

The Black Stone©1999

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Call of Cthulhu

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Keeper's Introduction

Untold eons ago, a Devourer embryo was deposited upon the earth in what is now the state of Maine. The immature Devourer, still encased within its shell, fed upon all available life. After some time, the malign entity became dormant. It slumbered away the eons until it was chanced upon by a Mi-Go expedition. After losing several of their number, the Mi-Go sealed the being within a magical shell and went back to their mysterious activities.

Thus imprisoned, the Devourer became dormant and awaited the chance to feed again. Slightly more than 300 years ago, an English wizard named Jeremiah Trask learned of the Devourer from ancient writings and came to the New World to seek it out. Trask eventually located the Devourer and was able to partially free it from the Mi-Go

prison with the aid of the cult he had formed in the New World. There is no telling what evil might have resulted if a witch hunter named John Morril, aided by local shamans, had not put an end to Trask and his followers before they were able to completely free the Devourer. Morill, who knew of the Mi-Go, was able to partially restore the Devourer's prison. To protect the inhabitants of the region, Morill and the shamans declared the area taboo and spread terrible rumors about it so the people would fear the area.

The imprisoned Devourer lay within the deep Maine woods, unseen for human eyes, until 1935. In that year, an unfortunate hunter who had built his scamp near the Devourer's prison had the misfortune of encountering it. The Devourer quickly devoured the man's life force, leaving his corpse rotting in the woods. A guide company later purchased the camp and every so often someone would have the terrible misfortune of becoming a victim of the Devourer. However, the disappearances were never common enough to arouse any suspicions (since people do have accidents in the deep woods).

In 1965 another English wizard, Daniel Goodale, found Morill's diary and learned from it the legend of a "black stone" in the Maine woods. According to Morill's diary, the stone had a "star-spawned monstrosity" imprisoned inside of it. Eager to use this being, Goodale came to America and purchased the cabin from the guide company, which had fallen on hard times. The "black stone" Goodale came looking for was actually the Devourer's shell. Goodale, incorrectly believing that he had a spell to control the creature he sought, met his agonizing death

in the Maine woods. After the government took Goodale's land, to pay off back taxes, a lumber company purchased it and the area was undisturbed for decades. Ohio State University purchased Goodale's books (including Morill's diary), that were found in the cabin, at a government auction.

In 1992, Professor of History Hiram Jones and Professor of Anthropology George Hastings of Ohio State University came across the books that had been acquired from Goodale and set about translating and interpreting them. Finally, in 199x, they succeeded in translating and interpreting most of the books. Hastings, who considers himself a Man of Science, dismissed most of the material (including the dire warnings not to disturb the area) as superstitious nonsense. However, the references to the forbidden region and past inhabitants intrigued him enough to send a group of graduate students to investigate. Hastings, who believed that Jones was taking the "superstitious nonsense" much too seriously, sent the students to Maine while Jones was away visiting his family.

The unfortunate graduate students, who set up their base of operations in the old cabin, found the "black stone" within a week of their arrival. One of the students disturbed the magical barrier by removing one of the component stones (which they took to Clara Barton, the local matriarch and history expert in nearby Colbin). Taking advantage of its increased freedom, the Devourer soon overwhelmed the students and drained their life forces, turning them into its undead servants.

When the students failed to call in for three days, Hastings became worried and called Jones. Jones, who

possesses some knowledge of the Mythos, was horrified to learn that the students had not been heard from and was concerned that something terrible might have happened to them.

Getting the Investigator's Involved

Professor Jones, fearing that the students might have been sent into a horrible danger that the police would be helpless against, will contact the investigators. If Jones is not known by one of the investigators, he can be introduced as a friend of one of the investigator's friends. Jones will tell the investigators that he suspects the students have become involved in a situation "beyond the realm of the everyday world." If the investigators are interested in helping Jones, he will tell them what he knows (which is the information contained in Morill's diary, see below) and will offer to help the investigators with airfare (he can get a 20% discount on airfare through his connections). If the investigators ask about money, Jones will offer to hire them for \$75-100 a day (each) as "freelance consultants", with Ohio State picking up the tab. If the investigators decline to aid Jones, he will set out on his own and the investigators will later learn of a terrible disaster in Colbin (the Devourer consuming ever living thing in the town) and the disappearance of Jones and the four students. The Keeper might wish to dock the investigators a point of SAN if they learn of this.

Maine

If the investigators fly in, Jones will meet them at the Bangor

International Airport. If they arrive by bus or car, they will be met by Jones in Bangor. If needed, Jones will have enough rented vehicles to transport the investigators. Jones will want to start the journey to Colbin as soon as possible, but will be willing to take time to adequately prepare for the trip. If the investigators need equipment, they can purchase it in Bangor (there is a large mall in the area) or in a nearby community (such as Brewer, Old Town, or Orono). There are a variety of gun and outfitting stores in the area, so the investigators should be able to purchase almost anything they may need. Unless the investigators actively seek out trouble, they will be in no danger on their journey to Colbin.

Colbin

Colbin is about an hour from Bangor in good driving conditions. The road to town is a two lane, paved road that has many potholes and frost heaves. The town itself is quite small and has only a few houses, a small general store, and a gas station. The people are friendly, with the notable exception of Jeremy Morill.

Map of Colbin

Houses: The houses are fair to well-maintained old style New England structures. The majority of the inhabitants are retired (“the young folks don’t like to stay, they go off to the big city”). These people are friendly and will chat with polite investigators. They do not know a great deal about the legends of the area, but they do know a story about a demon that lived under the rock in the woods. Colbin’s phone system is a party line system (this means that

everyone shares one line) and it is quite old. It tends to fail at times and does not support cellular phones, high-speed modems, or other such “new fangled” things.

Gas Station: Harold Thibodeau runs the local two pump gas station, which offers full service at a reasonable rate. Harold has a small service garage (he was a mechanic in the Korean War) and does good repair work. Harold is also the local law enforcement officer, since Colbin doesn’t have enough people or crime to warrant a full time police force. Harold has a service .45 in his office desk. He hasn’t fired it at anyone since the war, but still knows how to use it.

General Store: The widow Sarah Goldsmith runs the town’s general store. The porch of the store is a favored summer hangout for some of the townspeople and in the winter they gather around the pot-bellied stove inside. The “good old boys” that hang out at the store spend most of their time telling jokes and swapping tall tales. They will be able to tell the investigators various elaborate tales about an old demon that lives under a rock in the woods and a wizard named Trask who came to chain the demon. Their stories will be frightening, but wildly inaccurate (the players need not know this, however). The store stocks mostly food and basic supplies, but there is a 12 gauge double-barreled shotgun in stock as well as 100 shells. There are also two one pound cans of black powder and 10 feet of fuse left over from the Fourth of July celebration.

War Memorial: This is a statue commemorating the “brave men of Colbin, who heeded their country’s call.” The statue features soldiers

from WWI, WWII, and Korea and has a long list of names (those from Colbin who were killed in the wars) on it. Prior to World War One, Colbin was a thriving lumber community. However, each war took its toll of Colbin men and it eventually ceased to thrive. All that is left is a dying town and a list of dead men's names.

Clara Barton's Home: Clara Barton lives in an old New England style home that serves as the town's unofficial historical center. Clara is the town matriarch and the townspeople turn to her when they have a problem. While her formal education only goes as far as finishing school, she knows a great deal of history and has a special interest in myths and legends. Clara has a rather impressive collection of old documents and artifacts in her home. She also has information the investigators will find useful (see below).

Meeting the Madman

Because the students called in from the local gas station, Jones will want to stop there to talk to the owner. While Jones is talking to the owner (who will say that he hasn't heard from them in days), one of the investigators will see the unkempt and insane looking Jeremy Morill letting the air out of the tires of one of the party's vehicles. If the investigators decide to do something about it, Morill will stare at them with a look of malign intelligence in his eyes (he is being controlled by the Devourer) and say "I have them. Soon I will have you." His expression will then change to that of a befuddled idiot and he will giggle, drool, and then attempt to wander off. If the investigators try to

use force against Jeremy, Harold will intervene and tell them that "Jeremy hasn't been quite right since the war. He doesn't harm anybody, so you just let him be." If the investigators persist in trying to harm Morill, Harold will be forced to arrest them.

