

COMING FULL CIRCLE

A CALL OF
CTHULHU™
CAMPAIGN
FROM
PAGAN
PUBLISHING

WRITTEN BY
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ILLUSTRATED BY
HEATHER HUDSON



C A L E N D A R S

Dates in **bold** type are when a new moon appears. Underlined dates are dates of the full moon.

1929

(Cold Spot)

March						
S	M	T	W	Th	F	S
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1932

(Remains to be Seen)

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1935

(The Whitewood Horror)

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March						
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1939

(Full Circle)

March						
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April						
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May						
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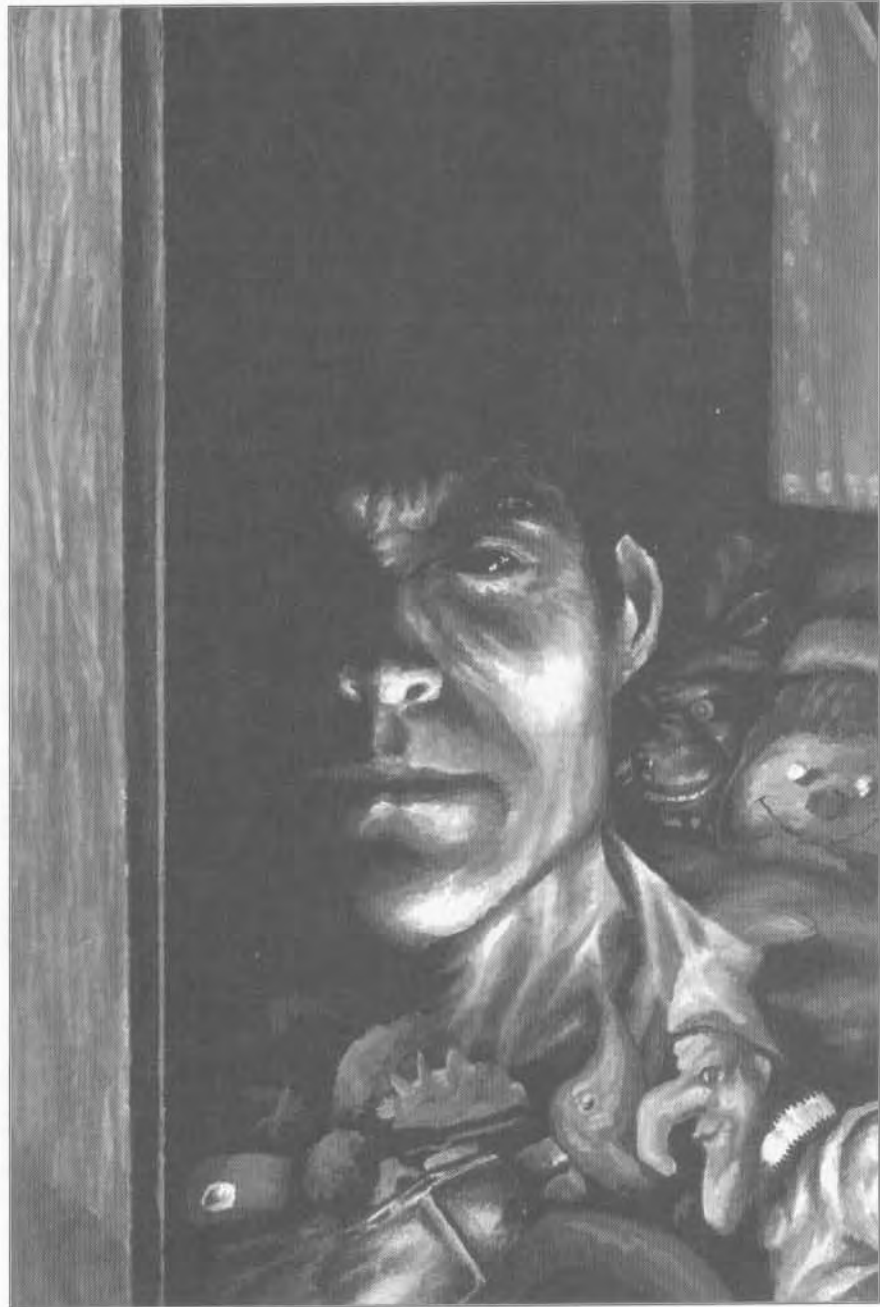
GENERATIONS PASS AND I REMAIN,
I GROW,
I WAIT,
I MARK THE PASSAGE OF TIME BY THE BREATHS OF NEW-BORN BABES
AND THE SLOW COLLAPSE OF CANDLES.

THE OUTSIDE WORLD IS A WATERY MIRAGE,
A TIDE-POOL COLLECTING ALL THAT DOES NOT SUSTAIN ME.

WITHIN THE SPACES DEFINED BY THESE WALLS I DWELL,
I WATCH,
I PLAN,
I AWAIT THE TIME OF MY RETURN
WHILE MY FURY KEEPS ME WARM.

I SHALL FEED ON YOUR IMMORTAL SOUL,
AND TAKE THE LIVES OF YOU AND YOURS FOR MY FEAST.

I AM COMING.



"Upon everything was a haze of restlessness and oppression; a touch of the unreal and the grotesque, as if some vital element of perspective or chiaroscuro were awry."

H.P. Lovecraft, "The Colour Out of Space"

COMING FULL CIRCLE

BY JOHN H. CROWE, III

PAGAN PUBLISHING PRESENTS
COMING FULL CIRCLE BY JOHN H. CROWE, III

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L I C E N S E D B Y C H A O S I U M , I N C .

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INTRODUCTION

Though his efforts as a writer are lauded, Lovecraft's exploits as a traveler are rarely considered. Yet in his time Lovecraft traveled extensively through his beloved New England, often staying and touring with friends he previously knew only via correspondence. In his letters (many of which are available in Arkham House's *Selected Letters I-V*) he makes frequent mention of a trip here or there, often stating that he is enclosing a photograph taken on the trip. It is clear to the reader that he loved New England: its architecture, its history, its people, its landscapes. It was these things that drew Lovecraft the epistolarian out of his house and made him Lovecraft the antiquarian, Lovecraft the traveler.

The legends of New England inspired him to write. The region's legends of witches, vampires, ghosts, and the rest are like the hills west of Arkham: they rise wild, spectres from a puritan past and an unknown and unguessable pre-history. The small towns of Massachusetts, the woodlands of Rhode Island, and the coastline of Maine fed Lovecraft's imagination with a rich and stimulating broth. In tales like "The Picture in the House," "The Dunwich Horror," "The Colour Out of Space," "The Terrible Old Man," "The Dreams in the Witch-House," and others, New England emerges as almost a character itself. What, then, is the character of New England? It could best, perhaps, be described as a presence. A presence that says little and knows far, far more than it will ever tell. A presence that sees through the cracks of the old houses and the facades of the old religions. A presence that can both educate and corrupt, and that can rarely do one without the influence of the other. Lovecraft's tales suggest that the mass of humanity oblivious to the true shape of things is, perhaps, better off—for those who learn are often consumed.

The legends of New England are the wellspring from which the events described in *Coming Full Circle* flow. In the course of the four scenarios contained in this book the investigators will spend time in a charming little Massachusetts town with a not-so-charming history, investigate a tangled and mysterious genealogy, uncover the lost journal of a colonial minister, encounter an ancient coven of satanists, tangle with a vampire, and experience two deadly episodes with an ancient warlock hell-bent on vengeance and conquest. These scenarios are set over the course of a decade—from 1929 to 1939—a decade which brings the Great Depression and the onset of World War II to the little town of North Ashfield. But even those mighty events are distant, when compared to the horrors which the investigators shall uncover.

Notably absent from the above description is anything recognizable as an element of the Cthulhu Mythos. If you made this observation yourself, you're quite correct; this campaign features no elements of the Mythos. Instead, the threats and events of this book are drawn from the above-named wellspring that fed Lovecraft's fiction—the legends and the character of New England.

Coming Full Circle is a non-Mythos campaign for *Call of Cthulhu* set in and around the fictional town of North

Ashfield during the 1930s. Rather than needing a magical ritual to close some grue-laden interdimensional gate lest all humanity perish, the investigators will find more value in pieces of knowledge such as the significance of a corpse buried with a ten-inch iron spike driven through it and into the soil, or why no one goes to Whitewood anymore. Little bits and pieces of information are the weapons of this work. There are almost no opportunities for gunplay here, which may frustrate some players. In the first scenario, *Cold Spot*, the foe is an ancient, incorporeal spirit on whom physical attacks will have no effect. In the second, *Remains to be Seen*, an implacable vampire menaces the countryside and naturally has no fear of the ratta-tat of a Tommy Gun (though his human minions may). In the third, *The Whitewood Horror*, a satanic coven has been granted a peculiar immortality which leaves them invulnerable to all but the symbol of the cross. In the conclusion, *Full Circle*, the spirit of the first piece returns in a form of flesh, but his actions are so diabolic and labyrinthine that only the most persistent of investigators will have any opportunity to trade pistol fire with the fiend.

The primary course of action for the investigators is to do that which their namesake mandates—investigate. This campaign is truly for thinking, analytical players who love a mystery and would rather be poring over yellowed newspaper clippings looking for sinister connections than blowing away some tentacular blob. When action does occur, it is swift and deadly: the vampire of *Remains to be Seen* and his minions are unlikely to die without taking some of the investigators with them unless the players are unusually well-prepared and well-informed. Likewise, the witches of *The Whitewood Horror* have many resources at their disposal and will not hesitate to slay incautious investigators.

Thusly forewarned, it is our fervent hope that you enjoy *Coming Full Circle*. It is the opposite in almost every way of author John H. Crowe, III's previous work, *Walker in the Wastes*. This is a small tale, set in a limited area over an extended period of time and segmented into four disparate sets of events; *Walker in the Wastes* was a grand epic, set in locations across the globe in a compressed timespan and forming a continuous whole. Overall, you should find *Coming Full Circle* to be not very difficult to run, but your players will surely find it a challenge.

Wait—it's all happening now. A shadow moves in the cemetery, and dogs bark in a deserted farmhouse. A stranger is in town, and there's a rocking chair moving by itself in the parlor. Listen close, and hear the stirring of old bones in a well; hear the creaking of the walls as a malignant spirit passes by; hear the chanting beneath the inn, and the death-rattle of the sickly child alone in his room with the destroyer. It is the character of New England itself, that which Lovecraft the traveler glimpsed in his journeys. Step aboard, for the train to Greenfield leaves soon and North Ashfield awaits. So, too, does the countryside in all its rambling and tainted glory.

The legends of New England rise wild.

— John Tynes

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RUNNING COMING FULL CIRCLE

This is not a difficult campaign to run competently. It has been designed and written to provide as much of a safety net for the Keeper as possible, and therefore gives lots of information on characters, settings, motivations, plots, lines of investigation, and the like. We have made every effort to make the book as thorough and well-organized as we can, in an attempt to set a new standard of quality and thoughtfulness for scenario books. Still, there is a difference between running a campaign competently and running it really well and it is for the latter that you should strive. There are four major elements in any tale to consider: setting, characters, story, and pacing; such is the case with this book.

SETTING

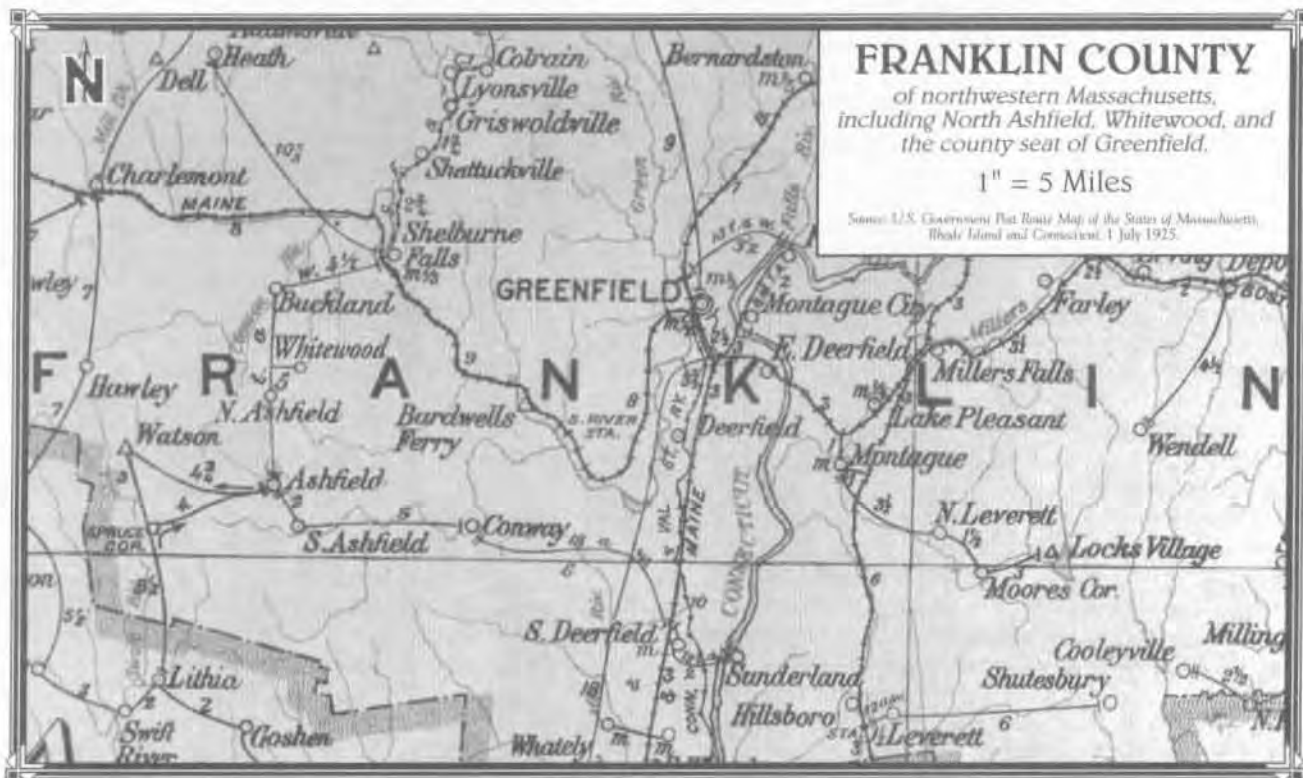
Coming Full Circle is set in the fictitious town of North Ashfield, Massachusetts, though one scenario (*The Whitewood Horror*) is set in nearby Whitewood and another (*Full Circle*) includes episodes in Boston and Royalston. North Ashfield is a typical rural New England town. Its founding predates the Revolutionary War, when it was known as Hawthorn. In 1929 when the campaign begins, North Ashfield is a small, friendly community surrounded by forests and fields. In North Ashfield, most everyone knows everyone. Nearly all the townsfolk go to one of the town's three churches on Sunday. For entertainment they tune in their big family radio set, read the *Saturday Evening*

Post, or head to the nearby county seat of Greenfield to take in a movie at the Bijou. Dining out is rare and the only restaurant in town is the Benevolent Café; more common is the frequent practice of dining with friends of the family at their house each week, which also forms the backbone of the town's polite social scene. Besides the occasional birthday party, town picnic, or Fourth of July celebration, not much excitement occurs in North Ashfield.

Over the course of the campaign—from 1929 to 1939—the town enters the Great Depression. Changes in the town are described at the start of each scenario, but to characterize it in brief, North Ashfield retains a shabby gentility. Years go by without homeowners getting out the brushes and the whitewash; the general store's shelves get a bit sparse; only rarely does someone buy a car. North Ashfield's decline is noticeable but not dramatic; likewise, it will not soon benefit from the wartime economy and will not be up to its former standards until the 1950s.

CHARACTERS

There are three dozen characters described in detail within this book. Of those, however, only about a dozen can be called major characters. First and foremost, this includes the four members of the Apcott family: Amelia, Alison, Mattie, and Julian. They are the campaign's constants and they are present in every scenario to varying degrees. From the time of their introduction to the resolution of the evil that haunts them ten years later,





The well-prepared Keeper

Amelia will remain a friendly but strong-willed matriarch; Alison begins with a terrible burden from which she never quite recovers; Mattie will grow from a child to a bright young woman about to enter college; and sickly Julian, who tries very hard to become the investigators' friend because he has none of his own, will grow, consider college, show promise as a historian, and aspire to greater things than North Ashfield has to offer. Sadly, in the last scenario the investigators will attend his funeral. Portraying these four people is perhaps the Keeper's most important task, for they are the glue that binds the work together; if the players care nothing for them, they will not care half so much about the events of the scenarios.

Besides these four, other main characters include the long-dead diabolist Ezekial Apcott whose hatred has kept his spirit alive for two centuries and who returns to menace the family in the final scenario; Emily Oakes, the bereaved widow of *Remains to be Seen* who suffers under the twin tragedies of her husband's death and the revelation that he was desecrating the graves of his cemetery—the latter being such a shock that it turns all of North Ashfield but the Apcotts against her; Emil Schergen, the revived vampire of the same scenario, who is desperate and uncertain and utterly unlike the assured and confident vampires of most stories; Lottie, the mute servant of the Ravens Inn in Whitewood, who can find a happy fate only if the investigators are swift and sure; Elizabeth Newless, proprietor of the Ravens Inn and immortal Satanist in the grand tradition of female cinematic villains; and the whole Keeling family, relatives of the Apcotts, who unexpectedly find Ezekial's wrath turned on them late in the campaign.

STORY

The story of *Coming Full Circle* is fourfold. Consistent elements include, not surprisingly, the above-described setting and characters. It is these elements that tie the scenarios together more so than accidents of plot or coincidence of action and it is for this reason that you must strive to present the setting and characters with as much passion and skill as you can muster. As an introduction to what follows, the four episodes of the campaign are summarized here:

Cold Spot (1929): A "cold spot" is a classical symptom of a haunting, in which a space in a house is noticeably and inexplicably colder than any area around it. As its name indicates, this scenario is a treatment of a seemingly textbook haunting with a twist: the manifestation appears to be a poltergeist with all the attendant flying objects and rapping sounds bedeviling the Apcott household, but in fact is something quite different. The spirit of long-dead sorcerer Ezekial Apcott is making his bid to regain human form by possessing someone in the house, an act which he can only do on the two hundredth anniversary of his death. The house is also haunted by two other spirits who are benign but that will still serve to confuse and frighten the investigators. In the end, it is extremely unlikely that the investigators will succeed in stopping Ezekial's plan. There are two reasons for this: first, the foe is an entity

of the spirit world and hence information on his motives, goals, and the like is difficult or impossible to come by; second, it is important that Ezekial succeed as this sets up the final scenario, *Full Circle*, ten years later. Instead of measuring their success by whether or not Ezekial is defeated, there is a more important one: who does he possess? His prime targets, tragically, are the children, Mattie and Julian. If the investigators can save these young innocents and if Ezekial ends up possessing Alison, neighbor Talia Gordon, or one of the investigators, the players can consider their work to have had some measure of success. Ezekial is all but unstoppable, and it falls to the investigators to make the best of a desperate situation.

Remains to be Seen (1932): As a change of pace, the investigators have a very tangible foe. A cemetery owner desperate for more land begins digging up ancient graves and re-using the space, destroying the old remains or ditching them in a well. Unfortunately, one of the old graves held the victim of a colonial-era vampire; this victim, Emil Schergen, would have returned long ago were it not for the precautions taken by superstitious townsfolk at the time of his burial. With these wards now destroyed, Emil returns and begins a bloody trail of feasting in North Ashfield. Unlike most vampires in fiction, Emil is brand-new to his condition and is inexperienced; still, he has assembled a handful of servants and the final showdown with his clutch of thralls is likely to be very exciting and very deadly for all involved. This scenario's climax is probably the best opportunity for investigator death in the book.

The Whitewood Horror (1935): Based on an atmospheric old horror film, this is a tightly-wound little tale of a Satanic coven that has the village of Whitewood entirely in its grasp. The Keeper is strongly urged to watch the film before running the scenario, as it is wonderfully atmospheric and will be of much help in visualizing and describing this piece. Defeating the witches is a difficult job, especially because their primary weakness (they burst into flames at the strong presentation of a cross) is also their most closely-guarded secret. In playtesting, the players stumbled on it by accident much the way it happens in the movie: in the midst of a graveyard melee, one investigator grabbed a cross as a panic weapon, only to discover its true effect. If the players do not figure out this vital clue, the scenario will take on a much more grisly and unpleasant tone, since the only other way of dispatching these fiends is by burning them at the stake.

Full Circle (1939): Assuming Ezekial Apcott escaped in the first scenario (which, as mentioned, is not a difficult thing for him to do), he returns ten years later in search of Apcott souls. He needs them to survive and as a result of Ezekial's magicks, poor Julian Apcott succumbs to his illness and dies. His funeral draws the investigators back to North Ashfield where they learn that all is not well. Ezekial has a convoluted plan and many options—figuring out what is happening, tracking down Ezekial (who can switch bodies when he wants to), and foiling his plans once and for all is a truly challenging test. Players who succeed in this final scenario deserve congratula-

tions; it is meant to be a genuine test of their skill and ingenuity, and in fact our playtest group failed utterly in the task.

PACING

As in many other areas, the pacing of *Coming Full Circle* is unlike that of most scenario books. The vast majority of the players' time will be spent in research, investigation, deduction, and discussion. For obtuse and unfortunate reasons, most gaming scenarios define pacing by their opportunities for combat and in this book such opportunities vary widely from scenario to scenario: *Cold Spot* has none at all, unless Ezekial possesses someone and fights his way out of the house; *Remains to be Seen* will likely end in a terrible battle, but that comes after a lengthy investigation; *The Whitewood Horror* is similar, but since it's a shorter scenario the investigation period won't take as long; *Full Circle* offers combat only if the investigators go up against Ezekial's servants or Ezekial himself, which would also occur at the end of the story.

If your players are mostly concerned with what firearm they're carrying with them at any given moment, or who is "on watch" during the night, they are likely to be disappointed with their experience in this campaign if run as is. Perhaps your best option in this case is to aid them through their investigations so that the all-important combat scene at the climax can be reached, or paint the stories in broader, more ez-to-see strokes: in *Cold Spot*, you can amp up the hauntings and poltergeist effects to make things more dramatic; in *Remains to be Seen* you can increase Emil's attacks on townsfolk and have them be aimed at the heart of North Ashfield rather than the outlying areas so as to create a climate of fear and drama, as well as having Emil create a number of other vampires so that the investigators get to kill a number of such creatures along the way; in *The Whitewood Horror* your best bet is probably to narrow the interval between the time the investigators arrive and the time of the grand ritual on March 1 so that they get to the action all the quicker; in *Full Circle* you can have Ezekial's stalking of the Apcotts be more dramatic and more violent, perhaps requiring him to not only drain their soul but kill them as well so that the action and gore is heightened. None of these options are particularly desirable from a narrative standpoint, but if your group isn't up for the campaign's more lofty goals they shouldn't be made to suffer for it. Unlike a college English professor whose students are struggling through *The Scarlet Letter*, you can have Hester Prynne be a diabolist and go around blasting houses and tearing people's heads off if that will give your "students" more entertainment.

Since much of the book's action consists of deduction and the solving of mysteries, and assuming you don't take the path outlined above, it is strongly urged that you put a lot of effort into roleplaying the various NPCs encountered by the players so they can enjoy the interaction in place of violent action. Keepers can generally either be a clue dispenser, responding to questions with blandly presented information, or can be roleplayers and make their performances memorable. Don't be afraid to help the players if they get stuck, but try to do so subtly through some NPC interaction rather than by emphasizing some missed clue

("Well, you've been everywhere except that old farm that belonged to the dead guy...").

For a model of pacing, you might wish to read or re-read some of Arthur Conan Doyle's Sherlock Holmes stories. These are classics of deduction and feature action only rarely. Your players should derive their entertainment from interacting with NPCs, through the pleasure of their own cleverness as they put together the pieces, and through the slow realization that every clue they discover is bringing them that much closer to some terrible conflict from which not all may return.

GATHER THE GROUP

From the beginning, the investigators should all know each other. Perhaps they are friends or co-workers. They should all have an interest in the paranormal and some of the characters may very well have survived previous *Call of Cthulhu* scenarios. Highly experienced characters are not ideal for this campaign. Those with low to moderate experience will find this enough of a challenge.

One obvious possibility is to have the group start as part of a psychical society or some other group that meets weekly or monthly to discuss and debate the paranormal. Such an organization would probably not be some sort of ghost hunter outfit with vast resources and knowledge or motivation to battle the evil denizens of the nether realms. Rather, they might simply be a group or part of a group of hobbyists who meet once or twice a month at someone's house to discuss the occult. Perhaps they occasionally visit interesting

sites or interview people with ghost stories. Some may even have experienced a minor manifestation or witnessed something that could not be conventionally explained. The point is, they should know each other and have a similar interest and perhaps belief in the supernatural.

FINAL OBSERVATIONS

Of special note are the interims between each scenario. These are present to encourage contact between the investigators and the Apcotts—especially Julian—so as to foster a friendship. If you run other adventures in between those given in this book, it is urged that you take the opportunity to roleplay this friendship with a visit from the Apcotts, or occasional correspondence, or whatever you can devise. Try to build up this relationship so that the players will really see the Apcotts as living, breathing characters rather than the cardboard NPCs found in most RPGs.

One touchstone and then on with the book: in the final scenario, *Full Circle*, pay special attention to the scene of Julian's funeral. Play this scene out soberly and with emotion, and if at all possible have Amelia Apcott invite one of the investigators to say a few words—and then request the player to compose and say those words aloud. If you've succeeded in running *Coming Full Circle* in the way in which we hope is best suited to the work, Julian's funeral should be a striking, somber, and memorable scene for you and your players. As much as this book is "about" anything, it is about the importance of relationships, the value of family, and the kindness and the curse inherent in the inexorable passage of time.



Call of
Cthulhu does
The Scarlet
Letter

CHARACTER CREATION

Coming Full Circle is a loose campaign. The author has assumed that a specific type of group will be employed throughout the campaign, requiring the inclusion of this section on character generation. However, under no circumstances must this be used as a campaign. Rather, the Keeper may pick those scenarios that seem most attractive and ignore the rest. In such a case, it is advisable to still consider this section, but greater flexibility in character type is possible.

In the basic designs of the campaign, the author has geared events for parapsychologists, paranormal investigators, and/or occult enthusiasts. They may be either amateurs or hobbyists or may be "professionals." In any case, the need for a basic background in the occult is helpful though not entirely necessary. In some of these scenarios basic knowledge is needed, reflected by greater than base ratings in such skills as Occult and History. Also, certain deductions and investigative methods are only reasonably done by characters with an occult background. The thinking behind this is that a police officer, for instance, would note evidence of paranormal activity and likely shrug it off as coincidence or attempt to explain it away. A parapsychologist with the same evidence could launch into a detailed investigation and may be able to concoct theories right away.

Several "occupations" are suitable here. These are listed below along with their ideal skills and other information.

PARAPSYCHOLOGIST

In all likelihood, such an individual has a good education and very likely possesses some sort of higher (university level) education. If he or she is a successful parapsychologist and is not merely a hobbyist of some sort, this may provide a living wage. Either he or she is some sort of free lance "ghost hunter" living off commission much like a private investigator or, more likely, is independently wealthy and can afford to devote years to an avocation. Published writings may supplement other sources of income. Some may even be recipients of university or government grants, using this money to survive and fund activities.

A parapsychologist may already have a well-rooted belief in the supernatural, perhaps due to personal experience or personal bias. Some who are more detached (and therefore professional) will maintain a healthy amount of skepticism when encountering new cases. Of all the "occupations" a player may choose, the parapsychologist should be best equipped to deal with the paranormal. He or she will be most likely to rely on thorough methods of investigation and will also be most likely to use the latest techniques in photography and audio recording.

In generating a character, the player should consider educational background, social status, and myriad other elements. A parapsychologist will likely consider investigating the supernatural a full time job. Thus, taking time out to participate in

the scenarios of this campaign should be no problem.

Primary Skills: Anthropology, History, Library Use, Occult, Photography, Psychology, other languages

OCCULT HOBBYIST

The hobbyist will probably spend only a relatively small portion of his or her time investigating the paranormal. Such a person will have some other full time occupation that serves to pay the bills. Therefore, a player generating this type of character should feel free to choose a primary profession (attorney, plumber, physician, college professor, etc.) and dedicate only a relatively small portion of available skill points to the hobby.

The one problem with employing a hobbyist is the ties he or she has to a primary profession. More well-to-do or financially independent characters may not find this a problem, but one who has to dedicate forty or more hours per week to a job cannot leave it to galavant off into the wilds of Massachusetts. It is up to the Keeper to keep the campaign plausible and believable. Suspending reality on a grand scale will detract from the horror. The Keeper should provide some guidance on what characters are suitable and encourage players to modify characters before they are actually used.

Primary Skills: those of the primary profession

Secondary Skills: those of the parapsychologist

PROFESSOR

An assortment of professors is well suited to this campaign. One who teaches theology, mythology, or history would be most likely to have an interest in the occult. The advantages here are that such a person is well-educated and possibly financially secure. The down side is the fact that a professor cannot simply flit off into the unknown on short notice. Universities expect their professors to show up to classes and maintain a reasonable schedule. In a few cases sabbaticals can be arranged, but the Keeper should resist the temptation to grant sabbaticals or vacation time every time a scenario comes up, especially since some scenarios crop up with little warning.

Primary Skills: depends on the type of professor; consult the rulebook

AUTHOR

A professional author has a very flexible occupation. In all likelihood, an investigator with this profession determines his or her own work schedule and what subject matter to write on. Whether a fiction, mystery, or horror writer or a serious researcher into the occult, what could be better than studying haunted houses and strange places with an eye to publishing?

Primary Skills: History, Library Use, native language, other languages, Psychology

CLERGYMAN

A priest or minister of most any denomination may be well suited to this campaign as long as the individual is not tied down to a congregation. An interest in the occult/supernatural or a willingness to investigate is important in this type of character. Obviously, during character creation the Keeper should note the subject's religion and take this into account during game time.

Primary Skills: Accounting, First Aid, History, Library Use, Listen, other languages, Persuade, Psychology

PSYCHICS AND MEDIUMS

Psychics and mediums are traditionally employed by parapsychologists and others to help investigate and interpret hauntings. The possibility of playing such a character has never been discussed in any useful detail within the *Call of Cthulhu* rules. However, playing a psychic is appropriate in *Coming Full Circle*.

The type of psychic envisioned for this campaign is not one which skips through the astral plane or wields deadly magic. Spells are not in the makeup of this character. Rather, the individual possesses what is commonly referred to as a "gift." This gift is a kind of "second sight" or "sixth sense" that allows the person to feel emotions within an individual, object, or dwelling. It will often go to the point of allowing the individual to locate and communicate with spiritual entities, usually those of the dead. A medium goes one step further than this. A medium is probably well versed in occult knowledge and can conduct seances to speak with the dead.

Legitimate psychics and mediums will very often not exploit their gift for monetary gain, and thus cannot depend on it for a living. This is not to say all will hold to this ideal and how a player wants to handle this is up to the individual. Note that the investigators should be a serious lot. Otherwise, it is not plausible to believe they would not be contacted by Amelia Apcott, Emily Oakes, or anyone else in the campaign. If they employ a psychic, be it an investigator or a non-player character, this should be a reasonably professional person who seems legitimate. A character who is dressed up like a stereotypical gypsy fortune teller or decked out in some Merlin the Magician outfit will not be taken seriously and will likely attract unneeded and unwanted attention. In other words, it is recommended that the Keeper discourage cheap parlor tricks, crystal balls, noisy incantations, and the like.

Note that the option of playing a psychic is just that...an option. No more than one should be allowed in the group and if the Keeper so decides, it is certainly appropriate and perhaps ideal to make it a non-player character. This will avoid the problem of players wanting free powers at the beginning of the game that are available to no one else, keeping the character generation process fair and equitable.

Primary Skills: those of the primary profession this person is devoted to; if his/her income comes from practicing the "gift" then appropriate skills include Astrology, Divination, Dowsing, Fast Talk, Occult, Library Use, Persuade, and Psychology.



Spirits speak
at a seance

THE "GIFT"

The following is a list of powers and their descriptions. This is intended to be a fairly complete listing of powers. However, for the purposes of *Coming Full Circle* it is recommended the Keeper allow only Clairvoyance, Psychic Healing, Psychometry, and Second Sight. Other abilities are provided in an attempt to provide a reasonably thorough interpretation.

In each case, a base rating is given in parentheses next to the name of the ability. This is the chance of successfully employing the ability when needed. Like skills, these abilities improve with use. More on purchasing these abilities is given later.

Clairvoyance (POWx1): The ability to see events and places far away from one's physical body. These may be past events, but it is more usual for one to see things in the present. It can be a means for a person to find a friend or a suspect. Clairvoyance costs one magic point per minute of use. What the psychic sees is very blurry and can easily be misinterpreted. No die roll is required for this. Rather, the Keeper must create a specific description. Clairvoyance will not work unless actively attempted. However, under special circumstances, one who is clairvoyant may be able to attempt a POWx5 roll or something similar to be able to detect something particularly extraordinary. Examples of what might trigger a clairvoyant episode include a massive surge in psychical power nearby or perhaps a particularly gruesome emotional scene that may have been played out at a given location.

Levitation (POWx1/2): Sometimes confused with Telekinesis, Levitation is the power to lift oneself into the air using mental force only. It requires the subject to place himself/herself into a deep trance. After a few rounds of preparation, the subject can take to the air. Motion is slow and is generally only vertical. This power costs three magic points to get aloft and then one magic point per round of use thereafter. This ability is rare and should not readily be permitted to be within the capabilities of a psychic in this campaign.

Psychic Healing (POWx1): Many terms are applied to this skill including "laying on of hands." Some theorize that it is healing through faith alone while others insist a beneficial energy transfer occurs between the healer and his/her subject. For the purposes of this text, the latter is the theory that is adhered to.

A typical healing session can last anywhere from a few minutes to an hour. The healer expends a variable amount of magic points depending on the nature of the illness or injury suffered (the Keeper assigns the number of points required to have a chance of effect). While it will not heal bullet wounds or catastrophic injuries, psychic healing may alleviate pain, assist in the cure of minor or even terminal illnesses, and help counter the effects of trauma and shock. The Keeper may assign modifiers to the chance of success based on the nature of the illness, the skill and power of the healer, and the level of belief in the subject.

Psychometry (POWx1): Permits one to feel the psychic vibrations of an area and sense the emotions trapped in a structure or object or emanating from an individual or entity. The anger and fear generated by a violent murder, for instance, may

become locked in the bricks and beams of a room for decades and even centuries, allowing the psychic to detect it long after the incident is past. Magic point cost is one point per minute or fraction thereof and this can be employed in conjunction with Second Sight.

Second Sight (POWx1): Permits the psychic to view an area, looking into the astral plane and other areas outside the "real world." This essentially allows him or her to see ghosts, spirits, and even demons. Spot Hidden rolls are appropriate when using this ability. Second Sight costs the user one magic point per minute of use (or fraction thereof). What the individual sees may be cause for some SAN loss, but this is generally alleviated by the knowledge that the vision is not in the real world and therefore probably poses little threat.

Telekinesis (POWx1/2): The ability to move physical objects with one's mind. The range of this power is one foot for every five points of POW he or she has. There are distinct weight limitations. For every magic point expended, a one pound object may be rolled or a one ounce object actually take flight. This magic point expenditure must be made each round (three seconds) meaning that this ability is very draining.

Telepathy (POWx1): This is mind to mind communication between people. It can, in theory, occur over virtually any distance. Telepathy is a draining experience. For each round of communication, each of those involved expends one magic point. Optionally, the Keeper may also impose additional magic point costs for distance (perhaps an additional magic point every ten miles beyond the first one). Telepathy may also be easier to perform on a target that is dreaming, costing half the magic points. Unfortunately, in such a case, the dreamer may misinterpret the message or even dismiss it as being a strange dream. Finally, one's relationship to the target may influence the cost. If a good friend, close relative, or spouse is contacted, magic point costs are halved. Friends, co-workers, and more distant relations cost the normal amount while acquaintances cost two magic points to contact; total strangers cost three or four magic points. Contacting another telepath is easiest and costs only a quarter of the normal amount of points expended. Telepathy is a rare gift and one that should probably not be allowed in this campaign.

SKILLS

The following skills can be developed by virtually anyone and are not solely the province of psychics. In using these, in most cases, there should be some danger of misinterpretation.

Astrology: Astrology is the ability to gain insight from analyzing the movement of stars, planets, and other heavenly bodies. A person with this skill may generate astrological charts, advise someone on past, present, and future events, and assess the talents and personality of someone else with whom the person interacts. The level of accuracy and validity of this skill are in the hands of the Keeper.

Divination: This is a general term for a wide array of methods of divining the future. It also allows one to gain fresh insight into problems and past acts. In choosing this skill, the individ-

ual must learn a specific method. Commonly used forms of divination are tarot readings, palm reading, use of crystals and crystal balls, and harspisy (reading entrails of animals). Many forms of Divination involve some form of material object that acts as a catalyst. A list of divination types is given on pages 14–15.

When one is attempting to use this skill, a specific question must be posed. If the skill roll is successful, the Keeper must determine what answer to give. Very often, answers are vague and can be interpreted in myriad ways. Ultimately, it is up to the Keeper as to what useful information, if any, is gained through this skill. Note that Divination is a skill anyone can develop. However, it is more likely to be useful to experienced psychics.

Dowsing: Commonly associated with the finding of water, a dowser uses a forked rod, pendulum, or other item to find specific substances. Dowsing is a time honored ability practiced around the world by both amateurs and professionals. Studies have shown that dowsing actually works though how is still a source for debate.

Dowsers are also termed “water witches” for it is the discovery of underground water sources that they are best known for. However, a skilled dowser may be able to tune in (through trial and error) on virtually any physical substance. Some dowsers have been known to be able to consistently find silver deposits, buried bone, and even magnetic anomalies.

The two best known methods of dowsing involve the use of a forked stick and the use of a pendulum. When holding the stick (which can be made of virtually anything) in both hands at waist level, the dowser tunes in on the substance being sought. He or she then walks over the ground where the substance is believed to be. When the stick violently snaps downward, that is the location of the substance. Further readings are required to get precise coordinates and to determine depth.

A pendulum is another fascinating method. The dowser in this case uses a pocketwatch or amulet on a string or chain. Holding it out from the body and over the spot to be searched, the dowser counts how many times it spins. The number of turns and the direction it is spinning determines what exactly is located in the earth below the pendulum. This requires a lot of practice and trial and error since the dowser must know, for instance, what seven turns to the left means.

If the Keeper allows this skill, it must be determined which form of dowsing is used. While using a forked stick allows for relatively swift location of a substance, use of the pendulum allows for identification of an unknown substance. Some Keepers may require a character with this skill to develop it separately for the two forms. Dowsing is generally considered reliable though there is some room for misinterpretation.

Seance: This is a skill that is used in concert with “the gift.” It is essentially a “Summon Spirit” ritual that will work only if the Keeper deems it appropriate. A seance cannot force a spirit to show up; it will only come of its own accord. It is rather like calling someone on the telephone and having them monitor the answering machine while you leave a message. If they want to call back, they will. A spirit that shows up to a seance

may exhibit physical evidence of its presence. If it doesn’t, it can be detected through the use of Second Sight.

To be able to conduct a seance, the psychic or medium must know the mechanics of it which requires either Occult skill of 40% or more or for the person to have been specifically instructed in how to conduct one (in which case, the psychic’s Occult skill should be no lower than 10%). A seance will usually involve a group of people sitting around a table or on the floor in a circle holding hands. It should only be successful at night (Keeper’s discretion). As the medium calls the spirit, each participant loses one magic point and the medium expends eight. No minimum amount is needed; the loss of the magic points is a side effect and does not cause the summoning or communication. The process takes only a few minutes (no more than ten) and if the spirit is agreeable, it will arrive. What happens from here is dependent on who (or what) was summoned and what each party intends to do or say. In the event the circle is broken (i.e. everyone is not holding hands), contact with the entity is broken and it departs instantly. A second seance is possible the same evening, but is unlikely to succeed because the first will probably have drained too many of the medium’s magic points.

Note that during a seance, the medium may “channel” the spirit by permitting it to enter his or her body and speak through his or her mouth. This is usually safe, but certain entities—particularly demonic ones masquerading as benign spirits—could take this opportunity to temporarily or even permanently possess the victim or somehow do harm (insanity being one possible punishment for meddling with the unknown). SAN loss for possession by a malevolent being should be no less than 2/1D10+1 and that assumes the being is eventually driven out.

INVESTIGATORS WITH THE GIFT

If the Keeper feels it is appropriate to permit an investigator psychic in the game, he or she should maintain careful control over what powers are available to the character. The Gift is just that, a gift. It costs no skill points to develop. However, not all psychics have all the powers listed. If the Keeper wants to allow the player some control over what the nature of the Gift is (as opposed to assigning powers arbitrarily), the following system is useful. Every psychic begins with a number of “Psychic Points” equal to their Luck rating. These may be spent on the powers according to the list below (which also includes the base skill rating of the power or ability for easy reference). Points may also be spent to improve various abilities. Points left over are wasted.

Ability	Cost	Ability	Cost
Clairvoyance (POWx1)	20	Levitation (POWx1/2)	50
Psychic Healing (POWx1)	20	Psychometry (POWx1)	20
Second Sight (POWx1)	20	Telekinesis (POWx1/2)	35
Telepathy (POWx1)	40		
Each +1% in a given ability above base skill			1 point
Each +1% in a given ability above 60%			2 points
Each +1% in a given ability above 80%			3 points

FORMS OF DIVINATION

Divination has been widely practiced over the centuries in countless forms. What follows is a listing of some of the more common or more interesting. If the Keeper is permitting player characters to have Divination skill, some control over what specific form of divination should be exercised. As will become clear, not all forms of divination are appropriate for investigators, if for no other reason than for cultural or moral reasons. While this list is extensive, it is by no means exhaustive. Interested readers are urged to conduct their own research. The most vital source for this section was Lewis Spence's *An Encyclopedia of Occultism* (see bibliography).

ALEUROMANCY

An ancient form of divination that survived as late as the nineteenth century, aleuromancy involves the use of flour and slips of paper. Sentences are written on the paper which is then rolled up in a ball of flour. After a number of these balls are prepared, the diviner mixes them up thoroughly nine times. The balls are then distributed among the participants who then read the papers to learn their fate.

AMNIOMANCY

This is divination by means of the caul. A caul is the membrane which sometimes envelops the head of a child at birth. Diviners could inspect the caul and determine the infant's future. A red caul indicated a bright future; a lead-colored one was indicative of future misfortune. As a side-note, in some areas of Europe, a child born with a caul was believed to have the mark of the vampire. After death, such a person was supposedly doomed to rise as a vampire and prey upon the community.

ANTHROPOMANCY

This is divination by examining the entrails of men, women, or children. According to some sources, these entrails must be provided from a human sacrifice, usually a virgin or a child. By modern Western standards, this form of divination is considered foul and diabolical. Its application has ancient origins though widespread practice has not been known in recent centuries. The notorious French sadist Gilles de Rais (1404-1440) is believed by some to have practiced anthropomancy.

APANTOMANCY

This is divination by how objects present themselves to the viewer. This could include omens drawn from chance encounters with animals.

ARITHMANCY

Employed by ancient Greeks, this is divination by means of numbers. The type and number of letters in one's name or in the names of two opponents were evaluated to project the future of the subject(s).

BIBLIOMANCY

This is a simple and straightforward method of divination that hasn't been used in centuries. It is a means of determining whether one was a witch or not. The great bible in the local church was placed on a scale and its weight was compared with that of the accused. If the accused's weight was less than that of the bible, then he or she was declared innocent. Needless to say, one could only hope that the church's bible was huge and bound with bronze.

BOTANOMANCY

In this form of divination, one takes branches of vervein and briar and carves questions upon them. These are then burned and the diviner gleans answers from the smoke and ash.

CAPNOMANCY

Forms of this type of divination vary. All involve interpreting smoke from fires. The principal version was divining through smoke generated by a burning sacrifice. Positive readings involved the smoke rising straight to the heavens; a negative reading would occur if the smoke lingered at the site. A second method involved tossing jasmine or poppy seeds onto a fire and analyzing the smoke generated by that. A third involved actually breathing the smoke from a sacrificial fire.

Note that sacrifices in cultures vary. While it is true that humans were sacrificed in many cultures, so too were animals and objects. The ancient Maya, for example, are well known for sacrificing humans. However, a common method of sacrifice for them was to break objects and burn them or toss them into deep wells.

CARTOMANCY

Long employed in Europe and elsewhere, this form of divination remains popular in the twentieth century. It is divining by means of cards, commonly tarot cards.

CAUSIMOMANCY

This is divination by fire. It is a positive sign when normally combustible objects are thrown into a fire and do not burn.

FORMS OF DIVINATION

CEROSCOPY

In this form of divination, the subject takes wax and melts it in a brass vessel. Once it is a uniform liquid, it is poured into another vessel containing cold water. The wax congeals on the surface of the water to form tiny discs. It is the form and arrangement of these discs that the diviner analyzes.

CHAOMANCY

This is divination through careful observation of atmospheric changes.

CLEROMANCY

It could be argued that this form of divination has been common worldwide and is even in widespread use today. Known to have been used in ancient Egypt and Rome, cleromancy involves hurling dice, beans, small bones, stones, or virtually anything else and then analyzing the pattern they form on the ground.

CRYSTALOMANCY

Also known as crystal-gazing, this is where the diviner employs a transparent object as the primary component in his or her craft. This object may be a crystal globe, mirror, or even a pool of water. The diviner uses a form of hypnosis to see images and visions in the crystal. In the twentieth century, the most common form of crystalomancy involves the use of a crystal ball, one that must be a highly polished and flawless sphere.

DEMONOMANCY

Of particular interest in the *Call of Cthulhu* setting, demonomancy is divining by means of demons. It must take place at the oracles or altars of such entities where answers to questions may be received.

HARSPICY

Still practiced in some cultures in the twentieth century, this is also known as harspication. The diviner examines the entrails of an animal or bird to determine the future or answer questions.

HYDROMANCY

This is divination by means of water. Similar to crystalomancy, this form is perhaps more ancient due to the wider availability of pools or ponds as opposed to crystals. It has been practiced in many of the world's cultures.

ICHTHYOMANCY

Similar to harspicy, this is more specific. It is divination by means of examining the entrails of fish.

NECROMANCY

For the purposes of divination only, necromancy is divination by means of contacting the spirits of the dead. Other definitions of necromancy exist and get more involved. Necromancy in any form is often perceived as evil. See psychomancy for more information.

PALMISTRY

This form of divination involves the interpretation of the lines in the palm of the subject's hand. Correct interpretation can lead to divining the subject's future, the nature of his or her character, and more.

PHYLLORHODOMANCY

Originating with the Greeks, this is divination through the use of rose leaves. By clapping a rose leaf in his or her hand, the diviner could interpret the sound made. From this, success (or failure) of future endeavors could be determined.

PSYCHOMANCY

Similar to necromancy, this is divination by means of spirits. Unlike necromancy, it does not bear an ugly reputation.

PYROMANCY

Divination by fire, it is a good sign when a sacrifice is quickly consumed by the flames. The nature of the fire itself (color of flames, shapes they form, etc.) are also important. If the fire is difficult to light, is disturbed by winds, or is slow to consume the sacrifice (which might be human), this is a negative omen. Even the flame of a torch could be analyzed and in this case, would not require a sacrifice.

SCAPULOMANCY

This is divination through the examination of animal bones. Of particular importance are cracks in the shoulder blade that form after it has been exposed to fire.

SPODOMANCY

Perhaps related in some way to pyromancy, the diviner in this case burns a sacrifice. Once the fire has completed its work and has gone out, the remaining ashes and cinders are examined for signs by which the divination is made.

TEPHRAMANCY

Virtually identical to spodomancy, this is divining the ashes of a sacrificial fire. In this case, however, the sacrifice must be a human one.



The
resides
the
House

COLD SPOT

1929

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Cold Spot is a non-Cthulhu Mythos scenario designed for two to five investigators who believe in the supernatural. At least some should have had some sort of encounter in the past to convince them of the existence of the paranormal. Parapsychologists are most appropriate, but others such as priests, amateur ghost hunters, occult enthusiasts, and the like, are just fine. Characters who have survived past scenarios may also fit in quite well here regardless of their respective professions. The setting is fictitious North Ashfield, Massachusetts, a rural community described in greater detail elsewhere. The year is 1929, a tumultuous one for the United States, but here in North Ashfield, time seems to pass oh-so-slowly and with little disturbance.

In writing this, the author has assumed the group is composed of parapsychologists and similar types, either amateur or professional. This will enable them to have the ability to conduct a paranormal investigation properly by doing appropriate background research and running down leads plausible to them, but perhaps not plausible to others such as the police.

KEEPER'S INFORMATION

It is late winter/early spring in New England and one (or more) of the investigators is contacted by Amelia Apcott, a fifty year old widow living in North Ashfield, Massachusetts. She has learned that the investigator is a kind of parapsychologist or ghost hunter and has a problem that fits in that category. Player Aid #1 on the next page provides a transcript of the letter (dated Tuesday, April 9, 1929) sent by Mrs. Apcott to the investigator. The letter arrives at his/her residence on April 14.

If contacted, either in person or by telephone, Amelia can elaborate beyond what is in the brief letter. Her problem is that her home, which has been occupied by her family for many generations, is exhibiting strange characteristics. Her only explanation is that the house is haunted or possessed by "demons." It is her hope that someone can come to her assistance and cleanse her home.

If the conversation is short and contains only the basics, then everything proceeds normally. However, if it drags out beyond the basics into a full fledged interview over the telephone, static suddenly overwhelms the line, making communication impossible. Trying to call her back is fruitless—just lots of static—courtesy of the malevolent entity in the house. Presumably the investigator(s) will take the case despite (or perhaps because of) this.

Mrs. Apcott, while not wealthy, is living comfortably with her daughter, granddaughter, and ailing nephew. She can pay the investigator \$10.00 per day. In the event a team is brought in—something she will not only agree to, but be very grateful for—she will pay each \$5.00 per day. If they succeed in solving her problem (i.e. rid the house of "ghosts"), she will pay the group a \$300.00 bonus. Her only condition for employment is that

their activities be kept confidential and not become public knowledge. After all, her standing in the community and overall reputation could suffer should this become public. This fact may be enough to help convince the investigators she is serious and not out to gain publicity for personal motives. If, after some time has passed, writers or scholars in the group want to publish some sort of record of the case, she will insist that her family's name as well as the name of the town be omitted.

BACKGROUND

The Apcott family has a long and rich heritage and has lived in Massachusetts since the 1600s. The house predates the American Revolution and is a large, forbidding structure that would lend itself to the belief that it is haunted. The Apcotts living there now are normal people with nothing unusual about them. However, it is not the living Apcotts that are the problem.

The family has a grim past. One ancestor who lived during the late seventeenth and early eighteenth century dabbled in black magic and sold his soul to Satan. This individual, Ezekial Apcott, became a powerful warlock after years of study and work. He was on the verge of a great leap to a higher level of power when he unexpectedly died of pneumonia during the evening of April 30, 1729. Had he succeeded in his dire plan he might have gained a measure of immortality, but at great personal cost. It was a price he was willing to pay, but before his well-laid plans came to fruition, he died.

Ezekial was the first Apcott in the North Ashfield area. He moved here from Providence, Rhode Island with his wife, Sarah, and their son, Abraham. His life as a warlock was a secret, even from Sarah and Abraham. Most of his activities took place well away from home and deep in the area's woods. Ezekial was well aware of the impact that discovery of his secret could have on his family and, more importantly, himself. He was fully aware of the possibility of being lynched, especially with the Salem witch trials being a very recent and very vivid memory. However, his dark activities did eventually become the subject of rumor and gossip. Nothing concrete was unearthed, but the town's priest and even Ezekial's family began to suspect the evil within him. His premature death from pneumonia probably saved Sarah and her son much anguish and the community much pain.

Years passed and the dark stain on the Apcott name gradually faded until few, even within the family, were aware that anything unusual occurred so long ago. However, the death of Ezekial's physical body did not end his existence. Because his plans for immortality were only partially completed, he is now a kind of ghost or spirit trapped within the house still trying to reach that goal. Fortunately, he has been very limited in what he could do.

Two centuries have passed since his death. Among area children and a handful of superstitious locals, the house has a reputation for being haunted though little actual phenomena have ever been observed. In truth, the house is haunted and not

PLAYER AID #1: LETTER FROM AMELIA APCOTT TO ONE OF THE INVESTIGATORS

Tuesday, April 9, 1929

Dear Sir,

I am a widow living in North Ashfield, Massachusetts with my daughter, granddaughter, and nephew and recently learned of your expertise in the paranormal. I am in need of your services for it seems my house is plagued by some sort of ghost or spirit.

Our problems began a few weeks ago. I am not sure of the exact time, but the children were the first to notice anything. Since then, all of us have witnessed more than one strange occurrence. Under normal circumstances, I would not have taken the step to contact you, but the Church seems to be unable to help and I know of nowhere else to turn.

The first strange things were noticed by the children. It involved the movement of objects by invisible hands and loud knocking and banging on walls and floors. Footsteps have been heard wandering the house despite the fact that all are in bed. Spoons and other implements have been bent beyond use and I don't believe either of the children are responsible. Most recently, the bed in my granddaughter's room has been moved at night, with her in it. Worse, a terrible shriek has plagued the house twice. It sounds like a man in terrible pain or anguish, but we have not been able to pinpoint the source. Things only seem to be getting worse and I fear for the children.

I am willing to pay for your services. I will reimburse you for train tickets to Greenfield, a town close to North Ashfield. Also, I will pay you \$10.00 per day to compensate you for your time and trouble. If you need to bring colleagues along, I can pay each of them \$5.00 per day.

Please give this serious consideration. I am not a crackpot nor do I wish to waste your time with something a reasonable person would consider frivolous. This demon or ghost is genuinely frightening us and we want to rid our home of it. If you are interested in investigating this, please contact me at the address or telephone number below. I am trusting in your complete discretion in this matter.

Respectfully Yours,



Amelia A. Apcott
450 Birch Lane
North Ashfield, Massachusetts
Telephone: KL5-8120

just by Ezekial. Two other entities roam the premises, not realizing they are dead. Unlike Ezekial, these other ghosts are not malevolent and more is given on them later.

For many decades Ezekial has waited, trying to return to the physical world in some way. Occasionally he has made attempts at this, causing unusual, poltergeist-like phenomena to appear in the process, but nothing has been particularly harmful. However, his great chance is coming soon and he senses it. For the past month, he has made repeated attempts to take possession of one of the family members. In this way, he can obtain a new body at least for a time. Even better, if he finds someone who is physically frail or weak-willed, he may be able to make the possession a permanent one.

It is not a coincidence that he is able to do this only now. While Ezekial is unaware of what date or time it is, exactly two

centuries have passed since his death and there is one evening this year that he may be able to possess someone in the house. It is the evening of the 200th anniversary of his death, April 30. If he fails in his mission on this night, he will be forced to wait another two centuries. More importantly, while technically he could be forced to wait two more centuries, this is in reality his one and only real chance for escape. The chance of the house still being intact in the 22nd century is remote and if the house is destroyed, Ezekial's spirit is dispelled.

Ezekial's perception of time is faulty. He is unable to determine what exact day it is and has made repeated attempts over the past month or so to possess someone in the house. This has led to the unusual phenomena observed by family members and to the investigators being hired by the increasingly nervous Amelia Apcott.

EZEKIAL'S PLANS AND ABILITIES

Ezekial remains a powerful force despite his insubstantial nature. However, he must play by specific rules that drastically limit his ability to function freely in the house.

His goal is simple. He wants to return to the physical world, preferably permanently. To do this, he must possess the body of a person who is in the house. That is the limit of his range and power. He cannot take over just anyone. The targeted victim must be physically frail or possess a relatively low POW rating. Martie and Julian are at the top of his hit list though he will be happy to take on any visitors who seem to be vulnerable. The only time he may possess a victim is on the evening of April 30, though he does not realize this.

Fortunately for the Apcotts (and the investigators), Ezekial is unaware that there is one other potential means of escape. He can at any time possess a person in the house who is insane. Were he aware of this, he could take steps to drive Alison Harper over the edge and then make a possession attempt on her. Talia Gordon, a frequent visitor, is also a potential candidate for this as are perhaps some of the less stable or weak-willed investigators.

Ezekial has an array of powers and abilities. The most important is his ability to possess a person. This is described in detail below. Nearly as important as possession is Ezekial's ability to hear and see anything that occurs in the house. It is easy for him to locate individuals, even those who hide, since he can see through walls, floors, and objects. Better yet, he can overhear conversations (perhaps the Keeper will require him to attempt a Listen roll to detect whispered conversations) and understand their meaning as long as they are spoken in a language he understands. So, if the group is making plans on how to defeat the home's spiritual menace, Ezekial will more

than likely hear every word and take steps to foil them.

A third power is telekinesis. He can use this to hurl small objects or move larger ones. His attack rating for hurling objects at targets is low (20%), but is unnerving since he always throws objects only when no one is looking. There is no real limit to how often he can use this power. However, when actually trying to attack someone, he can only hurl one or two objects at a time.

Ezekial also has the power to interfere with communications and power lines. He can cause electrical surges and power failures (at the Keeper's discretion). Calls made to or from the house's one telephone may be overwhelmed by static induced by Ezekial or he may even inject vile and loud epithets into the line. The latter might cause some SAN loss (0/1D2 is typical) to investigators who already suspect or fear the supernatural. So, if an investigator telephones Reverend Francis from the house, the conversation may be rudely interrupted by a deep, gravelly voice bellowing out atrocious insults.

When not acting against the investigators or other perceived threats, Ezekial's spirit roams the house. He scans every crack and crevice and examines every living thing. Every so often, he tries (and automatically fails) to possess someone; they are not aware of anything unusual. All of this activity plus just the brooding power of his personality has a residual effect. It is the source of the poltergeist phenomena in the structure. He has no control over this phenomena and is barely aware that it is going on. During a possession attempt, for example, somewhere in the house a chair might overturn or a dresser might shift position. Perhaps a light bulb will blow out or a dish flies of its own accord off the dinner table. As April 30 approaches and Ezekial becomes more active, the phenomena becomes more common and more pronounced.



Ezekial
a free
with
man

More on Ezekial can be found in the NPC section. Additional information on him is given throughout the text. If a psychic gets involved, the Keeper is urged to pay special attention to the text on p. 44 under the heading "Employ a Psychic." More information on Ezekial's pattern of behavior in the house is given in "Running this Scenario" on p. 42.

POSSESSION

Ezekial's ability to possess a victim is unique to him. Other entities, of course, have similar powers, but these game mechanics are tailored specifically to him.

Prior to April 30, Ezekial can only possess a person who goes insane or someone who is scanning him psychically. In the case of a person going insane during the evening hours (even someone who has gone insane only briefly), possession is automatic unless Ezekial fumbles a POWx5 roll. If it is still daylight, Ezekial merely needs to beat the target in a POW versus POW contest on the Resistance Table. Ezekial's current POW rating is 23. A psychic scanning Ezekial is also in great danger. The specifics for this are described on p. 44 in the section titled "Employ a Psychic."

On the evening of April 30, Ezekial has his one chance of possessing someone in the house. He will deliberately target Mattie or Julian if possible since he is now intimately familiar with them. Regardless of who he tries to possess, the situation is resolved by a POW versus POW contest on the Resistance Table. In the case of Mattie and Julian, their POW ratings are halved for the purposes of this contest because Ezekial is extremely familiar with them. If he has a choice, he will go for Mattie instead of the infirm Julian.

As with his telekinetic ability, a possession attempt costs him no magic points. However, he must prepare himself and attune himself to the victim. This process takes an hour or so, limiting the number of possession attempts he can make on April 30 to perhaps six. This does not include targets of opportunity (insane people and scanning psychics) which require absolutely no preparation at all.

Note that these are raw game mechanics. The ideal may be to ignore them and apply them only if the target is an investigator. If this scenario is employed as a part of the overall campaign, Ezekial must succeed. Therefore, to allow the dice to decide is dangerous. If Ezekial has a reasonable NPC target (such as an insane Alison Harper or a vulnerable Talia Gordon), the possession attempt should probably succeed automatically. Of course, if an investigator turns out to be the victim, all the better. In this case, however, the mechanics should be applied to allow him or her to have a chance of resisting.

THE BENIGN SPIRITS

Ezekial aside, the house contains two other noncorporeal entities. These ghosts are long time inhabitants of the house. Both greatly fear Ezekial, but are not in league with him. Their mere presence is beneficial and helps offset to some small degree the immense power and malevolence of the ancient warlock.

Both ghosts predate the construction of the house. At one time, the land was farmed by a number of settlers, none of whom had any legal or documented title to the land. Fairly near where the house now stands was once a pond. During the late 1680s, a witch scare much like the one that swept Salem hit this area. Several women were accused of being in league with Satan and were put to trial. One of these was sixteen year old Marie Jessup.

Marie was innocent. To prove her innocence, her

accusers used a time honored method of testing to see if she was a witch. Since witches were commonly believed to always float on water, she was securely bound and hurled into the pond. She didn't float so she was declared to be innocent. That was fine for them, but they neglected to retrieve her swiftly enough. She drowned.

Her fiancé, a North Ashfield carpenter named James McCrary, always believed in her innocence and was completely devastated by her tragic and unjust death. In a fit of anguish, he hanged himself that night from a tree that overlooked the pond in which his beloved perished.

Not much more than a decade passed and the first large structure was built, the Apcott home. The ghosts of Marie and James had wandered the area near the pond seeking solace. The house drew them like a magnet and they soon took up permanent residence there. Ever since, both have wandered the house, not quite realizing they are dead. Much of their time is spent watching whatever children occupy the house and watching time go by. They also contend with Ezekial who they greatly fear.

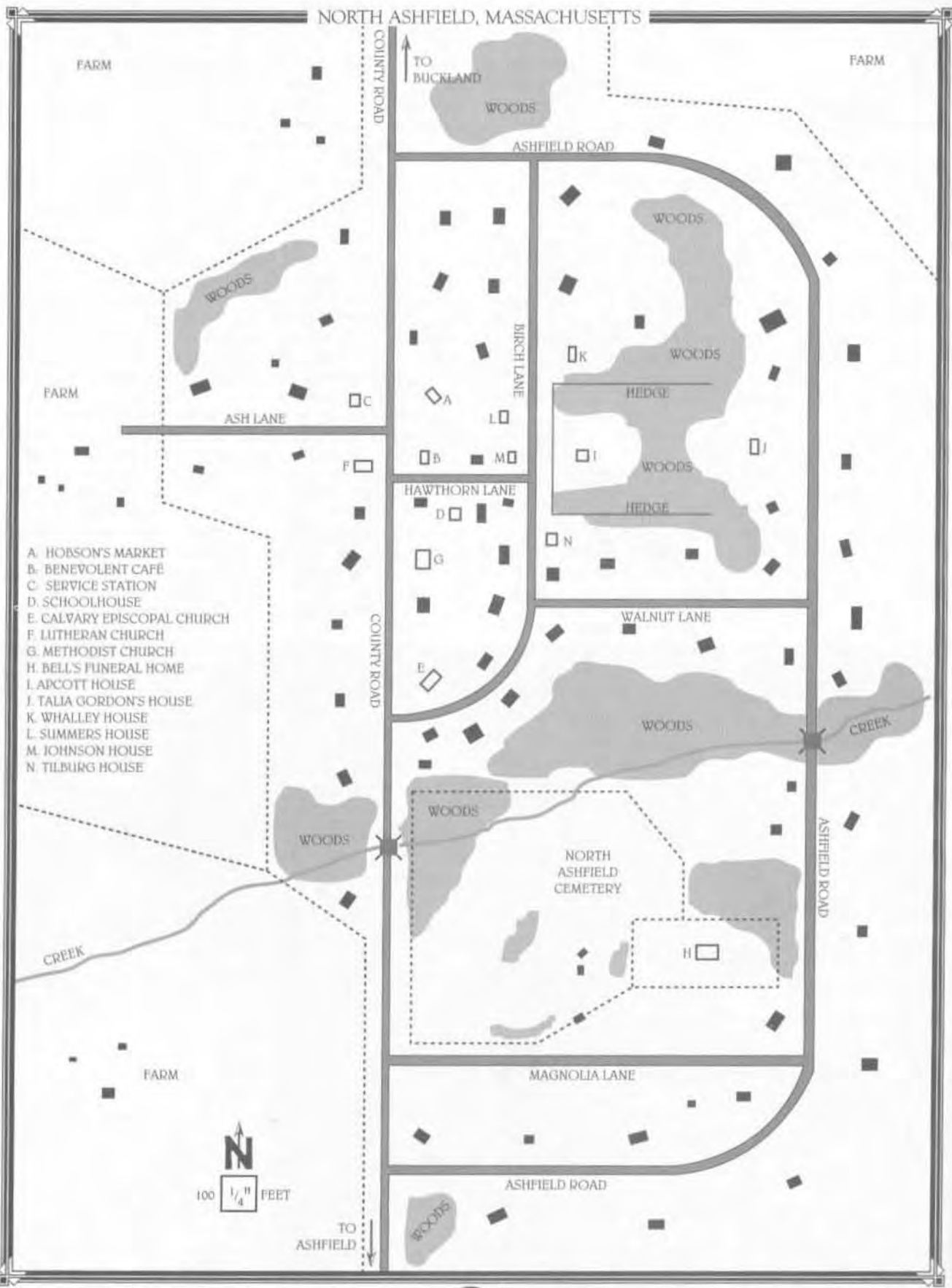
Ezekial is aware of their presence. He does not, however, pay them any mind for they lack any real power or ability to affect him to any great extent. They are simply "presences" within the house while he is something much more powerful, much more tangible. Consider them to be on a kind of different "frequency" than Ezekial where one frequency has limited effect on another. He could take action against them, but has never had any real cause or inclination to. They don't bother him so he never considered it worth an expenditure of power to expel them.

Marie and James do manifest on occasion and these manifestations take different forms. Marie sometimes leaves wet footprints when she wanders the halls at night. She sometimes even gives off a faint nimbus of blue light, either appearing as a blue globe or as a faint, luminescent blue woman in Puritan garb. Her activities are largely confined to the second floor. Mattie has seen her and described her as the "Pilgrim woman" though only later will she mention that the woman glows and that she seems to be dripping wet. Julian has seen lights moving in the hall under the crack in his door and this is Marie roaming the halls. Marie does not speak or communicate. She simply watches.

James is a localized phenomenon. He has confined himself to Mattie's closet for some unfathomable reason. Mattie describes him as the "man in the closet." He wears boots and coveralls and just sits in the closet and watches her. Mattie fears neither ghost though cannot explain why. The Keeper should emphasize the dark, lurking presence of the "closet man" in order to give the investigators another source for concern. This apparition is depicted on the cover.

Both ghosts are active in the house at all times. They only rarely manifest (i.e. become visible) and when they do, it is only at night. Early in the scenario, the investigators should be treated to a ghostly apparition of some sort, probably by Marie. Perhaps they find wet footprints in their bedroom(s) or they see the ghostly image of her face in the mirror while shaving. Whatever it is, it shouldn't cause much SAN loss (either none or at most 0/1D3), but should spawn interest in the house. It is also Marie's only way of helping out Amelia and her family. She knows Ezekial is evil and will probably sense the group is here to help. Therefore, by manifesting in some minor way while Ezekial is trying to remain quiet, she may get the group to delve more deeply into the mysteries of the house

NORTH ASHFIELD, MASSACHUSETTS



- A. HOBSON'S MARKET
- B. BENEVOLENT CAFE
- C. SERVICE STATION
- D. SCHOOLHOUSE
- E. CALVARY EPISCOPAL CHURCH
- F. LUTHERAN CHURCH
- G. METHODIST CHURCH
- H. BELL'S FUNERAL HOME
- I. APCOTT HOUSE
- J. TALIA GORDON'S HOUSE
- K. WHALLEY HOUSE
- L. SUMMERS HOUSE
- M. JOHNSON HOUSE
- N. TILBURG HOUSE



NORTH ASHFIELD, MASSACHUSETTS

This fictitious community of 425 is located in Franklin County halfway between Buckland and Ashfield and is just over two and a half miles from both towns. It can be reached by road only, with the nearest train station being in Greenfield six miles to the east-northeast. While other nearby communities do have rail lines passing through them, the closest passenger service is Greenfield. Franklin County, by New England standards, is reasonably rural. Small farms dot the landscape and North Ashfield is one of many small towns in the region. Greenfield is the county seat and is a likely spot for the investigators to conduct research. The nearest library of consequence lies outside the county in the city of Springfield to the south.

Travelling to North Ashfield is relatively easy. If the investigators choose to not simply drive there (at best averaging twenty miles per hour on the rural roads), they can take a train to Greenfield and from there, hitch a ride. A lucky group might be able to purchase a used motor vehicle in Greenfield, but renting one is out of the question. A generous Keeper might have a taxicab in Greenfield that would make the drive to North Ashfield for a couple dollars. Taxi service throughout the campaign should be limited to a single privately run cab. This allows the Keeper to limit its availability when desired.

North Ashfield is an unremarkable community consisting of a cluster of homes, market, café, general store, funeral home, service station, schoolhouse, and three churches. The general store is owned and operated by 45 year old Otis Goodson and contains the standard assortment of goods (including a sparse selection of hunting rifles and shotguns and a revolver or two) and even has a small telegraph office. The three churches are Lutheran, Methodist, and Episcopal. The first two are relatively new, having been established in 1885 and 1892 respectively. The Episcopal Church is much older and occupies a stone building erected early in the nineteenth century. More on it is given later as it is a good source for research and has relevant clues. Exploring the town on foot takes only thirty minutes or so and reveals nothing of relevance to the case. The Apcott home is the oldest and largest in the area. The lands around town are mainly occupied by small farms interspersed with stands of trees and woodlots.

