gasp, wide eyed she will scramble away from some phantom vision and faint.
- Observant investigators will notice the stains from the *blackwater* (p 53) under her fingernails and in her hair. Keepers may wish to require *spot hidden rolls* to notice. If she can be convinced to wash thoroughly the hallucinations will not return. If not she will continue to have visions and faint intermittently (every *d10 hours*).
- She will recover consciousness after *d6 x 10 minutes*. A successful *psychoanalysis roll* will help to stabilise Siobhans fragile state (doubling the time to her next vision).
- Once recovered she will ask the investigators to help her hide as she fears the creature will return.
- She believes the military and police are somehow plotting with the creatures. Any investigator previously having made a successful *psychoanalysis roll* will be able to confirm her paranoia is a response to the trauma of the attack, and unlikely to be true.

- To convince the investigators to help she will explain what Williamson had told her on the night of the attack.
  - That he had a nightmare / a premonition that something evil was coming for him.
  - She had laughed it off but he seemed serious. He said he'd done something terrible once and now it was coming time for him to pay for it. But he wouldn't say what.
  - He said one of his old army buddies had called today, he'd seen something too. Warned him to get out of town while he could.
  - “”And that's what he planned to do. Ask me to come with him, start over, maybe Chicago or even California. Said I'd think about it .. but then the thing came for him. Never got to tell him yes” – sobs.

Astute investigators will be able to get a range of additional information from Siobhan if they think to ask;

- She knows Williamsons address in Queens having been there on two occasions. She will share some details – including recalling he has photos of when he was in the Army and a medal he received.
- Williamsons army buddy who called was named Frank.
- He said his tattoo was to “ward of the bloody gypsies”.

The investigators have a number of options for dealing with Siobhan. If the investigators are genuine (or at least appear to be) in their concern / plans for her, she will consider whatever they suggest;

- Commit her Bellevue or another sanatorium. If the investigators are prepared to pay for private treatment Siobhan can receive the latest (by 1920's standards) therapy and will make a full recovery over a period of three months.
- Bring her with them. She will happily stay with them but is likely to cause awkward situations. She will offer herself to male investigators as a way of thanking them for their help. Also she is still prone to bouts of paranoia and fainting. If faced with the Byakhee or Zombie she will have a complete breakdown.
- Leave her at an Investigators home or with friends. She will agree but as above is likely to cause trouble. It should dawn on the investigators fairly quickly she needs professional treatment to recover from the trauma of the hotel attack.
- Turn her into the Police. This will require a successful *persuade roll* to get Siobhan to agree, as she still believes they are involved somehow. The detectives will be happy to take her off the investigators hands, and after questioning arrange for her treatment at Bellevue, where she will be committed.
- Turn her over to the Army to Detox. This will also require a successful *persuade roll* to get Siobhan to agree, as she believes they are involved somehow. *Contacting the base* (p 48) is a difficult process but keepers can assume if the investigators offer to turn over Siobhan, then Sarek will send a car to pick her up with a couple of Alpha Squad members.

### Falcones Call for Help

By late afternoon Falcone has sobered a little and realises he cannot simply wait it out at the Cottage. He heads into Pennywell and uses the telephone at the Crown

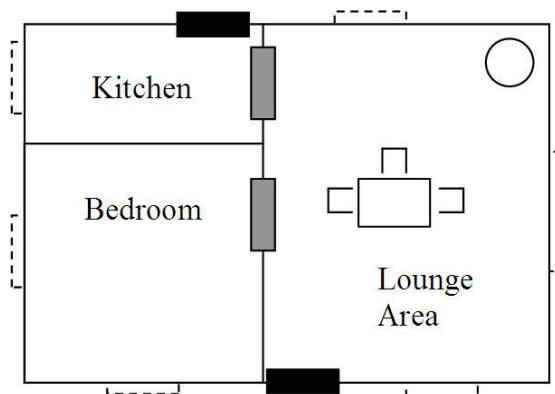
and Cross to call the investigators for help. Although Harold thinks it is strange that Falcone isn't using the telephone on the base, he is happy to help him.

- Falcone will ask for each of the investigators from the directory, and call them one by one until he reaches them – and they agree to help. Observant investigators will notice his breathing is heavy and voice is slurred. Falcone is not the most intelligent or articulate man (especially after a few) but he is very motivated, and knows his time is running out. Keepers may use various hooks to motivate the investigators;
  - Any previous Mythos knowledge the investigators have could have been uncovered by Sarek during the detox procedure. Falcone will assume they know how to deal with this sort of situation.
  - Any reporters, private investigators or particularly inquisitive investigators can be prompted with getting the 'whole story'. Potentially the biggest scope of the decade.
  - Any academics or occult buffs can be prompted with a chance to learn more about what Falcone calls the winged demon. "I've got Franks book – its got it all right here, all about this nightmare."
  - Those likely to need monetary motivation can be prompted with a chance to bag (or even photograph) a winged monster unlike any creature on earth. "Its got to be worth a fortune – that's if you help me kill this thing."
  - And those solely worried about their own skin can be prompted by Falcone telling them the creature is hunting down the survivors of its last rampage. He knows about the tainted water and how the investigator was affected by it – do they think the creature wont come back for them?
- Falcone will ask the investigators join him at Hedges Cottage in Pennywell, he'll provide directions. Assuming the characters are in Manhattan, the earliest they could make it to Pennywell is dusk.

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### Night Falls at Hedges Cottage

Cottage Frank lives in the isolated cottage to the south west of town, accessible from the main road. A simple single story house, it is damp and run down. Raised a foot off the frozen wintry ground, a small person (*size* < 8) could squeeze underneath.



**Figure 1.7.** Plan of Hedges Cottage

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The front door is shut but not locked, opening into a lounge area. It is sparsely filled with a table and three plain chairs. A more comfortable lounge chair is towards the rear of the room, near a pot belly stove (the chair is facing the rear of the room away from the front door). The stove has the dying remains of a fire in it, so the room is cool but not cold.

Slumped over the table in Falcone, still in his uniform. He is drunk, a whiskey bottle with a quarter inch left in it sits on the table beside him. Anyone investigating the rear of the room (or going to the kitchen) will need to make a *sanity roll, 0 / d3*, when they see the corpse of Frank Hedges. He is sitting in the chair facing the pot belly stove and has shot himself in the head. The pistol, a service revolver, is on the floor beside him.

### Suicide Note

On the table under the whiskey bottle is Franks suicide note;

Ben, Bob, Ike

Left it so late to call you lads but it will be done soon, so no matter – and ill be dead. You know why I'm doing this, damned if Frank Hedges is going the way that Gypsy did.

I can feel it as sure as I know there'll be snow falling tonight, the beasts on its way back. Better to send my soul to the devil with a shot to the head, than face it all again.

Don't be down about my passing, I a'nt sad to be out of this mess but am sorry to be leaving you to see this through. With a bullet and a blade we held the dirty bastards back didn't we lads. Well now there is just one final charge left – God speed

FH

The names at the top refer to Benjamin Falcone, Robert (Bob) Williamson and Ike Dryden, the members of the Alpha Squad - with the exception of Sarek.

### The Notebook

In Franks dead hand is a notebook, written in his own crabby handwriting, it contains;

- List of reference books, material & deeds he has investigated. Occult & historical.
- List of libraries visited in the state over the years.
- List of translated names, scripts and symbols. In English the names includes *The Beast, Star Steed, Byakhee and the Unnameable*.
- A few notes on the creature;
  - Feed on blood
  - Weakest at dusk
  - Holy water is of no effect
- Astrological annotations and transcriptions including a chart of dates for the zenith of a particular constellation – Aldebaran. The next zenith is following evening.
- The last section of the note book is a lengthy transcription in Latin of words and actions. Even to a casual glance it appears confused? Upon closer examination it could a ritual or spell?

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Keepers are free to use the spell in the last section as they see fit. Perhaps something quickly translated to help against the Byakhee or alternatively a useful plot hook for further scenarios.

### The Dead Walk

While the investigators are searching the cottage and trying to wake up Falcone (they will be unsuccessful), Zombies raised by the Byakhee will move in. Crossing the open fields in front of the cottage in the darkness they are difficult to see. Only investigators standing guards or watching from the windows should make *spot hidden rolls*. If spotted the group have a minute to prepare for the attack on the cottage.

The Undead table 1.14 (Zombies) attack and attempt to flush Falcone out of the Cottage, dragging him if necessary. Two attack from the front drawing attention, the third from the rear - or underneath the cottage.

The Zombies are difficult to destroy but are susceptible to fire, especially given their general slow movement. Investigators who get into trouble should be able to out run them, hence the sneak attack from behind by the third Zombie.

Attacking with their rusty blades to begin with the Zombies will quickly revert to biting, attempting to feast on the investigators flesh. Any bite wound received will need to be cleaned thoroughly to avoid a blackwater / fungus infection. An infection of this kind will result in nightmare visions (*SAN loss 0/1 per night*) progressively getting worse. Keepers should feel free to decide the further effects of the infection.



**Figure 1.8. A Gypsy  
Zombie Attacks**

**Table 1.14. Gypsy Zombies, Undead faithful of Hastur**


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<b>Dwarf</b>	Str 18	Con 21	Siz 7	Dex 5	HP 14	Dam +1d4
<b>Women</b>	Str 14	Con 17	Siz 16	Dex 7	HP 17	Dam +1d4
<b>Man</b>	Str 22	Con 18	Siz 15	Dex 4	HP 17	Dam +1d6
Stats=	Magic Points 0, Armour 0*, Move 5, SAN Loss 1 / 1d6					
Skills=	Obey Command 99%, Avenge Death 99%, Decay Slowly 99%					
Attack=	Bite 30% (1 per round) - Damage 1d3					
Attack=	Rusted Blades 40% (1 per round) 1d4+db					
Armour=	Impaling weapons do minimum damage					
Armour=	Blunt force & bashing weapons do ½ damage					

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**Figure 1.9. The Byakhee Swoops Down****Revenge of the Byakhee**

Soon after the Zombie's attack, Major Sarek will arrive, looking for Falcone. He has been trying to track down Falcone for hours and believes he might be hiding out with Hedges.

Driving to the front of the cottage he will be shocked to find the investigators battling with the Zombies. He'll step from the car and let off a few wild shots from his pistol - investigators in close combat with the Zombies should make **Luck rolls** to avoid the risk of being shot. Any investigator near to him may hear "No, not again, we killed you bastards already!"

The *Byakhee* (p 39) has been waiting until now high above the scene but upon seeing Sarek will abandon its plans for Falcone and swoop down. Completely distracted the Major doesn't see the attack coming and is snatched up by the *Byakhee*. Shrieking he is pulled into the air and his throat is torn open - a rain of blood cascading down on his car. Any investigator witnessing the attack should make a **sanity check 2 / 2d4**. This roll is for witnessing both Sarek's death and the appearance of the *Byakhee*.

The Byakhee will disappear into the night with the Majors corpse. Once the Byakhee has retreated the Zombies will withdraw if the investigators stop attacking them.

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### **The Aftermath**

Hedges Cottage is not so remote that gun shots would go unnoticed by the Pennywell locals. Investigators can assume it will be simply a matter of time before people come to see what has been going on. However the group will have no problem leaving unseen, Police will not be on the scene for over two hours.

### **Falcone Sobers Up**

Falcone will recover after an hour and although hung-over will waste no time convincing the investigators to help him – refer to *Falcones Call For Help* (p 29).

He will happily tell the investigators the full story, as long as they agree to help him. After filling the group in on the original incident, their premonitions, the squads recent activities and Sareks planned trap - he'll make a point of mentioning Dr Cooper.

“That sly bastards in charge now, don't know what he'll do with the Major being dead and all but we'd best keep out of his way. The slimy git would sell his own grandmother for a handful of quarters – he'll hang me up if he has half a chance.”

Falcone will suggest they find somewhere to hold up until sun rise, when they can prepare and “Then its time to settle up with that bloody demon once and for all.”

### **The Fall Out**

Hedges Cottage is crawling in police within two hours. Officially a murder scene (Frank), the only leads they have will be the Majors car – and anything the investigators may have left behind. There will be no reliable evidence of anything unnatural, as the Zombie corpses will decay within a few minutes once killed.

The military response is less swift but once Colonel Dobbins is informed by Dr Cooper of the Majors disappearance, he orders MPs move in. They work rather poorly with the NYPD and with the jurisdiction unclear by morning the investigations are dead locked.

With little to go on both the Police and MPs turn to the obvious suspect and by midday there is warrant for Falcone, for questioning in relation to the death of Frank Hedges and suspected murder of Major Sarek.

Despite the additional attention in Pennywell, the investigators will have no issue entering and leaving the village – it is only the cottage that is closed.



## Scene Four - Return to the Marshes

**Friday 21st December 1923**

In the final scene Falcone and the investigators confront the Byakhee in the Salt Marsh, and Cooper reveals his intentions.

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### The Plan

The investigators have a simple choice, to help Falcone or not. Even if they choose not too Keepers can easily bring the storyline back to them in any number of ways – most easily with the Byakhee deciding to attack them next.

The group should have compiled a number of key pieces of information to motivate them to act quickly;

- Falcone is the last surviving member of the original Alpha Squad – and the obvious next target.
- Franks Notebook states the creature is weakest at dusk.
- There is a clear link between the creature and the constellation Aldebarren, which reaches its zenith and will be visible tonight.

The group could draw any number of conclusions but regardless Falcone will urge them to strike at the creature at dusk and he knows where to find it – the Salt Marsh.

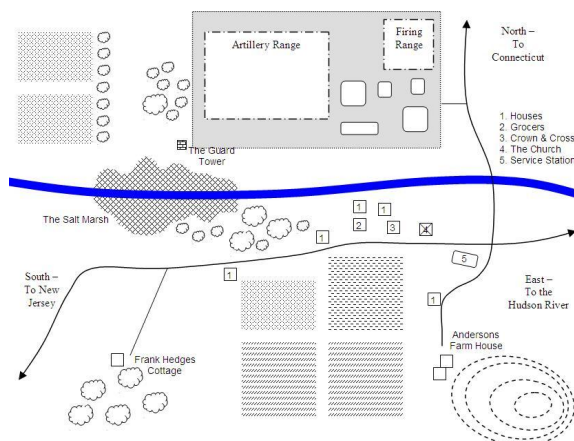
★ ★ ★

### Its Never That Simple

Keepers have a variety of options to delay, extend or simply complicate the final confrontation with the Byakhee.