If the investigators let Jeremy go, he will wander around all day and finally return to his tent at the edge of town at night. His tent is an old Army model and is quite dirty. The interior contains a lot of junk that Morill has collected over the years. Concealed in the junk is his locked trunk. Jeremy wears the key to it on a chain. The trunk contains Jeremy's old uniform, his Purple Star, his Bronze Star, his medical discharge, a .45 Automatic, \$45 in change, and his class ring from Cornell. Jeremy will defend his trunk and its contents fiercely.

Morill is vulnerable to the mental influence of the Devourer because of the brain damage he suffered from having a chunk of shrapnel pierce his skull. After the students removed interfered with the Devourer's prison, it was able to gradually take over Jeremy's mind. It appears to Jeremy's mind as his old commanding officer, and Jeremy can sometimes be heard muttering about orders from "Captain Keating." If the investigators check, they might be able to learn that Jeremy's old commanding officer in Vietnam was Captain Keating. Keating was killed in action in 1973.

If the investigators ask the locals about Jeremy, they will say that he was "a really bright boy and went off to school and it was a real tragedy what happened to him in the war." If an investigator makes a Luck roll, the person will mention that Jeremy started acting much stranger recently (talking to himself

more, being secretive, and so forth). If the investigator presses, the person will say that they seem to remember Jeremy getting stranger three to four days ago.

The Devourer's ability to manipulate Jeremy is as follows. First, for every magic point the Devourer expends it can completely control Jeremy for one minute or it can passively use Jeremy's senses for four minutes. The Devourer has built up some degree of rapport with Jeremy and is sometimes able to dimly sense what Jeremy is experiencing even when it is not actively in contact with him. The arrival of the investigators excited Jeremy and this alerted the Devourer who chose to investigate. Because the investigators arrived so soon after the students were taken, the Devourer suspects that they have come to investigate and it considers the investigators a potential threat.

The Devourer will prefer to use Jeremy as a spy, since controlling him directly is costly. However, it will not hesitate to use Jeremy as a weapon, should the opportunity present itself. The Devourer will, as the situation permits, try to trick or provoke the investigators into attacking Jeremy in the hopes that the inhabitants of Colbin will take care of the investigators for him. Finally, the Devourer will suggest to Jeremy that he sneak around and keep an eye on the investigators. If the Devourer senses that Jeremy is exited or frightened, he will check up on him.

Information in Colbin

Most of the inhabitants of Colbin will be willing to talk to the investigators, provided the investigators are polite. Rude

investigators will receive curt replies. If the investigators threaten or act against any of the inhabitants, Harold will take action and summon police in from nearby towns to deal with the problem.

Almost anyone in town can tell the investigators that the students were staying in an old cabin in the woods and that a lumber company owns the land. Anyone who knows about the cabin can give adequate directions to it. They also know that the students visited Clara Barton on several occasions.

Some of the inhabitants know some version of the legend of the black stone. Most versions of the story involve a demon or devil that lives under a stone in the woods. Some versions mention a wizard named Trask and others mention that a witch hunter named Morill killed him. Other versions are completely inaccurate and include stories about a big foot like creature. Such stories can be useful to through the investigators off track.

Some of the older inhabitants remember when Goodale came to town and purchased the old cabin. Those who remember Goodale will describe him as having been spooky and disturbing. They will also remark that he vanished in the woods and the government took the cabin for back taxes.

If the investigators seem interested in the history of the area and the legends, the locals will suggest that they talk to Clara Barton.

Clara is quite old, but she has a very clear recollection of the past. Unfortunately, her memory of the near past is rather poor and she tends to forget events that have occurred recently. Most importantly, she has forgotten that the students brought an odd stone for her to

examine. The stone is currently on a shelf amidst Clara's other artifacts. This stone is the key to re-imprisoning the Devourer and the investigators will have to piece together certain clues in order to realize where and what it is.

If the investigators ask her about the black stone or the associated legends, she will recount the following tale. According to legend, a wizard named Trask was driven from England and came to what is now Maine in order to continue his practices. Old Trask was said to be a Satanist, but it was rumored that he worshiped a pagan god called "Yosoth." When Trask came to the new world, he supposedly found a black stone that was sacred to Yosoth and began sacrificing people on the stone. His evil activities didn't last long, however, for the local tribes finally wiped him and his followers out with the aid of an English witch hunter named John Morill. The story concludes with Morill and the shamans imprisoning Trask's twisted soul into the stone and declaring the area taboo. As far as Clara knows, no native or colonist ever violated the taboo.

If Clara is asked where the stone is supposed to be, she will say that it is supposed to be nearby. She will add, after rambling a bit, that the students had found a black stone near the camp and that they suspected it was the black stone of legend.

If asked about Goodale, Clara will say that she remembers when he came to town and purchased the camp. She will say that she was afraid of Goodale and thought he was a bad man. She will also mention that Goodale went out into the woods and never came back. Clara will conclude by saying that the authorities found Goodale's

camp abandoned and that many of his books were acquired by a university (Clara had hoped to acquire them for her collection, but she was outbid).

Clara will be willing to talk to the investigators (as long as they are polite) for as long as they stay. However, as she becomes increasingly tired, she will begin to mistake the investigators for old friends and will make less and less sense as she drifts back into her memories. Eventually, she will drift off to sleep. If the investigators harm or threaten Clara, the townspeople will take action against them.

Into the Woods

If the investigators have directions to the camp, they will easily find the right road. If not, they will have to wander up various old logging roads in the hopes of finding the right one. The road to the camp, like the others, is an old dirt logging road. If the investigators attempt to travel the logging roads using normal cars (as opposed to four wheel drives), the driver will have to make a driving skill roll going up the road and going back. If the roll fails, the vehicle will become stuck or damaged (Keeper's discretion). Trucks, jeeps and other off-road vehicles will have no trouble on the road, provided the drivers are careful.

Camp Area Map

The Camp: The camp is located in what appears to be a well-maintained clearing. Closer inspection of the area will reveal that the plants are stunted and unhealthy. Because of various rituals Trask conducted, the area around

the camp is particularly vulnerable to the Devourer's influence and it has been feeding upon the life energy of the plants. The camp itself is rather old and worn, but is still solid enough. Parked in front of the camp is a Bronco, with Ohio plates. Jones will identify it as belonging to Jeff, who is one of the missing students. The camp interior has its own map and will be described below. As the investigators approach the camp, it will feel as if things are watching them from the woods and they will seem to hear whispering voices.

The Trail: The trail is a actually an area of the forest that has been tainted by the Devourer. As with the area around the camp, the trail is vulnerable to the Devourer and it has drained the life forces from the plants. Investigators walking down the trail will think they see furtive movement in the woods and will hear faint rustling noises, like something slithering along behind them.

The Stone: This marks the clearing that contains the Devourer. It is detailed in its own map.

Cabin Map

As the investigators approach the camp, they will see that the front door has been smashed open. They will also see five unfired 12 gauge shot gun shells lying near the step, a 12-gauge pump shotgun, and a rotting hand with a ring on it. Seeing the rotting hand costs 0/1 Sanity points. Jones will identify the ring as belonging to Jeff.