Law enforcement for the entire county is provided by the Franklin County Sheriff's Department headquartered in Greenfield. Sheriff Everett Tucker is in charge and while reasonably intelligent, he is not particularly motivated and lacks any higher education or professional training. Most small towns, including North Ashfield, lack indigenous police departments and are totally dependent on the sheriff for law enforcement. Unfortunately, as is common with sheriffs' departments in the 1920s, little in the way of active law enforcement is carried out. Patrols are rare and are generally conducted by bored deputies on horseback. The primary function of the department is to pro-

vide court security in Greenfield and operate the county jail. Sheriff Tucker is good at the administrative angle, but crime-fighting is not his forte. Fortunately, crime in the county is infrequent and rarely violent. The investigators can expect little or no interference (or help) from the sheriff.

As Massachusetts communities go, North Ashfield is one of the oldest. First settled in 1690, it was originally named Hawthorn after a thorny shrub that reputedly provides some protection versus evil entities, particularly vampires. In 1756 after much debate, the town was renamed North Ashfield. The reason was that some residents resented so-called "superstition" and felt that maintaining a name rooted in superstition would only detract from the community's image. Many still held to old beliefs and customs despite the name change and such beliefs persisted well into the nineteenth century. By the time of the American Revolution, North Ashfield settled into quiet obscurity, never achieving the prominence that some early founders had hoped it would.

The Apcotts have long been one of North Ashfield's leading families. Few families can claim to have been here as long and few can match their past wealth. Only recently have the Apcotts been beset by difficult finances and even then, their home and its contents could potentially be sold for a substantial sum. Amelia Apcott is especially well known and is well liked by all. Questions concerning Alison generally are greeted with neutral responses; most like her, but no more than that. Mattie is considered by many to be the "cutest girl in town" and is one of the most popular students at the local school. Julian, being housebound much of the time, is less known than the rest of the family. His affliction is no secret, but it has prevented him from obtaining any truly close friends. People either don't get to know him or they subconsciously fear he is contagious (not true, of course).

INTERVIEWING THE APCOTTS

The first appropriate action is to travel to North Ashfield to interview the entire Apcott family present in the area. At the very least Amelia should be questioned.

The initial meeting should be cordial and nothing will seem out of the ordinary. The house is well kept and the nearby garage contains a 1925 Ford Model T tourer. Amelia doesn't use it much (she finds the hand crank method of starting it a bit trying), but will be happy to place it at the group's disposal throughout their stay in the area. If the group actually purchased a vehicle in Greenfield, they will probably feel foolish now.

Everything initially will be dreadfully normal. Things liven a bit if a dog or other animal is brought along. No animal will enter the house willingly and even bringing one onto the grounds will cause it to act in a nervous manner. The pet will demonstrate absolute terror of the house and only extreme force will get it to enter, whereupon it will whine and possibly attack

in an effort to escape, Ezekial's presence in the house can be sensed by animals and they definitely do not like it. An examination of the grounds shows that while birds, squirrels, and other wildlife are present, none seem to come close to the house. If someone goes so far as to compare the Apcott house to the neighbors' houses with this in mind, they will see squirrels scurrying across neighboring rooftops and birds perching on gutters while such sights are noticeably absent from the Apcott home.

Amelia will take the time to introduce her family. Alison Harper is Amelia's widowed daughter and seems pleasant enough. However, after a few minutes of contact with her, a successful Psychology roll will reveal that she is nervous and jittery. This is compounded by the fact that she seems a bit disheveled and ill groomed (explained later). If asked about any of this outside of an interview, she will feign ignorance. The other two residents of the house are Mattie Harper, Alison's delightful nine year old daughter and Julian Apcott, Amelia's ailing teenaged nephew (whose parents are deceased). After the initial small talk and miscellaneous pleasantries, the group will no doubt want to get to work.

The Apcott family has an interesting story to tell. For weeks, they have suffered through increasing amounts of paranormal phenomena. The first things that were noticed were strange rattings on walls and ceilings. These were attributed to mice or other vermin. It was only in the light of hindsight that it was realized there was more to them. The first overt phenomena was spoon bending and movement of objects. Initially, this was considered amusing by the Apcotts. Later, it became more disturbing, especially once it was realized that the children were the focus of much of the attention of the "ghost."

Each family member has a different story to tell. Below each is listed with the events they have witnessed or been subjected to.

AMELIA APCOTT

Amelia was the last to experience anything strange, but will likely be the first interviewed. The first event she can recollect is that Mattie began to talk to herself in her sleep, something she had never done before. This was a nightly occurrence. Strangely, everything she said was gibberish. What Amelia does not know is that Mattie was speaking in Latin, a language Ezekial was fluent in. Ezekial considers Mattie to be a prime target for possession. Mattie's strange behavior has been going on for over a month.

Amelia then began paying attention to some of the things Julian and Mattie were saying. Both were complaining of strange things happening to them. More recently, Amelia had been noticing some of the cutlery and utensils in the kitchen were bent beyond use. Mattie, of course, received the blame until it was realized that some of the utensils were too stout for her to easily bend, much less turn into veritable pretzels. Most recently, moaning and screams and other strange noises have emitted from the house. These have no discernible focal point, but seem to emanate from the very bricks and beams of the

structure. More and more, the residents are disturbed by unexpected banging on walls, floors, and ceilings, and movement of objects (though no actual motion has been seen, just that one moment something was one place and the next, it was across the room). Every few nights, an ear-splitting wail or shriek issues from somewhere within the house, awakening (and terrifying) everyone. This seems to be male and human, but no one is quite sure of this. (While she doesn't know it, her neighbor Talia Gordon has heard these recently and been terrified by them. More on Talia Gordon is given on pp. 33–34.) These shrieks were the last straw as far as Amelia was concerned. She took everything in stride up until then, but with phenomena concentrating on the children and becoming more graphic, she knew she had to take steps.

The first step was to contact the head of the local Episcopal church, Reverend Francis. She explained nothing; she merely asked him to bless the family and the house. As a long time church-goer, Amelia's request was not unreasonable nor that unusual. Reverend Francis was never informed about the phenomena and carried out the blessing without question. Unfortunately, it had absolutely no effect. More on the good reverend is given later.

As far as she could see, there was only one alternative. Call in "professionals." After a little research, she learned of the investigators and contacted them. As far as she is concerned, they are the last resort.

A successful Psychology roll made on her reveals that she believes she is telling the truth and that she is remarkably cool and collected about it. Amelia is a strong woman who has had to contend with much in her life. She is not one to shrink from adversity. Rather, she prefers to deal with it head on.

One obvious question may arise. Why hasn't she simply moved away, taking the children and her daughter with her? The answer is not surprising. It is her home and she doesn't like the idea of being terrorized and driven from it. Also, the financial blow would be great and while the Apcotts are well off, much of their wealth is tied up in the property and the items within the house. To move away is not financially feasible. What she doesn't fully comprehend is that the Great Depression is about to get into full swing and will only make things worse for the family. Without greater (life threatening) motivation, they are not likely to want to just flee. Amelia does not understand the true nature of the danger she faces nor should the investigators...yet.

ALISON HARPER

Alison has taken the entire situation very poorly. She has been unable to cope with stress well since the death of her husband several years ago in the yachting tragedy and this completely alien menace has been too much for her. She will deny knowing anything in the hope it will go away if she only ignores it. It will take a successful Persuade roll at half of the normal chance to get her to open up. Alternatively, the Keeper can ignore this and have her be intransigent throughout much of the scenario, only

opening up later if circumstances warrant it.

Ezekial saw Alison as a threat from the beginning because he was afraid she would remove her daughter from the premises. Thus, he has gone out of his way to terrify her and bludgeon her into submission. In this, he has been successful. She has seen more than just poltergeist phenomena. She has been subjected to many of the "classic" signs of haunting...bleeding walls, demonic faces in window glass and mirrors, threatening voices from the shadows, feeling an unusual chill in the air (a so-called "cold spot"), and so on. Alison is fully aware of the threats and has reacted by going into denial. She will not leave the house for an extended period if asked to, believing the "ghost" will follow her and she would only be left alone without a family to protect and support her. Thus, any suggestion that she and her daughter leave while the investigation is conducted will be met with extreme resistance. Logical arguments will not work well so any Persuade rolls made in this effort are made at half their normal chance. While not insane, Alison is certainly irrational and will only get more so as the scenario progresses. A successful Psychology roll made on Alison during an in-depth interview will reveal her to be irrational, but not insane. Thus, the interviewer should realize that logic will not work and that she will simply come up with increasingly lame excuses for staying, not to mention even more implausible explanations for the phenomena. Early on, she will likely latch on to the story that Julian and Mattie are in cahoots and are behind all the activity ("childish games, you know").

The Keeper should probably resist allowing her to give any useful information initially. Rather, it may be better to have her lie through her teeth and say something to the effect of "...I haven't seen anything except for Mattie's little pranks." When it later becomes obvious the group is dealing with something more than a poltergeist, it might then be the time for her to open up. Even better, she can continue to be intransigent throughout the entire scenario, forcing the investigators to cope with both her irrationality and the entity.

MATTIE HARPER

A lovely child, Mattie is likable and already demonstrates superior intelligence despite her youth. She is frightened of the house and would like to leave, but will obey her mother in all matters. Many, though not all, evenings, Ezekial enters her mind and speaks with her. She repeats, in Latin, some of the conversation, but has no memory of this in the morning. Among the things she will admit seeing is the "man in the closet." This is a shadowy figure that "lives in the closet" and watches her. This is actually one of the two other, more benign ghosts. She is not afraid of him, but cannot explain why. She also insists that some mornings she wakes and finds that her bed has moved across the room. This is something Amelia can confirm though she has never witnessed or heard any actual movement. Nor can she explain it since the bed is too heavy for a child to move. Mattie also remembers seeing a woman in a "Pilgrim dress" wandering the halls at night. If asked, she can describe the clothing the

THE APCOTTS IN COMING FULL CIRCLE

At this juncture, it is important to stress one vital point. The Apcotts are an important feature in this campaign. If this is to be moderated as a complete campaign and not as disparate scenarios, it is vital to make the Apcotts a likable and endearing family. Alison is, of course, the exception as further reading in this text will show. However, the Apcotts repeatedly appear in the campaign and are a main focus of action in the first and last scenarios. Between scenarios, Julian will attempt to maintain contact with the investigators if they at all appear to be friendly. This could lead to significant interaction between scenarios and even involve subplots of the Keeper's own creation. Over the span of the campaign, not only will the group be witness to plenty of unnerving phenomena, but they will (or should) be part of the development of the Apcott family. They will watch as Julian's medical condition fluctuates to sometimes alarming levels and they will see young Mattie reach adulthood and even be admitted to college.

The point is that by the end of this scenario, the Apcotts should become fast and close friends of at least some of the investigators. This relationship is an important motivating factor later and certainly adds an element not commonly seen in *Call of Cthulhu*.

apparition was wearing and it does indeed sound much like what one thinks of when women of early colonial New England are described. More on the "man in the closet" and the "Pilgrim woman" is on p. 23.

If asked about pranks, she will vehemently deny bending spoons or moving things around. A successful Psychology roll will confirm in the mind of the questioner that she is telling the truth.

Keeper's note: one option is here that may be exploited. Alison is eager to get the investigators away because she fears they may make things worse and aggravate the "ghost." It is entirely possible she might stage a prank and frame Mattie for it so it seems the phenomena are only a child's hoax. This is a red herring and one the group should not be defeated by. If they are being thorough, they should anticipate something like this and continue to check out leads rather than just assume that everything was Mattie's doing. After all, some of the phenomena are beyond Mattie's ability (the screams, bending of heavier utensils, the movement of the bed, etc.) so they should continue to investigate despite Alison's feeble attempt at deception.

JULIAN APCOTT

Julian is bedridden much of the time. He has chronic lung ailments and often is afflicted with sinus infections, influenza, common colds, and even pneumonia. He is also physically weak, frail, and extremely pale, much like his mother who died while giving birth to him. This is not to say he is a total invalid.

He can walk around (though running and negotiating stairs will wind him) and on good days, he spends some time reading a book in the shade of a tree in the back yard. He has become an excellent flute player and enjoys reading and a variety of card games.

Not surprisingly, his condition makes him vulnerable to Ezekial. Julian has received quite a bit of attention. He has noticed that the rocking chair in his room rocks around midnight every night. At first he dismissed it as a draft, but with other phenomena becoming apparent he has (correctly) assumed a "ghost" is responsible. Like the rest of his family, he has heard moans and screams and other strange noises. Unlike the rest, he has also noticed strange lights moving in the halls at night. Worse, outside his window at night the normal scene changes abruptly. He looks out one moment and everything is normal and then the next, it is snowing or a large bonfire is in the backyard. When such visions appear, he dives under the covers and prays for them to go away. So far, they always have. Most recently, Julian was struck in the stomach. It knocked the wind out of him, but did no permanent damage and left no mark. Julian will be relieved to speak of this to the investigators. It is obviously a load off his mind to have a sympathetic ear. Again, a successful Psychology roll reveals that he is being truthful.

Note that Julian and Mattie are quite close. While Julian wants to leave more than anyone, he will resist doing so unless Mattie is with him. It may be possible to remove him from the house with logical arguments (and very possibly with Amelia's consent), but this will require one or more successful Persuade rolls. Furthermore, he cannot simply be hurled into some local inn. His medical condition must be considered in any decision to take him away. In all likelihood, he will be reasonably healthy during the entire scenario, but if something stresses him greatly (Keeper's discretion), his condition could deteriorate. As a side note, the nearest hospital is Greenfield Memorial Hospital in Greenfield, Massachusetts.

LEARNING FAMILY BACKGROUND

Learning about the family background is an intelligent tactic. The group should realize that something in the family's past could very well have an effect on current matters both from a tangible aspect and from a paranormal perspective.

Since the death of Ezekial Apcott in 1729, the family has developed and prospered in a reasonably normal manner. The next few generations stumbled over themselves in an effort to erase the blemish on the family name left by Ezekial. While his activities weren't highly publicized, more than a few local residents thought him odd and some even suspected something more dire (including the town minister at the time, Reverend Thomas Stevens).

Early family history has long since been forgotten. Amelia's knowledge is best, but little was told to her by her husband. Thus, her knowledge extends back only until the latter half of

the nineteenth century (post-1860). All time before that is unknown to any living family member. Family history from the time of the Jefferson Administration to relatively recently is unremarkable. The family remained fairly small, but was prosperous enough (mainly in farming and land speculation) to afford a lavish lifestyle by local standards. Four male members of the family fought during the American Civil War on the Union side and of these, only one survived. Since then, the family line has been almost linear with very few branches.

In recent years, the family began to expand much as it had just prior to the Civil War. However, three years ago, a tragic boating accident claimed the lives of Amelia's husband, Michael; brother-in-law, William Apcott; son, Sean Apcott; son-in-law, John Harper; and grandson, Patrick Harper. If asked about the details, she will be closed mouthed about it for the pain of the

PLAYER AID #2: BOSTON GLOBE ARTICLE
DATED JUNE 4, 1926, PAGE 1

YACHT SINKS IN SQUALL ALL FEARED LOST

The 40 foot yacht Golden Lark sank Tuesday in a rain squall, according to the Coast Guard. Owned by Michael Apcott of North Ashfield in Franklin County, the Golden Lark was regularly docked in Boston Harbor and was used by the Apcott family as a pleasure craft. While on what was reported to be a short shakedown cruise, the craft encountered an unexpected squall.

According to Coast Guard Captain Harold Wilkerson, the crew of the Golden Lark was inexperienced and lacked basic knowledge and skills necessary for prolonged voyages. When encountering rolling seas, it is believed that a hatch was left open, allowing seawater to fill a hold and cause the craft to founder. "It is yet another case of untrained 'sailors' getting in over their heads; had there been one qualified sailor aboard, the accident never would have happened." Captain Wilkerson emphasized that all craft putting to sea must have qualified crews and basic safety measures and equipment in order to avoid preventable accidents like this one.

The Golden Lark went down in the vicinity of 42°45'N, 70°45'W. Missing and presumed dead are Michael Apcott (age 50), Sean Apcott (age 25), and Patrick Harper (age 3). The bodies of two victims were recovered: William Apcott (age 57) and John Harper (age 29). The search for the other bodies is still in progress. The next of kin, who live in North Ashfield, could not be reached for comment.

incident remains with her still. However, a successful Persuade or Psychology roll will get her to open up.

In short, the family owned a small yacht named the *Golden Lark*. While on a short pleasure cruise, the yacht was caught in a squall and sank with all hands. This left Amelia and her daughter both widows. To this day the details of the accident are sketchy, but all of the bodies except that of Patrick Harper, Alison's three year old son, were recovered and are now buried in the North Ashfield cemetery. If the Keeper so wishes, Amelia can provide a newspaper clipping (Player Aid #2, on the previous page) documenting the case. The article may also be found in church records.

This clipping alone may be cause for some conjecture, particularly if the investigators are experienced and have some knowledge of the Cthulhu Mythos. First, it could be tied to the allusions toward Cthulhu and Dagon described later. Second, if anyone bothers to check, the coordinates of the sinking place the craft just off Innsmouth. This is, of course, a complete coincidence, but knowledgeable players (or investigators) may latch onto this. It is a red herring designed to (1) mislead players who are trying to outguess the scenario and (2) confound and confuse experienced characters.

Because of the accident, the growth of the family was stunted. Such a great tragedy wiped out most of the male members of the clan and reduced the size of the family by half. Shrewd investigators may deduce that psychological trauma induced by the accident could somehow be tied to the current paranormal

events. While this is not the case, it is certainly a theory that may be put forth by investigators that are thinking. Thus, in a way, it is a kind of red herring.

This is pretty much all Amelia can say about family history. What the Keeper chooses to provide the investigators is left to the individual, but it is likely that Amelia will relate only bits and pieces as they come up in conversation. Only if she is directly asked for commentary on family history will she part with all this information. The reasons for this are simple. She does not understand the potential relevance and so will not think to volunteer the information; in addition, the memories of the 1926 tragedy are still painful.

THEORIES

The group may eventually come up with all sorts of theories concerning the Apcotts' history. Some may incorrectly theorize that there is a family curse at work. None of the Apcotts have ever considered this. Anyone familiar with genealogy will know that a linear family tree such as that of the Apcotts is not particularly unusual though the context here may make it seem so. The investigators may also come up with all sorts of theories concerning the yachting tragedy. They may latch onto the red herring concerning the Surani (described later) or the fact that one body was never recovered. Regardless, the deaths of the Apcotts on the yacht have nothing to do with the events of this book.

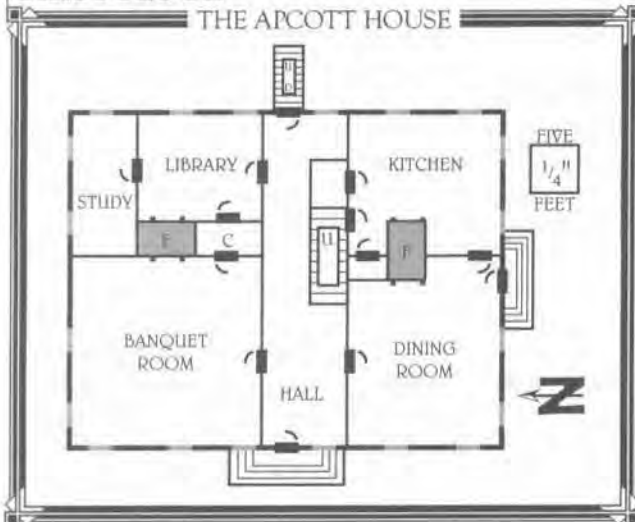


Alison
won't like
what she sees

THE APCOTT HOUSE

The Apcott House was erected in 1699 by Ezekial Apcott. Since the original construction, some additions were made, but none after 1790. It is a three story, brick house with a peaked wooden roof and two brick chimneys. Ceilings are fourteen feet high in all rooms except the attic. Rooms are generally very spacious and well furnished, demonstrating the past wealth and prosperity of the family.

FIRST FLOOR



Hall: Furnishings here consist of several wood chairs and a single small table. This is located near the base of the stairs and bears a lamp and the house's only telephone. The stairs ascend out of the hall to the second floor and a sturdy banister provides a secure handhold. Family photographs decorate the walls on both sides of the hall and a framed copy of the family tree dominates one section of wall near the door to the library (see Player Aid #3). Lighting is provided by the aforementioned lamp plus two electric light fixtures dangling from long chains in the ceiling. One fixture is near each end of the hall and these can be turned on via a rotary switch near the front doors.

Dining Room: The dining room contains a single large, rectangular, mahogany table surrounded by polished mahogany chairs. All meals are served in here and the Apcotts are the kind of family that dresses formally for every evening meal. A certain decorum is expected of all though the investigators, as guests, will not be expected to conform to their standards.

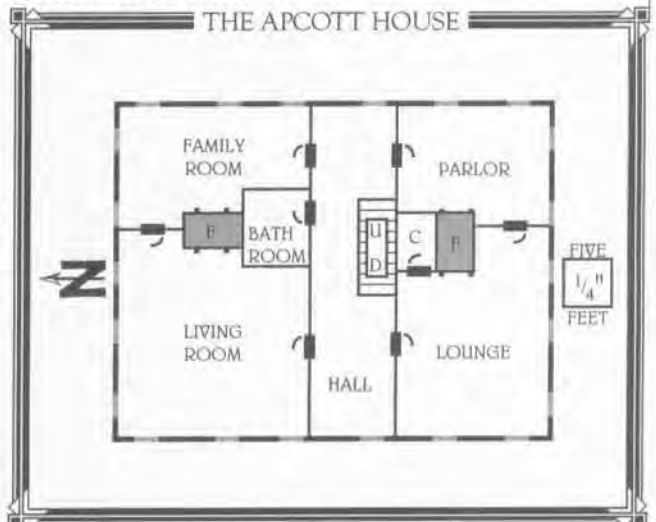
Kitchen: This is a typical kitchen of the time. The closest thing to refrigeration is a large, insulated ice box containing perishables. The facilities are up to date with plumbing and other conveniences having long since been invested in by the family. There is a round table in here where informal meals may be taken. The west closet serves as a pantry while the south closet is for storage. The door that seems to open onto

the stairs to the second floor actually opens onto a different set of stairs descending to the basement.

Banquet Room: This room is designed for large gatherings. Several round tables surrounded by chairs are in here. The room, though clean, has not seen much use in a long time. The door in the north wall opens into a cloak room.

Library and Study: Undoubtedly, the investigators will gravitate here at least once in the scenario. The walls of the northern and eastern parts of the room are lined with eight foot tall bookcases. These are groaning under the weight of the books they bear, absolutely none of which are occultish in any way. Everything from classic literature and school textbooks to assorted science and history volumes are here. The western section of the room contains a large brick fireplace, desk, table, and several chairs. The walls throughout the entire room are panelled and bear a few hunting trophies, all purchased from curiosity shops and antique dealers. The mantelpiece bears assorted curios: a couple pewter plates, framed photos, some arrowheads, and the like, all of which can be tossed around at alarming velocities by the "poltergeist." Hanging above the fireplace on a set of brass brackets is a Revolutionary War era musket. It is not loaded and no longer works.

SECOND FLOOR



Hall: Aside from a few small tables and chairs, the hall is empty. Lighting is provided by electric lamps on the few tables here.

Stairs: The east door opens onto the stairs that descend to the first floor. The west door opens onto the stairs that go up to the third floor.

Family Room: This room exhibits signs of daily use. Some of Mattie's toys and a few books (Julian's) lie about the floor

and on furniture. Most of the latter is practical and comfortable. Of all the second floor rooms, this is the only one with rugs. A large brick fireplace in the south wall can have a fire on cold nights and the items on the mantle (much like those on the mantle in the study) can be nasty projectiles. Normally, every evening the family would gather about the large console radio set in here to listen to a play or the news, but recent paranormal events have upset the daily routine.

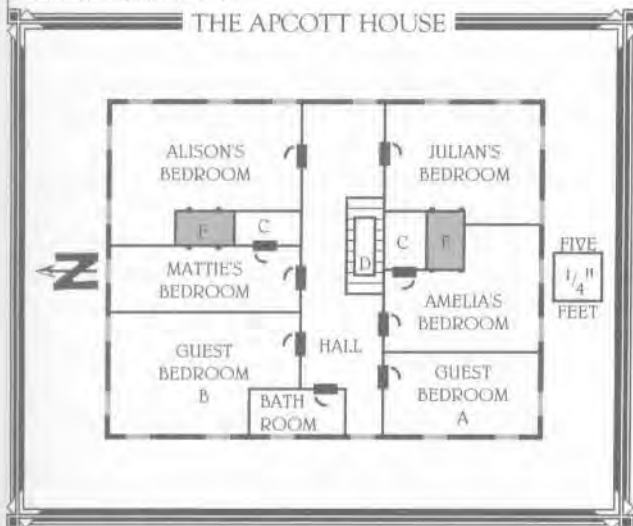
Parlor: Well furnished, this contains a sofa, coffee table, and several chairs and smaller tables.

Bathroom: This is a normal bathroom, but lacks bathing facilities.

Lounge: This lounge is used more by Amelia and Alison than by the children. There is a phonograph with assorted record albums and comfortable furniture. The closet in the east wall is used for clothes and general storage.

Living Room: The living room is well furnished and fairly formal. This is where guests are entertained. Oil paintings in here can be determined (with a successful Art History or similar roll) to be valuable by learned observers.

THIRD FLOOR



Hall: Aside from a few small tables and chairs, the hall is empty. Lighting is provided by electric lamps on the few tables here. A chain dangles from the ceiling near the door to Julian's room. When pulled, a trap door recessed into the ceiling swings down, allowing a folding ladder to slide into position. The ladder is sturdy, but creaky, and leads into the attic.

Amelia's Bedroom: Amelia occupies the master bedroom. It contains a fine canopy bed, dressing table, wardrobe, chest of drawers, and other furnishings and was obviously once occupied by both her and her husband.

Julian's Bedroom: A corner room, Julian's bedroom is well furnished and reveals his major pursuit in life...reading. Perhaps a dozen books and magazines are scattered about the room and another thirty or so are neatly arranged (alphabetically by author) in a small bookcase. They are on a variety of subjects though Julian's favorite subject is apparently history. A large carpet covers the floor.

Guest Bedroom A: This contains a queen size bed and the usual furnishings. One or two investigators can sleep comfortably in here.

Bathroom: This is a fully equipped bathroom. In addition to the usual accouterments, it contains a large porcelain tub and cabinets loaded with towels and soap and sundry bathing supplies.

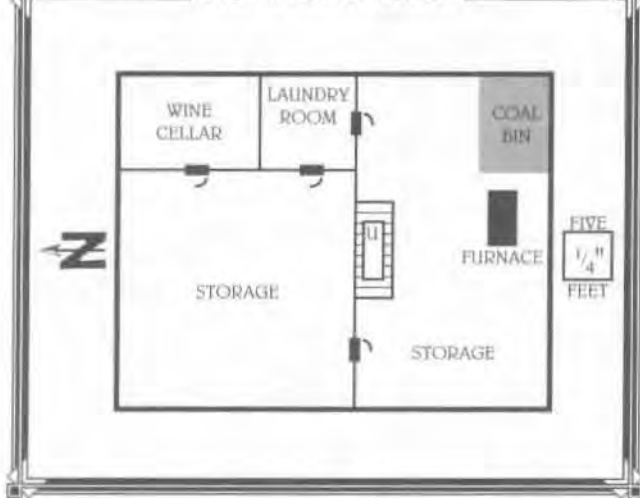
Guest Bedroom B: Slightly larger than Guest Bedroom A, this one contains two single beds and can comfortably sleep two. If more than four investigators are present, cots can be brought up from the basement and up to three more people can be comfortably accommodated between the two guest rooms.

Mattie's Room: Mattie's room contains furnishings geared for a young girl. The bed is huge, a queen size model dating back to the Civil War. The frame and bedsprings are iron and this is covered with solid oak. The floorboards are warped (and have been for decades) so the heavy bed is essentially impossible to move any real distance without the aid of several strong people. The few times it has been inexplicably moved by the "ghosts," Amelia has had to ask some of the young men in the neighborhood to help move it. She is no longer willing to call them in fearing that rumors may start. If it is moved again (it should be sometime during the scenario), it is up to the investigators to move it. She won't ask them to, but they may think it significant so may move it anyway. Normally, it is against the wall almost directly across from the closet door. When it has been moved, it is found to be against the window in the southwest corner. The room's closet is a medium size, walk-in type and Mattie has the annoying tendency to leave the door open. This is where the so-called "man in the closet" hangs out.

Alison's Room: This large bedroom is very well furnished and has many of Alison's personal touches. As was stated elsewhere, however, all mirrors in the room have the same crack across them. Only one large mirror is present. It is in a hinged frame attached to the dressing table. It is always kept covered for Alison greatly fears the images Ezekial places there. Other mirrors in here are hand held types and are also not readily seen unless the room is at least casually searched. The fireplace is functional, but much smaller than the others in the house.

BASEMENT

THE APCOTT HOUSE



Storeroom: This is essentially an organized junk room. Boxes and crates of miscellaneous belongings are stacked along the north wall. Some of these can, with searching, be determined to be the belongings of the family members who died in 1926. Others are much older. The rest of the area is devoted to miscellany: a large, reasonably well stocked wine rack, gardening tools, sacks of potatoes, and crated books.

Laundry Room: Two large washtubs, scrub boards, detergent and cleaning supplies (both for clothes and household supplies), an ironing board, and the like are in here. Alison and Amelia take turns with the chores around the house since the family can no longer easily afford servants.

Furnace/Storage: This room has two main features. The first is a coal fired furnace that provides heat to the house during the winter months. The second is a large coal bin. A coal chute runs up through the foundation to a steel hatch in the ground next to the door leading from the kitchen to the

outside. The rest of the room is devoted to general storage: old furniture, crates of clothes and dishes, bicycles, gardening tools, and more. Much is piled haphazardly in the south-west corner.

Wine Cellar: This room contains racks that could potentially hold hundreds of bottles. These are now shrouded with webs and dust and only two dozen bottles of wine are here.

ATTIC

(No map is necessary for the attic.)

The attic is one large area running the length of the house. The beamed ceiling is peaked and low except near the middle. Wooden partitions separate this space into four smaller areas and small hatch-like doors allow access from one section to another.

No one has been in the attic in decades. Items in here date back to the previous two centuries when the attic became a kind of dump for unwanted items. All sorts of things can be found here including large pieces of furniture. More common are crated belongings: linens, clothes, dishes, books, and more. Some is valuable; much is simply junk.

The entire area is very dusty (a quarter inch or more of dust coats everything) and dense sheets of cobwebs are everywhere. Observers should, therefore, notice evidence of movement up here. Dust and cobwebs have been disturbed recently and in areas of the attic totally inaccessible to anyone unless they were to leave trails through the dust. There are no footprints anywhere up here. This is likely the first evidence of paranormal activity in the house the investigators may encounter.

There are some documents in the attic that are of real importance to the final scenario in this book, *Full Circle*. But they play no part in this scenario, and their contents would not at this point draw the investigators' attention. For information on these documents, see "The Chase Commences" in *Full Circle* on p. 118.

THE HAUNTED HOUSE

The Apcott home is a large, historic structure and a detailed description of it is given separately. The investigators may want to move in, perhaps as soon as they arrive in town. This is certainly agreeable to Amelia Apcott, but is not something she will initially suggest. Guest rooms can be quickly prepared for the new "visitors" and they can set up whatever equipment they wish anywhere in the house. In fact, the group may have little choice but to stay with the Apcotts since there are no local hotels, inns, or boarding houses. The nearest lodgings (a boarding house) are in the town of Ashfield to the south. If the group does not want to stay in the Apcott home, but does want to live in North Ashfield, a couple hours of searching will turn up a few people who would rent out unused bedrooms for a dollar a day. Amelia cannot suggest where to look, but a

little questioning at the Benevolent Café in town will probably meet with success.

The house appears in all respects normal. Nothing seems unusual and skeptics among the investigators may dismiss the whole situation as a wild goose chase. Such views may be confirmed if Alison succeeds in framing Mattie as a prankster. The family, except Alison of course, will insist weird stuff was happening as recently as an hour or two before the investigators arrived. As is often the case with poltergeists, the phenomena will cease when they arrive. However, Ezekial cannot remain idle for long.

The thin veneer of normalcy will end fairly quickly. However, the first phenomena witnessed should be something caused by one of the other entities within the house. It should be something minor that could be misinterpreted as poltergeist activity. These entities can do little to help the group, but they

THE GROUNDS

THE APCOTT HOUSE



The land on which the house occupies is a smaller lot than was originally owned by Ezekial Apcott. What is still in the family's hands is four or five acres bounded by a very dense and stout hedge measuring eight feet in height. Movement over or through the hedge is effectively impossible without suitable equipment. However, it only runs along the north, south, and west sides of the property. Along the east side, the land is open and anyone can simply walk across to Talia Gordon's house a few hundred yards away.

Aside from the house (described separately), the lot has only a few features. Southeast of the house are two small structures. Each is made of wood. The first is a single car garage housing a Ford Model T tourer. Immediately adjacent to this is a small tool shed containing common gardening and carpentry tools.

The only way to get on the property outside of walking from the Gordon house or vaulting over the hedge is to enter through the front gate. It consists of a pair of gates constructed of welded cast iron bars. They are easily climbed and can be chained shut though Amelia never takes this precaution.

The circular driveway surrounds a large fountain. This

marble fixture is in the form of a large clamshell in the middle of which is a pedestal. Atop the pedestal is a cupid-like figure pouring water from a pitcher into the shell. The water is then recycled via an interior, electrically powered pump back up to the pitcher.

North of the house is a small vegetable garden that Amelia has planted. Tomatoes and beans are the primary crops.

The rest of the lot is covered mostly with trees. Outside of small areas of lawn directly in front of and behind the house, the lot is wooded. The woods get quite dense close to the hedge. The trees and hedge are an effective barrier to all but the loudest sounds. While rifle fire outside the house would certainly be heard by neighbors, screaming inside wouldn't be. The one side effect is that sounds from the house tend to be funneled to the Gordon house.

Finally, anyone looking for wildlife on the property will be disappointed. Birds and squirrels are common in the neighborhood, but seem to avoid the Apcott land. A few may be noticed in or among the trees, but only close to the hedge, never near the house itself. The reason is, of course, the presence of Ezekial Apcott's spirit.

are aware of Ezekial and his general plans and will be happy the group has arrived. More on these ghosts and what they might do is given elsewhere.

As April 30 approaches, Ezekial's power increases and he will once again try to exert influence in order to escape his predicament. He does not realize on what date he can escape and has no real ability to accurately measure or even perceive time. Thus, he will continue to push right through until the stroke of midnight on April 30/May 1. After this, his activity will suddenly cease and will not once again manifest itself in any significant or prolonged manner for another two centuries. This, of course, assumes Ezekial fails to possess someone.

Because Ezekial is pushing to possess a person within the

house, evidence of this will be seen. Ezekial is not particularly subtle and there are side-effects left by his efforts (previously described). Many if not most of the poltergeist-like phenomena are not intentionally caused by Ezekial, but are a by-product of his efforts to survey the house and its occupants and (later) possess one of them. Early examination of the house will reveal none of this, but this will change soon after the investigators arrive or move in. Keeper's note: some of the phenomena described by the Keeper should be focused on the children (like the movement of Mattie's bed). This should clue the group in to the importance of the children and perhaps the need to get them out of the house.

SEARCHING THE HOUSE

A diagram of the house as well as detailed room descriptions are provided for the Keeper on the preceding pages. Using the diagram as a model, a functional sketch of the interior layout of the structure may be made as an aid to the players. With this in hand, the investigators may come up with some sort of game plan to observe and document the "ghost" and ultimately defeat it.

Simply put, there is little to see. The house is well furnished and is obviously quite old. It has been kept in good repair and there are no signs of poltergeist activity aside from some bent utensils Amelia provides. The room description listed separately contains information of value to the investigators. However, here are some specific highlights.

Attic: A search of the attic is fruitful. It is the one area of the house that no one has entered in years, at least according to Amelia. Upon searching it, the group will find it to be a single, low ceilinged room with several thin, wood partitions separating it into smaller sections. These partitions each have a small doorway that can be crawled through. The attic contains a large assortment of long forgotten junk. Chests of dishes, old steamer trunks of clothes and linens, old portraits of ancestors (including one of Ezekial Apcott; this may prove to be of interest either in this scenario or in *Full Circle*), rolled up carpets and rugs, and dusty furniture are typical items and all are coated with a liberal amount of dust and cobwebs. Were anyone to move around up here, it would be obvious since tracks would be quite evident.

No, there are no tracks in the dust. However, a successful Spot Hidden roll does reveal one interesting fact. Things have moved around. An old, brass oil lamp on a small table as been moved, leaving a trail in the dust on the tabletop. Several trunks have obviously been moved across the floor, plowing through a quarter inch thick layer of dust in the process. One or two have even been upended. No tracks lead to any of these objects and veritable sheets of cobwebs block any access to most of them. These webs are easily torn aside, but to do so would leave obvious evidence of one's presence up here. These objects were, of course, inadvertently moved by Ezekial as a side affect of his probing through the house and scanning potential victims.

Amelia's Bedroom: Well-furnished, it contains a massive wardrobe, canopy bed, chest of drawers, dressing table, and assorted other furnishings. On the dressing table can be found a photo album containing small mementos and photos taken of the family and the house over the past seventy odd years. The album is well-organized and has been cared for and added to consistently over the years. Photos of the house appear at fairly regular intervals, usually with some family member standing stiffly in the foreground. While the faces change, the house itself changes little except in one aspect. If someone succeeds in both a Spot Hidden roll and an Idea roll, the one change that will be noticed is that a hedge was added to the

property sometime between 1868 and 1871. If asked about this, Amelia has no answer. Together with the dense woods, the hedge has succeeded in blocking all sound from reaching neighbors except Talia Gordon (of course). A strongbox in the closet contains assorted papers and documents including an old copy of the Apcott family tree (Player Aid #4, which appears in *Appendix D; Player Aids* on p. 145) which is not as complete as the current one.

Mattie's Bedroom: Searchers here may notice, with successful Spot Hidden rolls, that the floorboards are warped and buckled. The reason is mundane, but the significance should be clear to those who succeed in Idea rolls (or think of it on their own). With the floor in its current condition, it would be difficult to move a large piece of furniture across it. Testing this theory confirms the matter. Unless Mattie's bed was lifted, it could not be simply dragged across the floor. There are no scuff marks to indicate it has been dragged and the bed itself is very heavy, being made of solid oak with an iron frame and bedsprings. Also, any movement of furniture in here aside from lifting it would result in a large amount of noise. Two strong individuals (combined STR total of 27 or more) can move the bed, but this requires alternating between lifting it and dragging it. Only a combined STR rating of 32 or more will allow the bed to be lifted and carried across the room. Obviously, if Mattie's bed has indeed been moved, Mattie couldn't have done it nor could Julian. In fact, the combined efforts of all the house's current residents would probably result in it only being shifted a little bit, certainly not moved all the way to the window. To return it to its proper place, Amelia has hired some locals to do the moving, but she is reluctant to do so again, fearing gossip. Therefore, if during the scenario it moves back to the window, that is where it will stay unless the investigators move it.

Alison Harper's Bedroom: Well-furnished like the rest of the house, among the items in here is a dressing table with a large, oval mirror draped with a blue shawl. When the shawl is removed, the mirror can be seen to be marred by a long crack across the middle. By itself, that is insignificant. However, if the room is examined in greater detail, more is discovered. A hand mirror is lying face down on the dressing table. If examined, a crack identical to the one in the larger mirror can be seen. A second hand mirror on the nightstand bears another identical crack. Alison, if asked about this, will insist she cracked each accidentally and the fact that they are cracked in an identical manner is purely coincidence. She will nervously try to laugh off the whole matter. However, Ezekial has been playing mind games with Alison, showing her what she might look like if she didn't cooperate. His exertion of power has caused these cracks. Not surprisingly, Alison no longer uses mirrors. One result has been she always has a slightly dishevelled look about her for she cannot fix her hair quite right or get her cosmetics applied correctly without mirrors.

OBSERVING THE HOUSE

Observing the house from a distance for a prolonged period (over a few days) can be revealing. A few times, something strange will be observed that cannot be conventionally explained. A flickering light like that from a candle may be seen momentarily through an upper story window when no one is in that part of the house. Perhaps a shutter slams closed when there is no discernible wind. Whatever the Keeper thinks to toss in should be subtle and not heavy-handed. It should be just enough to whet the appetites of the players and have them thinking something creepy is going on, which is, of course, the case.

As April 30 approaches, phenomena will become more overt and graphic. Neighbors shouldn't notice because of the hedge, but someone intentionally watching the house will. This can include things like trees appearing to move of their own accord, reaching through windows and even moving about the yard. Shadowy figures may move about the yard in the darkest hours of the night and chasing them down only causes them to vanish without a trace. Finally, noises from the house itself—including the unnerving shriek Amelia described—will be heard and perhaps cause some SAN loss.

If the investigators choose to exercise this option, the best location to set up in is Talia Gordon's back yard. Trying to observe the house from anywhere else is difficult because of the hedge. Of course, the group may just choose a secluded corner of the yard from which to watch the house. Though this places them closer to the source of the phenomena, it should be no less effective.

QUESTIONING NEIGHBORS

Neighbors will all deny seeing anything unusual. All like and respect the residents of the house and will say and do nothing to cause them discomfort or embarrassment. For most, the house is a mundane building, albeit the largest and most magnificent in town. More importantly, the fact is that none know anything. Neighborhood children make up stories about the house being haunted, but these have no basis in fact. These are spawned by the appearance of the structure only, not by any events or occurrences there. The hedge surrounding the property as well as the dense woods have concealed the house from prying eyes and muffled all sounds.

However, for one neighbor the house has a more sinister significance. Living on the lot behind the Apcott home is Talia Gordon. Miss Gordon is a local schoolteacher who bought the house behind the Apcott place four years ago. This unmarried, thirty year old woman is a capable teacher and is liked and respected by all. As teacher in the local school, she commands respect and power often not available to women of the era. On the other hand, she also is aware of how fleeting this can be. One blot on her image could end her career and slam her into poverty. While she doesn't know it, the Great Depression is just starting so trying to get a new job would be most difficult. Talia is fearful because of the strange things she occasionally sees out her back window. Unlike the rest of the Apcott property which is bordered by a high hedge, the rear of the lot is open and can be easily viewed from her house (see map on p. 31).



Talia
Gordon is
hearing
things

An insomniac, Talia gets an average of four to five hours of sleep per night and often stays up very late compiling lesson plans and grading papers. From her vantage point in the office in the rear of her house, she can easily see the Apcott home. She has seen strange things occasionally. At first, they seemed to be normal or easily explainable phenomena...a strange blue light emanating from an upper story window, a dark figure exiting the house and roaming the grounds in the early morning hours, and so on. She then began to find out that on some of the days she observed such things, the Apcotts were out of town. More blatant phenomena began appearing...a hideous scream issuing from the house in the wee hours of the morning (funneled to her house by the hedges, of course), the house appearing to change form and alter in size, and so on. Needless to say, this has unnerved Talia, but she is afraid to tell anyone, fearing public ridicule and the impact on her job and reputation. Her reaction has been to close and bolt all the rear windows to her house, tightly shutter them, and draw the curtains. Even this has not been wholly effective—it doesn't keep out the unearthly scream. This along with her active imagination anticipating the worst has resulted in her being constantly worried and distracted all hours of the day, losing even more sleep and affecting her personal and professional life. A nervous and high strung person to start with, this has grated on her sanity and eventually

could lead to her downfall.

Obviously, the investigators will find Miss Gordon's observations of value. Getting a statement from her is difficult, however. At first, she will deny knowing anything, but her nervous demeanor belies this. A successful Psychology roll made by the questioner or anyone present will reveal she is hiding something or holding something back. At this point, the investigators may attempt to persuade her to talk, but this should be difficult. They must be able to properly assure her that her story will remain completely confidential and even then, a successful Persuade roll is required. On the other hand, they may automatically assume she is somehow involved in something nefarious. She is not and any effort spent investigating her is wasted.

If they manage to gain her confidence, she will give a statement containing whatever information the Keeper sees fit to include. However, as a single woman, she will not allow them to stay in her house or watch the Apcott place from her property. This would be a blot on her reputation, something she is very anxious to protect.

One other source of information is neighborhood children. Some have wild and totally bogus ghost stories to tell of the Apcott house. Such tales have no basis in fact; they are spawned by the forbidding look of the structure. Any time spent interviewing them is completely wasted.

OTHER NEIGHBORS

What follows are brief descriptions of the immediate neighbors of Amelia Apcott and her family. Though none know anything relevant, this is provided since it is entirely possible that the group may attempt to interview everyone in depth.

PAUL AND JUSTINE WHALLEY

Mr. and Mrs. Whalley live adjacent to the Apcott home (see map) and have been in the neighborhood over two decades. They are long time friends of the Apcott family and remember fondly the male members of the family before the tragic accident that claimed their lives. Paul was once an investment banker who conducted most of his business in Greenfield. He is now a 63 year old retiree and lives a quiet life with his 59 year old wife. Both are courteous, well-mannered, and polite and will happily invite well-groomed, polite individuals into their home.

ENID SUMMERS

Mrs. Summers is a widow living across the street from the Apcott home. She is 97 years old and deaf. Aside from that and some arthritis, she is in relatively good health and is of sound mind. Every afternoon, she sits on her porch and knits sweaters.

Once married to an importer named William Summers, she moved to North Ashfield after his death in 1890. She is independently wealthy and spends most of her time gardening and sewing. Pleasant-looking visitors will be greeted in a friendly manner, but the only way to effectively communicate with

her is to write her notes. She knows nothing of relevance to the case.

MARK AND MARION TILBURG

This young couple moved into the house adjacent to the Apcott home in 1927. Mark is age 29 and owns a feed store in nearby Buckland. He spends most of his days there. 24 year old Marion sometimes helps her husband there, but can often be found either at home or in North Ashfield running errands. They are well-acquainted with the Apcotts, but know nothing of relevance to the case.

EDMOND AND MARY JO JOHNSON

Edmond (20) and Mary Jo (17) are new to North Ashfield. The house in which they now live was previously owned by Frederick and Gloria Johnson, Edmond's uncle and aunt. A few months ago, Frederick and Gloria died in an automobile accident near the Harvard University campus in Cambridge, Massachusetts. Edmond inherited the house along with a sizable fortune, and recently moved in with his wife. Much of their time now is spent either travelling or working at hobbies, as they are well off enough to not need jobs.

Edmond and Mary Jo know few local people well. If they are present during the scenario (Keeper's discretion), they will be polite and pleasant to investigators. They are at best only acquaintances of the Apcott family and know nothing of relevance. However, they are friendly, enthusiastic hosts to any visitors who might drop by for a chat.

RESEARCH AND INVESTIGATION

As parapsychologists, the group will know that proper background research is often the key in paranormal investigations. Knowing the history of a family, structure, or area can do much to assist in solving a given case.

Conducting basic background research is easy, provided the investigators are not shy about legwork. Several places for research are available and logical to visit: the county seat, the county historical society, local churches, and any decent city or university library. Subjects to check should include Apcott family history, area history, and land records.

AMELIA APCOTT (NORTH ASHFIELD)

Of course, she should be consulted first. She can give a general family history, but this is only detailed back to the beginning of the Civil War (1861). Prior to that her knowledge is exceptionally poor. She knows of no family papers that can help, but can provide a family tree that hangs on a wall in the first floor hall. An older copy is in a strongbox in Amelia's bedroom closet and this can be provided to the investigators. *Player Aid #3* is a copy of this family tree. It can serve as a useful tool both in this scenario and in the final scenario, *Full Circle*. Where it is pertinent in *Cold Spot* is that it documents the birth and death (on April 30, 1729) of Ezekial Apcott. While seemingly a coincidence, a perceptive investigator who notices the similarity of dates may decide to look into this ancestor of today's Apcotts. Other papers Amelia provides from the strongbox are of no relevance. There are more stored in the attic, but she is unaware of their existence and they have no bearing on this scenario.

THE COUNTY SEAT (GREENFIELD)

Located in nearby Greenfield, Massachusetts, the county seat is a good place to visit at least once in the scenario. Everything that is relevant can be found in the courthouse: the county records office, the sheriff's office, etc. County records are of limited help. The deed to the Apcott land can be found on file, confirming it has been in the hands of the family since the 1600s. The document states that the land originally was a fifty acre farm complete with house, barn, and pond, but amendments to the file show that most of the land was sold off during the 1750s by Ezekial's son, Abraham. Since then, only the house and the lot on which it stands has been in the family's hands. The rest of the acreage now bears neighboring houses. No records exist that indicate anyone other than the Apcotts have owned the land since Europeans arrived on the North American continent, and indeed this is the case.

The sheriff's office is even less of a help. Standard practice

is to burn all records older than twenty years except unsolved felony cases and major case files. Thus, nothing of use is here.

Greenfield itself is the largest town in the county and has a population of approximately 15,500 at the time of this scenario. It contains much of what the investigators might need that North Ashfield lacks. Stores are well-stocked and artisans and skilled laborers (blacksmiths, mechanics, etc.) can be found here. Anyone arrested and brought to trial will be hauled into the county court here which is the centerpiece of the town.

LIBRARY (BOSTON OR ELSEWHERE)

While Greenfield and North Ashfield have no libraries of their own except the one in the historical society in Greenfield (described later), the investigators may choose to visit one outside the immediate area. Any major city or university library can, at best, provide information only of marginal benefit. Nothing on the Apcott family or the Apcott land can be found. However, research on Native Americans can be productive. Such research would likely be spurred by an investigator suggesting maybe the land itself has a long, dark, and mysterious past.

In a (fictitious) book entitled *Peoples of Pre-Revolution Massachusetts*, the author, Avery Thomas, describes Native Americans that lived in Massachusetts prior to 1775. Thomas was a professor of anthropology at Boston College in the late nineteenth and early twentieth century. Published by Pollack & Brown Press of Boston in 1901, the book saw only a limited printing of one thousand copies. Information in this 256 page text is impartial and not slanted by personal biases or views and overall, is reasonably accurate. Readers can tackle it in four days and a successful Read English roll is rewarded with +1% to History skill. In general, the book contains information on what tribes lived in the state prior to 1775 and how they interacted with each other and with Europeans.

So far, there is little to distinguish this book from any other on Native Americans. Readers can tell easily that some information within is speculative. However, of interest is one subsection describing a small tribe called the Surani. No other book can be found that discusses them. Unfortunately, Thomas failed to include either a bibliography or footnotes so it is impossible to track down his source (visiting his widow in Boston meets with failure...she has no knowledge of the subject and has long since discarded all her husband's notes). The Surani, who died out after a smallpox epidemic in the 1680s, were allegedly an extremely spiritual people who worshipped some strange sea or water god whose name has been lost to history. The god had minions who would emerge from the sea to accept sacrifices and homage. No specific tales are quoted from nor is much more given on them. They are known to have had a village very close to the current site of North Ashfield. From here, they would supposedly carry out a kind of pilgrimage to a point on the coast where rites would occur.

Their forgotten language has been speculated to have had no connection with any other. However, those knowledgeable about Native Americans or languages (perhaps succeeding in a History or Knowledge roll) will know that the Surani are not alone in this trait.

The Thomas book is a total red herring. It is the only one the investigators will notice since it is the only to mention the town of North Ashfield by name (the thorough index lists North Ashfield, thus calling attention to the relevant sections). Investigators trying to outguess the scenario may treat this as a kind of bible and be misled by it. The Surani are completely irrelevant to matters at hand and all allusions to Cthulhu,

Dagon, Deep Ones, or other entities of the Cthulhu Mythos are bogus (or at the Keeper's discretion true, but irrelevant).

One other thing the group might research is poltergeists and poltergeist activity. A successful Library Use roll is rewarded with Player Aid #5 (below) which is information assembled from several commonly available sources. Alternatively, anyone who succeeds in an Occult roll already knows this information and may be given the player aid. Parapsychologists and occultists have an even greater chance of knowing this and may attempt both Occult and Knowledge rolls.

PLAYER AID #5: ABOUT POLTERGEISTS

The player aid below is designed to serve as a resource for the Keeper and may be made available to the investigators if any one of three requirements is satisfied. These are:

(1) Research in a reasonably large university or city library on poltergeist activity is done. This information can

be gleaned from several commonly available sources.

(2) Any investigator succeeds in an Occult roll.

(3) Any professional P.C., parapsychologist or occultist succeeds in either an Occult roll or a Knowledge roll. Both skill rolls may be attempted.

ABOUT POLTERGEISTS

Phenomena attributed to poltergeists are among the most common occurrences in the supernatural. Evidence of their activities have been documented back to before the time of Christ and continue to this day. The term "poltergeist" is German and means "rattling" or "rumbling" ghost. This is certainly an apt name for these entities for they are best known for making noise and breaking objects. Many early documented cases of poltergeist activity were German, but such phenomena have been observed in almost all cultures.

Though theories vary as to why such phenomena occur and whether or not there is sentience behind them, certain traits are common among poltergeists. The hurling of objects seems to be most common or at least best known. Such acts are generally observed within structures, but this is not always the case. In numerous instances, stones are observed to have been hurled by some invisible force or to have dropped from the sky. In these cases, the stones are obviously terrestrial in origin (i.e. they are not meteorites) though they are sometimes said to be warm or even hot to the touch. Regardless of where the phenomena occurs, there are few, if any, cases of anyone actually observing an object being hurled or moved. Usually, what is noted is that the object is found in a place it shouldn't be, perhaps broken. When it is actually seen in motion, it is always after movement is started (i.e. when the object is in the process of sliding across a table or hurtling through the air). Though often destructive, poltergeists are largely viewed as mischievous and are generally not malevolent.

More is attributed to poltergeists than simple movement of objects. They can create the sounds of footsteps and even voices in the home they inhabit and are even known to occasionally set furniture and clothing alight. They are particularly well-known for making knocking and banging noises on

walls and floors, thus the name that has been applied to them. In some cases, people have allegedly been able to communicate with the rapper, establishing an understandable code. In others, the banging can take on distinct patterns such as well known musical themes. One additional piece of evidence supporting those who theorize they are sentient is that fact that in many cases, poltergeist activity ceases the moment strangers (such as investigators) arrive. Things remain mundane while they are present and only after they depart does the activity resume as before.

Unlike hauntings which can last for many years, poltergeists are generally a short term affliction, lasting only a few months or less in most cases. The supernatural activities are very often focused around one person in the house, usually an adolescent or pre-adolescent. Among these, girls are more often affected than boys. Theories vary as to what exactly poltergeists are. Some parapsychologists believe it is subconscious, uncontrolled telekinetic ability brought on by the onset of puberty while others believe they are spirits or ghosts within the affected house. While traditional hauntings may last for a long period and involve a wide array of phenomena, much or most of this appears to occur in the human mind while poltergeist activity is most definitely physical in nature. A poltergeist always remains invisible, unlike hauntings which may manifest themselves as a physical form that can be observed and perhaps even photographed.

While usually harmless, some poltergeists have demonstrated a high level of meanness if not downright malevolence. Cases of where a poltergeist seems to have gone out of its way to ruin the life of an individual are known including the famed Cock Lane case in Britain (where a poltergeist allegedly either tried to frame a man for murder or expose him as a murderer). Such cases are generally few.

NEWSPAPERS (GREENFIELD)

Greenfield currently has two newspapers. The *Greenfield Daily Recorder* has a wider circulation and was founded in 1920. Unfortunately, its short history means that there are no issues pre-dating World War I so searching through back issues is fruitless. The other newspaper is the *Greenfield Gazette and Courier*, a small weekly paper that was founded on July 20, 1841. If the investigators fail to go to either of the newspaper offices to seek out back issues, copies may be found in the Franklin County Historical Society. What may be found in back issues of the *Gazette and Courier* is detailed in the next section. Keeper's note: in 1932 these two newspapers merged to form the *Greenfield Daily Recorder-Gazette*. Therefore, in the final two scenarios, it is the *Daily Recorder-Gazette* that contains current news. Note that the Greenfield papers described here existed in real life, though of course the articles shown in the player aids did not.

THE FRANKLIN COUNTY HISTORICAL SOCIETY (GREENFIELD)

The historical society is located a block from the courthouse and can be easily found. It consists of a large frame residence that has been converted to house a small museum, library, and gift shop. A sign in the front window indicates it is open from 9:00 A.M. to 5:00 P.M. Monday through Saturday and 12:00 P.M. to 6:00 P.M. on Sunday. In actuality, the hours are unpredictable and are dependent on whether or not the proprietor, 57 year old Alan Weathersby, is motivated to show up. A group Luck roll is required to determine whether or not he is present. Failure indicates that Alan is out to lunch, hasn't yet shown up, or has closed early.

The museum section occupies most of the first floor and contains artifacts from the area's history, some of which have been donated or loaned to the society by area residents. The gift shop takes up the remaining portion of the ground floor and sells the usual knick-knacks one would expect. Except for a small office and a bathroom, the second floor is completely occupied by a sizable library containing common reference materials and a large assortment of history texts. Many of the latter have some relevance to area or regional history. Aside from these, a smattering of other books (classic literature, school textbooks, etc.) are on hand and local residents may acquire a library card free of charge. Anyone from outside the county may freely peruse the library, but cannot check out books. The investigators should be able to convince a member of the Apcott clan, most likely Amelia or Julian, to check out books for them.

The basement is essentially a large storeroom containing discarded or long forgotten items. One corner is crammed with crated newspapers dating back to the 1840s. Most are regional newspapers and these can be accessed by anyone determined enough to go through them. Unfortunately, they are not organized in any understandable manner since no one in the past has shown much interest in them. Slogging through them will be

time consuming and some are in poor condition, having suffered the ravages of small rodents, moisture, and age.

As they may already know, Greenfield's current daily newspaper, the *Daily Recorder*, is of little help and North Ashfield has never even had a newspaper. However, there have been several newspaper publishers operating in Greenfield over the past two centuries and most of these are on file in the basement. The oldest present here is the previously mentioned *Greenfield Gazette and Courier*, a weekly paper that was first published in 1841. It is the only paper that contains anything relevant to the case at hand. Going through all the older copies (pre-1870) and seeking out clues will take a few hours, but it is fortunate that no issue is particularly long, only a few pages at best. What follows is a listing of articles that may be found in newspapers stored here or at the newspaper offices.

(1) BOSTON GLOBE ARTICLE

Sifting through all of the newspapers in here is a time consuming process. However, one *Globe* article dated June 4, 1926 is relevant. If Amelia told the group when the yachting accident occurred, it can be quickly located. It documents the loss of the *Golden Lark* which resulted in the death of much of the Apcott family a few years ago. Player Aid #2 (see p. 26) provides the text of this article. A kind Keeper may have Amelia provide this to the investigators if they ask for clippings relating to her husband's death.

(2) GREENFIELD GAZETTE AND COURIER ARTICLE

Player Aid #6 (below) can be found among the stacks of these aging papers. Dated April 18, 1856, it is a brief article documenting a reported "haunting" at the Apcott house. The fact that this article is in the same month as the current events should be food for thought.

PLAYER AID #6: GREENFIELD GAZETTE AND COURIER
ARTICLE DATED APRIL 18, 1856, PAGE 2

The Ghosts of North Ashfield

The North Ashfield home of Sylvanus and Moira Apcott erupted into chaos yesterday as neighbors attending a dinner party watched furniture and small objects suddenly hurl about the house and through windows. Initially believing the children to be responsible, it was only until it was determined that they were asleep in their rooms that it dawned on anyone something more sinister was involved.

According to Dennis Cowan, a visitor that evening, things seemed to move of their own accord across tables and later violently hurled themselves into walls and even through windows. He could not account for the happenings, but swore he would never again enter the house.

Whether or not this was a hoax has not been determined, but rumor has it that the local Episcopal Church has been contacted by Mr. Apcott and that an investigation is pending.

(3) GREENFIELD GAZETTE AND COURIER ARTICLE

This is a second article on phenomena at the Apcott home and is the only other of its kind. It is dated soon after the first and this should be a clue that the phenomena got more extreme later in the month. See Player Aid #7 for details.

PLAYER AID #7: GREENFIELD GAZETTE AND COURIER
ARTICLE DATED APRIL 30, 1856, PAGE 2

Do Ghosts Haunt North Ashfield?

The disturbances of last week seem to have repeated themselves once again. The quiet, Birch Lane residence of Sylvanus and Moina Apcott was thrown into chaos as startling shrieks were heard by many of the residents. The shrieks were traced to the Apcott home and when neighbors went to investigate, they found smoke emanating from a front window.

"The shrieks were wholly unearthly," commented Margaret Johnston, a local resident. Neighbors rushed in to douse the flames and rescue the Apcotts. The fire turned out to be a small blaze confined to a divan in the living room. The cause is unknown. What was disturbing is that no one was home and the source of the shrieks, which seemed to belong to a man and continued throughout the search of the house, could not be determined.

It was discovered that the Apcott family was out of town during this incident and is apparently in Boston on family business. They could not be contacted for comment.

This is the second such incident to afflict the Apcott home this year. Sheriff Stein stated he is looking into the case but believes it to be a hoax perpetrated by local hooligans.

Intelligent investigators will be inclined to question the proprietor, Alan Weathersby, in the hope he may be a source of good-to-know information. Sadly, Alan is merely a caretaker and is not versed in local history beyond what is common knowledge. His main duty is to keep the place clean, lock the doors at night, and man the register at the gift shop. However, he is an artful conversationalist who will gladly chat about minor matters for hours on end.

The Historical Society contains one book relevant to the investigation which is described below. A cruel Keeper may place a copy of the Avery Thomas book described earlier here as well. Both of these are fictitious and do not exist in real life.

Tales of the New England Indians by Jacob Wentworth (Boston, Massachusetts: Pollack & Brown Press, 1899)

This 264 page book describes some of the tribes of Native Americans that lived in New England and concentrates particularly on Massachusetts, Connecticut, and Rhode Island. Information within is flawed as anyone with knowledge on the subject is likely to determine with the appropriate successful skill roll (Anthropology, History, or Occult). The book also contains a large chapter of legends and stories, all supposedly related to the author by tribal elders and shamans. This book

takes four days to study and the reader is rewarded with +1% Occult if a Read English roll succeeds (optional). Sadly, it is of no relevance though devious Keepers may want to toss in a blurb on the Surani tribe just to perpetuate the red herring. Investigators seeking early history of the region may read this book. Furthermore, they may be looking for ancient legends that may be relevant or perhaps even tales of curses or "Indian burial grounds" that could be affecting the house. There is no such information.

CALVARY EPISCOPAL CHURCH (NORTH ASHFIELD)

One of three North Ashfield churches, this is the only Episcopal one and is by far the oldest. The others are Lutheran and Methodist and both date from after the Civil War. Standing on the site of the original church which burned in 1801, the Calvary Episcopal Church is a picturesque stone structure occupied by Reverend Francis Connolly. The church boasts the largest congregation in town (202 members though not all show up consistently for Sunday services) and is a striking example of early nineteenth century architecture.

Although the church is within easy walking distance, the group may choose to call ahead first, perhaps to set up an appointment. Any telephone conversation will start out normally, with Reverend Francis being cordial and polite. However, the call will soon be unexpectedly interrupted if the investigators are calling from the Apcott house. The Keeper has myriad options here. As earlier, static may be imposed by Ezekial, overwhelming the line and preventing communication. Perhaps a better option is to inject a string of loud, vile, and uncouth language into the line. The source of this is obviously not the minister nor the investigators, but it is shocking. Reverend Francis, not knowing what is going on, will hang up, figuring that the investigators are rude, insulting buffoons. The investigator at the other end will probably take 0/1D2 SAN loss due to the unexpected shock that is apparently supernatural in origin. Remember, the interruption is loud and vile and totally unexpected, thus a shock. The investigators might have a tough time explaining this to Reverend Francis if they later meet him.

Interviewing Reverend Francis in person should go off without a problem. He, unfortunately, knows nothing of the haunting though he can confirm that he conducted a blessing of the house. Amelia will not want him told of her special problems unless there seems to be no other alternatives. If he does learn of the poltergeist, he will be eager to assist in any manner possible, but only if the investigators appear reputable. If they do not, he will advise Amelia to rid herself of them. Investigators who are rude, belligerent, creepy, or weird may very well find themselves heaved from the Apcott home simply because Reverend Francis' opinion is so respected by Amelia. More on him is given in the NPC section.

What few realize is that the church has a hefty amount of records that have built up since colonial days. Some have been

compiled by previous church personnel, but much is material donated in the wills of residents. Old county government documents (pre-Civil War) can also be found here, but how this happened is unknown. The basement of the church is packed with crates of records. Each crate is labeled with the date in which it placed here and sometimes also has some descriptive label. The latter might be something to the effect of "Smythe Family Papers" or "Church financial records: October, 1904."

Investigators who think to check the church must get past Reverend Francis first. He is a very personable and inoffensive gentleman who is adept at putting people at ease. Any normal and civil request to check church records will be granted under the condition that everything is replaced as it was found and great care is taken to not damage anything. He will specifically warn that many of the papers are in poor condition and must be handled carefully to avoid being damaged. Nothing may be removed from church property. However, the investigators may return as many times as they wish as long as they are courteous and follow the reasonable conditions given. If they find they need to return multiple times, they will be provided access to a meeting room on the first floor in order to coordinate and properly organize their studies. If at any time the investigators are rude, belligerent, or disrespectful, Reverend Francis will ask them to leave and will deny them any further access to the basement.

As was previously stated, the basement is chock full of records and documents, almost all of which are totally irrelevant to matters at hand. However, systematic and organized research can be productive. If the search is haphazard and lacks coordination, it will be difficult or even impossible to find anything in a timely manner.

Since the basement contains ample stocks of old newspapers, the group may find the three articles previously listed if the historical society was overlooked or the articles missed. In addition to those, one item of interest is here. It is the journal of Reverend Thomas Stevens, the minister in charge of the original church that was standing here during Ezekial's time. If something like this is being specifically sought, it should be found after only a few hours of effort, less if several researchers are coordinating their efforts. Otherwise, it may be very hard to find since it appears as an innocuous, leather bound tome in a room full of such items.

The Journal of Reverend Thomas Stevens

This journal was written by Reverend Thomas Stevens between 1720 and 1744. Reverend Thomas operated the original church (of the same name) from 1710 to his death in 1744 at age 80. It documents life in early colonial America and provides a remarkable description of the rise and development of North Ashfield. Readers may be confused initially because North Ashfield is called Hawthorn by Reverend Thomas and it was only renamed North Ashfield after his death. It is quite evident that he was an early resident of the town and that he had travelled all through New England before settling here.

The book is a hefty leather bound tome containing 410 parchment pages. Written in archaic English, most of it is devoted to day to day occurrences. However, a reader checking the final years of the 1720s or looking for references to the Apcotts will find repeated notations concerning one Ezekial Apcott. It is quite obvious that Reverend Thomas thought little of Ezekial. Furthermore, it soon becomes apparent that he suspects and later devoutly believes Apcott is involved in Satanism and witchcraft. He holds no contempt for Ezekial's wife and son and believes they are blameless. One word from the good reverend could have had the man lynched, but he was of the opinion that witch trials, such as those carried out in the area of Salem in the late 1600s, were unjust and a blot on Christianity. Not wanting to cause a renewed bout of hysteria, he remained silent. However, it is clear that he greatly feared Ezekial and was taking some steps (not described) to counter him. Ezekial's 1729 death due to pneumonia is documented and Reverend Thomas, though relieved by this, apparently had nothing to do with it. Ezekial was buried in the town cemetery and the journal alludes to "precautions" taken at the burial. No elaboration is given on this. No further mention of Ezekial Apcott is given though the Apcott family is occasionally mentioned (as are many other local families) until the abrupt conclusion of the journal in 1744. No malice or concern is directed at any other member of the Apcott family after Ezekial's death.

Though small, the handwriting is clear. The language used, however, is archaic. In order to get full value out of the book, the reader must succeed in a Read English roll. No skill bonuses are awarded for successfully reading this book. Reading the whole thing takes three weeks, but if the Ezekial Apcott entries alone are checked out (these are easy to locate for most are in one specific section and Ezekial's name is easy to spot), that takes only a single day. More on this is given in *Appendix A: The Reverend's Journal*, on p. 136.

Seeking out this book is a good tactic and the information can be quite helpful, though it will not be easy to find since the group will be unaware of its existence. However, certain clues available elsewhere in the scenario may lead the investigators to the church whereupon they may seek out journals of all past priests or perhaps even this one in particular. There have been perhaps two dozen priests over the years. They have served as little as a year or two in some cases to as much as two or three decades in others. Most are eventually reassigned to other postings though a handful, such as the previously described Reverend Thomas Stevens, have died while in the service of the North Ashfield congregation. Thus, five other journals much like the one just described may be found. These are not together and can be difficult to find. None contain any useful information, but stumbling across one may cause the group to search for others.

Once the research here is complete, it becomes evident that little can be found that predates 1800. This is because the fire that destroyed the earlier church also destroyed most of the records collected up to that time.

If it seems too difficult for the group to acquire the Stevens journal, the Keeper may have all papers from the original church in a single marked crate. Remember, the original church burned so not many of its papers would have survived and thus would fit in one crate. This allows investigators who are thinking to merely seek out the oldest records and find them all in one convenient location.

OTHER CHURCHES

The other two churches in town are the United Methodist Church and the First Lutheran Church of North Ashfield. The former is run by Albert Nelson while the minister for the latter is Ronald Christensen. These gentlemen will be polite and helpful to any who visit, but there are no clues at either location; the ministers are familiar but not well-acquainted with the Episcopalian Apcotts. Both churches were established in the post-Civil War years and neither houses significant amounts of records or documents (outside of accounting files and so forth).

THE NORTH ASHFIELD CEMETERY (NORTH ASHFIELD)

This large, fenced lot is the town's one and only cemetery and dates back to 1700. It is privately owned in concert with a funeral home on an adjacent lot. (Incidentally, this cemetery is the focus of the next scenario, *Remains to be Seen*.) The cemetery itself is spread over perhaps a few hundred acres of rolling, wooded land and is reasonably well maintained. Investigators may take an hour or so out to check the Apcott family plot and see if everyone who is supposed to be buried there is, in fact, there. Finding it is easy, particularly if the caretaker, Silas Weems, is consulted. He lives in a small, stone cottage on the cemetery grounds and spends most of every day maintaining the graves and caring for shrubs.