#### Dr Cooper:

With Sareks suspected murder he has access to his office and records. He discovers Sareks account of the original incident and also reviews the scene at Hedges Cottage.



**Figure 1.10. Pennywell – Keepers Edition**

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Knowing the creature is not after him he concocts a plan to capture Falcone and offer him to the creature – a gift he hopes that will earn him some of power that Chacko clearly had. He knows if Falcone has any hope it is to return to the Salt Marsh and either attack or surrender to the creature – so he waits, ready to spring his trap.

#### **The Reporter:**

Olive Ashley is a intrepid reporter working for *The Evening Post*<sup>8</sup> and is desperate to crack a big story. She has been following the involvement of the Army since Williamsons death and knows there is something suspicious going on. Olive may get caught up in the final confrontation by;

- Following one of the investigators. She may well have witnessed the attack on Sarek. However she is a city girl and will be fairly easy to spot following the group.
- She may be watching Hedges Cottage from the Marshes, waiting for a time to sneak in, when the investigators come across her as they enter the Marshes.
- She could have been snooping around when Cooper finds her and decides to use her as bait for the Byakhee.

Olive is a useful tool for the Keepers to have involved in the final sequence, if not to allow for convenient tying up of loose ends – then as a potential new investigator should there be any deaths.

#### **The Police:**

Detectives Stapleton and Hyatt may have been assigned to the Hedges murder and made the link between it and the Williamson death. At any time they could appear, looking to question the investigators on there involvement.

#### **The Zombies:**

Any surviving Zombies from the attack on Hedges Cottage will have returned and hidden in the Marshes. Should the original three Zombies have been killed, Keepers may feel it useful to have a further number raised by the Byakhee as protection. The other four gypsies were buried in a mass grave at the Pennywell Church cemetery.

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#### **The Salt Marsh**

Falcone will assume the creature is in hiding in the Salt Marsh as opposed to the guard house. As a result he will lead the investigators off the road to the south of the marsh, where there is plenty of cover to hide their cars. In addition he knows they are less likely to attract attention from the base if they approach from the south.

In the marsh the river becomes more shallow and at its deepest point is only a half a metre. However the mud makes moving through the marsh slow and very dirty. If the group stick with Falcone he will pick the shallowest path and they will only need

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<sup>8</sup> The Evening Post Newspaper: Refer to page 95 of *Secrets of New York*



**Figure 1.11. In the depths of the Salt Marsh**

to get wet up to their knees. It is still the middle of winter however and unless the investigators have a change of clothes (or dry out by a fire), after another 20 minutes they will need to make **CON x5 roll** to avoid the effects of freezing. This will reduce to **CON x4** after 40 minutes etc. Failure results in special damage of **ID2 HP and ID4 CON loss** – this damage is recovered at 1 point per hour if the investigator is adequately warmed.

Immediately after crossing the deepest part of the marsh the group will stumble upon the decaying remains of a river barge. It was perhaps 25 feet long but only a dozen are visible above the still dark waters of the marsh. Falcone will freeze when he sees the boat and gibber something about the "Gypsy bodies." Looking around wildly, "It must be here ..".

The hull has several fist size holes in it. Investigators can shine a torch or lantern in but will see nothing but silt and water. If the kick or smash in a hole and stir up the water, they will be able to confirm there is nothing submerged there. The three Zombies are hiding beneath the marsh waters nearby.

If none of the investigators make a move on the barge Falcone will lose it, fire a burst of shots into the hull and rush over to kick in the side. Any surviving Zombies from the attack on Hedges Cottage will then rise from the muddy water nearby and attack the investigators. Alternatively Keepers may wish to wait for the Byakhee to use the Control Weather spell before the Zombies attack. If there is no attack or when the Zombies are over come Falcone will recover his senses and lead the group to the guard house - the only logical place left to look.

As the group move to leave the marsh the weather quickly turns, figure 1.12 (the



**Figure 1.12. Swirling clouds descend upon Pennywell**  
The Control Weather Spell takes effect

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clouds swirl), as the Byakhee uses the *Control Weather spell* (p 72) to make Aldebarren visible. A strange fog seeps from the ground, figure 1.13 (the chilling mist) covers the entire marsh and barracks. Visibility is reduced to 5 feet and if investigators have not rolled a **CON check** for the effects of freezing following the marsh crossing, they should do so now.

When attempting to move investigators are required to make successful **navigation rolls** to avoid being disorientated by the unnatural mist. Those who are not immediately next to each other become separated when rolls are failed. Calling out to each other the investigators hear their voices echoing and bounce off the trees in a airy and bizarre fashion.

Cooper will have been watching the investigators as they moved through the marsh and will use this opportunity to try for Falcone - or alternatively if the Keeper prefers, he may be after Frank Hedges notebook (assuming one of the group is carrying it). Cooper will then head towards the guard house (with Falcone at gunpoint). He is quiet prepared to kill any investigator who gets in his way.

As the marsh thins the investigators find the heavy mist abruptly parts, leaving a clearing in the fog approximately 20 foot across. They are on the boundary of the Pennywell Army base, the 10 foot perimeter fence is barely visible just beyond the guard house, which stand ominously at the heart of the mist clearing.

The banks of mist press in on the group as above the swirling clouds part. The night turns to twilight as the constellation of Aldebarren suddenly illuminates the investigators as they stand before the guard house. Those witnessing the chilling effects of the *Control Weather spell* should make a **SAN check (0 / 1d2)**.

If Cooper gets away from the group he will run for the guard house (potentially with Falcone). Investigators will be in time to see him enter the guard house just as they emerge from the mist – if they wait for a moment or two, they will hear shrieking as the Byakhee slaughters him. If unhindered then Falcone will move in on the guard house immediately.

The guard house itself is a plain and visibly aging brick two story structure. Simple and small it has thick walls and a single window facing each direction, on each floor. The only doorway, which was previously chained closed has been smashed open. Visible only during the day, the roof has a hole torn in it by the Byakhee. The ground floor of the tower is poorly lit and only contains a table and three chairs. In the shadows are the remains of Dryden. His mangled remains have been drained of blood, **SAN Check (0 / 1d3)**. The Byakhee itself is upstairs, waiting for the investigators.

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Figure 1.13. The chilling mist rises

## The Byakhee

A foul hybrid of unearthly creatures the Byakhee<sup>9</sup> is of an appearance like nothing the investigators will have encountered before. Part bird, part insect, part corpse, it is altogether alien yet frighteningly familiar to the images of the diabolical servants of Satan.

The Byakhee table 1.15 (listed here) weights 450 pounds (or 200 kgs) and with its wings extended stands more than twice the height of a typical man. Its barbed wings are composed of a decaying leather hide, yet somehow allow the monstrosity to fly. Over the centuries its beak has decayed into a freakish maw, ringed with jagged broken barbs, large enough to devour a mans entire head whole.

Although only a lesser servitor race, with the favour of Hastur some of the Byakhee can live for centuries if not millennia - and acquire significant power as they age. Ancient ones such as the beast roaming free in Pennywell possess spells and a cunning wit. A formidable adversary the creature will not be easily gunned down or caught unawares.

### Sanity Loss

Sanity loss for the Byakhee is **1 / 2d4**, this is worse than the typical loss for a Byakhee but represents the creatures age and particularly foul appearance. Investigators who have previously who rolled a sanity check (i.e. during Sareks attack) are stilled required to make a further **San Check (cost of 0 / 1)** at each encounter of the creature. This is again a result of its ancient and truly awful appearance.

### The Final Confrontation

When confronted in the top floor of the guard house the Byakhee has the advantage of the investigators only being able to approach in single file. When one or two have climbed the stairs it will come shrieking from the shadows, and hurl the twisted body of Sarek at them. The creature will then use its spells to attack the investigators. Beginning with **Song of Hastur**<sup>10</sup> for a couple of rounds, the creature may then use **Power Drain**<sup>11</sup> to recoup some of its used MPs.

Song of Hastur requires a **roll of (POW + DEX) x2 or under on d100** for success,

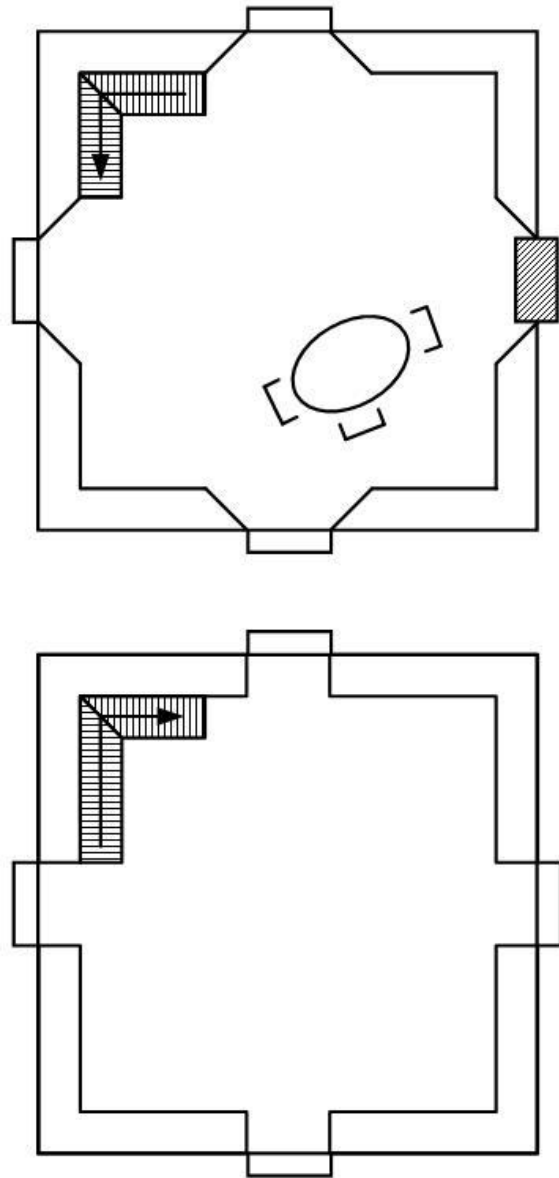
<sup>9</sup> Byakhee: Refer to page 150 of the Call of Cthulhu manual

<sup>10</sup> Song of Hastur Spell: Refer to page 243 of the Call of Cthulhu manual

<sup>11</sup> Power Drain Spell: Refer to page 240 of the Call of Cthulhu manual

**Table 1.15. Byakhee, Ancient Minion of Hastur**

Str 25	Con 18	Siz 24	Int 16	Pow 18	Dex 20
Dam +2d6	HP 21	Magic Pts 18	Armour 2	Move 5/20	Flying San Lose 1/2d4*
Attack=	Claws 35% (2 per round) – Damage 1d6 + db				
Attack=	Bite 35% (1 per round) – Damage 1d6 + 1d6 Str drain				
Skills=	Listen 50%, Spot Hidden 50%				
Spells=	Power Drain, Song of Hastur, Find Gate, Control Weather*, Call flesh of Hastur*				



**Figure 1.14. Guard House Plan**

which is 76% for the Byakhee. It costs d4 MPs. Damage inflicted is d6 HP / round, d6 APP / 2 rounds, d6 CON / 4 rounds.

Power Drain is a simple *match of MPs* with the target, refer to the resistance table on page 55 of the Call of Cthulhu manual. There is no cost to the Byakhee and the effect is a lose of d6 MP to the loser of the resistance check. Should the investigator win the check, Keepers may wish to require a Sanity Check as power from the Byakhee flows into them.

Keepers should give some consideration to the effects and recovery from the Song of Hastur spell, adapting it as they feel appropriate. In comparison Power Drain has a more theatrical appearance and is somewhat more survivable.

After the initial attack the Byakhee will tear through the floor and drop onto the remaining party members from the ceiling. It will lunge and slash at the investigators before grasping one and feeding on them. If it gets hold of an investigator it will smash through a wall and fly into the night. It will not go far but simple circle the

guard house feeding.

A very lucky investigator might struggle free (or alternatively the Byakhee could be wounded) in which case they will fall to the ground or more dramatically through the ceiling of the guard house. Investigators *sustain d6 HP / 10 feet fallen*, although with a successful Jump roll the damage is reduced by d6.

Should the Byakhee be wounded Keepers may wish to treat the STR drained from a bite as replenishing Hit Points. Alternatively the Power Drain spell could be adapted if appropriate.

Any surviving investigator who is bitten and drained of strength can recover. With rest and a blood transfusion they can regain up to *1d3 STR per day*.

Once the Byakhee is reduced to *half HP* Keepers may wish to treat it as being sufficiently wounded to no longer be able to fly. In this case it will crash to the ground, perhaps for a final confrontation in the guard house, or amongst the Salt Marsh.

### The Conclusion

Besides the obvious conclusions (the Byakhee kills or is killed by the Investigators) there are several additional possibilities Keepers may wish to incorporate into the finale;

- With Aldebarren shining down on them, a gate opens to the home of the Byakhee and it flees, ideally carrying Falcone or one of the investigators with it. This is ideal option if the creature is getting the upper hand on the investigators, rather than wiping out the entire group.
- Alternatively Chacko could return from the portal. In this instant it is important to provide the investigators an opportunity to stop him. For example the Byakhee can be seen holding the portal open with energy flowing from it and approaching from the distance is Chacko . . . can the group kill the Byakhee in time?
- A squad from the barracks could move in to investigate the commotion. With automatic weapons and support the investigators could be saved but what will the soldiers do with them once the creature is killed? Will Colonel Dobbins allow them to sweep the incident under the carpet?