Main Room: The main room looks as if a terrible struggle occurred in it. There is dried blood, water jugs, containers of food, and a cook stove scattered about the place. Also in the

room are an old table, four chairs, and an ash filled fire place. Lying in one corner, partially concealed by some food cartons is an Apple PowerBook 140, which belonged to Lynn (her name is on the cover). It takes a successful Spot Hidden (or a thorough search) to locate the computer. The PowerBook is somewhat damaged and has a bloody hand print on the screen, but an investigator who makes a successful electronics roll can get it working again. The hard drive has a word processing program, a few games, some utilities, and several text files. Most of the text files are things like class notes, letters, and school papers, but two of the files will be of interest to the investigators. The first is Lynn's notes for the expedition. The last entry, which was made on the last day the students called in, will catch the investigators' attention is as follows: "We found the stone referred to by Hastings. The stone is roughly six feet high and about five feet wide. Jeff did some digging around the stone and turned up some human bones. Jeff also dug up an old ring of stones. The stones have some strange marks on them that I cannot decipher. They do not look like anything I've seen before. We decided to leave the bones where we found them, since we will have to call the police tomorrow. Jeff has decided to take one of the stones from the ring and show it to Clara, since she knows so much about the legends of this place. I don't know why, but the black stone frightens me. I know it's not very professional, but I think the stone is evil. Maybe it is because of the old stories, but this place really bothers me." The second file that will interest the investigators is a file that was created late at night

on the last day the students called in. This fact can be learned by using the Get Info command on the file. The content of the file is as follows: "I don't think we will live through the night. I hope someone finds this before it is too late for them. I woke up and Bill was gone. Jeff went to look for him and took his gone. Later we heard a knock on the door. Jenny opened it up. Saw only shotgun shells. We thought Jeff was fooling with us. We heard another knock. This time it was the gun. Next time it was his hand. We heard another knock, but wouldn't open it. Looked outside, saw them walking, dead horrible dead I hear them at the door God help us."

Bedroom: Each bedroom contains a bed and a dresser. They show signs of recent occupation and each contains luggage, clothing, and other personal items. There are no weapons present.

Bathroom: The bathroom is basically an indoor, two seat outhouse with a wash basin set on one wall.

Trap Door: The trap door leads to the cellar. The latch to it has been broken recently.

Cellar: Access to the cellar is via the trap door and a ladder. When the investigators open the trap door, a foul odor of corruption and rot will waft up. The smell is primarily from the rotted food lying amidst broken jars and scattered cans on the floor. If the investigators go into the cellar, the first investigator down the ladder needs to make a Spot Hidden roll to see the eyeball on the floor. If the roll fails, the investigator will step on the eye, which will pop. If an investigator pops the eye, she must make a SAN roll or lose one sanity point. In addition to the eye, there is a bloody woman's shoe, a buck

knife, a rotted finger tip, and a blood coated buck knife in the cellar. These items are obscured by various can goods and broken jars of spoiled food stuff. There are shelves in the cellar that hold some very old canned and jarred food, all of which is quite bad.

Clearing Map

The clearing around the stone, like the trail and the area around the camp, has been corrupted by the Devourer's influence. The investigators will think they see shadowy shapes moving in the woods and they will think they hear strange chanting in the sound of the wind. When it is not using them, the Devourer keeps its undead concealed on the edges of the clearing. The Devourer will do its best to conceal its undead until it is ready to act. However, if the investigators find them, it will try to destroy the investigators.

Trail: This is where the trail enters into the clearing.

20 Foot Mark: This represents the attack range of the Devourer (see below for details)

The Stone: The "stone" is oddly shaped and seems to blur and shift when looked at directly. The "stone" is actually a shell for the developing Devourer. There has been some digging around the stone and a circle of stones has been exposed. The stones are engraved with strange markings (a Cthulhu Mythos skill roll will reveal that the markings are similar to those used in various binding and imprisoning spells). Inspection of the ring will reveal that a stone has been removed from it. The ring of stones is the physical component of the spell that imprisons the Devourer. The missing stone is a key component of the ring and is currently in Clara Barton's

house. While the removal of the Stone increased the Devourer's freedom, it needs the stone in order to break the spell that confines it.

The Woods

In the course of feeding upon the surrounding plant life, the Devourer has begun to infect and corrupt it. This process is somewhat similar to the way Colours "infect" their environment, but the effects are different. At the start of the adventure, the Devourer has begun to infect all plant life within a mile and this area is subject to the corrupting influence of the Devourer. The effects of the Devourer's corrupting influence are as follows. First, the Devourer's feeding on the infected plant life generates an intermittent magnetic field. The primary effect of this field is to interfere with compasses. Anytime a compass is used within one mile of the Devourer, there is a good chance that it will point in the wrong direction. In order to determine which direction the compass indicates as north, roll 3D6: 3= North East, 4= north west, 5= south east, 6= south west, 7 = east, 8 = west, 9 =south, 10-18 = North. Since the Maine woods are quite thick and there are few easily recognizable landmarks, it would be very easy for the investigators to get lost should they head out into the woods. The Maine woods are very, very dark at night and making it extremely easy to get lost in the dark woods. Getting lost in the woods can be dangerous, since the nearest towns are miles away and a person could easily die of exposure or thirst before stumbling across a town. If the investigators decide to trek of into the woods, what occurs is left to the Keeper's discretion.

Second, the Devourer's feeding on the infected plant life will occasionally result in the formation of ghostly lights on the infected plant life. These lights will appear as pale, glowing spots of an odd and unnatural color. The glowing spots are visible only in darkness and they will appear quite unwholesome to human observers.

Third, the psychic intrusion of the Devourer into the region will have a psychological impact on humans that come within the infected area. Anyone who spends more than thirty minutes in the area will begin to think they glimpse furtive and strange things moving about in the woods and they will think they hear strange sounds and voices in the wind. Typically, people will become more "jumpy" and edgy the longer they stay in the area.

Initial Encounter with the Devourer

The Devourer will want to assess the investigators before it acts against them. Because of this, it will not attack the investigators when they first enter the clearing and it will do its best to keep them from learning what is really going on. The reason for the Devourer's caution is that it is well aware that humans can pose a serious danger to it (it still remembers Morill and the shamans). During their first encounter with the Devourer, the investigators should find the stone eerie and suspicious; but they should be uncertain as to its exact role in the situation at hand. If the investigators take hostile action or seem to know too much, the Devourer will endeavor to destroy the investigators using its abilities as well as its undead servants. At the start of the adventure it will have at

least two skeletons and four zombies. The Keeper should determine the exact number of available undead. While the investigators may take any action they wish, it would be best for the adventure if they did not simply attack the Devourer.

The Plot Thickens

If the investigators do not have a violent encounter with the Devourer, Jones will suggest that they return to town and seek lodging. Jones will be vehemently opposed to spending the night in the camp. If the investigators insist on staying in the camp, the Devourer will take advantage of the opportunity to learn more about them. At first the Devourer will simply observe them and then it will begin to test them. If it perceives them as weak, it will act against them, if it perceives them as being too great of a threat, it will leave them alone and bide its time for a better opportunity. If the investigators decide to return to town, they will encounter a police car with two officers in it. If the investigators decide to stay at the camp, Jones will drive back to Colbin and he will encounter the officers. The officers will stop the investigators and tell them that three escapees from the Bangor Mental Health Institution were seen leaving a nearby town and that the police are looking for them. If the investigators ask for further details, one of the officers will say that the three broke out of BMHI about five days ago. The officer will also add that the three are members of a very odd cult that was recently violently broken up by the police. This cult was located in the Maine woods near the town of Caribou and its members

sacrificed human beings and animals to some goddess they called Shub Guth, the Mother of Many.

If the investigators mention the missing students and what they found at the camp, the police will go investigate the camp. If Jones is alone, he will definitely tell the police what happened, since he thinks the police should be able to handle something as mundane as escaped madmen. If the police do go to the camp, the Devourer will lure them into the woods and turn them into undead. If the investigators do not mention the camp, the police will continue their search. Before departing, the police will tell the investigators that a civilian search party is forming in Colbin and that they could use help. Jones will want to join the search party and he will tell the investigators that he suspects that the escapees may have taken the students.

The three escapees are, in fact, nowhere near the area and are well on their way to Boston. Once there they will continue their activities, which can lead to another adventure.

A Night in the Woods

While the investigators are going about their business, a search party will be forming outside of the gas station. There will be ten of the younger men from Colbin as well as fifteen men from nearby towns. Harold will be in charge of organizing the searchers and will be coordinating the civilians with the State Police. Unless the investigators have informed Harold about what they found at the cabin, he will send a couple men to warn the students and to bring them to town. If he is informed of what the investigators found, he will be convinced that the

escapees are responsible and he will undertake the search with grim determination.