When comparing names on grave markers with those on the family tree, they find that most of the Apcotts are accounted for. A few in the mid-nineteenth century are not here and presumably were buried elsewhere. The oldest grave is that of Ezekial Apcott. Marked by a plain granite tombstone, the engraving reads:

EZEKIAL APCOTT

LOVING FATHER AND HUSBAND

B. JULY 12, 1673

D. APRIL 30, 1729

The others bear similar style engravings and the most recent are the graves of those who died when the *Golden Lark* sank. Of those, only one body was not recovered: that of young Patrick. There is a marker for his grave, but Amelia can explain his grave is empty.

There should be no reason for anyone to tamper with graves. However, in the unlikely event some investigators decide to grab the 'ole pickaxe and disturb the rest of the dead, they will find Ezekial's grave to be the only unusual one. Yes, there is a coffin. It is a lead-lined affair common for its time and is in relatively decent condition. When opened, skeletal remains can be seen. A successful Spot Hidden roll or any examination of its contents beyond a cursory glance will reveal the body was buried face down. This was believed by some to be a way of keeping witches and warlocks at rest in their graves after death. If the Keeper wishes to add to the mystery, a ten inch long iron spike may be found driven through the torso and the bottom of the coffin, and into the soil. A common practice in parts of Europe between the 1500s and the 1700s was to pin a corpse to the earth beneath the coffin with a stake or spike. This would allegedly prevent it from rising as a vampire or some other undead to plague the region.

RESEARCH IN BOSTON

Most of the action in *Cold Spot* should take place within Franklin County. Repeated trips between North Ashfield and Greenfield may not be that unusual. However, a little research may be conducted early on in Boston or elsewhere.

Later in the scenario, once the investigators have found out about the sinking of the *Golden Lark*, someone may insist on travelling to Boston to check on records there of the tragedy. In theory, most useful information can be obtained over the telephone, but some may choose to go to Boston anyway in the vague hope there are clues hiding there. It is, however, a false hope.

There is only one good place to check on the *Golden Lark* in Boston...the offices of the United States Coast Guard. Whether in person or by telephone, the investigators will be told the same thing, most likely by Lieutenant Patrick Spencer, the public affairs officer. After checking some records, Lieutenant Spencer will pretty much restate what was in the newspaper articles (see Player Aid #2) on the matter. That is that the *Golden Lark* went down in a storm and that a contributing factor was crew inexperience. Except for Patrick Harper, all bodies were recovered by Coast Guard searchers within three days.

If they go on to ask to interview Captain Harold Wilkerson, the man cited in Player Aid #2, they will be informed that he retired in 1928 and moved out of state. They have no records indicating where he is now. For the Keeper's information, he moved to California and there should be absolutely no chance of finding him. Even if he were found, he has nothing useful to add.

RUNNING THIS SCENARIO

The author's intent in writing *Cold Spot* is to have the investigators believing, at least initially, that they are dealing with a poltergeist. The Keeper should take steps to perpetuate this belief as long as it seems appropriate. Player Aid #5 contains a section on poltergeists and poltergeist phenomena. See p. 37 for information on how they may find this player aid.

At first, little should happen. The investigators should be left free to conduct research and question the locals. Ezekial at this point is aware of the new presences within the house and is wary. He will curtail his activities temporarily to assess the situation. Note that this is common among poltergeists. Often, such phenomena has been known to subside when strangers appear, but once they depart, it erupts with renewed vigor. However, one or two little paranormal tricks on the part of Marie Jessup and the discovery of disturbed items in the attic should convince the group that strange stuff is going on here.

How long this quiet period lasts is up to the Keeper, but is probably dependent on what progress the investigators are making in their research. Also, it should be remembered that Ezekial, though desperate, is very intelligent. He can listen in on conversations within the house and know what is being planned. If the investigators are discussing what they plan on doing anywhere in the house, Ezekial will hear everything and may act (or react) accordingly. A generous Keeper might require Ezekial to have to succeed in Listen rolls (certainly a reasonable limitation to impose on the already powerful entity). Otherwise, he will know everything automatically assuming conversations are held in a language he understands. Regardless, Ezekial does have the one massive constraint that time is not on his side and he must act on the evening of April 30 to be able to free himself. His hand may be forced regardless of any special information he has acquired during the act of eavesdropping.

Initially, phenomena that crops up should be subtle. This is a side affect of Ezekial's presence and renewed activity in the house. Often, the phenomena are not under his control and he is not even aware of it. Since he is focusing on Mattie and Julian, much of the weirdness should occur when they are nearby. In this early stage, all that may be noticed is that an object known to be in one place is now, inexplicably, in another. Actual movement will not be seen nor will there be any sound. Thus, a drinking glass placed on the kitchen table may, moments later, be found on the floor, undamaged.

As time and events progress, phenomena will become more pronounced and more graphic. Objects may be hurled and even broken. Banging on walls and floors may be heard and will eventually be so loud and violent as to vibrate throughout the structure and knock pictures off of walls. SAN loss may occur for early incidents (usually something along the lines of 0/1 or 0/1D2), but once things become routine, SAN loss will no longer be inflicted unless SAN rolls are fumbled.

As events get more violent as April 30 approaches, objects may be hurled directly at individuals, perhaps inflicting injury. Items will generally cause no more than 1D4 damage and will

often be small, loose things such as glasses, dishes, and picture frames. Ezekial's aim isn't very good (20% attack rating), but because the target will never see it coming, no Dodge roll is allowed.

Only near the end should non-poltergeist phenomena appear. The shrieks could be attributed to a poltergeist, but not stuff like bleeding walls and ghostly apparitions. The booming shriek that was the final cause for Amelia's call to the investigators is probably the most disturbing. It is a booming, male voice that howls in anguish so loudly that the windows rattle and pictures fall off the walls. SAN loss for hearing it is 1/1D6 the first time and 0/1D3 each subsequent time. The shriek will generally occur no more than once per night. The Keeper should feel free to concoct whatever SAN draining nastiness that seems appropriate for the particular group he or she is dealing with. As the case gets more extreme toward the end of the month, the Keeper could even dredge up dark memories from previous scenarios that investigators may have taken part in. For example, a survivor of *Chaosium's Masks of Nyarlathotep* might catch a glimpse of the Black Pharaoh in the reflection from a window-pane and take the appropriate SAN loss.

Note that throughout all of this, Ezekial's goal is to possess Mattie or Julian or possibly a particularly weak-willed investigator. Thus, there is reason behind at least some of the phenomena. True, he lacks control over some (much) of it and this is due to his repeated attempts to possess one of the young ones, attempts which have no chance of success except during the evening hours (dusk to midnight) of April 30, 1929. Knowing the investigators are present and probably a threat, he will do his level best to scare them off if they don't abandon their efforts early on. However, he will also do his best to keep the children in the house. His control over Alison is hopefully enough to at least keep Mattie within his grasp.

SOLUTIONS

Eventually, the investigators will begin weighing their options. A series of solutions will likely be put forth and the most promising ones are described in this section.

ABANDON THE HOUSE

Evacuating the house is perhaps the best option, though the investigators may not realize it. As long as no one is on the premises to be possessed, Ezekial is powerless. It is safe to return on or after May 1, but this is something the group will not know unless they acquire information from a psychic (more on this option is given later). Therefore, any evacuation of the house will probably be a permanent one. Later residents (if the house is sold) will find it to be normal and paranormal activity will have subsided. In the unlikely event a new family moves in before April 30, they are subject to Ezekial's scheming just like the Apcotts.

Unfortunately, there are a number of stumbling blocks here. Alison is effectively Ezekial's frightened pawn and will do



Surely it's
just a
paranormalist...

everything possible to stay in the house with Mattie. She is totally irrational and any attempt to remove her by force will result in her struggling with all her might. If force is used against her in an attempt to subdue her or take her from the house, she loses 1D2/1D10 SAN. If her SAN loss exceeds four points, she will become extremely violent and will contemplate the use of lethal force if she deems it necessary. This insanity is temporary and lasts only as long as she perceives a threat. Presumably she could still be subdued, but if there is a convenient carving knife or broken bottle lying around, she might be able to use it to good effect. Note that if she does go insane, even temporarily, she might be possessed by Ezekial, therefore fulfilling his goals.

DESTROY THE HOUSE

While rash, it will permanently resolve the crisis. It will dispel all spiritual entities within, including Ezekial. Ezekial will do his best to prevent the destruction of the house, but he cannot extinguish fires nor can he stop a wrecking ball. Amelia will resist such a solution except in the most extreme circumstances. Alison, too, will resist this tactic, perhaps acting much like in the previously described solution.

EXORCISE THE HOUSE

Exorcism, though rarely practiced, is still recognized by the Roman-Catholic Church. However, as enthusiasts of the motion picture *The Exorcist* are aware, getting priests to conduct the ceremony is a difficult and potentially lengthy process. Worse, the Catholic Church does not recognize the ability of demonic entities to be able to possess items or structures. They can only possess people. Asking a legitimate priest to exorcise the house is futile for even if he were willing to do it (possibly against the orders of Church hierarchy), he would point out that it is impossible. A blessing on the property may be given and this is something he might do. Unfortunately, a blessing will not weaken Ezekial though it will be a cause for irritation. While a blessing is being conducted, Ezekial will sit idle as he did before, awaiting the departure of the priest so he can exact vengeance on the family. An alternative is to have Ezekial hurl an object telekinetically at the bothersome priest or otherwise demonstrating his power and presence (and defiance).

If the investigators are paranormal researchers or occult investigators, they may very well have ties to various religious organizations. A successful group Luck roll or perhaps the generosity of the Keeper will allow for a Catholic priest to be available. He is Father Paul McNamera and can be from anywhere the Keeper deems appropriate. He is capable of conducting an exorcism in the event Ezekial possesses one of the Apcotts, but doesn't escape. A house blessing is also within his ability. Statistics and more information on Father Paul can be found in the NPC section.

Another potential source of support is Reverend Francis of the Calvary Episcopal Church of North Ashfield. He has similar abilities as Father Paul, but cannot perform an exorcism.

One interesting possibility is for a clergyman played by a

player to take action. While he will not have the spell Exorcism (described later), he can conduct routine blessings and the like and his mere presence may very well provide some small measure of protection to the family. On the reverse side, Ezekial may subject an investigator priest to increased abuse since he is likely to spend much more time in the house than would an NPC counterpart.

GIVE UP

One not altogether unlikely option is that the investigators may give up. Since the poltergeist-like activity has probably dropped off, and since no major, threatening manifestations have been occurring, investigators may simply hit a dead end and return home with apologies. (This occurred in playtesting.) In this case Amelia thanks them, pays them, and hopes for the best.

The best of, course, doesn't happen. On April 29 or 30 (at the Keeper's discretion), Amelia calls up one of the investigators. She says the poltergeist activity has suddenly grown more and more dramatic, and that the situation is desperate. In the background, the investigators can hear a strange racket—booming knocks, things smashing, and perhaps even an unearthly scream. Amelia will plead with them to please return immediately. Assuming they do, they will return just in time for the climax.

Abandoning an investigation only to return when manifestations increase is not uncommon in supernatural investigations. Taking this option is not a bad one, if the investigators have quickly and efficiently dealt with all the research and are (unknowingly) just waiting around for the climax to occur.

EMPLOY A PSYCHIC

Here is an option that is virtually doomed to failure. If the group brings in a psychic to scan the house or communicate with its spirits, he/she is in tremendous danger. Merely scanning the house (active use of Psychometry, Second Sight, or Clairvoyance) will reveal the power of Ezekial Apcott (assuming the roll for the psychic ability succeeds) and the danger all face while in the house. If actual communication is attempted (perhaps via a seance), the psychic must succeed in a POW versus POW resistance roll to avoid being possessed by Ezekial, thus assisting him in achieving his objective. Possession can occur in this case at any time, not just during the one brief period on April 30.

Scanning the house to sense ghosts or demons will reveal the pieces of information below. Note that to acquire each, the psychic must succeed in whatever roll the Keeper calls for (perhaps using the guidelines provided at the beginning of this book or using some other system).

1. There are three ghosts in the house.
2. One of the ghosts is dominant and extremely powerful. He is also malevolent and has dark designs on all present.
3. The power of the dominant ghost is concentrated within the house, but extends throughout the entire lot.
4. While all are in danger, it is the children who are specifically targeted.

More specific scanning is possible. For each of the following bits of information, the psychic must succeed in the aforementioned roll and must resist possession by Ezekial. During the day, the psychic doubles his/her POW for the first possession attempt and is at normal POW for the rest. At night, his/her POW is at half for the purpose of resisting possession. In other words, during the day, Ezekial is weaker and at night, he is immensely strong. The psychic should be aware of the potential for danger and the Keeper should be sure to emphasize the danger here. If he or she decides to bull ahead anyway, then it can't be said ample warning wasn't provided.

The Keeper is encouraged to play out these spectral conversations as dramatically as possible, making them into keynote events in the session.

1. One ghost is a seventeenth century Puritan woman. She apparently died at the hands of North Ashfield residents who tried to prove she was not a witch. They did "prove" her innocence, but she died in the process. She drowned in a pond that once existed on the property and took up residence in the Apcott house after it was built. There is nothing unfriendly or malevolent concerning her. Her name is Marie and she is confused as to who the investigators are and why everyone ignores her. However, it seems she does sense the group is here to help. If questioned, she is obviously not aware she is dead. She can relate that there is a dark presence in the house, one that is immensely powerful and has evil designs on those present. She fears this presence, but cannot put a name to it.

2. Another ghost is also benign. He died about the same time as Marie and apparently the two deaths are somehow linked. He is a very sad entity, spending his time brooding over his "lost love." In life, he was a North Ashfield carpenter named James. He likes the children, but is powerless to protect them or affect them in any way. He enjoys being in Mattie's closet and spends most of his time there. If asked, he thinks he is dreaming and is only waiting to wake up. The information he can provide on Ezekial is the same as that provided by Marie.

3. The powerful ghost is, of course, Ezekial. Any scanning of him runs the grave risk of possession. Resistance rolls versus possession when directly scanning him are at half after all other modifiers are taken into account (for time of day, special circumstances, or whatever). A psychic will (should) be very fearful of scanning him and the Keeper must make it crystal clear that it will at least be a terrifying experience. Successfully scanning him and avoiding possession results in the loss of 1/1D8 SAN. Note that someone in the house who is insane, even temporarily (i.e. has lost 20% or more of his or her SAN points in a single hour or at least five points in a single shot *and* made an Idea roll), during the evening hours may be automatically possessed unless Ezekial fumbles a POWx5 roll. The Keeper should provide whatever information that he or she feels is appropriate in the event some idiot tries scanning Ezekial.

Keeper's note: as should be obvious in the previous paragraph, Ezekial could just take steps to drive someone insane then possess them. That is absolutely true except for one minor problem. Ezekial simply isn't aware of this option. If he were, he might have been released long ago. Since no one has ever gone insane within the house, he has never learned that this is a kind of gate he could exploit. However, if someone does crack under the strain, he will notice and try his best to succeed in a possession. If he fails (unlikely), he may not try again unless that person remains in the house for a prolonged period (more than an hour) whereupon he can try again if the target is still insane.

A psychic at this point may, probably at the urging of the player characters, urge the spirits or ghosts within the house to "go toward the light." This is, of course, a reference to the so-called "light at the end of the tunnel" perceived by psychics and people who undergo near death experiences. This will be resisted by all spirits within the house. To convince the two benign ghosts to comply with this request requires the psychic to succeed in Persuade rolls for each of them. Ezekial will not leave regardless of how well the psychic rolls a Persuade. This tactic is a poor one here. The benign ghosts do offer a small measure of protection to those in the house. If one leaves, all Luck rolls for people within the house are reduced by ten percent of their normal value. If both leave, all Luck rolls are reduced by twenty percent of their normal value. Thus, if an investigator normally has a Luck roll of 50% and both ghosts leave, his/her Luck rating is reduced to 40% (20% of 50 is 10; 50-10=40).

If the investigators wait until after the conflict with Ezekial is resolved, they might then try to put the spirits of the two benign ghosts to rest. If they are successful in this, each investigator who is involved gains a reward of +1D3 SAN per ghost. Note that this only applies if they are not sent away too soon, giving Ezekial yet another advantage in his struggle against the investigators.

THE CLIMAX: APRIL 30

As stated elsewhere, it is only in the evening of April 30 that Ezekial can succeed in his possession attempt. Things should begin with a bang early in the morning with a dramatic and noisy event; perhaps all the glassware in the kitchen explodes, or a door is blown off its hinges. Major manifestations continue sporadically throughout the day, with minor manifestations such as knocking, footsteps, voices, cold spots, and the like occurring frequently. By the evening, anyone in the house should be frazzled and perhaps injured: objects in the house now fly around in full view of anyone present, and often strike the viewer.

In this situation, Alison Harper's refusal to accept the situation will be ludicrous. No matter what she sees or what happens, she blames it all on the children. She grows increasingly frantic as the day wears on, and may become violent if others attempt to restrain her or remove her from the house. Feel free to assign some symptoms of temporary insanity or

phobia to her to exacerbate the situation if you wish.

Mattie and Julian will be scared witless, especially as both now feel a growing suspicion that they are the targets of the events. Amelia will also be scared, but also strong and defiant. She will lend the investigators whatever support they require, and do her best to protect her family.

AFTERMATH

The aftermath is largely dependent on what tactics were used and how successful or unsuccessful they were. Assuming Ezekial is avoided or defeated, the investigators will be given the reward they were promised.

However, it is certainly possible that Ezekial may succeed in his dire plan. If he does manage to possess someone, be it one of the children, a psychic, a visitor, or an insane investigator, he will probably try to cover up the evidence of this by masquerading as that individual until he can make a clean getaway. Unfortunately, his knowledge of English is archaic and any speech by him, regardless of what body he is in, will be quite noticeable. If this occurs to a player character, the Keeper should take the player aside and give him or her the general rundown on what has been going on. In effect, this person is now playing Ezekial Apcott and since he is now in a new body, his goal has been achieved. His immediate concern should be to escape the house and flee into the night, escaping the investigators and presumably vanishing forever.

An unmasked Ezekial in the body of an unfortunate victim is a huge loose end. Assuming he doesn't escape in the confusion, it may come down to combat. Ezekial's hoard of spells and large battery of spell points should inflict much damage on attackers, perhaps enough to allow him to make good an escape. If not, he might be killed or subdued. Killing the body he is in will put him back into his ghost form where the cycle will once again renew itself. Subduing him can be a bit more entertaining. What might the investigators do with the body of one possessed by Ezekial Apcott?

Options here are interesting. They may attempt to have a priest exorcise the body (see the spell Exorcism for details) and if successful, Ezekial is defeated and the possession victim is restored back to a relatively normal state. They could kill him with the result being that already described in the previous paragraph. Another option is to have him committed to an asylum, but this is a disastrous choice. Ezekial would bide his time and then use his powerful magic to escape, probably killing several of the staff in the process.

If Ezekial does succeed in his plan and escape the investigators, the scenario pretty much ends. The phenomena at the house will not recur since Ezekial is no longer there so in a way the group was successful. Unfortunately, the warlock is now loose in New England doing unspeakable things in the name of his foul master. Ezekial is not a fool. He will not return to the house nor plague the investigators again. He has better things to do with his time.

TRANSITION

Before moderating *Cold Spot*, the Keeper should take into account one basic consideration that was only briefly discussed previously. If there is no intention to run this as part of the overall campaign, then running it as it has just been described is fine. However, the basic premise of the final scenario, *Full Circle*, is that Ezekial Apcott wins here and does possess someone. This allows him to return in that scenario whereupon the group has a final crack at putting him away for good. Some minor modifications here are necessary to accommodate this final scenario.

Simply put, the Keeper must make a special effort to ensure someone is possessed by Ezekial and he somehow escapes. This is not to say that if the investigators do an exceptional job that they should be denied victory. If they overcome the challenges in this scenario, *Full Circle* cannot be moderated as part of this campaign.

To maximize Ezekial's chances of claiming a victim, the Keeper can make a few minor adjustments. First, Mattie and Julian should probably not be the victims of possession nor should Amelia be susceptible. Yes, Ezekial will target the children, but what the Keeper can do is place a few "targets of opportunity" in the house. These are people who are less-than-stable and may go insane, therefore permitting Ezekial to possess them. Alison Harper is one obvious choice and is perhaps ideal. Another is Talia Gordon. Perhaps she visits the house to tutor Julian or to help out Amelia. This would, of course, require her to confront her fear of the house. Such stress will grate on her sanity, making a sudden shock like the scream sufficient to drive her insane. Finally, if the Keeper finds there are investigators who begin the scenario with low SAN ratings, they are additional potential victims. Under no circumstances should the Keeper arrange to have a player character possessed by Ezekial as part of the plotline. If it happens as part of the logical progression of events (this did happen during one playtesting session), then so be it.

Note that the best option, abandoning the house, is one that will save the Apcotts. It will not, however, make others immune who visit the house while it is standing empty prior to April 30. If Ezekial can lure Talia Gordon in or perhaps someone else, this can result in that person being possessed. Entering her mind and getting her to sleepwalk her way across to the Apcott home is a good option, but that assumes the Keeper wishes to allow Ezekial to have some marginal influence in areas adjacent to the property (as opposed to none as was described previously). Regardless, the result should be victory for Ezekial so he can return in *Full Circle* for a second crack at the investigators.

The Keeper at this point should probably review the rest of the scenarios in this book before moderating this one. This familiarization process will provide a better understanding of the area and how characters and events tie together.

SAN REWARDS AND PENALTIES

Action or Event	Result
Drive Ezekial from the house or otherwise destroy him (without destroying the house)	+1D10 SAN
Avoid Ezekial by being absent from the house on April 30	+1D8 SAN
Defeat Ezekial by abandoning or selling the house	+1D6 SAN
Defeat Ezekial by destroying the house	+1D4 SAN
Each benign ghost put to rest (only if this is done after Ezekial is out of the house)	+1D3 SAN
Alison Harper goes indefinitely insane due to excessive pressure placed on her by P.C.s	-1D4 SAN
Mattie Harper or Julian Apcott is possessed and the possession is detected	-1D10+2 SAN
An adult (Alison, Amelia, or an investigator) is possessed and the possession is detected	-1D10 SAN
Either of the children are killed	-1D10+2 SAN
Amelia is killed	-1D10 SAN
Alison is killed	-1D8 SAN
Each investigator killed	-1D6 SAN
Talia Gordon is publicly humiliated and loses her job	-1D3 SAN

NPCs



AMELIA ALISON APCOTT, WIDOW AND CURRENT OWNER OF THE APCOTT HOME

Nationality: American

STR 7 DEX 11 INT 15 CON 10
APP 12 POW 13 SIZ 9 EDU 14
SAN 51 Luck 65 Hits: 10 Age: 50

Damage Penalty: -1D4

Education: high school

Skills: Cook 62%, Credit Rating 49%, Drive Automobile 25%, First Aid 49%, History 26%, Listen 39%, Medicine 11%, Occult 7%, Spot Hidden 44%

Languages: English 88%

Attacks: none above base skill

Notes: Amelia is a strong willed, defiant woman who is not likely to back down unless faced with the awful truth. Of course, by then, it may be too late...



ALISON APCOTT HARPER, WIDOWED DAUGHTER

Nationality: American

STR 10 DEX 15 INT 14 CON 12
APP 13 POW 12 SIZ 10 EDU 12
SAN 37 Luck 60 Hits: 11 Age: 31

Damage Bonus: +0

Education: high school

Skills: Behave Irrationally 95%, Cook 51%, First Aid 41%, History 24%, Listen 90%, Needlepoint 50%, Occult 11%, Perspire Suspiciously 45%, Sneak 22%, Spot Hidden 77%, Stutter Nervously 25%

Languages: English 76%

Attacks:

Small Club Attack 30%; 1D6 damage (any convenient, small, club-like object: candlestick, bottle, etc.)

Small Knife Attack 30%; 1D4 damage (any convenient, small, piercing object: knitting needle, steak knife, etc.)

Notes: Alison has already been described in vivid detail. As stated, she greatly fears Ezekial and what he might do if she defies him. While not insane in any strict sense, she is completely irrational and on the verge of a full blown breakdown. If this occurs, she may be possessed, completing Ezekial's plan in a way he didn't anticipate.



**MATHILDA JUNE HARPER,
GRANDDAUGHTER**

Nationality: American
 STR 4 DEX 7 INT 15 CON 6
 APP 15 POW 14 SIZ 5 EDU 5
 SAN 60 Luck 70 Hits: 6 Age: 9

Damage Penalty: -1D6
 Education: currently in grade school
 Skills: Appear Pensive 55%, Run, Skip, Jump, & Play 95%
 Languages: English 50%
 Attacks: none

Notes: Nicknamed "Mattie," Mathilda is the youngest within the house and is a likely target for Ezekial. During the morning and early afternoon, she is at school except on weekends. Otherwise, she is at the house and subject to Ezekial's machinations. Mattie is most delightful and the investigators should become quite attached to her and therefore protective of her.



**JULIAN WILSON APCOTT,
AILING NEPHEW**

Nationality: American
 STR 5 DEX 4 INT 15 CON 4
 APP 10 POW 9 SIZ 8 EDU 10
 SAN 43 Luck 45 Hits: 6 Age: 13

Damage Penalty: -1D4
 Education: grade school, some tutoring
 Skills: History 40%, Law 11%, Library Use 45%, Listen 66%, Mathematics 19%, Occult 11%, Play Assorted Card Games 54%, Play Flute 65%, Sketch/Draw 29%, Spot Hidden 45%
 Languages: English 78%, German 10%

Attacks: none
 Notes: Often confined to bed, Julian is chronically ill and most believe he will not survive his teen years. Even the slightest cold can be life threatening and keeps him cooped up in his room for weeks. When not ill, he does walk to town and generally enjoys life as best he can. He cannot exert himself to any significant degree so he spends much of his time reading and enjoying music on his aunt's new phonograph. Ezekial may possess Julian, but his physical condition makes him a less than ideal candidate.



**EZEKIAL APCOTT, ANGRY GHOST AND
DISEMBODED SORCERER**

STR n/a DEX n/a INT 18 CON n/a
 APP n/a POW 23 SIZ n/a EDU n/a
 SAN 0 Luck 115 Hits: n/a Age: 251

Damage Bonus: n/a Education: self-taught
 Skills (generally only usable after he has possessed a victim): Accounting 35%, Alchemy 54%, Bargain 39%, Demonology 80%, Fast Talk 57%, Hide 37%, History 26%, Occult 50%, Persuade 75%, Ride 32%, Show No Pity 100%, Sneak 40%

Languages: English (archaic) 93%, French 61% (archaic), German 70% (archaic), Latin 88%

Attacks: Hurl Object Telekinetically 20%; 1D4 damage (dish, candlestick, picture frame, drinking glass, etc.)

Spells: (usable after he has possessed a victim and has physical form) Contact Ghoul, Flesh Ward, Implant Fear, Nightmare, Shrivelling, Summon/Bind Demon (Nightgaunt), Voorish Sign, Wrack, plus any others the Keeper feels are appropriate

Notes: Ezekial is a powerful warlock or sorcerer who owes complete allegiance to Satan. He will do the bidding of his master to the detriment of humanity in general. In the event he possesses a victim, he will have access to all the listed skills and spells above. In life, he actually possessed more skills, but many (especially those like Spot Hidden and Listen) degraded to the base rate from disuse. Others didn't either because they are of some use in the spirit world or some dark force intervened to ensure Ezekial didn't return to the physical world as a glorified vegetable. Physical statistics (STR, CON, etc.) are determined by the body of the individual Ezekial possesses. His DEX rating is the average of the victim's DEX rating and his INT rating.



TALIA GORDON, SCHOOLTEACHER AND FRIGHTENED WITNESS

Nationality: American

STR 9	DEX 13	INT 16	CON 12
APP 14	POW 7	SIZ 9	EDU 14
SAN 29	Luck 45	Hits: 11	Age: 28

Damage Bonus: +0

Education: B.A. in English from Stephens College

Skills: Accounting 30%, Bargain 33%, Biology 22%, Cringe at Loud Noises 80%, Fast Talk 43%, First Aid 41%, History 45%, Instruct 83%, Law 10%, Library Use 50%, Listen 61%, Mathematics 40%, Medicine 9%, Persuade 60%, Spot Hidden 39%, Tutor 88%

Languages: English 90%, French 50%, Latin 25%

Attacks: Ruler Attack 60%; 1 point of damage (twelve inch wooden ruler)

Notes: Talia is the frightened neighbor living behind the Apcott house. Thanks to the hedges some ancestors of the present day Apcotts so thoughtfully decided to plant, the shrieks caused by Ezekial Apcott are funneled to her home. So, too, are sounds of gunshots and other exceptionally loud noises. While Talia may not report strange occurrences fearing the impact on her reputation, she will certainly call the police if she hears gunfire.

If the Keeper so chooses, Talia may brave the house to tutor Julian and be on hand to become a potential possession victim. Tutoring will occur between 8:00 P.M. and 10:00 P.M. Sometimes, she will even be present for meals. In such a case, Amelia may confide in Talia who will do her best to be supportive and will certainly not say anything to anyone about the phenomena. Talia could very easily become indefinitely or even permanently insane while in the house considering she starts the scenario with a mere 29 points of SAN.

REVEREND FRANCIS CONNOLLY, EPISCOPAL MINISTER

Nationality: American

STR 14	DEX 14	INT 15	CON 13
APP 14	POW 17	SIZ 11	EDU 15
SAN 85	Luck 85	Hits: 12	Age: 30

Damage Bonus: +1D4

Education: B.A. in English from Boston College

Skills: Accounting 41%, Bargain 40%, Drive Automobile 33%, Christianity 80%, Fast Talk 20%, First Aid 45%, History 40%, Law 19%, Library Use 70%, Listen 30%, Medicine 10%, Occult 15%, Persuade 80%, Psychology 60%, Ride 25%, Spot Hidden 40%

Languages: English 90%, French 44%, Latin 67%

Attacks: none above base skill

Notes: Reverend Francis is a well-respected member of the community and presides over the largest congregation in North Ashfield. He is familiar with the Apcotts, having spent many evenings dining with them. He will assist any newcomers to North Ashfield who wish to conduct research though he will be naturally curious as to the subject matter. If he learns the Apcott family is in dire straits, he will wish to be of assistance. Unfortunately, this could lead him to condemn the investigators if they seem strange or dangerous. Reasonably normal and decent seeming people will receive his full cooperation even if his personal views and perceptions differ from theirs.



FATHER PAUL MCNAMERA, ROMAN-CATHOLIC PRIEST

Nationality: American

STR	11	DEX	16	INT	17	CON	12
APP	12	POW	16	SIZ	12	EDU	18
SAN	94	Luck	85	Hits:	12	Age:	44

Damage Bonus: +0

Education: M.A. in Linguistics from Princeton University, seminary school

Skills: Accounting 30%, Bargain 52%, Drive Automobile 25%, Christianity 87%, Fast Talk 43%, First Aid 35%, History 50%, Law 29%, Library Use 70%, Listen 50%, Occult 45%, Persuade 78%, Psychology 65%, Ride 35%, Spot Hidden 59%

Languages: English 95%, French 61%, Greek 60%, Latin 75%

Attacks: none above base skill

Spells: Exorcism

Notes: Father Paul is an optional NPC for use in *Cold Spot*. Consider him to be a dedicated defender of the faith and staunch opponent of evil. At the Keeper's option, Father Paul could be a retired priest living in North Ashfield (in which case he should be much older than shown above), or simply someone brought in from outside the town (perhaps from Greenfield or Boston).

NEW SPELL: EXORCISM

Exorcism has appeared in one form or another in more than one horror scenario. In the fifth edition *Call of Cthulhu* rules, the closest version is the spell "Cast Out Devil" which is African magic. Exorcism is a variant of that spell designed to simulate the type of exorcism ritual that was portrayed in the motion picture *The Exorcist*.

This arduous and dangerous ritual may only be successfully employed by a Roman-Catholic priest who has true faith in God. Presumably, variants exist for other religions, but this is the only version available here.

The ritual may be employed in any situation where a victim is possessed, be it by a demon, spirit, or even one of the Great Race of Yith. Its strength comes primarily from the faith of those involved. The priest (who should be suitably equipped with crucifix, bible, rosary, holy water, et al) and any assisting him must contend with whatever distractions the entity within the victim can come up with. If they are distracted, the ritual has no chance of effect. A particularly cunning or powerful entity can pit its entire POW against that of the priest and each of those present. This conflict is resolved individually on the Resistance Table. Those who fail cannot help further in the ritual and if they fumble, they are open to possession by any other entities within the victim. Alternatively, the entity within the first victim could switch victims unexpectedly, causing untold problems for those involved in the ritual.

Assuming the ritual proceeds beyond this, a second POW versus POW contest is resolved on the Resistance Table. This time, it is the POW of the entity pitted against that of the priest plus one point of POW from each assistant (maximum of three). If the entity wins, the possession is still in effect. If it loses, it is driven from the victim for a minimum of one day, probably much longer if not permanently. A failed Exorcism does not preclude it being tried multiple times though it is a taxing ritual. It may not be tried more than once per day. Time needed to cast it varies and depends on whether or not the Keeper wants to roleplay the situation. A general guideline is to require the exorcism to last one hour per POW point of the entity within the victim.

If Exorcism succeeds, the priest loses 1D8 SAN, but regains 1D4 SAN if the victim revives and is still relatively sane. Observers and assistants each lose 1D6 SAN, but regain 1D3 SAN if the victim survives it largely sane and stable. The victim loses 1D10 SAN. If it fails, the priest loses 1D10+1D8 SAN while assistants and observers lose 1D8 SAN. Worse, the victim loses 1D20 SAN. Exorcism requires an expenditure of ten magic points. If the priest fumbles any rolls on the Resistance Table, he loses one point of POW and 1D6 SAN per fumbled roll.

THE FIRST INTERIM: 1930-1931

Once *Cold Spot* wraps up, the investigators may initially believe they can turn their backs on North Ashfield and forget about it. That is, until they start receiving letters from Julian Apcott.

Julian is an avid reader. Furthermore, he is very intelligent and were his physical condition not so extreme, he would like to one day attend college. To him, the investigators were fascinating. They proved to be educated, informed, and intelligent and one or more of them are probably role models for him.

A sensible young man, Julian is not one who wants to meddle with the paranormal. The events in *Cold Spot* were more than enough for him. However, he is fascinated with history, particularly American and European history. Before too long, he will begin to write those investigators with a similar interest. Ideally, some member of the group is a historian, parapsychologist, or author and therefore studies history either as a hobby or as a profession. Julian will do his best to maintain contact with the group, perhaps asking for information on various subjects of interest or merely to maintain a relationship. If this goes well, one or more group members may find themselves invited by Amelia or Julian to visit the Apcotts once again, this time for a social call. What begins as correspondence could develop into a long term friendship with the entire Apcott family.

Of course, this may not work out well at all. Just because the Apcotts are friendly and social doesn't mean the investigators are. If they choose to ignore Julian's letters, they will stop after two or three.



The feast
begins.

C H A P T E R T W O

REMAINS TO BE SEEN

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R*emains to be Seen* is a sequel to *Cold Spot*. It is not directly related to events there, but the general locations and background are the same. It is designed to accommodate the survivors of that scenario. However, if they are unavailable or unsuited to this scenario, other character types could be contacted. Appropriate characters include deputies, investigative reporters, and private investigators. The latter would presumably be hired by the grieving Mrs. Oakes or by relatives of those whose graves were violated (see below).

KEEPER'S INFORMATION

It is October 13, 1932. One or more of the investigators receive a letter from a woman named Emily Oakes (Player Aid #8) begging their assistance. Her husband, owner of the North Ashfield funeral parlor and cemetery, has been murdered along with two of his employees. She fears the county deputies are going to fail in finding her husband's killer and also fears she and/or her daughter could become the next victim. The investigators are known to her for she knows the Apcott family (from the sce-

nario *Cold Spot*) and is aware they were of assistance to them. Amelia's endorsement of them combined with her recommendation that Emily seek independent outside assistance motivated her to contact the investigators. She will reimburse the group for their travel costs and pay them a reward of \$200.00 if they can either find the killer or assure her she is safe. In any case, she will pay an additional up front fee of \$25.00 to each investigator as a symbol of good faith.

PRELIMINARY RESEARCH

If the investigators are cautious and thorough, they may postpone an immediate trip to Franklin County and first look up newspaper articles pertaining to the case. This process is described in further detail in the section entitled "Newspapers" on p. 65. However, if some research of that nature occurs now, the Keeper may provide Player Aid #10A, #10B, and #10C (which appear on p. 66) to researchers. A successful Library Use roll for each article is required. They may also find Player Aid #11 (on p. 67) which is much more recent (October 10). All these articles can be found in the *Boston Globe*, a paper that is on file in most good libraries in the region.

PLAYER AID #8: LETTER TO INVESTIGATORS FROM EMILY OAKES

October 10, 1932

Dear Sir,

I am an acquaintance of Amelia Apcott, a friend of yours from North Ashfield. She stated that you were of assistance with a problem she was experiencing some years back. I understand you and your associates are capable investigators who may be of service to me now.

A few days ago, my husband and two of his workers were murdered in the North Ashfield cemetery. The sheriff believes some wandering maniac is responsible and is now concentrating his efforts elsewhere in the county in order to prevent the fiend from escaping. I personally believe that the sheriff is wrong about this case and that no mere man was responsible. Further, I saw some unusual things the night of my husband's murder and believe there is more to this than the public has been led to believe.

I don't know if it is relevant, but the sheriff says that my husband is responsible for illegally opening and reusing graves in the cemetery. It seems the evidence against him is firm, but I don't know if this had anything to do with his murder.

Please contact me either in person or by telephone as soon as possible. I fear that the killer(s) are still in the North Ashfield area contrary to what the sheriff says and I feel that I and my daughter may be targeted next. I am willing to compensate you for your trouble. Please hurry.

Yours,

Emily Oakes

Emily Oakes
919 Magnolia Lane
North Ashfield, Massachusetts
Telephone: KL5-3323

BACKGROUND

In the early years of colonial America, settlers and colonists were a people who greatly feared the unknown. Many phenomena now explained by science were to them supernatural. Among the many fears (witches, ghosts, werewolves, demons, etc.) were vampires. The vampire hysteria that swept early colonial New England was brought over from Europe where it had been in full force in some areas for centuries. Evidence of belief in vampires (and overt actions taken against them) has been documented as late as the end of the nineteenth century.

North Ashfield, Massachusetts was by no means immune to such beliefs. In this case, their views were well founded. While in other areas, diseases such as tuberculosis and cholera were mistaken as evidence of vampirism, in North Ashfield, a real vampire briefly plagued the people. One victim was Emil Schergen, the son of a German stonemason and English seamstress.

Emil came to North Ashfield as a young man seeking to escape his domineering father and establish a farm and family of his own. He made an excellent start. His farm, though well outside the town, was productive enough that he was able to support himself and a girl from town he took as a bride. Then, he made the mistake of going outside at night. Little did he realize that with the European settlers came a European scourge...vampires. The one he encountered found him very easy prey.

The next day he was found by hunters and brought to the village. A doctor and the local minister were brought in to help, but there was nothing they could do to save him. The minister, Reverend Thomas Stevens, recognized the signs that Emil had been the victim of a vampire and took precautions to see he would not rise from the grave. With the full knowledge and consent of Emil's wife, he plunged a sharpened, iron spike through the heart of the would-be vampire after the body was laid in the coffin. The belief was that by piercing the heart, the vampire would die. If this failed, pinning the body to the coffin would pin the vampire to the grave, preventing it from rising and seeking victims. The spike was driven completely through the body and pounded well into the soil below, affixing Emil to the grave.

In Emil's case, the first belief was partly true. By piercing the heart with a stake (any stake; what it is made of is not important), the vampire is thrown into a state of paralysis. The body decays normally and for all intents and purposes is dead. However, this does not destroy the fiend. To destroy the type of vampire Emil now is, the head must be severed or the entire body burned. Removing the stake from the heart allows the vampire to return from its stasis and regenerate.

Emil was buried and eventually memory of him faded. His wife moved away, selling the farm to newcomers. The incident was soon forgotten, being one of many and not one that was particularly noteworthy.

A DESPERATE PLAN

It is now October of 1932. Almost two centuries have passed since the death of Emil Schergen. He has lain in his grave undisturbed that entire time and would have remained so had it not been for the intervention of the new owner of the North Ashfield cemetery.

North Ashfield's cemetery was founded in 1701 and has been the town's one and only cemetery for its entire history. Over the years, various owners have purchased more land to make space for more graves, but now there is no more land available. Six months ago, a mortician named Robert Oakes moved to North Ashfield and bought the cemetery and the funeral home adjacent to it. He moved his wife and daughter in and was ready to spend the rest of his life quietly here. Unfortunately, he made one gross miscalculation. When he purchased the property, he failed to take into account the lack of space for new graves. Having sunk all his available cash into the land and buildings and paying too much for it to boot, he found himself in dire financial difficulties. The fact that it is the middle of the Great Depression did not help the situation.

Two months passed and the last of the available grave space was filled. He then made a fateful decision. In reviewing the records, he found that most of the old graves were occupied by people who no longer had family members in the North Ashfield area. So, he decided to recycle graves. The one potential hurdle was to convince his staff to go along with his plan.

The first was Silas Weems who had been caretaker here for over fifty years. Silas may have been encountered in *Cold Spot* where he was simply a man trimming hedges and raking leaves. Three years have passed since then and Silas was no longer able to carry out his duties alone. Sadly, he was no longer of "right mind" having slipped slowly into senility over the past few years. Silas was easy to convince.

The other worker was Stephen Gilmont. He was hired by Oakes right after he took over the cemetery. Gilmont was a local tough who saw gravedigging as an easy way to make money. When he was approached by Oakes, he wanted to know what was in it for him. Oakes promised him cash, a place to live, and a steady job...no small considerations in this economically depressed time. Gilmont was happy to have job security and a bit of spending money. Furthermore, violating graves was not anything he was concerned about.

So, when he needed grave space, Oakes went to the oldest section of the cemetery with his two grave diggers, disinterred the remains, and removed the marker. The remains were then cast into an old well on the property. Markers were either smashed into gravel by a sledgehammer wielding Gilmont, cast into the well with the remains, or placed in the basement of the funeral home pending later disposal.

At first, his plan worked. Between the business generated by the funeral home, sales of recycled grave plots, and income from arranging burials, Oakes' financial condition began to improve. No one in North Ashfield noticed the changes in the

cemetary for few ever visited the old section or were familiar with how things worked there. Oakes was also counting on the fact that grieving relatives will generally be less perceptive and not care that their loved ones were being buried in the oldest section. If the question did come up, Oakes could explain it away, the best story being that the old graves were spaced far apart in some places and the land had been wastefully used. No one ever had any reason to suspect Oakes so no one ever checked his story. The secret was even kept from his own wife and child, partly out of the desire to keep them ignorant of crimes he was committing and partly out of fear that his daughter would spill his secret to classmates at school.

TERRIBLE CONSEQUENCES

For four months, Oakes quietly went about his grim business and in the end, twenty four graves were recycled. It was the last that was to cost him his life. It was the grave of Emil Schergen.

On the night of October 6, 1932, Oakes and his assistants went to disinter two more graves. This had been a busy week and was the second pair of graves to be recycled in as many days. While Oakes stood by with a lantern and watched for witnesses, the diggers commenced their task. Soon, they uncovered a coffin lid. It turned out to be another lead-lined box, one of several they had found so far and apparently commonly used in some areas of New England during the colonial days. The box was pulled from the earth, but broke apart in the process. Skeletal remains fell out, but they were used to such things. What was unusual was the presence of a long, iron spike among the scattered ribs. Gilmont paused to extract it from the tangle of bones and leathery flesh. After a cursory examination and deciding there was nothing extraordinary about it, he cast it aside. However, he did take the time

to pilfer a gold ring he found among the remains. This is not the first such item he "liberated" and would not have been the last, had he not died the next night. By the end of the evening, the remains from the two graves, including the aforementioned spike, were cast into the old well as had so many others before them. Even the shattered coffins and stone markers were cast in.

The next day passed without event. On the evening of the 7th of October, Oakes met with his diggers in the cottage on the property. They were soon rudely interrupted. The door burst open and a filthy, naked man was standing in the light from the room's single lamp. Everyone froze. While they tried to decide whether to laugh or be alarmed, the fully regenerated and now ravenous Emil Schergen tore them to pieces. After drinking his fill of the blood of his victims, he fled into the night to seek shelter from the oncoming dawn.

The next morning, the scene was discovered by the local postal carrier, Simon Mullins, who was dropping off mail at the cottage. Soon, Oakes' wife and county deputies were on the scene. The grisly event became notorious overnight.

EMIL SCHERGEN

What happened, of course, was that the removal of the spike from the remains took away the one thing that kept Emil in stasis. The remains along with the coffin fragments and spike were hurled into the well. There, in darkness, Emil's bones waited until nightfall. Once the sun was down, he began to regenerate. The process was remarkably swift and within an hour, he was on the hunt. His need for blood was extreme...without it, he would not survive the night. The proximity of Oakes and his staff to the well enabled him to make quick kills, thus ensuring his survival.

EMIL'S PLANS AND ABILITIES

Emil Schergen is an inexperienced vampire. He never actually had the opportunity to rise and feed during colonial days, but in the days since the murders of Oakes and the diggers, he has become accustomed to his condition. Furthermore, he enjoys it and even revels in it. No longer is he a ravenous, unthinking fiend. Instead, he is a calculating, diabolical creature trying to survive and adjust to a new century and new culture.

Since killing the three men in the cottage, Schergen has claimed four more victims. Two were killed and drained of blood. Neither will rise as a new vampire and Schergen took precautions to hide the bodies. The third, Myra Donovan, was claimed as a so-called "bride" and now serves him as a kind of acolyte vampire. The fourth victim was not killed. Rather, Stephen Bascom was merely bitten and placed under Emil's thrall in order to act as a guardian and a tutor on the ways of twentieth century Massachusetts.

Not surprisingly, Emil longed for something familiar. Knowing he could not stroll through town unnoticed, he sought out his old farm. He found it to be a decaying, abandoned plot of land. The last owners left it in the 1850s and no one has since stepped forward to claim or occupy it. Emil found the remote site and solitude ideal. It allowed him to have a secure place to hide out and get accustomed to life as a twentieth century American vampire.

As the investigation unfolds, Emil continues to explore his new existence. He will claim new victims from time to time, but is unlikely to learn of the investigators and their actions as even his human servant Bascom has little contact with North Ashfield residents.

More on Emil Schergen, his followers, his land, and vampires is given later. It is the job of the investigators (though they don't know it yet) to seek out Schergen and destroy him and his progeny before they have the opportunity to kill again and spread their affliction outside of North Ashfield.

VAMPIRES IN *CALL OF CTHULHU*

In *Call of Cthulhu*, there is no one description for vampires that must apply to all. The author is of the view that as in folklore, in *Call of Cthulhu* there should be many different forms or "species" of vampires. The form of vampire portrayed in *Remains to be Seen* is not based on any single example of a vampire from folklore or literature, but is a blend of several. The primary influence is, not surprisingly, the vampire portrayed in Bram Stoker's *Dracula* though it is certainly not intended to be a complete or accurate representation of that famous fiend.

VAMPIRE ABILITIES AND POWERS

- (1) Immune to all physical damage except for a few specific attack forms which are described in the section on vampire weaknesses.
- (2) Can run faster than normal humans (movement rate of 12).
- (3) Strength and Constitution ratings are two times the level the vampire had during life. The Dexterity rating increases by fifty percent from the level it was during life and Appearance doubles (maximum of 19).
- (4) When the vampire successfully bites a victim, he gains Power. For more on this, see the section on vampire attacks.
- (5) The vampire has the power to transmute into a large canine generally resembling a wolf. Transformation takes one round (three seconds) to complete and costs the vampire one magic point. Transforming back into human form costs no magic points, but still takes one round to complete.
- (6) The vampire has a limited form of hovering flight. It is slow (maximum movement rating of 4) and is generally used to gain access to upper story windows and to cross barriers. The ability to fly costs the vampire one magic point per minute.
- (7) Learning ability increases immensely. For example, languages can be learned from reading dictionaries and textbooks in just a few days. In addition, the creature has a photographic memory.
- (8) The vampire's senses are greatly heightened. A newly created vampire gains Listen and Spot Hidden skills each at the rate of 1D3-1 points per day until they reach 95%. Experienced vampires may increase these skills to 100% through active practice and training.

VAMPIRE DISADVANTAGES AND WEAKNESSES

- (1) No reflection is cast. It also casts no image on film and will not appear on television images or photographs, nor can its voice be recorded. The vampire casts no shadow.
- (2) Garlic is a severe irritant and is avoided if at all possible. It causes no actual damage, only discomfort.
- (3) Contact with blessed objects causes burning and one point of damage per round of contact. Holy water causes 1D3 hit points of damage per ounce which strikes. If such attacks reduce the creature's hit points to zero, it is thrown into a temporary stasis during which it regenerates one point per round. Total

immersion in holy water for a prolonged period can destroy this form of vampire.

- (4) Vampires must rest nightly in a sheltered place (away from sunlight) in order to regenerate a destroyed or damaged body or to recover magic points. Exposure to ambient sunlight causes 1D3 points of burn damage per round. Exposure to direct sunlight causes 1D6+1 points of burn damage per round. Prolonged exposure can destroy this type of vampire.
- (6) To immobilize a vampire in order to later destroy it, an impaling object such as a wooden stake, railroad spike, hunting knife, or arrow must pierce the heart. If the object is removed, the vampire is no longer affected and will regenerate.
- (7) The prescribed method of permanently slaying this form of vampire is to sever its head. Careful people will remove the head surgically though most will be impatient and hack it off with a spade or axe. Either way is equally effective. An alternative method of killing a vampire is to burn its body. This method is difficult for the vampire must be immobile and thus unable to escape. In addition, total destruction of a body by flames is difficult and requires either a very hot fire or prolonged exposure to flames. Often in folklore, a vampire would first be decapitated and then, just to be sure, the remains would be burned.
- (8) At dawn each day, the vampire loses one point of POW.

VAMPIRE ATTACKS

A vampire can have any attack it possessed during life and may learn new attack forms whenever it so chooses, just like a human. It is not unusual for one to know how to fire a shotgun or use a foil. However, the primary forms of attack are physical and serve to enable the creature to gain sustenance. Thus, Grapple Attack and Fist/Punch Attack are very commonly developed in order to facilitate the overwhelming of resistant victims. The most important attack is the Bite Attack. It is used against willing or subdued victims or against grappled victims. (Refer to the description for the Grapple skill in the *Call of Cthulhu* rules if needed.) The Bite Attack always strikes unless the victim is struggling, whereupon the attack rating is 95%.

When a bite occurs, the victim takes one hit point of damage (1D3 if the victim is struggling violently) initially. Once bitten, the victim loses one point each of STR, CON, and POW per round for as long as the vampire wishes. For every two points of POW drained, the vampire gains one point (up to a maximum POW of 24). If POW reaches zero, the victim dies. The vampire must then decide whether or not to provide the victim with its unlife. In the relatively rare case that it does, the victim rises as a weaker, inexperienced vampire under the master's control. If STR or CON reaches zero, the victim swoons and remains unconscious until recovery occurs. STR and CON return at the same rate as hit points, but blood transfusions can increase the rate by a limited amount (Keeper discretion). Lost POW returns at the rate of one point per week, but for every four points drained, one point is lost permanently.

INTERVIEWING EMILY OAKES

Upon receiving the letter, the group has a little time to plan. In all likelihood, they will telephone Mrs. Oakes to confirm the letter, ask questions, and let her know they are coming. This conversation will provide additional information and may provide some explanation as to why she contacted them in preference to private investigators.

This case goes beyond her simply being a frightened and grieving woman. Not only must she contend with the murder of her husband, but also with the stigma of what he did. This alone is enough cause for her to seek aid from the investigators. However, there is more to it. She was awake the night of the murders. She knew her husband was down at the cottage with the caretakers and was up reading a book, waiting for him to return. His late night activities were nothing unusual and she had little reason to suspect he was doing anything out of the ordinary.

The night of the murder was a little different. Outside, the moon was partly obscured by clouds, casting everything into a dreary twilight. From her window, she could not see the cottage, but could see the area in which it was located. While reading, she dozed off. Later (she is not sure how much later), she was awakened by a horrific howling sound. She will insist, quite vehemently if her word is questioned, that this was no ordinary

NORTH ASHFIELD IN 1932

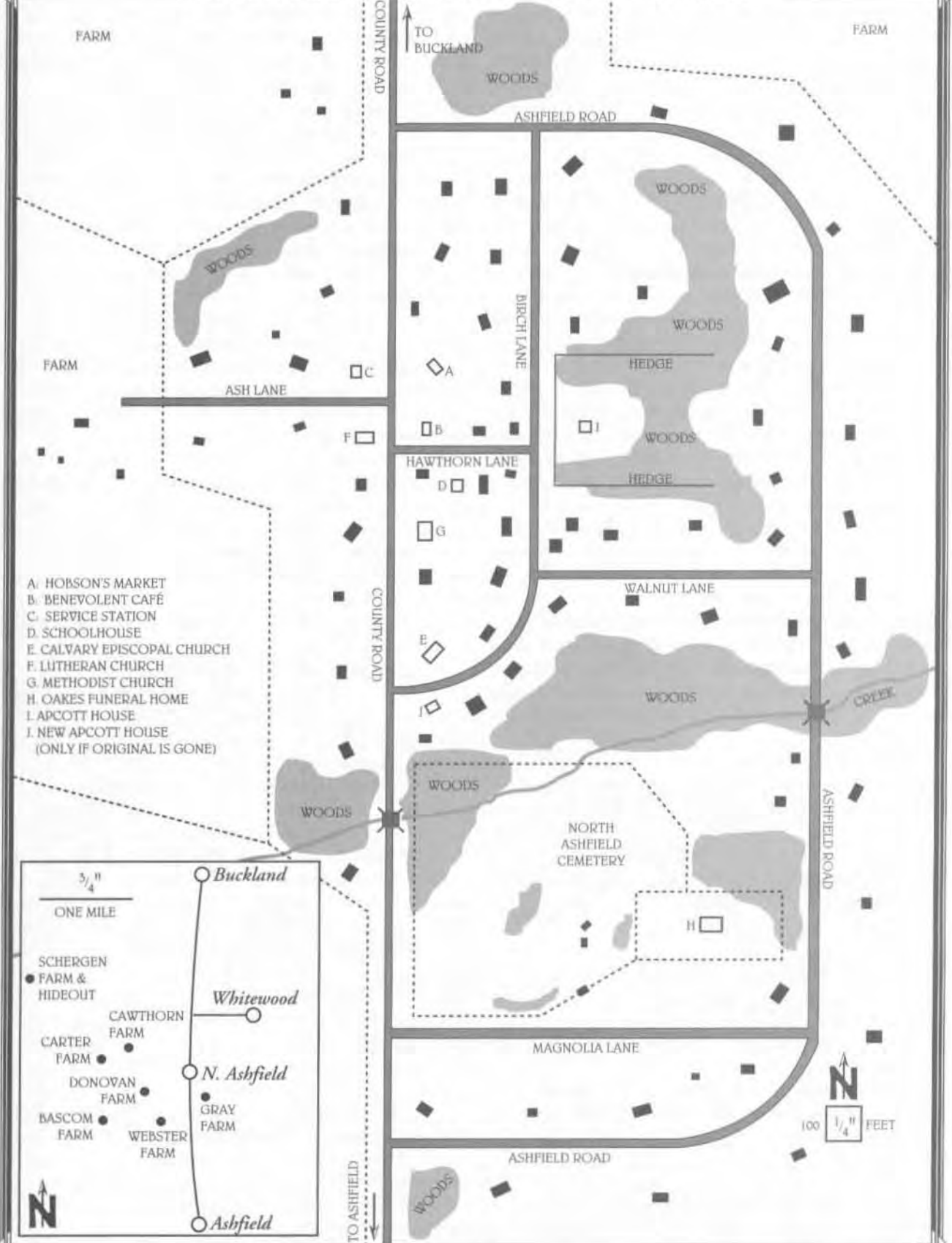
The investigators will find North Ashfield little changed since their initial visit in 1929. Evidence that the Great Depression has a hold here is more obvious, however. Buildings that looked fine in 1929 now show signs of neglect. Many people are foregoing standard maintenance such as painting exteriors and replacing shingles. The reasons go beyond mere fear of the country's poor economy. Many lack the disposable cash for things that aren't necessary and could be interpreted as luxuries. No one is starving or homeless and there are no soup kitchens or bread lines. Poorer families do have trouble replacing clothes and more people are walking to work now than was the case in 1929. Times are tight, but folks make do.

No major changes have occurred in the town aside from the perceptible (but not extreme) degradation in general appearance. Many people do grumble and complain about the economy as well as other subjects, but some are excited about the upcoming presidential election. Investigators visiting the Benevolent Café or hanging around the general store will almost certainly be treated with arguments over politics intermixed with rumors surrounding the Oakes' case. If anyone bothers to ask, about one third of those question support President Herbert Hoover while one third support his challenger, Franklin Roosevelt. The rest are undecided.

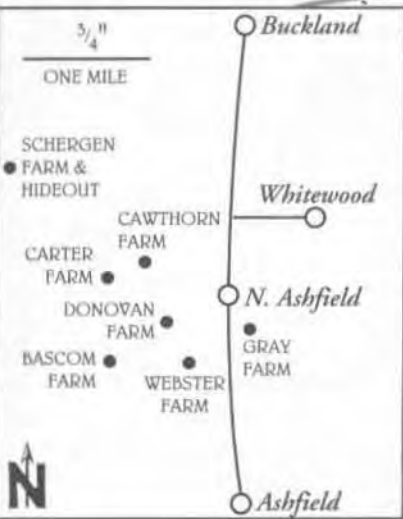


What Emily Oakes saw

NORTH ASHFIELD, MASSACHUSETTS AND SURROUNDING FARMS



- A. HOBSON'S MARKET
- B. BENEVOLENT CAFÉ
- C. SERVICE STATION
- D. SCHOOLHOUSE
- E. CALVARY EPISCOPAL CHURCH
- F. LUTHERAN CHURCH
- G. METHODIST CHURCH
- H. OAKES FUNERAL HOME
- I. APCOTT HOUSE
- J. NEW APCOTT HOUSE
(ONLY IF ORIGINAL IS GONE)



howl. This was no dog or coyote and she insists she is familiar with the sounds both those animals make. It sounded absolutely unearthly and was very unsettling. Looking out the window to spot what it was, she saw an animal shape lope across an open section of the cemetery, moving away from the cottage. She seized her husband's field glasses to get a better look and at that moment, the clouds parted, permitting the moon to illuminate the area better. Her look was brief, but she is sure of what she saw. The animal or whatever it was seemed to float across the cemetery and worse, cast no shadow. This, despite the fact that all the trees and tombstones around were casting quite clear and distinct shadows in the moonlight.

What she doesn't know is she was witnessing Schergen's escape. His immediate bloodlust sated, he changed into his canine form and floated out of the area, partly to leave no tracks and partly in celebration of his newfound power.

This vision was swiftly dismissed and she went back to bed figuring it was an optical illusion. Wrong. With the discovery of her husband and those two unfortunate workmen the next morning, she realized something was gravely amiss. She mentioned the animal to the sheriff who immediately dismissed the idea as irrelevant. To him, an animal couldn't break down a door and do what it did to those men. There are no bears or large predators in the area and a search for tracks proved fruitless. She is sure of what she saw, but can't press the issue with the police for fear they will either have her committed or will seize custody of her eleven year old daughter, Ellen. The investigators are her last hope. She fears harm might come to her or Ellen and even if it doesn't, someone or something is still at large and might harm others. Her story ends here. Any successful Psychology rolls made on her will reveal that she is under great stress, is genuinely fearful, and definitely believes in what she is saying.

Reaching North Ashfield this time is a bit easier. The train trip is the same, but now, a taxi service is in Greenfield and two dollars can earn the group a ride to North Ashfield. The driver is equipped with a Ford Model A taxicab so if they are large in number or have a lot of baggage, they may have to make two trips. There is only one taxi in town, but it may be possible to hitch a ride or arrange for baggage to be trucked in separately.

RESEARCH AND INVESTIGATION

The Apcotts will be happy to greet the group (assuming they parted on friendly terms at the end of *Cold Spot*) and will put their now seven year old Ford Model T tourer at their disposal for the duration of their stay. The vehicle is still functional though is showing signs of wear.

EMILY AND ELLEN OAKES

Mrs. Oakes will for the duration of the scenario do her best to

assist or will at least not intentionally hinder the investigators. She will offer them lodgings in the funeral home and will agree to any reasonable request. Unfortunately, there is little she can add to what she stated in her letter and on the telephone. If (when) asked, she can confirm that her husband did violate graves in the cemetery, apparently in a scheme to sell off the plots to new customers. The sheriff was able to prove this after reading records confiscated from the office on the cemetery grounds.

Emily is prepared to pay the reward, having recently pawned some jewelry in Greenfield. In the event the investigators lack a vehicle or need one on short notice, she can loan them Robert's 1929 Ford Model A sedan.

While in the funeral home or in the presence of Mrs. Oakes, the investigators will likely encounter an annoying assortment of distractions. This ranges from inquisitive reporters from outside the county to nosy deputies wondering what Mrs. Oakes is up to. While she is not under any direct suspicion, her activities are still of interest to the authorities. Unless the investigators go out of their way to attract attention, they should be largely ignored by both the press and law enforcement.

The same cannot be said for Ellen Oakes. She is an overactive eleven year old who always seems to be underfoot. Curiosity will cause her to constantly dog the group while they are in or near the funeral home and she may even attach herself to one particular "favorite" investigator. She will not, however, leave the immediate area of the funeral home, not even to go to school (her mother is keeping her out of school out of fear for her safety). Nor will she enter the cemetery, fearing it more than anything else.

The Keeper should feel free to play this to the hilt. She is not being cute; she is deliberately being a very disruptive distraction. Worse, she has no useful information and can do nothing to help the group. If they question her about her father, it is obvious she doesn't quite understand he is never coming home despite the fact that she has been told several times by her mother.

While the investigators are in the house, the group may want to ask her mother to take charge of her. This will not help for Emily Oakes cannot control Ellen. However, if they think to introduce Ellen to Mattie Apcott (now age 12), they will have done the right thing. Mattie is a friendly and likeable girl and Ellen, being new to town, desperately wants a friend her own age. Once introduced, they will get along well, so much so that the group can arrange for Ellen to spend much of her time with the Apcotts. While with the Apcotts, Ellen is a completely different girl and is reasonably well-mannered. Up until now, Mattie and Ellen have not associated (Ellen was the new girl in town and is not good at making friends), but that will change with a little coaxing from Amelia.

Not surprisingly, if the investigators are in any way abusive to Ellen, either physically or verbally, she will report this to her mother. Unless they can lie through their teeth effectively (reflected by a successful Fast Talk roll), Mrs. Oakes will unceremoniously kick them out of the house. If the incident is extreme enough, it will be reported to Sheriff Taggart.

THE CEMETERY

The North Ashfield Cemetery has been in existence since 1701 and most people who die in the area find this to be their final resting place. Privately owned and operated, it has changed owners several times and in 1875, a funeral home was established next to the property. The last owner was 74 year old Morton Bell. After selling the property to Oakes, he moved to join family members in Maine where he is enjoying his retirement.

When Robert Oakes took over six months ago, he thought that it was an excellent investment. He had already worked in a successful mortuary in Boston and now decided to start his own. When he learned the one in North Ashfield was up for sale, he jumped at the opportunity.

Oakes was never a good businessman. He assumed that in these years of the Great Depression, one of the few things that would still get business was a funeral home. So, he paid out his life savings to acquire this one, never even trying to bargain with Mr. Bell who would have gladly sold him the property at a much lower price.

Once the deal was reached, Oakes moved with his wife and daughter to his new residence. At first, everything was fine. However, as was stated before, Oakes soon found he was in financial trouble. This ultimately led to his downfall.

The cemetery occupies a few hundred acres of rolling, wooded land south of town. The entire lot is bordered by a rotating split rail fence. Aside from hundreds of graves dating back

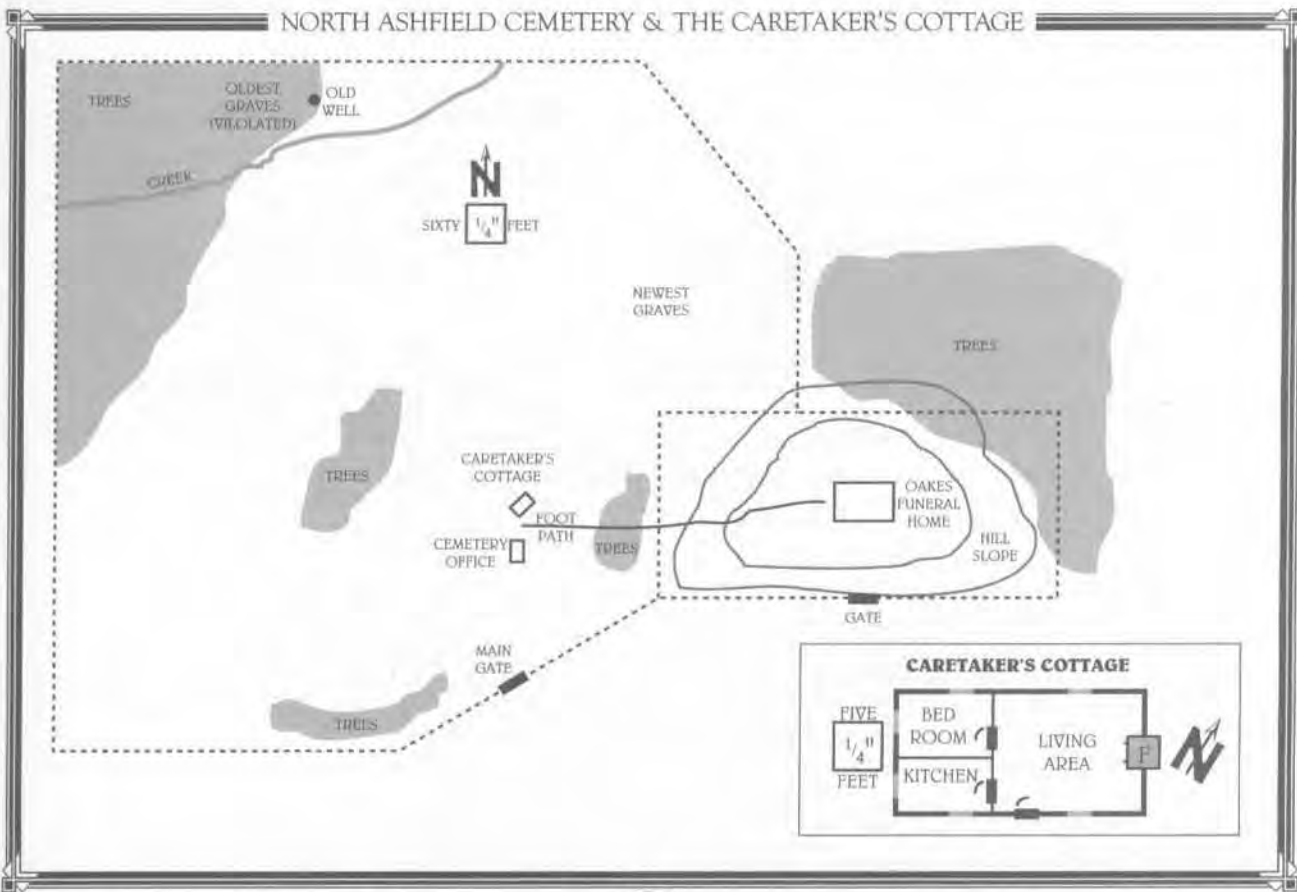
to the colonial years, the property has a stone caretaker's cottage (built in 1850), a small, two room, wooden shed that serves as an office, and a tool shed. Adjacent to the cemetery is another, smaller lot. On this one is a two story house that was built in the 1850s. It is now a funeral home, having been converted to the purpose in 1875. For more information on the cemetery, see the map below.

THE FUNERAL HOME

Built in 1852, this two story stone structure is one of the largest in the area. In 1875, Jonas Carter, then owner of the cemetery, bought the house and converted it to a funeral home. The second floor contains the personal living quarters of the owner and his family while the first floor and basement serve as a mortuary. Currently, Emily and Ellen live alone in the house, but Emily will be happy to provide rooms for the investigators. For more information, see the map nearby. Detailed room descriptions are not included as there is little of interest to the investigators here and because it is very unlikely any particular action will occur within the building.

Thorough investigators will search the cemetery office and the funeral home for clues. The office contains little of help. The funeral home, however, is large and will take a day or two to search. Mrs. Oakes will consent to a search, if asked, but will be less than pleased if she learns one is conducted

NORTH ASHFIELD CEMETERY & THE CARETAKER'S COTTAGE



without her knowledge.

While searching through the desk in the study, Robert Oakes' diary may be found. A successful Spot Hidden roll at double the chance will result in it being discovered (though a fumbled roll still means it is missed). Deputies never adequately searched the study, having found all they needed in the office on the actual cemetery grounds. They only conducted a cursory inspection of the funeral home.

The diary itself is a small, handwritten volume measuring five inches by eight inches. Emily Oakes was unaware her husband kept a diary and never actually went through this desk. Otherwise, she would have already looked through it and given it to the investigators. Its contents are useful for they are essentially documentation in Oakes' own hand indicating what he did and why. Player Aid #9 is a sample passage from the diary. Since Emily Oakes never knew why her husband did such heinous things, this journal will do much to enlighten the group and set Emily's mind at rest. Privately, she feared her husband was involved in something more sinister and that his murder was part of this.

What is most important concerning the diary is that it mentions the old well and what it was used for. If they haven't done so already, the group may now check out the well.

THE STAFF

The cemetery no longer has a staff. Aside from Robert Oakes, there were two caretakers/grave diggers. They were Stephen Gilmont and Silas Weems. Both were born and raised in the North Ashfield area, but only Weems had worked at the cemetery prior to Robert Oakes' arrival. Weems was in his seventies and was somewhat senile. Gilmont was a local ruffian who found the job at the cemetery well suited to his temperament.