Consideration should also be given as to the remains of the Byakhee should it be killed. Keepers may wish to have the creatures flesh glow and then burst into flames, destroying it (and the guard house / part of the marsh). Perhaps leaving behind only a shattered and deformed skeleton – an interesting plot hook for later scenarios.

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### Epilogue

There a range of loose ends to tie up at the end of the scenario, detailed below are the likely areas Investigators may query.

#### Sanity Points Back:

Most importantly is the number of Sanity Points Investigators earn as a result of completing the scenario – suggestions as follows for per investigator;

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- Killing or stopping the Byakhee - 1d3 SAN
- Killing or stopping the Zombies - 1d2 SAN
- Killing or stopping the Cooper - 1 SAN
- Saving Falcone - 1d2 SAN
- (Optional) Stopping Chacko's return - 1d3 SAN

#### **Falcone:**

Assuming he survives Falcone will be arrested (turning himself in if necessary) and will be pivotal in covering up for the actions of the investigators.

- He blames Cooper for the murders, admitting going AWOL but only because he feared for his life and believed he could get help from Frank Hedges.
- He states he followed Cooper into the swamp when he got lost and there was a confrontation.
- Assuming Cooper is dead, he will admit to shooting him but it was in self defence.
- He will be court marshalled, charged with going AWOL (and potentially the manslaughter of Cooper). The trial will take three months to convene at which point he will be dishonourably discharged but get a year in the stockade (after being found not guilty of the manslaughter).

#### **Hunting Incident:**

Following the incident Falcone explains he fled the scene and sort help on the main road from a party returning to the city after a hunting trip.

He recognised the group from the toxic clean up and assumed they were snooping around Pennywell. If any of the investigators are injured he states there was a hunting accident and figures they got themselves into trouble in the woods.

Keepers should alter Falcone's statement to accommodate any cover story the investigators may have prepared.

#### **The Police:**

The entire party is likely to be questioned but the suspicion is that they were attempting to snoop around the base following the toxic spill. No doubt there will be circumstantial evidence to tie any or all of the investigators to Cooper, the guard house and Frank Hedges cottage – but with Falcone's statement the cursory investigation misses all of this detail. Any injuries are put down to a hunting accident, whether it was snooping around the base is dismissed as irrelevant.

#### **Cooper:**

Assuming he is killed his body is recovered. Evidence of him tampering with military records is identified but all details of the Pennywell incident have been erased by him.

#### **Major Sarek:**

Barely mentioned in the media it is suggested he was an accomplice of Cooper who ended as a victim of Cooper's plans. His remains are recovered from the Guard House.



**Guard House:**

Any damage to the Guard House is attributed to Cooper, as an attempt to cover his tracks, eliminating the bodies of Sarek and Dryden. There are no reports of oddities in either the Media or the official police report.

**Alpha Squad:**

The squad is disbanded. The barracks and Artillery range remain open.

**Colonel Dobbins:**

Immediately comes under suspicion and despite vigorously denying any wrong doing is suspended from duty pending a full investigation. He commits suicide shortly thereafter.

**Investigation:**

The Army convenes an independent investigation in which all investigators are interviewed. It is clear no action against civilians is going to be taken and with Dobbins suicide little further action in Pennywell either. The final report is classified.

**Gypsies:**

The gypsies disappear following the incident moving north and remaining out of sight.

**Williamson:**

He is listed as having died under suspicious circumstances at the hands of Cooper, the cause of death being a fall.

**Siobhan:**

She will need to spend a month in hospital before being discharged and after a single visit to her favourite investigator, she will state she is leaving town. Keepers may wish for her to become a regular contact for the Investigators, either as a informant or potentially a love interest for one of the investigators.

**Fungus:**

Any samples the investigators may have had will suddenly die over night when the Byakhee is killed / flees. If they have been given to the Morgans Institute, then they will report they were having some success with them apparently developing them but they all died out quickly shrivelling up (tiny residue on plates can be recovered). No new data was able to be acquired.

**Olive Ashley (Optional):**

Recovers from her ordeal in coming in contact with Cooper (and potentially the Mythos) very quickly. She capitalises on her the story she uncovers and publishes a serialised story about 'Coopers rampage'. From an unknown leak she establishes

a number of details and pieces together a story where the madman begins killing off the squad members in some bizarre act of retribution for an early incident in 1914. She doesn't have the full story but makes a link with the disappearance of a group of gypsies and there is wild speculation about how they are linked. At no point does she mention any Mythos related detail (even if she came face to face with it). Attempts are made by the Army to discredit her articles but regardless she is widely acclaimed.

## Investigation

Detailed below are the various optional locales and people the investigators might encounter during the scenario. Keepers should review this section in detail as it provides key background information and clues for the investigators, in particular *The Pennywell Village* (p 49) and *The Gypsies* (p 50).

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### New York City

#### Bellevue Hospital

Hospital & Asylum,<sup>12</sup> 1st Ave & 27th Street

Although manned 24 hours, after 7pm public cannot enter. If PCs know Siobhan's full name they may be able to **Fast Talk** an orderly to get confirmation she has been admitted and potentially details on her status. Police may be given access to her possessions (only the nightdress) but she is under sedation and not seeing any visitors. The only exception is if an investigator is a doctor may (or masquerades as one) and is able to **Persuade** the resident Psychiatric examiner to see her but she will sedated and fairly unresponsive.

Siobhan only stays overnight following the incident, in the morning when the sedation wears off, she convinces an orderly to help her home. He gets her a taxi and she discharges herself, leaving an obviously false name and address. In the orderly's overcoat she slips from the hospital just before the Alpha Squad arrive.

#### The Sugarcane Club

Speak easy, 5th Ave & West 135th St

The Sugarcane<sup>13</sup> is one of New York's newer Speak Easy's. It has a reputation for pulling in some of the city's big players but in reality its lack of subtlety keeps away all but the least cautious. The frontage is a simple basement door at the bottom of a half dozen steps, in a typical back street. However regular foot traffic and obvious bouncers mean it is noticeable to most. It is simply a matter of time before the protection of police bribes fail and the club is shut down.

Anyone looking the part and showing one of Theo's cards will be able to gain access. Ladies will need to be showing some leg, gents tidy and trendy but not stiff – anyone looking like a *G-Man* or saying the wrong thing, is likely to find himself in an ally with teeth missing.

Bands play most night but will be of little help to investigators, as will the bouncers. The barmen (Johnny, Mickey and Dougy) are all potentially good sources of general information – as long as the investigators have cash enough to back up there **persuade or fast talk rolls**. They'll be able to confirm Siobhan's comings and goings, as with Theo's too. They will recognise some of Theo's regulars and can confirm Williamson 'visited' Siobhan more than once.

<sup>12</sup> Bellevue Hospital: Refer to page 68 of Secrets of New York

<sup>13</sup> The Sugarcane Club: Refer to page 45 of Secrets of New York

### The Pimp

The Sugarcanes resident Carouser, Theo table 1.16 (the pimp) is a streetwise hustler who struggles to maintain a low profile. He keeps four girls, two white - Siobhan & Gloria (Lenox Ave) and two black - Deborah & Kathleen (East 140th Street). Originally from Chicago, his real name is Theodore Lewis, under which he has a string of convictions.

He is suspicious of any new faces in the club. A successful **Fast Talk roll** is required to stop him disappearing, although presenting one of his cards gives a bonus +30% or name dropping one of his clients will give a +20% bonus.

Pretending to be a prospective client may garner a significant amount of info; if simply investigating a further successful **Persuade roll** will be required.

- Theo considers Siobhan a little freaky due to her photographic memory.
- Williamson was an on /off regular who was a NYC local. He was ex-army & talked up how he seen things that would turn Theo white. Had a big mouth but settled in bills on time.
- Williamson fancied himself as a bit of a player but really lacked the cash to back it up.

After the incident on Wednesday Theo will pay a visit to the Drury Tenement looking for Siobhan and then rough up Gloria. He returns on Thursday but sees the police coming out of the apartment and legs it. Detective Hyatt will give chase but ends up in a scuffle with Theo who gives him a black eye. Theo will then disappear into a side street and not return to Manhattan for a few weeks.

### Drury Tenement

Corner Lenox Ave and West 125th Street

Finding and gaining access to the Tenement is simple enough, it is on the border between Black & Italian Harlem. On the street there is constant tension between small groups of youths (13 - 19 year olds)

A **Persuade roll** is required to get Gloria table 1.17 (scared prostitute) to unchain her door and talk to them. She wont have seen Siobhan (or Theo if asked) since the Wednesday morning. All seemed fine but she didn't really get a chance to talk to her as she has been in bed sick – she has a bruise on her neck from Theo.

If investigators visit later Gloria will confirm Siobhan came home on Thursday morning upset and locked herself in her room. "Perhaps Theo had been causing trouble for her, I don't know". In the afternoon two detectives came knocking on the

**Table 1.16. Theodore Depp, Harlem Pimp**

Str 13	Con 10	Siz 10	Int 12	Pow 11
Dex 9	App 15	Edu 12	San 57	HP 10
Age 29	Dam 0	Idea 60	Luck 55	Know 60
Combat=	Blackjack 60%	Pistol 40%		
Skills=	Intimidate 70%	Spot Hidden / Cop 65%	Bargain 65%	Fast Talk 60%
	Hot Foot it 60%	City Lore – NY 40%	Dodge 40%	

**Table 1.17. Gloria Bowman, Scared Prostitute**

Str 9	Con 13	Siz 8	Int 8	Pow 10
Dex 15	App 14	Edu 10	San 50	HP 9
Age 26	Dam 0	Idea 40	Luck 50	Know 50
Skills=	Art – Dance 60%	Dupe ‘John’ 55%	Socialise 50%	Faint 50%
	Disguise 45%	Hysterics 45%	City Lore – NY 20%	

**Figure 1.15. Siobhan's Sketch**

door looking for her but Gloria wouldn't let them in. After that Siobhan disappeared – "What sort of trouble is she in? She's a good girl you know." Gloria will get teary eyed but a simple **psychology roll** will confirm she is trying to play the investigators, no doubt looking for money.

If pressed about Theo she'll confirm she hasn't heard anything from him at all since Wednesday. "Seems he's gone underground, must've caught a wiff of the flat-foots. He'll be back sooner or later, cant leave a good thing alone that boy" She'll jut out her breasts to make the point.

On Wednesday, there is nothing in Siobhan's room of interest other than some average sketches. Gloria will also mention Siobhan's photographic memory, "She can just remember anything she's seen, then just draw it from memory - its spooky."

By Thursday afternoon however there will be a number of disturbed paintings and sketches, all various compositions of the Byakhee. In particular there is a very detailed image of the creature, figure 1.15 (Byakhee Sketch) - probably the most accurate depiction of one of the creatures ever captured.

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## **The Pennywell Army Base**

Outlined below are further details on the Army base, in addition to those in *Scene Two* (p 19) and the maps available in *Appendix Two* (p 61).

### **Contacting the Army**

Should the investigators return to the base they will find the Sentries on the gate refuse access to anyone as the base is closed due to the on going investigation. Although they have been given orders they will not breach, with a successful *persuade roll* one sentry may agree to pass on a message. Beyond this the only assistance they will offer, is referring them to the switchboard.

The switchboard operates 24 hours. During the day it is answered by Mabel an aging battleaxe and during the evenings by a random soldier, who can do little more than take messages. Mabel is a veritable brick wall and immune to persuasion or intimidation, she will advise that "Unless your an officer or have official military business no one is available to speak to you Sir". If the investigators are particularly persistent she may agree to pass on a message - "but I'm not promising anything, the Major is a very busy man". She may let slip the Colonel is not on the base.

The base is commanded by Colonel Dobbins, with Major Sarek second in line. The Colonel is relic coasting towards retirement and although aware of the original Pennywell incident (the gypsy and soldiers deaths), knows nothing its true nature. He is on Christmas leave out of town and following Sergeant Dryden's death has been in contact with the Major each evening. He'll not be contactable, unless the investigators can get his number from the base somehow, or have a contact at the phone company (as the number is not listed). Should he be contacted he'll not tolerate any talk of flying creatures and zombies, but if there's any risk of the Army being cast in a bad light, he'll intervene.

### **Breaking into the Army base**

Should the investigators decide to break into the base for any reason they will quickly establish what a poor idea this is. Not only would it risk being shot or charged with treason potentially, the perimeter is well guarded and there is no obvious weak spot in there defence. With almost no traffic leaving or entering it would be practically impossible to sneak in on a vehicle. The only possible way they might get in is with the help of one or more soldiers.

Should they somehow manage to gain access and avoid the sentries, there are a few points of interest;

- In the admin block, in the Majors office, locked in a cabinet, are files on the Alpha Squad, their training, the gas weapons and the trials on the base grounds and in the salt marsh.
- Also locked in the Majors office is a report on the original incident, with the details of the soldiers and gypsies death.
- One section of the outer wall of the barracks is damaged and a makeshift cover in place. This is where the Byakhee entered and took Dryden. Close inspection reveals claw marks.
- Hanger A is empty of the chemical barrels, these are now stored in a separate (and guarded) small building - the chemical store.

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- The armoury and artillery are impossible to gain access to as they are constantly guarded.



### Pennywell Village

The busiest building in Pennywell is the Crown & Cross public house, although it also hosts a service station (on the outskirts), a Chapel, a Grocers (& mechanic) and a handful of houses – total population 24.

- The widow Kearns runs the Service Station. Attractive and in her thirties she lost her husband in the Pennywell incident in 1914. Bitter she is full of hatred for the Gypsies and isn't above causing trouble for them during their visit.
- Father Stephenson lives alone in a run down house behind the chapel. He has overseen the baptisms, weddings and funerals in Pennywell for 60 years. He has mellowed in his old age and on friendly terms with the Gypsies. He is a little forgetful but happy to help - and wont say or hear a bad word said against any of the locals.
- John Jefferson runs the Grocers and is a fine mechanic to boot, when there's a call for it which isn't often. A quiet and thought type he is married to Mabel, who works on at the Pennywell base. Both in their 60's they are salt of the earth types. Patriots they fly a flag from their small house and behind closed doors might be heard to say they'd prefer the gypsies went elsewhere.
- The Andersons (a family of seven), own most of the farming land about Pennywell. Their eldest son Roger married a gypsy girl (Maria Lovell) and this led to the current arrangement for access to the Pennywell Hill for the solstice celebrations. Roger and Maria live with their two children on the opposite side of the river, beyond the artillery field.

