

HALLOWEEN HORROR 2

CHAOSIUM'S SECOND HALLOWEEN ADVENTURE CONTEST

Of Angels and Bones
by Brandon Hanlan

The Devil's Agents
by Shawn Proctor

Haunted Molesbury
by Brian Hensley

Way Down. In Ioway.
by X.D. Eness

The Smokestack Horror
by John Kennedy

Halloween Candy
by Oscar "Osk" Rios & Walter Attridge

Enter the Gaijin
by Simon Yee

A Ring of Toadstools
by Oscar Rios

Eight Horrors for One Special Night

This monograph is the result of Chaosium's 2006 Halloween Adventure Contest. What follows are eight tales of Halloween Horror spanning time and space, from medieval Europe to modern day Arkham. For more Halloween adventures you may consult Halloween Horrors Volume 1, printed in 2005. We hope you enjoy these Samhain offerings. Trick or Treat!

The Chaosium Guys
October 2006

A Quick Note

The adventures are presented here in no particular order—the sequence does not indicate in any way which one is better than another. There is no first-place adventure. All eight were chosen as winners.

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OF ANGELS AND BONES

A 1920s Cthulhu Adventure for 2-4 Players
by Brandon Hanlan

OVERVIEW

Of Angels And Bones revolves around the happenings of a small town in Oklahoma in the 1920s. The story is set into motion a year before play begins by a local man who discovers a strange whistle and learns its secret at the cost of his own sanity and the lives of his friends. The whistle and its capacity for destruction changes hands, falling into the possession of another man who falsely believes it to be a holy item to summon angels of God's vengeance. This is far from the truth. Instead the item is more like a feeding bell for a hungry being from space that voraciously consumes any who are too near the holder of the whistle. A man who knows something about this sort of being comes to town intent on capturing it for observation with a strange device of his own design. He will require the cooperation of the investigators in this endeavor, which seems at the time a reasonable way to rid the town of a threat. When the time comes for the device to perform, it malfunctions, killing its creator and destroying the creature from the stars. The presumed victory is short-lived, as the violent malfunction also inadvertently creates a rift in the hill through which an age old evil gets a glimpse of the night sky after a long confinement. This ancient horror seizes the opportunity to satisfy its twisted appetite for carnage and destruction on the

town, and by that point only the investigators can bring the nightmare to an end.

PART I:

CALLING ON ANGELS

Welcome to Totun, Oklahoma

The year is 1924, and Oklahoma is a land of opportunities and new beginnings for those who don't mind a little hard work. Totun is a picturesque example of small-town America in nearly every respect. The Triple B textile plant provides ample jobs for the some 300 families that make their homes here. Beautiful Lake Roebuck is only a short distance away, providing all sorts of recreation for young and old. Bartlett's General Store is here to provide anything a person might need or want, and the service leaves nothing to be desired. The young ones will most likely be within easy walking distance of Tall Pines Grammar School, which is located just next to Town Hall, where citizens are always welcome to stop by and pay a visit to Mayor Nicholas Harris. Jimbo's Bait and Tackle is an ideal place for the men to get together to smoke and discuss the news of the day on a Sunday afternoon, and for the ladies, the Orange

Tea Room has just opened its doors for business this month. The local newspaper is ready every morning for citizens in the know, providing delightful commentary and insight on the events of the day. We hope you enjoy your visit.

Investigators

Any sort of investigator is playable in this scenario. Many drawn by the mysterious and macabre have come to Totun in the wake of the Gene Pleate story, which appeared as a small story even in national papers. Also, those with any particular interest in astral phenomena (such as Mr. Prescott) have likely heard of the unexplained lights seen in the sky over Totun in the last few months. Any connection between the two stories that have come out of the town is likely speculated upon only by locals, but there has been quite a lot of buzz on the subjects lately with the anniversary approaching and people's general desire to discuss things that give them the creeps once it starts to get cool outside.

The town as a whole is neither too accommodating nor hostile towards outsiders. With the scarcity of accommodations in the town it is conceivable that any visitors may have family in the area, or perhaps a summer home by the lake for wealthier investigators. If any of the investigators are not "investigative" types then it will be necessary to build a personal connection to draw them into the scene, such as being a relative to one of the former Church of the Loving Savior members. Perhaps they could even have some direct relation to Blakely himself, and have some reason to be concerned for his mental well-being. Any investigators involved with law enforcement could be assigned to keeping an eye on Blakely's followers, since there is some concern among the decent folk that the group is planning some sort of retaliation.