Weems helped with the grave digging, but most of his effort went into caring for the grounds while the 25 year old Gilmont did the heavier labor.

The funeral home was run by Robert alone. There wasn't so much business that he couldn't handle it himself though he was interested in acquiring an assistant once the financial situation permitted him to hire one. No servants are in the house and much like Amelia Apcott in *Cold Spot*, Emily Oakes must care for the house on her own.

THE SCENE OF THE MURDERS

Investigating the scene is easy. Mrs. Oakes can direct them or even take them to the caretaker's cottage. This rustic, stone house has already been searched for most evidence. The broken front door is gone, having been removed by the deputies and placed in the nearby tool shed. Several stout planks have been nailed across the doorway, thus preventing access. On the boards is tacked a hand painted sign stating:

**CRIME SCENE
KEEP OUT**

BY ORDER OF THE FRANKLIN COUNTY SHERIFF'S DEPARTMENT

This, of course, should not deter the investigators though some may be a bit reluctant. They can enter through any one of several unlocked windows or via the back door (Mrs. Oakes has the key). Prying the boards free of the front doorway is easy. A crowbar and hammer can be acquired from the tool shed to assist in this. However, to remove and then replace them with any hope of concealing the fact they were disturbed requires the investigator to succeed in a Carpentry/Woodworking skill roll.

PLAYER AID #9: PASSAGE FROM ROBERT OAKES' DIARY DATED OCTOBER 1, 1932

1 October, 1932

There is something I must get off my chest. Something I can't even tell Emily. The business has been in dire need of cash recently. Income was low because there was no grave space and people in the area were going to go elsewhere to bury their loved ones. Worse, only recently did I come to the realization that I paid too much for this property. So much so, in fact, that I couldn't even afford to purchase more land to start a new cemetery, even if the land was available for sale, which it is not.

What was needed was more grave space. I did a little research and found that there were many old graves in the cemetery - graves dating back to the Revolution and before. As far as I can tell, few visit the oldest sections of the cemetery. So I came up with a plan. If no one cares about the old graves, why not reuse them? Would this harm anyone? There are no next of kin, no one who would care. All I needed to do was convince the caretaker and that new digger.

Weems was easy. He's a senile old coot who isn't really aware of what's going on around him. The new digger, Gilmont, was also easy. He seems to me to be the town bully type and the offer of a little cash, a place to stay, and a steady job were a lot to him.

My plans seems to have worked. We have managed to quietly exhume perhaps a score of graves and income from the burials along with embalming, caskets, and the rest are putting the business into the black. Exhuming the graves is the worst part though. It involves me and the diggers having to venture out in the middle of the night like common grave robbers. While I stand watch, they bring up the old casket and remains which are often little more than splintered wood and scattered bones and fragments. These we toss into the old well nearby though a few of the grave markers were too large to fit there. These we store in the basement of the home and Gilmont breaks them up in his spare time.

I must say I am uneasy about this. The fact that I am responsible for defiling so many graves is an onus I will have to bear for quite some time. If it weren't for the fact that it allows me to put food on the table for my wife and child, I probably could not consider such acts.

The interior of the cottage is a mess. The main area is a living room of some sort, but it is in tremendous disarray. Splintered wood from the door and smashed furniture is scattered about. In fact, damage done here exceeds that done during the worst of the poltergeist phenomena during *Cold Spot*. At least at that time, large pieces of furniture weren't shattered. A pair of six to eight inch diameter patches of dried blood are on the floor near the fireplace and a large spattering of blood can be seen against the wall opposite the front door. Individual blood drops can be found in a few isolated areas, but to the trained eye (such as that of a doctor), relatively little blood is actually here. To the untrained eye, the scene appears quite bloody. There is no indication that anyone has attempted to clean up the scene aside from removing the bodies.

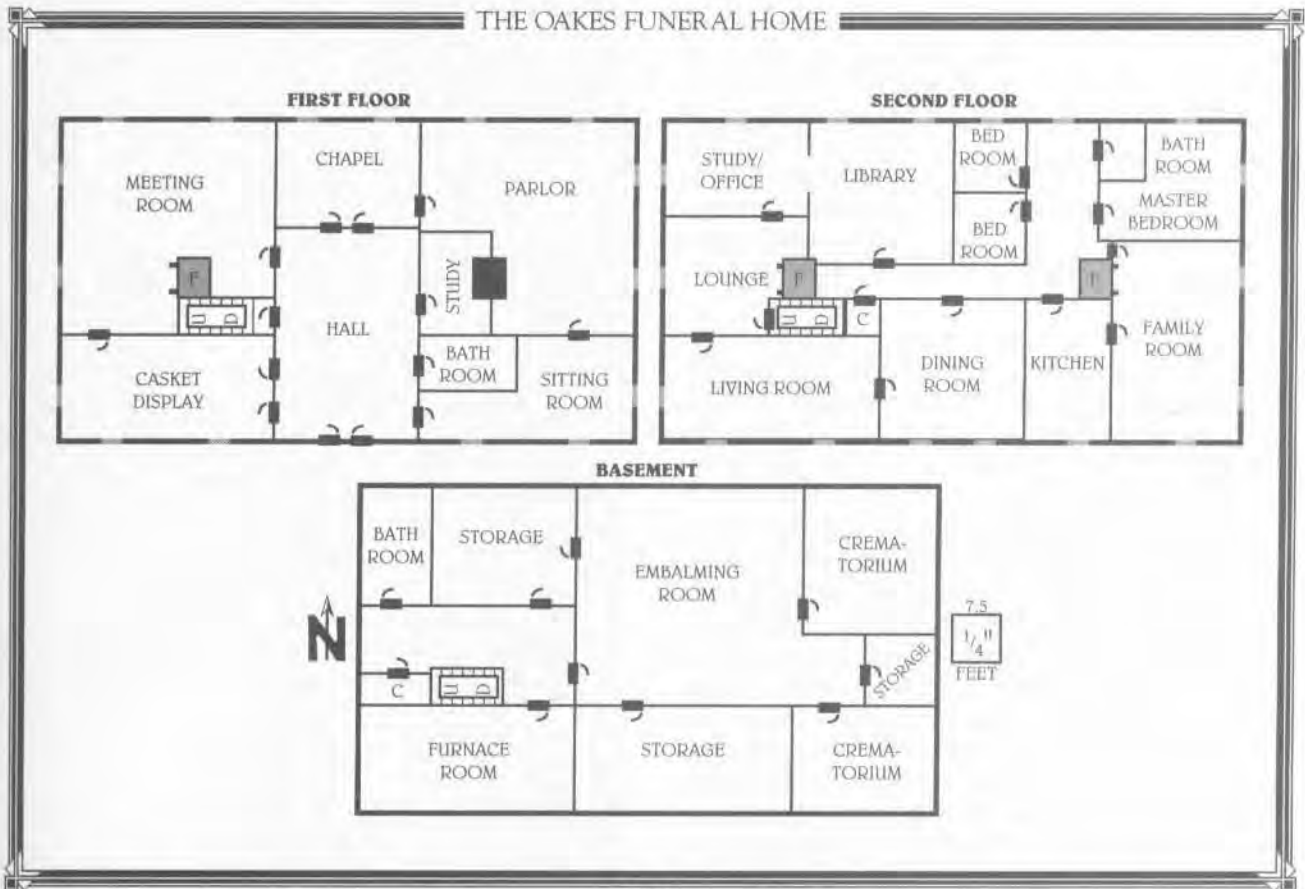
Closer investigation of the room reveals some interesting facts. As stated, the amount of blood actually present is not particularly great. While a layperson may see these patches of blood as significant, anyone succeeding in a Forensics or Medicine roll will realize they are composed of only small portions of blood. Doctors and other knowledgeable individuals may also attempt Knowledge rolls. Think of it this way. Hurl a few ounces of water onto a carpet or floor and watch it spread. That is about the amount of blood from each potential victim that can be viewed at the scene. In other words, the amounts present at the scene are not amounts that would result in death due to bleeding. Yet, the bodies were allegedly torn to veritable shreds.

Someone should soon inquire into the location of the blood.

Keeper's note: This is a *vital clue*. Obviously, when Mrs. Oakes mentions that the sheriff said the bodies were torn apart, there should be a lot of blood at the scene. The Keeper should take especial care in describing the scene to allow the players to notice rather than have the game mechanics do the work for them. If an investigator is a doctor or otherwise should be aware of the volume of blood that should be at the scene, the player should be thinking like a doctor. However, if the connection is still not made, the Keeper may want to then call for the skill rolls.

Next, if robbery were the motive, why would there be the need for such appalling violence? Checking to see if valuables are here will dispel theories of robbery. In the nearby bedroom can be found some valuables. Specifically, a silver pocketwatch is in a drawer and under a bed is a tin cash box containing thirty dollars in cash and four dollars in change. A mason jar in a trunk at the foot of one of the beds contains more goodies. This was Gilmont's stash of items he stole from graves as well as other personal effects. The jar contains eight dollars in change, one five dollar bill, a gold ring, a tarnished silver pocketwatch complete with chain, and two gold coins. The cash box, watch, and mason jar are easily found. Mrs. Oakes can confirm nothing is missing that she is aware of. The sheriff has also ruled out the possibility of robbery as a motive (more on this is given later). Note that Emil did actually take something. It was a pair of trousers, flannel shirt, boots, and a few other garments from

THE OAKES FUNERAL HOME



Gilmont's trunk. These will not be missed.

The mason jar should attract a bit of attention. The tarnished watch, the gold ring, and the two gold coins all came from graves recently violated by Oakes and his workers. The watch is in poor condition having deteriorated quite a bit while in the grave. If taken to a jeweler in Greenfield or elsewhere, it can be cleaned and identified. It is an early eighteenth century design produced in London by Nigel Barrett & Sons. The maker's name is inscribed inside the watch case and this will be easily discovered by one cleaning the works. A knowledgeable jeweler or watchmaker will probably know that Nigel Barrett & Sons produced watches in the eighteenth and nineteenth centuries and sold them in Britain and the American colonies. This should indicate to investigators that it came from a recently violated grave. Getting the watch cleaned and identified in Greenfield takes perhaps two days.

The gold coins are British sovereigns minted in 1560. Each is worth a tidy sum to collectors and they are in good condition. Again, these should be assumed to be from a grave.

It is the gold ring that is important. It belonged to Emil Schergen and his initials ("E.A.S.") are engraved on the interior of the band. This may allow the group to connect it to the grave later, emphasizing Schergen's name in their minds.

THE DISTURBED GRAVES

Since they are in the area, it is logical to next visit the disturbed graves. Mrs. Oakes can guide the group to the appropriate section of the cemetery since the deputies brought her here to determine if she was involved in the activities of her husband. They are greeted by four open graves. All are unmarked and unremarkable, but Mrs. Oakes can tell them that they were pre-Revolution graves her husband was recycling illegally. If asked to see records pertaining to them, she can provide them. While the sheriff took the records, a second set of accurate books was kept in the funeral home in the event a fire swept the office at the cemetery.

Picking out the other graves in this section that were recycled is easy. Every grave here dates back to prior to the American Revolution except for a random scattering of twenty that have brand new markers. All these were people who died in or near North Ashfield and were buried here within the past six months.

Investigating the cemetery in general is possible, but there is nothing important except at the well. If the eighty foot deep well is descended by a climber, he or she will find the bottom to be dry, but choked with the remains of a score or more coffins and their dessicated and skeletal contents. Even some tombstones are in here, many broken or cracked due to the drop from above. If a recovery of the remains is attempted, perhaps out of respect for the people or perhaps in a search for clues, the great iron spike will easily be found in the top layer. Just poking through the debris may reveal it (a Spot Hidden roll may be called for). It is left to the investigators to ponder its significance.



Down
the well

Lowering a lantern into the well is a more likely tactic, but at best all that can be seen is a shadowy jumble of splintered wood and other junk. The fact that human remains are in the well cannot be confirmed without descending it. Rope, lanterns, and other helpful tools and supplies can be obtained from the tool shed.

THE FILES

While the sheriff was quick to seize all documents and records he could from the cemetery office, many had duplicates in the funeral home's safe. The office itself contains nothing remarkable, all useful information having already been taken by the authorities.

Mrs. Oakes can again help by turning duplicates over to the group. She will not think to volunteer this material, but will provide it if asked.

The records can be reviewed in a single day by a dedicated reader, less if two people work on them. Financial records can be accurately interpreted only if the reader succeeds in an Accounting roll. If successful, it can be determined that the cemetery and funeral home were in dire financial straits soon after Robert Oakes took over. This situation became critical quickly and gradually was resolved due to a steady influx of cash from burials. Matching these records with the records detailing available grave space shows clearly that burials were being conducted long after the last grave space was used. Further examination, possibly requiring a successful Read English or Idea roll, will reveal that graves dug in the past four months were all dug into existing graves. The previous graves all date from the 1700s.

The conclusion should be obvious and is the one the authorities came to. Old plots were dug up and the remains were discarded. The graves were then resold to bring in more cash. The sheriff's department assumed the remains were destroyed in the crematorium in the funeral home, but Oakes was too lazy. The well was nearby and dry so rather than make the effort to take the coffins and remains all the way to the crematorium, he and his associates dumped them in the well. In a way, this was wise since to take them all the way to the crematorium would have increased the chance for a witness to see the activity, something Oakes was very fearful of. The remains are still there, awaiting discovery.

Note that this is all information the sheriff has. The investigators, in doing this research, have merely confirmed what he has stated publicly already.

The next logical step, though not necessarily one that is appropriate here, is to inquire as to exactly who was dug up. Reasons for this vary. Occultists may suspect something having to do with the past of one of the violated graves. More down to earth investigators will realize that an outraged family member may have learned of the grave tampering and may have taken matters into his/her own hands. More on this is given later.

THE NOSY REPORTER

There are many reporters hanging around, mostly in Greenfield at the Sheriff's office but also in North Ashfield. If desired, one reporter in particular can zero in on the investigators and dog their trail. Potentially, he could become an ally; just what role he takes, if any, is up to the Keeper. His name is Mel Razen and he's a reporter for the *Boston Globe*. He is well aware that this story is one of the juiciest to come along in quite a while and as a result he is determined to follow every lead. Early on he's likely to ignore the investigators and assume they are just more reporters, but if he finds out that they have been hired by Mrs. Oakes, he'll stick to them like glue.

Potentially, he could offer them a deal: work with him and share information or he'll do a big article on them and their efforts. ("North Ashfield Widow Hires Ghost Hunters!") Or, he could respect Mrs. Oakes' desire for privacy and generously offer his services and information to the group in exchange for exclusive rights to print their new developments.

At the Keeper's option, he could join them near the end if the supernatural nature of what's going on becomes apparent, or he might run screaming. A less likely option would be to have Emil or one of his servants try to assault Razen, who could then run to the investigators for help or leave them a desperate plea for help.

However Razen is used, the Keeper will find his stats given in the NPC section.

EXPANDING THE INVESTIGATION

Previous action probably will take little more than a day or two. Now is when the investigation gears up fully. Note that while the investigators are plodding along, the vampire isn't sitting still. See "A Busy Vampire" on p. 72 for more information.

NEWSPAPERS

Checking back issues of any major, regional newspaper will gain three player aids (these may have been discovered prior to their arrival in North Ashfield). To find them requires the researcher to not fumble a Library Use roll. They can be located at most any library including the one in the Franklin County Historical Society in Greenfield. Player Aid #10A is a *Boston Globe* article dated October 8, 1932 that first announces the crimes to the public. Player Aid #10B is a followup article on October 10, 1932 that contains more detailed information including the sheriff's theories and actions. Player Aid #10C is an article revealing the scandalous grave tampering. Other articles can be found, but none that have anything more than what is in these player aids. Interviewing most anyone on the street or a passing reporter can earn the same information, but will also probably include the individual's personal biases, fears, and theories.

THREE DEAD IN NORTH ASHFIELD KILLER STILL AT LARGE

Early this morning, the bodies of three men were found in the caretaker's cottage at the North Ashfield cemetery. Dead are the cemetery's owner, 50 year old Robert Oakes, and two of his workers, Silas Weems (age 79) and Stephen Gilmont (age 25).

The murders occurred overnight and the method and reason behind this are still unknown. According to Sheriff Bill Taggart of the Franklin County Sheriff's Department, the three men were killed by a maniac who was probably wielding either a hatchet or a large carving knife. The scene is reported to be extremely gruesome with the victims apparently being dismembered by the fiend in a frenzy of death and mayhem. The bodies have been turned over to the Franklin County Coroner and Sheriff Taggart has vowed to bring in the killer.

North Ashfield is a small town in rural Franklin County. It is not an area known for violent crime and the graphic nature of these murders has shocked the community. Neighbors report Robert Oakes, owner of the cemetery as well as a nearby funeral home, to be new to the area, having moved with his wife, Emily, and daughter, Ellen, to North Ashfield only six months or so ago. The two workers were both caretakers and were local men. The Globe will continue to follow this tragic story as it develops.

MURDER INVESTIGATION EXPANDS

SHERIFF CALLS FOR CIVILIAN VOLUNTEERS

In the wake of the October 7 murders of Robert Oakes, Silas Weems, and Stephen Gilmont, Sheriff Bill Taggart of the Franklin County Sheriff's Department followed up on his pledge to make catching the killer a maximum priority. Civilian volunteers are being deputized in order to carry out a county wide manhunt. Sheriff Taggart believes the killer is a wandering hobo or tramp and is concentrating men at train stations and major road intersections. Roads and rail lines are being patrolled by deputies and volunteers in automobiles and on horseback and the Sheriff is confident the case will be wrapped up soon. Already, many people have called in to the sheriff's department, but so far, little relevant information seems to have been received. Sheriff Taggart urges anyone with pertinent information on this case to telephone the Franklin County Sheriff's Department.

SCANDAL ROCKS FRANKLIN COUNTY

SHERIFF ANNOUNCES GRAVE TAMPERING

The case of the murder of Robert Oakes and his workers at the North Ashfield Cemetery took a strange twist today. Sheriff Bill Taggart announced to reporters in Greenfield that records collected at and near the scene of the crime indicate that up to two dozen graves were illegally tampered with by cemetery personnel.

The motives for this appear to be financial. Sheriff Taggart did not provide specific details since the murder investigation is still in progress. However, he did state that he believed old graves were being disinterred and sold to new clients. The contents of the graves were allegedly then taken to the crematorium in the nearby funeral home and disposed of there. This activity was apparently confined to an old section of the cemetery, isolated from the rest by trees. Sheriff Taggart refused to indicate whether families of those who were in violated graves are now suspects in his murder investigation.

Going directly to the *Globe* articles is better since their writers at least try to sift out innuendo.

Also available here are two more newspaper articles. Player Aids #11 and #12 are transcripts of *Globe* articles (they may be found in papers in Greenfield as well) describing disappearances in the North Ashfield area. These are vital clues that can be found at almost any point during the scenario and may be learned about merely by listening to conversations in cafés. More on Emil Schergen's activities is given later.

FRANKLIN COUNTY SHERIFF'S DEPARTMENT (FCSD)

The FCSD has changed some since 1929. A new sheriff, Bill Taggart, was elected sheriff after the death (by heart attack) of Sheriff Tucker in 1930. Bill is a veteran of the Great War where he served as a platoon sergeant in a line infantry unit. After the war, he left military service to become a Boston police officer. After ten years there, he moved to Greenfield to become a deputy

and was quickly promoted to the second highest rank within the department. When Sheriff Tucker died, it was only natural for him to take over.

Unlike his predecessor, Bill has training, education, and experience suited to the job. He is diligent and dedicated. Patrols in the county have been doubled. Main roads are patrolled by deputies in automobiles. More remote areas such as North Ashfield get less attention, but when a crime is reported, the sheriff will give it the attention it warrants.

The murders in North Ashfield are the most lurid and shocking in living memory. Sheriff Taggart is determined to apprehend the criminal who he believes is a transient or hobo of some sort who is passing through the area. His emphasis, therefore, is to post deputies at major road junctions and railroad stations throughout the county. All suspicious looking strangers are being questioned and in a few cases, innocent men have been hauled to jail for "routine questioning." This hasn't resulted in any physical abuse, but were it later in the century, charges of false arrest and illegal police procedure could be brought against the sheriff.

PLAYER AID #11: BOSTON GLOBE ARTICLE
DATED MONDAY, OCTOBER 10, 1932 DETAILING A
DISAPPEARANCE IN NORTH ASHFIELD (PAGE 2)

NORTH ASHFIELD FARMER MISSING IS THE CEMETERY KILLER RESPONSIBLE?

Today, Rebecca Gray, wife of Donald Gray, a North Ashfield farmer, reported to the Franklin County Sheriff that her husband has been missing since last night. According to Mrs. Gray, she last saw her husband when he stepped outside to check on some livestock.

Sheriff Taggart was hesitant to connect this case with the killings of Robert Oakes and his two workers on the evening of October 7. He stated that Mr. Gray was not one of the deputized civilian volunteers and no bodies have turned up anywhere in the county.

Donald Gray has lived near North Ashfield his entire life. According to his neighbors, he was born and raised on the Gray farm and inherited the land upon the death of his father in 1923. He is described as a warm, jovial man with many friends and no enemies. Mrs. Gray could not be reached for comment.

Anyone with information on this case is asked to contact the Franklin County Sheriff immediately. Donald Gray is age 51, 5'10" tall, 200 to 210 pounds, with curly black hair streaked with gray. He was last seen wearing coveralls, work boots, and a flannel shirt.

Since the investigators are, in theory, not suspicious looking, they will not be harassed. Unless they are incredibly dense and announce why they are here (thus inviting hordes of reporters and deputies to descend on them), they should be able to operate largely unhindered.

Records on the case are not available for public viewing since there is an ongoing investigation. Reporters are constantly hanging around the jail and courthouse, waiting for the sheriff to release more information. Any efforts made by the investigators to acquire records or reports will be fruitless.

FRANKLIN COUNTY CORONER

As is common in many parts of the United States, this is an appointed position. The current coroner is James Philpot, a mortician with the Grimes Funeral Home in Greenfield. When he

PLAYER AID #12: BOSTON GLOBE ARTICLE DATED
WEDNESDAY, OCTOBER 12, 1932 DETAILING A
DISAPPEARANCE IN NORTH ASHFIELD (PAGE 2)

SECOND DISAPPEARANCE IN NORTH ASHFIELD AUTHORITIES ARE BAFFLED

Yesterday evening, Hugh Donovan, father of 17 year old Myra Donovan reported his daughter missing to the Franklin County sheriff. She was last seen the evening before by her parents and was supposed to be retiring for the evening. Miss Donovan is the second person to go missing in Franklin County in recent days.

While the Donovan family declined to comment, neighbors describe Miss Donovan as being a pretty young woman with a quiet demeanor. Sheriff Taggart admits that this case is baffling since there is no known reason for her to leave the area of her own accord. Whether this case is connected to the disappearance of Donald Gray a few days ago or to the murders of October 7 is not yet known. Sheriff Taggart asks anyone with relevant information on this or the other cases to contact the Franklin County Sheriff's Department immediately. Miss Donovan is 5'4" tall, 105 pounds with brown hair, blue eyes, a fair complexion, and a slight build. She was last seen wearing a plaid skirt and white blouse.

The disappearance of Myra Donovan is the latest in a recent string of mysteries to plague North Ashfield. This is unprecedented for the small, sleepy community and many residents are becoming worried or agitated over the matter.

was brought in to investigate the case, he quickly realized he was out of his league. For the first time since he was appointed in 1928, Philpot ordered autopsies to be performed.

These were carried out at the Greenfield Memorial Hospital by Dr. Harold Rohrs. Dr. Rohrs is the only surgeon in Franklin County and while he is not a pathologist, he is reasonably well qualified to carry out autopsies. The case has puzzled him for he found evidence that both teeth and objects in the room were used to kill the victims. In Oakes' case, a broken chair leg was found plunged deep into his abdomen in a manner that makes the possibility of it being an accident extremely unlikely. Strangely, each victim was not only torn apart, but was lacking blood. Dr. Rohrs noted this in his files and assumed most of the blood was drained at the scene (which he has not visited). This is not the case (the vampire consumed it) though Dr. Rohrs is unaware of any significance in this.

While acquiring his records and files is not possible, interviewing Dr. Rohrs is. His whereabouts are well-known and asking any reporter or checking the telephone directory can get his home and office addresses.

Dr. Rohrs is an affable man who is willing to openly discuss most aspects of the case though will not go into lurid details. Normal looking investigators who approach him for an interview may do so, but will find he is tired of speaking with reporters and sensation seekers. Getting him to actually stop for a chat requires the investigator who is representing the group to succeed in a Fast Talk roll (a generous Keeper may substitute Persuade skill here if it benefits the investigators).

In any interview, Dr. Rohrs will probably repeat most of what has already been covered by the newspapers. The general condition of the bodies is well-known though no one has yet noticed the missing blood. Deputies at the scene lacked the medical knowledge to make the connection and Dr. Rohrs simply assumed all the blood was left at the scene. In other words, simple miscommunication and ignorance has resulted in a major clue being overlooked. It is up to the investigators to notice this and take the appropriate action.

INTERVIEWING DEPUTIES

This is certainly a good tactic, but the questioner must succeed in a Persuade roll to get a deputy to talk. Furthermore, it does no good to interview all the deputies. Tracking down the ones who were at the scene of the murder can be done quickly by asking around (it is common knowledge; they have been interviewed by many reporters).

The two who were first on the scene and assigned the case are Rick Willis and Fred Garner. Both are in their late twenties and have been with the FCSD for several years. Their stories will essentially be identical so interviewing them separately, though a good idea, will not result in extra information or conflicting stories.

Like Dr. Rohrs, they will not give out lurid details of the case. However, they can say the bodies were horribly mutilated, each appearing to have been rended apart. To deliver the remains to Greenfield required them to borrow an ice truck, pack each set of remains in several large sheets (thirteen bundles in all), and then drive them to the Greenfield Memorial Hospital. If asked if there was much blood at the scene or if they cleaned anything up, they will say that there was a lot of blood. No, they didn't clean anything up. They left the crime scene as they found it, as per the sheriff's instructions. Remember, they are not medical men. Their level of actual police technical training is very low and their forensic knowledge is nonexistent. The amount of blood they saw at the scene was, to them, a lot. They will accurately describe how large the blood patches were to investigators, if asked. Their estimate of the size of the blood patches matches the size of the patches found at the scene by the investigators (six to eight inches in diameter). This should confirm in their minds that the blood is missing. So comes the question: where did the blood go?

BLABBING TO THE SHERIFF

At this point, it is assumed the investigators are not sharing their findings with the sheriff's department. There are good reasons for this. The group should realize that (1) the Franklin County Sheriff's Department (FCSD) may not be pleased that private citizens are investigating the crimes, (2) the fact that they are occult investigators could get them in trouble, (3) if they allow their names to become public, this can only help the murderer(s), and (4) anything they tell Sheriff Taggart will probably be dismissed as utter hogwash. In the event the group does try to "do the right thing" and share information with the authorities, the Keeper should have Sheriff Taggart patiently listen to them and then dismiss them. If they act strangely or are somehow suspicious, they may find themselves in jail, under suspicion, or kicked out of Franklin County. Otherwise, the Keeper should give them a break and let them learn from the experience. A particularly nasty Keeper might plague them with hordes of reporters, hindering their investigation and forcing them to deal with life in the spotlight. This should not be an insurmountable obstacle and could be roleplayed out quite successfully (and perhaps humorously as investigators crawl out hotel windows and dodge down back alleys to avoid camera-wielding journalists).

Sheriff Taggart isn't ignorant or incompetent. If in the unlikely event the investigators are convincing (reflected by successful Persuade rolls and actual solid evidence like the missing blood), he will probably still dismiss them politely, but then adjust his investigation accordingly. The missing blood will not have him thinking about vampires. However, he will have three new theories. One is that the "hobo" is a cannibal. The second is that some mad doctor was here for blood. The third (and most plausible) is that a family member of one of those who was in a violated grave concocted a particularly grisly means of revenge. While he will continue to publicly state a transient or hobo was responsible, he will begin to conduct some genealogical research in an effort to trace family members. This process is slow and will lead nowhere. In addition, he will keep an eye on Mrs. Oakes and the investigators, but might not hinder them as long as it seems they are doing nothing illegal and are not obstructing his investigation.

FRANKLIN COUNTY HISTORICAL SOCIETY

Still operated by Alan Weathersby, this society is largely unchanged since the group first encountered it in 1929. Already, they may have come here for back issues of newspapers and thus found some player aids.

Since it the closest thing to a public library in the county, the historical society will attract the investigators. Ultimately, they may feel the need to seek further research opportunities elsewhere, but there is material here of use.

At this point, the group will likely have a number of theo-

ries, among which should be counted werewolves and vampires. The historical society has a little such literature. One recent acquisition is *Superstition and Hysteria in pre-Revolution New England*. Written by Jan Lydecker, this (fictitious) volume was published by Watermark Press in Boston in 1929. It may also be found in major libraries throughout North America so may be available multiple times if the group fails to locate it in Greenfield.

This 305 page, leather bound book is written in English and requires five days of study to complete. Bindings are excellent and materials good and this copy has obviously not seen much use. A

successful Read English roll rewards the reader with +1% to Occult. It also rewards the reader with Player Aid #13. A reader who is fluent in written English (60%+) automatically gets this player aid unless his or her skill roll is fumbled.

The book covers a wide variety of topics ranging from the Salem witch trials to reported cases of poltergeist activity to the vampire craze of the period. Player Aid #13 is part of the section on the latter. Outside of the Lydecker book and back issues of newspapers, the historical society has little else to offer.

PLAYER AID #13: PASSAGE FROM SUPERSTITION AND HYSTERIA IN PRE-REVOLUTION NEW ENGLAND DISCUSSING THE VAMPIRE CRAZE

One of the stranger and less publicized trends of hysteria in New England is the so-called "vampire craze." What is remarkable about this is not merely that it occurred, but that it persisted for so long. Evidence of belief in vampires as well as actions taken against them have been documented to as late as the 1890s.

Belief in vampires is an old one that crosses into many of the world's cultures. Genuine belief in vampires and other creatures of the night was well entrenched in Europe for many centuries and according to some, the height of belief in vampires was between 1400 and 1700. It is evident that such beliefs were transported to the New World with colonists from Western Europe.

Considering the backward and primitive nature of the American colonies, it should come as no surprise that the danger of vampires was considered plausible to many, if not most people. Deaths of family and friends were a frightening thing to the colonists, especially when the deaths were unusual or unexplainable. Diseases that are today well-explained and in many cases curable were in 17th and 18th century New England sometimes viewed as evidence of vampire attack. Tuberculosis and cholera are two diseases that cause wasting and gradual death to victims and the symptoms of these diseases resemble evidence of vampire attacks described over the centuries.

The mere fact that deaths were often attributed to vampires is remarkable enough, but in New England, many took this an extra step further. Deceased loved ones believed to be victims of vampires were often disinterred in the middle of the night by grieving relatives and decapitated. Some would drive a metal or wooden stake through the corpse's heart despite the fact that the corpse may be that of an honored father or beloved wife or daughter. Even before burial took place, steps might be taken to prevent a corpse from rising from the grave. The simplest was to turn the body face down. This was believed to keep witches, vampires, sorcerers, and other denizens and disciples of the underworld in their graves. For some, this was not enough. Bodies might be partially dismembered or have the aforementioned stake driven into them. As gruesome as this may seem, it is actually quite tame when compared to some of the incidents of vampire "killing" and hunting in Central and Eastern Europe.

CALVARY EPISCOPAL CHURCH OF NORTH ASHFIELD

Reverend Francis Connolly is still in charge here. He will fondly greet the investigators, remembering them from 1929. Since that time, Amelia would (probably) have spoken highly of them to him, giving him a positive view of them even if they only dealt with him peripherally. On the other hand, if the situation in *Cold Spot* got ugly, they may find him to be hostile. However, it is assumed here that they did not earn Reverend Francis' wrath.

The investigators will probably believe that this place, having the town's oldest records, will once again be of use. Unfortunately, most records that are relevant were destroyed in the fire that destroyed the first church in the early 1800s.

As in *Cold Spot*, one of the few pre-1800 documents still on file is the journal of Reverend Thomas Stevens. If they didn't find it in 1929, they will have a second opportunity to find it now. If they found it previously, locating it now should be exceptionally easy. Full information about the journal can be found in *Appendix A: The Reverend's Journal*, on p. 136.

Checking the journal for passages relating to those names listed in Player Aid #15 is easy and will take no more than a day. Some of those listed are not mentioned at all or are only mentioned briefly. Most of those who died between 1720 and 1744 are mentioned since that is the period covered in the journal. Of these, Sarah Moliter and Simon Galmont (no relation to Stephen Gilmont though the investigators may notice the similarity in names) are not mentioned at all. The rest earned short comments like "I presided over the funeral of Harold Miles today. He was a fine, honest man who will be missed by all." A few even warranted a paragraph or two in the journal and these seem to be people who were especially close to Reverend Thomas.

When Emil Schergen is mentioned, however, the tone is entirely different. Reverend Thomas obviously did not know Emil well though does mention that his wife was the daughter of a local farmer. Player Aid #14 (on the next page) is the final passage mentioning Emil Schergen and describes his death and the precautions taken during the burial. This passage should be an important clue and may have the group theorizing that Emil has risen as a vampire. With this in hand, they should be able to track Emil down and thwart his plans.

October 31, 1730

'Tis been a frightful day for the good peopl of Hawthorn. Yesterday, Emil Schergen died. By all accounts, Emil was a diligent worker and a productive member of thee communittee. I knew his wife well and learned from her the dire circumstances of his death.

Yesterday, he was found by Jebediah Cooke and Lowell Woods. His pale body, twisted in grotesque death was under a tree on the Schergen farm. His throat has been torne out, as if he had been savaged by a wolf. I was called in to comfort his wife and take the body to its final resting spot.

Emil is not the only one to have died in this manner. I have been told that two people near Greenfield were similarly killed last month. I have further been told that the belief is that a vampire was responsible for those deaths.

With Benjamin Smith and Joseph White in attendance, I was careful in my inspection of the body when we prepared it for burial. The lack of other wounds and the absence of blood has convinced me that a vampire indeed did slay poor Emil. I only hope that the creature has left our area though I am now preparing for it in case it strikes again.

It has been my duty to inform Mrs. Schergen of her husband's fate. She has agreed that precautions must be taken to safeguard the communittee. This afternoon, we quickly buried Emil. I didn't have the heart to deny placing him in consecrated ground. However, I took some of the usual precautions. John Peters was good enough to quickly forge a stout iron bar, sharpened at one end. In the presence of Benjamin Smith, Joseph White, John Whitherspoon, John Peters, and Daniel Drake, I hammered the spike through Emil's body as it rested in the coffin. I made sure the spike went well into the earth at the bottom of the grave. My research tells me that by doing this, the spike will kill the vampire. Failing this, it is pinned to the grave and cannot rise. As an added precaution, we bound the hands and feet to futher inhibit the corpse's movement. I feel these actions will keep Emil from rising as a vampire and will save his immortal soul.



THE FOUR GRAVES

In reviewing records of whose graves were disturbed, a list of twenty four names can be compiled (as mentioned under "The Disturbed Graves," p. 64). The names are in the order that the graves were violated in. The last four on the list are the graves that are still open and had only been violated the night or two before the murder. Player Aid #15 (on the next page) is a copy of the list which any one of them can easily compile from the files.

Hopefully, the investigators will deduce here that the murders occurred only when these last four graves were violated. If they figure that perhaps it was the violation of the graves that led, one way or another, to the deaths of Oakes and the caretakers, then they will already be well on their way. Of the last four violated, information can be found at the county courthouse and the Calvary Episcopal Church of North Ashfield. Records available will indicate that no living member of any of the four deceased individuals now lives in Franklin County. They are also mentioned in Reverend Thomas' journal, particularly Emil Schergen.

EDMUND RUTGER

No records are in the church on this individual. Old land records at the county seat (or alternatively they may be found in the basement of the historical society) indicate there was a Rutger family living in North Ashfield from 1705 to 1850. Afterwards, the name disappears from there and reappears in nearby Buckland. The Rutger clan lived there from 1850 to 1889 and thereafter cannot be found. Both in Buckland and in North Ashfield the Rutger family owned a large farm. Discovering this information requires a successful Library Use roll and two to four hours of work.

Checking out the old Rutger farm outside of North Ashfield is possible. It is now occupied by the Larson family. Olaf Larson will greet visitors in a friendly manner and helpfully answer any and all reasonable questions. Unfortunately, he has nothing relevant to say and his family has lived here only since 1891. A first generation Norwegian immigrant, Olaf's thick accent and poor vocabulary may try the group's collective patience.

HOMER BROWN

No mention of a Homer Brown can be found in any record anywhere in Franklin County. Several people whose last name is Brown live in North Ashfield and there are people with that very common name scattered throughout the county.

EMIL SCHERGEN

Old land records at the county seat (or the basement of the historical society) indicate a farm was once owned by one Emil Schergen from 1720 to 1730. The land was then sold by Alma Schergen to a man named Kevin Peters and remained in his

PLAYER AID #15: LIST OF GRAVES VIOLATED AT THE NORTH ASHFIELD CEMETERY.

THIS LIST IS ONE THAT CAN BE COMPILED FROM A DETAILED EXAMINATION OF RECORDS PROVIDED BY EMILY OAKES.

NO ACTUAL LIST OF THIS NATURE WAS COMPILED BY OAKES OR ANYONE ELSE.

NAMES ARE LISTED IN THE ORDER THE GRAVES WERE VIOLATED, THE LAST FOUR BEING GRAVES THAT WERE OPENED, BUT NOT YET REUSED.

	Name	Born	Died
1.	Gail Marcquist	January 12, 1705	March 17, 1709
2.	Josiah Martin	December 30, 1720	February 19, 1744
3.	Hannah Martin	March 2, 1724	February 19, 1744
4.	Josephine Martin	September 11, 1740	February 20, 1744
5.	Daniel Smythe	November, 1710	March 10, 1743
6.	David Mears	?	April 16, 1729
7.	Benjamin Watts	June 16, 1708	August 23, 1753
8.	Mary Palmer	May 9, 1689	December 17, 1742
9.	Abigail Reed	September 1, 1700	August 4, 1756
10.	Simon Galmont	January 9, 1689	January 19, 1730
11.	Chastity Petersen	?	October 23, 1760
12.	Brian Greene	June 14, 1720	February 3, 1751
13.	Samantha Greene	July 2, 1726	June 15, 1777
14.	Joseph Stratford	November 12, 1721	November 13, 1721
15.	Humility Howard	July 31, 1740	January 8, 1749
16.	Sarah Moliter	February 6, 1698	January 18, 1732
17.	James Moliter	March 29, 1728	May 14, 1769
18.	Hugh Johnston	?	September 10, 1703
19.	Pamela Johnston	?	October 14, 1710
20.	Harold Miles	?	August, 1737
21.	Edmund Rutger	November, 1690	May 13, 1733
22.	Homer Brown	?	April 19, 1706
23.	Emil Schergen	May 1, 1700	October 30, 1730
24.	Ann Thompson	March 15, 1715	December 21, 1731

family's hands for several decades. No one holds title to the land now. Record of Emil Schergen's death in 1730 can be discovered in the records office, but how he died is not indicated. Finding this requires a trip to the county seat and an hour long wait for a clerk to track down the appropriate file. Researching at the historical society takes longer (two to four hours) and requires a successful Library Use roll. Information found there is essentially the same as that on file at the county seat.

Pinpointing the land on a map is possible, but is not 100% accurate. The clerk at the land office can compare a pre-Revolution map to one that is relatively current and give a general location. Further checking reveals that while that area once contained several active farms, few are now worked and most land in the area of where the Schergen farm was is now owned by the state of Massachusetts.

Ideally, the group will decide to be thorough and check out the old Schergen farm. Though not right outside of town, it can be easily reached within an hour. A cruel Keeper can make finding it a bit more trying and time consuming (perhaps asking for Land Navigation rolls), thus making the group waste precious daylight. More on what happens there is given later.

ANN THOMPSON

Birth and death records for Ann Thompson can be found at the county records office. Finding these takes the clerk there no more than half an hour. Born on March 15, 1715, her death certificate indicates she died of a "fever" on December 21, 1731. No land records can be found for her though there are many people with the last name "Thompson" scattered throughout Franklin County. Time permitting, a genealogist might be able to establish a relationship, but this would require hundreds of hours of mind-numbing research. After all that, nothing relevant turns up.

A BUSY VAMPIRE

While the investigators are frittering away valuable time conducting research and interviews, Emil is busy. First, he begins to claim victims. This is a normal routine that he is establishing. His thirst was not slaked by his feeding frenzy at the cemetery, but it was enough to bring him back into control. He requires a few more victims before he can go on to a regimen that is something resembling normalcy for his "kind."

FARMER MISSING IN FRANKLIN COUNTY

LATEST IN STRING OF DISAPPEARANCES WORRIES AUTHORITIES

Yesterday afternoon, Sheriff Bill Taggart of the Franklin County Sheriff's Department announced that another person has disappeared in the area of North Ashfield. This is the latest in a string of disappearances and murders that have plagued the town in the past few weeks. Missing is Christian Carter, a 51 year old farmer.

Mr. Carter's whereabouts are currently being sought by Sheriff Taggart. His wife, Patricia, reported him missing yesterday morning. He was last seen leaving the Carter farmhouse prior to sunrise. This was the beginning of his usual morning routine. According to Sheriff Taggart, it is unlikely Mr. Carter left of his own accord since he did not take any of the farm's horses or vehicles. There are no leads in this case and the sheriff is hoping a witness will come forward to assist in the resolution of the matter.

Christian Carter is age 51, white, male, 5' 7" in height, and 145 pounds. He has medium length blonde hair and blue eyes and was last seen wearing blue denim coveralls, leather workboots, heavy fabric gloves, a red flannel shirt, and a brown jacket.

FRANKLIN COUNTY DISAPPEARANCES CONTINUE

SHERIFF CALLS FOR CIVILIAN VOLUNTEERS

The latest in a mysterious string of disappearances was announced to the public and press yesterday afternoon by Sheriff Bill Taggart of the Franklin County Sheriff's Department. The latest victim is 19 year old Howard Raymond, a farm hand on the Cawthorn Farm southwest of North Ashfield.

Howard Raymond was reported to be a reliable worker who lived on the Cawthorn farm and had been working there for over two years. He was reported missing by Erasmus Cawthorn, owner of the farm.

Last seen on the evening of October 19 by the farm's owner, Mr. Raymond is believed to have met with foul play since his belongings are still in the farm's bunkhouse. Sheriff Taggart has confiscated all of these belongings and is examining them in the search for clues. While the sheriff admits it is possible Mr. Raymond simply left for a brief trip to a location outside Franklin County, he is assuming the worst due to the extreme number of cases of disappearance that have occurred over the last few weeks.

Howard Raymond is a white male, approximately six feet tall and 210 pounds. He has medium length dark brown hair and a short beard. He was last seen wearing blue, denim trousers, a brown long sleeve shirt, boots, brown jacket, and a hat.

GIRL MISSING IN FRANKLIN COUNTY

STATE POLICE ARE CONSULTED

Yesterday morning, Sheriff Bill Taggart of the Franklin County Sheriff's Department made a now familiar announcement. Another person has disappeared in the North Ashfield area.

Missing is Darlaine Webster, the 17 year old daughter of Uriah Webster, a retired farmer. She was last seen just after dinner on October 24 by her father.

In light of this latest disappearance, Sheriff Taggart revealed that he has been in contact with the State Police and that they have provided valuable guidance. It now seems that the State Police will be called in to actively assist in the investigation. The State Police had no comment concerning this matter as of press time.

Sheriff Taggart asks that anyone who has seen or knows the whereabouts of Miss Webster contact him immediately. Darlaine Webster is a 17 year old white female, 5' 4" tall, 100 pounds, with shoulder length, straight, sandy brown hair and blue eyes. She has a slight limp and favors her left leg.

Not knowing the area's people well, he does not know what elements of North Ashfield society he can easily claim without it being noticed. Therefore, his nocturnal feedings will be documented as the scenario progresses. Emil at this point has little self-control. Once he starts feeding, he cannot stop. The result is either he kills the victim or he turns him or her into a vampire. The latter is something he will not do by accident. Rather, it is a conscious choice he makes.

By the time the investigators arrive in Franklin County, Emil has claimed three more victims. Two have been killed and one turned into a vampire to serve him. His most recent victim is one he has bitten, but not killed. In fact, it is the first time he was able to exercise control over his hunger, but even this time

it was only because he had already fed that night. Victims who Emil kills are concealed. He doesn't mutilate or maul them; he simply hides the bodies. Two have been weighted down and dumped in a farm pond near Schergen's farm.

There are two newspapers articles documenting the disappearances of two of the three victims. The first is a farmer named Donald Gray. His wife reported him missing on October 10. The second is a girl named Myra Donovan. She disappeared on October 12 and now foul play is suspected in this case. Player Aids #11 and #12 are *Globe* articles documenting these cases. Emil's third victim was a hobo named Mark Wallach. He was passing through the area on October 13 and was unfortunate enough to spend the night under a tree near

Scherger's farm. He was killed and is not missed by anyone. Emil's fourth victim is Stephen Bascom, a local farmer. The only reason Bascom now lives is that he was attacked the same night as Wallach. Wallach's blood gave Emil some measure of control. Bascom now serves Emil and has done much to acquaint him (it?) with the modern world.

Emil's hunting as well as the activities of his acolyte, Myra Donovan, will continue as the scenario progresses. He will not stop until he becomes aware of the sheriff or the investigators closing in on him. Three *Globe* articles (Player Aids #16 through #18 on the previous page) are provided documenting the disappearances. If by the end of November the investigators have not cracked the case, Emil will probably pick up and move out of the area, fearing discovery by the authorities.

For more info on Emil and his abilities, see "Emil's Plans and Abilities," on p. 56, as well as his stats in the NPC section.

TRACKING DOWN THE VILLAIN

At this point, the investigators should have some idea a vampire or werewolf is involved. If they have the stake from the well, they may strongly suspect the former. If they lack the basic knowledge themselves (perhaps reflected by poor Occult skill or by failed Occult rolls), they may want to research vampires.

Most any large city or university library will have an occult section bearing literature on vampires and lycanthropes. A successful Library Use roll will result in the researcher finding innumerable tomes on vampires. They very often conflict on even basic facts, but a number of promising things come up. The results of said research can be found in Player Aid #19 on the next page. It can be explained that it is a synopsis of what

several texts state.

Outside of this basic research, the investigators should consider what the vampire might do next and where it might be. If they suspect it is one that was awakened from a centuries-long sleep by Oakes and his workers, then they should consider what problems it must be facing. Language and cultural barriers alone are staggering. If they actually suspect Emil Scherger, then going to his old farm is smart and will likely result in the scenario quickly concluding for the good or ill. Otherwise, possible tactics include conducting surveillance on likely victims (doomed to failure since they cannot predict exactly who is a likely victim) and searching out possible lairs of the creature. Checking the cemetery, mausoleums, and private plots around the area is fruitless. Ultimately, the investigators must begin to suspect the occupant of one of the disturbed graves and Emil Scherger is the best candidate.

THE COLLABORATOR

One loose end the investigators may stumble across is an unusual purchase made at the general store on the 14th of October. A local farmer, Stephen Bascom, purchased every beartrap that was in stock...close to two dozen. The storekeeper, Vernon Walters, was confused by the purchase and when he asked Steve about this, all he got was a gruff response concerning varmints. Vernon was glad to get rid of them, though. Most had been taking up space in his storeroom for the better part of a decade. This unusual occurrence may come to the attention of investigators perhaps if they check to see if strange purchases were made at local stores or perhaps just as part of polite conversation. Of course, it is unlikely this clue will be discovered or given any significance.

Asking around town reveals that Bascom is a gruff farmer

INVOLVING THE APCOTTS

As given here, the Apcott family is only peripherally involved in this scenario. Amelia is friendly with Emily Oakes and unlike most of North Ashfield, has not ostracized her because of her husband's crimes. In fact, Amelia is one of the only people in North Ashfield still friendly with Emily and she is doing her best to comfort the woman. If the investigators think of it, little Ellen Oakes can be pawned off on Mattie Harper as a playmate, which will keep Ellen out of the investigators' way and also do the child a lot of good. Like her mother, she has been ostracized by most of her schoolmates who taunt her and insult her father.

Beyond these trifles, it is possible to involve the Apcotts to a greater degree at the Keeper's discretion. Amelia Apcott's car is available for the investigators, of course. She might also host a dinner for the investigators and the surviving Oakes family at a slow point in the investigation. Julian may contact the investigators (perhaps through Mattie) in the hopes of hearing how their efforts to crack this exciting mystery are

going, as he is no doubt very interested. Mattie herself will probably come and visit the investigators at the funeral parlor on one or more afternoons, perhaps while playing with Ellen. If Alison Harper is still present, she will speak very little to the investigators. They can see that she is much improved since the troubles of 1929 but still scarred by the whole experience. She will not be rude or impertinent to them, but will generally stay very quiet.

At the extreme end of things, the Keeper could have Emil or his servants target one of the Apcott household as a victim; Mattie or Alison would probably be high on their list. If this occurs, the best option would be for a failed assault. The family would then summon the investigators with all due haste and relate to them what happened; the investigators could then get busy protecting the Apcotts as well as conducting the investigation. If the vampires strike and miss once, they are unlikely to strike at the same person again, however. Ideally, of course, none of the Apcotts should die.

PLAYER AID #19: VAMPIRES

This player aid is designed to serve as a resource for the Keeper and may be made available to the investigators if any one of three requirements is satisfied. These are:

(1) Research in a reasonably large university or city library on vampiric activity is done. This information can be gleaned

from several commonly available sources.

(2) Any investigator succeeds in an Occult roll.

(3) Any professional investigator parapsychologist or occultist succeeds in either an Occult roll or a Knowledge roll. Both skill rolls may be attempted.

ABOUT VAMPIRES

Scholars have long examined vampire myth and lore, sometimes with an eye to combatting the evils of the spirit world and sometimes with a relatively unbiased scientific eye. Many facts have turned up concerning vampires.

By definition, a vampire is an undead creature that survives by draining the blood, youth, or life force of victims. Vampires in some form have been found in many cultures worldwide. To the layperson, it is the vampires of Eastern Europe that are most familiar, mainly due to the publication of Bram Stoker's *Dracula* in 1897.

The vampires of history and folklore are very diverse and often do not conform to the better known vampires of fiction and film. Bram Stoker's vampire is one of the relatively few cases where a fictitious vampire is actually well-modeled on a vampire species of folklore.

Many vampire species have been documented around the world. In Europe, vampires have been studied over the centuries and were commonly linked to witchcraft and Satan worship. There are scores of methods of becoming a vampire. Examples include being one who was excommunicated, one who died a violent death, one who was murdered, one who was a witch or servant of Satan, one who was a werewolf in life, one who had been attacked (or killed) by a vampire in life, and even one who had a cat jump over his/her corpse prior to burial. If all the means of becoming a vampire were valid 100% of the time, the world would be overcrowded with vampires.

Preventing the rise of one as a vampire can be done in several ways. According to some traditions, burying the suspected vampire face down will cause it to dig deeper into the ground rather than rise from the grave. Other traditions insist that a corpse should be bound prior to burial to prevent the vampire from escaping. Some stories state that vampires are obsessed with untying knots. Therefore, some corpses were buried in nets, the theory being that before the vampire could rise, it would first have to untie all the knots. This process could take place only at the rate of one knot per year. The most drastic means of preventing the rise of a corpse was to decapitate it, drive a stake or spike through its heart (thus pinning it to the grave), or burn it. These extreme methods were not that uncommon because the fear of the unknown often overcame the grief one felt for a deceased relative.

Finding a vampire is no easy task. Very often, the first signs were people suffering from or even dying from wasting diseases. In such cases, a vampire was often blamed. Cemeteries were scoured for evidence of the undead; unexplained holes in graves, toppled tombstones, and disturbed grave soil are three classic signs.

Dispatching a vampire could be an even greater challenge and there were some intrepid individuals that made their livings as vampire killers during the Middle Ages and Renaissance. The

method of killing a vampire was dependent upon what region one is in. According to a few traditions, a vampire could be killed with a single gunshot to the heart. Many vampire species could be killed with a wooden stake being rammed through the heart. Some cultures stated the stake could be made of anything while others would specify particular materials (whitethorn and hawthorn are two particularly useful woods for stakes). For many other species, thrusting a stake through the creature's heart would only put it into a stasis. The way to complete the destruction of such vampires was usually to behead them. Most vampires are susceptible to fire and could be killed by burning them in their graves. In fact, many vampires were killed by decapitation and just to be sure, frightened villagers would cremate the remains. Holy objects (holy water, crucifixes, crosses, rosaries, holy wafers, etc.) were useful in keeping many vampire species at bay. Touching a vampire with a blessed or holy item would burn the creature like fire or acid.

Vampires had a wide array of powers. Aside from the obvious benefit of immortality, many vampire species could alter their physical form to that of another creature (canines, felines, bats, and rodents being most common). Those that were sorcerers in life might still possess formidable spell casting abilities. Vampires were very often alleged to be able to control animals with mere thought and even influence human behavior. Interestingly, a few vampire species were known to be able to freely roam around and hunt during the daylight hours, even in direct sunlight.

Unlike the vampires of fiction, vampires of folklore were usually frightening, filthy entities more akin to ghouls in appearance than suave noblemen. Often relatives were targeted first, being most susceptible to the predations of a newborn undead.

Scholars have a variety of explanations for the vampire hysteria that swept Europe during the Middle Ages and Renaissance. Some argue that it was people misinterpreting common diseases such as tuberculosis and cholera as signs of undead attack. Such diseases cause victims to waste away as if the life were being drained from them. Other scholars argue that there is strong evidence that many people were prematurely buried. Since the actual time of death could be easily mistaken due to the poor state of medicine at the time, it was entirely possible for one that was merely comatose or even unconscious to be believed to be dead and then quickly buried. Some of these people inevitably escaped their graves, only to be seen wandering around by superstitious locals. The result would likely be a mob attacking the poor person who, having just narrowly escaped death by asphyxiation, is suddenly lynched by former friends and neighbors. Finally, some scholars point out that when bodies are buried, decomposition slows to a crawl. When a grave was then opened in the search for vampires, people would be amazed at the remarkable state of preservation. Their only explanation for this was vampires.

who keeps to himself. His wife, Finola, is well liked. She spends most of her time at the Bascom farm while Stephen occasionally comes into town for supplies. Little does anyone know, but Bascom has killed his wife (early on October 14) and is now in league with the vampire.

If they decide to follow up on it, finding Bascom's farm is easy. Anyone in the area can provide directions to it. It is a sixty acre spread, one third of which is devoted to woods. A brick farmhouse, wooden barn, outhouse, brick grain silo, and wooden tool shed are the only structures on the land and all are clustered at the southwest corner.

On checking out the farm, the group will find it unoccupied. Perhaps the residents are out? Wrong. If they break into the farmhouse (which is locked up tight), they may find the mutilated and bloodless body of Finola Bascom under a pile of firewood in the basement. This will require someone to actually go down there and succeed in a Spot Hidden roll. If more than a few days has passed, no Spot Hidden roll is necessary since the stench of rotting flesh will be obvious the moment one descends the stairs. Viewing the body causes a loss of 0/1D4, 1/1D6 if it is suffering moderate to advanced decomposition.

Tracking down Bascom is easy. Asking around the area will get any number of eyewitness reports indicating he has been seen with a wheelbarrow on the road west of town. A little checking reveals Emil Schergen's old place was somewhere over there. Even if they are totally unaware of Schergen's significance, a search of the woods west of town will eventually be rewarded with the discovery of the Schergen farm. Failing this, watching for Bascom will be rewarded with him coming back to town for supplies. There, he can be apprehended. Better yet, he can be discreetly followed back to the Schergen farm, thus leading to the conclusion of the scenario.

There are two possibilities here. One is that the group may want to report Finola's murder to the authorities, despite the heat they might take. If they do, they may still be able to operate, perhaps as deputized volunteers. This will require them to appear reasonably normal. If Amelia Apcott and Emily Oakes endorse them, Sheriff Taggart is more likely to trust them. Furthermore, he is in need of more manpower and with another murder, he will be less likely to be picky about who he recruits. He is not an idiot either. The investigators, being both outsiders and educated, are less likely to take the law into their own hands. Up to this point, he has avoided taking on civilian deputies because he fears they might get out of hand and either kill an innocent person, harm each other, or lynch the suspect.

The second possibility is in the hands of the Keeper. If the murder scene is discovered and kept secret, Bascom will not know it was discovered and may therefore show up in town again for more supplies. If he does, he may, as was stated before, be tracked back to the Schergen farm or apprehended in town. If the latter occurs, it will mean he is no longer a threat. Unfortunately, he will not cooperate with his captors and will just shut his mouth. No amount of coercion, interrogation, or physical abuse will get him to betray Emil. (Emil could later slip

A NIGHT AT THE BIJOU

In 1931, a wildly successful motion picture was released. Starring Bela Lugosi in the title role, it was the first U.S. version of *Dracula*. Though tame by today's standards, in the 1930s, the film was considered to be positively frightening by many movie goers. This film is actually based on Hamilton Deane's play which adapted the novel to the stage. As such, it is not particularly faithful to Stoker's work.

In 1932, *Dracula* could still be seen in many secondary markets. Greenfield, Massachusetts is one such market. The Keeper might want to mention in passing that it is being shown every evening at the Bijou Theatre. The film is seventy five minutes long. Admission is fifty cents for adults, twenty five cents for children.

in and kill Bascom right under the noses of his guards.) The final resolution for him is either he is jailed for a very long time or is heaved into an asylum. Obviously, if Bascom is tracked back to the farm, that will be the beginning of the end for Schergen...or for the investigators.

Bascom himself is a clue. If he is examined, two bandages will be seen...one on his neck and another on his left wrist. The bandages cover two pairs of small puncture wounds. These were made by Emil's teeth and only now are healing. The presence of these wounds on Bascom may be sufficient prodding to investigators that a vampire is involved. People in town who have seen Bascom recently will remember these curious bandages.

WORRIED FAMILIES

The one final clue to check out is the families of those who disappear during the scenario. At first, this only involves the Grays and the Donovans.

The Grays are a close-knit family who will already have had to deal with nosy reporters. As a result, any investigator coming to the house will be turned away. No amount of persuasion will work with them.

The Donovans are more open and friendly, even in these trying times. They will be skeptical of the group's motives, but Hugh Donovan, who will speak on behalf of the family, will patiently answer reasonable questions. Nothing of any real use will be learned from him and he will not volunteer information.

Keeper's note: the next three paragraphs describe an option that may be exercised. The Keeper must judge whether or not additional motivation is needed or that something supernatural should be added at this point. If the investigation has gone slowly, inserting this option may be ideal, but otherwise may be unnecessary.

When the group goes to leave, they will be approached by seven year old Susie Donovan, Hugh's youngest daughter and Myra's sister. Susie is a cute girl with brown hair tied up in pig-tails. She will try to talk to the group as they are about to walk or drive away and when her father is not within sight. Having

overheard that they are looking for Myra and perhaps thinking they are police, she will try to give them her story.

She will tell the investigators that she saw Myra last night tapping at her window. When she told her father this, he didn't believe her so she is now telling the investigators, hoping they will believe her. This may seem normal, but the problem is that her bedroom is on the second floor. This is why she didn't let Myra in. It was a little spooky and she thought Myra was playing a joke, as she had done many times before. She cannot add any more to this statement.

What happened was Myra did what many vampires are documented as doing. Historically, vampires often first attacked relatives. Myra went to her old home, but was thwarted when Susie didn't open the window. Being inexperienced, she was fearful of breaking in and alerting the house so she retreated. She has no intention of returning so if the investigators stake out the Donovan farm, it will be a fruitless exercise.

PREPARING FOR A SHOWDOWN

If the investigators go in expecting a vampire, they will prepare themselves for it. Holy or blessed objects such as crosses and bibles can be purchased at the general store and crosses can be easily fabricated from wood. Holy water is available at the Roman-Catholic church in Greenfield. Garlic can be purchased

at the market in North Ashfield. Basic tools that may be useful (rope, hatchets, knives, gasoline, etc.) can be acquired from the funeral home, borrowed from the Apcotts, or purchased at the general store. Carving a few wooden stakes is easy and can be quickly done.

One thing they may try to obtain is silver ammunition for firearms. This may be because they suspect lycanthrope activity or just want to be extra careful. Having a gunsmith in Greenfield handload a couple dozen rounds can be done given a day or two of notice. He can only load calibers common in rural Massachusetts (12-gauge, 16-gauge, 20-gauge, .30-06, .30-30, .44-40, .38, and .45) and the investigators must provide the silver. Sadly, the aggravation and expense of purchasing silver ammunition is wasted; Emil Schergen is immune to such attacks. Handloaded ammunition is cheap, but if it is requested on short notice, the gunsmith may charge as much as a dime per cartridge.

CONFRONTING THE FIEND BY DAY

The farm on which Emil Schergen and his followers now lives is a dilapidated place. The land has been reclaimed by woods and where there are no trees, bracken and weeds choke everything. A thin track can be found that was once the drive to the farmhouse. Evidence of recent movement along this can be seen



Myra Donovan
has a surprise
for her sister

by anyone succeeding in Spot Hidden and/or Track rolls. Another successful Track or Spot Hidden roll will reveal that it appears someone came through here within the past several days and was pushing a wheelbarrow (it was Bascom bringing supplies in).

Scouting out the land during the day is reasonably safe to do since no vampires are abroad and Bascom will only be in the immediate vicinity of the old farmhouse. As was previously stated, Bascom recently went to the general store in town and bought every single beartrap he could. Now, a score or more are scattered around the farmhouse. All are well concealed and anyone not walking carefully may be caught in one. Unless they are specifically looking for beartraps or are taking suitable precautions (prodding ahead with poles, crawling and carefully watching the ground ahead, etc.), each investigator must attempt a Luck roll when within two hundred feet of the farmhouse. If this fails by more than 20%, the unfortunate individual steps into a beartrap. Damage is to the lower leg only and is 1D6. A second Luck roll must now be attempted. If it fails by more than 20%, the victim is injured badly...either the leg is broken or a major artery was crushed or severed. In either case, the victim is out of action for at least a while (Keeper's discretion). A bear trap should not kill an investigator unless he or she was already badly injured. However, it may incapacitate. Noise from a beartrap (plus the possible scream of pain) will be heard by the occupants of the house if any one of them succeeds in a Listen roll. During the day, only Bascom and the dogs have a chance.

Once near the house, it can be seen that at one time it was at the center of a compound. The broken shell of a stone grain silo is behind the house and nearby is a completely collapsed barn. The house itself appears to be a shell as well. There is no roof and the windows are boarded over. However, there are a few signs of recent activity. If a Spot Hidden roll succeeds, one may notice that the door is new as are a few of the planks on the windows. If Bascom has a fire going in the house (he probably does), smoke may be viewed from the chimney (Spot Hidden rolls may again be called for). Further examination of the outbuildings is fine, but pointless. The only area of interest (and danger) is the old farmhouse.

THE HOUSE

Immediately around the house is a weedy area. The entire west end of the structure is engulfed in a dense patch of thorny brambles that inhibit movement. Near the back door is an old well that still contains water.

The interior of the house has been cleared of the rubble and debris. In fact, examination of the collapsed barn will reveal that debris from the house was dumped on and next to it. All of the windows have been boarded up from both the interior and exterior. All Bascom has left are small, cross shaped slits that serve as viewing and firing ports. The door he recently installed is made of solid oak. It has no lock, but can be barred and bolted from the inside. The house still lacks a roof, but Bascom has

erected several tarpaulins inside to provide shelter. In fact, as far as anyone can tell, he is the only one living here. Him and his four dogs, that is. Yes, good 'ole Steve brought along his dogs: Killer, Butch, Mauler, and Fang. All are large; all are mongrel. Statistics on them are provided later. They will obey simple commands given by Bascom or any vampire. Their favorite is "KILL." Since they are loose inside with Bascom, they are an excellent defense and worse, they can detect the presence of intruders near the house. If Bascom sees it is to his advantage, he may release three of the four dogs on intruders outside, using the confusion caused to get in several well-aimed shots at fleeing investigators.

The presence of the dogs can be detected. If the dogs hear or smell someone outside, they will growl and this may be heard, assuming someone succeeds in a Listen roll. Dog spoor and tracks can be found in the area by anyone succeeding in a Spot Hidden roll.

Bascom is not a patient man. Under no circumstances will he negotiate. Anyone who attempts to enter will be immediately attacked by him and his dogs. He will use the firing slits to kill anyone he spots outside. However, there is a lot of cover so the investigators can slip up fairly close if they are careful. Furthermore, a couple trees overhang the house so if someone has the guts to climb one, he or she may be able to pick off Bascom. Once he is gone, getting his dogs is like shooting fish in a barrel. Unfortunately, if Bascom sees the climber first...well said climber hopefully has major medical coverage. Aside the damage from Bascom's 12-gauge, a fall of ten to twenty feet will do an extra 1D6 damage per ten feet. A successful Jump roll alleviates 1D6 of this. One tactic Bascom may employ is to unleash the dogs on intruders outside. If he does this, he will hold one back to serve as an extra set of eyes and ears within the house.

All Bascom has to do is hold off the investigators until nightfall. Ideally, they will be accompanied by deputies (stats for them are given in the NPC section), but this is certainly not pre-ordained. Regardless, once the sun goes down, the vampires will awaken and even up the odds. Emil at this point is cunning and very dangerous and should be able to either escape or do a lot of damage. Myra is a novice and has been kept under tight rein. Her sense of tactics is not so good and she may allow herself to be placed in a position of disadvantage (being outnumbered or attacking without taking full advantage of her natural abilities). If the investigators attack at night or are delayed until dusk, the result will likely be disaster for them.

On the other hand, if they overcome Bascom during the day, they have an excellent chance to win. Upon searching the house, they will find that Bascom has moved in. The fireplace is now functional and a pot of stew or soup is simmering on a low fire. A bedroll and several extra blankets are in one corner, sheltered by a large tarpaulin. Nearby under another sheltering tarpaulin can be found camping supplies, provisions, carpentry supplies, and basic tools.

Finding the trap door to the cellar is easy. It is under the pile of equipment. The trap door is new, having been installed by Bascom. It is bolted from the opposite side so must be

chopped open.

Once penetrated, the group will be greeted by a slightly foul stench emanating from the dark hole. Shining a light down reveals a set of three foot wide, slimy, stone steps descending into what appears to be an old cellar. Once inside the cellar, the group will find it to be roughly the dimensions of the foundations of the house. The ceiling is supported by old beams and was recently shored up with timbers installed by the ever-useful Bascom. There are no coffins. If it is daytime, Emil and Myra will be found in one corner in each other's arms, covered by a blanket. Dispatching them is easy assuming the group is acting during the hours of daylight.

Examining them for signs of vampirism is easy. Each displays fangs and neither has yet discovered how to retract them. Close examination of Emil or Myra's face will reveal the presence of these fangs. Outside of that, each is extremely pale and somewhat thin.

Decapitating them is a messy and stressful business. The person doing the honors loses 1D8 SAN for the first time and 1D4 SAN each additional time. Witnesses each lose 1D6 SAN the first time and 1D3 SAN each subsequent time. The Keeper should feel free to describe in graphic detail this grisly sequence.

CONFRONTING THE FIEND BY NIGHT

Needless to say this is a bad idea, but could certainly occur if the investigators make a few mistakes or just don't figure out what's going on in time. It can occur in either one of two circumstances: either the investigators can encounter Emil while he is out and about (perhaps even coming for them, if he learns of their activities), or they venture to the old Schergen farm at a time when Emil is present and awake such as shortly after dusk or shortly before dawn. Alternately, they could encounter Myra instead of Emil in either of the above situations; worst of all, they could encounter both vampires, with Stephen Bascom thrown in for good measure.

The vampires' powers and abilities are given on p. 57; also check their NPC listings for stats. Run the combat as best as possible, but keep in mind that Emil is not very experienced and is hardly the skilled, ferocious hunter-killer that most vampires are thought to be. If at all possible, he would rather attack a single, lone investigator; it is extremely unlikely that he would face the entire group unless they surprised him. If he did wish to attack the entire group, he would probably have Bascom and the dogs make the first move to scatter, frighten, and injure the investigators haphazardly. Then he and/or Myra would pick off individuals one at a time, striking from the shadows.

If push comes to shove then Emil will flee, probably leaving behind Myra and Bascom to stall the investigators. He's only recently arisen and has nothing in particular to lose by abandoning his plans in North Ashfield other than a small measure of convenience and security. Should he escape in this manner,

he will move rapidly and as far as possible since he knows he is being hunted. In this case, he is probably lost to the investigators and gone for good.

Should Emil confront and slay one or more of the investigators, he will (if possible) convert them into either human thralls or servant vampires. If this occurs he will, of course, pump the new vassal for information on anything and everything relating to the investigators, their current efforts, and their past history. He will be particularly delighted to learn all he can from investigators with substantial experience in the occult or, worst of all, the Mythos. Should he learn about various eldritch tomes, artifacts, and the like held by the investigators he may decide that he would like to have such items and such knowledge for himself; at this point, the Keeper's imagination can no doubt picture the results of this, perhaps the worst of all possible outcomes.

AFTERMATH

Ending Emil Schergen's existence forever ends the threat he posed to the world. However, if the group fails to get him, he will escape and leave the area, probably forever escaping their grasp. Eventually Emil may become a great power in the world...or perhaps the next group of investigators will get him. Who knows?

Assuming the group is victorious, the main loose end at this point is the sheriff. If he wasn't part of the solution, he may become part of the problem. How? If he discovers the group's activities (especially if he finds decapitated and/or bullet riddled bodies everywhere), he will investigate them and take whatever action the Keeper deems appropriate. Since Schergen's house is located in a remote area, any incident that occurs there will not come to the sheriff's attention for weeks. If a competent coverup occurred, the incident might never be learned by him.