If the investigators return to town, they will be invited to join the search party. Jones will insist on joining in and will do his best to persuade the investigators. If the investigators decided to stay at the camp and do not return to town, Jones and a couple searchers will drive to the camp to inform them of what is going on and ask them to join the search. If the investigators neglect to join the search, what occurs is left to the Keeper's discretion.

Through Jeremy, the Devourer will know of the coming search. It will carefully prepare for the arrival of the searchers and will wait in anticipation of feeding on their life forces. By the time the search gets underway, the sun will be going down.

Events

The night search of the woods will be a nightmarish ordeal for all involved. The following are unpleasant events for the investigators to experience in the course of the night.

Jeremy with a Knife: The Devourer will command Jeremy to follow the search parties into the woods to keep an eye on them. Jeremy, who will be armed with his .45 and a combat knife, will think he is back in the war, tracking the enemy through the jungle.

Since Jeremy is the only servant of the Devourer that is capable of going into town, the Devourer will not wish to foolishly risk him. Hence, Jeremy will be used primarily to keep tabs on the searchers and lure them into traps. However, the

Devourer is not averse to having Jeremy capture a searcher or two. Anyone captured by Jeremy will be brought to the Devourer and it will turn him or her into undead. Jeremy will think that anyone he captures is a prisoner of war he is to bring to his commanding officer for interrogation. Jeremy will think that any of the Devourer's undead are fellow soldiers.

The townspeople are protective of Jeremy, so if the investigators and Jeremy have a violent encounter the Keeper will have to decide how the townspeople react. Since Jeremy was armed and running around without a light during a search for escaped madmen, it is unlikely that the investigators will be charged with murder, even if they kill him. However, if the investigators harm Jeremy, they will alienate the townspeople unless they are able to persuade them it was an accident.

Zombie Students and Skeletons:

Unless the investigators have destroyed some of the Devourer's undead, the Devourer will have four zombies (the missing students) and at least two skeletons at the start of the evening. The Devourer controls the actions of its undead and can perceive what they perceive. It can also make zombies, that are not too far-gone, speak with some semblance of their former voices (the Devourer does not have access to the memories of the people it has drained, however). Since the zombies can pass as live humans in the dark and they can be made to speak, the Devourer will use them to lure people into traps. The Devourer will use its undead troops in an intelligent manner and will take advantage of any opportunities that become available. For example, the

Devourer is familiar with human weapons and will not hesitate to arm his undead with any available weapons.

Other Zombies: As the night progresses, the Devourer's undead army is likely to gain new recruits. It will use any new zombies in the same manner as the original four. Since all the searchers are armed, and searcher zombies can be armed at the Keeper's discretion.

The Devourer's Influence: The Devourer can, as noted in its description, take control of a person's mind. The Devourer will, if the opportunity presents itself, to take control over one or more searchers to either use them against their companions or to take them to their dooms.

Madness in the Woods: Searchers who encounter the undead may well go mad. If a searcher goes insane, the exact effect is left to the Keeper. However, two typical reactions would be running blindly through the woods screaming or running blindly through the woods, screaming, and shooting anything that moves.

The Day After

Eventually, the night in the woods will draw to an end and the survivors (if any) will return to Colbin. The fate of any search party members who became lost or ran away because of madness needs to be determined by the Keeper. Such individuals might wander back into town, fall prey to the Devourer (and thus swell its army), or never return. Shortly after the survivors return to town, they will learn that the

escapees were involved in a shoot out with police in New Hampshire. However, after the night in the woods, the authorities will have a new problem to deal with. Those who survived the night will be loathe to return to the woods and will be all for getting the police or the government to deal with the problem.

Unfortunately for the good people of Colbin, the Devourer has other plans. After it drives the searchers from its woods it will waste no time in taking advantage of its increased power and expanded army to isolate the town. In order to do this it will have its zombies cut down the phone and power lines. It will then use its zombies to fell trees across the roads out of town. Finally, it will use its mind control ability on a few of the more vulnerable citizens and make them disable all the vehicles in town.

The Devourer's increased electromagnetic output will play havoc with radio communication, so the town will be effectively cut off. There will probably be only two ways to leave the town. The first is walking (or biking out) to the nearest small town, which is twenty miles away. Anyone that tries to walk out will be subject to attack by the Devourer's living and undead slaves. The second way out is to get a vehicle working and cut through the barriers. The barriers can easily be dealt with with a chainsaw and a little hard work. Of course, the Devourer will do its best to stop any escape attempts that it is aware of. If anyone escapes the town, the Devourer will step up its efforts so it can feed upon the town before help arrives.

If the investigators escape the town, what they do and what happens is up to the players and the

Keeper. If the investigators are unable to return in time (or they do not return) the Devourer will take the town (see If the Investigators Fail, below).

Trouble in Town

After the night's feeding, the Devourer will have enough magic points stored in its shell to take action against the isolated town. The Devourer will use its magic points to gain control of more people in the town to use as spies and slaves (this ability of the Devourer is described below). The Devourer will use its mind-controlled victims in four ways. First, they will be used as spies to keep an eye on things. Through these spies the Devourer will aware of almost anything that happens in the town. Second, they will be used to gain more victims for the Devourer. These unfortunate people will be forced to overpower their own friends and family and bring them to the Devourer. As its stock of magic points and power increases, it will able to control more and more people and hence gain even more victims. Thus, if the investigators are unable to stop the Devourer quickly, they probably never will. Third, the Devourer will use them to search for the missing stone. Without this stone the Devourer cannot free itself. Since touching an Elder Sign will free a mind control victim and the stone has an Elder Sign on it, none of the Devourer's slaves can touch it. If the stone is located by one of the Devourer's slaves, the Devourer will have to get its slaves to force or trick an uncontrolled person into transporting it. Whether the Devourer locates the stone or not depends on what the investigators do and the Keeper's discretion.

Fourth, they will be used to mislead or harm those whom the Devourer perceives as a threat (such as the investigators). The exact actions the Devourer's slaves take is a matter left to the Keeper's discretion. In terms of controlling people, the Devourer will be limited by its available magic points. The Devourer's strategy will be to control as many people as it needs, while keeping a magic point reserve for emergencies.

Individuals who become controlled by the Devourer will not remember what they did while they were controlled, except as vague nightmares. Because of the detrimental effect of mind control on the victim's Sanity (see below), it is likely that some townspeople will be driven insane. The exact insanities that result and the actions such individuals take are left up to the Keeper.

In addition to the active influence of the Devourer upon those it controls, its increased power will result in it gradually corrupting the whole area around it. Its corrupting influence will begin to wear on the townspeople and they will become more irritable and violence prone as time goes on. It is unlikely that any local will attack the investigators, but they will become less cooperative and will tend to see everything in a negative light. The Devourer will keep up its activities until it is freed or defeated.

Fighting the Devourer

There are a variety of clues that will help the investigators learn of the Devourer's vulnerabilities. Among the most important clue is the reference to the removal of the stone from the circle of stones. If the

investigators realize the significance of the clue, then they will suspect that returning the stone to its rightful place will set things right. Dr. Jones possesses another important piece of information. In his copy of the diary of John Morill there is a passage that refers to a “vile demon from the darkness that lived beneath a black stone and served the wizard Trask.” The passage describes the battle between John Morill and the Devourer: “The shaman chanted his ritual whilst I blinded it with the sign of the old ones. The magicked stone shattered upon contact, wounding my hand most sorely. Despite my pain, we continued the enchantment and did imprison the foul demon within the circle of stones.” The diary also includes a description of the ring and keystone. Any investigator who makes a successful Cthulhu Mythos skill roll or is familiar with the Elder Sign will recognize it as one of the markings on the central stone. If the investigators compare the sketch in the diary with the circle of stones (or if they make an Idea roll after seeing the sketch and the stone circle) they will realize that the stone described as “the key to the start spawned devourer’s prison” is missing from the circle of stones. These passages will alert the investigators that the Devourer is vulnerable to Elder Signs and that their key to imprisoning it again is the missing stone.