### The Crown & Cross

Like many rural public houses in small communities, prohibition has had only a limited impact on the Crown & Cross. Serving as the centre of the town for more than fifty years, the locals still congregate here despite the *big city laws*. Many are Christians, a handful devote, and as a result drinking wasn't a large money-spinner.

Running the pub are the Bakers, who make a living as the kitchen still turns out a hearty meal and two rooms are available for board. And of course bootleg beer and whiskey is served here after hours when only certain clientele are present.

**Table 1.18. Harold Baker, Publican**

Str 11	Con 16	Siz 14	Int 11	Pow 9
Dex 8	App 9	Edu 12	San 45	HP 15
Age 57	Dam +1d4	Idea 55	Luck 45	Know 60
Combat=	Fist 60%	Pistol 50%		
Skills=	Serve Pint 60%	Gossip 50%	Local History 40%	Pray 30%

Harold table 1.18 (the publican) and his wife Juliet are generous and friendly, especially during this time of year when the celebrations bring in a few out of towners. Although the gypsies wont be found in the pub Harold does supply them with bootleg liquor and has found them to genuine and friendly.

If the investigators ask about goings on at the base Harold will mention the shots he heard fired on the Monday night and how it gave the wife a right scare. Only if pressed will he mention the shrieking heard during the attack. If anyone mentions that they have been on the base, he is keen to find out any gossip about what has been going on over there.

Keepers need not crowbar details of the 1914 incident into play as investigators will uncover it inevitably - that said if investigators talk to the Bakers or any of the locals about trouble at the base, they will quickly over hear (or be told directly) discussions about the 1914 Christmas incident. All of the locals are familiar with the incident and if asked will give a brief outline saying;

“”Was the night after the gypsy bonfire and all of the visitors had packed up and gone home. There was some ‘training accident’ over at the base according to the papers and by the time it was over three soldiers were dead, including a local lad from Pennywell.”

If investigators chat they’ll pick up some or all of the following;

- “”It was such a shame to lose three boys here, especially when they could have made a difference at the front”.
- “”Newspapers didn’t say anything ‘bout how the army boys swept through town looking for gypsies blood. Lucky the rest of ‘em had been on there way or ther’d be a lot more bloodshed.”
- “”Caused quite a stir when the gypsies returned to town Christmas ‘20 but it was obvious it was another group that caused all th’ trouble. Well and of course the Anderson’s eldest lad came down and stood by the gypsies, ‘n then well people just let them get on.”

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## Gypsies

Three gypsy caravans with stock horses, and another converted truck make up the small travelling group. In 1914 the group was much larger but is now made up of only



**Figure 1.16.** A Gypsy Caravan

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four families; Petulengo, Hearne, Boswell and Lovell. Each family includes a couple with a handful of kids.

### The Petulengos

The Petulengos are in charge, more specifically - Ma Petulengo table 1.19 (the gypsy matriarch). Pa is little more than a drunk. Noticeable amongst the family is the hair braids or deadlocks. Ma leads the solstice celebrations and is very knowledgeable of all things occult.

They will remember the December 1914 incident very well but will be initially suspicious of investigators asking questions. Anyone making a *persuade or fast talk roll* can be taken to see Ma, who spends the majority of her time in the Petulengo caravan.

A weathered traveller Ma is as tough as old boot leather but getting slower and slower in her old age. Is has poor vision (cataracts) and arthritis (in her hands & hip) but unlikely to seek medical help for either. She has a difficult accent to place (Albania) but speaks fairly good English. Eccentric, she is fond of a dramatic pause and prone to cackling mysteriously.

If asked of the 1914 incident she will say it was such a shame that the soldiers were killed. It caused them great difficulties with the Pennywell locals afterwards but she doesn't hold that against them.

*Why?* She'll explain it was a terrible loss, the soldiers, but in a way it was a blessing in disguise too. Because the whole incident scared off two families of gypsies that were unpopular with the others. The Chacko's and the Clutters – "trouble the lot of them. Never heard nor saw of them that night or ever since, good riddance. Seems they were somehow involved in deaths of the soldiers but only the Army knows what happened that night for sure."

Anyone making a *psychology roll* will be able to confirm Ma knows a lot more than she is letting on. If pressed about the others she'll just say "Had unhealthy obsession with the stars that Roman Chacko." Other than this she'll not expand unless the investigators indicate the events of 1914 are repeating, and they intend to do something about it - in which instant she'll explain.

- She believes the soldiers were probably killed by the gypsies when they stumbled upon them doing something evil in the salt marsh.
- The disappearance of Roman Chacko's and his followers had meant an end to the misfortune that had dogged the gypsies for some time.
- She assumed the Army had killed the gypsy group.
- Chacko was a charlatan but had been worshipping an ancient evil. If death

**Table 1.19. Ma Petulengo**

Str 7	Con 16	Siz 8	Int 14	Pow 17
Dex 6	App 7	Edu 16	San 60	HP 9
Age 66	Dam 0	Idea 70	Luck 85	Know 80
Skills=	Occult 65%	Bargain 50%	Gypsy History 50%	Cthulhu Mythos 12%
Spells=	Augur	Detect Enchantment	Identify Spirit	



**Figure 1.17. Members of the Gypsy Camp**



**Figure 1.18. The Gypsy Medallion**

has returned to the men of Pennywell – then perhaps he was more than simply deluded.

- ““Whatever he was pursuing was surely an abomination of our faith, there is little I can do but warn you to take the greatest care – and offer you this simple protection.” She gives each investigator a small carved medallion on a string – table 1.18 (the Elder Sign). Keepers note that the medallion offers no actual protection.
- ““A final warning, do not be fooled by the thin veil of life you know, the dead can still harm you... that is not dead which can eternally lie...” She will trial off and leave the investigators to be on their way.

### **The Solstice Celebration**

Like most Romani people the gypsy group have adopted the dominant religion of their host country - Roman Catholic in this case. However due to their close relationship with nature and the seasons they still maintain some older practises from their European origins. In particular they celebrate both the Summer and Winter Solstices.

The gypsies will happily discuss the celebrations and ritual with anyone who takes it seriously, any sideway glances or snide comments and they will take offence. It is essentially a ritual of rebirth, celebrating the arrival of the new season.

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**Figure 1.19. The Solstice Bonfire**

During the day the gypsies fast and prepare by hand a simple gift, which is symbolic of a trouble or concern from the year. This is often a simple carving, wicker design or piece of embroidery. At dusk is a feast, singing and general merriment. The celebrations culminate in a bonfire in the evening where the gifts are cast into the fire, and a simple pray is offered.

Although generally the gypsies feast is held amongst just themselves, some of the locals do join the bonfire celebration. Any investigators in Pennywell on the evening of the 20th will hear of the bonfire and be able to attend if they choose. All are welcome to participate in the ritual and cast a gift into the flames.

Keepers may wish to consider expanding the relevance of the bonfire, although not specifically required in the storyline it can be a way to extend / expand the scenario. Options include;

**Augur Ritual:** When the bonfire dies down and there is only glowing embers left, Ma casts the Augur spell<sup>14</sup> to see the future. Each Solstice she does this to predict the coming seasons and protect the gypsies. This time she may take a lock of hair from one of the investigators, throw it into the embers and look into their future.

**The Widow Kearnes:** Her hatred finally overwhelms her and she attacks the gypsies. After throwing a petrol bomb into the bonfire, in the ensuing chaos she attacks Ma. If the investigators save her, Ma could become a valuable ally and share with them the full story.

**Zombie Attack:** Although the Byakhee is hunting the Alpha Squad, perhaps the Zombies seek their own vengeance. As the bonfire dies to embers they shamle out of the woods and attack Ma and the other gypsies.

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## Research

### The Black Water

Chemical analysis of the water identifies it contains an unusual fungal life forms. Investigators with *Chemistry, Botany or any related skill* who make a successful roll

<sup>14</sup> Augur Spell: Refer to page 24x of the Call of Cthulhu manual

will be able to establish the following;

- The microbes are a unique type the investigators have never seen before.
- They are highly active and under controlled conditions could spread rapidly
- They are resistant to cold but sensitive to high temperatures.

The small amount of fungi in the water is too small to cultivate but with a larger sample a hypothesis relating to its origins could be established. Investigators with *related skills* may well get excited as they would consider three potential scenarios - A: A brand new class of fungal life form, B: the fungi has been mutated by the highly toxic substance they came in contact with, or even C: some sort of extraterrestrial life. Either way it is a very significant discovery - if a larger sample could be sourced.

Investigators who have previously encountered MiGo and completed some analysis on them may draw conclusions that this fungus is related - as may players familiar with Mythos - Keepers should not discourage this as it will assist in hiding the true source of the fungi. The actual source are the undead gypsy Zombies, raised using a ritual unique to Hastur.

The toxic water can be confirmed to contain dangerous levels of Sulphur Mustard and Iron Sulphide, which are known components of Mustard Gas. Investigators with *related skills* will be able to identify that the substances have been diluted in sea water with high levels of silt.

The investigators may look to obtain another quantity of the black water / fungus, this can be done from Room 11 at Hotel Algonquin (*Scene One* (p 11)), following the Zombie attack at Hedges cottage (*Scene Three* (p 27)) or from the Pennywell Salt marsh (*Scene Four* (p 35)). They will need a properly equipped laboratory to fully analyse it. The Morgens Institute would be an obvious choice, alternatively the Colombia University has an excellent lab. At the conclusion of the scenario (when the Byakhee is destroyed or flees) the fungus will suddenly die, leaving any evidence they have collected unable to be verified.

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### **Military and Public Records**

Investigators have a range of information sources they may directly seek out - detailed below are the most likely sources of relevant information.

#### **Military records**

Military records will not be accessible to anyone but ranking military personal, or the most extremely well connected. Sarek has the original top secret copy of the Pennywell Incident report, and there is a copy at the Army Special Branch in Washington. The only details of actual full events are held in a Sareks personal records - this includes his description of the gypsy ritual and the flying creature. These loose leaf pages are kept in a diary hidden in his office.

Detailed below in table 1.20 (Newspaper Headlines of the Day) are the newspaper stories relevant to the scenario over the week it takes place. Keepers should feel free to disclose headlines and stories as required to prompt the investigators.

**Table 1.20. Newspaper Headlines of the Day**

---

Tue	Dec 18	Missing soldier triggers manhunt (disappearance causes searches of farm land)
Wed	Dec 19	Suicide at the Algonquin (Drunken businessman assaults women and leaps to death)
Thu	Dec 20	MPs invade Manhattan (Army arrest suspects in chemical weapon theft plot)
Fri	Dec 21	Second soldier AWOL in Army fiasco (sources say theft was an inside job)
Sat	Dec 22	Pennywell shutdown (Army top brass heads to roll)

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### **Newspaper Archives**

Historic newspaper archives may prove to be useful if the correct period to search is known i.e. November / December 1914. With luck a photo of the Pennywell base can be sourced as can a short article (and official photo) of the Alpha Squad, sighting them as the regions first “Gas warfare squad”.

Further archive searches may turn up a copy of front page news in the region on December 24th 1914 – the Pennywell training accident. Four deaths on the Artillery field when training with new gas warfare equipment. Vague, with details of some of the squad members and a short statement by a Major Dobbins at the time.

### **Hall of Records**

The NYC Hall of Records contains Births, Deaths, Marriages etc but also enlistment records. Details of enlisted soldiers in the county can be sourced here, including the Alpha Squad. From here deaths can be cross referenced and a view of the current surviving members of the squad can be established.

### **The Natural History Museum**

The museum has a temporary exhibit on the Great War (running until mid-1924) and if the curator is found he is an excellent source of info. He’ll be familiar with the base, even the unit and a number of ‘training’ related deaths in 1914. He will suggest the deaths were a cover up, stating he visited the region at the time and there was talk of a group of gypsies disappearing on the same night.



## Appendix 1 - NPC Summary

Summarised below are all of the individuals the investigators are likely to encounter and references to where they are located through out The Pennywell Hangmen.

This section is designed as a quick reference if during the scenario Keepers need to refer a particular person, or locate their details amongst the other Keeper references.

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### Exposed to the Blackwater

Siobhan Gilbert table 1.21 (the prostitute) is pivotal to the scenario and introduced in *Scene One* (p 11) when Williamson is killed. She also encountered in *Scene Three* (p 27) when she runs from the police and seeks help from the investigators a second time.

Jock Stapleton table 1.22 (Detective Inspector) is introduced in *Scene One* (p 11) investigating Williamson's death and also encountered in *Scene Two* (p 19) when treated at Pennywell. He'll also potentially encountered through out the scenario, especially if the investigators bend the law while pursuing the truth.

Cory Hyatt table 1.23 (Detective ) is introduced in *Scene One* (p 11) investigating Williamson's death with Stapleton and also encountered in *Scene Two* (p 19) when treated at Pennywell.

Dr Joseph Gerber table 1.24 (the County Coroner) is potentially encountered in *Scene One* (p 11) recovering Williamson's body. Definitely encountered in *Scene Two* (p 19) when treated at Pennywell.

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### NYC Underbelly

Theodore Depp table 1.25 (the pimp) is potentially encountered following *Scene One* (p 11) if investigators follow up or help Siobhan. Likely encountered should the investigators visit the Sugarcane Club.

Gloria Bowmen table 1.26 (scared prostitute) is potentially encountered at the Drury Tenement following *Scene One* (p 11) if investigators follow up or help Siobhan.