In the mean time, they really don't have to tell Emily anything. She will be satisfied if they assure her that everything will be okay and that she and Ellen are in no danger. If she starts hearing about vampires, she might be cooperative (a successful Fast Talk roll is very important here) or might report the group to the sheriff. Overall, the group may be best served by covering up any illegal activities and saying as little as possible to people in Franklin County.

SAN REWARDS AND PENALTIES

Action	Result
Destroy Emil Schergen	+1D10+1 SAN
Destroy Myra Donovan	+1D10 SAN
Bring Stephen Bascom to justice	+1D4 SAN
Fail to stop Emil Schergen...the vampire escapes ..	-1D10 SAN
Each victim who disappears during the scenario ..	-1D3 SAN
An investigator is killed by a vampire	-1D6 SAN
An investigator rises as a vampire	-1D8 SAN

NPCs



EMILY SIMMONDS OAKES, FEARFUL WIDOW

Nationality: American

STR 6 DEX 7 INT 12 CON 7
APP 10 POW 9 SIZ 8 EDU 13
SAN 39 Luck 45 Hits: 8 Age: 50

Damage Penalty: -1D4

Education: high school

Skills: Accounting 15%, Anthropology 11%, Bargain 13%, Chemistry 3%, Cooking 40%, Drive Automobile 25%, First Aid 43%, Forensics 6%, History 30%, Law 12%, Library Use 30%, Listen 40%, Persuade 30%, Pharmacy 5%, Psychology 36%, Spot Hidden 55%, Swim 31%

Languages: English 70%

Attacks: none above base skill

Notes: Mrs. Oakes is not only grieving over the loss of her husband, but must deal with the now public disgrace of what her husband did. To compound matters, her financial situation is strained. She is in the process of trying to sell the property and move away, but this will take some time. The money she is paying the investigators is her last available cash. She does have enough to pay bills and generally scrape by, but if the investigators try to squeeze extra pay out of her, she simply doesn't have it (unless they want to wait for the sale of the property). Mrs. Oakes has confined herself to the funeral home. Only occasionally does she emerge and then only to conduct essential errands like purchasing groceries. The reasons for this are that (1) she fears the killer may be after her next and (2) she wants to avoid the accusing glances of some of the less-than-kind residents of North Ashfield. In no way was she a part of her husband's activities, but many don't understand or believe this. Worse, she is still a relative stranger in town with no true friends. A few of the locals (Amelia Apcott is one of them) have tried to help out, but otherwise, she is essentially on her own. While they are in North Ashfield, Mrs. Oakes will cooperate as best she can with the investigators and will do nothing to intentionally hinder their activities.



ELLEN LYNN OAKES, ANNOYING DAUGHTER

Nationality: American

STR 5 DEX 7 INT 11 CON 8
APP 12 POW 9 SIZ 6 EDU 4
SAN 40 Luck 45 Hits: 7 Age: 11

Damage Penalty: -1D6

Education: grade school

Skills: Act Naughty 95%, Hide 50%, Listen 35%, Sneak 50%, Spot Hidden 35%

Languages: English 60% (40% written)

Attacks: none to speak of

Notes: Ellen is a handful. She ignores any of the "whims" of adults, even her mother. She is also intent on getting involved in anything the investigators do inside the funeral home and may turn out to be quite a hindrance. Fortunately, she fears the cemetery and won't follow them there nor will she leave the immediate area of the funeral home. Her mother has pulled her from school out of fear for her safety. If the investigators want to be rid of Ellen, their one and only reasonable choice is to introduce her to Mattie Apcott. They will become fast friends and this will take care of the problem she poses to the group.



MEL RAZEN, BOSTON GLOBE REPORTER

Nationality: American

STR 11 DEX 12 INT 15 CON 12
APP 9 POW 14 SIZ 9 EDU 14
SAN 70 Luck 70 Hits: 11 Age: 34

Damage Bonus: +0

Education: B.A. in Journalism, Boston University

Skills: Accounting 20%, Art: Journalism 36%, Bargain

20%, Climb 43%, Credit Rating 20%, Drive Automobile 42%, Fast Talk 48%, History 30%, Law 22%, Library Use 44%, Occult 10%, Persuade 34%, Sing 25%

Languages: English 80%

Attacks:

Fist/Punch Attack 35%; 1D3+db damage

Notes: Razen is one of many reporters covering the sensational Oakes case. He is available for the Keeper to ignore or use in any fashion desired; Razen can be a thorn in the investigators' side or may become a valued ally. Whatever the case, he'll always be after a story.



EMIL SCHERGEN, VAMPIRE

Nationality: German-American

STR 28 DEX 21 INT 16 CON 28
 APP 15 POW 23 SIZ 14 EDU 12
 SAN 0 Luck 115 Hits: 21 Age: 30/232

Damage Bonus: +2D6

Education: apprentice training as a stonemason

Skills: Agriculture 57%, Climb 95%, Conceal 46%, Dodge 65%, Drive Carriage 37%, Geology 31%, Hide 95%, History 25%, Jump 95%, Listen 95%, Natural History 53%, Land Navigation 40%, Occult 10%, Ride 26%, Sneak 95%, Spot Hidden 95%, Stonemason 50%, Throw 32%

Languages: English 61% (archaic), German 88% (archaic)

Attacks:

Fist/Punch Attack 71%; 1D3+db damage

Grapple Attack 56%; special damage/effects; see "Vampire Attacks" on p. 57

Bite Attack 95%; usable only on a successfully grappled victim; see "Vampire Attacks" on p. 57

Special: see "Vampires in *Call of Cthulhu*" on p. 57

Notes: When he first rose from his long sleep, Emil was an unthinking fiend bent on consuming blood. Now that some time has elapsed, he has gained control of himself and is beginning to enjoy life as a vampire. He is most concerned about his immediate survival.



MYRA DONOVAN, ACOLYTE VAMPIRE

Nationality: American

STR 18 DEX 18 INT 13 CON 21
 APP 18 POW 15 SIZ 8 EDU 9
 SAN 0 Luck 75 Hits: 15 Age: 17

Damage Bonus: +1D4

Education: some high school

Skills: Conceal 20%, Dodge 44%, Hide 49%, History 25%, Jump 40%, Listen 85%, Occult 10%, Ride 25%, Sneak 53%, Spot Hidden 54%

Languages: English 66%

Attacks:

Fist/Punch Attack 57%; 1D3+db damage

Grapple Attack 45%; special damage/effects; see "Vampire Attacks" on p. 57

Bite Attack 95%; usable only on a successfully grappled victim; see "Vampire Attacks" on p. 57

Special: see "Vampires in *Call of Cthulhu*" on p. 57

Notes: Myra is completely under Emil's control. She is largely an automaton with little independent will or motivation. She is also almost completely inexperienced. Her skills are still inadequate and if she encounters prepared investigators, they may find her relatively easy to dispatch. While Emil would probably stalk a group of investigators in the area of the farmhouse, Myra might very well openly charge them. Myra has no personal attachment to Emil (nor does he for her) and is little more than an abominable parasite. With time, she might grow and develop, but such time is not available within *Remains to be Seen*.



STEPHEN BASCOM, SERVANT OF THE UNDEAD

Nationality: American

STR 18 DEX 11 INT 10 CON 18
APP 8 POW 9 SIZ 16 EDU 10
SAN 15 Luck 45 Hits: 17 Age: 38

Damage Bonus: +1D6

Education: high school

Skills: Agriculture 56%, Bargain 16%, Carpentry 80%, Climb 71%, Conceal 57%, Dodge 42%, Drive Automobile 40%, Hide 50%, Jump 41%, Listen 56%, Mechanical Repair 39%, Natural History 50%, Land Navigation 45%, Occult 10%, Persuade 21%, Ride 53%, Sneak 60%, Spot Hidden 65%, Swim 46%, Throw 42%, Track 52%

Languages: English 65%

Attacks:

- Rifle Attack 45%; 2D6+1 damage (.4440 lever-action rifle)
- Shotgun Attack 50%; 4D6/2D6/1D6 damage (12-gauge double barrel shotgun)
- Fighting Knife Attack 51%; 1D4+2+db damage (large hunting knife)
- Large Club Attack 45%; 1D8+db damage (any convenient large club such as a rifle or shotgun)
- Fist/Punch Attack 77%; 1D3+db damage

Notes: Stephen has served Emil well. He tutors his newfound master on the ways of modern Massachusetts and protects him during the daylight hours. He has spent quite a bit of effort repairing the house and making it better suited to both him and his master. Stephen possesses a veritable arsenal of weapons. Two double barrel 12-gauge shotguns, a single barrel 12-gauge, and a .4440 lever-action hunting rifle are always in easy reach and Stephen is always toting at least one of these. He also wears a large hunting knife in a leather scabbard on his belt. Among his camping supplies are over four hundred rounds of ammunition...12-gauge buckshot (does full damage), 12-gauge birdshot (does half damage), and .4440. Stephen favors a 12-gauge double barrel loaded with buckshot. However, in a protracted shootout, he will probably switch weapons from time to time rather than expend time reloading. Stephen is completely under the control of Emil, even during the daylight hours. There is no reasoning with him.

BASCOM'S DOGS

	Killer	Butch	Mauler	Fang
STR	10	9	11	9
DEX	14	12	13	16
CON	12	11	13	9
POW	7	6	8	7
SIZ	7	7	8	7
Luck	35	30	40	35
Hit Points	10	9	11	8
Damage Bonus	+0	+0	+0	+0
Move	12	12	12	12

Skills Common to All: Listen 95%, Spot Hidden 75%, Track by Smell 65%

Attacks Common to All:

Bite Attack 30%; 1D6 damage

Notes: These vicious brutes can only be controlled by Stephen and the vampires. They will pose a dire threat to all who enter the house. If they are somehow released, however, they will attack any and all people they can. They are not immune to the bear traps. They will not magically avoid them and must be subjected to the same procedures concerning them as the investigators.

DEPUTIES, POTENTIAL SAVIORS

	Curt	Dave	Geoff	Mike
STR	14	17	13	15
DEX	12	10	15	15
INT	12	12	11	16
CON	13	15	14	14
APP	9	15	12	11
POW	16	14	11	12
SIZ	13	16	12	13
EDU	12	11	12	10
SAN	74	67	57	55
Luck	80	70	55	60
Hit Points	13	16	13	14
Damage Bonus	+1D4	+1D6	+1D4	+1D4
Age	20	19	23	22

Skills Common to All: Climb 60%, Conceal 35%, Drive Automobile 30%, Fast Talk 30%, First Aid 35%, Hide 50%, Jump 35%, Law 15%, Listen 55%, Mechanical Repair 30%, Natural History 20%, Persuade 25%, Psychology 35%, Ride 35%, Sneak 55%, Spot Hidden 60%, Swim 45%, Throw 40%, Track 15%

Languages Common to All: English 60%

Attacks Common to All:

Handgun Attack 40%; 1D10 damage (.38 revolver)

Rifle/Shotgun Attack 40%; 4D6/2D6/1D6 damage (12-gauge pump-action shotgun) or 2D6+4 damage (.30-06 bolt-action rifle)

Fist/Punch Attack 70%; 1D3+db damage

Notes: These four deputies are provided in the event the sheriff's department get involved directly. They may assist investigators at Emil's hideout or may be a persistent annoyance or hindrance. Though not well educated or trained, all are young and physically fit. None are grossly corrupt or incompetent.

THE SECOND INTERIM: 1933-1934.

By this time, the investigators should have developed a close relationship with the Apcotts. Unless they appear to be boorish cads, the Apcotts will try to maintain contact with some or all of the investigators.

In the third week of July, 1934, a letter will arrive in the mail box of Julian's favorite investigator. In it, Julian explains that his physical condition now has improved to the extent that he can travel. At age 18, it is his hope that he can visit the befriended investigator and that he or she can help him tour colleges and universities in the area. His dream is that he attend college and now that his health is looking better, this may be a reasonable option.

Julian will, of course, not approach an investigator on this if there is not a strong relationship between them (or some of them) and the Apcotts. If he does visit, his appearance is better, but still very frail and pale. Soon after completing whatever tour is given, he returns to North Ashfield. There, he suffers a relapse and must give up any plans for college.



The painting at Parish House Antiques

C H A P T E R T H R E E

THE WHITEWOOD HORROR

1935

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The *Whitewood Horror* is the third scenario in *Coming Full Circle*. Of the four, it is the least connected to the campaign as it occurs in a town nearby North Ashfield and only minimally involves the Apcotts or other familiar NPCs. It is designed to involve the survivors of the previous two scenarios, or others similar to them in ability and belief. Unusual for *Call of Cthulhu*, this scenario is based on a film (see "The Real Horror" on the next page) and the Keeper is recommended to approach it cinematically. As the entire town of Whitewood is rather forboding and sinister, the Keeper should work to establish a certain mood right from the start and maintain it throughout.

KEEPER'S INFORMATION

On March 3, 1692, Elizabeth Selwyn, an accused witch, was burned at the stake by the inhabitants of Whitewood, Massachusetts. Within three years, the rest of her coven, who had avoided execution, resurrected the charred corpse that had been buried in an unconsecrated plot adjacent to the village cemetery. With new life and a restored body, Elizabeth Selwyn commenced a reign of terror over Whitewood that began with the murders of the daughters of her accusers. Soon, the village was plunged into a perpetual living nightmare, forcing it into obscurity and making it almost unknown to outsiders.

The village of Whitewood is an evil place where the inhabitants either cringe in fear behind locked doors or are in league with the coven. Elizabeth Selwyn's new identity is Elizabeth Newless and she masquerades as the proprietor of the Ravens Inn. A picturesque pre-Revolution establishment, Selwyn (i.e. Newless) uses it to house friends and entrap potential sacrifices. The coven has long since scattered throughout New England and only meets to conduct specific rituals, most of which are designed to maintain their immortality.

For the coven, immortality has a dreadful price. The benefits gained are the cessation of the aging process and total immunity to disease and physical injury. The disadvantage is the need to take part in two blood sacrifices each year. These require the death of an "innocent" woman and the drinking of her blood. For over two centuries, their malevolent scheme has succeeded.

The date is now February 14, 1935. For over three weeks, Nan Barlow, a psychology student at Miskatonic University, has been missing. Late in January, she went to Whitewood to do research for her senior thesis. The subject of this paper was witchcraft and witch burnings of late seventeenth century New England. Miss Barlow's family had the Franklin County Sheriff send a deputy to Whitewood to find Nan. His determination was that she left town without paying her hotel bill and for reasons unknown, she departed his jurisdiction. From his point of view, there is no evidence of foul play and the case is closed.

The Barlows are one of several prominent families in

Greenfield, Massachusetts. They have always ensured that everyone in the family got the best. In Nan's case, she was provided a good education and was encouraged to enroll in a quality university. Her choice was Miskatonic. The Barlows now want to hire or recruit a few competent individuals to find Nan and bring her home. The investigators are ideally suited for this task. Their exploits in previous scenarios will have become known in higher social circles in Franklin County and among enthusiasts of the occult. It is not their knowledge of the occult that the Barlow family is interested in though they are aware that this may prove relevant considering the subject matter Nan was researching. What draws the Barlows to the investigators is their previous record of success and, more importantly, their alleged knowledge of rural Franklin County. Furthermore, as outsiders, they would have no chance of being involved in her disappearance and would investigate the matter with a neutral eye. *The Whitewood Horror* is designed for two or three (certainly no more than four) characters of low to moderate experience.

THE WHITEWOOD COVEN

The coven dominates Whitewood completely. It consists of the customary thirteen members, but has accumulated many followers and sympathizers over the years. This coven is not typical of all witches and certainly not typical of twentieth century witches. Rather, it is devoted entirely to black magic and dark, evil spirits. How the Keeper wishes to interpret this is up to the individual. As this is intended to be a non-Cthulhu Mythos scenario, it is probably ideal to assume they are worshippers of Satan or some ancient, malevolent entity.

Twice annually blood sacrifices must be made. One must be at midnight on Candlemas Eve (February 1) and another must be at midnight on the Witches' Sabbath (March 1). Needless to say, in each case the sacrifice must be human, female, and "pure of heart," and results in the death of the victim. The Keeper defines what is "pure of heart." As part of the ritual, the victim's blood is consumed by the coven. The primary reward for these sacrifices is continued immortality for the thirteen participants. This ritual (entitled "The Ritual of Sustainment") and its effects are further described in *Appendix B: New Spells & Rituals*, beginning on p. 138.

NAN'S FATE

Nan Barlow was tricked into going to Whitewood. Her professor, Alan Driscoll, is part of a coven that is in league with Satan. The coven requires two sacrifices per year for important rituals on February 1 and March 1, and Nan was perfect for the first one. At Driscoll's suggestion, she drove to Whitewood where she was soon captured by the coven. In the first ritual (February 1; Candlemas Eve), she was killed and her blood consumed by the thirteen participants. Nan's body along with her car has since been disposed of in a river a few counties away by followers of the coven.



RESEARCH AND INVESTIGATION

Initial contact with the Barlows will come in the form of a telephone call from Woodson Barlow, Nan's uncle. He will say that Nan was last known to be in Whitewood and was there conducting research on witchcraft of America's colonial period for a school paper. The sheriff has been unable to help nor has Nan's advisor at Miskatonic. He will offer them \$50.00 up front plus will pay all reasonable expenses. If Nan is returned home safely, he will pay a \$400.00 reward to the group. If it turns out Nan met with foul play, the \$400.00 reward will still be paid if her killers are brought to justice. On the telephone, Woodson will appear totally courteous and professional. When they eventually meet him, he will turn out to be a stern, immaculately groomed gentleman who is obviously a person of some means.

In the event they decide to check up on their employer, they can find a lot on him with only a little research in a library and questioning around Greenfield. Newspapers portray him as a wealthy landowner who has large amounts of stock in some Hollywood film companies that are surviving the Great Depression. He also oversees a successful string of general stores in Massachusetts and Connecticut. In fact, he owns the one in North Ashfield and from the manager there, may have heard much about the group. Questioning people around Greenfield (or even Amelia Apcott in North Ashfield) will reveal that he is a supremely honest man who detests those who peddle falsehoods. He conducts business on a handshake and doesn't overly concern himself with written contracts. Many also know him to be devoutly religious (Lutheran) and very superstitious. Nothing suspicious can be found in his background, but this information on his character will be valuable if the group deals with him at the end of the scenario.

THE REAL HORROR

This scenario was adapted from the 1960 film *Horror Hotel* (black and white, 76 minutes) and the attempt has been made to stay as faithful as possible to the original storyline. However, certain changes have been made to accommodate the framework of *Coming Full Circle*. It is strongly recommended for anyone wishing to moderate this scenario to view the film a day or two before running *The Whitewood Horror*. Many video rental stores carry it and it can also be purchased. Furthermore, before moderating this, it may be wise to discreetly check among prospective players to determine who may have actually seen the film. Anyone who has will have an overwhelming advantage here and therefore may not be well suited to playing through it. (To the author's knowledge, *Horror Hotel* was never remade. It is cited fully in the bibliography.)

The fate of
Nan Barlow

NAN'S ADVISOR

Assuming they take the case, the investigators have one initial tactic that may prove helpful. They can visit Nan's Miskatonic advisor in Arkham to confirm what Woodson was saying and perhaps to acquire clues.

Dr. Driscoll teaches in both the Psychology and History departments and is a noted expert on the occult. He should be easy to locate during normal school hours and any meeting with him can be in his office or in a classroom after he completes a lecture. A tall, thin, distinguished looking man, Driscoll will be happy to answer the questions of reputable looking people, but if specific information is wanted concerning Nan Barlow, a family member must be present or consent in writing to the release of such information. He will not withhold anything if one of the investigators is a police officer or a Miskatonic colleague, however. If these requirements are satisfied, Dr. Driscoll will say that Nan was fascinated with witchcraft as well as the history of seventeenth and eighteenth century New England and wanted to determine why such hysteria could occur and go so far as to result in the deaths of so many people. He suggested to her to visit Whitewood since it was one of the more obscure locales where witch trials occurred in the late seventeenth century. If asked for more specifics on witch trials there, he will say he is not prepared to discuss the issue, but research at the Miskatonic library should answer all such questions.

In reality, Dr. Driscoll is a witch with the Whitewood coven and intentionally sent Nan there knowing she would be the perfect candidate for a vital ritual sacrifice. He is very smooth and is essentially immune to the lie perceiving Psychology rolls of the investigators. If pressed, he will freely admit he was born in Whitewood, but that is not why he sent Nan there. Rather, its unique history was ideally suited to her studies. About Whitewood he can say little. He will deny having gone there in the past couple decades and as far as he knows,

the town is remote, isolated, poor, and rundown. More on him can be found in the NPC section and in the boxed text entitled "Pursuing Dr. Driscoll" below.

FINDING WHITEWOOD

Research at the library will turn up little on Whitewood. It cannot even be found on a map unless a Library Use roll is made successfully at 20% its normal chance. However, a telephone call or visit to the county records office of sheriff's department in Greenfield, Massachusetts (the county seat of Franklin County) will reward investigators with directions on how to get to it. Further research on the history of the area or on witch trials of the seventeenth and eighteenth centuries will, with a successful Library Use roll, result in the discovery of mere footnotes or minor passages mentioning Whitewood and its short, but furious experience with witch trials. At best, investigators can learn that a few witches were tried and executed in Whitewood in the 1690s, but no details are provided.

Little else can be learned in Arkham and the next step is for the investigators to visit Whitewood. The best means of getting there is to first travel by train to Greenfield. There, they may wish to do a little research. At the sheriff's department, nothing of use can be learned. Deputy Samuel Bloch, not Sheriff Taggart, was the one to go to Whitewood. There is a report of his investigation on file and anyone asking for it at the front desk of the sheriff's department can see a copy as long as a Persuade or Law roll is successful. If Woodson Barlow is present or otherwise vouches for the group, the report is obtained automatically.

Bloch's written report (see Player Aid #20), which can be confirmed by a brief interview with him, states that there was no evidence Nan Barlow was in the area during his visit. The hotel register indicated she stayed a couple days and there is no evidence of her or her vehicle, a 1933 Ford Model A sedan,

PURSUING DR. DRISCOLL

Dr. Driscoll is one of thirteen members of the coven and as such, benefits directly from the rituals performed on Candlemas Eve and the Witches' Sabbath. As a teacher of the occult at Miskatonic, his students view him as a serious instructor who wants his students to take seriously the subjects he presides over. Those who are open minded to his material have little problem with him. No one suspects in the least that he is a witch or is in any way malevolent.

If the investigators check into Driscoll, either early in the scenario, or more likely near the end or in the aftermath, they will find some interesting things. Background research on him reveals he has been at Miskatonic for ten years and has a spotless work record. He earned his Ph.D. in History from Miskatonic in 1920 and was hired as an instructor there in 1925. His place of birth (noted in his personnel file) is Whitewood, Massachusetts. No amount of searching will reveal a birth certificate on him. The reason is simply that he

was born in the 1600s and records from that period are spotty at best.

Dr. Driscoll's house contains the only incriminating evidence. His office on campus has no clues. His house is normal in all respects except one. One small, windowless room on the first floor has been converted into a kind of Satanic shrine. It is complete with many of the trappings of Satanism and black magic. The room is kept locked at all times and the only key is always in Driscoll's possession.

Discovery of this shrine may be revealing, but is not all that incriminating. Having such a shrine, though strange by the standards of most, is in no way illegal. Reporting this to police will do no good unless it is accompanied by other evidence pinning the disappearance of Nan Barlow or someone else on Driscoll. If confronted with the fact of the shrine in his house, Driscoll will claim it is just part of a study on witches and not evidence of some personal lifestyle.

being present at the time he searched. The report also mentions an interview with one "Miss Russell" that indicated she had met Nan and loaned her a book on New England witches. If he is interviewed, a Psychology roll indicates that the deputy obviously believes she is not there and that he did more than enough to find her. Questioning his thoroughness or competence will not earn the investigators his friendship.

Aside from the Franklin County Sheriff's Department (FCSD), the group may decide to stop at the historical society. Alan Weathersby is still there and little seems to have changed since their last visit. Any research here is fruitless; Whitewood is not documented in any old newspapers or books. The same is essentially true if the county records office is checked. Whitewood is known of and can be located on a map on file there, but nothing aside from the fact it exists is documented. When checking through Greenfield and, later, North Ashfield, the group cannot find one person except for Deputy Bloch who has ever been to Whitewood. A few have heard of it as being a dark, mysterious place, but don't know anything beyond this really tenuous rumor.

Getting to North Ashfield is easy. Hiring Greenfield's single taxi for two or three dollars is one option and hitching a ride is another. Buying a used Model T or Chevrolet Capital at Easy Ed's Used Car Lot can be done as long as the group is willing to plop down \$100.00 cash for the vehicle. Any vehicle bought from Easy Ed will be reliable enough to last through this scenario.

Once in North Ashfield, they will have an easier time. Assuming their relationship with the Apcotts and others in town is still civil, they can find lodgings without any problem if they need to stay the night. They can even borrow Amelia Apcott's aging Model T. Asking around North Ashfield about Whitewood or Nan Barlow does no good. No one here knows any more than the people in Greenfield.

Driving from North Ashfield to Whitewood is more of a challenge than might have been expected. The roads are poor and what would today be a short drive drags on for close to half an hour. Finally, they reach a small market/gasoline station run by Joseph Millbrook. He can direct visitors to the Whitewood turnoff which is only a short distance away. His

PLAYER AID #20: SHERIFF'S REPORT ON NAN BARLOW. SPELLING AND TYPOGRAPHICAL ERRORS ARE INTENTIONAL.

Case #35-007-1154A

Reference: Missing Person

Date: February 6, 1935

Name: Nan Barlow

Address: 225 Dorchester Street, Greenfield, Massachusetts (home)

Room 104 Emerson Hall, Miskatonic University, Arkham, Massachusetts (school)

Occupation: student

Description:

Date of birth: January 19, 1914

Age: 21

Height: 5'5"

Weight: 110 lbs.

Hair: blonde, medium length

Eyes: blue

Build: slight

Complexion: pale

Distinguishing features:

Notes:

On February 4, I was dispatched by Sheriff Taggart to investigate a missing persons report filed by Mr. Woodson Barlow of Greenfield. Mr. Barlow indicated his daughter, Nan Barlow, had missed a family gathering in Greenfield and he feared she was having some trouble in the village of Whitewood. He stated her business in Whitewood had to do with some research she was conducting for a collage term paper.

I drove out to Whitewood on the morning of February 4. Whitewood is a small community northeast of North Ashfield and is located down a rough side road off the main county road.

In Whitewood, I first went to the Ravens Inn, the only hotel in the area. It is owned and operated by Mrs. Elizabeth Newless. I spoke with Mrs. Newless who stated she remembered Miss Barlow. She said Miss Barlow stayed only a couple days around February 1 and showed me the hotel register. The register shows that she checked in on January 30 and left February 1. Mrs. Newless stated Miss Barlow left without paying her bill. I looked into the room she occupied and found no sign of any of her belongings.

After leaving the Ravens Inn, I searched the village for signs of Miss Barlow or her vehicle, a 1933 model Ford Model A sedan. This search failed to turn up any sign of Miss Barlow. However, I did speak with Miss Russell who operates a local antique store. Miss Russell said she remembered Miss Barlow being in town around January 31 and that she loaned her a book on New England witches. Miss Barlow failed to return the book, but left it in the care of Mrs. Newless. Miss Russell recovered the book when visiting the Ravens Inn a couple days later.

In my investigation of the Whitewood area, I found no sign of Miss Barlow and it seems she has left the area. It is likely she either returned to school or is conducting research elsewhere.

Samuel Bloch, deputy (#203)

directions will be helpful for he will point out that the road is hard to spot. He will also be curious as to why anyone would want to go to such a dark and forbidding place. While he remembers Nan Barlow as a pretty, young woman who stopped at his station for fuel and directions to Whitewood, he does not know her by name. Travellers will be advised by him to avoid the town, but he can give no specifics.

The road to Whitewood is an overgrown, single lane track which is easily missed unless it is being carefully watched for. Assuming the investigators leave Arkham after dawn, they will probably reach this road close to dusk. If they stopped to spend the night in North Ashfield or Greenfield, they will probably arrive in the early to mid-afternoon. A solitary vehicle passing down this road any time between dusk and dawn may encounter Jethroe Keene, one of the witches of Whitewood. He will appear as an old man dressed in a dark overcoat and suit. If the driver is female and alone, he will solicit a ride to town, but upon arrival will mysteriously disappear from the vehicle when the driver looks away. If the driver is male or the vehicle contains more than one occupant, he will unexpectedly appear (perhaps using the spell Project Image described later) in the road in the path of the vehicle. Assuming the driver attempts to avoid striking him, a successful Drive roll must be made. If failed, the vehicle will strike a tree and become disabled. Occupants of the vehicle will each take 1D8 damage from the crash (a successful Luck roll will reduce this to 1D6 damage). If the Drive roll is fumbled, the accident will be severe, likely resulting in the vehi-

cle overturning or becoming one with a large oak. Each occupant must make two Luck rolls after such an accident. If the first is successful, 1D8+1 damage is taken. Otherwise, 2D8+1 damage is taken. If the second is failed, the victim is trapped in the twisted wreckage. Finally, a group Luck roll must be made. If it is fumbled, the wreck bursts into flames 1D6 rounds after the impact and occupants each take 1D6 damage initially and 1D3 damage per round thereafter due to exposure to the flames. Only in a severe accident is there the possibility of the vehicle bursting into flames. Jethroe will mysteriously disappear immediately after the accident. If the driver chooses to run him down, the vehicle will pass harmlessly through him and when the occupants look behind, he will have vanished. Note that unless the driver is a ruthless gangster or homicidal maniac, he/she must make a SAN roll when attempting to run down Jethroe. If the roll is failed, then the attempt may be made, but if the roll is successful, then he/she must attempt to avoid Jethroe. The Keeper may choose to not spring this upon the investigators when they initially arrive unless a lone female P.C. driver happens along.

Note that in this point in the scenario, it is obviously unwise to kill off the entire group or severely injure them. Thus, some or most of the damage received in an accident could be considered to be of the "pummelling" variety...bruises, minor cuts, and the like. "Pummelling" damage recovers as the rate of two or more points per day and is non-lethal, thus will not result in hospitalization even if the victim loses all hit points. In the event the hit points are reduced to zero by this type of damage,



Whitewood
does not
kindly
to
visitors

unconsciousness (not death) results.

Upon arrival in Whitewood the investigators will see a dilapidated town which is essentially a cluster of small houses surrounding an abandoned-looking church. The largest occupied building in town is the Ravens Inn. Also in evidence is a small café, a small general store, and an antique shop. Further information on Whitewood is provided next.

WHITEWOOD, MASSACHUSETTS

This small, fictitious town has been deteriorating and festering for over two centuries and those not affiliated with the coven are tight lipped and reclusive. On Candlemas Eve and the Witches' Sabbath, the locals barricade themselves in their homes and admit no one under any circumstances. All know these are nights of great evil, though none can (or will) say exactly what danger lurks outside. Below are descriptions of the town's highlights.

RAVENS INN

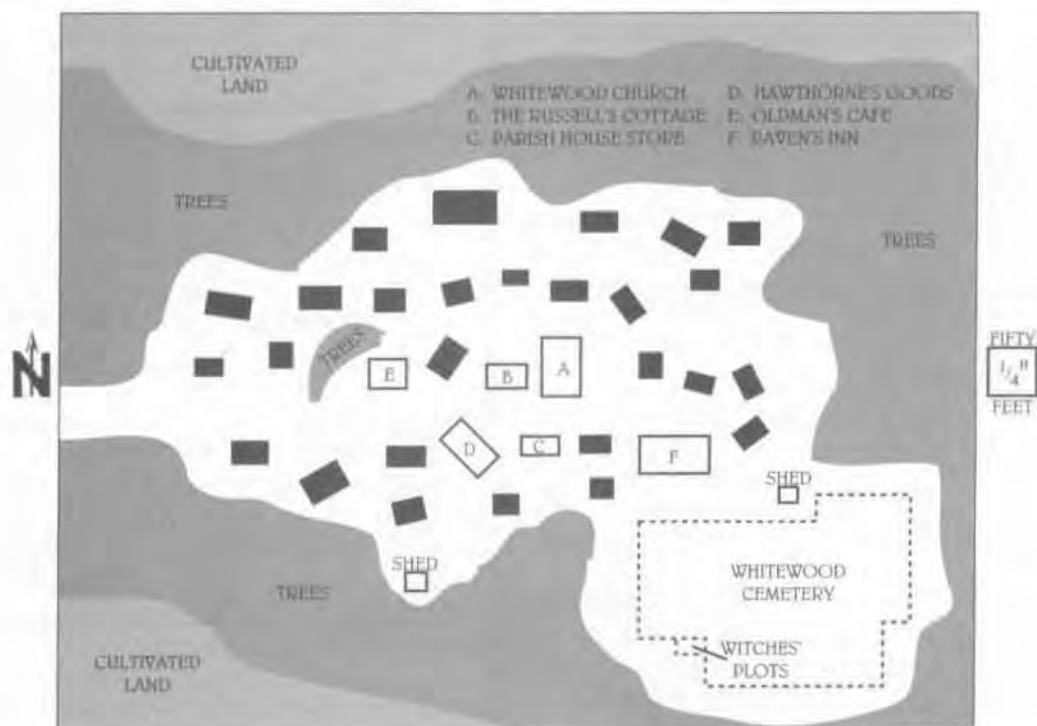
The centerpiece of this scenario, the inn is located next to Whitewood Cemetery. The inn and cemetery are the focus of the coven's power and domain. The owner and operator of the inn is Mrs. Elizabeth Newless, a middle-aged widow who is actually the aforementioned Elizabeth Selwyn. She is courteous, but

formal and will ensure all guests are properly taken care of. Her mute servant, Lottie, takes care of most of the inn's chores and is a nervous young woman who will do her best to warn potential victims of the danger they face. More on her is in the NPC section and the section entitled "At the Inn." Examination of the hotel registry will show that Nan Barlow stayed in Room #4. Mrs. Newless will be happy to put up to two investigators in this room if this is specifically requested. A trap door is in the floor of that room under an old throw rug. It has no ring or handle and must be pried open or opened from below. If Mrs. Newless is asked about it, she will say that it opens into an old section of the cellar that was filled with earth in order to shore up the foundations. In actuality, the trap door opens onto a set of stone stairs going down to the cellar which is used for rituals by the coven. For more on this, see the diagram and description of the inn on p. 98.

WHITEWOOD CEMETERY

Behind the inn is the old cemetery which is no longer used. In one fenced-off corner is a section of unconsecrated ground where the remains of witches were buried in the late seventeenth century. If dug up, the grave marked "Elizabeth Selwyn" will be found to be empty. This section of the cemetery is sometimes used for rituals. One end of a secret tunnel from the inn is under a flat stone slab here which serves as the lid of a low-set stone vault (marked "Margaret Thomson, d. 1692"). More on this is in the description of the inn provided later.

WHITEWOOD, MASSACHUSETTS



WHITEWOOD CHURCH

This rundown Episcopal church no longer has a congregation. It is still occupied by Reverend Daniel Russell who refuses to leave. He is 84 years old, feeble, and blind. If confronted by outsiders, he will implore them to leave town immediately and will not explain why, saying it is best they not know. The good reverend is irrational and often raves when the subject of evil comes to his mind (which is frequent).

The witches and their minions generally avoid the church though it would not withstand a determined assault by them. Such an assault is extremely unlikely, but would probably come in the form of magic and curses rather than some sort of physical attack. However, the church is a decaying wood and stone structure which would burn nicely. The reasons they don't take out the bothersome holy man are varied. The mere fact that his death might attract some attention to Whitewood is one reason. Another is that the consecrated ground is an annoying hindrance to any plots they might try to carry out against him.

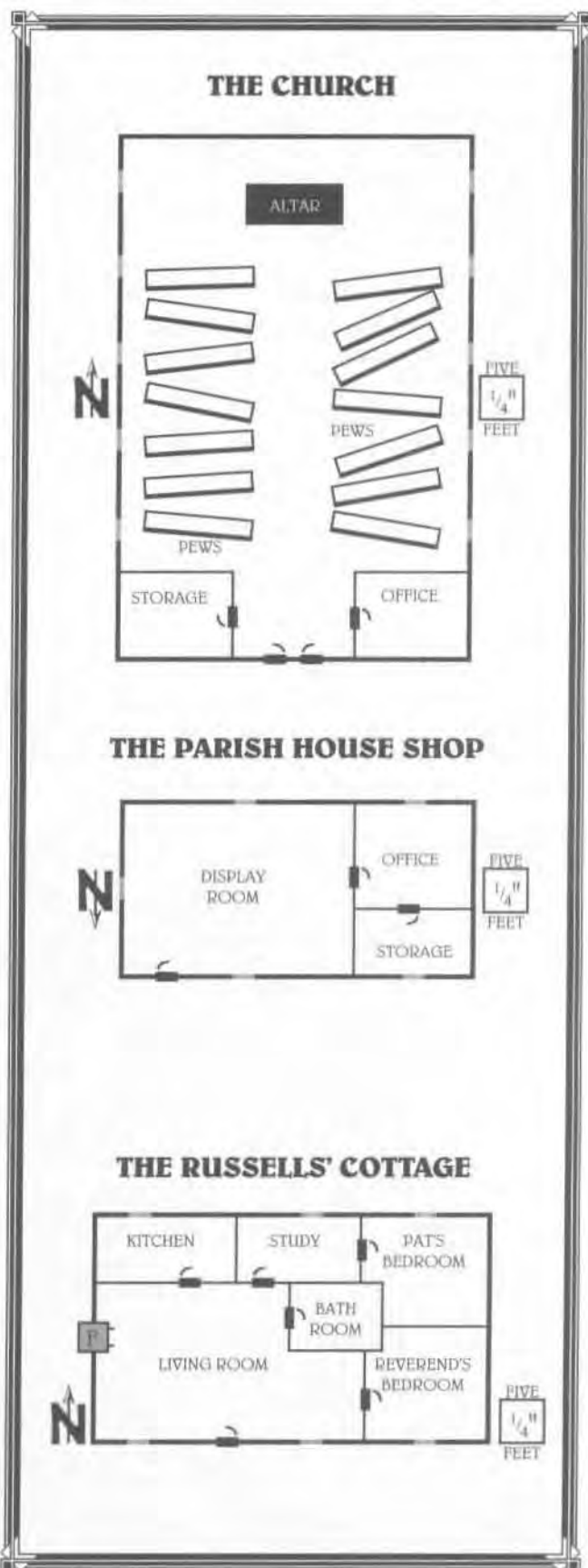
Reverend Daniel lives in an adjacent cottage with his granddaughter, Patricia, and rarely leaves the immediate area of the church or cottage. Patricia makes sure his needs are taken care of (nourishment, chores, etc.). Though irrational, among his many ravings will likely be the statement "trust the cross!" Investigators will probably perceive this to be some variant of "trust in God" or "trust in Christ," but in actuality, it is practical advice. Crosses are the one great weapon for use against the witches of the Whitewood coven. It is a fact he is aware of, but does not know the true extent of the power. Unfortunately, his mental state makes it impossible for him to state this clearly. More on him is in the NPC section.

THE PARISH HOUSE ANTIQUES AND OLD BOOKS

For the past couple of months, The Parish House has been run by a young woman named Patricia Russell, the granddaughter of Reverend Daniel Russell. She inherited the store from her grandmother who died a few months ago and has since cleaned it up and maintained it. It has good stock, but does little business since people who live near Whitewood avoid the town. Pat is worried about making ends meet and her savings have been dwindling ever since her arrival here.

Patricia Russell is a healthy, normal outsider who has not yet been tainted by living in the town. She met Nan Barlow and loaned her one of the books that she has for sale. This book is still in stock and she will be happy to loan it to respectable looking investigators. It is a thick, handwritten, leather-bound manuscript entitled *A Treatise on Devil Worship in New England*. She knows little about the book's contents except that it was written by a local man named Walter Hathaway a century or so ago who did a study of witchcraft in New England. For those who wish to purchase it, the price is \$14.00, \$12.00 if a successful Bargain roll is made.

Aside from this tome, the shop has a remarkably nice col-



lection of items, most brought in by Pat in the time since she took over management. One curious piece in stock is a portrait depicting the burning of Elizabeth Selwyn in 1692. It is over a century old and is unsigned. Of acceptable quality, it is in good condition and measures four feet high by three feet wide. The artist depicts the burning in an abstract manner so faces are not even remotely recognizable. The main focus of the image is a woman strapped to a great timber that stands upright in the

middle of a raging bonfire. The fire is already going in full force and the lower half of the woman's body is obscured by flames. In the foreground and background are shadowy figures in Puritan style garb. Each has a large cross upraised in one hand and is brandishing it in the direction of the burning figure. Its price is \$20.00, \$15.00 if a Bargain roll succeeds. If the group notices it, Pat will remember that Nan showed similar interest in it and asked about witches, including Elizabeth Selwyn. The

PLAYER AID #21: SELECT PASSAGES FROM A TREATISE ON DEVIL WORSHIP IN NEW ENGLAND

Chapter IV: Dispatching a Witch

Numerous methods of eradicating an accused witch were tested in eighteenth century new England. Some were time honored methods brought over from various parts of Europe while others were little more than the actions of a lynch mob.

Hanging

The method of execution for the Salem Witches. A witch that was hanged according to some traditions could not later come back to haunt or curse those responsible. Hanging at the time was not always a swift, clean death. Done improperly, the victim might slowly strangle to death rather than die quickly from a broken neck.

Disposal of the body might occur in any number of ways. Most commonly, the person was excommunicated prior to the execution. To bury the remains in consecrated ground was not possible so the body would be buried outside a lawful cemetery or in a family plot elsewhere. Sometimes the burial would be in a private, unmarked place known to no one but the men in charge. This would prevent the minions of Satan from trying to retain the corpse for evil purposes. Furthermore, the corpse would be buried face down. The idea was that if the corpse were to awaken, it would attempt to leave the grave. Since it would naturally assume it was face up, it would just burrow deeper into the earth rather than rise from the grave.

Another common disposal method was fire. Fire would cleanse the body of evil and the remaining ashes would be discarded, possibly by disposal in a stream or river.

Burning

Perhaps better known, it was probably practiced less frequently than hanging though was all too common nonetheless. Considered by many a far better method of disposal, a witch would ideally be reduced completely to ashes. These along with any remaining bone fragments would be scattered to the winds or hurled into a river. Fire was considered to be a cleansing agent that would sear out the evil within the accused, perhaps freeing the soul for eternal salvation.

Decapitation

Less common, this method may have some links to vampire killing traditions of Central and Eastern Europe. It was believed by some that separating the head from the body was the best means of killing a witch and preventing a subsequent rise as an undead revenant. Afterwards, the body would be buried face down in unconsecrated ground or perhaps burned to ash.

Immunity and Protection from Witchcraft

Despite the apparent widespread nature of witchcraft, it was believed that certain people were immune to their machinations. Those that judged them were one such class of people. A second were bona fide churchmen who administered holy rites and were pure at heart. The third was anyone who was blessed by God.

Though this belief was virtual doctrine in certain parts of Europe, it was not necessarily always held true in colonial New England. The Salem Witch Trials provides many examples of men falling into those categories who were accused and even imprisoned. This included a minister and even one of the judges in the court.

Although the average man could not expect to be immune from witchery, he could take steps against it. Strict adherence to a godly lifestyle was one means. The presence and use of holy objects was another. Of these, the cross and holy water were very potent. A cross was especially useful for not only could one be readily obtained or fabricated, but it was portable. Burning blessed herbs and candles were also useful in protecting one's home from evil. It was believed that evil, such as that posed by witchcraft, could be thwarted though devout behavior and proper use of holy materials. Even the physical presence of a witch could be affected by the use of a cross, perhaps in conjunction with prayer.

A TREATISE ON DEVIL WORSHIP IN NEW ENGLAND

This thick, handwritten, leather-bound tome is written in a somewhat archaic form of English and will take a total of ten days to decipher and read completely. It seems to be a manuscript written in the early to mid 1800s though could be older. No dates or other indications of when it was written are given. What is evident is that it appears to be a manuscript that was being written for publication. On the first page, the name of the author, Walter Hathaway, and the title is given. Unfortunately, later research will utterly fail to discover who Walter is or why this book was written.

Those reading it who make a successful Read English roll lose 1D6 SAN (1D2 SAN loss for those who skim it) and receive +1% Cthulhu Mythos, +10% Demonology, +1% Occult, and +15% Witchcraft. If the Keeper does not use the skills Demonology or Witchcraft in his or her campaign, then +2% Occult should be received. It has a x2 spell multiplier and contains the spells Entrancement and Death Curse (both described fully later). Examining it will reveal a small, blank slip of paper which was apparently used as a bookmark. Reading the marked section takes 1D3+1 hours and requires a successful Read English roll. These pages tell of the Whitewood witch trials and details the executions of Ann Wentworth, Margaret Thomson, Martha Williams, Hannah Charles, and Elizabeth Selwyn. It does not, however, mention Elizabeth's return from the dead and the subsequent curse on the town. Perceptive investigators may notice the name "Selwyn" resembles the reverse of "Newless."

Reading the book in greater detail gives more thorough information on witches and how they were perceived in eighteenth century New England. It provides commentary and descriptions on many purported witches and documents scores of witch trials and investigations. The infamous Salem Witch Trials forms an entire chapter on its own.

More importantly, the manuscript gives practical information on how witches were detected and dispatched. It documents many beliefs which the author stresses were not always consistent. Player Aid #21 is one excerpt from the book. If the entire text is read, this will be discovered. Anyone seeking this kind of material specifically can find it easily just by looking for the appropriate chapter heading. Note that this Player Aid provides another indication of the importance of the cross (as well as other holy items). Wise investigators might stock up on such items in light of encounters in previous scenarios. In fact, since they had to contend with a vampire in *Remains to be Seen*, some are still likely to carry crosses or the like.

painting is yet another obscure indication of the importance of the cross in dealing with witches though the investigators may not catch onto this.

Questioning Pat can earn the group some good information. She is still unfamiliar with the town despite having been born here (she was raised in Boston). While she cannot count any of the locals as friends, she has picked up on some of the local quirks and oddities. One is that everyone barricades themselves in their homes on the evenings of the last days of January and February. Some people eventually told her that "On certain nights, the inhabitants bar their doors and the dead come to life." Pat believes none of this despite the ravings of her grandfather who she repeatedly apologizes for. Little does she know, but she is at the top of the list of candidates for the coven's next sacrifice.

THE TOWN

The rest of the town consists of one greasy café (the Woodbine Café) and a group of rundown old homes, most of which date back to the eighteenth and early nineteenth centuries. No modern conveniences such as electricity or telephone service are present and there is no local police department. The county sheriff's department headquartered in Greenfield has the jurisdiction in Whitewood, but no deputies patrol the area unless specifically called in (an extremely rare occurrence). During the day, men can be seen going to work in the fields while the

women do chores around the home. Children are small in number and rarely venture far from home. They are quickly whisked inside by nervous and/or agitated mothers at the slightest provocation. The whole atmosphere is sullen and depressed. Outsiders are avoided and all refuse to take part in interviews regardless of the size of bribe offered or the amount of threats given. If the café is visited, all conversation within ceases until the outsiders depart. Hawthorne's Goods, the small general store, is no more friendly though the proprietor, Earl Hawthorne, will be at least polite enough to make sales. Its stock is very limited and consists mostly of tools, foodstuffs, clothing, and the like (no firearms or ammunition). It quickly becomes obvious that no one even wants to look at the investigators, much less communicate with them.

AT THE INN

The Ravens Inn and its proprietor are strange, to say the least. Mrs. Newless seems a bit threatening despite her outwardly being constantly formal, courteous, and polite. She always seems to be around at inconvenient times, especially when Lottie is trying to contact the guests.

Lottie is the mute servant working at the inn. She knows there is a great evil in town and constantly fears for her life. Despite this, she is a brave young woman who knows the group is here to do good things and also knows they are woefully ill-prepared for their opposition. Therefore, she will try to warn the investigators and tell what she knows of Nan.



Lottie's past is a tragic one. The daughter of a local farmer, her mother was sacrificed many years ago and her father was killed when he tried to interfere. Lottie was raised by locals and later was hired by Mrs. Newless to serve as a virtual slave in the inn. While some may assume she is unintelligent because she has no voice (the only noise she can manage is a quiet whine or dull grunt, no articulate words), she is intelligent and literate.

The first time Lottie tries to warn the investigators will be within the first day or two of their stay. When she is delivering clean linens or tea or whatever, she will shut the door to the room, pull the investigators aside, and urgently gesticulate. She will then pull out a pad and pencil, but Mrs. Newless will conveniently enter at this time to usher Lottie away to other chores saying that she should not bother the guests. If the investigators try to fend Mrs. Newless off in order to get Lottie alone so they can converse, Mrs. Newless will give Lottie a sharp look and the frightened girl will depart. Mrs. Newless will then state quite coldly that the staff is her responsibility and that just because they are guests doesn't mean they are running the establishment. This rudeness may anger the investigators, but she is hardly in a position where she could care about this sort of thing. More important things are on her mind.

Mrs. Newless will later threaten Lottie in private and order her to not see the group again. At the Keeper's discretion, Lottie may be able to scrawl out a short note prior to the entrance of Mrs. Newless saying to the effect that she must talk with them about an urgent matter. If the investigators do not take swift and decisive steps to see Lottie quickly and get her to safety outside of town, she will again try to leave them a note (probably the next day), this time when they are absent from the inn. However, in the process of doing this, she will again be caught by Mrs. Newless who will then have Jethroe Keene strangle her. Her corpse may be later found crammed in an alcove down in the cellar. Trying to smuggle her out of town may not be easy. If it comes to the attention of the coven, they will take steps to prevent this (such as disabling the investigators' vehicle(s) or arranging an accident on the road).

Night at the Ravens Inn can be an interesting experience. Some nights the faint singing of several voices can be heard in the inn, but the source is difficult to determine. If a successful Listen roll is made at half its normal chance (perhaps combined with a successful Idea roll), the listener thinks the singing is coming from under the building. It occurs around midnight and is muffled so that the words cannot be made out. On some nights, singing, music, and dancing can be heard in the common area of the inn as if a party were going on. However, when someone goes out to investigate, all sounds will cease and no one will be seen—no matter how inexplicable this might seem. If asked about it the next morning, Mrs. Newless will say that the guests upstairs were having a gathering of some sort. The "upstairs guests" will avoid contact, but will be polite if confronted. They are actually some of the witches of the coven, in town only for the rituals. More information about other coven members are in the NPC section.

OTHER COVEN MEMBERS

Normally, many members of the coven (such as Alan Driscoll) live well outside the immediate area of Whitewood. All were born here and most were born during the colonial days. The coven has gradually grown apart over the decades and the only thing binding them together at this point is the need to conduct the vital, life sustaining rituals. Aside from the investigators, all of the guests at the Ravens Inn are witches. Some are male and some are female and statistics for all can be found below.

Throughout most of the scenario, they will avoid any direct contact with investigators. They will quietly go about their daily lives and may be seen in the local café or walking the streets. If they are confronted, they will universally react simply by exchanging the barest of pleasantries. They will do nothing to provoke an argument or physical altercation nor will they say or do anything that will promote a conversation. If nothing else, questioners may be greeted with the silent treatment from virtually all of the guests of the Ravens Inn.

In all likelihood, the investigators will go no further than to attempt interviews with guests at the inn. If, however, they start breaking into their rooms, they will find nothing of relevance...no clues at all. The next step might be to accost a witch or two. In this case, the Keeper certainly has the right to call down the wrath of the coven on the entire group. While they may not pose a legitimate physical threat to any of the witches (unless they bear crosses; further explanation of this is given later), if they go this far, Elizabeth Newless would certainly want to put them in their place...a mass grave.

	<u>Elaine Anders</u>	<u>Elmo Braun</u>	<u>John Daniken</u>	<u>Oleander Goode</u>	<u>Felicity Hartman</u>	<u>Isaac Jones</u>	<u>Wilma Means</u>	<u>Penelope Norris</u>	<u>Keanon Sutter</u>	<u>Anne Thurman</u>
STR	10	13	16	9	8	14	10	12	15	6
DEX	14	12	15	9	13	12	11	12	9	9
INT	12	11	12	14	13	13	16	17	15	15
CON	13	14	17	11	12	14	10	11	12	9
APP	16	8	14	7	10	9	10	12	13	6
POW	13	14	15	12	16	12	14	15	14	15
SIZ	8	13	15	12	10	12	9	12	13	8
EDU	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
SAN	0	0	0	0	0	0	0	0	0	0
Luck	65	70	75	60	80	60	70	75	70	75
Hit Points	11	14	16	12	11	13	10	12	13	9
Damage Bonus	+0	+1D4	+1D4	+0	+0	+1D4	+0	+0	+1D4	-1D4
Gender	female	male	male	male	female	male	female	female	male	female
Apparent Age	25	41	28	60	33	37	35	45	42	78

Typical Skills: Demonology 40%, Hide 75%, Listen 75%, Sneak 75%, Spot Hidden 75%, Witchcraft 75%, plus other skills the Keeper chooses to provide them

Languages: English 100%, Latin 80%, plus fluency one or two other languages of the Keeper's choice (most commonly German and French)

Attacks:

Fighting Knife Attack 55%; 1D4+2+db damage (sacrificial knife)

Fist/Punch Attack 75%; 1D3+db damage

Grapple Attack 65%; special damage/effects

Spells: vary; dependent upon what the Keeper provides them; all spells should be ritualistic in nature

Special: Due to their pact with Satan and the magic that sustains them, they are immune to all disease and physical threats. They do not age. The only things they are affected by is a cross brought within close proximity (within a few feet) and whatever spells the Keeper chooses to allow affect them. Spells that have a purely physical effect such as Shrivelling should have no effect.

Notes: These are the rank and file witches. Most live outside the immediate Whitewood area and only return to attend the two main annual rituals (though occasionally other rites are held as well). They help in rituals and provide much needed muscle to subdue combative victims. Outwardly, most appear to be normal citizens and can blend into society easily. Ages listed above are their apparent ages; most are members of the original coven that was persecuted in the 1690s and later thrived and took over Whitewood. Half this group is male and the other half is female. Short biographies of each coven member are given on the next page.

COVEN MEMBER NOTES

Elaine Anders

Elaine's current identity (she has had many) is that of a socialite in Boston. In the past, she has been an stage actress and was briefly married to a United States senator. Over the centuries, she has amassed significant wealth. While the Depression has had an impact, her lifestyle continues to be extravagant. Outside of Whitewood, she is a haughty and arrogant young woman. In the presence of other coven members, however, she is submissive. This reflects her relatively low standing within the coven. This makes her no less dangerous to tangle with, however.

Elmo Braun

Elmo's life is that of a wanderer. Since approximately 1800 (when he moved out of Whitewood), he has travelled all over the eastern seaboard. In his wake he leaves a long string of unsolved disappearances. He has averaged one murder per month for his entire life, a life that began in 1706. While he was not alive when Elizabeth was executed then reborn, he has since become one of the more frightening of coven members. He is a magnificent actor and lies he spouts are cunning and virtually undetectable. Similarly, he is very perceptive of others and it is almost impossible to get a lie past him unnoticed. Elmo's primary motivation in life is to kill though he knows not why...nor does he care.

John Daniken

John joined the coven in 1866, making him the newest member. His knowledge of the occult and witchcraft is astounding and of the ten lower ranking witches, his knowledge and power is second only to that of Anne Thurman. He currently lives on a farm near Providence, Rhode Island with a new wife, Elianne, who is totally ignorant of his true nature. If she ever discovers his secret life, she will meet the same fate of John's two previous wives, Maria and Samantha. John's way of disposing of people is usually to contact Elmo Braun who takes care of matters for him. Like Elaine Anders, John is independently wealthy. He spends much of his free time in occult study.

Oleander Goode

By the standards of the coven, Oleander is a weakling and is barely competent. More than once he has been censured for clumsily muddling through important rituals. The fault is entirely his. He is lazy and fails to devote proper time and effort to witchcraft. Despite this, he uses minor curses very often to plague people who annoy him. Fortunately, his lack of skill often means the curses are ineffective. Currently, he works in a dry goods store in Berlin, New Hampshire. In the past, he has worked as a bookkeeper and a hotel manager.

Felicity Hartman

Felicity is missing her left ring finger. This is the one remaining scar of two days of torture and interrogation she suffered and the hands of inquisitors in 1692. Sadly, she wasn't a witch then though the torment she suffered ultimately drove her to joining the ranks of the coven. She has since made an effort to get her revenge on any and every branch of the Christian

church in New England. Over the years, several priests have either succumbed to temptation she has placed before them, be it greed or lust and more have been simply murdered. Her current job is that of a nurse in a Boston hospital owned and operated by the Roman Catholic Church.

Isaac Jones

For over eight decades, Isaac has served as an attorney in several New England states. Currently, he uses the alias D. Michael Godfrey and runs a small law office in Bangor, Maine. His professional life and private life are totally disparate. In his basement, he keeps a large Satanic altar. He is a well-practiced witch and is among the most powerful of the ten lower ranking ones.

Wilma Means

Once married to Keanon Sutter, Wilma left him in 1799 once they realized they could not create children. Although both are aware that it is probably a side affect of their immortality, Wilma never fails to blame her former husband of this. Since the divorce, she has been married five times. After a few years, she tires of her spouse and he inevitably is murdered. Wilma now operates a boarding house in Hartford, Connecticut.

Penelope Norris

In appearance, Penelope is mundane. She lives off wealth she has gathered over the centuries and occasionally sells antiques from her rather extensive collection. Once tried as a witch, she was found innocent. Her trial was the same method that killed Marie Jessup (from the scenario *Cold Spot*). In other words, she was bound and hurled into a lake. Since she did indeed sink, she was declared innocent (even though she was a witch at the time). In her case, she was retrieved before she could drown. Penelope is deathly afraid of bodies of water.

Keanon Sutter

The ex-husband of Wilma Means, Keanon is now married to a fourteen year old girl he met at a church social in Newport, Vermont. There, he is a pillar of the community and serves on the town council. His general store is a successful business despite the economy and he is known for his kindness and generosity in these hard times. It was only this strong reputation that permitted community members to accept the 42 year old's marriage to young Dorothea Gibbons. When not running his business and practicing magic, Keanon spends his time subverting local morals and values. In fact, he is Satan's personal representative in the community.

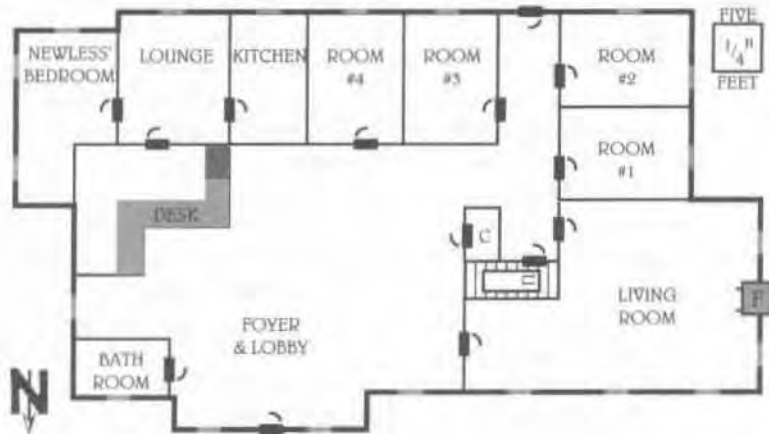
Anne Thurman

Anne is the most capable of the lower ranking witches. She was born in 1542 and has actually been practicing witchcraft longer than any in the coven. Like Elizabeth, she was executed, but her death occurred in 1620 in Scotland. She was resurrected by a coven there and later came to the American colonies. After joining the coven in 1700, she spent two full centuries in Whitewood. She still visits often, but now, much of her time is spent on a small farm near Buckland. Her entire existence is devoted to the practice of magic.

THE RAVENS INN

The Ravens Inn is a large, two story, stone structure located adjacent to the town cemetery. It was constructed during the Revolutionary War on the site of the town's first inn which burned to the ground in 1768. Mrs. Newless maintains it well

and it is the best kept structure in the town. It is now essentially a hotel only since meals are no longer served here. Below is a short description of its contents.



FIRST FLOOR

Foyer/Lobby: This is a large room lit with oil lamps and is dominated by a large desk behind which are several open mailboxes and a board with keys to all vacant rooms. The hotel registry (a large, red ledger) is on the desk and Nan Barlow's name and signature are in it. Mrs. Newless can often be found sitting in a chair behind the desk reading or knitting. She will object to anyone going behind the desk or through the door behind it.

Bathroom: This is a small bathroom open to all patrons. It has no bathing facilities...just a toilet, sink, and storage cabinet.

Living Room: The largest room in the inn, this is furnished in the colonial style and is distinguished by a huge fireplace which always contains a roaring blaze during cold times. Guests may freely gather here and Mrs. Newless occasionally will bring snacks or drinks to people in this room.

Mrs. Newless' Room: Mrs. Newless' personal quarters are comfortable and well furnished. Player Aids #22 and #23 can be found in this room, in whatever location the Keeper desires. They appear on p. 101, and more information on these can be found in "Victory or Defeat?" on p. 103. Guests who are caught snooping in here will be ejected from the inn and likely become the target of a Death Curse or similar reprisal.

Lounge: This is a comfortable room for Mrs. Newless' personal use. It contains a sofa, desk, bookcase, and some chairs. Books in here are normal literature including refer-

ence material.

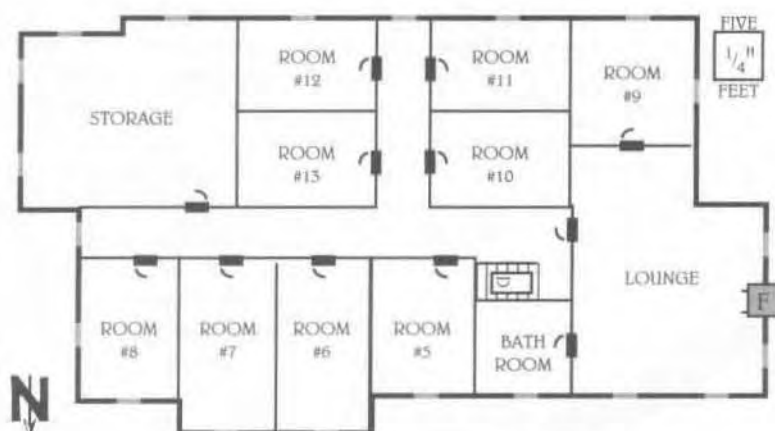
Kitchen: Also for the personal use of Elizabeth Newless, this is a fully equipped kitchen. Though she will occasionally make snacks for patrons, she does not provide meals.

Guest Rooms: A total of four are on the ground floor (Room #4 is described below) and nine are on the upper floor. Though they may vary in minor details, they are substantially the same in most aspects. Each contains a bed, armoire, small nightstand, one or two chairs, an oil lamp and brass candlestick, a throw rug, and perhaps a small desk or table. Most rooms will have a pitcher of water and washbasin and the linens are changed daily by Lottie. Many of the upstairs rooms are currently occupied by members of the coven or their followers. Nothing incriminating can be found in their rooms; they have been dodging law enforcement authorities for too long to leave occult items unattended.

Room #4: On the surface this is a typical guest room, but under the throw rug is a trap door. No ring or handle can be found and it can only be opened by prying it up or pushing from below. It opens onto a set of stone stairs going down into the basement. Nan Barlow was lured down here via an Entrancement spell and was never seen again.

Stairs: The east end of the stairs opens into the lobby. From the lobby, they ascend to the second floor. A door that seems to go to the stairs actually opens onto a set of stone stairs descending to the basement. This door is normally kept locked and only Mrs. Newless keeps a key.

THE RAVENS INN



SECOND FLOOR

Guest Rooms: The hotel has a total of thirteen guest rooms. Four are on the first floor while the rest are on the second. The guest rooms were described in detail previously.

Lounge: This is open to the use of the guests. The furniture is comfortable and there is a phonograph available. Unfortunately, the selection of record albums is limited to only a few worn out operas.

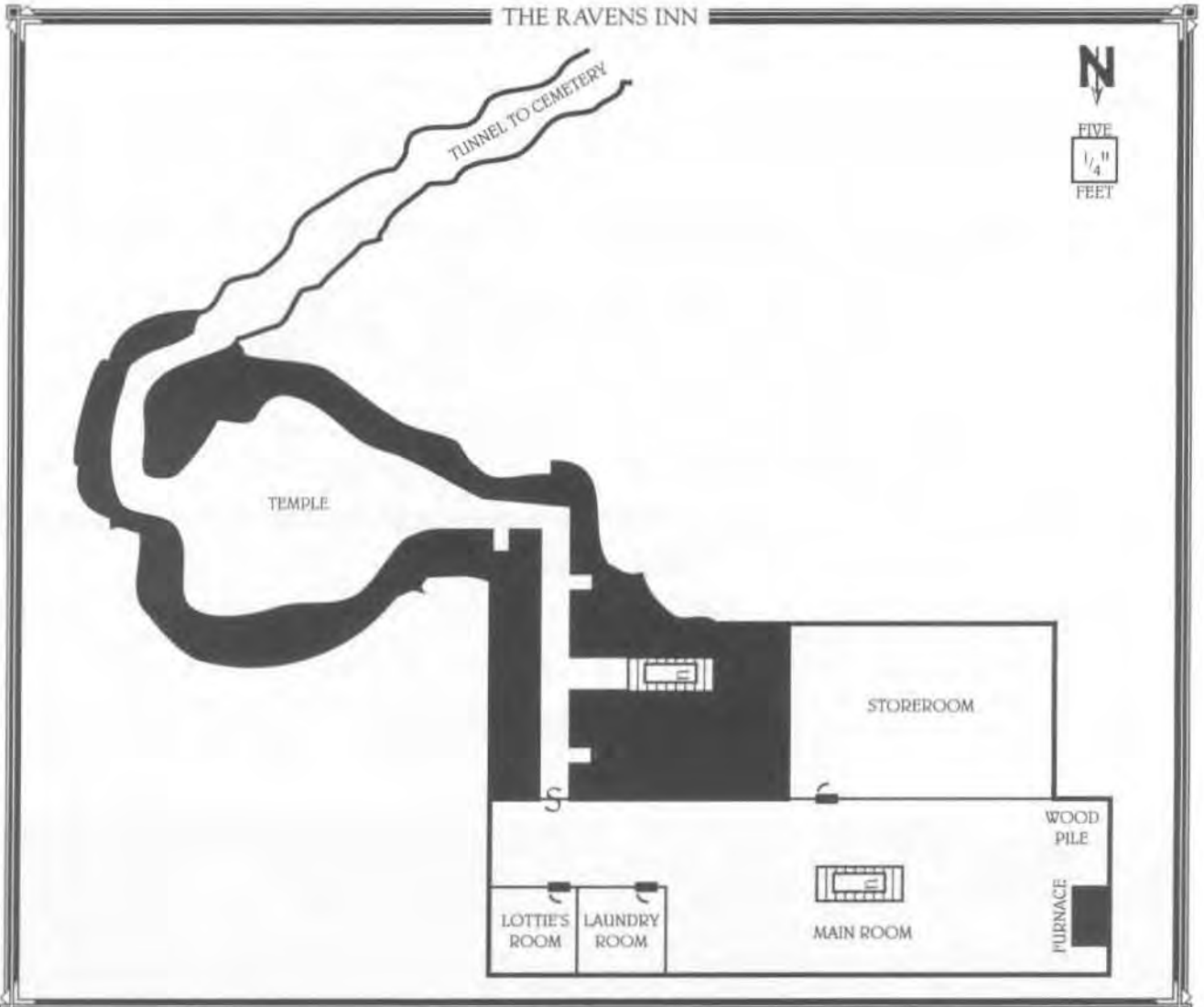
Bathroom: This large bathroom has bathing facilities and is used by the guests. It is also occasionally used by Mrs. Newless who has no private bathroom of her own.

Storage: This large room contains assorted junk ranging from old furniture to worn linens. A trap door in the ceiling can be pulled down. A nearby ladder can be leaned against the wall to permit easy access to the attic. The attic is empty.



The witches
at dawn

THE RAVENS INN



BASEMENT

Main Room: This area contains a coal fired furnace providing heat during cold nights to the entire hotel), a wood pile, and crates of assorted junk. The stone stairs in here go up to the first floor. A secret door in the south wall opens into the area of the basement that is supposedly filled with earth. Anyone specifically looking for such a door must make a successful Spot Hidden roll when examining that portion of the wall in order to locate it. A loose brick in the wall must be removed to expose the handle which can be turned to open the door. Whoever designed the door was an excellent brick-layer or mason.

Laundry Room: The laundry room is where much of Lottie's time is spent. Nothing more unusual than a washboard, copper tub, knitting materials, and so on can be found in here.

Lottie's Room: Lottie lives in this small room adjacent to the main room and spends her nighttime hours huddled in here, praying that the coven will ignore her. During times when the cult is active, Lottie is conveniently sent away to do

chores for one of the locals so she will not witness anything. At such times, she still does work at the inn during the day, but spends the evening hours doing work at a nearby farmhouse belonging to a coven sympathizer. This enables them to have her sleep in the barn there and have a legitimate reason for being absent from the inn.

Storeroom: This room contains more junk plus shelves of canned food and other useful supplies.

Corridor: This dusty, cobweb-coated area contains no obvious exit except the stairs going up to the trapdoor which opens into Room #4 of the inn. The three rough alcoves are usually choked with cobwebs, but if Jethroe Keene has dispatched Lottie, her decaying corpse may be found propped up in one of these (impaled on a spike in the back wall). Grill-type, iron torch holders containing unlit, web-covered torches are attached to the brick walls.

Temple: This large room is a natural cave that has been expanded somewhat to suit the needs of the coven. It is always

kept clean for it is often the location of the coven's rituals of lesser importance. A large, red pentagram is painted on the black, marble-tiled floor and there are thirteen black candles around its edge. Several chairs line the walls and a large, pad-locked chest is near the southwest wall. An oak table is also in here and obvious dark stains (dried blood) cover it. The rough walls are covered with a number of occult items (devil masks, paintings, etc.). The locked chest contains Satanic paraphernalia including thirteen black, silk robes and several sacrificial daggers. These daggers have long, razor-sharp, wavy blades with a serpent design etched into the steel. They are the equivalent of a bowie knife in combat and do 1D4+2 damage. A large, black curtain covers much of the east wall. This conceals the tunnel entrance leading to the cemetery.