Jones also has some of Goodale’s other books and writings. These writings include various interpretations of Morrill’s diary, notes on the black stone of legend, and other occult and mythos information relating (or seeming to be related) to the Devourer. Among the writings are a spell that purports

to be for controlling “the devourers from beyond the stars.” This spell, which is carefully detailed is actual a spell for summoning Star Vampires and has absolutely no effect on the Devourers. The document cost 1D3 points of Sanity and provides a spell modifier of X4. Unfortunately for Goodale, he attempted to use this spell to control the Devourer and ended up its victim instead.

In order to defeat the Devourer, the investigators must acquire the missing stone from Clara Barton. This stone, which Clara has forgotten about, is on a shelf with many other stones, artifacts, and junk. If the investigators acquire the stone, they must then bring it into the clearing and place it back into the circle. Of course, the Devourer will do everything it can to prevent this from happening.

One way for the investigators to safely approach the Devourer is to touch the shell with an Elder Sign. If an Elder Sign touches the shell, it will explode violently. If the stone was held at the time, the holder would take 1D10 points of damage and all within ten feet will sustain 1D4 points of damage. The Sign does not actually have to be held to effect the Devourer; it could be thrown, shot from a slingshot, etc. Contact with an Elder Sign will put the Devourer into a state of “shock” for 2D6 minutes. During this time its undead will wander aimlessly, it won’t be able to mind control anyone, and it cannot attack. During this time, the stone can easily be put into place.

If the stone is replaced, the placing individual will lose 10 magic points (if the person doesn’t have 10 magic points, the deficit will be made up in points of physical damage). Once the stone is in place there will be a

blinding flash of light and a noise like a thunderclap. The investigator replacing the stone will sustain 1D8 points of damage and all within ten feet will sustain 1D6 points of damage. Once the stone is in place, the Devourer will be contained. While contained, it can only exercise its powers within the stone circle (which averages about three feet from the shell). All undead outside the circle will collapse, all the mind control victims will be free, and the forest will gradually return to normal. If the investigators replace the stone, each surviving investigator should receive a Sanity point award of 1D10. If the investigators seal the Devourer in concrete or something similar, they should receive an additional 1D3 Sanity point bonus. The citizens of Colbin will also be grateful.

If the Investigators Fail

If the Devourer is not stopped by the investigators, its mind control victims will find the stone and force another person to carry it to the Devourer. Once the stone is brought to it, the Devourer will cast a spell it has been crafting over the centuries to free it. The casting must be done through one of its mind control victims (it has to be cast from outside the circle) and the stone must be bathed in fresh blood and within five feet of the Devourer and caster. This spell takes an hour to complete and will drain the caster of his life force, leaving him a withered husk. When the spell is finished, the stones will explode, inflicting 1D20 to all within 10 feet and 1D10 to all within twenty feet. The Devourer will then be free. If it becomes free, the Devourer will be able to use its powers at their full potential (as detailed below). Soon

after it is freed, it will consume all living things in the town of Colbin and return to the stars. The area around the dead town will be badly withered and corrupted by the Devourer's influence and it will be decades (if ever) before the land begins to return to some semblance or normalcy. The government will investigate the wasted area and empty town and the investigators will be baffled by the twisted woods and withered, strangely glowing corpses. The government will quarantine the area and fence it off. The tabloids will have a brief field day with the mystery (UFO landing stories, nuclear testing gone wrong stories-complete with faked photos of giant ants, and so forth) but it will all soon be forgotten, leaving a stretch of bone strewn land in the Maine woods.

If the investigators fail to stop the Devourer and survive, they should lose 1D4 Sanity points. If the investigators simply flee the town and leave it to its fate, they should lose 1D8 Sanity points each due to their guilt and horror.

NPCS

Dr. Hiram Jones, Professor of

History

STR: 10 CON: 11 SIZ: 12 INT: 18

POW: 12 DEX: 11 APP: 12 EDU: 20

SAN: 55 HP: 12

Damage Bonus: None

Combat Skills: Fist/Punch 55% 1D3,

Pistol 55%, Rifle 55%

Skills: Computer Use 10%, Cthulhu

Mythos 5% Credit Rating 80%, Drive

Auto 45%, First Aid 45%, Library

Use 85%, Occult 20%, History 90%,

Sneak 15%

Languages: English 100%, Latin 75%,

French 25%, German 15%

Spells: Elder Sign

Equipment: Apple PowerBook,
camping gear, .410 gauge pump
shotgun (1D10 5 shots).

Physical Description: Dr. Jones is a
thin man with gray hair and glasses.

For this expedition he will be
wearing his hunting clothes and
sturdy-hiking boots.

History/Personality: Jones earned
his college degrees through hard
work and the help of the G.I. Bill. In
WWII, Jones was an infantry
sergeant who was decorated for
bravery. As such, he is not afraid of a
little action. Jones first exposure to
the Mythos occurred when his
dissertation research lead him to a
cult in West Virginia which he
helped defeat. Throughout his career
Jones has kept a careful watch out
for Mythos activity. In terms of his
personality, Jones is, like many
academics, driven his desire to know
as much as possible in his field.
However, unlike many modern
academics, he is very kind and quite
concerned about people. Jones is
genuinely concerned about the
missing students and will be terribly
angry when he learns of their fate.

Harold Thibodeau, gas station
owner and local law enforcement
officer.

STR: 12 CON: 13 SIZ: 13 INT: 12

POW: 10 DEX: 13 APP: 12 EDU: 13

SAN: 50 HP: 13

Damage Bonus: +1D4

Combat Skills: Fist/Punch 55%

1D3+1D4, Pistol 60%, Rifle 45%

Skills: Bargain 25%, Drive Auto 45%,

Electrical Repair 20%, Electronics

10%, Locksmith 15%, Mechanical

Repair 75%, Operate Heavy

Machinery 10%

Languages: English 65%, Korean
10%

Equipment: .45 Automatic (1D10+2)

Physical Description: Harold is a
medium sized man with thinning
black hair.

History/Personality: Harold served
in the Korean War and returned to
Maine afterwards to take over the
family gas station. He is a very
honest individual and is very
protective of his town and his
friends.

Clara Barton

STR: 4 CON: 6 SIZ: 8 INT: 16 POW:

16 DEX: 7 APP: 12 EDU: 19 SAN: 80

HP: 7

Damage Bonus: -1D6

Combat Skills: Shotgun 45%

Skills: Anthropology 10%,

Archaeology 5%, Credit Rating 55%,

First Aid 15%, History 65%, Natural

History 25%, Occult 25%, English

95%, Persuade 65%

Physical Description: Clara is a very
old woman, but the gleam of a sharp
intelligence and iron will in her eyes
indicates that she is still a very
strong person.

History/Personality: The town's
matriarch, Clara is the last living
Barton (a family that dates back to
the first European colonization of the
area). When she was younger she

was engaged to a young man who was killed during the Second World War. Clara's heart was broken and she never married. Instead, she gave meaning to her life by learning. Although she never attended college, she is a true expert on the history and legends of the area. In terms of personality, Clara is very pleasant person and is very kind to people. However, she is no fool and those who have crossed her have come to regret it. Though her memory is fading and she is living more and more in the past, she is still a very sharp and active individual.

Jeremy Morill, Insane Puppet

STR: 13 CON: 14 SIZ: 14 INT: 5*
POW: 11 DEX: 14 APP: 7 EDU:
6*SAN: 0 HP: 14

*Due to his injury.

Damage Bonus: +1d4

Combat Skills: Fist/Punch 75%
1D3+1d4, Kick 40% 1D6+1D4, Pistol
60%

Skills: Hide 55%, Jump 45%, Listen
45%, Sneak 45%, Spot Hidden 35%

Equipment: .45 automatic (1D10+2, 7
shots)

History/Personality: Morill was a college graduate who volunteered to serve in Vietnam. During his last patrol, his unit was wiped out and he suffered severe head wounds. After he "recovered" he was shipped back to the States. When federal funding was cut to his VA hospital, he and many other veterans were simply dumped on the street. Since then he has wandered from town to town, finally ending up back in his home town of Colbin. Unfortunately for Jeremy, the Devourer is able to take over his crippled mind and use him as a tool of evil. Jeremy doesn't have much of a personality left, but he has vague memories of the man

he once was, which cause him great anguish.