THE STORY OF PASTOR GENE PLEATE

No small town is without its share of ghost stories and dark local rumors, but many are stale

from numerous retellings and clouded by time. For the residents of Totun, Oklahoma, the story of Pastor Gene Pleate couldn't be much fresher. It was only two years ago that Gene was killed and his grisly secret became public knowledge. Gene was the pastor of a small non-denominational church called the Church of the Loving Savior that had at one time a congregation of about 40 of Totun's residents. He was always regarded as a strange man by most, due in no small degree to his extremely fundamentalist beliefs. The celebration of Halloween was on the long list of things which the pastor did not approve of, and he encouraged those who attended his services to warn their neighbors against being lured into such a Satanic celebration. Each Halloween the more dedicated members of the congregation would go out into the streets to preach the evils of children wearing costumes and eating candy. Gene toed the line on several occasions when it came to provoking those who didn't share his beliefs. On the last of these occasions, Gene grabbed a young girl dressed as a witch by her shoulders and shook her while warning her of her imminent damnation. This action earned Pastor Pleate a good and solid punch to the head from the girl's father, a hulk of a man named Earnest Lee. The matter would have been simple enough, but three days later Gene Pleate died from the internal effects of such a hammering blow in the hospital. Earnest was arrested, convicted of voluntary manslaughter, and charged with an 8 year prison sentence to be served out in Oklahoma City.

As the community was buzzing with the latest news, the local authorities were busily trying to locate Gene's next of kin, which was turning out to be difficult. Two months later the conclusion was reached that Gene Pleate had no next of kin, making his home and effects property of the state to be auctioned off. County police were the first to set foot inside the small house since Gene's death. Those who attended the Church of the Loving Savior had worked themselves up into a frenzy of righteous indignation at what they considered the murder of their pastor. This frenzy ended almost immediately, and the mem-

bers of the church tried to sever themselves from association the moment the papers reported what the police found when they went through the house. In the basement of the home were three bodies decomposed beyond positive identification wrapped in canvas. The dental records of the bodies are checked against a list of missing persons, this check identified the bodies as 3 men who went missing ten years ago and were presumed to have drowned in the lake. Though there is no conclusive evidence that Gene Pleate actually killed anyone, the presence of three corpses in the man's private basement couldn't possibly have an innocent explanation.

Unholy Communion

As many in the town are aware, Gene Pleate claimed to communicate with angels. Pleate's angels were actually a particular Colour Out of Space that resides in nearby Lake Roebuck. In Gene's possession was a strange whistle which called it. This whistle along with Gene's personal diary have found their way into the hands of Preston Blakely, a particularly zealous follower and possibly only friend of Pastor Pleate, since the pastor's death.

Blakely has used the whistle twice to summon the "angel", but is frustrated because it does not speak as it did to Pleate. In fact, it didn't speak to Pleate either, but the pastor's fevered mind created elaborate delusional dialogues between himself and the being which he recorded in his diary.

Pleate's mind snapped the first time he used the whistle. It was ten years ago, just before he started his ministry. He had been out drinking corn whiskey at the lake with some friends (whose bodies would later occupy his basement) on a Summer night when he found a strange metal object in the sand that appeared to be some kind of old whistle. It was surprisingly rust-free, and Gene absently put it to his lips and blew. Little did he know that blowing that whistle would cause an amorphous patch of unearthly color to rise from the lake. This thing fascinated the four drunken men, and

within a few minutes it settled upon them and began to feed. Gene watched frozen in horror as his friends were drained of their very breath by the thing, leaving behind only shriveled husks. It's hard to blame a man for parting ways with reality after something like that.

In a desperate need to rationalize the event, Pleate came to the conclusion that the thing was an angel of the Lord that punished his friends for their sinful ways. For some reason Pleate was spared. In truth he had only the whistle to thank for his life, but instead he took it as a sign that he was meant to take up ministry and warn his neighbors of the Lord's wrath. Of course, that didn't necessarily mean that he had to tell anyone about what happened. He could never bring himself to dispose of the bodies, so they sat in his basement all those years.

The Whistle

The whistle formerly owned by Gene Pleate is about four inches long and not much thicker than a pencil. For its volume it is surprisingly heavy, and is made of some very dark and lustrous metal. Blowing it does not produce any noise audible to human ears, like a dog whistle. Though there exists very little documentation of the whistle's history, it is presented here for the keeper. In the great days of the Serpent People there was a brief period of interest in the Colours Out of Space. The Serpent People devised these whistles as an ingenious tool to observe their fascinating feeding habits. When blown, the whistle creates a vibration that attracts any of the Colours within a 150 mile radius. Following this summons the Colours were typically supplied with food. The observer was protected by the whistle, being made from a particular meteoric metal that is apparently "bitter" to the Colours. This whistle is a call, but it is not by any means a mandatory summons. If a Colour is otherwise occupied or simply does not wish to respond to the call, it does not have to. However, since there is usually some incentive offered, they tend to comply. The whistles were scattered. Two other examples are known to exist, however their exact whereabouts are unknown.