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**Table 1.21. Siobhan Gilbert, Prostitute**

Str 7	Con 10	Siz 8	Int 11	Pow 13
Dex 14	App 16	Edu 13	San 45	HP 9
Age 23	Dam -1d4	Idea 55	Luck 65	Know 65
Skills=	Dupe 'John' 70%	Socialise 65%	Faint 50%	Photographic Memory 50%
	Art - Sketch 40%	City Lore - NY 20%		

**Table 1.22. Jock Stapleton, Police Detective**

Str 11	Con 15	Siz 14	Int 16	Pow 14
Dex 10	App 9	Edu 16	San 63	HP 15
Age 42	Dam +1d4	Idea 80	Luck 85	Know 80
Combat=	Fist 65%	Pistol 55%	Head butt 50%	Nightstick 40%
Skills=	Solve Murder 70%	Interview 60%	Dodge 50%	Drive Auto 50%
	Psychology 50%	Spot Clue 50%	City Lore - NY 45%	

**Table 1.23. Cory Hyatt, Police Detective**

Str 12	Con 12	Siz 11	Int 15	Pow 11
Dex 17	App 15	Edu 15	San 64	HP 12
Age 29	Dam 0	Idea 75	Luck 55	Know 75
Combat=	Fist 35%	Shotgun 65%	Pistol 40%	Kick 35%
Skills=	Forensics 55%	Chase Suspect 50%	Solve Crime 45%	Drive Auto 40%
	Handle Animal 40%	City Lore - NY 35%	Socialise 15%	

**Table 1.24. Joseph Gerber, County Coroner**

Str 8	Con 9	Siz 9	Int 16	Pow 10
Dex 14	App 10	Edu 19	San 42	HP 9
Age 57	Dam 0	Idea 80	Luck 50	Know 95
Combat=	Scalpel 40%	Bonesaw 30%	Drill 30%	Fist 28%
Skills=	Forensic Pathology 85%	Medicine 75%	Library Use 50%	Latin 45%
	Credit Rating 40%	Psychology 35%	Academic Lore 25%	Taxidermy 25%

**Table 1.25. Theodore Depp, Harlem Pimp**

Str 13	Con 10	Siz 10	Int 12	Pow 11
Dex 9	App 15	Edu 12	San 57	HP 10
Age 29	Dam 0	Idea 60	Luck 55	Know 60
Combat=	Blackjack 60%	Pistol 40%		
Skills=	Intimidate 70%	Spot Hidden / Cop 65%	Bargain 65%	Fast Talk 60%
	Hot Foot it 60%	City Lore – NY 40%	Dodge 40%	

**Table 1.26. Gloria Bowman, Scared Prostitute**

Str 9	Con 13	Siz 8	Int 8	Pow 10
Dex 15	App 14	Edu 10	San 50	HP 9
Age 26	Dam 0	Idea 40	Luck 50	Know 50
Skills=	Art – Dance 60%	Dupe 'John' 55%	Socialise 50%	Faint 50%
	Disguise 45%	Hysterics 45%	City Lore – NY 20%	



## Pennywell

Harold Baker table 1.27 (the publican) is potentially introduced following *Scene Two* (p 19) if investigators stop in at Pennywell following their detox. Although Harold and his wife Juliet could be encountered anytime if the investigators visit the Crown & Cross in Pennywell.

Ma Petulengo table 1.28 (the gypsy matriarch) as with Harold is potentially introduced following *Scene Two* (p 19) although could be encountered anytime if the investigators visit the Gypsies in Pennywell.

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## The Alpha Squad

All members of the Alpha Squad are introduced in *Scene Two* (p 19) and the majority reoccur through the remainder of the scenario.

**Table 1.27. Harold Baker, Publican**

Str 11	Con 16	Siz 14	Int 11	Pow 9
Dex 8	App 9	Edu 12	San 45	HP 15
Age 57	Dam +1d4	Idea 55	Luck 45	Know 60
Combat=	Fist 60%	Pistol 50%		
Skills=	Serve Pint 60%	Gossip 50%	Local History 40%	Pray 30%

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**Table 1.28. Ma Petulengo**

Str 7	Con 16	Siz 8	Int 14	Pow 17
Dex 6	App 7	Edu 16	San 60	HP 9
Age 66	Dam 0	Idea 70	Luck 85	Know 80
Skills=	Occult 65%	Bargain 50%	Gypsy History 50%	Cthulhu Mythos 12%
Spells=	Augur	Detect Enchantment	Identify Spirit	

**Table 1.29. Hector Sarek, Army Major**

Str 9	Con 10	Siz 10	Int 16	Pow 13
Dex 10	App 12	Edu 17	San 55	HP 10
Age 46	Dam 0	Idea 80	Luck 65	Know 85
Combat=	Fist 35%	Pistol 45%	Gas Warfare 30%	
Skills=	Strategy & Tactics 70%	Recruit 65%	Persuade 65%	Bargain 60%
	Psychology 50%	Spot Hidden 50%	Military History 50%	Navigate 40%

**Table 1.30. Benjamin Falcone, Army Sergeant**

Str 14	Con 14	Siz 14	Int 11	Pow 11
Dex 11	App 10	Edu 13	San 40	HP 14
Age 31	Dam +1d4	Idea 55	Luck 55	Know 65
Combat=	Fist 40%	Rifle 70%	Machine Gun 45%	Gas Warfare 45%
Skills=	Follow Orders 70%	Drive Heavy Vehicle 60%	Bayonet 55%	Drink Booze 50%
	Dodge 50%	Throw 50%	City Lore – NY 25%	Artillery 20%

**Table 1.31. Marcus Cooper, Army Lieutenant & Surgeon**

Str 10	Con 11	Siz 9	Int 18	Pow 17
Dex 16	App 8	Edu 19	San 55	HP 10
Age 38	Dam 0	Idea 55	Luck 55	Know 70
Combat=	Fist 40%	Pistol 40%	Rifle 30%	Gas Warfare 30%
Skills=	First Aid 70%	Biological Weaponry 60%	Medicine 50%	Library Use 40%
	Psychology 40%	Psychoanalysis 35%		

**Table 1.32. Alpha Squad, Specialist Soldier**

Str 13	Con 14	Siz 13	Int 10	Pow 13
Dex 14	App 10	Edu 11	San 65	HP 14
Age 21	Dam +1d4	Idea 50	Luck 65	Know 55
Combat=	Fist 40%	Rifle 65%	Bayonet 55%	Gas Warfare 50%
Skills=	Follow Orders 50%	Dodge 40%	Throw 40%	Squad Tactics 25%

## Appendix 2 - Map Summary

Listed below are all floor plans and maps used through out PWH (The Pennywell Hangmen). This section is designed as a quick reference if during the scenario Keepers need to refer a particular location.

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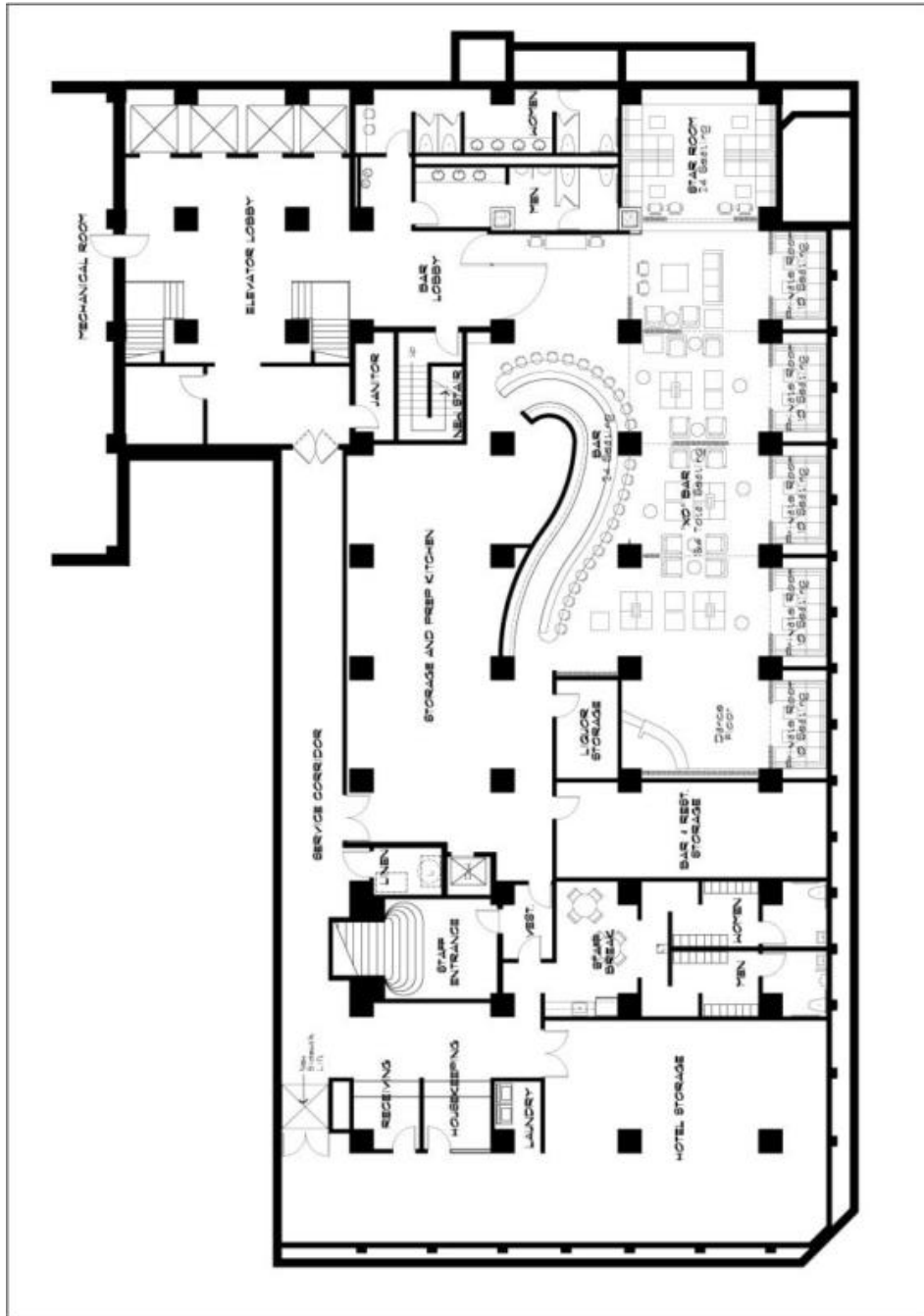


Figure 1.20. -  
The Hotel Algonquin - Lower Ground Floor

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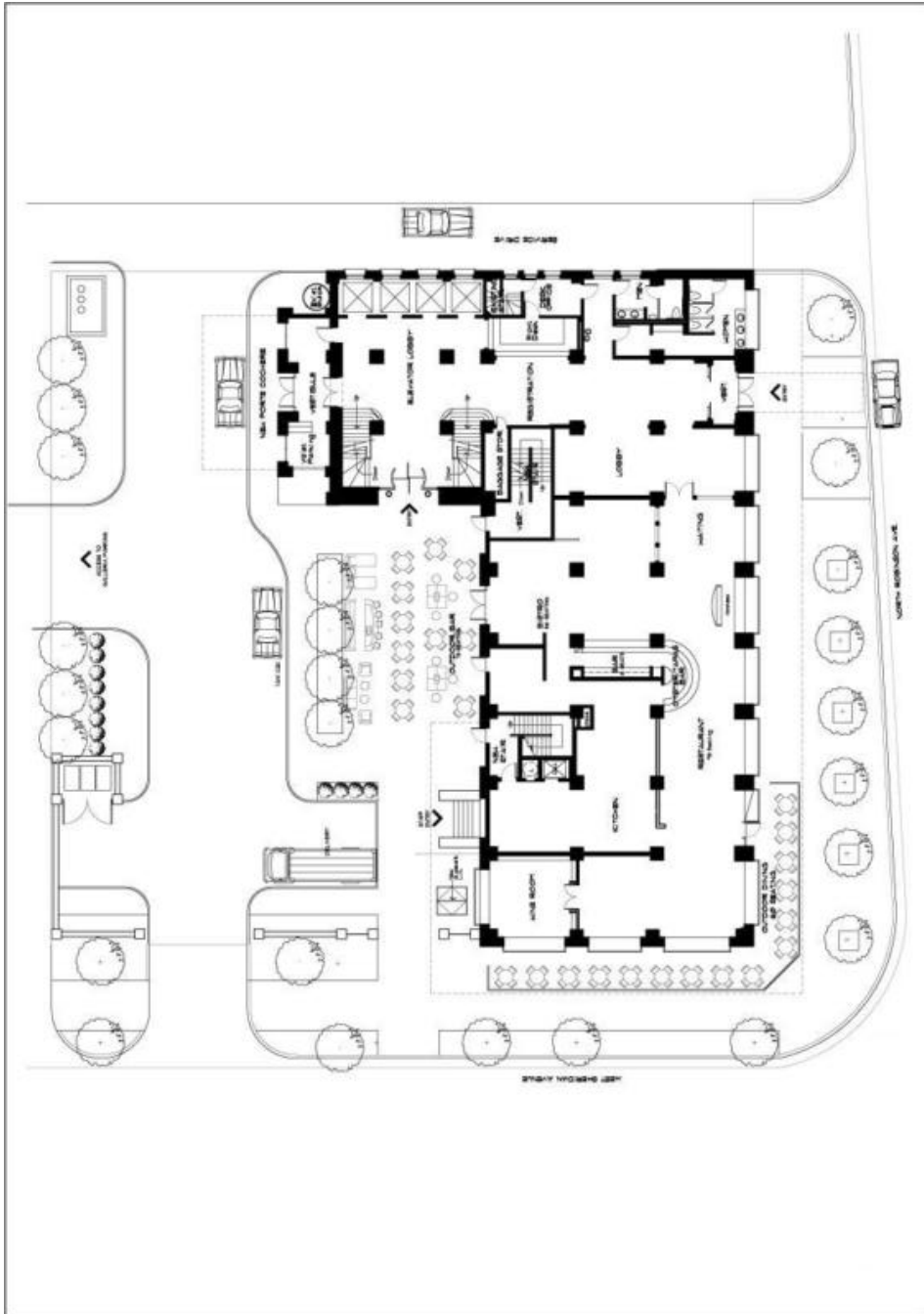