Typical Search Party Member

STR: 12 CON: 12 SIZ: 13 INT: 12
POW: 11 DEX: 12 APP: 10 EDU: 12
SAN: 55 HP: 13

Damage Bonus: +1D4

Combat Skills: Rifle 55%, Shotgun
60%

Skills: Drive Auto 65%, Listen 35%,
Navigate 25%, English 60%, Spot
Hidden 35%, Track 25%

Description: The searchers are average guys from small Maine towns. They are good-natured and have plenty of guns.

Equipment: compass, flash light, and hunting rifle or shotgun.

Typical Police Officer/Sheriff

STR: 13 CON: 13 SIZ: 12 INT: 13
POW: 12 DEX: 12 APP: 11 EDU: 13
SAN: 60 HP: 13

Damage Bonus: +1D4

Combat Skills: Handgun 55%,
Shotgun 60%

Skills: Drive Auto 60%, Law 25%,
Listen 30%, English 75%, Persuade
20%, Spot Hidden 30%, Track 15%

Description: Typical police officers, they are generally very honest and helpful.

Equipment: handgun, shotgun,
nightstick and radio.

Typical Mind Control Victim

STR: 11 CON: 11 SIZ: 12 INT:
10 POW: 8 DEX: 10 APP: 12 EDU: 10
SAN: 45* HP: 12

* Initial SAN, it will lower through the course of the adventure.

Damage Bonus: none

Combat Skills: Handgun 25%, Rifle
30%, Shotgun 35%

Skills: Drive Auto 55%, Hide 15%,
Sneak 15%

Equipment: some type of weapon
(knife, shotgun, handgun, or pistol).

Description: These individuals are the unwilling victims of the Devourer. While controlled, they do the will of their master. When not controlled they will be fearful and troubled by their subconscious memories of what the Devourer is doing with them.

Monsters

Undead

Note: Because of their nature, all the undead are limited to the Devourer's area of influence (initially one mile from it). If an undead creature is dragged or forced from this area, it will cease to be animated. If it is returned to this area, it can be animated again. If an undead creature is destroyed, it cannot be re-animated by the Devourer. The undead created by the Devourer do not retain any memories from when they were alive. They are basically meat or bones that are infused with the Devourer's terrible and unholy energies. Since the undead are guided by the Devourer's mind, they will fight far more intelligently than "normal" zombies and skeletons. Particularly sadistic Keepers may wish to have these beings use any weapons that may become available to them (such as dropped firearms). These beings use the weapons at the base skill chance. The undead cannot touch Elder Signs or attack anyone who has an Elder Sign on her person. The will also be forced away from such a sign (this vulnerability could be used to drive them out of the Devourer's area of influence).

The Devourer's undead produce intermittent magnetic fields and their flesh or bones glow faintly with a pale light of an odd and unnatural color. The Devourer's zombies

continue to rot after it has animated them and they will eventually decay into animated skeletons. Overall, the Devourer's undead creations are unholy horrors.

Typical Skeleton #1

STR: 12 SIZ: 13 POW: 1 DEX: 12
Move: 7

Damage Bonus: +1D4

Weapon: Club 36% 1D6+1d4

Special: Skeletons ignore impales and critical hits and impaling weapons have half of their normal chance of hitting. Any blow striking a skeleton has a chance equal to the damage done X4 (rolled on % dice) of destroying a skeleton, otherwise it is unaffected by damage. Seeing a skeleton costs 0/1D6 SAN.

Typical Skeleton #2

STR: 13 SIZ: 14 POW: 1 DEX: 13
Move: 7

Damage Bonus: +1D4

Weapon: Knife 39% 1D4+1d4

Special: As above.

Zombie Lynn Wilder

STR:15 CON: 15 SIZ: 10 POW: 1
DEX: 7 Move: 6 HP: 13

Damage Bonus: +1D4

Weapon: Bite 1D3, Club 30%
1D6+1d4

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

Sanity Loss: 1/1D8 SAN

Zombie Jeff Gruender (missing an eye and a hand)

STR:19 CON: 18 SIZ: 17 POW: 1
DEX: 8 Move: 6 HP: 18

Damage Bonus: +1D6

Weapon: Bite 1D3, Large Club 30%
1D8+1+1d6

Armor/SAN Loss: as above.

Zombie Jenny Utasha

STR: 16 CON: 15 SIZ: 9 POW: 1
DEX: 9 Move: 6 HP: 12
Damage Bonus: +1D4
Weapon: Bite 1D3, Large Club 30%
1D8+1+1d4
Armor/SAN Loss: as above.

Zombie Bill Miller (missing a finger tip)

STR:15 CON: 15 SIZ: 11 POW: 1
DEX: 7 Move: 6 HP: 13
Damage Bonus: +1D4
Weapon: Bite 1D3, Club 30%
1D6+1d4
Armor/SAN loss: As above.

Devourer from the Stars, Greater Independent Race

Characteristics	The Devourer
STR: n/a	n/a
SIZ: Equal to POW	20
INT: 3D6+4	16
POW: 2D6*	20*
DEX: 4D6	19
Move: 15	15
HP: n/a	n/a

*Base power. See below.

Damage Bonus: n/a
Weapons: Feed 85%, Mental Attack 100%

Armor: None. Invulnerable to almost all physical attacks. Vulnerable to magic. See below for details.

Spells: Spell like abilities, see below.

Sanity Loss: 0/1D4 to see a Devourer (outside of its shell).

Description: A Devourer is a sentient alien being which appears, in its adult form, as a swirling and boiling field of pure blackness. It moves in an almost fluid like fashion. To infrared and thermal sensors, it appears as a patch of intense cold and contact with a Devourer is extremely cold and unpleasant in nature (and generally fatal).

Devourers are related in some manner to Colours and also come from the depths of space. Devourers reproduce by generating a young embryonic form which is deposited into a shell that looks like a black stone. The "egg" is then deposited on a living world and the young Devourer begins to feed on the life around it. After a few months of draining local life forms, the Devourer matures to its adult form, but must remain in its shell until it accumulates 24 points of power from sentient creatures. At this point it can shatter its shell and leave.

However, a bound Devourer, like the one in this adventure, cannot leave its shell until the binding is broken. Once freed of its shell, a Devourer will feed until its power reaches 36 and then fly off into space to reproduce. The reproduction process kills the Devourer 95% of the time, otherwise they would soon infest the universe.

Powers and Attacks: Devourers have an area of influence in miles equal to their power divided by ten (round down). A bound devourer has half this area of influence. Within this area, plants will become withered, animals will be absent and the strange light and magnetic effects noted above will take place. This area also marks the boundary limits for the Devourer's undead servants. A Devourer is vaguely aware of the number and general power levels of living things within this area of influence. A Devourer can tell the power of beings quite precisely if those beings are within a range equal to four feet times the Devourer's power (half if the Devourer is bound). This enables the Devourer to sense the weakest opponent/victim enabling it to direct its attacks most effectively.