Secret Tunnel: This crudely constructed tunnel runs from the temple to a tomb in the town cemetery. At the end near the subterranean temple is a wood crate. This contains two kerosene lanterns and a 2-cell flashlight. The latter has a dead battery. The other end of the tunnel ends under a stone slab which is hinged so it will swing up when pushed from the bottom or pulled from the top. The slab is heavy, however, and can only be opened by succeeding in a resistance roll against it. It has a SIZ of 15 when pushed from below and a SIZ of 20 when pulled from above. However, two people may combine their STR ratings from below and up to four may work on it from above. The tunnel itself is lined with brick and is shored up with damp, rotting timbers. The whole area drips water constantly and has the strong smell of mold and mildew.

**PLAYER AID #22: LETTER FROM EZEKIAL APCOTT
TO ELIZABETH NEWLESS DATED OCTOBER 25, 1729**

Hawthorn; October 25, 1729

Dear Elizabeth,

I want to again thank you for your assistance in my research. Without your aid, I would not have made the progress I have in such a short amount of time. Too bad your friend Abigail can no longer assist. It seems you learned much from her.

Once again, however, I must implore you to share further information, the knowledge we spoke of. I have long been seeking out the secrets of eternal life, but in vain. It is obvious you have been successful. We serve the same Master; he looks on both of us highly. I realize that our methods are not always the same, but I believe that a partnership would be most productive.

I only want to better serve the Master. I urge you once again to share your knowledge with me.

Yours,

Ezekial Apcott

These two player aids can be located on the first floor of the Ravens Inn, in Elizabeth Newless' bedroom.

See p. 98 for details.

**PLAYER AID #23: LETTER FROM EZEKIAL APCOTT
TO ELIZABETH NEWLESS DATED JANUARY 4, 1730**

Hawthorn; January 4, 1730

Dear Elizabeth,

It seems we have been unable to reach an accommodation as of yet. Your most recent letter was most distressing. I understand your need to maintain a specific number within your group. I realize that to include me would unbalance your group and that this is not possible. However, this is not what I am asking for. I simply want access to the knowledge you have on eternal life. Your letters have been very vague on this subject. Are you trying to say that the secret is only useful to those who are members of an organization like your own?

I am not without power or knowledge. I am still confident we can reach an accord, one that is mutually beneficial. There are things I can share with you that would be to your benefit, and to the benefit of your friends if that is what you wish. Please do not consider me competition or opposition. I must remind you that we serve the same Master, one who would be most displeased were we to conflict.

Unfortunately, I cannot accept your invitation to visit at present. My last visit was too recent to permit me to leave my obligations here. People are beginning to suspect me here in the Hawthorn area and I am considering moving to elsewhere in the colony. If you wish to meet, it will have to be in secret and somewhere in my area. I know this is inconvenient and that you have your own set of obligations. I will understand if you must cancel.

Yours,

Ezekial Apcott

EVENTS IN WHITEWOOD

As the investigators proceed with their activities, certain things can or will happen. Having already succeeded in the first step of their plan (the Candlemas Eve sacrifice), the coven's overall plan is to obtain a victim for the sacrifice scheduled for March 1 (the Witches' Sabbath). Pat Russell is currently at the top of the list and is especially attractive because she is a descendent of one of those who denounced Elizabeth as a witch. However, if a female investigator qualifies, then she may become a target (Keeper's discretion). If the investigators become a threat or one can be a sacrifice, then a sprig of woodbine and a small, deceased bird with a slender, two inch, silver arrow through it will be left on their beds or among their belongings. This is both a warning for those schooled in witchcraft and the first step in a number of curses and rituals including the March 1 ritual. A successful Occult or Witchcraft roll will reveal the general significance of this act. Once this is done, the coven will soon come to collect their victim(s). This will probably occur the next evening. Investigators in this case will be accosted by several burly witches or their flunkies who will attempt to bind them and will knock them out if necessary. Lethal force will be avoided except as a last resort. Remember, not all witches are female though uninformed investigators may subscribe to this myth initially. Furthermore, while their primary ability is in magic, it is not of the type that can be wielded easily. It is ritualistic magic that takes time and care to perform. Physical force is, therefore, still used by them.

If captured (something which can easily happen, but the Keeper should not intentionally engineer this), the investigators are not necessarily doomed. They will awaken, bound, blindfolded, and gagged, in the basement of the inn where they are guarded day and night. On March 1, they are taken through the secret tunnel to the town cemetery where the second of the two rituals will be performed. If they manage to break loose or are assisted by other members of their group who avoided capture and are in the area, they can overcome the coven.

COMBATTING THE COVEN

The best weapon against the witches of Whitewood is not firearms or other weapons, which is quite evident since the witches are immune to physical attacks. Rather, a cross wielded by a "believer in the Almighty" and brandished at a witch will result in the astonished target bursting into flames. 1D4 damage is inflicted per round until death occurs. During the entire time the fire burns, the witch can only writhe in pain, scream, and aimlessly run around. One such attack may be made per round and once a witch is alight, the fire cannot be extinguished and continues until nothing but ashes and charred bits of bone remain. This effect works only against the thirteen witches of the coven and may not work on any witches outside of this scenario. Of course, the investigators cannot guess that an ordinary cross

has this power, but if they brandish one in an attempt to keep the witches at bay (as they might with a vampire), they will be in for a great surprise. There are plenty of crosses in the main section of the cemetery which is consecrated. Most are unwieldy wood or stone affairs, but this makes them no less effective against a witch. Witnessing the barbecuing of a witch causes the loss of 1/1D6 SAN. However, if multiple witches are so assaulted in a short period, the SAN roll need be attempted only once. A kind Keeper might return 1D4 SAN since it is obviously a successful means of dispatching the opposition.

The witches are well-informed about this one weakness. Therefore, they will not confront a cross wielding investigator unless forced to by circumstance. In all likelihood, about the only thing that would force a witch to confront a cross bearing investigator is if it were to occur at the time of the key sacrifice. They have nothing to lose at that point for if the sacrifice is prevented, they die anyway. An investigator actually approaching the sacrificial victim at the moment she is about to be killed will successfully drive off the witches, even if Elizabeth Selwyn/Newless is the one with the knife. They simply cannot bear the sight of the cross and the prospect of being fried. In Elizabeth's view, it is better to swiftly age than die than to be burned to death. However, Elizabeth can effectively throw a knife. She only has two so can only do this once, retaining the other knife for the sacrifice.

ACTION AND REACTION

Acting against the coven is difficult to pull off due to their obvious natural and supernatural abilities. While they are corporeal, physical attacks do them no harm. Only the cross can kill them. Are there any other methods that can be used against them?

Yes. While they are immune to weapons and a blow with a fist does no good, it is possible to grapple with them. An intrepid group could very well overwhelm individual coven members in their hotel rooms or elsewhere in the village and bind them. A witch that is bound and gagged is little threat in most cases. Their magic is ritualistic and without the tools to perform it, not to mention the physical freedom to do so, they are virtually helpless. If the witches are taken on individually, it may be possible to seize several of them before their comrades can respond. This may give the investigators a bargaining chip if the situation degrades to a standoff.

A captured witch would be hard to incarcerate for any prolonged period since he or she would inevitably find some means to perform spells and effect an escape. On the other hand, if some or even all of the witches are subdued, it allows investigators time to consider other options and perhaps make the discovery concerning crosses.

Lacking this discovery, the Keeper might allow some traditional methods of execution to work against them. If this is the case, burning at the stake would work while hanging and decapitation would not. Of course, if the investigators do decide to burn a witch, they must face the legal and moral consequences. The legal consequences might be avoided, but the moral ones

can't. Burning a witch alive costs each person involved (including witnesses who do nothing to stop it) 1D2/1D8 SAN loss. This form of execution is not a pretty one and the description is best left to the imagination of the Keeper. Note that after the first witch is dealt with in this manner, SAN loss drops to 1/1D4 per execution as long as the executions are carried out over a short period of time (one evening). Barbecuing one witch per week, for example, will cost the full 1D2/1D8 SAN loss per execution since the participants will have the opportunity to brood over the matter and second-guess themselves. A better option is to burn all at once. This costs 1D3/1D10 SAN loss which is more in the short run, but a lot less than if several separate executions are carried out over the span of a week. Needless to say, if the press or authorities learns of the executions, it will earn banner headlines all across the United States. If they are made to look merely like lynchings, the story won't get nearly the same amount of press coverage though it will certainly be front page news in New England papers.

To destroy the coven requires that the three foremost members (Elizabeth Selwyn, Jethroe Keene, and Alan Driscoll) be killed. Other coven members may eventually reestablish the coven elsewhere in New England, but this is impossible if the group is able to prevent the vital rituals scheduled for achievement during the course of this scenario. Preventing the ritual results in the deaths of all coven members. So, capturing some, but not killing them later results in their deaths if the Ritual of Sustainment is not carried out on their behalf (something that is obviously not possible if they are tied and gagged and housed in some investigator's basement during the vital time).

RETRIBUTION

As stated, the coven is willing to be quite open and forthright if it serves their purposes. Whitewood, being central to their power, is the one place where they feel secure enough to take bold action. This does not mean they openly practice magic in the streets. However, they are likely to assault investigators and arrange their swift destruction rather than rely on slow working spells and incantations. Physical action by some of the more able members of the coven is not beyond consideration. That is the way they subdue some of their sacrifices and is not an unlikely tactic to employ against intruders, particularly those that travel alone or in pairs. If possible, magic will be used or investigators will be kidnapped to serve as sacrifices in later ceremonies.

VICTORY OR DEFEAT?

By this time, it should be obvious how the investigators can win in this scenario. Victory is achieved only if the coven is broken up and the ritual is prevented. If any coven members (particularly the highest ranking ones: Selwyn, Keene, and Driscoll) are surviving at the end, the coven will eventually reestablish itself and the atrocities will continue. If they all perish, the coven's mortal followers will break up. Anything less must be considered failure, at least in the long run though if Elizabeth is eliminated, they may take decades to recover. Note that while

Driscoll is not in Whitewood at the beginning of the scenario, he will be present for all the rituals. While the group is busy at the church or in their rooms, he will discreetly enter town and enter the house of one of the coven's supporters. He will later show up at the cemetery for the final rituals.

In *The Whitewood Horror*, the investigators will probably spend their brief time in town tracking down leads and interviewing the few people who will talk. Ultimately, what they must contend with, aside from the general spookiness of the town, is a very forthright coven that will act openly in order to achieve their goals. If they are overcome by the intrepid investigators, there is no longer any obstacle to their departure. With the coven stamped out, Whitewood can gradually return to a relative state of normalcy though it will be many decades before the dark memories fade.

In the immediate aftermath of the scenario, a number of things can happen. One nice gesture the investigators may take is to help out Lottie. If she survives, they can arrange for her to get out of Whitewood. Although it is the height of the Great Depression, the investigators can get Amelia Apcott to hire Lottie as a maid or cook. This only requires a successful Persuade roll on the part of the group's representative. The chance for success is doubled if Alison Harper is dead or was possessed by Ezekial Apcott in *Cold Spot* and is therefore not present. In the event Amelia Apcott's Model T is destroyed, she will be irritated but understanding. The automobile was not vital to her and was only used rarely. She will be pleasantly surprised and most grateful if the investigators replace the vehicle.

If at any time the group gains access to Elizabeth Newless' bedroom in the Ravens Inn, a number of interesting things may be discovered. In the bottom of a chest are papers. This includes bundles of old letters, many dating back to the early 1700s. Many are mundane and unimportant, but others are revealing. Some give all the details of who is in the coven and Driscoll is prominently mentioned. With these letters in hand, it is a simple matter to track him down at Miskatonic and either turn him over to the authorities or do away with him directly.

Perceptive investigators will notice several letters from one Ezekial Apcott of Hawthorn, Massachusetts. When read, they seem inoffensive and normal, but two are particularly interesting. See Player Aids #22 and #23 (p. 101) for details. These letters are, of course, from the same Ezekial Apcott who was central to *Cold Spot* and will again be important in *Full Circle*.

The final loose end is to report to Woodson Barlow. Assuming the truth is told, he will hold up his end of the bargain. If the coven was broken up and the group can convince him that the coven killed his daughter, the investigators will receive the \$400.00 reward. On the other hand, Woodson will be less than pleased if they lie to him. Since his Psychology skill is 80%, he will very likely see through any bogus story they concoct to conceal the actual facts of the case. This could lead to him reporting them to the sheriff.

Strangely, Woodson is a superstitious man who has a strong belief in the supernatural. As long as their story isn't too outlandish, he will accept any truthful story without comment and pay the reward. Kindly Keepers could have Nan's body and car turn up in another county near the end of the scenario to bolster the investigators' claims.

SAN REWARDS AND PENALTIES

Action	Result
Kill Elizabeth Newless	+1D10 SAN
Destroy the coven	+1D10 SAN
Prevent Lottie's murder and help her restart her life in North Ashfield	+1D6 SAN
Lottie is killed	-1D6 SAN

NPCs



ELIZABETH SELWYN, A.K.A. ELIZABETH NEWLESS, HEAD OF THE COVEN

Nationality: American
 STR 13 DEX 15 INT 17 CON 13
 APP 11 POW 21 SIZ 12 EDU 36
 SAN 0 Luck 105 Hits: 13 Age: 45/288

Damage Bonus: +1D4

Date of Birth: February 1, 1647

Education: none, only personal studies

Skills: Accounting 37%, Anthropology 10%, Astronomy 42%, Botany 15%, Chemistry 15%, Conceal 40%, Cthulhu Mythos 12%, Demonology 75%, Fast Talk 63%, Hide 65%, History 50%, Law 15%, Library Use 40%, Listen 60%, Medicine 20%, Occult 73%, Persuade 60%, Pharmacy 30%, Psychology 66%, Sing 81%, Sneak 65%, Spot Hidden 74%, Throw 64%, Witchcraft 86%, Zoology 16%

Languages: English 100%, Latin 80%

Attacks:

Fighting Knife Attack 75%; 1D4+2+db damage (sacrificial dagger)

Throw Dagger 64%; 1D4+2 damage (sacrificial dagger)

Spells: Death Curse, Entrancement, Lesser Vampiric Drain, Project Image, Ritual of Life, Ritual of Sustainment, plus any others the Keeper sees fit to provide her; any added spells should be ritualistic in nature

Special: Due to her pact with Satan and the magic that sustains her, she is immune to all disease and physical threats. She does not age. The only things she is affected by is a cross brought within close proximity (within a few feet) and whatever spells the Keeper chooses to allow affect her. Spells that have a purely physical effect such as Shrivelling should have no effect.

Notes: Elizabeth is a cruel and heartless person, revelling in her status as high priestess of Satan. Her public appearance is that of a cold, but thoroughly professional owner/operator of a rural inn. If the coven fails to make either of the required sacrifices in any given year, Elizabeth dies, leaving behind an aged corpse. In addition, she is immune to gunfire and strikes from normal weapons (they just pass through her). While normally opposed to the personal use of physical force, if hard pressed, she can effectively wield a knife. She is never armed except during rituals when she carries a pair of deadly sacrificial daggers.



DR. ALAN DRISCOLL, MISKATONIC PROFESSOR AND WITCH

Nationality: American

STR 14 DEX 15 INT 18 CON 13
 APP 13 POW 21 SIZ 15 EDU 21
 SAN 0 Luck 105 Hits: 14 Age: 43

Damage Bonus: +1D4

Education: Ph.D. in History from Miskatonic University, M.A. in Psychology from Harvard University

Skills: Anthropology 25%, Archaeology 21%, Astronomy 42%, Botany 5%, Chemistry 10%, Demonology 74%, Drive Automobile 33%, Geology 9%, Hide 60%, History 80%, Library Use 76%, Listen 61%, Persuade 73%, Psychology 70%, Sing 60%, Sneak 63%, Spot Hidden 69%, Throw 31%, Witchcraft 85%, Zoology 10%

Languages: English 100%, French 52%, German 50%, Latin 79%

Attacks:

Fighting Knife Attack 60%; 1D4+2+db damage (sacrificial dagger)

Spells: Death Curse, Entrancement, Project Image, Ritual of Sustainment, plus any others the Keeper sees fit to provide

him; any added spells should be ritualistic in nature
Special: Due to his pact with Satan and the magic that sustains him, he is immune to all disease and physical threats. He does not age. The only things he is affected by is a cross brought within close proximity (within a few feet) and whatever spells the Keeper chooses to allow affect him. Spells that have a purely physical effect such as Shrivelling should have no effect.

Notes: Dr. Driscoll is yet another of the head witches in the coven and lives outside the Whitewood area. He periodically visits the town, however, and is present at all major rituals. Like all the other coven members, he has been the recipient of The Ritual of Life and The Ritual of Sustainment and thus is not affected by physical assaults. As a member of the Miskatonic faculty, he used his position to cultivate Nan Barlow as a sacrifice. This is the first time he has done this and will likely be his last. Obviously, if a lot of Driscoll's students began to disappear, suspicion would fall on him. This is something he is eager to avoid.



LOTTIE, MUTE SERVANT AT THE RAVENS INN

Nationality: American

STR 10	DEX 12	INT 13	CON 12
APP 8	POW 12	SIZ 11	EDU 9
SAN 32	Luck 60	Hits: 12	Age: 17

Damage Bonus: +0

Education: grade school equivalent (educated at home)

Skills: Demonology 5%, Hide 60%, History 30%, Listen 67%, Occult 24%, Sneak 60%, Spot Hidden 62%, Witchcraft 10%

Languages: English 60% (written only; cannot speak)

Attacks: none above base skill

Notes: Lottie is a frightened young woman who was born and raised in Whitewood. Her parents were both victims of the coven and she now works as a virtual slave in the Ravens Inn. Her lack of ability to speak has many believing she is unintelligent, but this is not the case. She knows much of what is going on in the town and will attempt to warn those threatened to leave. If caught by Mrs. Newless, her life will be tragically cut short. Kindly investigators will arrange for her to leave town and reestablish her elsewhere.



JETHROE KEENE, WITCH

Nationality: American

STR 17	DEX 14	INT 13	CON 16
APP 10	POW 21	SIZ 16	EDU 36
SAN 0	Luck 105	Hits: 16	Age: 45/288

Damage Bonus: +1D6

Date of Birth: January 10, 1647

Education: none, selftaught

Skills: Bargain 21%, Climb 55%, Conceal 30%, Cthulhu Mythos 6%, Demonology 70%, Drive Carriage 39%, Hide 77%, History 35%, Listen 75%, Occult 63%, Persuade 41%, Pharmacy 5%, Ride 30%, Sing 80%, Sneak 82%, Spot Hidden 81%, Witchcraft 80%

Languages: English 100%, Latin 80%

Attacks:

Fighting Knife Attack 60%; 1D4+2+db damage (sacrificial knife)

Fist/Punch Attack 74%; 1D3+db damage

Grapple Attack 67%; special damage/effects

Spells: Death Curse, Entrancement, Project Image, Ritual of Life, Ritual of Sustainment, plus any others the Keeper sees fit to provide him; any added spells should be ritualistic in nature

Special: Due to his pact with Satan and the magic that sustains him, he is immune to all disease and physical threats. He does not age. The only things he is affected by is a cross brought within close proximity (within a few feet) and whatever spells the Keeper chooses to allow affect him. Spells that have a purely physical effect such as Shrivelling should have no effect.

Notes: Like Elizabeth, Jethroe is kept alive by the rituals and is immune to gunfire and weapons. A powerful witch in his own right, he is second only to Elizabeth. More importantly, he was present at Elizabeth's execution in 1692 and feels guilty because he was unable to stop it. Jethroe recently arrived in Whitewood and helped capture Nan Barlow. Physically strong, Jethroe is often called on to subdue sacrifices. If Lottie must be disposed of, he will strangle her and stuff her body in an alcove in the caves beneath the inn.



**PATRICIA "PAT" RUSSELL,
ANTIQUe SHOP PROPRIETOR**

Nationality: American

STR 11 DEX 12 INT 14 CON 12
APP 15 POW 14 SIZ 11 EDU 13
SAN 70 Luck 70 Hits: 12 Age: 22

Damage Bonus: +0

Education: B.A. in History from the New Jersey College for Women (part of Rutgers University)

Skills: Accounting 30%, Bargain 40%, Demonology 4%, Drive Automobile 27%, History 40%, Library Use 43%, Listen 42%, Occult 14%, Persuade 41%, Sing 35%, Spot Hidden 55%, Witchcraft 4%

Languages: English 68%

Attacks: none above base skill

Notes: Pat has been in Whitewood for only a few months, having come here to care for her grandfather upon the death of her grandmother (who died of natural causes). She now operates The Parish House, an antique store once owned by her grandmother. While a font of useful information early in the scenario, later her presence becomes a liability. This is because she is a very likely candidate for sacrifice, being the right type plus being a descendent of one of those who denounced Elizabeth Selwyn in 1692. Danger to her increases if she becomes perceived as a threat. Much of her time is spent at the antique shop and caring for her grandfather, Reverend Daniel Russell.



**REVEREND DANIEL RUSSELL,
BLIND MINISTER**

Nationality: American

STR 6 DEX 6 INT 16 CON 6
APP 9 POW 16 SIZ 13 EDU 19
SAN 23 Luck 80 Hits: 10 Age: 84

Damage Bonus: +0

Education: high school, some education at Boston College

Skills: Accounting 33%, Bargain 26%, Demonology 31%, First Aid 40%, History 67%, Library Use 63%, Listen 45%, Occult 37%, Persuade 65%, Sing 65%, Spot Hidden 0%, Witchcraft 30%

Languages: English 96%, Latin 80%

Attacks: none above base skill

Notes: The last bastion of good in Whitewood, this blind Episcopal minister refuses to leave despite the total lack of a congregation. He will implore outsiders to leave town for their lives are in great peril. The good reverend was blinded by the coven's magic and curses and is now a feeble old man whose days are numbered. At best, all that can be gotten from him is that Whitewood is a place where the Devil reigns and where evil has triumphed over good. He tends to rave when encountering outsiders. Among his ravings is one useful phrase... "trust the cross!"

THE THIRD INTERIM: 1936-1938

This is the third and final interim between scenarios. At this point, not only is Julian writing the investigators, but Mattie is as well. Her letters are fewer and not as well written, but their content shows she is intelligent and sensitive. Her continued close relationship with Julian remains obvious throughout.

In his final several letters to the investigators, Julian reveals that his condition is much improved and that he can sometimes venture to Greenfield without major discomfort. His intense interest in history has flourished under the influence of the investigators and it is evident that he might have been a good professor were he to attend college. Even without a high education, it is still possible for him to work as an author or historian. If one or more of the investigators encourages him in this, it is something he will pursue.



*In the
wake of the
destroyer*

C H A P T E R F O U R

Full Circle

1939

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Full Circle is a direct sequel to *Cold Spot*, though it is assumed that in the intervening decade the investigators may well have tackled either or both of *Remains to be Seen* and *The Whitewood Horror*, and perhaps other adventures as well. Of the four scenarios in this book, it is the least suited to being run on its own; while it can be done in this fashion, it will be much weaker than if run at some point subsequent to *Cold Spot*. Hopefully, at least one investigator present during the first scenario will still be alive to return for this one. Note that the linked nature of *Cold Spot* and *Full Circle* will require

some extra preparation on the part of the Keeper. If at all possible, look back to p. 46 of *Cold Spot* under "Transition" and make sure that all the bases are covered and that you know what the Apcotts' situation at the start of *Full Circle* will be. Depending on how *Cold Spot* went, some tinkering and customizing of this scenario may well be in order.

On April 6, 1939, each of the investigators who was involved in *Cold Spot* receives a letter from Amelia Apcott (Player Aid #24). It informs them of Julian's death and invites them to attend the funeral because "...it was his wish."

PLAYER AID #24: LETTER FROM AMELIA APCOTT REVEALING JULIAN'S DEATH

Tuesday, April 4, 1939

Dear Sir,

It is my sad duty to inform you that my nephew, Julian Apcott, died Monday after suffering through a long illness. It was his wish that his close friends and associates attend his funeral. I can provide you and your friends with lodgings and we would dearly love to visit with you for a time.

Your friend,

Amelia Apcott
Amelia Apcott

KEEPER'S INTRODUCTION

If all went well (or poorly, depending on the point of view) in *Cold Spot*, Ezekial Apcott has escaped the investigators and presumably fled into history. Nothing has been seen of him in ten years and by now, his is probably little more than a dark memory to the investigators.

Since fleeing North Ashfield in April of 1929, Ezekial has travelled the eastern United States. Twice, he has switched bodies, thanks to the spells he possesses. His time has been well spent. Having watched and learned from those he encounters on a daily basis, he is now quite familiar with modern America including its language, culture, history, and technology. He has delighted in many of the new innovations of the twentieth century and is amazed and pleased at what he considers widespread decadence, permissiveness, and societal decay. In his day, witchcraft was not tolerated and would earn one a death sentence, sometimes regardless of innocence of any involvement. He has found that now, his knowledge and practice of the occult is not only not illegal, but is tolerated and even openly accepted in some areas. It is even a kind of fad to some people, those interested in learning about something beyond the physical realms of nature.

Several years were spent travelling the eastern seaboard. He finally settled in Boston, a city he was familiar with in the 1700s

and, though much changed, is still to his liking. Taking full advantage of the times, he has joined the Luna Park Society, a small group of occult enthusiasts who meet regularly to discuss and study the supernatural and sometimes even carry out seances and the like. Money has never been a problem even though the economy is still in rough shape. Through use of his magic, he has been able to commit a series of late night burglaries and murders throughout New England and proceeds from this have enabled him to live in a fine Boston residence and in relative luxury. Ezekial has been careful enough to space the crimes out over many years and throughout many towns and cities and none have yet been connected.

Up until recently, Ezekial was plodding through life, doing the bidding of his dark master and just generally enjoying twentieth century existence. He had absolutely no intention of ever returning to North Ashfield or seeking out relatives. They had already served their purpose. Recently, however, something alarming came to his attention. Through a series of dreams and later through communing with various dark spirits, Ezekial has learned that his life is not eternal. His belief was that he could simply switch from body to body forever and be effectively immortal. This is not the case. He must periodically recharge his life energy. Using the life energy of just anyone will not do. He must recharge using the life essence of blood relations. This must be done within a month of the anniversary of his "resurrection" every ten years. Therefore, he must seek out and find family members and drain their life force within one month

before or after the day he took control of a body in *Cold Spot*. This means that he must act in April or May of 1939, and again during the same period in 1949, and in 1959, and so on.

Using spells newly acquired for the purpose, he is now a kind of psychic vampire, one that feeds on the souls rather than the blood of victims. He can technically drain the souls of anyone, but only a family member or blood relation can serve to extend his life and this can only be done during the specific periods just described. Were he in the body of a relative, he would simply father children of his own and feed on them, but that tactic cannot work. He no longer occupies a body of a blood member of the family even if one was possessed during *Cold Spot*.

He now has three goals in life. First is to drain POW points equal to his own from two or more blood relations. Second, he wants to learn if there are other blood relatives in the world that he can feed on. He then wants to ensure these people come to no harm since they are essentially cattle he must exploit every decade. Third, he is considering transferring his intellect into the body of a new victim, that of a younger (preferably female) member of the Apcott family. Once in such a body, he will do his best to father (or mother) as many children as possible in order to perpetuate the family line. Since Amelia is too old (and is not a blood relation, having married into the family) and Julian is too infirm, this means his only potential target for possession in North Ashfield is Mattie Harper. (Note that it is generally assumed here that Alison is dead or was possessed by Ezekial in *Cold Spot*. If this is not the case, she is a target here, too.)

TRAGEDIES OLD AND NEW

Ezekial's plans commence early in March, 1939. He travels to North Ashfield and scouts out the area. Finding the Apcotts there, but in diminutive numbers, he is concerned about his long term life expectancy. To live another decade, he realizes he may have to kill all remaining Apcotts. This alarming fact has him hoping there are clues within the Apcott household that could lead him to other family members elsewhere in the United States.

His plan begins with the attack on Julian Apcott. Just after 11:00 P.M. on April 2, 1939, Ezekial slips through Julian Apcott's window and drains his life force as he sleeps. Fearful of awaking others in the house, he slips away undetected. The next morning, Mattie discovers the now dead body of her cousin and informs her grandmother. Julian's death, though unexpected, is not that much of a surprise. He had long been chronically ill and some doctors had expected him to perish already. To Amelia, there was no sign of foul play. Julian seems to have died in his sleep.

Arrangements for burial are made through the local funeral home. Since events in *Remains to be Seen*, the funeral home has been bought by Roger Hart, a mortician from Philadelphia.

He has been able to open a new cemetery outside of town and has made the business work despite the economy. Few are interred in the old cemetery now and these burials are always in family plots that still have room for them. The Apcott section still has space and Julian will be buried alongside his father.

NORTH ASHFIELD IN 1939

By now, the group should be well aware of how to reach North Ashfield. The trip goes by without event and the group should arrive at the Apcott house before dinnertime.

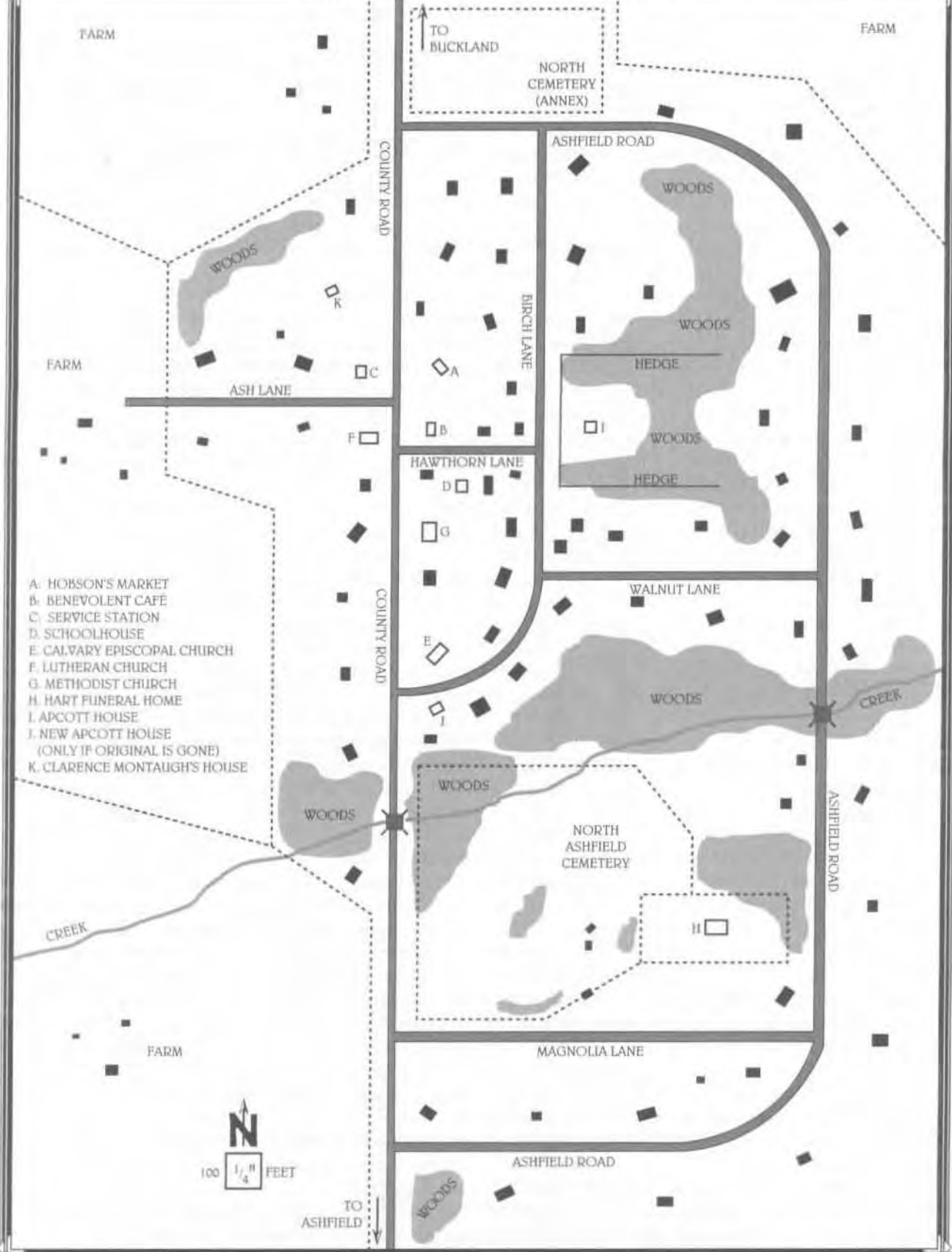
As has been the case before, little ever seems to change in North Ashfield despite economic hardship and political turmoil elsewhere. The Depression was felt here and was exhibited by the lack of maintenance on some shops and dwellings in the second and third scenarios of this campaign. By now, the economy is gradually recovering and evidence of this can be seen. All shops and most houses have been renovated to some extent and many in the community have banded together to help out those in need. For the first time in years, there is hope for better times. Political strife in far off Europe is largely ignored and few support the idea of the United States getting involved in the affairs of other nations. Few anticipate that World War II is just around the corner or that by the end of 1941, their sons, brothers, and fathers will be called to military service.

If someone actively looks for changes in the appearance of the town, there is one glaring one that will become obvious even if no one thinks to look for it. The North Ashfield Cemetery is now closed. The only burials conducted there are in family plots that have been reserved for generations. Julian Apcott will be buried in the Apcott section of the old cemetery and his is the first burial here in months. Since the events in *Remains to be Seen*, the funeral home was taken over by a man named Hart. He purchased land outside of town and has opened a new cemetery. It has operated for close to seven years and already many are interred there.

At this point, the Keeper must take into account the events of *Cold Spot* (April, 1929). If the old Apcott house was abandoned, sold, or even destroyed, the family obviously would have had to find a new residence. A map of a new North Ashfield home is provided on the next page. It is smaller than the larger, colonial era residence they owned in 1929, but is comfortable and well-suited to the size of the family. If they still live in the old Apcott home, refer to *Cold Spot* for its description and diagram.

The Apcotts of 1939 are still a respected family. Amelia is now age 60 and remains the leader of the family. Alison Harper, Amelia's daughter, will be largely ignored for the purposes of this text. Since it is likely in *Cold Spot* for her to either be incarcerated in a mental institution or possessed by Ezekial Apcott, her very presence here is less than likely. If, however, events in *Cold Spot* permit her presence, information on her is given in the NPC list. The last member of the Apcott family is Mattie

NORTH ASHFIELD, MASSACHUSETTS



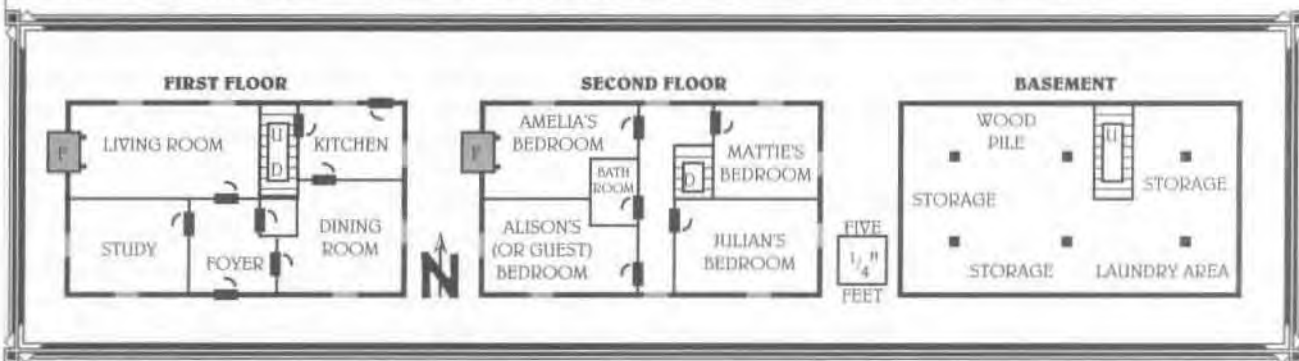
- A. HOBSON'S MARKET
- B. BENEVOLENT CAFE
- C. SERVICE STATION
- D. SCHOOLHOUSE
- E. CALVARY EPISCOPAL CHURCH
- F. LUTHERAN CHURCH
- G. METHODIST CHURCH
- H. HART FUNERAL HOME
- I. APCOTT HOUSE
- J. NEW APCOTT HOUSE
(ONLY IF ORIGINAL IS GONE)
- K. CLARENCE MONTAUGH'S HOUSE

Harper, Alison's daughter. Now 19 years old, the investigators have probably watched her grow up over the span of the campaign. Mattie is an intelligent, well-adjusted young lady who wants to attend college. She was recently accepted to Smith College, a fine institution for women in Northampton, Massachusetts. Classes will begin in the fall. Her entrance into

college was delayed a year by lack of funds, but enough has finally been saved to allow her to enroll. Aside from the family members, it is possible that Lottie, the mute servant from *The Whitewood Horror* is working here. More on her is given in the NPC section.

THE NEW APCOTT HOUSE

In the event that the Apcotts' home was destroyed or abandoned during the events of *Cold Spot*, a new one is provided here. It is considerably more modest than their original house, but the family has done their best to make it cozy.



REUNION

If all has gone well in previous scenarios, the investigators should have developed a long term relationship with the Apcotts and even be considered family friends. Any meeting with them will, therefore, be friendly and even jovial, even under the present circumstances. From this point onward, the scenario will generally assume that only Amelia and Mattie are present. If Alison and Lottie are here due to events in the previous scenarios, the Keeper should refer to the information on them in the NPC section for guidance. As usual, while in the area, Amelia places her now fourteen year old Ford Model T at their disposal. It is reliable enough for drives around the county, but without a major overhaul, it cannot make prolonged trips. If she was forced to replace her vehicle due to previous events in the campaign, it should be an old model sedan (Ford Model T, Ford Model A, or Chevrolet Capital are all within her means) that is reasonably reliable.

Though grief stricken, Amelia is cordial and genuinely glad to see the investigators. She is taking Julian's death quite well (confirmed by a successful Psychology roll if one is attempted), but this should come as no surprise. Not only is she a strong person, but Julian's demise has been long anticipated. When asked how Julian died, she will indicate he finally succumbed to his assorted chronic ailments. He died in his sleep and was discovered by Mattie.

Like Amelia, Mattie is glad to see the investigators. If the relationship is particularly strong, she may even view some of them as virtual aunts and uncles. After the initial greetings, she will admit to being the one who found Julian dead in bed. She was very close to him and is taking his death very well, but is troubled by it. A successful Psychology roll will confirm this. If

asked about this in the presence of Amelia, she will make excuses, but indicate quietly (so her grandmother doesn't notice) that she would like to talk later. Even if the investigators aren't perceptive as to her mood and emotions, she will try to speak alone with one or more of them before bedtime.

In the mean time, the group will be offered the guest rooms in the house for as long as they wish to remain in town. The funeral is scheduled for April 10.

MATTIE'S STATEMENT

Either the first evening after they arrive or sometime the second day, Mattie will try to get the investigators (or at least those she trusts the most) aside while Amelia and anyone else in the house is not present. This may require them to go for a walk through the neighborhood if the house is occupied.

Once alone, Mattie will get straight to the point. She noticed that prior to his death, Julian was acting strangely. He seemed to be reasonably fine physically except that he was looking pale and weak. She first noticed this late in March and his condition continued to get worse over the next few days. By April 1, he was bedridden and on the morning of the 3rd, Mattie found him dead. If Mattie is aware of the vampire from *Remains to be Seen*, she will helpfully suggest that Julian's symptoms were remarkably similar to those of documented victims of vampire attack.

There is more to it than this, however. Ever since the events in 1929, Julian was near paranoid about personal safety. He was always good about locking his window and keeping the shutters closed tight. When she looked on him on the evening of April 2, his room was as it usually was, with the windows

locked and the shutters closed. When she found him the next morning, the window was no longer locked and the shutters weren't latched. In addition, she found specks of mud and dirt on the carpet in Julian's room near the window. It was as if someone had entered overnight, perhaps to do harm to her cousin. She has no explanation for this nor can she explain how one would climb a sheer wall to enter Julian's second story window. Nothing was disturbed in the bedroom nor was there any sign Julian was harmed.

Mattie is understandably concerned. She has little concrete proof and a lot of fears. As a favor to her, she would like the investigators to look into the matter, if for no other reason than to prove to her that her imagination is just getting away from her.

RESEARCH AND INVESTIGATION

Mattie's word alone should be more than adequate motivation for checking things out. This combined with previous strange events in the area should be more than compelling enough for the investigators.

A little checking can reveal a lot. First off, how might one have scaled the wall to reach Julian's window? Checking the sill reveals no marks of ropes or hooks that may have been used nor is the wall outside marred in any way. Examining the ground below the window is important. Barring fumbled Spot Hidden rolls, one thing is quite obvious. The soil below the window possesses two deep, rectangular indentations approximately two feet apart. Evidence of a ladder, perhaps? Further checking will uncover a collapsible ladder in the nearby tool shed with earth still on the bottom braces. The ladder is an old one that was last used by a workman cleaning out the gutters last winter. The earth on the ladder now is relatively fresh.

Julian's room contains more of interest. Though the signs of dirt on the carpet have since been swept away by Amelia, the lock on the window itself bears fresh scratches, as if it had been jimmed from the outside. Most revealing is a letter that can be found in a drawer in the nightstand. Player Aid #25 is a transcript of the unfinished letter. Julian began the letter and had hoped to send it to the investigators, but Ezekial drained his life first.

With the physical evidence found outside and in the room and with the letter in hand, the group should be suspecting something nefarious is afoot, even though it may not be paranormal.

JULIAN'S REMAINS

Initial searches of the house and grounds should have turned up all of the previous information within a couple hours and certainly no more than a day. Lacking any other leads initially, the group may want to view Julian's remains. Amelia will consent to

PLAYER AID #25: UNFINISHED LETTER PENNED BY A "FEVERISH" JULIAN APCOTT AND INTENDED FOR THE INVESTIGATORS

30 March, 1939

My friends,

I hate to trouble you, but it seems that something strange has once again descended on our household.

At first, I thought what I was feeling was a mere hallucination. For months now, I have been in (relatively speaking) good health. No major relapses and more importantly, I have been living reasonably comfortably.

This all changed recently. I have begun to have the feeling that I am being watched, watched by someone or something malevolent. I have been feeling weak lately. Could this be related? Could the old spirit be returning? Perhaps it was my imagination running away with me.

Two days have passed since I began this letter. Since then, my condition has deteriorated. After months of relative health, this sudden relapse has Aunt Amelia worried...and me as well. Only Mattie remains cheerful, but I can tell she is only putting on a good face for my benefit. Something was in my room last night. I can't tell anyone here; they won't believe me. Not twice in ten years. I have been feverish before, but I know what I feel.

I think someone has been coming into my room at night. Or something. Mattie will post this on the morrow. Please

(the letter ends here, unfinished.)

this if asked and that is the only way to legally and ethically see the body.

Julian was placed in the care of the local funeral home now owned and operated by Roger Hart. After their experience in *Remains to be Seen*, the investigators should be very familiar with the layout of the funeral home in the event they want to break into it. This should not, however, be necessary.

Hart is a soft spoken gentlemen of average height and build. He has thinning, curly, gray hair and pale blue eyes. Julian, the investigators are told, is in the basement of the building and has already been embalmed. All that remains is to prepare the body for burial. The fact Julian has been embalmed will be a great blow to those who were hoping to seek out evidence of vampirism.

When viewed, the body will most likely be on a steel table, partially dressed. If the group waited a few days before viewing the body, it will probably be already in the casket and in the

chapel on the first floor.

Julian appears as a pale, thin, gaunt man, much as he did in life. No injuries aside from those caused by the embalming process are evident. Successful Forensics or Medicine rolls can confirm this. If an actual forensic examination is conducted, the cause of death cannot be determined unless the body is autopsied. Amelia will not agree to this under any circumstances unless the investigators already have compelling evidence of foul play (they probably don't) and a successful Persuade roll is made. After all this hassle, an autopsy is inconclusive. Julian's physical condition was obviously poor and his lungs are in extremely poor condition. The physician conducting the autopsy will, with a successful Medicine or Pathology skill roll, conclude that though the procedure was inconclusive, it seems probable Julian's lungs finally wore out and that he died in his sleep. No evidence of vampirism exists other than the pale, weakened nature of the body.

Interviewing Roger Hart is possible and he will be most cooperative as long as he believes the group is acting with the blessing of Amelia Apcott and in the best interest of the Apcott family. The only important fact he can relay is that during the embalming process, he removed a normal amount of blood from the body. Note that when a body is embalmed, the circulatory system of the corpse is flushed of all fluids and embalming fluid is pumped in. During this process, the blood is drained into a glass jar and the amount is quite obvious to anyone who is even remotely competent. Judging Hart's competence may be a challenge, but there is no evidence that he is not completely capable at his job.

A SUSPECT

In a town like North Ashfield, everyone knows everyone else. Strangers in the area are obvious and are the source of gossip and rumor mongering. The investigators should sooner or later ask around to see if any strangers are in town or have been seen lately.

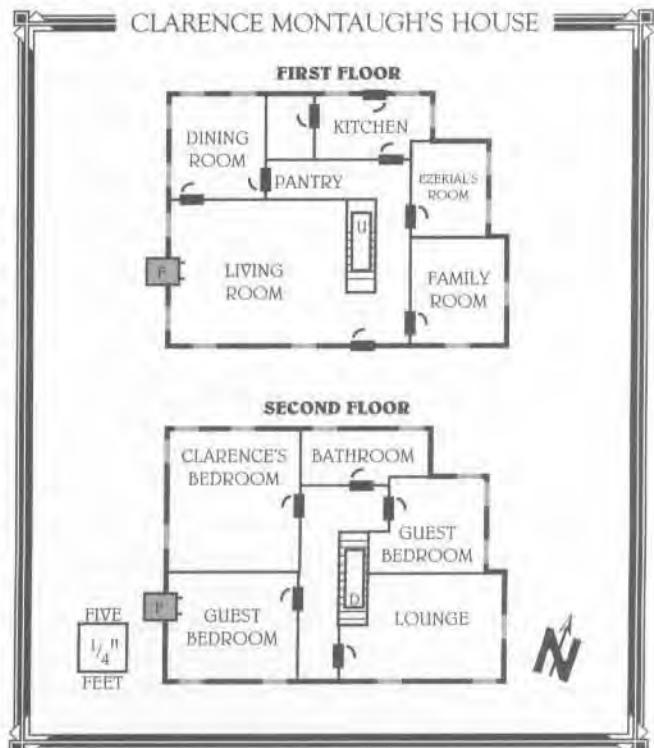
Nothing of note has occurred in North Ashfield in months and certainly nothing that would attract outsiders. As an out of the way rural community, strangers rarely stop except to buy fuel at the service station and perhaps grab a bite to eat at the Benevolent Café.

However, late in March, a stranger did come to town. This is widely known though not to the Apcotts. Information on him can be obtained from many people. Asking neighbors or people on the street may bring good results. A successful group Luck roll will indicate the individual who is questioned knows of a man who has been renting a room in the home of Clarence Montaugh since March. Asking the same questions in the café will automatically gain the information unless a group Luck roll is fumbled. These Luck rolls may be attempted once per person questioned. In other words, as long as the investigators ask more than one or two people, they should be able to gain this information quickly.

Further checking is warranted. The fellow's name is Clark Woodruff. He claimed to be a historian studying rural New England and arrived in North Ashfield in the third week of March. After visiting the café and a few other spots in town, he visited old Clarence who is known to rent his back bedroom out on occasion to visitors to the area. At this point, spying on Woodruff, who is in fact Ezekial Apcott, will meet with little success. He does nothing suspicious, at least at first.

Overzealous investigators may decide to invade Clarence Montaugh's home in order to search Woodruff's (Ezekial's) bedroom. Thoroughly illegal and probably unjustified this early in the scenario, they should meet with stout resistance. Clarence is a 76 year old retired farmer who sold his land ten years ago and bought a small house in North Ashfield. When he was a young man, he served in the Army and experienced combat in the Indian Wars and the Spanish-American War. He now confines himself to his home along with a small terrier ("Tacky") and two large housecats ("Calico" and "Patches"). The cats are harmless, but the terrier is a very alert animal. Also visiting is his young grandson, David. This ten year old is staying with his grandpa while his father, who lives in Greenfield, seeks job opportunities in Boston.

Tacky's presence is an obstacle for investigators. He will bark at anything he detects within fifty feet of the house and he detects people 95% of the time. So, unless Tacky fumbles multiple Listen rolls, he will bark when intruders try to slip up to the house. Clarence will not ignore his dog and as a paranoid man, will be prepared to repel any burglars, cutthroats, anarchists, or Reds he believes in his fevered mind are out to do him or his grandson harm. More on Clarence Montaugh can be found in the NPC section.



In the unlikely chance the investigators do get to ransack Ezekial's room unhindered, they will find interesting things. A cursory inspection reveals little of note. The room is equipped with late nineteenth century furnishings and is somewhat spartan. In addition to a bed, nightstand, chair, and desk is an old chest. Ezekial (Clark) has placed his personal belongings in here and keeps this locked when he is out of the room. However, a successful group Luck roll (the lowest Luck roll among the participating investigators) means Ezekial either did not lock the chest or left some items on the desk.

If the items are not easily accessible, picking the lock is easy since it is an old style padlock (requires a successful Locksmith skill roll at +20%). Since the chest and lock belong to Clarence, both Clarence and Ezekial have keys. The top layer of items in the chest are clothes and other mundane things, but at the bottom are four heavy books. The first is the Bridewell edition of *Nameless Cults*. It is described more fully later in the scenario. The second is a handwritten manuscript entitled *Magick of the New England Witches*. Compiled in 1790 by an unknown author, it was borrowed from the Luna Park Society library by Ezekial. A label affixed to the inside front cover bears the printing "Luna Park Society, Boston." (This label provides sufficient information to allow one to find that organization in the Boston area; it is described beginning on p. 120.) The book is actually more a collection of notes on sixteenth and seventeenth century witches in New England than an organized study of witchcraft. Much of the information is totally bogus, having been taken from rumor and innuendo. It takes four weeks to study and no benefit is gained since the information is wrong on most accounts. The third volume is an obscure occult tome entitled *A Treatise on the Black Arts*. It is described more fully later in the scenario. The final book is a road atlas for New England (published in 1928). With the books is a file folder containing scribbled notes and sheets of blank paper. The notes list the current residents of the Apcott house and describes each of them. They also contain some Apcott genealogical information plus a crude sketch of the layout of the house. In reviewing the notes, it is obvious that the resident of this room has some special or peculiar interest in the Apcotts. Aside from the chest, two bundles of cash are under the mattress, each consisting of twenty crisp, new ten dollar bills (total of \$400.00).

THE DISTRACTION

While the investigators are busy around town, Ezekial is executing the next step in his scheme. After draining Julian of all his POW on the evening of April 2, he realized the young man was hardly worth the effort. He simply had little POW (only nine points), far too little to satisfy Ezekial's needs. Now Ezekial knows he is in dire straits. It seems he will have to drain both surviving Apcotts (this includes Alison, if she is still around) in order to live another decade. Having consumed his entire supply of blood relatives, he would then perish. Ezekial hates this idea and has come up with an alternative.

He figures that after two hundred years, the Apcotts must have some branch or branches of the family elsewhere. His task now is to find them...and find them quickly. He has less than two months to act and is probably aware that the investigators are involved. While powerful, he knows he is vulnerable and wants to avoid confrontations where possible.

Within the Apcott home are documents and these are what he hopes to seize and use to track down other branches of the family. If this fails, he will return and drain the rest of the family. Mattie is last on his list for if she survives and the last of her POW is not needed to sustain him, he wants to possess her. Once in Mattie's body, he can literally become a baby factory, producing children to sustain his own need for life energy. In doing this, he would probably allow some to grow up and expand the family while others would die to satiate his need for life energy.

Ezekial's plan at this point is straightforward. The third night after the investigators arrive (or whenever the Keeper feels is appropriate), Ezekial will slip into the Apcott home in an attempt to steal family papers. Locked doors will not stop him for he has become adept in recent years at picking locks and illegally entering homes. He should be able to get away with his burglary fairly easily. The framed family tree, the family photo album, a few bundles of letters in a desk drawer, and miscellaneous other papers are quietly taken and Ezekial then slips away with his ill gotten goods. If an investigator is on guard or awake for some reason, it is possible he or she may detect and interrupt Ezekial. An encounter will probably cause Ezekial to flee, but if hard pressed, the unfortunate investigator should be quickly dispatched with whatever entertaining destructive magic the Keeper chooses to employ from the sorcerer's arsenal of spells. An attack will be swift and brutal and designed to put off pursuit. This may result in a dead investigator or one that is merely injured or incapacitated. In any case, Ezekial should be able to escape with at least the family tree.

In the event Ezekial cannot enter the house or is chased off before he can get the family tree, he will go with a backup plan. The next evening, after a little creative arson, an adjacent house will go up in flames. Inevitably, there will be cries for help from the conflagration and unless they are total cads, at least some of the investigators will rush to the scene to assist. This should provide Ezekial with a new opportunity to enter the house for what he wants. Perhaps he can exploit the confusion or simply take advantage of the fact that fewer investigators are present. Regardless, Ezekial should get what he needs.

If he wasn't detected initially, evidence of the break-in will be seen in the morning. Drawers are left open and the fact that the family tree is missing is glaringly obvious. Amelia and Mattie can quickly pinpoint what is missing. They have no replacement for the photo album or the letters, but the family tree is another matter. In *Cold Spot*, the family tree was a player aid and the investigators may have retained it, perhaps forgetting to return it to Amelia at the end of the investigation. Otherwise, Amelia can provide them an older, but still reasonably accurate copy

from a strongbox in her bedroom. If the Keeper wants to provide this older copy of the family tree, use Player Aid #4 from the back of this book (Julian Apcott and both Mattie and Patrick Harper are not listed in this version). The investigators should ask at this point why someone would want old letters, a photo album, and a family tree.

Keeper's note: if the Keeper is so inclined, it may be advisable to have Ezekial's first break-in attempt automatically fail. This could be for any of several reasons including having Mattie accidentally discover a dark figure and raising the alarm, forcing him to flee into the night. This would allow the Keeper to increase the drama of this sequence by having Ezekial attempt a riskier break-in, using the arson or other diversion just described.

THE NEXT STEP

If the investigators haven't done so already, they should now consider who might be responsible. One good tactic already described is to seek out strangers in town. Both Amelia and Mattie can attest to the fact that few outsiders linger in North Ashfield for any lengthy time, pausing only to purchase food or gasoline. This option was previously described and the investigators may already be aware of Clark Woodruff, the stranger in Clarence Montaugh's house. While before, little could be done (legally) to investigate him, now there is more motivation.

Checking out Woodruff is now easy. Visiting Montaugh's home will for the first time meet with success. Clarence is an angry man. While he was asleep, his boarder skipped town, leaving his room an awful mess. He didn't even bother to pay the last few days rent.

Unless they have done something previously to aggravate Clarence, he will admit the investigators to his home if they express any interest in finding Woodruff. Obtaining Clarence's permission to search Woodruff's room should be easy barring total incompetence on the part of the investigators.

The bedroom is a mess. It looks as if someone packed up and left in a hurry. The mattress is askew as if something had been stored under it and the bedlinens are in a rude lump in the corner. The doors to the wardrobe are open and it is completely empty. An overturned coffee mug lies on the floor next to the nightstand. A window is ajar and paint on the sill is scraped, indicating someone climbed through. Under the bed can be found the dead body of Tacky, Clarence's terrier. Ezekial was forced to kill him in order to keep him silent so he could slip in and out of the house at night. Clarence does not yet know Tacky is dead and thinks he somehow got out of the house. When told of this, Clarence will lose 1/1D4 SAN and become extremely agitated and irate. This is not directed at the investigators, but if he ever learns Woodruff is back in town, it is open season on him.

At first, there is little that would lead the group onward. Clarence can give them a physical description of the man they are now looking for (5'10", 160 to 170 pounds, medium build,

medium length bushy brown hair, brown eyes, medium complexion, and a raspy voice) which can be confirmed by people in town who met him. He has more information if the group is patient and help calm him.

Not widely known is the fact that Ezekial drove to town. Once at the Montaugh house, he parked his car and walked everywhere. Clarence remembers the car and, being the paranoid, yet observant sort, got a description and license number when Woodruff first arrived. He was driving an early model black Studebaker Dictator Royal Tourer with Massachusetts license number LUNA4.

Questioning ten year old David Montaugh will result in more information. David at first claims to know nothing. A successful Psychology roll on him reveals that he is scared and if his grandfather is throwing a tantrum in the background, his fear is more obvious. A little coaxing (a successful Persuade roll) will get him to speak.

Like most young boys, David is curious and likes to get into things. He thought the stranger in the back bedroom was interesting. After all, he owned a shiny black car, dressed in nice clothes, and had a couple bulging suitcases that must have held all sorts of wondrous things. So, when he could, he would spy on the stranger. He soon regretted his curiosity.

From eavesdropping, he learned that the man seemed to mutter to himself a lot. The man seemed nervous, even agitated in private and was a totally different person when alone. As David watched him through the keyhole in the bedroom door, he discovered that the man constantly muttered things about "apricots." As far as David could gather, the man was fixated on the subject. He was glad that someone named Julian was dead and may have even had a hand in his death. Apparently, he is in some sort of trouble and needs something involving "apricots" in order to get out of it. The fact that he seems to wish harm upon people in town frightened David and what scared him more was that this man seemed to be willing to take an active role in bringing destruction on them.

David took his explorations one step further. While Mr. Woodruff (as David calls him) was out one day, David managed to get into the room through the poorly fastened window. He got a look at Woodruff's belongings and was totally fascinated. Lying on the desk were several large books and they seemed quite old. When opening one, he found the pages to be yellowed and dry and musty smelling. Strangely, it was a handwritten book. This confused David for in his limited experience, the only books he has ever encountered have been mass produced printed volumes. David couldn't read the writing; it wasn't in English. He was forced to leave before he could get any further because he heard Mr. Woodruff returning and greeting his grandfather in the living room.

Two more bits of information can be learned from David. He doesn't understand their significance and may neglect to mention them since they seem unimportant. A successful Persuade or group Luck roll (or the Keeper's discretion) will get him to part with this knowledge and one roll

must be attempted for each fact.

(1) One of the last things David remembers hearing is the statement "those bastards from '29 are back again interfering with my plans." He has since forgotten the specific statement, but remembers the menacing houseguest was concerned about old enemies. He can relate this to the investigators who may suspect they are the ones being referred to.

(2) One other overheard comment makes no sense to David. "I need more apricots!" was repeated more than once. David, being from out of town, knows nothing of the Apcott family and misheard what was said. He thought "Apcott" was actually "apricot." His statement is confusing unless, of course, one or more of the investigators makes the connection intuitively.

At this point, it should be obvious that finding the Montaugh house and interviewing its residents is important. There is a chance the group will fail to learn of it initially. However, the afternoon after Woodruff has skipped town, Clarence will go to the café for a sandwich and coffee and there will spill the beans about his ordeal. Soon the whole town will know so it will be no more than a day before the group finds out about this unusual event.

THE FUNERAL

The funeral of Julian Apcott will go off normally on April 10, barring interference from the investigators. They are encouraged to attend by Amelia, but events may force their absence.

If they attend, they will find the funeral to be crowded with sympathetic North Ashfield residents. Also present are several family friends from out-of-town (like the investigators). The funeral was scheduled eight days after Julian's death in order to allow these special guests time to arrive. Their presence is mundane and ordinary, but the investigators might be suspicious of them. The Keeper should be prepared for this contingency. Note that much of the town is present here and the investigators might be daunted when they learn there are over one hundred mourners to check out.

Reverend Francis Connolly presides over the funeral and the Apcotts remain solemn and silent throughout. Only Mattie betrays the emotion of the scene, openly weeping at the conclusion. The funeral is mercifully brief, as per Julian's wishes. If one investigator became especially close to Julian in the last ten years, he or she may be asked by Amelia to say a few words before the gathered crowd.

THE CHASE COMMENCES

Pursuing the suspect is the only option the group has. If they believe it could be Ezekial, all should go. Anyone left behind in North Ashfield will have an uneventful time though may be later contacted by telephone and asked to follow along.



David is on the guest

The group has two major leads here, though they may not realize it. First, they can easily trace the the license plate of the Studebaker and this will eventually lead them to Ezekial. Second, if they realize the importance of the family tree and Apcott genealogy, they may anticipate what Ezekial is doing (but probably not why) and beat him to the proverbial punch. Each option is described separately.

GENEALOGY

If the importance of the papers taken from the house is discovered, the group may believe that the assailant is after Apcotts in general. Since a family tree was taken, perhaps there are more Apcotts around than the ones in North Ashfield. Amelia knows of none, but genealogy was never her strong suit.

In their hands, the players should have an actual copy of the family tree (Player Aid #3 from *Cold Spot*), either provided them recently by Amelia or carried over from the first scenario. Regardless, examination of the family tree will reveal that there is one branch of the family that is unaccounted for. It dates back to before the Civil War and a name on that branch bears a date of birth, but no death is recorded. In all other cases, death dates are recorded on the family tree. The name in question is John Keeling.

John Keeling was the son of Margaret Apcott and Joseph Keeling. Born on November 30, 1859, both his parents were dead by the time he was 13 years old. Amelia knows nothing of this branch of the family since it predates her limited knowledge. A logical deduction would be that John Keeling ended up in the care of the Keeling family rather than the Apcotts.

Several means of tracking down the Keelings is possible. First, searching the Apcott home for more clues to their whereabouts is possible and may meet with success. In the attic are crates and trunks of old belongings, everything from dishes to linens to furniture. If a thorough search through the dusty mess is made, in the bottom of one old trunk are a few bundles of letters. Items within the trunk date it to around the time of the Civil War. The top layer consists of blankets, but under that are old newspapers and the aforementioned letters. Two of the letters are important. The first, dated December 3, 1859, is from Margaret Apcott Keeling to her mother, Jane Peterson Apcott. It is a birth announcement of one John Keeling. Player Aid #26A is a transcript of this letter. The second was apparently written soon after the first. In it, she regrets her family not being able to see the newborn, but wintry conditions in Royalston make a trip unwise for either her or her family. The transcript for this second letter is Player Aid #26B.

It is certainly possible the investigators will be daunted by the prospect of searching the house, particularly the dusty, cobweb filled attic. Other options remain. Going to the county records office in Greenfield is a possibility. Checking through records there is possible and even prolonged research is as long as the group asks for specific items or succeeds in a Persuade roll. If the latter is successful, one researcher may assist the clerk

PLAYER AID #26A: LETTER FROM MARGARET KEELING TO HER MOTHER ANNOUNCING THE BIRTH OF HER SON

December 3, 1859

Dear Mom,

I know you will be most happy with this letter. You are now a proud grandparent. I gave birth to a son, John, on November 30. He is a healthy boy who resembles Pa. I can't wait to visit and show him off.

Please don't worry a bit. Both I and John are in good health and good spirits. Joseph is fine and sends his best wishes. The snow up here in Royalston has been a bit overwhelming this year, but if the weather clears, we will try to visit for Christmas. Give my best to Pa and the family.

Love,

Margaret

PLAYER AID #26B: LETTER SENT FOLLOWING PLAYER AID #26

December 15, 1859

Dear Mom,

It seems we will not be able to make it to North Ashfield for Christmas after all. Early snows here have choked the roads. I fear that even this letter may not reach you until the New Year. Royalston is completely frozen in.

I'm sorry we won't be able to make it, but we will visit as soon as we can. Dr. Ritters said we should only go when the weather is clear since it could affect young John's health, and mine as well. We really miss you and will remember you in our nightly prayers.

Love,

Margaret

in finding the Keeling name, but may not look through files unsupervised.

Sadly, the Keeling name is not listed anywhere. No one by that name has ever resided in Franklin County, at least as far as the records show. However, there is one place that may be checked...marriage certificates. If marriage certificates on file for the year 1856 are searched, one listing the names "Margaret Apcott" and "Joseph Keeling" is found. Joseph's place of birth is listed as Royalston, Massachusetts, while Margaret's is listed as North Ashfield. This is a new link to that town that can be followed up on.

Failing this, the last good option is to seek out old issues of the *Greenfield Gazette and Courier*. These are available in the Franklin County Historical Society in Greenfield, their offices in Greenfield, and the Calvary Episcopal Church in North Ashfield, all locations the group should be well familiar with. An issue dated Wednesday, June 18, 1856 contains a small marriage announcement (Player Aid #27) and vital information that could lead the investigators to the modern day Keelings.

With this information in hand, they can try to head off Ezekial Apcott by finding the Keelings first. As better researchers, they should be able to do so quickly assuming they received these clues in a timely manner. More on the town of Royalston and the Keelings is in the section entitled "Full Circle: Royalston."

THE LICENSE PLATE

Woodruff/Ezekial will have made a clean getaway so any hope to catch him on the roads is a pipe dream. However, with the license number and vehicle description in hand, it is possible to trace the automobile. If the group is on friendly terms with Sheriff Taggart of the Franklin County Sheriff's Department, he may run these checks for them. Otherwise, they will have to visit the Department of Motor Vehicles' office in Boston.

Getting to Boston will take a few hours by train from Greenfield or a whole day by automobile. The office of the DMV is open between 9:00 A.M. and 5:00 P.M. weekdays. When they arrive, they will have only brief wait. The clerk is obviously new at the job and is still trying to get used to the routine. This inexperience can be to the group's advantage.

If they go to the clerk and ask him to check the license number, he is hesitant to do so. He isn't sure he can release such information without authorization. A successful Fast Talk roll will get him to look up the records. If the Keeper decides the story the group is using is particularly good, there may be a bonus to the die roll.

The Massachusetts license plate LUNA4 is registered in the name of the Luna Park Society. Their address is 901 Breeds Lane, Boston. The vehicle is a black, 1929 model Studebaker Dictator Royal Tourer.

THE LUNA PARK SOCIETY

This non-profit organization is a group of occult enthusiasts who study and discuss the supernatural in weekly meetings. Founded in 1920, it is well funded due to the generally affluent nature of its membership. There are fifty members in this all male society, most of whom are amateur enthusiasts as opposed to well learned researchers or professional parapsychologists. It is possible the investigators belong to a similar group themselves and may know of this one (if appropriate, Knowledge rolls may be called for) or even have had some peripheral con-

PLAYER AID #27: MARRIAGE ANNOUNCEMENT IN THE JUNE 18, 1856 ISSUE OF THE *GREENFIELD GAZETTE AND COURIER*

KEELING-APCOTT

Married last Sunday were Joseph Keeling and Margaret Apcott. Joseph is the eldest son of Geoffrey and Wilhelmina Keeling of Royalston. Margaret is from North Ashfield and is the youngest child of Walter and Jane Apcott. Joseph recently purchased a small farm outside of Royalston where he intends to raise chickens.

tact with it. It is not recommended, however, that the investigators already be members as this would drastically alter the course of the scenario.

The Society is one dedicated to discussion and research more than active investigation of the paranormal. Meetings are held every Saturday afternoon and these can sometimes drag well into the evening hours. Occasionally seances are held and use of ouija boards and tarot decks is commonplace. Headquartered in a house purchased out of the organization's treasury and special donations, the Society publishes a monthly, two page newsletter called the *Luna Park News*. This generally contains the minutes of the month's meetings and a few articles on the supernatural by Society members. Circulation of this newsletter is generally restricted to the membership and a relative handful of interested parties in the Boston area. A diagram and description of the Luna Park Society's house is provided later.

In his travels, Ezekial sought a place where he could settle down and continue to learn. When he discovered the Luna Park Society, he determined that it was ideal for his needs. Here, he could conduct all kinds of dark research without anyone becoming suspicious about it. The Society's occult library is quite good and has served him well over the past two to three years. In addition, he hopes to gradually take control of the group and turn it to evil purposes. Already, he has a few followers and dupes within the ranks and given time, he will undoubtedly convert some others and scare off the rest. Right now, he is considered a valued member and few suspect his true nature.

A little investigation of the Luna Park Society can turn up a wealth of information. It is not a secret society though it is restricted, allowing no female or minority members (something that is fairly typical of the times). Gaining knowledge on this group is easy. Asking local parapsychologists and professors in theology and occult at area colleges and universities will gain most of what is needed.

The current president of the Luna Park Society is a parapsychologist named John Arthur Coppington. This tall, thin, fifty year old is largely a figurehead and spends more of his time researching the paranormal than he does running the organization. He is independently wealthy, having inherited a small fortune from his family. The Society's treasurer, Gordon Pryce, is of similar economic and social background as Coppington, but is competent enough to conduct accurate bookkeeping. The rest

of the membership is rank and file and every year on the winter solstice, a new president and treasurer is elected. Coppington has served eight consecutive terms as president and Pryce has been treasurer for three years.

The Society is an open organization. Anyone who appears respectable (middle or upper class) will gain admittance as long as they aren't reporters or anyone who may be disruptive to the genteel atmosphere. Membership is restricted to only those who can convince a panel of members that they are serious and can make a valuable contribution to the organization.

New members must pay a one time initiation fee of one hundred dollars to join. Afterwards, annual dues are twenty dollars though special donations are sometimes solicited. All members have full access to the Society's house including its rather substantial library, photolab, and other attractions. Everyone is given two copies of the monthly newsletter and is invited to join in on weekly discussions. Attendance is not required, but is strongly encouraged. Most members miss at least some meetings; few fail to attend at least once a month.

In addition to this, the group owns five vehicles. Each is a shiny, black Studebaker Dictator Royal Tourer, a fine quality though not highly luxurious five passenger automobile. All are identical to the one Woodruff/Ezekial was driving and their respective license numbers are LUNA1, LUNA2, LUNA3, LUNA4, and LUNA5. Members may freely use these as long as they sign them in and out and refuel them when appropriate. Another perk is a Luna Park life insurance plan (for an addi-

tional small monthly fee, a member gets a \$5,000 term life insurance policy). Finally, as many members are affluent, business connections are often made in the Society making them more than a simple group of occult enthusiasts.