Figure 1.21. -  
The Hotel Algonquin - Ground Floor

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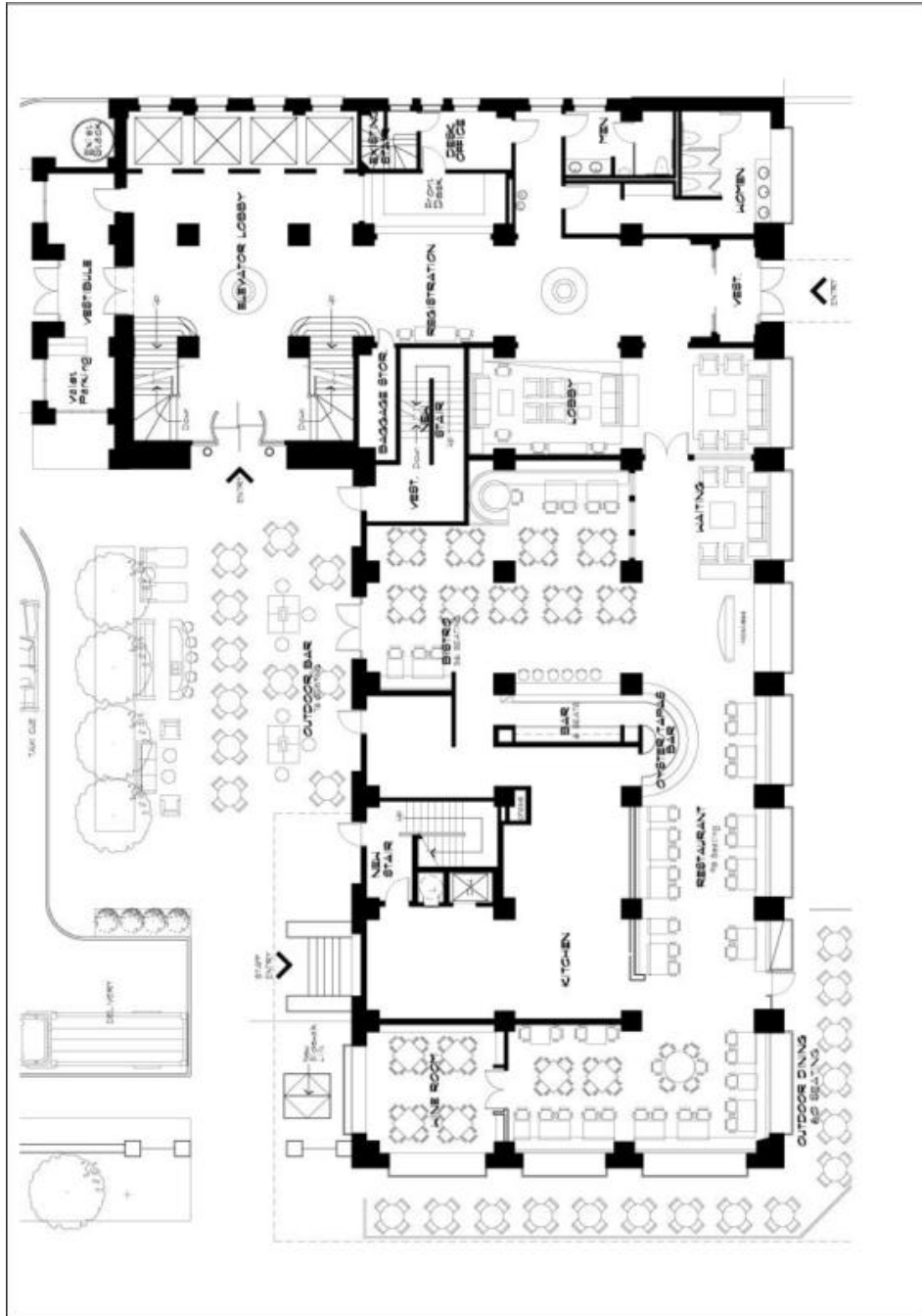


Figure 1.22. -  
The Hotel Algonquin - First Floor

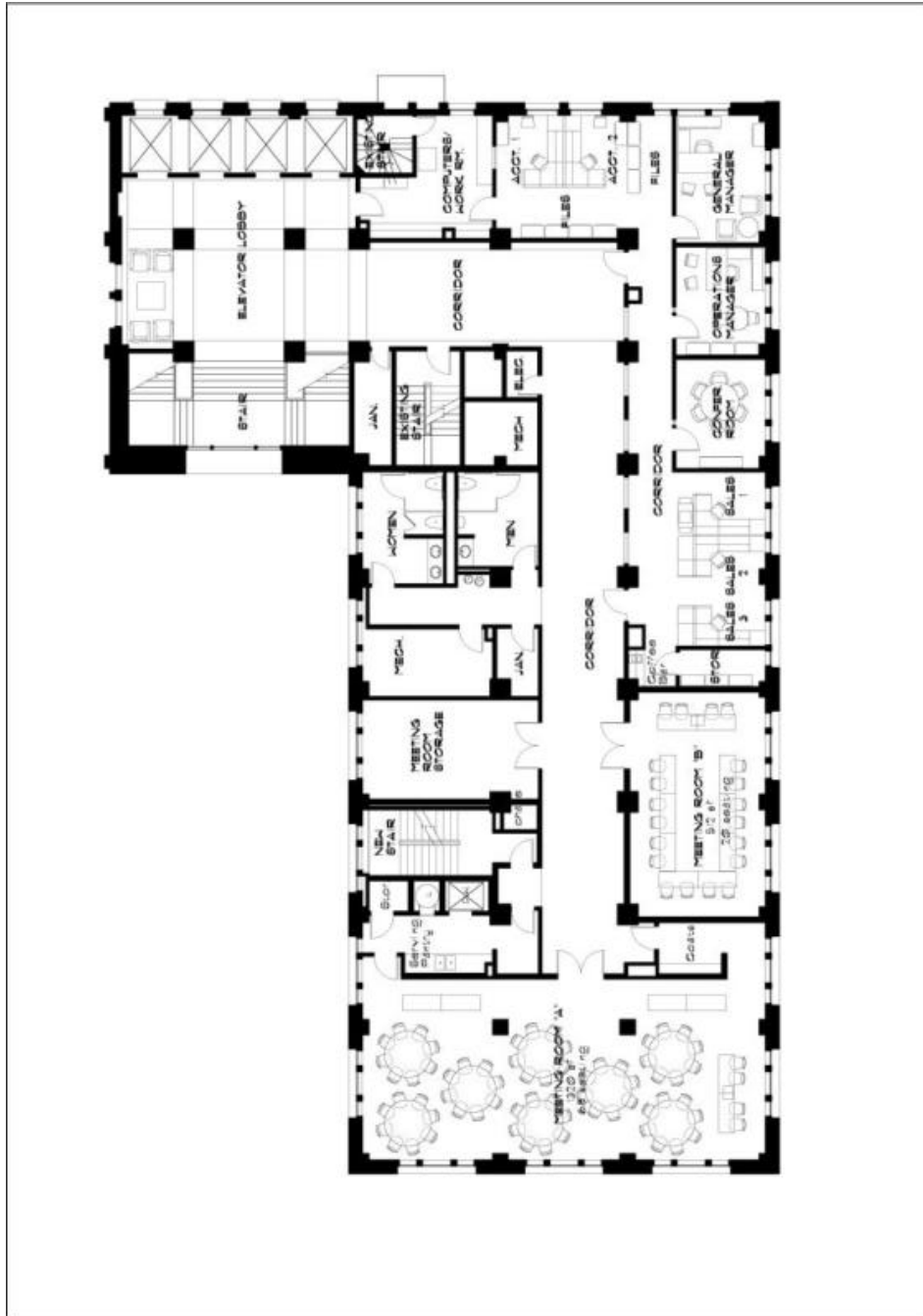


Figure 1.23. -  
The Hotel Algonquin - Second Floor

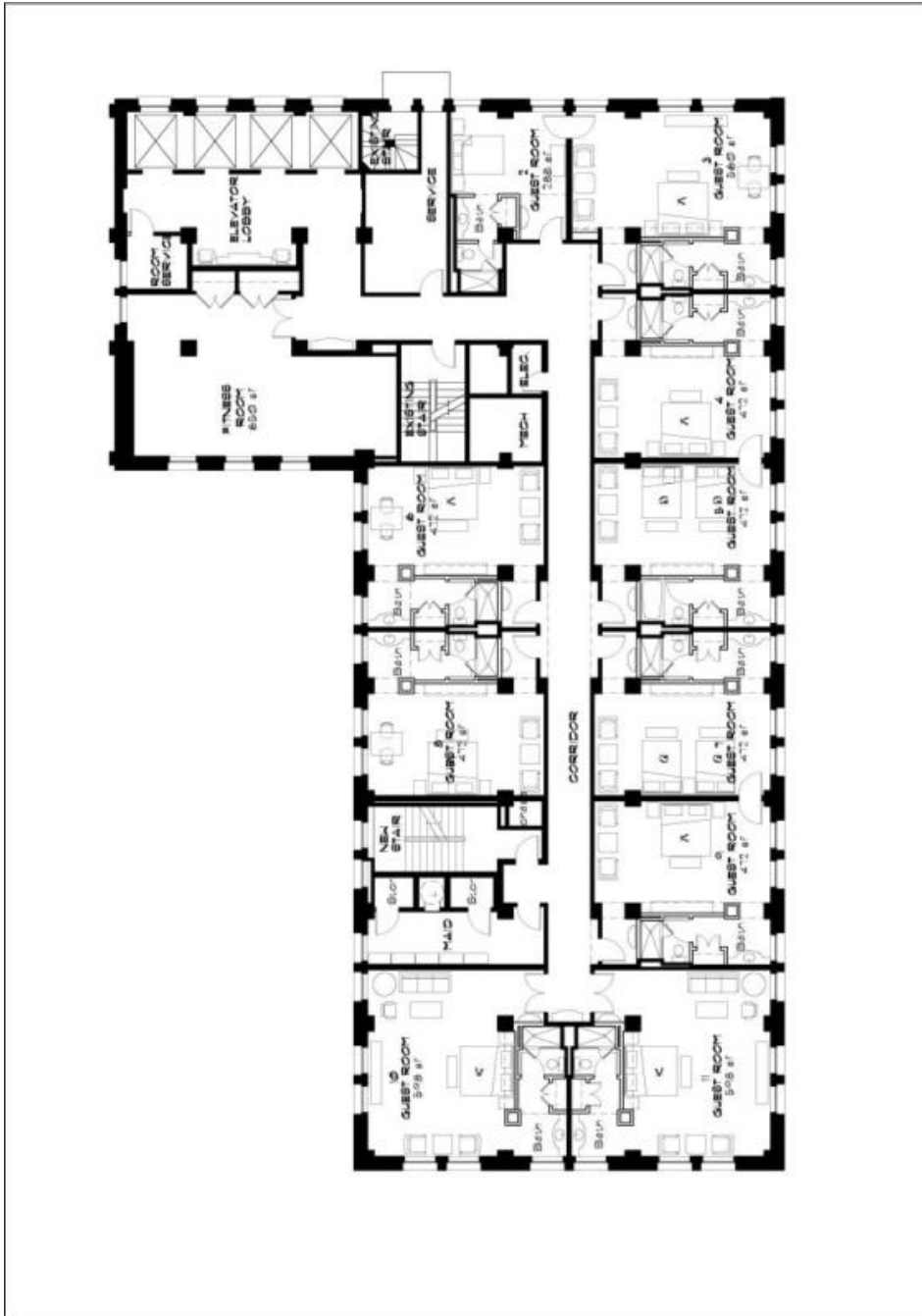


Figure 1.24. -  
The Hotel Algonquin - Third Floor

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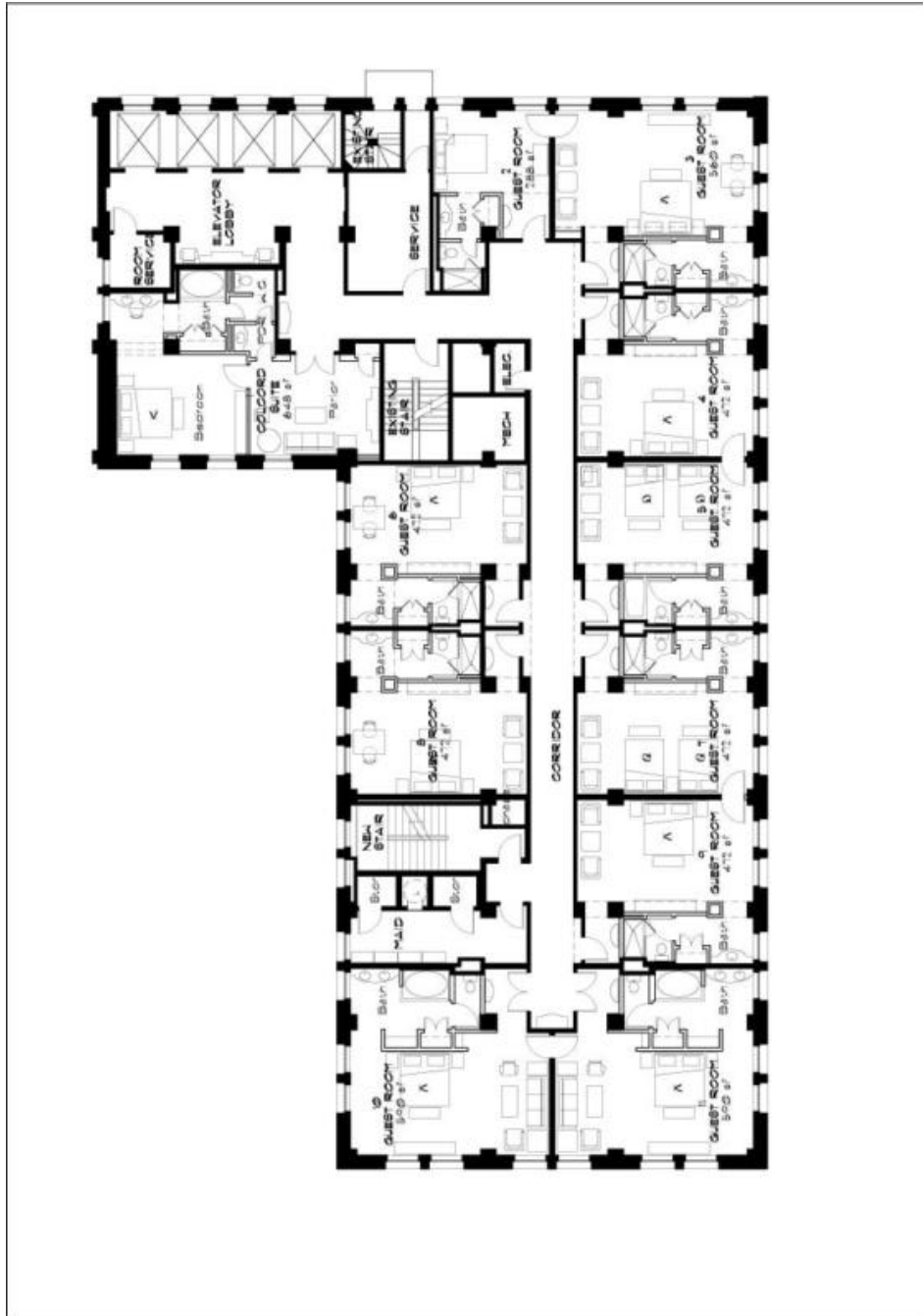