A Devourer has the following attack abilities. First, a Devourer can expend one magic point (two if it is bound) to mentally attack an individual within a range equal to two feet times the Devourer's power (half range if bound). This attack matches the Devourer's power against the intended victim. If the Devourer succeeds, the victim will get a blank look on his face and begin to walk, Zombie like, towards the Devourer. Each minute, the Devourer must expend another magic point (or two if bound) in order to maintain control and the victim is entitled to a chance to escape by matching his power against the Devourer's power. A Devourer can only control one person at a time in this manner. Once a victim comes in contact with (or is struck by) a Devourer or its shell, the Devourer can attack by expanding one magic point (the victim will be within the binding area if the Devourer is bound, so there is no doubling) and matching its power against the victim. If the Devourer succeeds, it drains 1D6 points of the victim's power. If the victim's power drops below 0 (the Devourer can only get as many points as the victim had, however), the victim dies. A victim killed in this manner (and only in this manner) can be re-animated by the Devourer at the cost of one magic point for every five minutes the undead is animated (and the undead must remain within the Devourer's area of influence). If a victim is saved prior to death, the victim will regain one point of power per day until his normal power level is reached. For every six points of power a Devourer consumes, its power increases by one point. Alternatively, For each point of power a Devourer

consumes, it can store one magic point in its shell for its use. Once used, such points are not regained and such points cannot be used to increase its power. The Devourer's own magic points are regained normally, however. Devourers can also control the minds of individuals. A Devourer can, by expanding one magic point per square mile scanned (double the cost for a bound devourer), scan for minds at a distance in miles up to twice its power (half for a bound Devourer). This scan will reveal to the Devourer the presence of minds and their ability to resist it (no other information is gained, however). Once a victim is located, the Devourer may attempt to take control of the person. Doing this requires the expenditure of magic points equal to the victim's intelligence. The Devourer then matches its power against the victim. If it wins it takes complete control of the victim. Keeping the victim under control costs the Devourer a number of magic points equal to the victim's intelligence and this price must be paid every ten minutes (every five for a bound Devourer). Every ten minutes (or five) the victim can attempt to break the Devourer's control by matching his or her power against the Devourer's on the resistance table. Each time the Devourer controls the person it costs the individual 1/1D4 SAN. The victims will have no memory of what they did while under control, but will have vague nightmares and will feel somewhat ill. A Devourer can also passively make use of a victim's senses by expending the same amount of magic points it needs to control a victim, but the duration is doubled. In some cases of prolonged contact, the Devourer

builds up a rapport with its victim, such as the case with Jeremy. If a victim is driven insane by the Devourer's mental contact, he will sometimes serve the Devourer willingly.

Weaknesses: First, Devourers are vulnerable to Elder Signs. Devourers cannot approach within ten feet of an Elder Sign or attack (in any way) an individual who has an Elder Sign on his person. Second, the Devourer cannot maintain control over a victim if an Elder Sign is touched to the victim (though controlled people can be used to strike Elder Signs or those who bear them). Touching one of the Devourer's undead with an Elder Sign cause the Devourer to lose control of it and it will collapse (it can be re-animated, however). If an Elder sign is touched to a Devourer or its shell, it will be unable to act for 1D10 minutes (the sign will also explode as described above). Second, Devourers are vulnerable to magical attacks that effect POW and are destroyed if their POW drops below zero. Third, The Dread Curse of Azathoth is rather effective against Devourers and each use of the Curse stuns a Devourer for 1D10+10 minutes. A Devourer will typically avoid individuals who have attacked it in this manner. Fourth, the Mi-Go, who have had trouble with these beings in the past, have developed a spell for binding these creatures. This spell, which is known only by the Mi-Go, costs ten magic points to cast and requires the enchantment of a stone ring (which costs ten points) and the creation of a key stone (this costs 10 magic points, plus the stone must have an Elder Sign carved into it using the Elder Sign spell). The binding spell takes five minutes to cast, once the stones

are prepared. The casting involves placing the stones around the Devourer while chanting. When the spell is finished the casters must match the combined powers against the Devourer to imprison it. To be effective, the magic points expended by the casters must exceed the power of the Devourer to be imprisoned. Any number of people who know the spell may participate, but each must contribute ten points of power. Once the Devourer is imprisoned, it is limited to acting within the circle of stones (it can't sense anything outside of the ring, cannot make mental attacks, etc.). Of course, if someone enters the circle, they are exposed to the full power of the Devourer. The key stone of the ring can be removed (a bit of a defect in the spell that the Mi-Go haven't been able to solve) by any being who can touch an Elder Sign. Doing so keeps the Devourer partially trapped as described above and the Devourer cannot leave the circle. Returning the key stone is dangerous, and the procedure is described above. Fifth, a Devourer must feed regularly to stay conscious. Each victim it consumes provides it with a number of hours of consciousness equal to the victims combined intelligence and power. The Devourer can "sleep" to save its allocation of consciousness. Devourers who are unable to feed for a long time will typically go into a state of hibernation, reserving a few hours of consciousness in the hopes that someday "food" will become available again.

The Devourer in the Adventure: The Devourer in the adventure has the statistics provided above. The amount of magic points and hours of consciousness it has stored up is left

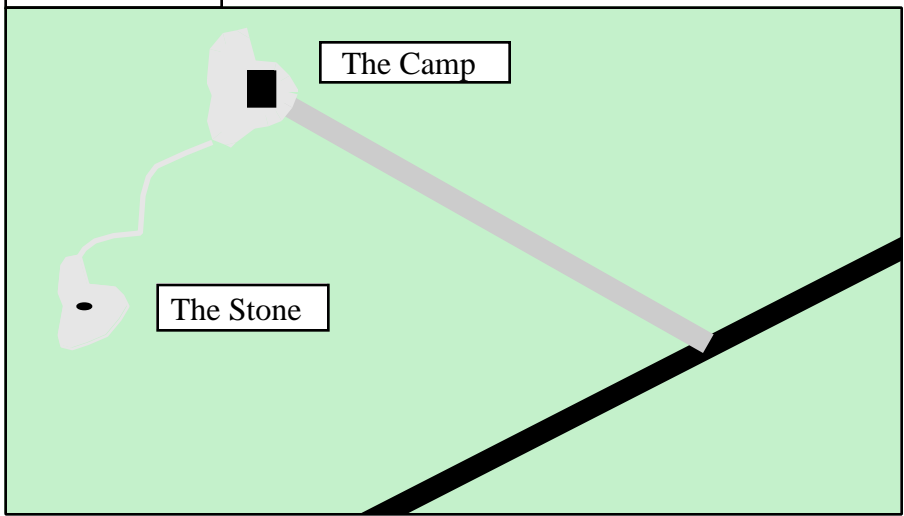
up to the Keeper and should be tailored to match the strength of the investigators. The Devourer speaks English quite well (Trask taught it) and it is familiar with some aspects of human culture and technology (it recognizes human weapons, for example). However, it is an utterly alien being that is nothing like humankind, and it should be played by the Keeper accordingly.

The Diary of John Morill

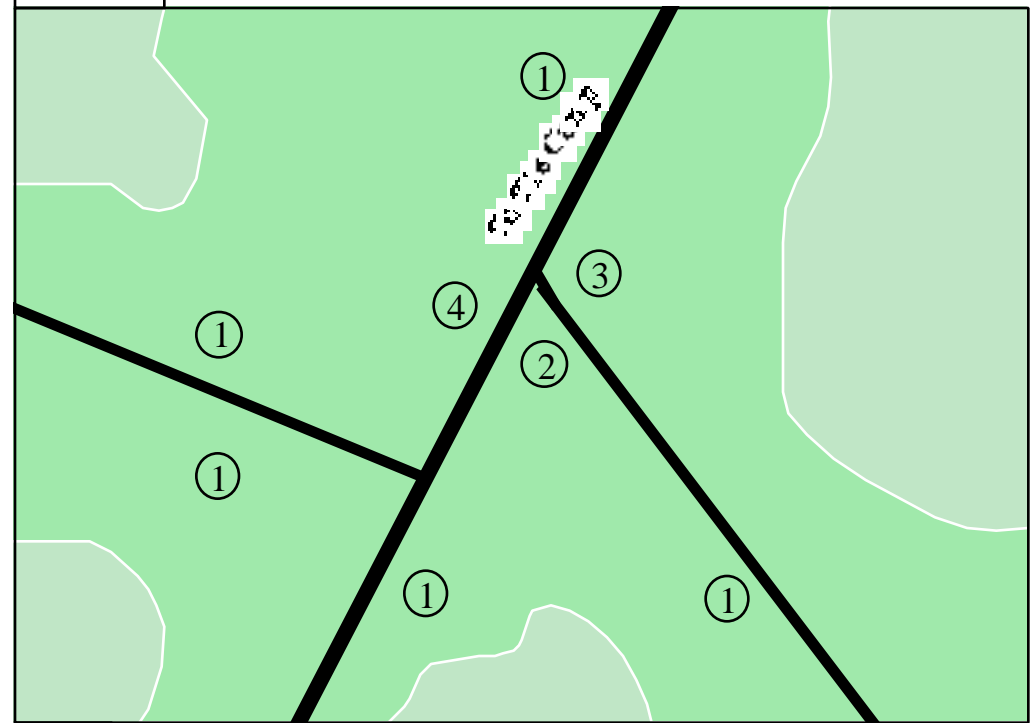
This work is written in Latin and has been translated into English by Dr. Jones and Dr. Hastings of the Ohio State University. John Morill, a famous "Witch Hunter", wrote the original in 1710. Morill was actually an 18th century investigator who dedicated his life to opposing the