CHECKING OUT THE LUNA PARK SOCIETY

This is relatively easy as long as the group doesn't assume the whole organization is a nest of cultists. Remember, it is an open organization. Visitors who indicate they might be prospective members will be treated to the grand tour. The sign up sheet for the vehicles is clearly posted on a bulletin board in the foyer. When one checks to see who had LUNA4 out and when, they will be disappointed. The vehicle hasn't been signed out in over three weeks so according to this document, it never left the grounds. This is confirmed when the garage is checked. Parked inside are all five black Studebakers. Quietly asking around about the vehicles indicates few seem to pay any attention to them and it would be easy for a member or servant to "borrow" one unnoticed for a time. Eventually a servant may be encountered who remembers one of the vehicles being gone for a few days, but this is not unusual and he has no idea who had it.

While membership records are not open to the public, asking for one Clark Woodruff is smart. Unfortunately, no one here has ever heard that name before. This is because "Clark Woodruff" is an alias Ezekial assumed when visiting North



A quiet moment at Luna Park

Ashfield. The real Clark Woodruff was a contemporary of Ezekial's who died in 1722 and is buried in the old section of the North Ashfield cemetery. The alias Ezekial now uses is Montague Feister.

When touring the Society, nothing comes into view that seems unusual. The library is striking because of the number of volumes it contains (well over one thousand). Overall, the house is well-furnished, ample evidence that the organization is well funded and financially sound. The half dozen or more members who are generally here at any given time are well dressed and obviously men of some means. A handful of servants are also present and spend their time maintaining the premises and serving the members drinks and food. During good weather, a few members may even be out on the back lawn playing croquet.

After all else fails, someone may give out the description of Woodruff they have. Unfortunately, it is so generic as to be able to be applied to any of a dozen members of the Society as well as a couple of the servants.

BREAKING AND ENTERING

Perhaps rash unless the investigators are particularly paranoid, breaking into the Society is possible. At night, only a couple live-in servants are present, the butler and the cook. Unless they horribly bungle the operation, they should be able to gain quick and easy access. The doors are never locked and searching the structure can occur unhindered. This will lead nowhere, however.

Slightly more risky is to slip away during a tour of the premises. This may be to get a closer look at some rooms or perhaps to get into the organization's files. Anyone caught at this who cannot talk his or her way out will be ejected along with

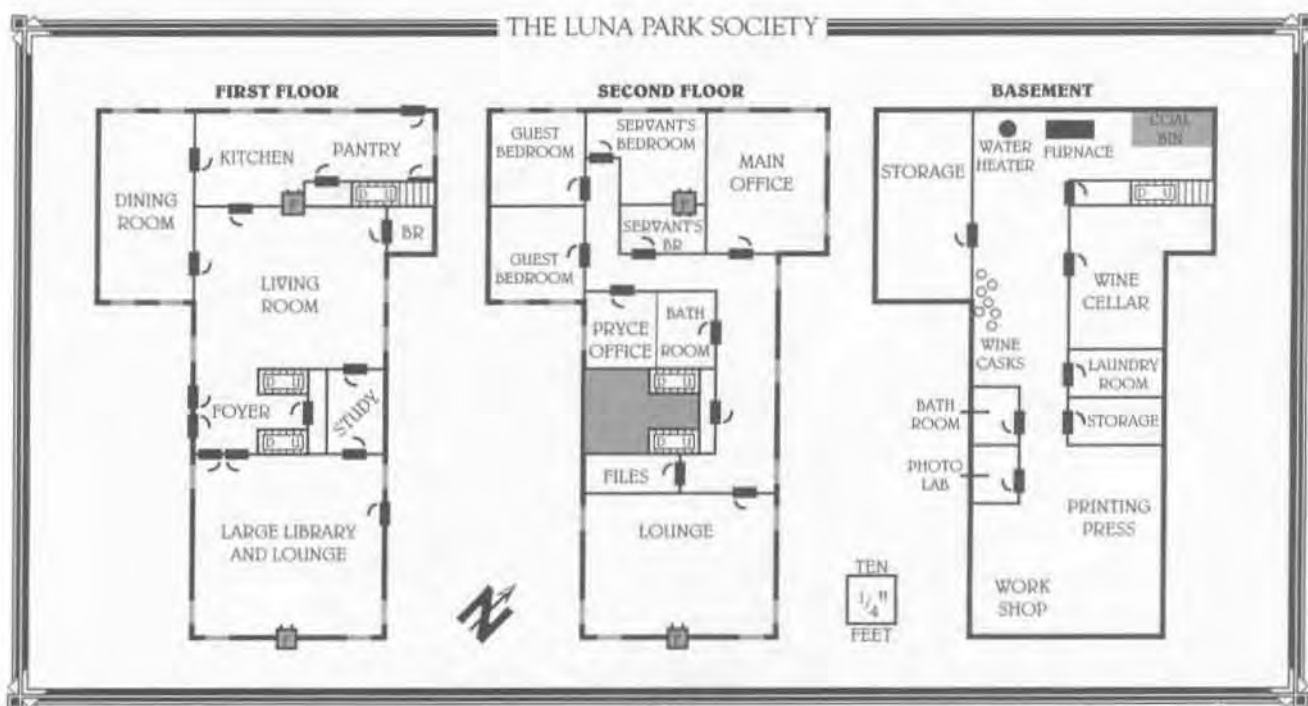
his friends. If a crime was committed (theft, property damage, etc.), the Society will call the police and have the offender(s) hurled into jail. They will prosecute offenders to the fullest extent of the law. Their attorney is quite capable and with plenty of money backing him up, investigators under valid charges will very probably be convicted, resulting in whatever punishment is appropriate.

JOINING THE SOCIETY

Visitors who exhibit a desire to join the Luna Park Society are invited to attend one of the weekly discussion meetings. These occur every Saturday beginning at 2:00 P.M. The next four Saturdays fall on April 8, 15, 22, and 29 (see the calendars accompanying this scenario). Only respectable appearing people will be invited, but the Society is eager to encourage recruitment so some member is likely to support an investigator who is well dressed and well spoken. On the other hand, if he is accompanied by a bunch of seedy characters who look more suited to a San Francisco dance hall, this could adversely affect his chances greatly of being asked to join.

The initiation process allows one or more of the investigators more prolonged exposure to the members, permitting them to judge who may be suspicious. Ezekial (in the guise of Montague Feister) will be lurking in the Luna Park Society for however long the Keeper decides. It may be as little as a day or two or as much as a couple weeks. By the end of the month, however, he is forced due to time constraints to act.

Ezekial's activity at the Society is to research what he has found in the documents seized from the Apcott home. Much of his time will be spent in the organization's library and when its resources are lacking, he will go to the Boston Public Library



and area university libraries. Ultimately, what he is trying to find is the Keeling family. The information is easily found in genealogical records at the Society and in public records at the public library. The only variable is how long it takes Ezekial to acquire the information. For the sake of pacing and plot, the Keeper must decide when it is appropriate for Ezekial to make his discoveries. Once he is finished, he will begin his trek to Royalston, Massachusetts, where he will complete his grand scheme.

Uncovering Ezekial may occur in any of several ways. While he is in the library, an investigator may notice the Apcott family tree spread out over a large mahogany table. Ezekial/Montague is of course right there, diligently examining the document and comparing it to books he has found and notes he has taken. Another way to recognize him is to overhear him when he is speaking to another Society member. While he does have a thorough knowledge of contemporary English, he does, on occasion, lapse into the archaic dialect he grew up with.

A third way to track him down is to ask around among members for anyone who uses archaic (colonial era) English. Ezekial/Montague, as stated above, still lapses into this occasionally and it is now a kind of running joke among the membership. Not attaching any significance to this, they mention Montague's name in jest and say something to the effect that he takes occult research and ancient times a bit too seriously.

Note that acquiring any of these pieces of information requires someone to spend a prolonged amount of time in the

Society's headquarters. Casual visitors are usually in and out within an hour so to be able to lurk for a longer period may require someone to try to join the Society.

STOPPING EZEKIAL IN BOSTON

Rather than wait for Ezekial to take action and go to Royalston, the investigators may find themselves in the position that they can act against their nemesis in Boston. Unless they do something really public like gun him down in the Society's library, they will probably first want to confirm that they have the right guy. Following Ezekial home is not a problem as long as he isn't aware the group is onto him. If he is wary and discovers he is being shadowed, he will probably flee and head straight for Royalston. An alternative is to get Ezekial's address from the Society, either by asking a member where he lives (requires a successful Fast Talk roll to get someone to part with this information to a total stranger) or getting a surreptitious look at the membership files.

Ezekial has prospered over the past decade. He now rents a house in Boston. The house itself seems normal except the basement has been turned into a kind of Satanic shrine or temple. See the separate description and diagram of the house for more details. In it are the special characteristics of the house as well as unusual perils intruders may confront.



Observing Ezekial/Montague from a discreet distance does little good. He acts normally and does nothing to attract suspicion. Neighbors have nothing bad to say about him and he is known to sometimes give peppermints to children playing in the street outside his home (the investigators may actually witness this). There are only two reasonable ways to confirm that Montague is actually Ezekial. That is to follow him when he leaves to go to Royalston or to break into his home.

If they choose to act, either because they have hard proof that they have their man or because they are paranoid, the scene should play out naturally. In all likelihood, the group will

arrange some sort of ambush and either try to capture or assassinate Ezekial. He is a formidable opponent, however, and information on him can be found in the NPC section.

One fortunate benefit the investigators may have is that Ezekial might not instantly recognize them. A decade has passed since *Cold Spot* and Ezekial's observations of the group when he took on physical form were probably fleeting. Unless he encountered them in North Ashfield earlier in this scenario, they may be able to deceive him briefly before he recognizes them and takes appropriate action.

EZEKIAL'S RESIDENCE

On viewing the map, the Keeper will notice it is a medium size two story house with a basement and attic. Rooms are marked with their respective names and rather than provide a prolonged description here, the Keeper should elaborate where necessary. In general, the house is reasonably well furnished, indicating the occupant is male and affluent. Highlighted areas are described below.

FAMILY ROOM

Obviously a room where Ezekial spends quite some time, the family room is well furnished with hunting trophies decorating the walls. Included among these are two deer heads, a boar's head, and a black bear's head. Hanging above the fireplace is the head of a large mountain goat and below that is a .30-06 bolt-action deer rifle. It is not loaded and there is no ammunition for it in the house (it is there for show).

In addition to several comfortable chairs including two large, leather, wingback chairs, the room contains a woodbox, bear skin rug, a large oak desk, and four bookcases. These bookcases are crammed with a wide assortment of literature, but most common are occult texts of every size and description. Occult enthusiasts will note many of the so-called "classics" of the field: Augustin Calmet's *Treatise on the Appearance of Spirits and on Vampires* (1746, a French edition), Margaret Murray's *The Witch-Cult in Western Europe* and *The God of the Witches* (both in English), Sprenger and Kraemer's *The Malleus Maleficarum* (a 1928 translation into English), Guazzo's *Compendium Maleficarum* (a 1929 translation into English), and Montague Summers' *The History of Witchcraft and Demonology* (1924, in English). Examining these and other books on the shelves will reveal that each is replete with margin notes, apparently scrawled there by Ezekial. Some notes are derisive of conclusions made by the authors and others simply call attention to various passages. If the investigators get caught up in this, they will waste their time for nothing written here has anything to do with matters at hand. At best, they will learn that Feister may have substantial occult knowledge.

Reading the books can be of benefit. Professional occultists and parapsychologists may very well have already read many or all of these, however. Anyone with such a back-

ground (Keeper discretion) must attempt one Knowledge roll per book. Success means that either the book has already been read or information within its pages is already known. Each book will reward a successful reader +2% Occult. A "successful reader" is one who succeeds in the appropriate language skill roll.

EZEKIAL'S BEDROOM

Located at the back of the house, Ezekial's bedroom seems normal. Upon initial examination there is evident only a large bed, wardrobe, open chest containing clothes, nightstand, small table, and a couple chairs. Under the clothes in the chest can be found a cigar box containing ten one hundred dollars bills and \$730.00 in assorted other bills.

KITCHEN

Initially, this appears normal. It is modern with a sink and faucet, insulated ice box, table and counters, cabinets, and more. Where in the rest of the house there are wooden floors, this room is tiled. A narrow entryway leading off from the side door and into the kitchen includes the doorway to the basement stairs.

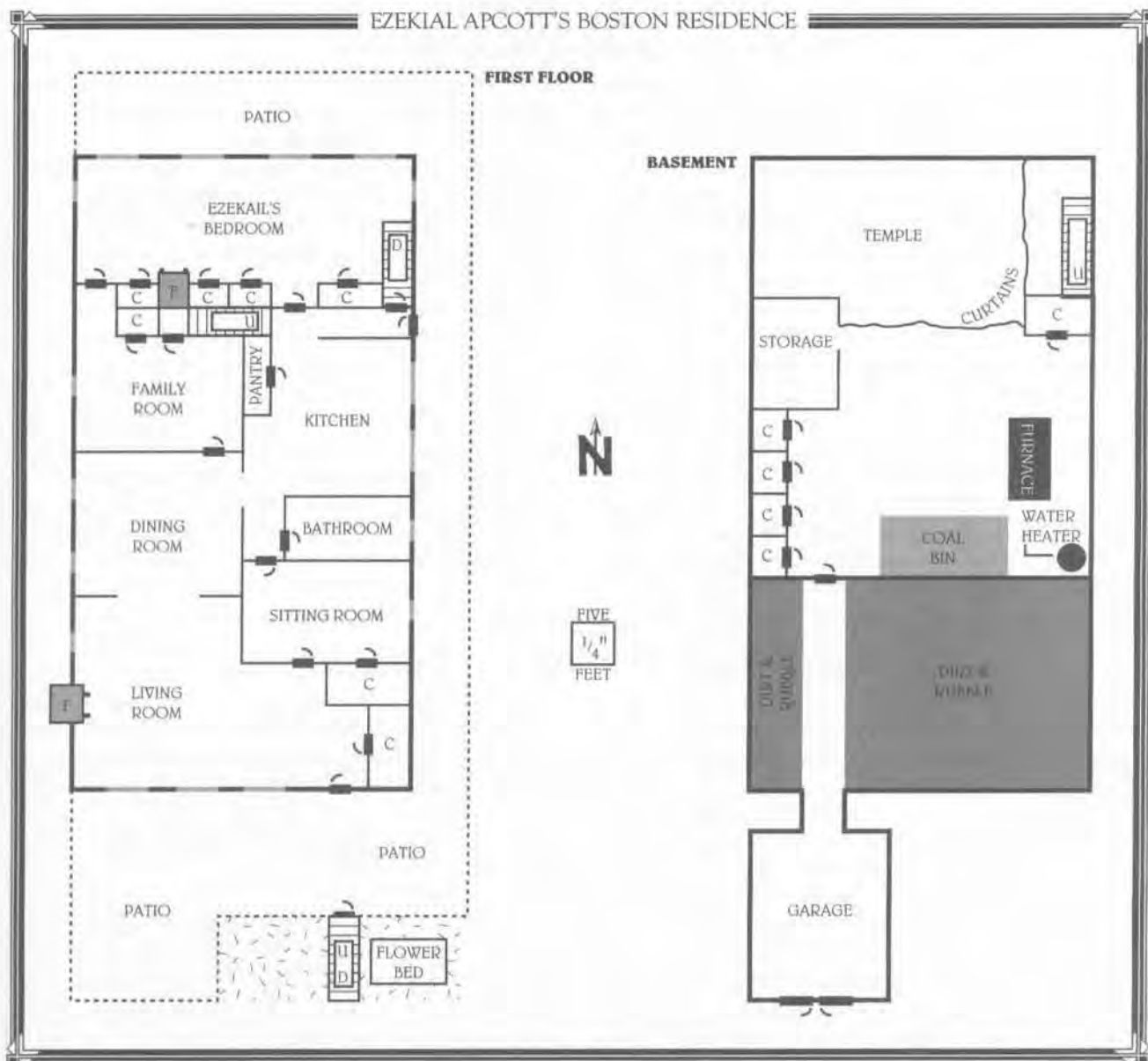
ATTIC

The stairs off the family room lead to the attic, which Ezekial uses only minimally. (A map is not included.) However, there are well over two dozen boxes and trunks up here that belong to former residents. The contents are unrelated to Ezekial or his plans. The sloping ceiling of the attic is coated with soot. The chimney has a bad leak and smoke and soot have been getting into the attic for years. Clever investigators could probably get away with a credible arson effort if so inclined.

BASEMENT

The stairs down are sturdy, but creaky and the fuse box is located under them. While there is an electric light fixture, the bulb has been removed so attempting to turn on the lights will do no good. Anyone entering the basement must bring a light source.

Intruders will quickly note that the north end of the base-



ment is one large Satanic temple, separated from the rest by heavy black curtains. An altar block is at the far end of the room away from the stairs. Later examination will show it to actually be fashioned of wood, but painted to appear like a grayish stone mass. The center of the floor is marked with a large, red pentagram around which are scrawled a series of incomprehensible Satanic and cabalistic symbols. Thirteen black candles are evenly spaced around this pentagram and though not lit, they are partially melted. Two tables are near the stairs, each covered with a black, silk cloth. On these are a variety of ritualistic items...small copper bowls containing various herbs (marijuana and hashish being among them), a pair of ornamental, but functional sacrificial daggers (equivalent to large knives doing 1D6 damage), a dozen or more black candles, a large goat's skull (successful Zoology or Biology roll to determine the species), a silver platter, six silver chalices, and

whatever else the Keeper chooses to place here. Hanging on the wall nearby are six black, silk robes complete with hoods.

There is nothing overtly dangerous in the basement unless Ezekial or his followers are present. However, there are some special things on the altar. On it is a small, black cotton cloth on which are the following items: one sacrificial dagger, one copper bowl, one silver chalice, a pair of handcuffs, and a pair of leg manacles. Examining the altar more closely reveals the presence of dried blood. Samples taken for later analysis will confirm that both human and animal blood are present.

The final feature is one that can get the investigators into trouble. Recessed into the back side of the altar are two shelves. Each contains a book. The first is the Bridewall edition of Friedrich Wilhelm von Junzt's *Nameless Cults* and the second is a leather bound manuscript entitled *A Treatise on the Black Arts*. Each is described separately on the next page.

EZEKIAL'S LIBRARY: NAMELESS CULTS

A rare, leather bound tome of at best passable quality, this edition was published in 1845 and may be known to the investigators (occultists and parapsychologists may attempt Knowledge rolls). It is unlikely any have ever seen a copy. It is reputed to be a published translation of a even more rare German text. SAN loss for reading this is 1D8/2D8 and it requires forty eight weeks of study. In English, it has a x3 spell multiplier and successful readers gain +12% Cthulhu Mythos. Spells contained are: Call/Dismiss Cyaegha, Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath, Contact Horned Man (Nyarlathotep), Contact Brother (Ghoul), Contact Zhar, Call/Dismiss Azathoth, Summon/Bind Byakhee, Contact Dagon, Contact Children of Dagon (Deep Ones), Revivify (Resurrection), Call Forth That Which Should Not Be (Call/Dismiss Nyogtha), Call Him, Call Space Devil (Contact Mi-Go), Create Barrier of Naach-Tith, Call/Dismiss It (Ghatanathoa). Note that these are the spells for the original German edition. The Keeper should feel free to remove or alter those listed since the Bridewall edition is

flawed and contains typographical errors and mistranslations. *Nameless Cults* is more fully described in the fifth edition *Call of Cthulhu* rules and Chaosium's *Keeper's Compendium*.

The presence of the dire tome (also known as the *Black Book*) is bad enough, but Ezekial has been so kind as to add margin notes. These will be the investigators' first taste of the Cthulhu Mythos in the campaign and will only be experienced in the aftermath. *Full Circle* will be long complete before anyone can adequately study this book.

Margin notes are a general running commentary on the book's contents. Observations made by the author as well as his conclusions are noted by Ezekial who makes rather subdued comments in general. By the end, notes include remarks like "there is a greater truth that my Master has not yet revealed to me" and "von Junzt knew much more than he expressed here." An Idea roll reveals that Ezekial may have intended to pursue an entirely different line of research once his immediate goals were accomplished.

EZEKIAL'S LIBRARY: A TREATISE ON THE BLACK ARTS

Published in 1803 by an occultist named R. M. Stouffer, this volume claims to contain descriptions of real life witch covens, satanic cults, vampires, lycanthropes, monsters, and demons of every type. One hundred are believed to have been printed, a handful entering the collections of major libraries (Miskatonic University, the British Museum, and the Peabody Museum are all known to have copies). The whereabouts of the bulk of the printing are unknown, but this is a prized tome among occult scholars and enthusiasts. The name "R. M. Stouffer" is believed by many to be an alias, protecting the name of the real creator whose identity still remains a mystery. The publisher, Union League, Ltd. of London, closed its doors in 1844 after a tragic fire wiped out its office and killed its owner/chief editor.

A Treatise on the Black Arts is a sturdy, leather bound volume measuring eight inches by fourteen inches. Within its 422 pages can be found numerous illustrations depicting monsters, scenes of ritualistic activity, and occult symbols and diagrams. These were apparently by the author was also an artist of sorts and all the pieces are charcoal and pencil sketches. They are reasonably well done, but are not particularly disturbing with only a very few exceptions. The contents are easy to read despite the archaic English and wordy text. The author purports all of the contents to be genuine though in the introduction, he insists he is merely a scholar and not a practitioner of the black arts. Many sections are written from the perspective of an eyewitness, as if the author were either present at certain otherwise unlikely scenes or interviewed one who was there.

The book is flawed. Many descriptions are in error. Others are misnamed, but otherwise largely correct. Buried

among mythological beings and entities from around the world (primarily European and Middle Eastern in origin) is information on the Cthulhu Mythos. Spells and the description of their effects are quite clearly given and can be learned fairly easily. As a treatise on the occult and witchcraft, it is flawed. Knowledgeable readers may be able to glean a fair amount of useful material from the text while those who are novices may learn bogus information.

Readers with 40% or more in Occult skill who succeed in their Read English rolls gain the following: +3% Occult, +3% Cthulhu Mythos, +1% History. Those with less than 40% Occult who make successful Read English rolls gain only +1% Occult and +2% Cthulhu Mythos. *A Treatise on the Black Arts* causes the loss of 1/1D5 SAN and has a x4 spell multiplier. Required study time is sixteen weeks.

This volume's spells are its most dangerous element. Like other information within, some of the spells are faulty. Most of its over fifty spells are wholly bogus and will have no effect if cast. However, here is a list of spells that will have some effect if attempted, but not necessarily the effect anticipated by the caster:

(1) Call Fire Spirit: This is Summon Fire Vampire as per the *Call of Cthulhu* rules.

(2) Hold Fire Spirit: This is a flawed binding spell for Fire Vampires. It simply uses up the caster's magic points and automatically fails to bind.

(3) Call Gargoyle: This is Summon Nightgaunt as per the *Call of Cthulhu* rules. No version of "Bind Nightgaunt" is in this text.

(continued at top of next page)

(4) Protective Pentagram: Purported in the book to be a kind of circle of protection, it has no effect. It can be cast around the people to be protected or around a creature to be entrapped. Taking fifteen minutes to create, it costs the caster ten magic points and 1D2 SAN. The book clearly states that "...no daemon may cross its boundaries."

(5) Ignite: Costing three magic points and no SAN, the caster murmurs a few words and concentrates on a target, typically an unlit candle or lantern. It will cause it to ignite with a flash. The spell takes one round to cast and can be used to start small fires in flammable materials. It cannot be used as an

attack nor will it work within six inches of living tissue. Thus, one cannot light a target's clothes or hair on fire. Of course, the latter two sentences are not mentioned as part of the spell so those learning this will have to learn through trial and error.

(6) Magic Sign: This is Voorish Sign as per the *Call of Cthulhu* rules.

Interestingly enough, Ezekial has placed his usual margin notes in this book, but they are only found in the first chapter. The reason is simple. Ezekial is still reading this book and has only progressed through a small portion.

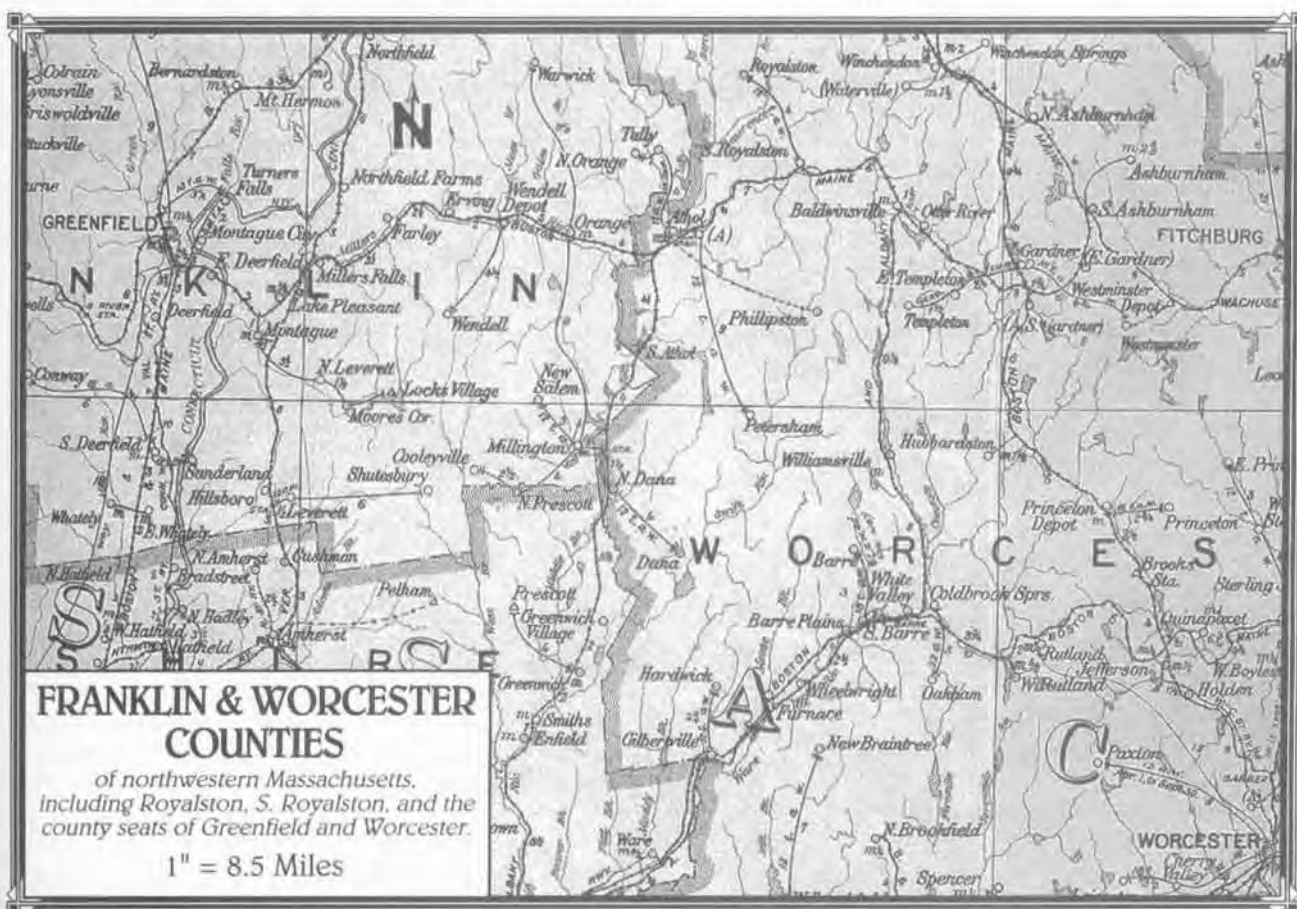
FULL CIRCLE: ROYALSTON

Royalston, Massachusetts, is a small town in northwestern Worcester County. With a population of 744 at the time of this scenario, it is an out of the way agricultural community. To get to Royalston, one must first travel to South Royalston. Though smaller (population 500), South Royalston has a train station. From there, the drive is only a little over four miles, but the road ends at Royalston.

Royalston is easy to locate. It can be found on the map of Massachusetts in most any decent encyclopedia (the author found it in Volume 11 of the *World Book Encyclopedia* of 1938)

and failing this, many atlases and road maps will show it. Worcester County is the largest county in Massachusetts and sprawls across the center of the state, bordering on Rhode Island and Connecticut to the south and New Hampshire to the north. It is east of Franklin County, one of five Massachusetts counties that border on it. The city of Worcester (population 195,311) is the county seat.

Royalston shares many traits with North Ashfield. It is little more than a cluster of homes around a small village center: service station, two cafés, general store, and the like. Finding the Keelings is extremely easy. Everyone in town knows the Keeling family. The people here are friendly and open and will give directions to anyone who looks normal and reasonably respectable.



The Keelings currently in Royalston are a small family. Extended branches of the family are scattered throughout New England, but there is no way to track them down in a timely fashion. Ezekial must come here as must the investigators if they fail to head him off in Boston.

The Keeling house is a medium size frame structure which shows some signs of neglect, but is otherwise a nice home. Living here are Percival Keeling, his wife Norma, and their children Lydia (age 14), Susan (age 10), Samuel (age 8), and Peter (age 3). Also living here is Norma's grandmother, Alberta Cowling. Norma is currently seven months pregnant. Percival is the primary breadwinner for the family. He operates a feed store adjacent to the general store and in his spare time hires out as a carpenter. Norma, now age 38, was a schoolteacher before she married Percival, but now devotes her time caring for her rather large brood of children. Money is tight for the family due to the Depression, but they get by. Needless to say, if Ezekial arrives here, he has found a veritable feast.

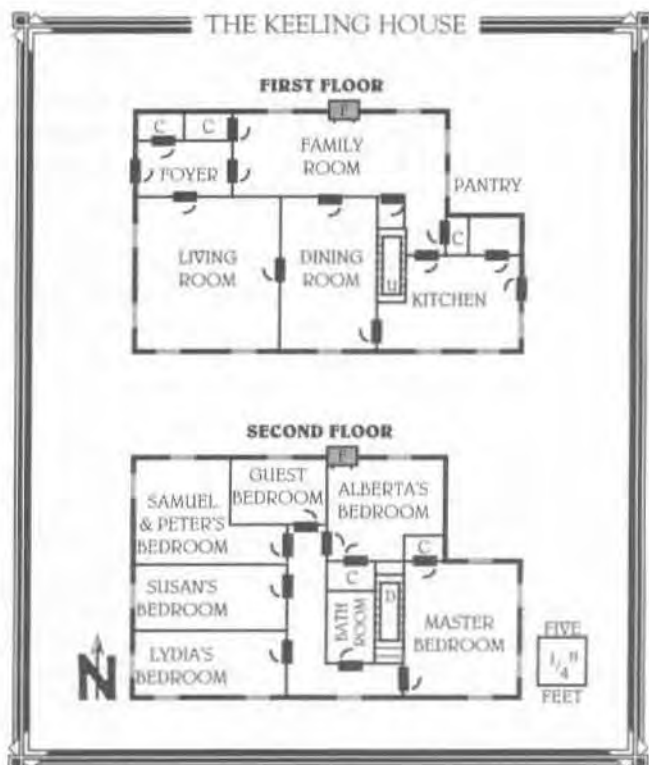
While not normally anti-social, the family is understandably wary of strangers who just show up out of the blue to speak with them. Visitors to Royalston are infrequent and aside from the occasional salesman, no stranger ever knocks on the Keelings' door.

IF THE KEELINGS COOPERATE

The investigators will hopefully have a plan on how they will approach the Keelings, assuming they even intend to. The best bet is to bring along Mattie or another member of the Apcott family. Introducing themselves in conjunction with a relative is enough to get in the door. Unlike the Apcotts, the Keelings have a large and very detailed family bible that includes many pages of family history and lineage. Finding the connection to the Apcott line is easy and will reinforce the image that the investigators are legitimate.

Other means of approaching them are feasible, but will most likely involve some sort of deception. Acting as salesmen or concocting some bogus story may get them a brief interview, but little more and nothing useful should be learned. If Percival isn't home (he is usually out from dawn to dusk except on Sundays), Norma is not likely to allow total strangers into her house. While Royalston is relatively crime free, she is not a total fool and will not allow herself to be placed in a vulnerable position.

Speaking with the Keelings can confirm their relationship to the Apcotts. Convincing them of any danger to them, on the other hand, is more difficult. Honest investigators may tell them the whole story, or at least an abridged version of it soon after encountering the family. If they belch out wild tales of ghosts and demons and sorcerers, Percival will probably eject them from his house and call the sheriff. An abridged version is a wiser avenue of approach. Eliminating supernatural elements



and just stating that some maniac is out to wipe out the Apcott line might be well received as long as the speaker seems credible (reflected by a successful Persuade roll). The Keelings are not fools and will be skeptical of virtually anything the investigators say. Therefore, they must be convincing. After an initial successful Persuade roll, the Keeper may demand a group Luck roll or perhaps a followup Persuade roll. Better yet, the scene may be played out with a minimum of die rolls, perhaps requiring only one Persuade roll at the end. If a player can be convincing in his or her speech, this should be a good indication that his or her character is being equally convincing.

If the group can get the Keelings to cooperate, they may be able to come up with a plan to thwart Ezekial. Most likely, this will involve laying down a trap for him either at the house or in town (or both). Those who are thinking will have the grandmother, Alberta Cowling, take the children and Norma to relatives in Boston for safety. Percival is one who will not want to abandon his house and will stay to assist. More on the Keeling clan is given in the NPC section.

IF THE KEELINGS DON'T COOPERATE

Two other possibilities exist here. Either the group fails to convince the Keelings they are in danger or they decide to not even approach them. In either case, options still remain.

If they haven't let on to Ezekial that they are on his trail, there is an excellent chance they can snare him here. Renting rooms in Alma Moore's Boarding House under assumed names is a good start. From there, they can try to blend into

the community. They can then spend the following days watching the town. Placing the Keeling residence under constant surveillance is a must since that would be Ezekial's primary target. Maintaining a vigil on Percival at the feed store is also important since Ezekial could choose to attack him while he is alone. The Keeper should feel free to make Percival an irritating chore to safeguard. Remember, he does carpentry work as a supplement to his income so he travels some during the day. Intelligent investigators should have little problem following him around the area, especially since Percival isn't particularly perceptive.

SHOWDOWN

The investigators don't have long to wait. Ezekial has only a limited amount of time so will not tarry in Boston very long. Eventually, he will end up here in order to find the Keelings and make his move.

Ezekial's plan is simple. Enter the town as a normal traveller and buy lunch at the café. In the mean time, two Satan-worshipping followers recruited from the Luna Park Society will lurk outside of town in a rented truck. These men are described more fully in the NPC section. Well-armed and determined, his confederates will be on call to assist him when needed. At the café, he will casually ask where the Keelings live, stating he is a relative from out of state. Like the investigators, he will be given directions to their house. Investigators waiting in or near the café

for just such a move may overhear the conversation or get the details from the waitress afterwards, thus learning that their enemy is present.

The Keeper at this point must decide what Ezekial will do. First, he will briefly check out the home by walking by and seeing who is there. With that information in mind, he has several possible plans.

PLAN A: STEALTH

Slip into the house at night, drain Percival's POW, and snatch the family bible and a random child. If Percival and the child provide too little POW, he can return to North Ashfield and consume the POW from the rest of the Apcotts. Failing this, he can attack members of the Keeling family elsewhere in New England using information within the Keeling family bible.

PLAN B: ASSAULT

Assault the house with his friends. This would require them to kill all the adults (no witnesses allowed) so they could steal the family bible and kidnap all the children. If possible, Percival would be captured so he could be drained of his precious POW. The fate of the children is more grim. Some would probably be drained of POW, but the rest would be cast into a kind of slavery in whatever remote farm Ezekial managed to buy and lock them on. They would end up either being drained ten years later or becoming baby factories.



Ezekial's
harvest
of youth

PLAN C: TAKE PERCIVAL ALONE

Take out Percival separately by attacking him during the day when he is alone and draining his POW. This would likely be the first step in a multi-step plan. The house and the rest of the family would be the next target (see Plans A and B).

PLAN D: GET THE CHILDREN

Wait for the children to walk to school then snatch one or more of them on the road and flee in the truck. In its own way, this is the most frightening. If successful, all anyone will know is that the children simply disappeared one day and were never heard from again. The only clue as to their fate would be reports of a dark, unmarked truck speeding from town on the day they disappeared. Not only do the children have the POW Ezekial needs and craves, but the older ones can be mined for information on where other Keelings live.

PLAN E: STEAL THE BIBLE

Slip into the house and steal the family bible and other documents then later return to North Ashfield and drain all the Apcotts. This is the most subtle and returns the threat back to the Apcotts where it originated. The family bible contains all the information necessary to track down plenty of Keelings.

PLAN F: POSSESS A KEELING

The most unlikely, but perhaps the most effective option is for Ezekial to possess one of the Keelings, preferably one that is female (the oldest daughter, Lydia). He would first want to drain sufficient POW from other relations (Keelings or Apcotts) though might carry out the possession first and later gain his POW. As stated before, Ezekial is not above becoming a baby factory himself if opportunity permits.

With these plans in mind, the Keeper must judge whether or not the investigators have tipped their hand, either in Boston or in Royalston. Ezekial should know what they look like and will certainly recognize members of the Apcott family if any were brought along. Spotting someone he knows will instantly make him both suspicious and wary. Also, when he goes to observe the Keeling house, if things look unusual (boarded up windows, no children present when he knows there are some, etc.), he will again become cautious. This could escalate to him actually seeking out those hunting for him and trying to take them out first. His two confederates will be of invaluable service in this case.

The final sequences of *Full Circle* are left to the inventiveness of the Keeper and the players. The investigators should have a fair shot at stopping Ezekial. If they are cunning and decisive, they should be able to beat him. However, one wrong step or bungled move and Ezekial may not only achieve his goal and escape, but may kill some or all of the investigators.

AFTERMATH

Defeating Ezekial is a daunting task, but is certainly possible. However, blatantly killing him could land the investigators in jail on murder charges. The specifics of this are in the hands of the Keeper.

Equally possible is the chance Ezekial has to escape. Trying to track him down after the scenario should be difficult. He will sever all connections with the Luna Park Society if he suspects he was traced there. If he doesn't, it is still possible to stop him. In the years after Ezekial's victory, he will find a secluded farm and set up shop there. Any captured Keelings will be placed in the basement of the farmhouse to serve as baby factories or just targets of abuse. Every ten years in April and May, two to four Keelings somewhere in New England will mysteriously die and there is little the group can do to prevent this. There are just too many Keelings to protect and without the family bible, tracking all down is very difficult.

Hopefully, the result is victory for the investigators. Ideally, in future scenarios that involve travel to or through Franklin and Worcester Counties, the group will find friends. The Keelings will be grateful and the Apcotts will be especially so, probably understanding the full magnitude of what was done for them.

POSTSCRIPT

Coming Full Circle can conclude in any of scores of ways. With victory comes the salvation of the Apcott and Keeling families. Presumably the two branches would get together and form some long term bond. Family reunions and gatherings would become routine and inevitably, the investigators would be invited as friends. As time passes, the dark events of the 1930s would become part of the family's folklore and history and eventually the facts themselves would be questioned by sceptical descendants.

SAN REWARDS AND PENALTIES

Action	Result
Kill Ezekial Apcott/Montague Feister	+1D10 SAN
Prevent any further deaths or disappearances	+1D10 SAN
Mattie Harper or Amelia Apcott are killed or disappear	-1D8 SAN (each)
Each one of the Keeling children who are killed or disappear	-1D8 SAN
Norma Keeling is killed or disappears	-1D6 SAN
Each other adult Keeling is killed or disappears	-1D4 SAN
Each investigator who is killed or disappears	-1D6 SAN

The opposite is dreadfully possible as well. Ezekial could very easily achieve his grim goals, probably wiping out the investigators in the process. Even if he doesn't kill them, they could find themselves in legal and/or financial trouble. If they continue their activities against Ezekial after 1939, the Keeper has one additional tool that can be employed. On December 7, 1941, the Japanese attack Pearl Harbor and soon after, many of the draft age investigators may find themselves in military service. Such characters would be in little position to aid in the fight against Ezekial who, by this time, is probably well hidden and nearly impossible to find. Time is on Ezekial's side. Even if some of the group continues to seek him out, he can literally outlive them. If he is so inclined, he can act against them from afar, sending assassins and monstrous beings against them.

The ending most groups will probably encounter is one that results in bloody victory, one that is Pyrrhic. What will it cost them to stop Ezekial Apcott and the other horrors of this campaign? How many innocents will perish—and how many investigators will fall before the scythe, when the legends of New England rise wild and claim their due?

NPCs



AMELIA ALISON APCOTT, HEAD OF THE APCOTT FAMILY

Nationality: American

STR 6	DEX 11	INT 15	CON 8
APP 12	POW 13	SIZ 9	EDU 15
SAN 55	Luck 65	Hits: 9	Age: 60

Damage Penalty: -1D4

Education: high school

Skills: Cook 66%, Credit Rating 39%, Drive Automobile 25%, First Aid 49%, History 29%, Library Use 31%, Listen 33%, Medicine 11%, Occult 14%, Spot Hidden 40%

Languages: English 88%

Attacks: none above base skill

Notes: Amelia is taking the death of Julian quite well. Though he is the last to bear the Apcott name and this fact distresses her, she has long prepared herself for his death. She is going through a natural grieving process and is still the strong willed individual the investigators got to know in 1929.



ALISON APCOTT HARPER, WIDOWED DAUGHTER

Nationality: American

STR 10	DEX 15	INT 14	CON 12
APP 13	POW 12	SIZ 10	EDU 13
SAN 41	Luck 60	Hits: 11	Age: 41

Damage Bonus: +0

Education: high school

Skills: Cook 63%, First Aid 41%, History 25%, Listen 90%, Needlepoint 70%, Occult 11%, Sneak 22%, Spot Hidden 77%, Stutter Nervously 25%

Languages: English 76%

Attacks:

Small Club Attack 30%; 1D6 damage (any convenient, small, club-like object: candlestick, bottle, etc.)

Small Knife Attack 30%; 1D4 damage (any convenient, small, piercing object: knitting needle, steak knife, etc.)

Notes: It is generally assumed here that Alison is no longer in the picture, having either been killed in *Cold Spot* or possessed. If this is not the case, Alison is still in North Ashfield. After the events of 1929, she will have recovered to some degree though will still be obviously nervous and uptight. When not attending to household chores and ensuring Mattie is raised right, she spends her time knitting sweaters and quilts. Income from this helps pay the bills and she is actually fairly successful at it. Some of her hand made items are sold to a supplier to markets them as "New England crafts" in shops in Boston, Providence, Hartford, and Salem.



**MATHILDA JUNE HARPER,
GRANDDAUGHTER**

Nationality: American
STR 12 DEX 14 INT 16 CON 14
APP 16 POW 14 SIZ 10 EDU 12
SAN 62 Luck 70 Hits: 12 Age: 19

Damage Bonus: +0

Education: high school

Skills: Biology 5%, Drive Automobile 25%, First Aid 41%, History 32%, Library Use 43%, Listen 45%, Mathematics 19%, Natural History 15%, Occult 21%, Persuade 55%, Sing 60%, Spot Hidden 38%, Swim 47%

Languages: English 82%, French 15%

Attacks: none above base skill

Notes: Mattie has grown to become an intelligent, well adjusted young woman. She was recently accepted in prestigious Smith College and will attend her first classes in the fall semester of 1939. Her entry into college was delayed by a year due to a stressed financial situation, but between a scholarship and saved money, she will be able to obtain a higher education. Throughout this scenario, she will be very concerned about the circumstances of Julian's death and will be at least somewhat actively involved in those portions of the investigation that take place in the North Ashfield area. She will also want to spare Amelia any additional pain and will want to shield her initially from the conjecture concerning Julian. Later, the facts will obviously have to be shared with Amelia, who will be distressed, but ultimately of assistance to the group. Mattie is a target of Ezekial and may be a victim at the end of the scenario if the investigators fail.

LOTTIE, APCOTT FAMILY SERVANT

Nationality: American
STR 11 DEX 12 INT 13 CON 12
APP 10 POW 12 SIZ 11 EDU 12
SAN 49 Luck 60 Hits: 12 Age: 21

Damage Bonus: +0

Education: grade school equivalent

Skills: Cook 44%, Demonology 5%, Hide 60%, History 35%, Listen 70%, Needlepoint 40%, Occult 25%, Sneak 60%, Spot Hidden 65%, Witchcraft 10%

Languages: English 71% (written only; she cannot speak)

Attacks: none above base skill

Notes: If Lottie was rescued from the Ravens Inn and placed in the care of the Apcotts, conditions in her life will have vastly improved. With the Apcotts, she is no mere servant. By this time, she is considered a member of the family. Amelia manages to pay her a fair wage and the stable environment has done wonders for her. She and Mattie are close friends. Amelia has taken steps to tutor Lottie and while she will never receive a higher education, she now knows much more about the world than what is simply in Franklin County. The fact that she cannot speak has not limited her in any significant way in North Ashfield. Though she has had to deal with ignorance and bigotry on occasion, this is relatively rare. Lottie is extremely loyal to the Apcotts and will remain so even in the face of great dangers and hardships. Interestingly enough, Lottie does not know her last name and neither does anyone else in the North Ashfield area. To most, she is simply Lottie Apcott even though she is not a blood relative. A cruel Keeper could have her victimized by Ezekial who might hear her last name is Apcott and assume she is a blood relative.



CLARENCE MONTAUGH, PARANOID RETIREE

Nationality: American

STR 9 DEX 13 INT 13 CON 10
APP 11 POW 11 SIZ 12 EDU 15
SAN 40 Luck 55 Hits: 11 Age: 76

Damage Bonus: +0

Education: high school

Skills: Agriculture 57%, Conceal 20%, Drive Automobile 31%, First Aid 40%, Hide 38%, Listen 30%, Mechanical Repair 40%, Natural History 62%, Ride 41%, Sneak 36%, Spot Hidden 75%, Swim 45%, Track 32%

Languages: English 70%, Spanish 21%

Attacks:

Rifle Attack 65%; 2D6+4 damage (.30-40 bolt-action rifle)

Handgun Attack 45%; 1D10 damage (.38 revolver)

Bayonet Attack 41%; 1D6+2 damage (bayonet attached to rifle)

Large Club Attack 67%; 1D8 damage (usually the rifle)

Fighting Knife Attack 50%; 1D4+2 damage (hand held bayonet)

Fist/Punch Attack 61%; 1D3 damage

Kick Attack 34%; 1D6 damage

Notes: Clarence is a colorful old gent who is a combat veteran and retired farmer. He lives alone with a terrier and two cats and occasionally rents out his back bedroom to out-of-town boarders. Still in good health despite his age, he spends most of his time at home though he does occasionally go out to hunt or fish. Clarence is well read and doesn't like what he sees in the newspapers. He is somewhat paranoid about various plots he sees unfolding both in and outside the U.S. Worse, he takes stories of anarchists, Reds, and social misfits too seriously and sees such people as a direct, tangible threat to him. He honestly fears nefarious types will one day break into his home to do him, his pets, or his property harm. Clarence is well armed and will not hesitate to use lethal force if he perceives any threat.



PERCIVAL KEELING, HUSBAND AND BREADWINNER

Nationality: American

STR 16 DEX 14 INT 12 CON 16
APP 12 POW 14 SIZ 17 EDU 13
SAN 61 Luck 70 Hits: 17 Age: 40

Damage Bonus: +1D6

Education: high school

Skills: Agriculture 21%, Bargain 46%, Boating 25%, Carpentry 71%, Drive Automobile 35%, Electrical Repair 20%, Fishing 40%, Hide 30%, Jump 30%, Listen 36%, Mechanical Repair 39%, Natural History 45%, Operate Heavy Machine 25%, Ride 32%, Sneak 35%, Spot Hidden 55%, Swim 50%, Throw 33%

Languages: English 66%

Attacks:

Rifle Attack 31%; 1D6 damage (.22 bolt-action varmint rifle)

Fist/Punch Attack 80%; 1D3+db damage

Notes: Percival is the husky leader of the Keeling clan. His work time is divided between the feed store and odd carpentry jobs. His spare time is generally spent fishing or varmint hunting, sometimes with one or more of the children in tow. Percival is a tough man who was raised by parents who believed strongly in hard work. He also has a stubborn streak in him and will not be pleased if he learns of Ezekial's nasty scheme.



NORMA COWLING KEELING, PREGNANT WIFE AND DEVOTED MOTHER

Nationality: American

STR 9 DEX 12 INT 12 CON 13
APP 11 POW 15 SIZ 9 EDU 13
SAN 70 Luck 75 Hits: 11 Age: 38

Damage Bonus: +0

Education: grade school

Skills: Bargain 45%, Cook 66%, First Aid 50%, History 50%

Listen 31%, Medicine 13%, Natural History 19%, Sewing and Mending 80%, Spot Hidden 29%, Swim 30%

Languages: English 81%

Attacks: none above base skill

Notes: Norma is a caring mother who devotes her entire existence to her children. Despite her pregnancy, she still works hard and makes sure the children are properly fed, clothed, and educated.



**ALBERTA COWLING,
EVER PRESENT GRANDMOTHER**

Nationality: American

STR 5	DEX 6	INT 16	CON 6
APP 7	POW 15	SIZ 8	EDU 14
SAN 80	Luck 75	Hits: 7	Age: 79

Damage Penalty: -1D4

Education: grade school equivalent

Skills: Agriculture 10%, Bargain 77%, Carpentry/Woodcraft 25%, Cook 70%, Drive Carriage 26%, First Aid 51%, History 35%, Listen 15%, Medicine 25%, Natural History 36%, Occult 9%, Persuade 75%, Psychology 60%, Ride 30%, Sewing and Mending 90%, Spot Hidden 20%

Languages: English 72%

Attacks: none above base skill

Notes: Alberta is Norma's mother. She has lived with Percival and Norma since the death of her husband, Ralph, three years ago. Norma is the youngest of Alberta's fifteen children. She grew up in poverty and has lived a rough life. Despite the fact that she looks like she is over a century old and has suffered through many hardships, she is an upbeat, kind lady. Her days are spent working in the family garden and looking after the Keeling children. She is well-respected by the family and her opinion holds much value with them. Alberta looks very frail, but she is no invalid and is in reasonably good health and physical condition.



**EZEKIAL APCOTT, A.K.A. CLARK
WOODRUFF, A.K.A. MONTAGUE FEISTER**

Nationality: American

STR 12	DEX 15	INT 18	CON 14
APP 13	POW 24	SIZ 13	EDU n/a
SAN 0	Luck 120	Hits: 14	Age: 36/261

Damage Bonus: +1D4

Education: self-taught

Skills: Accounting 35%, Alchemy 54%, Bargain 39%, Demonology 83%, Fast Talk 60%, Hide 49%, History 39%, Listen 40%, Occult 53%, Persuade 75%, Ride 32%, Show No Pity 100%, Sneak 60%, Spot Hidden 40%

Languages: English 95%, French 62%, German 75%, Latin 88%

Attacks:

Large Knife Attack 45%; 1D6+db damage

Spells: Contact Ghoul, Fist of Yog-Sothoth, Flesh Ward, Greater Vampiric Drain, Implant Fear, Mind Transfer, Nightmare, Possession, Shrivelling, Summon/Bind Nightgaunt, Voorish Sign, Wrack

Notes: Ezekial's motivations have been made clear. He is extremely dangerous and as time passes, he becomes more and more desperate. If pressed for time, he may begin to make mistakes out of haste, but initially, he will be cautious. Since assuming physical form in 1929, Ezekial has learned a few new spells. These are described separately.



**GREGORY CLARKSON,
EZEKIAL'S FOLLOWER**

Nationality: American

STR 14	DEX 13	INT 13	CON 16
APP 13	POW 7	SIZ 14	EDU 15
SAN 25	Luck 35	Hits: 15	Age: 31

Damage Bonus: +1D4

Education: B.A. in History from Boston College

Skills: Anthropology 9%, Archaeology 8%, Art History 9%, Credit Rating 77%, Drive Automobile 38%, Fast Talk 67%, Hide 35%, Gamble 50%, History 37%, Law 12%, Library Use 40%, Listen 40%, Occult 35%, Persuade 21%, Play Golf 41%, Play Tennis 35%, Ride 25%, Sneak 30%, Spot Hidden 51%, Swim 60%, Throw 32%

Languages: English 76%, French 30%, Latin 21%

Attacks:

Handgun Attack 35%; 1D8 damage (.32 revolver)

Fist/Punch Attack 70%; 1D3+db damage

Notes: One of several sons of Roger Clarkson, a prominent Boston banker, Gregory is a kind of ne'er-do-well. He counts on his family's wealth to keep him living comfortably and out of trouble. More than once, high priced family lawyers have gotten him out of hot water, most recently (in May, 1937) after accidentally running down a little girl with his roadster and then speeding away. The girl survived and recovered fully, but it was only family influence that saved him. Gregory's initial interest in the occult began with spiritualism, but now he is quite obsessed. Ezekial found it easy to recruit this weak-willed individual to do his bidding.



GEORGE ROSS, EZEKIAL'S FOLLOWER

Nationality: American

STR 12 DEX 11 INT 16 CON 12

APP 11 POW 7 SIZ 15 EDU 16

SAN 22 Luck 35 Hits: 17 Age: 55

Damage Bonus: +1D4

Education: M.A. in English from Georgetown University

Skills: Accounting 15%, Bargain 50%, Credit Rating 34%, Drive Automobile 26%, History 38%, Law 9%, Library Use 90%, Listen 36%, Occult 52%, Spot Hidden 60%

Languages: English 98%, French 41%, German 11%, Latin 22%

Attacks:

Small Club Attack 35%; 1D6+1 damage (crowbar or tire iron)

Fist/Punch Attack 60%; 1D3+db damage

Grapple Attack 54%; special damage

Notes: George is a teacher at a Boston area high school. His fascination with the occult began with the rise in popularity in spiritualism late in the last century. The fascination grew into an obsession...so much so that his entire life outside of work is devoted to it. While his co-workers and Luna Park associates know him only as a quiet, hard working professional, his stu-

dents see him as a somewhat portly, bespectacled man who occasionally falls asleep when they are taking tests. A tour of his apartment would reveal much more. Within can be found hundreds of books and magazines devoted to occult matters plus occult related art. There is no specific concentration or area of interest. George's interest pertains to all things paranormal. This unnatural attraction is what Ezekial tapped in to in order to recruit George. Like Gregory Clarkson, he is totally devoted to Ezekial Apcott (or rather, "Montague Feister").

NEW SPELLS FOR CALL OF CTHULHU

POSSESSION

One of the first things granted to Ezekial when he achieved physical form was the ability to jump from body to body. The spell Possession permits him to leave his present body in order to occupy a new one. In effect, this is a safer, more reliable, and more vicious version of Mind Transfer.

Requiring the expenditure of eighteen magic points and one point of POW, the caster must be within ten feet of the target. The attack is resolved by a POW versus POW confrontation on the Resistance Table. If the caster wins, his soul enters the body of the target, thrusting the target's soul out. The old body dies and the target's soul departs to the hereafter. If the caster loses, there is no effect though the target will suddenly be afflicted with a severe (but not incapacitating) headache that lasts 1D3 hours. The caster loses 1D8 SAN plus another 1D8 if the spell succeeds.

GREATER VAMPIRIC DRAIN

This is a variant of Power Drain and a more potent version of Lesser Vampiric Drain (which is used in *The Whitewood Horror*), but instead of draining magic points, POW is drained. It requires two rounds to intone and the target must be within ten feet and in view. It is resolved in a magic point versus magic point contest on the Resistance Table. If the caster wins, 1D3 POW is drained from the target and transferred to him or her. The maximum amount POW rating one can achieve in this manner is 24. This spell costs ten magic points and 1D6 SAN to cast. If the victim dies because of the spell (by having his or her POW reduced to zero), another 1D6 SAN is lost.

This spell is vital to Ezekial for it is the only means he has of draining his relatives of their much needed POW. While he doesn't need their POW to increase his own POW statistic, he does need it to recharge his life energy. Therefore, the benefit he is getting is extended life, not an actual increase in his POW. When using this on Julian, he had to return over a few nights in order to drain all of his POW.

THE REVEREND'S JOURNAL

The journal of Reverend Thomas Stevens is an important document directly affecting two of the scenarios in *Coming Full Circle*. In *Cold Spot*, the journal contains references to Ezekial Apcott and the dark history of the Apcott family's early years in the New World. In *Remains to be Seen*, the journal documents the death, burial, and staking of Emil Schergen, a local resident suspected of being the victim of a vampire. These are not the only suspicious things described within the book.

Written by Reverend Thomas Stevens between 1720 and 1744, it documents life in colonial Massachusetts. Physically it is a hefty, 410 page, leather bound tome in reasonably good condition. Its parchment pages show some signs of decay as well as water damage in some sections. Most information is intact and the reader has to struggle more with the archaic English and small handwriting than with obliterated passages. Reading the entire journal takes three weeks. No skill point bonuses are awarded though a successful Read English roll will earn the usual skill check. A kind Keeper will permit those who succeed in their Read English roll to gain +1% History skill from this book as it is a first hand account of life in colonial New England.

The general contents are mundane. As far as can be gathered, Reverend Thomas operated the original Episcopal church from 1710 to his death in 1744 at age 80. It documents life in early colonial America and provides a remarkable description of the rise and development of Hawthorn, Massachusetts, later to be renamed North Ashfield. Readers may be confused by this name change unless they know a little about North Ashfield history or bother to ask one of the more knowledgeable locals. Although Reverend Thomas died in North Ashfield, it is evident he was well-travelled and had been all throughout New England as well as in Europe.

Intermixed with routine notations on daily life, births and deaths, and so on are occasional passages alluding to the paranormal. The good reverend was a man of his time and like many, he fully believed in the supernatural and the tangible threat posed by Satan and his minions. However, he also had a strong sense of justice and fairness and it is clear he was not one who supported the Salem witch trials or any other form of witch trial. While he believed that witches were present in New England, he thought that the trials were unjust and unChristian and felt that hanging even one innocent person in order to bring a coven to justice was not right. His views on this are quite clear throughout the early portions of the book and are periodically repeated. So strong are his views that the reader may speculate he was witness to the trials.

Several interesting sections can be found that provide insight into the mind of one early eighteenth century colonist. What follows is a list of cases and incidents that a reader who succeeds in a Read English roll will uncover. Those who fail in their skill roll will miss 1D3 random cases. Cases are listed in chronological order. Each is divided into two parts. The first part is the text of the entries which may be photocopied for use as player aids. The second part is a summary providing the truth behind the case. This is for the benefit of the Keeper and is not intended for dissemination to the players.

CASE #1: THE NATIVE AMERICANS

DATE: NOVEMBER 19, 1722

Summary of the Entry: This entry documents stories Reverend Thomas was hearing about the area's former inhabitants, so-called "heathen" Indians that were driven out only years before. He alludes to several tales of Indian burial grounds and area tribes throughout the entire volume, but provides little detail. This entry is one of the few times he elaborates.

Reverend Thomas was not one who thought highly of Native Americans. A devout Christian, he saw their lifestyle and devotion to pagan gods as both primitive and heathen. Like many European settlers, he saw them as adversaries to be thrust aside. One story he elaborates on is one he found particularly repugnant. He mentions a tribe known as the "Suranie." This is the same tribe the investigators may find listed in a published text elsewhere in the campaign though the spelling is slightly different in those sources. Reverend Thomas describes the Suranie as "...a dead race, one wiped out by God for being blasphemous and servants of the Dark One." In his narrative, he mentions they once occupied the North Ashfield area, but worshipped water gods. At the top of their pantheon was a sea god who was served by demonic men-fish. Every year the Suranie went on a pilgrimage to the sea to worship their god and make offerings. Carnal relations between worshippers and the demonic men-fish reputedly occurred in the distant past. The conclusion he comes to is that the Suranie were a vile people and that either their god and his minions was a total myth or they were in league with Satan.

The Truth: This is additional perpetuation of the Surani red herring given in *Cold Spot*. If the Keeper does not want to perpetuate this red herring, this case should not be presented to player characters reading this journal.

CASE #2: THE VAMPIRE HYSTERIA

DATE: SEPTEMBER 10, 1724

Summary of the Entry: This entry pertains to a story Reverend Thomas heard from one of the locals, a farmer named Harold Tyler. Harold told of an incident that had occurred in 1701, less than a decade after the end of the Salem Witch trials. He spoke of one resident, Elmyra Tompkins, who had moved from Salem Village in 1691 to marry a Hawthorn farmer named William Binders. The union was one of convenience. Elmyra was a widow and childless, but had some wealth left to her by her deceased husband. William's own wife had died the year before, leaving him to raise two young boys. The marriage was to their mutual benefit. Elmyra gained a much wanted husband and the security that a family provides while William gained her wealth at a time he desperately needed it, not to mention a mother for his sons.

When the witch trials erupted in Salem Village, some Hawthorn residents questioned the presence of Elmyra. Dark rumors circulated alleging that she married William Binders not because she wanted a husband, but because she was seeking to flee justice. No charges were brought against her and no one accused her of witchcraft.

Almost a decade passed and strange things began to affect the Binders family. First, fourteen year old Samuel died, apparently of some "fever." Next, both his father and his younger brother Thomas both began to suffer from the same illness. Elmyra seemed to be strangely immune to their ailments. Both gradually wasted away and died. Rumors of black magic and more once again surfaced. Whatever the cause, whether it was disease or the acts of an evil witch, the case was soon settled. Within a week of the burial of young Thomas and over two weeks since the burial of her husband, Elmyra Binders hanged herself from a tree behind the Binders' farmhouse.

She was buried in the town cemetery, one of the first to be interred there. Rumors of vampires began to circulate and many believed that she would arise as a vampire or was perhaps in league with a vampire that killed her family. The story ends with Harold Tyler telling Reverend Thomas how one night almost a year after her burial, local men got together and dug up Elmyra Binders. They found her body in a remarkable state of preservation. Fresh blood was on the lips and it appeared as if her old skin and fingernails had fallen off and been replaced by brand new tissue. The men drove a stake through the heart of the suspected vampire and when they did this, she struggled violently and screamed horribly. Only when one man decapitated her with a spade did she relax and find peace. Tyler apparently was witness to this incident though did not actively participate. From Reverend Thomas' commentary on the story it is obvious he gave it some credence. Harold Tyler was a "respected and honored member of the community" and Reverend Thomas' personal belief in vampires and witches is evident.

The Truth: Elmyra Binders was not a vampire. This is a classic case of a community getting hysterical and going to unwarranted extremes. The Binder family simply succumbed to tubercu-

losis and Elmyra hadn't yet shown signs of the disease. Community pressure was too much for her to bear so she committed suicide. The actions of the men involved represent fear-induced overreaction that has been documented all over Europe as well as in the United States. Occultists and scholars familiar with historical cases of vampirism will recognize this as being very similar to many other recorded cases.

In the off chance the investigators do decide to follow up on this, the Binders family is buried in the town cemetery. Elmyra Binders can be disinterred. All that will be found is the crumbling remains of a coffin that has long since collapsed due to deterioration and the weight of soil atop it. Diggers will find only a jumble of old bones mixed among the soil. Close examination of the remains (probably in laboratory conditions) will reveal the head was indeed severed from the body. This is evident by broken and cracked neck bones.

CASE #3: EZEKIAL APCOTT

DATES: SEVERAL ENTRIES FROM JANUARY, 1728 THROUGH MAY, 1729

Summary of the Entries: A reader checking the final years of the 1720s or looking for references to the Apcotts will find repeated notations concerning one Ezekial Apcott. It is quite obvious that Reverend Thomas thought little of Ezekial. Furthermore, it soon becomes apparent that he suspects and later devoutly believes Apcott is involved in Satanism and witchcraft. He holds no contempt for Ezekial's wife and son and believes they are blameless. One word from the respected minister could have had the man lynched, but he was of the opinion that witch trials, such as those carried out in the area of Salem in the late 1600s, were unjust and a blot on Christianity. Not wanting to cause a renewed bout of hysteria, he remained silent. However, it is clear that he greatly feared Ezekial and was taking some steps (not described) to counter him. Ezekial's 1729 death due to pneumonia is documented and Reverend Thomas, though relieved by this, apparently had nothing to do with it. Ezekial was buried in an unconsecrated section of the town cemetery and the journal alludes to "precautions" taken at the burial. No elaboration is given on this. No further mention of Ezekial Apcott is given though the Apcott family is occasionally mentioned (as are many other local families) until the abrupt conclusion of the journal in 1744. No malice or concern is directed at any other member of the Apcott family after Ezekial's death.

The Truth: The case of Ezekial Apcott is central to the scenario *Cold Spot*. The entries are totally accurate though not even Reverend Thomas understood Ezekial's true nature.

CASE #4: EMIL SCHERGEN

DATE: OCTOBER 31, 1729

Summary of Entry: A North Ashfield farmer, Emil Schlergen, was found dead beneath a tree on his farm. His throat was torn

out, and his body was drained of blood. Upon inquiry, Reverend Thomas learned of two similar deaths near Greenfield and also learned that residents there believed the murders were the work of a vampire. With the consent of Schergen's widow, Reverend Thomas and several other men of the town buried Emil and drove an iron spike through his body and into the soil below; this was reputed to prevent the victim of a vampire from becoming one of the undead. No further trouble occurred.

The Truth: Schergen was indeed slain by a vampire. In *Remains to be Seen* he returns as a vampire and menaces the countryside, but his situation has no bearing on *Cold Spot*. It is recommended that this line of inquiry be subtly discouraged by the Keeper if possible prior to *Remains to be Seen* to prevent the investigators from becoming sidetracked and possibly ruining the scenario.

CASE #5: THE NIGHTMARE

DATE: NOVEMBER 1, 1730

Summary of the Entry: This brief entry documents a nightmare Reverend Thomas had on All Hallows' Eve (October 31). This nightmare was particularly disturbing because it involved his fear of the unknown and the spirit realm. It involved a kind of out-of-body experience. From his perspective, as he was sleeping, he drifted from his body and flew out over the woods and fields of Massachusetts. The full moon illuminated the countryside in a soft glow. After seemingly hours of this slow, drifting flight, he saw below him a bright, flickering light. As he approached, he could see it was a great bonfire, around which were many dancing figures. Thinking they were Indians, he was greatly surprised and dismayed to find that they were settlers like himself. Both men and women were dancing and gyrating obscenely around the fire, all partially disrobed. Strange music played, the source of which seemed to be the very air itself. Reverend Thomas sensed he was an intangible, invisible presence and swooped low for a better look. As he did, he realized that the celebrants were changing into horrible demons...were-wolves of legend. This frightening spectacle was compounded by the realization that several children were being brought forward as fodder for these inhuman beasts. Their hideous howling drowned out the cries of the children. Reverend Thomas awoke

screaming just as the first child was being pulled apart.

The description of the dream makes it obvious that it was vivid and realistic. Reverend Thomas took it seriously enough to even check to see if any area children were missing (none were). Only in the light of day were his fears dispelled. Reverend Thomas concludes that it was a mere nightmare, albeit one that was particularly graphic, repellent, and realistic.

The Truth: Reverend Thomas' conclusion was quite correct. It was only a nightmare.

CASE #6: THE MONOLITH

DATE: JULY 12, 1732

Summary of the Entry: This isolated entry documents the discovery of a large standing stone in the woods northeast of Hawthorn. Reported to him by several children, he ventured to the site with a few village elders, more out of curiosity than anything else.

What they found was a large block of carved limestone approximately eight feet in height and three feet thick. Runes were evident on all sides of the monolith about halfway up. Reverend Thomas, harboring less than kind thoughts about the area's Native Americans, assumed it was some heathen shrine to a pagan god. After consultation with community leaders, Reverend Thomas ordered the block to be pulled down and broken up. He did not indicate where its pieces were cast nor did he provide specific directions to its location.

The Truth: New England is home to many ancient sites, most of which to this day are largely ignored and unexplained. Monoliths, stone chambers, unusual mounds, man made stone piles and cairns, and more are scattered throughout the region. Some bear runes while others could be argued to be natural in origin. Runes discovered have been described by some as Phoenician and by others as Celtic. Sceptics insist that any "runes" are hoaxes.

Reverend Thomas did order the destruction of the monolith and it was man-made. Its actual significance is irrelevant to the events of this book and this case is included merely to keep the players guessing.

A P P E N D I X B

NEW SPELLS & RITUALS

The spells in this appendix appear in various places throughout the text of *Coming Full Circle*. For ease of reference during play, and for future reference as source material, all of these new spells are gathered here.

DEATH CURSE

This spell is used to influence normal events to the detriment of the victim. All that is required is something which at one time belonged to the victim and was lost or stolen from him/her.

This is used as a focus for the spell so it can zero in on the correct person. When cast, the victim must win a POW versus POW contest on the Resistance Table with the caster or be affected. If it is successful, the victim's Luck roll is permanently reduced to 5% and he/she will die within six months of a tragic accident, unexpected disease, or whatever. This spell takes one hour to cast and costs ten magic points and must be cast at night. SAN loss for the caster is 1/1D10.

ENTRANCEMENT

A key spell in *The Whitewood Horror*, Entrancement is used to entrance victims and cause them to wander in a daze to the location of the caster. It takes ten minutes to cast and costs four magic points. It also requires the victim to be "primed" in the same manner as prospective victims for the Ritual of Sustainment. The coven in *The Whitewood Horror* finds this spell useful in drawing prospective victims into their grasp.

If the victim loses a POW versus POW contest on the Resistance Table with the caster, he or she is affected by the spell and is helpless. If the victim is asleep at the time the spell is cast, a 10% penalty against the victim is taken into account when the resistance roll is made. The spell can be broken if the victim receives a painful blow or injury doing at least one hit point of damage. Mere jostling or slapping do no good, only severe blows or the like have any effect. An awakened victim will remember nothing and will on the surface appear to be the subject of an extreme case of sleepwalking.

In casting the spell, the witch expends a number of magic points equal to those of the victim. Multiple witches can combine their efforts to accumulate enough magic points to entrance someone with an exceptional number of magic points. SAN loss for using this spell is 1/1D4.