Figure 1.25. -  
The Hotel Algonquin - Fourth Floor



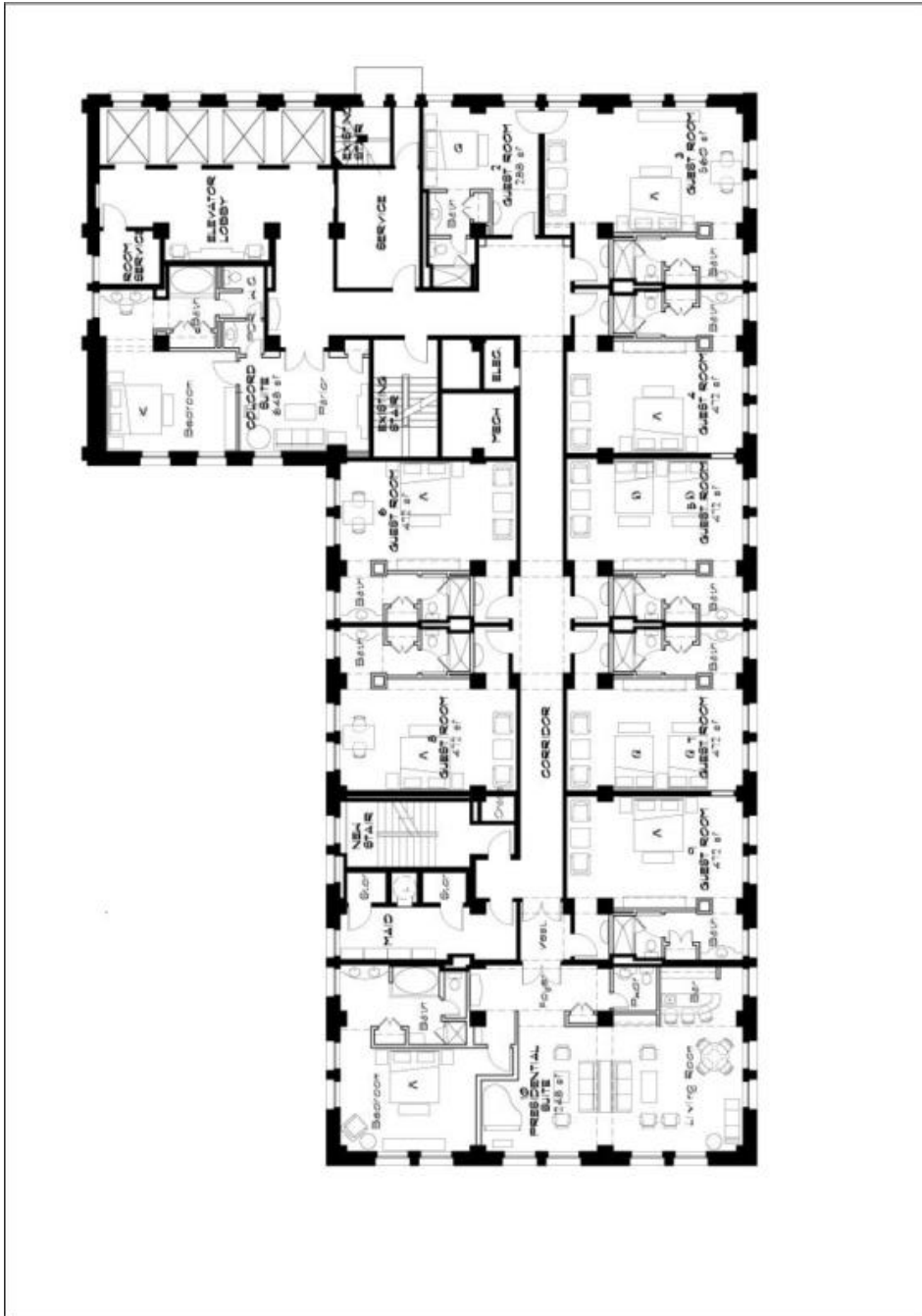


Figure 1.26. -  
The Hotel Algonquin - Fifth Floor

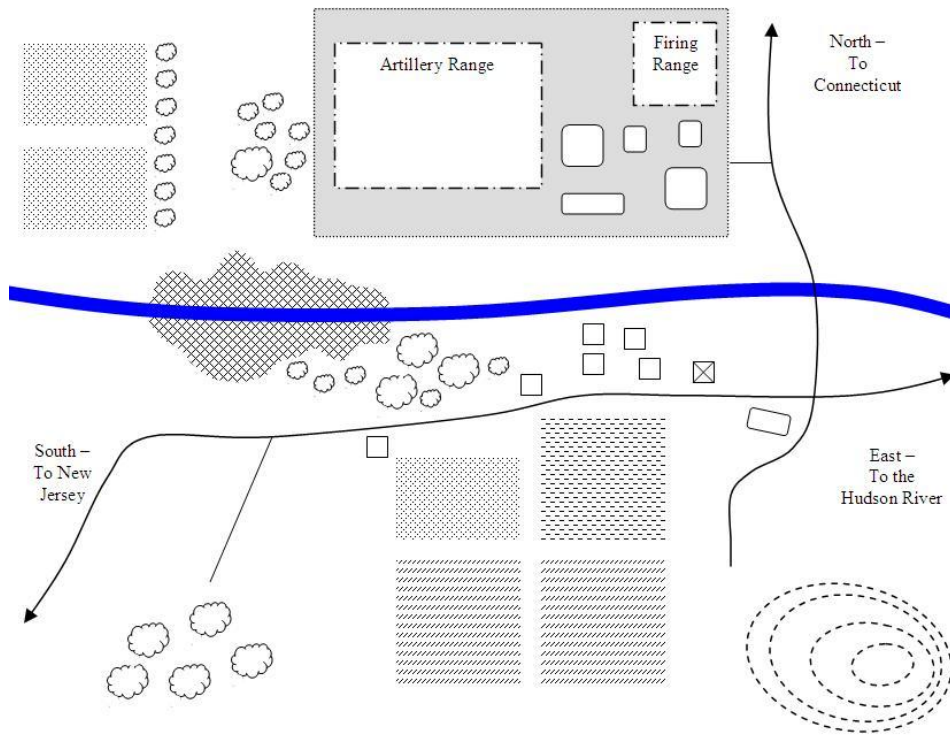


Figure 1.27. -  
Pennywell Village & Barracks - Investigator Edition

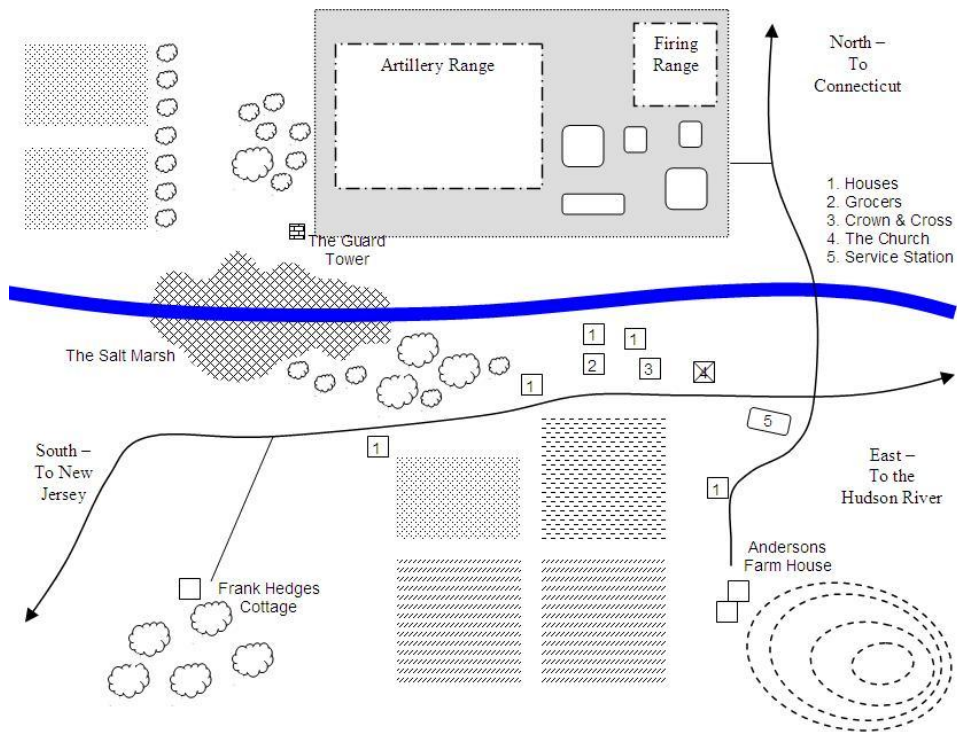


Figure 1.28. -  
Pennywell Village & Barracks - Keepers Edition

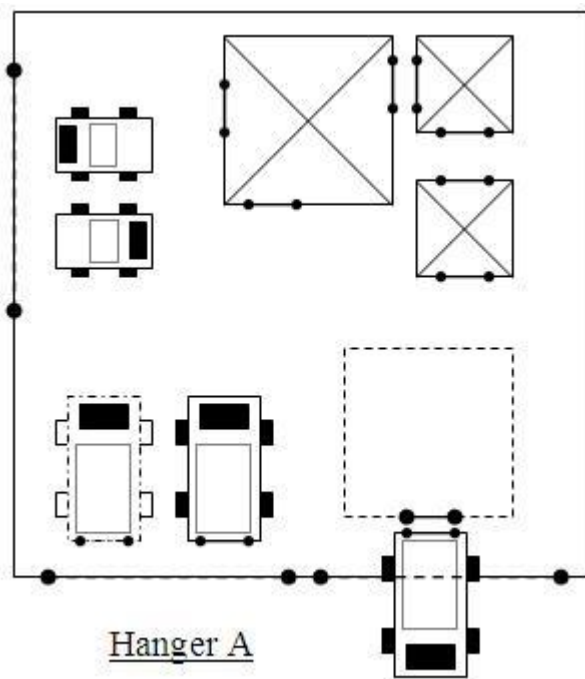


Figure 1.29. -  
Pennywell Barracks - Hanger A

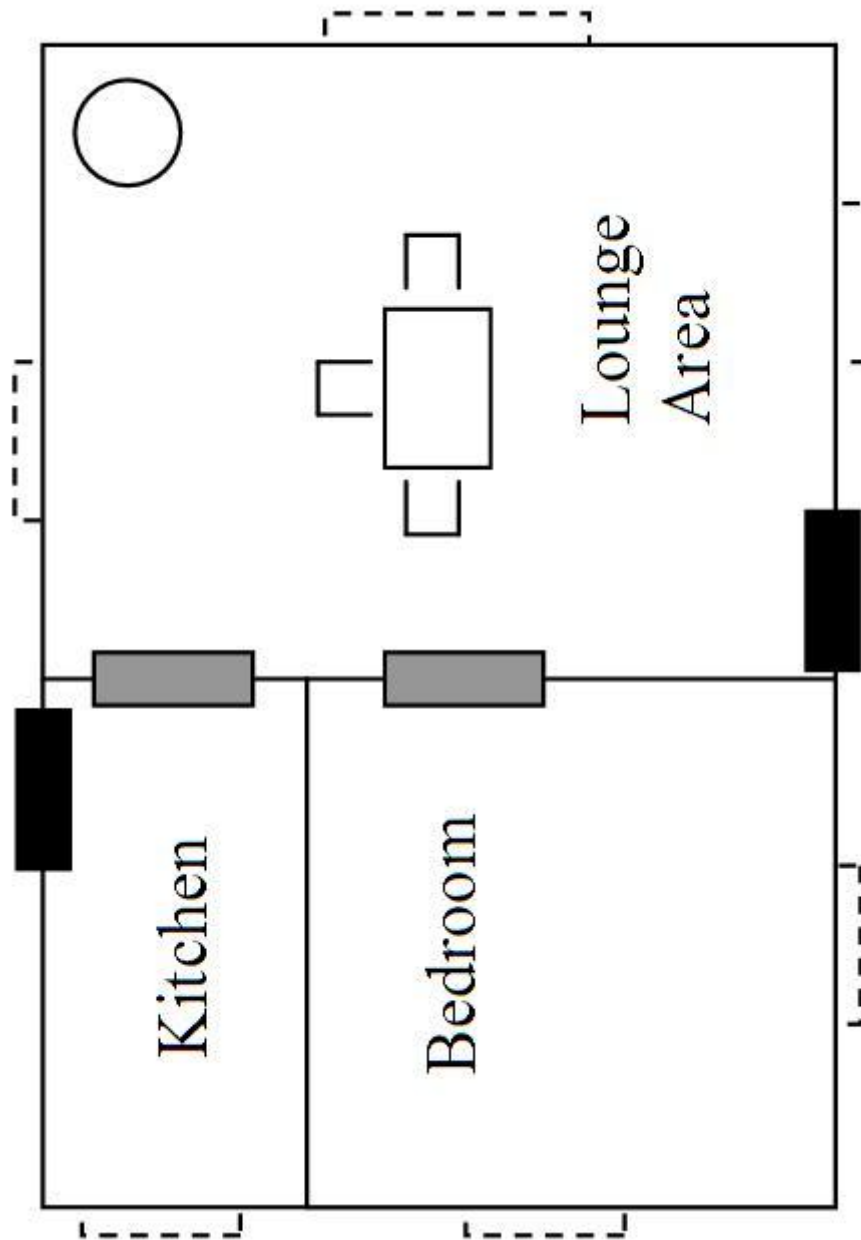


Figure 1.30. Frank Hedges Cottage

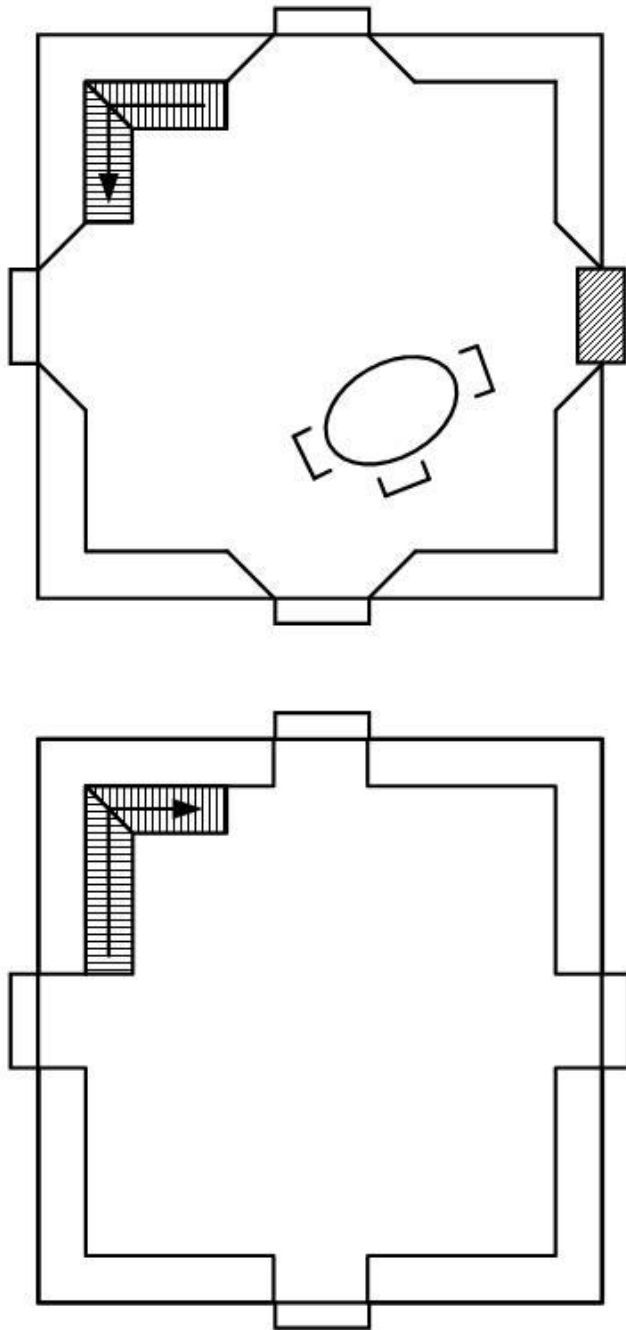


Figure 1.31. Pennywell Barracks - Guard House Plan

### Appendix 3 - New Spells

In this scenario we introduce two new spells, both variations of existing spells.

Call Flesh of Hastur, table 1.33, raises the corpses of dead worshippers of Hastur as Zombies. The Zombies have stats as when they were alive, modified as follows; STR, CON, SIZ at 150%. DEX at 50%. INT and POW at 0 (under casters control).

Control Weather, table 1.34, is a variation of the Alter Weather spell. It is cast on a particular star constellation anytime between dusk and dawn. Thick clouds & mist descend suddenly in the area effected. At the focal point of casting the spell creates a vortex in the chilling wind & fog – clearing a patch of sky above to expose the constellation.

The freezing heavy mist is unearthly and disorientates all who do not make successful navigation rolls. Confused individuals remain lost in the mist for a number of turns up to a maximum of the casters POW.

**Table 1.33. New Spell: Call Flesh of Hastur**

Range=	Immediate (10')	Cost=	2d4 MP / Zombie raised. 1d4 MP / failure.
Duration=	1hr / Zombie to cast. Zombies survive POW in days.	Success=	Pow x3 % / Zombie. Up to max of POW attempts.

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**Table 1.34. New Spell: Control Weather**

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Range=	500 feet / Casters POW	
Cost=	2d4 MP + d4 SAN to cast 1d2 SAN to witness	Duration= d6 minutes to cast d6 hours of effect
Success=	Automatic success if target constellation is at its zenith Automatic failure if not	

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## CHAPTER 2

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Investigators

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## Barrington Henly

A wealthy British dilettante Barrington has been drawn to New York's thriving social scene and booming economy. He is far from a natural Wall Street trader but he is successful on account of his quick wit and charismatic personality.

Character Sheet - Barrington Henly, Wall St Trader.<sup>1</sup>

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<sup>1</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Barrington%20Henly%20-%20Wall%20St%20Trader.html>



**Figure 2.1.** Barrington Henly  
(Played by Matt <sup>(w)</sup>)

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## Estelle Blakely

**E**STELLE is far from the A typical young lady of the 1920's. An upper class post graduate student at Columbia University with a passion for the occult, paranormal and bucking social trends. Part bohemian, part feminist, part stuffy parents worst nightmare.

Character Sheet - Estelle Blakely, Doctorate Student.<sup>2</sup>

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<sup>2</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Estelle%20Blakely%20-%20Doctorate%20Student.html>



**Figure 2.2.** Estelle Blakely  
(Played by Richard <sup>(w)</sup>)

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## Jeff Winthrop

**J**EFF was born in Washington D.C. in 1895, an at least fifth generation American. At an early age he excelled at academic work and, while not the smallest kid in the class, was not exactly captain-of-the-football-team material either.

An academic scholarship to Georgetown University to study law should have set Jeff's path for the future but, with the outbreak of war in Europe, he enlisted with the Army after his first year. An avid reader of American History, Jeff considered it quite possible that America would side with Germany. This changed on 6 April 1917 with the American Declaration of War.

While being no advocate of the British Empire he accepted his president's decision and was prepared to do his duty. Jeff's respect for authority and applying the rules meant a relatively smooth existence in the army. He was discharged as a lieutenant after the war.

His experiences with traumatised soldiers lead him to an interest in psychology when he returned to Georgetown in 1918. He graduated with excellent grades in 1920 and applied for a job with the police in New York.

His main interest lies in criminal behaviour which is only partially utilised in his work as a prohibition officer in New York City.

The reality of the prohibition of alcohol is at odds with Jeff's compulsion to play by the rules. He sees the law as somewhat unproductive and is a front line witness to the rise in wealth and power of the criminal underworld - a direct result of prohibition. Being an educated man he is capable of rational thought - not like the lawmakers in the Capitol.

Nevertheless Jeff Winthrop does his job according to the mandate he is given. He is generally very thorough with his job and not known for his sense of humour; although very subtle dry remarks (usually over the heads of his colleagues) are not unheard of.

Character Sheet - Jeff Winthrop, Prohibition Officer.<sup>3</sup>

<sup>3</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Jeff%20Winthrop%20-%20Prohibition%20Officer.html>



**Figure 2.3.** Jeff Winthrop  
(Played by Jon<sup>(w)</sup>)

*19 Feb 2008, at 10:12*





## Joey 'Tight Lips' Malone

**J**OEY 'Tight Lips' Malone is a Sax Jazz Musician. Born and raised in Harlem, he has made a small name for himself in the most swinging speak-easies in the Apple. It's helped by the fact that he's a delivery man and driver for some fine class, high grade moon-shine.

This hep cat is known for his snappy threads (but no zoot suit, ya dig) and a fine wren on his arm. He sometimes worked as a gabriel or beat some skins but its the gobble pipe that he's known for and can play anything from a clam bake to a lollypop.

He's a trusted individual as he know how stay on the right side of the law while dealing in gin on the side. He's no swell but definitely knows how to take care of himself and never goes hungry.