goals of the Mythos. The diary details his adventures in New England and contains his notes on various legends in the area, including the legend of the black stone. The information contained within the book is a fair approximation of the Keeper's history. The exact degree of the information revealed in the diary is left to the Keeper. Included within the work is a description of the Elder Sign and instructions on how to create one. Reading the book costs the reader 1/1D4 SAN, adds +4% to the reader's Cthulhu Mythos, has a spell multiplier of X3 (since the directions and instructions are very clear). It contains (only) the spell Elder Sign.

Main Map



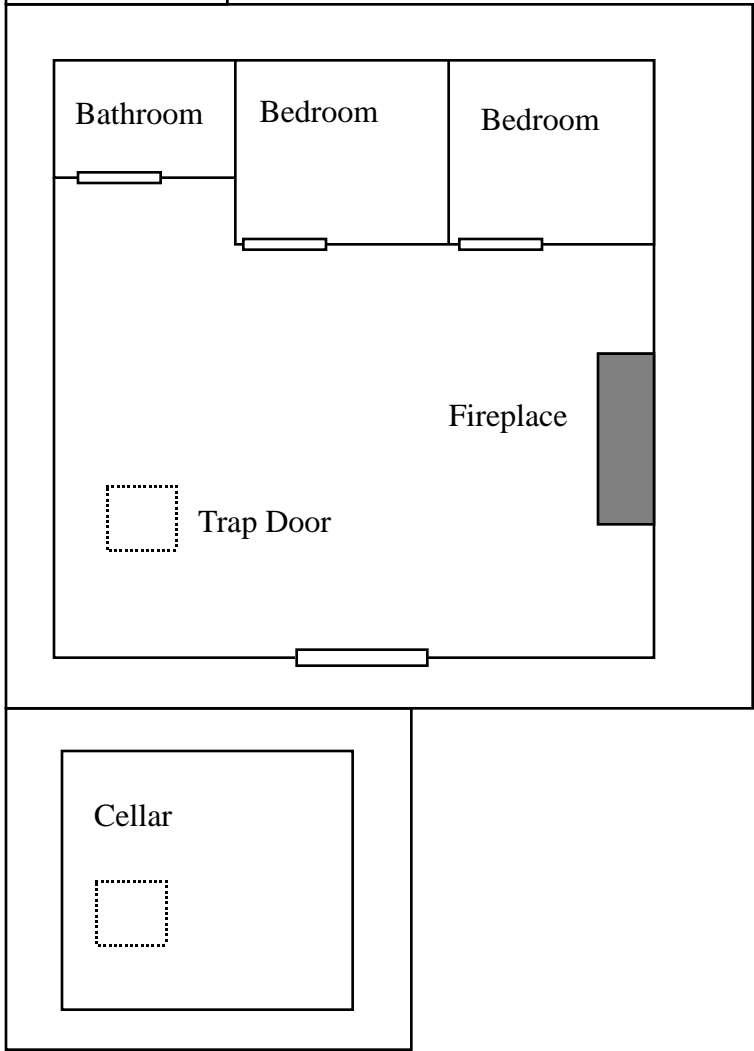
Colbin



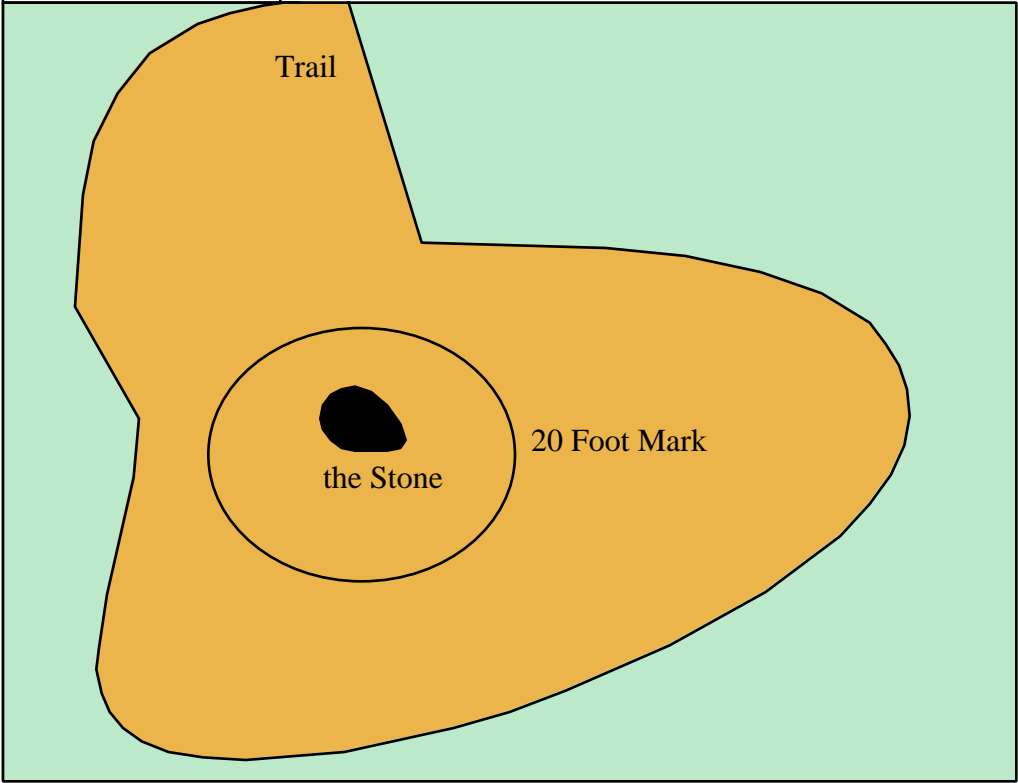
Key

① Residential	■ Woods
② Gas Station	□ Clear
③ General Store	— Paved Road
④ Clara Barton's Home	

Cabin Map



Clearing Map



Players Handouts

Handout#1 –First File

We found the stone referred to by Hastings. The stone is roughly six feet high and about five feet wide. Jeff did some digging around the stone and turned up some human bones. Jeff also dug up an old ring of stones. The stones have some strange marks on them that I cannot decipher. They do not look like anything I've seen before. We decided to leave the bones where we found them, since we will have to call the police tomorrow. Jeff has decided to take one of the stones from the ring and show it to Clara, since she knows so much about the legends of this place. I don't know why, but the black stone frightens me. I know it's not very professional, but I think the stone is evil. Maybe it is because of the old stories, but this place really bothers me.

Handout#2 –Second File

I don't think we will live through the night. I hope someone finds this before it is too late for them. I woke up and Bill was gone. Jeff went to look for him and took his gun. Later we heard a knock on the door. Jenny opened it up. Saw only shotgun shells. We thought Jeff was fooling with us. We heard another knock. This time it was the gun. Next time it was his hand. We heard another knock, but wouldn't open it. Looked outside, saw them walking, dead horrible dead I hear them at the door God help us.

Handout#2 –Morill 's Diary

...vile demon from the darkness that lived beneath a black stone and served the wizard Trask.”

“The shaman chanted his ritual whilst I blinded it with the sign of the old ones. The magicked stone shattered upon contact, wounding my hand most sorely. Despite my pain, we continued the enchantment and did imprison the foul demon within the circle of stones.