EXORCISM

Exorcism has appeared in one form or another in more than one horror scenario. In the fifth edition *Call of Cthulhu* rules, the closest version is the spell "Cast Out Devil" which is African magic. Exorcism is a variant of that spell designed to simulate the type of exorcism ritual that was portrayed in the motion picture *The Exorcist*.

This arduous and dangerous ritual may only be successfully employed by a Roman-Catholic priest who has true faith in God. Presumably, variants exist for other religions, but this is the only version available here.

The ritual may be employed in any situation where a victim is possessed, be it by a demon, spirit, or even one of the Great Race of Yith. Its strength comes primarily from the faith of those involved. The priest (who should be suitably equipped with crucifix, bible, rosary, holy water, et al) and any assisting him must contend with whatever distractions the entity within the victim can come up with. If they are distracted, the ritual has no chance of effect. A particularly cunning or powerful entity can pit its entire POW against that of the priest and each of those present. This conflict is resolved individually on the

Resistance Table. Those who fail cannot help further in the ritual and if they fumble, they are open to possession by any other entities within the victim. Alternatively, the entity within the first victim could switch victims unexpectedly, causing untold problems for those involved in the ritual.

Assuming the ritual proceeds beyond this, a second POW versus POW contest is resolved on the Resistance Table. This time, it is the POW of the entity pitted against that of the priest plus one point of POW from each assistant (maximum of three). If the entity wins, the possession is still in effect. If it loses, it is driven from the victim for a minimum of one day, probably much longer if not permanently. A failed Exorcism does not preclude it being tried multiple times though it is a taxing ritual. It may not be tried more than once per day. Time needed to cast it varies and depends on whether or not the Keeper wants to roleplay the situation. A general guideline is to require the exorcism to last one hour per POW point of the entity within the victim.

If Exorcism succeeds, the priest loses 1D8 SAN, but regains 1D4 SAN if the victim revives and is still relatively sane. Observers and assistants each lose 1D6 SAN, but regain 1D3 SAN if the victim survives it largely sane and stable. The victim loses 1D10 SAN. If it fails, the priest loses 1D10+1D8 SAN while assistants and observers lose 1D8 SAN. Worse, the victim loses 1D20 SAN. Exorcism requires an expenditure of ten magic points. If the priest fumbles any rolls on the Resistance Table, he loses one point of POW and 1D6 SAN per fumbled roll.

GREATER VAMPIRIC DRAIN

This is a variant of Power Drain and a more potent version of Lesser Vampiric Drain (described in *The Whitewood Horror* and below), but instead of draining magic points, POW is drained. It requires two rounds to intone and the target must be within ten feet and in view. It is resolved in a magic point versus magic point contest on the Resistance Table. If the caster wins, 1D3 POW is drained from the target and transferred to him or her. The maximum amount POW rating one can achieve in this manner is 24. This spell costs ten magic points and 1D6 SAN to cast. If the victim dies because of the spell (by having his or her POW reduced to zero), another 1D6 SAN is lost.

This spell is vital to Ezekial for it is the only means he has of draining his relatives of their much needed POW. While he doesn't need their POW to increase his own POW statistic, he does need it to recharge his life energy. Therefore, the benefit he is getting is extended life, not an actual increase in his POW. When using this on Julian, he had to return over a few nights in order to drain all of his POW. Ezekial understands this spell's potential as a weapon.

LESSER VAMPIRIC DRAIN

This is a variant of Power Drain, but instead of draining magic points, POW is drained. It requires two rounds to intone and the target must be within ten feet and in view. It is resolved in

a magic point versus magic point contest on the Resistance Table. If the caster wins, 1D2 POW is drained from the target and transferred to him or her. The maximum amount POW rating one can achieve in this manner is 21. This spell costs eight magic points and 1D6 SAN to cast. If the victim dies because of the spell (by having his or her POW reduced to zero), another 1D6 SAN is lost.

This spell is vital to the witches in *The Whitewood Horror*. It is required to replenish POW lost during rituals and spells. It is not perceived by them as a weapon, but presumably could be used as such. A more potent version of this spell, Greater Vampiric Drain, appears in *Full Circle* and is also described above.

POSSESSION

One of the first things granted to Ezekial when he achieved physical form was the ability to jump from body to body. The spell Possession permits him to leave his present body in order to occupy a new one. In effect, this is a safer, more reliable, and more vicious version of Mind Transfer.

Requiring the expenditure of eighteen magic points and one point of POW, the caster must be within ten feet of the target. The attack is resolved by a POW versus POW confrontation on the Resistance Table. If the caster wins, his soul enters the body of the target, thrusting the target's soul out. The old body dies and the target's soul departs to the hereafter. If the caster loses, there is no effect though the target will suddenly be afflicted with a severe (but not incapacitating) headache that lasts 1D3 hours. The caster loses 1D8 SAN plus another 1D8 if the spell succeeds.

PROJECT IMAGE

This spell allows the caster to project an image of him or herself up to fifty feet away. What the caster does is what the image does. Therefore, if the person pulls out a Bowie knife, so will the image. If he/she then throws it, what is seen is the knife leaving the hand. However, once it departs the hand from the image, the object vanishes. Note that while the image is very realistic, it is totally silent.

The spell takes three rounds to cast and in the final round the caster uses four magic points. It lasts for up to ten rounds though it can be cancelled at will. In addition, if the caster is jostled or injured, he/she must make a successful POWx5 roll to avoid losing concentration thus interrupting the spell. The image itself is essentially a hologram which is very realistic, but can be passed through without harm to anyone. In using this, the caster loses 0/1D4 SAN.

THE RITUAL OF LIFE

Though this will probably not be used during *The Whitewood Horror* where it appears, the Ritual of Life affects the thirteen witches and could be used again should the investigators not do a complete job. This ritual requires thirteen participants (i.e. a standard coven of thirteen witches) who are devoted to Satan. It

also requires three victims who must be young (16 to 25 years old), female, and pure of heart. What the latter exactly means is up to the Keeper. The final element needed for this ritual is some portion of the remains of the recipient (ashes or bits of bone are sufficient as long as they amount to at least a few pounds). It must be performed at midnight on Walpurgis Nacht (April 30). After an hour of chanting during which the victims are sacrificed and their blood is poured on the remains, a dense fog will swiftly come to the area obscuring the ritual site. Each participant loses five magic points and one point of POW. A few minutes later, the fog will disperse revealing a healthy, resurrected recipient. This ritual has some side effects, however. It only gives the subject life until just after midnight on the next March 1. Thus the Ritual of Sustainment is required in order to extend the existence of the subject. Next, the newly raised subject is immune to all forms of physical attack...bullets and blades simply pass through him/her and don't even affect garments. Finally, the recipient must be soulless and devoted to Satan to work. If the recipient is not recharged by the Ritual of Sustainment, he or she quickly ages and dies soon after the deadline passes (within 1D4 minutes). SAN loss for participating in this ritual or witnessing it is the same as that for the Ritual of Sustainment.

THE RITUAL OF SUSTAINMENT

The two annual rituals conducted by the coven are reasonably simple and straightforward. It requires the same number of participants with the same qualifications as the Ritual of Life, previously described. It also requires a single young, female victim who is "pure of heart." The only way to be successful is for the rituals to be performed at midnight on two specific days, Candlemas Eve (February 1) and the Witches' Sabbath (March 1).

Once a victim is chosen, she must be "primed." This is accomplished by placing a dead songbird impaled by a small, silver arrow on the bed or among the belongings of the victim. In addition, a sprig of woodbine must also be placed in her proximity. Tacking it to a wall or door near the victim is sufficient for this to work.

During the ritual, the victim, who is not necessarily conscious and is certainly unwilling (otherwise she would not be "pure of heart"), is killed with a knife at the stroke of midnight. The body is then drained of blood which is consumed by the participants at the conclusion of the ritual. During the whole process, the leader of the ritual (in this case it is Elizabeth) chants magical formulae in Latin which are repeated by the rest of the participants. The Ritual of Sustainment takes no more than ten minutes to complete and drains one magic point from each participant plus eight from the leader. If both rituals are successful, then anyone who participated in them who has previously been the recipient of the effects of The Ritual of Life (described previously) receives another year of life and does not age. However, if one or both of the rituals are improperly conducted, such individuals quickly age and die 1D4 minutes after the second ritual was supposed to be performed. All that is left

behind is a charred corpse which cannot again be brought to life in any manner. Annual use of these rituals effectively gives the recipients immortality. Note that this ritual automatically succeeds as long as it is performed to the letter. It can be briefly interrupted, but the sacrifice must be carried out at the stroke of midnight. Missing that deadline by more than several seconds

one way or the other will negate the effects.

SAN loss for each participant in this ritual is 1D10+1 and the one committing the sacrifice loses an additional 1D10 SAN. Witnesses to the ritual lose 1D3/1D10 SAN, mainly due to the ritualistic murder and the cannibalistic blood feast.

A P P E N D I X C

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Coming Full Circle was written with an eye to incorporating accurate historical elements. Research was conducted at the Cincinnati Public Library, the Seattle Public Library, the University of Washington Graduate School Library (Suzzallo-Allen Library), and the University of Washington Undergraduate Library (Odegaard Library). The staffs of these institutions were most helpful in locating some of the more obscure information and the author wishes to extend his sincere thanks and gratitude to these professionals.

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THE WHITEWOOD HORROR

Horror Hotel

This motion picture was made in the United Kingdom by the Shepperton Film Studio. The original British title was *The City*

of the Dead. *Horror Hotel* was the title for the American release of the film. Made in 1960, this 76 minute film was directed by John Moxey. The original story was by Milton Subotsky and the screenplay was written by George Bast. It stars Dennis Lotis, Christopher Lee, Patricia Jessel, Tom Naylor, Betta St. John, Venetia Stevenson, Valentine Dyal, Ann Beach, and Norman Macowan. In the United States, *Horror Hotel* is currently available on VHS.

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A P P E N D I X D

PLAYER AIDS

All of the player aids that appear throughout the campaign are collected here for ease of reference and also for ease of photocopying. For space reasons, some are presented out of order. We hope you'll find these bits and pieces of unreality to be a useful and valuable addition to your campaign.

PLAYER AID #1: LETTER FROM AMELIA APCOTT TO ONE OF THE INVESTIGATORS

Tuesday, April 9, 1929

Dear Sir,

I am a widow living in North Ashfield, Massachusetts with my daughter, granddaughter, and nephew and recently learned of your expertise in the paranormal. I am in need of your services for it seems my house is plagued by some sort of ghost or spirit.

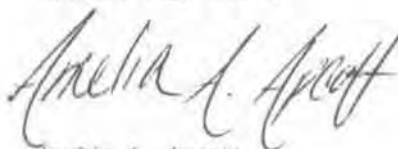
Our problems began a few weeks ago. I am not sure of the exact time, but the children were the first to notice anything. Since then, all of us have witnessed more than one strange occurrence. Under normal circumstances, I would not have taken the step to contact you, but the Church seems to be unable to help and I know of nowhere else to turn.

The first strange things were noticed by the children. It involved the movement of objects by invisible hands and loud knocking and banging on walls and floors. Footsteps have been heard wandering the house despite the fact that all are in bed. Spoons and other implements have been bent beyond use and I don't believe either of the children are responsible. Most recently, the bed in my granddaughter's room has been moved at night, with her in it. Worse, a terrible shriek has plagued the house twice. It sounds like a man in terrible pain or anguish, but we have not been able to pinpoint the source. Things only seem to be getting worse and I fear for the children.

I am willing to pay for your services. I will reimburse you for train tickets to Greenfield, a town close to North Ashfield. Also, I will pay you \$10.00 per day to compensate you for your time and trouble. If you need to bring colleagues along, I can pay each of them \$5.00 per day.

Please give this serious consideration. I am not a crackpot nor do I wish to waste your time with something a reasonable person would consider frivolous. This demon or ghost is genuinely frightening us and we want to rid our home of it. If you are interested in investigating this, please contact me at the address or telephone number below. I am trusting in your complete discretion in this matter.

Respectfully Yours,



Amelia A. Apcott
450 Birch Street
North Ashfield, Massachusetts
Telephone: KL5-8120

YACHT SINKS IN SQUALL ALL FEARED LOST

The 40 foot yacht Golden Lark sank Tuesday in a rain squall, according to the Coast Guard. Owned by Michael Apcott of North Ashfield in Franklin County, the Golden Lark was regularly docked in Boston Harbor and was used by the Apcott family as a pleasure craft. While on what was reported to be a short shakedown cruise, the craft encountered an unexpected squall.

According to Coast Guard Captain Harold Wilkerson, the crew of the Golden Lark was inexperienced and lacked basic knowledge and skills necessary for prolonged voyages. When encountering rolling seas, it is believed that a hatch was left open, allowing seawater to fill a hold and cause the craft to founder. "It is yet another case of untrained 'sailors' getting in over their heads; had there been one qualified sailor aboard, the accident never would have happened." Captain Wilkerson emphasized that all craft putting to sea must have qualified crews and basic safety measures and equipment in order to avoid preventable accidents like this one.

The Golden Lark went down in the vicinity of 42°45'N, 70°45'W. Missing and presumed dead are Michael Apcott (age 50), Sean Apcott (age 25), and Patrick Harper (age 3). The bodies of two victims were recovered: William Apcott (age 57) and John Harper (age 29). The search for the other bodies is still in progress. The next of kin, who live in North Ashfield, could not be reached for comment.

PLAYER AIDS #3-5 APPEAR
ON THE NEXT SEVERAL PAGES

The Ghosts of North Ashfield

The North Ashfield home of Sylvanus and Moira Apcott erupted into chaos yesterday as neighbors attending a dinner party watched furniture and small objects suddenly hurl about the house and through windows. Initially believing the children to be responsible, it was only until it was determined that they were asleep in their rooms that it dawned on anyone something more sinister was involved.

According to Dennis Cowan, a visitor that evening, things seemed to move of their own accord across tables and later violently hurled themselves into walls and even through windows. He could not account for the happenings, but swore he would never again enter the house.

Whether or not this was a hoax has not been determined, but rumor has it that the local Episcopal Church has been contacted by Mr. Apcott and that an investigation is pending.

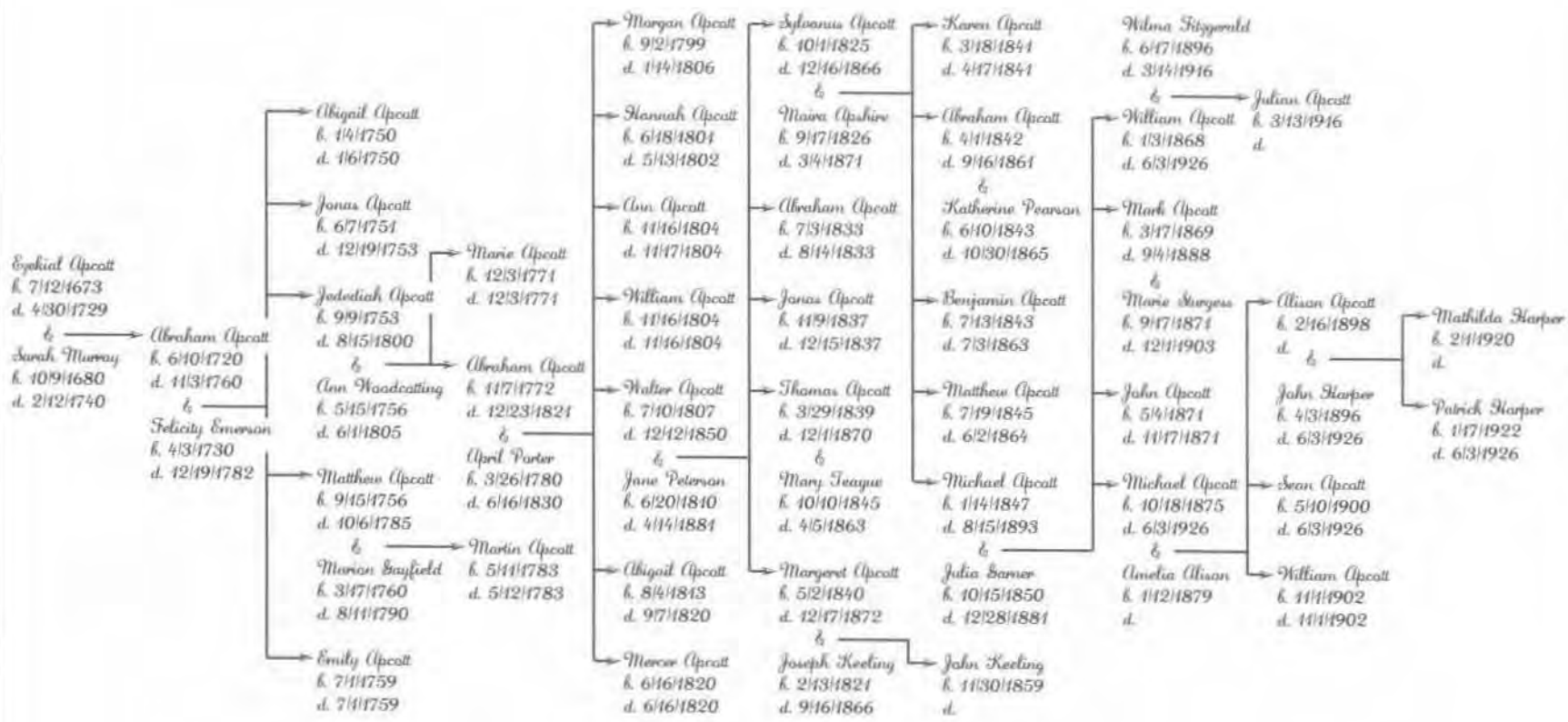
Do Ghosts Haunt North Ashfield?

The disturbances of last week seem to have repeated themselves once again. The quiet, Birch Street residence of Sylvanus and Moira Apcott was thrown into chaos as startling shrieks were heard by many of the residents. The shrieks were traced to the Apcott home and when neighbors went to investigate, they found smoke emanating from a front window.

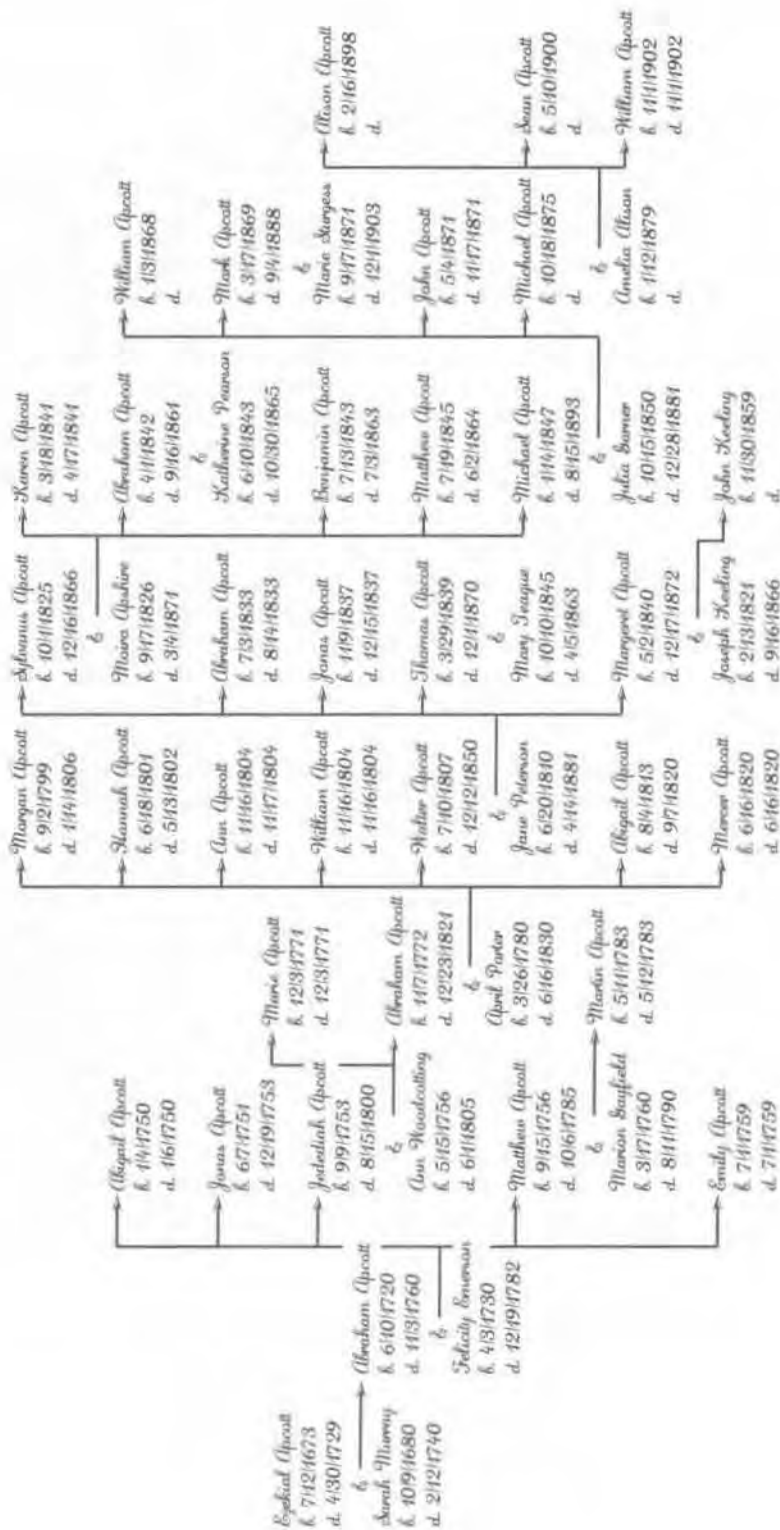
"The shrieks were wholly unearthly," commented Margaret Johnston, a local resident. Neighbors rushed in to douse the flames and rescue the Apcotts. The fire turned out to be a small blaze confined to a divan in the living room. The cause is unknown. What was disturbing is that no one was home and the source of the shrieks, which seemed to belong to a man and continued throughout the search of the house, could not be determined.

It was discovered that the Apcott family was out of town during this incident and is apparently in Boston on family business. They could not be contacted for comment.

This is the second such incident to afflict the Apcott home this year. Sheriff Stein stated he is looking into the case but believes it to be a hoax perpetrated by local hooligans.



PLAYER AID #3: APCOTT FAMILY TREE



PLAYER AID #4: APCOTT FAMILY TREE, OLD COPY WRITTEN CIRCA 1904

PLAYER AID #5: ABOUT POLTERGEISTS

The player aid below is designed to serve as a resource for the Keeper and may be made available to the investigators if any one of three requirements is satisfied. These are:

(1) Research in a reasonably large university or city library on poltergeist activity is done. This information can

be gleaned from several commonly available sources.

(2) Any investigator succeeds in an Occult roll.

(3) Any professional P.C. parapsychologist or occultist succeeds in either an Occult roll or a Knowledge roll. Both skill rolls may be attempted.

ABOUT POLTERGEISTS

Phenomena attributed to poltergeists are among the most common occurrences in the supernatural. Evidence of their activities have been documented back to before the time of Christ and continue to this day. The term "poltergeist" is German and means "rattling" or "rumbling" ghost. This is certainly an apt name for these entities for they are best known for making noise and breaking objects. Many early documented cases of poltergeist activity were German, but such phenomena have been observed in almost all cultures.

Though theories vary as to why such phenomena occur and whether or not there is sentience behind them, certain traits are common among poltergeists. The hurling of objects seems to be most common or at least best known. Such acts are generally observed within structures, but this is not always the case. In numerous instances, stones are observed to have been hurled by some invisible force or to have dropped from the sky. In these cases, the stones are obviously terrestrial in origin (i.e. they are not meteorites) though they are sometimes said to be warm or even hot to the touch. Regardless of where the phenomena occurs, there are few, if any, cases of anyone actually observing an object being hurled or moved. Usually, what is noted is that the object is found in a place it shouldn't be, perhaps broken. When it is actually seen in motion, it is always after movement is started (i.e. when the object is in the process of sliding across a table or hurtling through the air). Though often destructive, poltergeists are largely viewed as mischievous and are generally not malevolent.

More is attributed to poltergeists than simple movement of objects. They can create the sounds of footsteps and even voices in the home they inhabit and are even known to occasionally set furniture and clothing alight. They are particularly well known for making knocking and banging noises on walls and floors, thus the name that has

been applied to them. In some cases, people have allegedly been able to communicate with the rapper, establishing an understandable code. In others, the banging can take on distinct patterns such as well known musical themes. One additional piece of evidence supporting those who theorize they are sentient is that fact that in many cases, poltergeist activity ceases the moment strangers (such as investigators) arrive. Things remain mundane while they are present and only after they depart does the activity resume as before.

Unlike hauntings which can last for many years, poltergeists are generally a short term affliction, lasting only a few months or less in most cases. The supernatural activities are very often focused around one person in the house, usually an adolescent or pre-adolescent. Among these, girls are more often affected than boys. Theories vary as to what exactly poltergeists are. Some parapsychologists believe it is subconscious, uncontrolled telekinetic ability brought on by the onset of puberty while others believe they are spirits or ghosts within the affected house. While traditional hauntings may last for a long period and involve a wide array of phenomena, much or most of this appears to occur in the human mind while poltergeist activity is most definitely physical in nature. A poltergeist always remains invisible, unlike hauntings which may manifest themselves as a physical form that can be observed and perhaps even photographed.

While usually harmless, some poltergeists have demonstrated a high level of meanness if not downright malevolence. Cases of where a poltergeist seems to have gone out of its way to ruin the life of an individual are known including the famed Cock Lane case in Britain (where a poltergeist allegedly either tried to frame a man for murder or expose him as a murderer). Such cases are generally few.

October 10, 1932

Dear Sir,

I am an acquaintance of Amelia Apcott, a friend of yours from North Ashfield. She stated that you were of assistance with a problem she was experiencing some years back. I understand you and your associates are capable investigators who may be of service to me now.

A few days ago, my husband and two of his workers were murdered in the North Ashfield cemetery. The sheriff believes some wandering maniac is responsible and is now concentrating his efforts elsewhere in the county in order to prevent the fiend from escaping. I personally believe that the sheriff is wrong about this case and that no mere man was responsible. Further, I saw some unusual things the night of my husband's murder and believe there is more to this than the public has been led to believe.

I don't know if it is relevant, but the sheriff says that my husband is responsible for illegally opening and reusing graves in the cemetery. It seems the evidence against him is firm, but I don't know if this had anything to do with his murder.

Please contact me either in person or by telephone as soon as possible. I fear that the killer(s) are still in the North Ashfield area contrary to what the sheriff says and I feel that I and my daughter may be targeted next. I am willing to compensate you for your trouble. Please hurry.

Yours,

Emily Oakes

Emily Oakes
919 Magnolia Lane
North Ashfield, Massachusetts
Telephone: KL5-3323

PLAYER AIDS #6-7 APPEAR
ON PAGE 143.

There is something I must get off my chest. Something I can't even tell Emily. The business has been in dire need of cash recently. Income was low because there was no grave space and people in the area were going to bury their loved ones. Worse, only recently did I come to the realization that I paid too much for this property. So much so, in fact, that I couldn't even afford to purchase more land to start a new cemetery, even if the land was available for sale, which it is not.

What was needed was more grave space. I did a little research and found that there were many old graves in the cemetery - graves dating back to the Revolution and before. As far as I can tell, few visit the oldest sections of the cemetery. So I came up with a plan. If no one cares about the old graves, why not reuse them? Would this harm anyone? There are no next of kin, no one who would care. All I needed to do was convince the caretaker and that new digger. It seems was easy. He's a senile old coot who isn't really aware of what's going on around him. The new digger, Gilmont, was also easy. He seems to me to be the town bully type and the offer of a little cash, a place to stay, and a steady job were a lot to him.

My plans seem to have worked. We have managed to quietly exhume perhaps a score of graves and income from the burials along with embalming, caskets, and the rest are putting the business into the black. Exhuming the graves is the worst part though. It involves me and the diggers having to venture out in the middle of the night like common grave robbers. While I stand watch, they bring up the old casket and remains which are often little more than splintered wood and scattered bones and fragments. These we toss into the old well nearby though a few of the grave markers were too large to fit there. These we store in the basement of the home and Gilmont breaks them up in his spare time.

I must say I am uneasy about this. The fact that I am responsible for defiling so many graves is an issue I will have to bear for quite some time. If it weren't for the fact that it allows me to put food on the table for my wife and child, I probably could not consider such acts.

1 October, 1932

SATURDAY, OCTOBER 8, 1932

(PAGE 1)

THREE DEAD IN NORTH ASHFIELD KILLER STILL AT LARGE

Early this morning, the bodies of three men were found in the caretaker's cottage at the North Ashfield cemetery. Dead are the cemetery's owner, 50 year old Robert Oakes, and two of his workers, Silas Weems (age 79) and Stephen Gilmont (age 25).

The murders occurred overnight and the method and reason behind this are still unknown. According to Sheriff Bill Taggart of the Franklin County Sheriff's Department, the three men were killed by a maniac who was probably wielding either a hatchet or a large carving knife. The scene is reported to be extremely gruesome with the victims apparently being dismembered by the fiend in a frenzy of death and mayhem. The bodies have been turned over to the Franklin County Coroner and Sheriff Taggart has vowed to bring in the killer.

North Ashfield is a small town in rural Franklin County. It is not an area known for violent crime and the graphic nature of these murders has shocked the community. Neighbors report Robert Oakes, owner of the cemetery as well as a nearby funeral home, to be new to the area, having moved with his wife, Emily, and daughter, Ellen, to North Ashfield only six months or so ago. The two workers were both caretakers and were local men. The Globe will continue to follow this tragic story as it develops.

MONDAY, OCTOBER 10, 1932

(PAGE 1)

MURDER INVESTIGATION EXPANDS

SHERIFF CALLS FOR CIVILIAN VOLUNTEERS

In the wake of the October 7 murders of Robert Oakes, Silas Weems, and Stephen Gilmont, Sheriff Bill Taggart of the Franklin County Sheriff's Department followed up on his pledge to make catching the killer a maximum priority. Civilian volunteers are being deputized in order to carry out a county wide manhunt. Sheriff Taggart believes the killer is a wandering hobo or tramp and is concentrating men at train stations and major road intersections. Roads and rail lines are being patrolled by deputies and volunteers in automobiles and on horseback and the Sheriff is confident the case will be wrapped up soon. Already, many people have called in to the sheriff's department, but so far, little relevant information seems to have been received. Sheriff Taggart urges anyone with pertinent information on this case to telephone the Franklin County Sheriff's Department.

TUESDAY, OCTOBER 11, 1932

(PAGE 1)

SCANDAL ROCKS FRANKLIN COUNTY

SHERIFF ANNOUNCES GRAVE TAMPERING

The case of the murder of Robert Oakes and his workers at the North Ashfield Cemetery took a strange twist today. Sheriff Bill Taggart announced to reporters in Greenfield that records collected at and near the scene of the crime indicate that up to two dozen graves were illegally tampered with by cemetery personnel.

The motives for this appear to be financial. Sheriff Taggart did not provide specific details since the murder investigation is still in progress. However, he did state that he believed old graves were being disinterred and sold to new clients. The contents of the graves were allegedly then taken to the crematorium in the nearby funeral home and disposed of there. This activity was apparently confined to an old section of the cemetery, isolated from the rest by trees. Sheriff Taggart refused to indicate whether families of those who were in violated graves are now suspects in his murder investigation.

PLAYER AID #11: BOSTON *GLOBE* ARTICLE
DATED MONDAY, OCTOBER 10, 1932 DETAILING A
DISAPPEARANCE IN NORTH ASHFIELD (PAGE 2)

NORTH ASHFIELD FARMER MISSING

IS THE CEMETERY KILLER RESPONSIBLE?

Today, Rebecca Gray, wife of Donald Gray, a North Ashfield farmer, reported to the Franklin County Sheriff that her husband has been missing since last night. According to Mrs. Gray, she last saw her husband when he stepped outside to check on some livestock.

Sheriff Taggart was hesitant to connect this case with the killings of Robert Oakes and his two workers on the evening of October 7. He stated that Mr. Gray was not one of the deputized civilian volunteers and no bodies have turned up anywhere in the county.

Donald Gray has lived near North Ashfield his entire life. According to his neighbors, he was born and raised on the Gray farm and inherited the land upon the death of his father in 1923. He is described as a warm, jovial man with many friends and no enemies. Mrs. Gray could not be reached for comment.

Anyone with information on this case is asked to contact the Franklin County Sheriff immediately. Donald Gray is age 51, 5'10" tall, 200 to 210 pounds, with curly black hair streaked with gray. He was last seen wearing coveralls, work boots, and a flannel shirt.

PLAYER AID #12: BOSTON *GLOBE* ARTICLE DATED
WEDNESDAY, OCTOBER 12, 1932 DETAILING A
DISAPPEARANCE IN NORTH ASHFIELD (PAGE 2)

SECOND DISAPPEARANCE IN NORTH ASHFIELD

AUTHORITIES ARE BAFFLED

Yesterday evening, Hugh Donovan, father of 17 year old Myra Donovan reported his daughter missing to the Franklin County sheriff. She was last seen the evening before by her parents and was supposed to be retiring for the evening. Miss Donovan is the second person to go missing in Franklin County in recent days.

While the Donovan family declined to comment, neighbors describe Miss Donovan as being a pretty young woman with a quiet demeanor. Sheriff Taggart admits that this case is baffling since there is no known reason for her to leave the area of her own accord. Whether this case is connected to the disappearance of Donald Gray a few days ago or to the murders of October 7 is not yet known. Sheriff Taggart asks anyone with relevant information on this or the other cases to contact the Franklin County Sheriff's Department immediately. Miss Donovan is 5'4" tall, 105 pounds with brown hair, blue eyes, a fair complexion, and a slight build. She was last seen wearing a plaid skirt and white blouse.

The disappearance of Myra Donovan is the latest in a recent string of mysteries to plague North Ashfield. This is unprecedented for the small, sleepy community and many residents are becoming worried or agitated over the matter.

PLAYER AID #13: PASSAGE FROM SUPERSTITION AND HYSTERIA IN PRE-REVOLUTION NEW ENGLAND
DISCUSSING THE VAMPIRE CRAZE

One of the stranger and less publicized trends of hysteria in New England is the so-called "vampire craze." What is remarkable about this is not merely that it occurred, but that it persisted for so long. Evidence of belief in vampires as well as actions taken against them have been documented to as late as the 1890s.

Belief in vampires is an old one that crosses into many of the world's cultures. Genuine belief in vampires and other creatures of the night was well entrenched in Europe for many centuries and according to some, the height of belief in vampires was between 1400 and 1700. It is evident that such beliefs were transported to the New World with colonists from Western Europe.

Considering the backward and primitive nature of the American colonies, it should come as no surprise that the danger of vampires was considered plausible to many, if not most people. Deaths of family and friends were a frightening thing to the colonists, especially when the deaths were unusual or unexplainable. Diseases that are today well explained and in many cases curable were in 17th and 18th century New England sometimes viewed as evidence of vampire attack. Tuberculosis and cholera are two diseases that cause wasting and gradual death to victims and the symptoms of these diseases resemble evidence of vampire attacks described over the centuries.

The mere fact that deaths were often attributed to vampires is remarkable enough, but in New England, many took this an extra step further. Deceased loved ones believed to be victims of vampires were often disinterred in the middle of the night by grieving relatives and decapitated. Some would drive a metal or wooden stake through the corpse's heart despite the fact that the corpse may be that of an honored father or beloved wife or daughter. Even before burial took place, steps might be taken to prevent a corpse from rising from the grave. The simplest was to turn the body face down. This was believed to keep witches, vampires, sorcerers, and other denizens and disciples of the underworld in their graves. For some, this was not enough. Bodies might be partially dismembered or have the aforementioned stake driven into them. As gruesome as this may seem, it is actually quite tame when compared to some of the incidents of vampire "killing" and hunting in Central and Eastern Europe.

PLAYER AID #14 APPEARS
ON PAGE 152

PLAYER AID #15: LIST OF GRAVES VIOLATED AT THE NORTH ASHFIELD CEMETERY.

THIS LIST IS ONE THAT CAN BE COMPILED FROM A DETAILED EXAMINATION OF RECORDS PROVIDED BY EMILY OAKES.
 NO ACTUAL LIST OF THIS NATURE WAS COMPILED BY OAKES OR ANYONE ELSE.

NAMES ARE LISTED IN THE ORDER THE GRAVES WERE VIOLATED, THE LAST FOUR BEING GRAVES THAT WERE OPENED,
 BUT NOT YET REUSED.

	Name	Born	Died
1.	Gail Marcquist	January 12, 1705	March 17, 1709
2.	Josiah Martin	December 30, 1720	February 19, 1744
3.	Hannah Martin	March 2, 1724	February 19, 1744
4.	Josephine Martin	September 11, 1740	February 20, 1744
5.	Daniel Smythe	November, 1710	March 10, 1743
6.	David Mears		April 16, 1729
7.	Benjamin Watts	June 16, 1708	August 23, 1753
8.	Mary Palmer	May 9, 1689	December 17, 1742
9.	Abigail Reed	September 1, 1700	August 4, 1756
10.	Simon Galmont	January 9, 1689	January 19, 1730
11.	Chastity Petersen		October 23, 1760
12.	Brian Greene	June 14, 1720	February 3, 1751
13.	Samantha Greene	July 2, 1726	June 15, 1777
14.	Joseph Stratford	November 12, 1721	November 13, 1721
15.	Humility Howard	July 31, 1740	January 8, 1749
16.	Sarah Moliter	February 6, 1698	January 18, 1732
17.	James Moliter	March 29, 1728	May 14, 1769
18.	Hugh Johnston		September 10, 1703
19.	Pamela Johnston		October 14, 1710
20.	Harold Miles		August, 1737
21.	Edmund Rutger	November, 1690	May 13, 1733
22.	Homer Brown		April 19, 1706
23.	Emil Schergen	May 1, 1700	October 30, 1730
24.	Ann Thompson	March 15, 1715	December 21, 1731

October 21, 1784

This been a frightful day for the good peopl of Hawthorn. Yesterday, Emil Schergen died. By all accounts, Emil was a diligent worker and a productive member of thee communitie. I know his wife well and learned from her the dire circumstances of his death.

Yesterday, he was found by Jehudah Cooke and Lovell Woods. His pale body, twisted in grotesque death was under a tree on the Schergen farm. His throat has been torne out, as if he had been savaged by a wolf. I was called in to comfort his wife and take the body to its final resting spot.

Emil is not the only one to have died in this manner. I have been told that two people near Greenfield were similarly killed last month. I have further been told that the belief is that a vampire was responsible for those deaths.

With Benjamin Smith and Joseph White in attendance, I was careful in my inspection of the body when we prepared it for burial. The lack of other wounds and the absence of blood has convinced me that a vampire indeed did slay poor Emil. I only hope that the creature has left our area though I am now preparing for it in case it strikes again.

It has been my duty to inform Mrs. Schergen of her husband's fate. She has agreed that precautions must be taken to safeguard the communitie. This afternoon, we quickly buried Emil. I didn't have the heart to deny placing him in consecrated ground. However, I took some of the usual precautions. John Peters was good enough to quickly forge a stout iron bar, sharpened at one end. In the presence of Benjamin Smith, Joseph White, John Whitherspoon, John Peters, and Daniel Drake, I hammered the spike through Emil's body as it rested in the coffin. I made sure the spike went well into the earth at the bottom of the grave. My research tells me that by doing this, the spike will kill the vampire. Fixing this, it is pinned to the grave and cannot rise. As an added precaution, we bound the hands and feet to further inhibit the corpse's movement. I feel these actions will keep Emil from rising as a vampire and will save his immortal soul.

SUNDAY, OCTOBER 16, 1932 (PAGE 2)

FARMER MISSING IN FRANKLIN COUNTY

LATEST IN STRING OF DISAPPEARANCES WORRIES AUTHORITIES

Yesterday afternoon, Sheriff Bill Taggart of the Franklin County Sheriff's Department announced that another person has disappeared in the area of North Ashfield. This is the latest in a string of disappearances and murders that have plagued the town in the past few weeks. Missing is Christian Carter, a 51 year old farmer.

Mr. Carter's whereabouts are currently being sought by Sheriff Taggart. His wife, Patricia, reported him missing yesterday morning. He was last seen leaving the Carter farmhouse prior to sunrise. This was the beginning of his usual morning routine. According to Sheriff Taggart, it is unlikely Mr. Carter left of his own accord since he did not take any of the farm's horses or vehicles. There are no leads in this case and the sheriff is hoping a witness will come forward to assist in the resolution of the matter.

Christian Carter is age 51, white, male, 5' 7" in height, and 145 pounds. He has medium length blonde hair and blue eyes and was last seen wearing blue denim coveralls, leather workboots, heavy fabric gloves, a red flannel shirt, and a brown jacket.

FRIDAY, OCTOBER 21, 1932 (PAGE 2)

FRANKLIN COUNTY DISAPPEARANCES CONTINUE

SHERIFF CALLS FOR CIVILIAN VOLUNTEERS

The latest in a mysterious string of disappearances was announced to the public and press yesterday afternoon by Sheriff Bill Taggart of the Franklin County Sheriff's Department. The latest victim is 19 year old Howard Raymond, a farm hand on the Cawthorn Farm southwest of North Ashfield.

Howard Raymond was reported to be a reliable worker who lived on the Cawthorn farm and had been working there for over two years. He was reported missing by Erasmus Cawthorn, owner of the farm.

Last seen on the evening of October 19 by the farm's owner, Mr. Raymond is believed to have met with foul play since his belongings are still in the farm's bunkhouse. Sheriff Taggart has confiscated all of these belongings and is examining them in the search for clues. While the sheriff admits it is possible Mr. Raymond simply left for a brief trip to a location outside Franklin County, he is assuming the worst due to the extreme number of cases of disappearance that have occurred over the last few weeks.

Howard Raymond is a white male, approximately six feet tall and 210 pounds. He has medium length dark brown hair and a short beard. He was last seen wearing blue, denim trousers, a brown long sleeve shirt, boots, brown jacket, and a hat.

TUESDAY, OCTOBER 25, 1932 (PAGE 2)

GIRL MISSING IN FRANKLIN COUNTY

STATE POLICE ARE CONSULTED

Yesterday morning, Sheriff Bill Taggart of the Franklin County Sheriff's Department made a now familiar announcement. Another person has disappeared in the North Ashfield area.

Missing is Darlann Webster, the 17 year old daughter of Uriah Webster, a retired farmer. She was last seen just after dinner on October 24 by her father.

In light of this latest disappearance, Sheriff Taggart revealed that he has been in contact with the State Police and that they have provided valuable guidance. It now seems that the State Police will be called in to actively assist in the investigation. The State Police had no comment concerning this matter as of press time.

Sheriff Taggart asks that anyone who has seen or knows the whereabouts of Miss Webster contact him immediately. Darlann Webster is a 17 year old white female, 5' 4" tall, 100 pounds, with shoulder length, straight, sandy brown hair and blue eyes. She has a slight limp and favors her left leg.

PLAYER AIDS #16, 17, & 18: BOSTON GLOBE ARTICLES DATED AS NOTED BELOW

PLAYER AID #19: VAMPIRES

This player aid is designed to serve as a resource for the Keeper and may be made available to the investigators if any one of three requirements is satisfied. These are:

(1) Research in a reasonably large university or city library on vampiric activity is done. This information can be gleaned

from several commonly available sources.

(2) Any investigator succeeds in an Occult roll.

(3) Any professional investigator parapsychologist or occultist succeeds in either an Occult roll or a Knowledge roll. Both skill rolls may be attempted.

ABOUT VAMPIRES

Scholars have long examined vampire myth and lore, sometimes with an eye to combating the evils of the spirit world and sometimes with a relatively unbiased scientific eye. Many facts have turned up concerning vampires.

By definition, a vampire is an undead creature that survives by draining the blood, youth, or life force of victims. Vampires in some form have been found in many cultures worldwide. To the layperson, it is the vampires of Eastern Europe that are most familiar, mainly due to the publication of Bram Stoker's *Dracula* in 1897.

The vampires of history and folklore are very diverse and often do not conform to the better known vampires of fiction and film. Bram Stoker's vampire is one of the relatively few cases where a fictitious vampire is actually well modeled on a vampire species of folklore.

Many vampire species have been documented around the world. In Europe, vampires have been studied over the centuries and were commonly linked to witchcraft and Satan worship. There are scores of methods of becoming a vampire. Examples include being one who was excommunicated, one who died a violent death, one who was murdered, one who was a witch or servant of Satan, one who was a werewolf in life, one who had been attacked (or killed) by a vampire in life, and even one who had a cat jump over his/her corpse prior to burial. If all the means of becoming a vampire were valid 100% of the time, the world would be overcrowded with vampires.

Preventing the rise of one as a vampire can be done in several ways. According to some traditions, burying the suspected vampire face down will cause it to dig deeper into the ground rather than rise from the grave. Other traditions insist that a corpse should be bound prior to burial to prevent the vampire from escaping. Some stories state that vampires are obsessed with untying knots. Therefore, some corpses were buried in nets, the theory being that before the vampire could rise, it would first have to untie all the knots. This process could take place only at the rate of one knot per year. The most drastic means of preventing the rise of a corpse was to decapitate it, drive a stake or spike through its heart (thus pinning it to the grave), or burn it. These extreme methods were not that uncommon because the fear of the unknown often overcame the grief one felt for a deceased relative.

Finding a vampire is no easy task. Very often, the first signs were people suffering from or even dying from wasting diseases. In such cases, a vampire was often blamed. Cemeteries were scoured for evidence of the undead; unexplained holes in graves, toppled tombstones, and disturbed grave soil are three classic signs.

Dispatching a vampire could be an even greater challenge and there were some intrepid individuals that made their livings as vampire killers during the Middle Ages and Renaissance. The

method of killing a vampire was dependent upon what region one is in. According to a few traditions, a vampire could be killed with a single gunshot to the heart. Many vampire species could be killed with a wooden stake being rammed through the heart. Some cultures stated the stake could be made of anything while others would specify particular materials (whitethorn and hawthorn are two particularly useful woods for stakes). For many other species, thrusting a stake through the creature's heart would only put it into a stasis. The way to complete the destruction of such vampires was usually to behead them. Most vampires are susceptible to fire and could be killed by burning them in their graves. In fact, many vampires were killed by decapitation and just to be sure, frightened villagers would cremate the remains. Holy objects (holy water, crucifixes, crosses, rosaries, holy wafers, etc.) were useful in keeping many vampire species at bay. Touching a vampire with a blessed or holy item would burn the creature like fire or acid.

Vampires had a wide array of powers. Aside from the obvious benefit of immortality, many vampire species could alter their physical form to that of another creature (canines, felines, bats, and rodents being most common). Those that were sorcerers in life might still possess formidable spell casting abilities. Vampires were very often alleged to be able to control animals with mere thought and even influence human behavior. Interestingly, a few vampire species were known to be able to freely roam around and hunt during the daylight hours, even in direct sunlight.

Unlike the vampires of fiction, vampires of folklore were usually frightening, filthy entities more akin to ghouls in appearance than suave noblemen. Often relatives were targeted first, being most susceptible to the predations of a newborn undead.

Scholars have a variety of explanations for the vampire hysteria that swept Europe during the Middle Ages and Renaissance. Some argue that it was people misinterpreting common diseases such as tuberculosis and cholera as signs of undead attack. Such diseases cause victims to waste away as if the life were being drained from them. Other scholars argue that there is strong evidence that many people were prematurely buried. Since the actual time of death could be easily mistaken due to the poor state of medicine at the time, it was entirely possible for one that was merely comatose or even unconscious to be believed to be dead and then quickly buried. Some of these people inevitably escaped their graves, only to be seen wandering around by superstitious locals. The result would likely be a mob attacking the poor person who, having just narrowly escaped death by asphyxiation, is suddenly lynched by former friends and neighbors. Finally, some scholars point out that when bodies are buried, decomposition slows to a crawl. When a grave was then opened in the search for vampires, people would be amazed at the remarkable state of preservation. Their only explanation for this was vampires.

PLAYER AID #20: SHERIFF'S REPORT ON NAN BARLOW. SPELLING AND TYPOGRAPHICAL ERRORS ARE INTENTIONAL.

Case #35-007-1164A

Reference: Missing Person

Date: February 6, 1935

Name: Nan Barlow
Address: 225 Dorchester Street, Greenfield, Massachusetts (home)
Room 104 Emerson Hall, Miskatonic University, Arkham, Massachusetts (school)
Occupation: student
Description:
Date of birth: January 19, 1914
Age: 21
Height: 5'5"
Weight: 110 lbs.
Hair: blonde, medium length
Eyes: blue
Build: slight
Complexion: pale
Distinguishing features:

Notes:

On February 4, I was despatched by Sheriff Taggart to investigate a missing persons report filed by Mr. Woodson Barlow of Greenfield. Mr. Barlow indicated his daughter, Nan Barlow, had missed a family gathering in Greenfield and he feared she was having some trouble in the village of Whitewood. He stated her business in Whitewood had to do with some research she was conducting for a collage term paper.

I drove out to Whitewood on the morning of February 4. Whitewood is a small community northwest of North Ashfield and is located down a rough side road off the main county road.

In Whitewood, I first went to the Ravens Inn, the only hotel in the area. It is owned and operated by Mrs. Elizabeth Newless. I spoke with Mrs. Newless who stated she remembered Miss Barlow. She said Miss Barlow stayed only a couple days around February 1 and showed me the hotel register. The register shows that she checked in on January 30 and left February 1. Mrs. Newless stated Miss Barlow left without paying her bill. I looked into the room she occupied and found no sign of any of her belongings.

After leaving the Ravens Inn, I searched the village for signs of Miss Barlow or her vehicle, a 1933 model Ford Model A sedan. This search failed to turn up any sign of Miss Barlow. However, I did speak with Miss Russell who operates a local antique store. Miss Russell said she remembered Miss Barlow being in town around January 31 and that she loaned her a book on New England witches. Miss Barlow failed to return the book, but left it in the care of Mrs. Newless. Miss Russell recovered the book when visiting the Ravens Inn a couple days later.

In my investigation of the Whitewood area, I found no sign of Miss Barlow and it seems she has left the area. It is likely she either returned to school or is conducting research elsewhere.

Samuel Bloch Feb 20 1935
Samuel Bloch, deputy (#203)

PLAYER AIDS #21-26 APPEAR
ON THE NEXT SEVERAL PAGES

PLAYER AID #27: MARRIAGE ANNOUNCEMENT IN THE
JUNE 18, 1856 ISSUE OF THE
GREENFIELD GAZETTE AND COURIER

KEELING-APCOTT

Married last Sunday were Joseph Keeling and Margaret Apcott. Joseph is the eldest son of Geoffrey and Wilhelmina Keeling of Royalston. Margaret is from North Ashfield and is the youngest child of Walter and Jane Apcott. Joseph recently purchased a small farm outside of Royalston where he intends to raise chickens.

Chapter IV: Dispatching a Witch

Numerous methods of eradicating an accused witch were tested in eighteenth century new England. Some were time honored methods brought over from various parts of Europe while others were little more than the actions of a lynch mob.

Hanging

The method of execution for the Salem Witches. A witch that was hanged according to some traditions could not later come back to haunt or curse those responsible. Hanging at the time was not always a swift, clean death. Done improperly, the victim might slowly strangle to death rather than die quickly from a broken neck.

Disposal of the body might occur in any number of ways. Most commonly, the person was excommunicated prior to the execution. To bury the remains in consecrated ground was not possible so the body would be buried outside a lawful cemetery or in a family plot elsewhere. Sometimes the burial would be in a private, unmarked place known to no one but the men in charge. This would prevent the minions of Satan from trying to retain the corpse for evil purposes. Furthermore, the corpse would be buried face down. The idea was that if the corpse were to awaken, it would attempt to leave the grave. Since it would naturally assume it was face up, it would just burrow deeper into the earth rather than rise from the grave.

Another common disposal method was fire. Fire would cleanse the body of evil and the remaining ashes would be discarded, possibly by disposal in a stream or river.

Burning

Perhaps better known, it was probably practiced less frequently than hanging though was all too common nonetheless. Considered by many a far better method of disposal, a witch would ideally be reduced completely to ashes. These along with any remaining bone fragments would be scattered to the winds or hurled into a river. Fire was considered to be a cleansing agent that would sear out the evil within the accused, perhaps freeing the soul for eternal salvation.

Decapitation

Less common, this method may have some links to vampire killing traditions of Central and Eastern Europe. It was believed by some that separating the head from the body was the best means of killing a witch and preventing a subsequent rise as an undead revenant. Afterwards, the body would be buried face down in unconsecrated ground or perhaps burned to ash.

Immunity and Protection from Witchcraft

Despite the apparent widespread nature of witchcraft, it was believed that certain people were immune to their machinations. Those that judged them were one such class of people. A second were bona fide churchmen who administered holy rites and were pure at heart. The third was anyone who was blessed by God.

Though this belief was virtual doctrine in certain parts of Europe, it was not necessarily always held true in colonial New England. The Salem Witch Trials provides many examples of men falling into those categories who were accused and even imprisoned. This included a minister and even one of the judges in the court.

Although the average man could not expect to be immune from witchery, he could take steps against it. Strict adherence to a godly lifestyle was one means. The presence and use of holy objects was another. Of these, the cross and holy water were very potent. A cross was especially useful for not only could one be readily obtained or fabricated, but it was portable. Burning blessed herbs and candles were also useful in protecting one's home from evil. It was believed that evil, such as that posed by witchcraft, could be thwarted though devout behavior and proper use of holy materials. Even the physical presence of a witch could be affected by the use of a cross, perhaps in conjunction with prayer.

PLAYER AID #22: LETTER FROM EZEKIAL APCOTT TO ELIZABETH NEWLESS DATED OCTOBER 25, 1729

Hawthorn; October 25, 1729

Dear Elizabeth,

I want to again thank you for your assistance in my research. Without your aid, I would not have made the progress I have in such a short amount of time. Too bad your friend Abigail can no longer assist. It seems you learned much from her.

Once again, however, I must implore you to share further information, the knowledge we spoke of. I have long been seeking out the secrets of eternal life, but in vain. It is obvious you have been successful. We serve the same Master; he looks on both of us highly. I realize that our methods are not always the same, but I believe that a partnership would be most productive.

I only want to better serve the Master. I urge you once again to share your knowledge with me.

Yours,

Ezekial Apcott

PLAYER AID #23: LETTER FROM EZEKIAL APCOTT TO ELIZABETH NEWLESS DATED JANUARY 4, 1730

Hawthorn; January 4, 1730

Dear Elizabeth,

It seems we have been unable to reach an accommodation as of yet. Your most recent letter was most distressing. I understand your need to maintain a specific number within your group. I realize that to include me would unbalance your group and that this is not possible. However, this is not what I am asking for. I simply want access to the knowledge you have on eternal life. Your letters have been very vague on this subject. Are you trying to say that the secret is only useful to those who are members of an organization like your own?

I am not without power or knowledge. I am still confident we can reach an accord, one that is mutually beneficial. There are things I can share with you that would be to your benefit, and to the benefit of your friends if that is what you wish. Please do not consider me competition or opposition. I must remind you that we serve the same Master; one who would be most displeased were we to conflict.

Unfortunately, I cannot accept your invitation to visit at present. My last visit was too recent to permit me to leave my obligations here. People are beginning to suspect me here in the Hawthorn area and I am considering moving to elsewhere in the colony. If you wish to meet, it will have to be in secret and somewhere in my area. I know this is inconvenient and that you have your own set of obligations. I will understand if you must cancel.

Yours,

Ezekial Apcott

PLAYER AID #24: LETTER FROM AMELIA APCOTT REVEALING JULIAN'S DEATH

Tuesday, April 4, 1939

Dear Sir,

It is my sad duty to inform you that my nephew, Julian Apcott, died Monday after suffering through a long illness. It was his wish that his close friends and associates attend his funeral. I can provide you and your friends with lodgings and we would dearly love to visit with you for a time.

Your friend,

Amelia Apcott

Amelia Apcott

PLAYER AID #25: UNFINISHED LETTER PENNED BY A "FEVERISH" JULIAN APCOTT
AND INTENDED FOR THE INVESTIGATORS

30 March, 1939

My friends,

I hate to trouble you, but it seems that something strange has once again descended on our household.

At first, I thought what I was feeling was a mere hallucination. For months now, I have been in (relatively speaking) good health. No major relapses and more importantly, I have been living reasonably comfortably.

This all changed recently. I have begun to have the feeling that I am being watched, watched by someone or something malevolent. I have been feeling weak lately. Could this be related? Could the old spirit be returning? Perhaps it was my imagination winning away with me.

Two days have passed since I began this letter. Since then, my condition has deteriorated. After months of relative health, this sudden relapse has Aunt Amelia worried...and me as well. Only Mattie remains cheerful, but I can tell she is only putting on a good face for my benefit. Something was in my room last night. I can't tell anyone here; they won't believe me. Not twice in ten years. I have been feverish before, but I know what I feel.

I think someone has been coming into my room at night. Or something. Mattie will post this on the morrow. Please

(the letter ends here, unfinished.)

PLAYER AID #26A: LETTER FROM MARGARET KEELING TO HER MOTHER ANNOUNCING THE BIRTH OF HER SON

December 3, 1859

Dear Mom,

I know you will be most happy with this letter. You are now a proud grandparent. I gave birth to a son, John, on November 30. He is a healthy boy who resembles Pa. I can't wait to visit and show him off.

Please don't worry a bit. Both I and John are in good health and good spirits. Joseph is fine and sends his best wishes. The snow up here in Royalton has been a bit overwhelming this year, but if the weather clears, we will try to visit for Christmas. Give my best to Pa and the family.

Love,

Margaret

PLAYER AID #26B: LETTER SENT FOLLOWING PLAYER AID #26

December 15, 1859

Dear Mom,

It seems we will not be able to make it to North Ashfield for Christmas after all. Early snows here have checked the roads. I fear that even this letter may not reach you until the New Year. Royalton is completely frozen in.

I'm sorry we won't be able to make it, but we will visit as soon as we can. Dr. Ritters said we should only go when the weather is clear since it could affect young John's health, and mine as well. We really miss you and will remember you in our nightly prayers.

Love,

Margaret

COMING FULL CIRCLE

Name _____ Occupation _____
 Gender _____ Age _____ Nationality _____ Residence _____
 Schools & Degrees _____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea	Damage Bonus _____
CON	APP	POW	Luck	
SIZ	SAN	EDU	Know	Current Date _____

MAGIC POINTS

Unconscious=	0	1				
	2	3	4	5	6	
	7	8	9	10	11	
	12	13	14	15	16	
	17	18	19	20	21	
	22	23	24	25	26	

HIT POINTS

Dead=	0	1	2			
	3	4	5	6	7	
	8	9	10	11	12	
	13	14	15	16	17	
	18	19	20	21	22	
	23	24	25	26	27	

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: _____) Insanity =

0	1	2	3	4	5	6	7	8	9	10	11										
12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Phobias _____
 Insanities _____

PORTRAIT

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10) _____ <input type="checkbox"/> Anthropology (00) _____ <input type="checkbox"/> Archæology (00) _____ Art (05): <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Astronomy (00) _____ <input type="checkbox"/> Bargain (05) _____ <input type="checkbox"/> Biology (00) _____ <input type="checkbox"/> Boating (10) _____ <input type="checkbox"/> Botany (00) _____ <input type="checkbox"/> Chemistry (00) _____ <input type="checkbox"/> Climb (40) _____ <input type="checkbox"/> Conceal (15) _____ <input type="checkbox"/> Credit Rating (15) _____ <input type="checkbox"/> Cthulhu Mythos (00) _____ <input type="checkbox"/> Dodge (DEX x2) _____ <input type="checkbox"/> Drive Auto (20) _____ <input type="checkbox"/> Electrical Repair (10) _____ <input type="checkbox"/> Fast Talk (05) _____	<input type="checkbox"/> First Aid (30) _____ <input type="checkbox"/> Forensics (00) _____ <input type="checkbox"/> Geology (00) _____ <input type="checkbox"/> Hide (10) _____ <input type="checkbox"/> History (20) _____ <input type="checkbox"/> Jump (25) _____ <input type="checkbox"/> Law (05) _____ <input type="checkbox"/> Library Use (25) _____ <input type="checkbox"/> Listen (25) _____ <input type="checkbox"/> Locksmith (00) _____ <input type="checkbox"/> Martial Arts (00) _____ <input type="checkbox"/> Mechanical Repair (20) _____ <input type="checkbox"/> Medicine (05) _____ <input type="checkbox"/> Natural History (10) _____ <input type="checkbox"/> Navigation, Land (10) _____ <input type="checkbox"/> Navigation, Sea (00) _____ <input type="checkbox"/> Occult (05) _____ <input type="checkbox"/> Operate Hvy. Machine (00) _____ Other Language (00): <input type="checkbox"/> _____	Own Language (EDU x5): <input type="checkbox"/> _____ <input type="checkbox"/> Persuade (15) _____ <input type="checkbox"/> Pharmacy (00) _____ <input type="checkbox"/> Photography (10) _____ <input type="checkbox"/> Physics (00) _____ <input type="checkbox"/> Pilot (00) _____ <input type="checkbox"/> _____ <input type="checkbox"/> Psychoanalysis (00) _____ <input type="checkbox"/> Psychology (05) _____ <input type="checkbox"/> Ride (05) _____ <input type="checkbox"/> Sneak (10) _____ <input type="checkbox"/> Spot Hidden (25) _____ <input type="checkbox"/> Swim (25) _____ <input type="checkbox"/> Throw (25) _____ <input type="checkbox"/> Track (10) _____ <input type="checkbox"/> Woodcraft/Carpentry (10) _____ <input type="checkbox"/> Zoology (00) _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
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COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____

AFTERWORD

From its initial conception, the author wanted to incorporate certain specific features into *Coming Full Circle*. As one who sees the "classic" period of *Call of Cthulhu* spanning both the 1920s and 1930s, one goal was to create a campaign that was set in the late portion of this period, an era generally neglected in published scenarios. This is to permit use of characters that perhaps survived the 1920s only to have nothing left to do, but enter retirement. A second feature was to provide the first published non-Cthulhu Mythos campaign in *Call of Cthulhu*. The author, for one, sees non-Mythos horror as a largely untapped resource that cries out for attention. A third feature was to provide a campaign that was somewhat modular in nature, allowing the individual scenarios to be pulled out and used separately. Not all have the time to run an ongoing campaign and not all scenarios in this book will be to everyone's taste. A modular format provides the moderator with flexibility not generally available in other campaign books. The final feature was to provide scenarios that were rooted in real life folklore and legends. Rather than create bogus creatures and entities to struggle against, there is much in world folklore that is worthy of study and use.

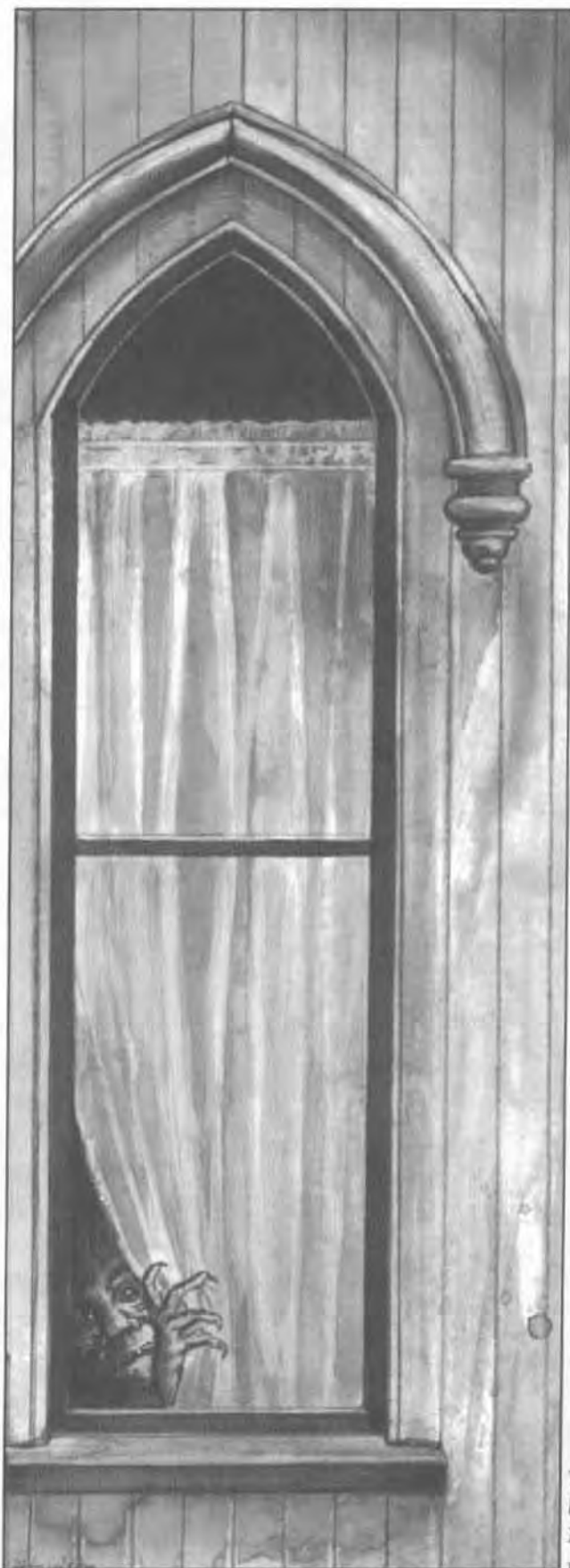
The attentive reader will no doubt notice that the scenarios in this work not only step outside of the Cthulhu Mythos, but also step into the realm of Christianity. The symbols of this religion, as well as some of its rituals, can play an important part in certain sequences. The third scenario, *The Whitewood Horror*, deals directly with a Satanic coven who have gained substantial power from their adoration of the diabolic.

Call of Cthulhu purists may be bothered by the inclusion of traditional Christian elements into what is essentially a secular setting. Those who would feel uncomfortable at changing the reality of their campaigns to suddenly encompass a supernatural Christian force at play in the cosmos are encouraged to take a different perspective. The dark figure worshipped by the *Whitewood* coven could just as easily be an aspect of Nyarlathotep. The power of Christian symbols and rituals do not seem out of place in a world where magical power comes from the mental willpower of the magician, and thus may take whatever form the magician is accustomed to.

The goal of *Coming Full Circle* is not to subvert *Call of Cthulhu* or try to impose some alternate cosmic order upon the game setting. Rather, it is to explore some of the most intriguing elements of New England folklore and traditional occultism.

We hope you enjoy *Coming Full Circle*.

—John H. Crowe, III



The legends of New England rise tall.

C O N T R I B U T O R S

JOHN H. CROWE, III **AUTHOR**

Coming Full Circle is Crowe's second book-length *Call of Cthulhu* campaign, following 1994's *Walker in the Wastes*. He is also the author of numerous articles and scenarios for *Call of Cthulhu* which have appeared in *The Unspeakable Oath* and other publications. He has a seemingly never-ending list of projects in development at any given time, most of which will probably turn up from Pagan Publishing sooner or later.

JOHN TYNES **EDITOR**

By day, Tynes works for Dædalus Entertainment as their RPG director; by night, he is the editor-in-chief of Pagan Publishing. His alleged career in the gaming industry still baffles him, though he thanks his lucky stars for it every day. He is the founder of Pagan Publishing and *The Unspeakable Oath*, and has also worked as a freelancer for several companies on a sporadic basis when something sounds so cool he just can't resist. On rare occasions he falls asleep.

DENNIS DETWILLER **ART DIRECTOR & COVER ARTIST**

Dennis is a talented illustrator & painter whose work has appeared in a variety of Pagan Publishing products as well as in projects such as *Magic: The Gathering*,TM *Castle Falkenstein*,TM *Shadowfist*,TM and others. As Pagan Publishing's art director, Dennis works tirelessly to halt the tide of odd-sized art assignments 6.452" wide by 4.138" tall and to present the work of the finest artists around.

HEATHER HUDSON **ILLUSTRATOR**

Heather Hudson was born in Canada and studied theatrical costume design before starting as a freelance illustrator with *Magic: The Gathering*TM—*Legends*.TM Since then she has worked on various trading card games including Wizards of the Coast's *Ice Age*TM and *Fallen Empires*,TM New Millennium's *Battlelords*,TM and Dædalus Games' *Shadowfist*.TM Currently she is working on projects for WotC, Dædalus, and Iron Crown Enterprises. At this time she has no other life and may in fact be a fictional character.

MARK SCHUMANN **GRAPHIC DESIGNER**

Having graduated from UCSC with a BA in history, it was inevitable that he do Technical Support for Adobe. When real life got too maddening, he quit and fled to the wilds of Berkeley to become art director for R. Talsorian games. Recently, in a fit of insanity, he assumed the mantle of contributing writer/editor for *Castle Falkenstein*,TM and started freelancing. He has been to Seattle, and thinks that the beer there isn't as good as the beer in the San Francisco Bay Area.

BRIAN APPLETON **PROOFREADER**

Associate Editor Brian Appleton packed up his life and moved to Seattle with the rest of the staff in May of 1994, and swiftly found happiness, prosperity, and a land of much beer. (Editor Tynes made the latter discovery, too.) He is currently assembling an anthology of non-Mythos *Call of Cthulhu* scenarios for publication in 1996. A never-tiring crusader against the presence of cheese in Pagan Publishing products, Brian still wishes those googly eyes in *TUO* had never existed.



VENGEANCE HAS BEEN A LONG TIME COMING.

The little town of North Ashfield, Massachusetts, is not the kind of town where evil dwells. Yet it not only dwells—it thrives. The ghosts of the past and the horrors of the present rub shoulders with honest citizens and innocent children, feeding on the isolation and naiveté of the residents. The circle of life, the circle of love, the circle of friends, the circle of family: all are encompassed within a much larger sphere...the circle of death. Its arc is slow and somber, but when the ends are joined all hell will break loose. The legends of New England rise wild.

Coming Full Circle is a campaign of four scenarios set from 1929 through 1939. This is a non-Mythos campaign featuring threats drawn from New England folklore and superstition, and includes rules for creating psychics and mediums as investigators and using “the Gift” in play.