Character Sheet - Joey Malone, Jazz Musician.<sup>4</sup>

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<sup>4</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Joey%20Malone%20-%20Jazz%20Musician.html>



**Figure 2.4.** Joey "Tight Lips" Malone  
(Played by Padraig<sup>(w)</sup>)

*19 Feb 2008, at 10:12*



**Keith Farnsworth**

Keith is a Canadian run away, smuggling to make it good in New York. Working as a cab driver he has fallen in with a group of criminals and with a wad of cash in his back pocket is at a major cross roads in his young life.

Character Sheet - Keith Farnsworth, Taxi Driver.<sup>5</sup>

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<sup>5</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Keith%20Farnsworth%20-%20Taxi%20Driver.html>



## Sylvester Markham

**S**YLVESTER MARKHAM was born on the country side of England, the child of some fairly rich parents who owned a fair bit of land. Sylvester was overprotected by his mother who kept him on the estate much of the time, having Sylvester help her out in her garden or the flowerbeds. It was a very happy time for Sylvester who loved spending time with his mother and the flowers. The sports and other boyish playtime activities was of little interest for Sylvester. Flowers was to become his passion in life.

This passion led Sylvester into an academic route, a decision celebrated and encouraged by his mother who saw in Sylvester's future a safe and honest life, away from danger and temptation. Bolstered by the knowledge that his choice of lifestyle pleased his mother, Sylvester delved into the world of academia with every part of his being. And he became hugely successful. His brilliant mind allowed him to learn and understand most fields of academia, but the one he specialized in was of course botany. In this field he excelled like only a man with equal measures of dedication and talent can. By the end of his career, he was a world renowned botanist and had moved to New York to join a university.

At this point Sylvester started to wonder if he had not accidentally made a bit too much fuss about himself. People were calling him, wanting him to speak in conferences and come with on expeditions. It was all flattering, but his English mentality and humble upbringing meant he didn't much think he deserved the praise, or that he much cared for it. For every talk and every expedition he was talked into going on, he felt more and more distant from the personal bond between him and his flowers that he so cherished. Deep down he started feeling as if his life was taken away from him. As if his success had somehow removed him from the driving seat of his own life.

After one of his seminars a plain looking woman came up towards him. She had plain clothes, large glasses, hair tied up in a bun and a nervous disposition. Sylvester had seen her many times at his seminars, vigorously taking notes as he spoke. He recognized something in her, but he couldn't quite place it. But here she was, nervously hanging back as the other attendants filed out of the lecture theatre.

"Mr Markham, I'm sorry to disturb you. My name is Daisy." she started, not quite looking straight at him. "Daisy" Sylvester said as he offered her his hand. "Dost thou love me?" "I .. ehh, I mean. . . ." stuttered Daisy as she went bright red and looked down in the ground thinking "How does he know?!?!?" "Oh no, I'm sorry miss. Daisy, the meaning of the flower name is 'Dost thou love me?'. I certainly didn't want to imply or offend you in any way. Please forgive my mistake." Now it



**Figure 2.5.** Sylvester Markham  
(Played by Gustav<sup>(w)</sup>)

was Sylvester's turn to turn bright red and look at the floor. They stood there like so for a few seconds, two socially inept people, too shy for their own good, accidentally stumbling upon the ice breaker they needed. "Wha .. What was it you wanted to speak to me about, miss Daisy?" "Oh, I.. It's silly, and I know you are busy, but I... Oh no, I shouldn't bother you with it, you are a doctor and all and I..." "Please, miss Daisy, I'm at your service. I mean, I'd be happy to help. I..." "Oh well ok, I... You see, it's Makitoshi, my Japanese Bonsai tree. He's sick. He was a present from my mother and he's dying and I've tried everything but nothing helps and I can't bare the thought of him dying and nobody knows anything about Bonsai trees but I thought that maybe you would because you are so brilliant and knows everything." The words flowed out of her like a dammed up river that suddenly broke loose. As she spoke of her dying tree, a tremble crept into her voice and a tear formed in her eye. This display of affection for a tree moved Sylvester's heart and her asking him for help in personally tend to a plant and not write a thesis or come with her to the Antarctica was equally great.

Sylvester did indeed save Daisy's Bonsai tree, and he soon realized that she was the perfect woman for him. She was not boisterous, she was not dangerous, she would not ask him to be someone more exciting or adventurous and most importantly, she would be the perfect partner to share his passion for botany. They were married within the year, and it would prove to be a marriage made in the garden of Eden. Within two years they had two girls, Hyacinth (Benevolence, Play, The language of flowers) and Laurel (Glory).

They also opened a flower shop and bought a patch of land outside New York. Sylvester would tend to the patch of land, cross breeding flowers and creating new and wonderful flowers, and Daisy would sell them at the flower shop. Sylvester would continue to write papers on botany, but he refused to do any more lecturing or expeditions, explaining that the only thing that mattered in his life now was his flowers, especially his Daisy, Hyacinth and Laurel.

Business went great, and the flower shop became the only place for the rich and glamorous to buy their flowers. No other florist came even close to have as well tended and cared for flowers than Sylvester's Flowers.

Character Sheet - Sylvester Markham, Botanist.<sup>6</sup>

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<sup>6</sup> <http://www.wearelost.eu/uploads/ThePennywellHangmen/Sylvester%20Markham%20-%20Botanist.html>