A Grim Prophecy

In Pleate's diary he writes that the angels told him they would someday descend on Totun and bring the Lord's vengeance to the town's unrepentant sinners. Of course, this sort of prophecy is only the ramblings of a ruined mind, however those words hit home with the current owner of the diary, Preston Blakely. To make this even more unsettling, Preston is also now aware of the whistle's power. Even if the Church of the Loving Savior has lost its congregation and its pastor, the Lord's work will be done if Preston has anything to say about it. With the anniversary of Pleate's murder coming, Blakely is formulating his own plans to hurl those responsible into a world of fire and brimstone.

Almost a Year to the Day

The leaves are turning and the townspeople are dusting off their jackets for the late coming Fall. Halloween is casually approaching, even though there is a subtle level of tension as people recall the events of last year. It is late September. This is when the investigators come into the story. Renewed public interest in the Pleate case, particularly among teenagers, has led to several break in attempts, some more successful than others, at Pleate's old home. The house has been renovated by the state for auction sometime next year, so those who have broken in have been sorely disappointed to find fresh paint and new carpet where that had hoped for walls covered with insane scribbling and bloodstained hardwood.

The former members of the Church of the Loving Savior are split into two groups, the larger of the two being those who are feeling somewhat ashamed having been preached to by a presumed murderer. These people are eager to get on with their lives and have been rather quiet lately. Public ridicule is not unheard of for those who attended the little church. The other group is made up of slightly paranoid individuals who feel as if the events of last year are part of some conspiracy not only to kill their pastor but to blacken his name for future generations. This smaller second group is led unofficially by

Preston Blakely. The mayor has said very little concerning the matter to avoid rubbing against either side too roughly. Chief Danforth of the Totun police department feels uneasy about Blakely and those like him, though he is careful not to say too much to that end publicly.

Townspeople

Word travels fast in this sort of community. If the investigators are out-of-towners they will be a little slower to get the news most likely, but in any case they will need to hear it from someone unless they are there to witness it first hand. Below are a few town personalities provided for the keeper with whom the investigators may gossip. The extent of their knowledge is left to the keeper's discretion, so either slow or quicken the pace of the scenario.

Jerome Green is a black auto mechanic who works for Riley Walker, the garage owner. Riley is a man of sour disposition, and is unlikely to take any time out of his busy day to share any stories with anyone. Jerome on the other hand rarely stops talking. He occasionally gets some bad information, and he tends to exaggerate on top of that, but he is always forthcoming with anything he might have heard.

Chief Danforth lives the slow-paced life of a small town police chief. He can usually be found sitting on the porch of the police station smoking a cigar, or walking through the town. Danforth will tell a great deal to any investigators who appear to have their best interests tied in with the town. He is straight forward, almost to a fault. If there is anyone who Danforth is reluctant to talk with it would have to be journalists.

Wendy Reimusshausen runs Bartlett's General Store. The store belongs to her husband, Otto, who purchased the business from Hugh Bartlett three years ago. Otto has ulcers, and at his wife's insistence he is taking an extended break from his responsibilities. Mrs. Reimusshausen is an older woman, and so she employs several of the town's younger citizens to help her. Unlike many of the residents of Totun, Wendy is not suspicious of out-of-towners

at all. Quite the opposite, she is curious and seeks any chance to greet and talk with visitors to the town. Her business often affords her this opportunity.

The Widow Engell runs a seven room Victorian boarding house on the edge of town. Many visitors to the town stay with her, since there isn't a hotel yet. Lodgers of Widow Engell often find her stuffy and difficult to talk to. She does not fit in well at all with the more rustic citizens common to Oklahoma. If any of the investigators are staying with Widow Engell, she routinely attempts to pry into their business. If they do discuss anything with her, then Widow Engell will offer any advice she might have based on her knowledge of what is going on in town.

Pete Downy runs a beloved establishment in Totun, the dancehall. On Friday and Saturday nights there is a honky-tonk band that performs late into the night. The dancehall also serves Pete's own "cider", which is in fact a fairly potent wine made out of whatever fruit was available at the time. The local law enforcement takes a nominal kickback to allow the activity to continue. Pete is fond of gossip and enjoys meeting new people.

Strange Shapes in the Sky

As Blakely continues to meet with the Colour using the whistle that he managed to recover, the thing is sighted on 3 occasions moving through the night sky, and about once a week once the scenario begins. Reporters from larger newspapers as well as the Totun Bugle come to get reports from the four citizens who witnessed the strange aurora. It is a distinct possibility that the investigators themselves may chance to see this strange apparition (SAN check for 0/1d4) moving either westward if it is headed to meet Blakely or eastward if returning to the lake (keeper's choice). Determined investigators might even be able to follow it if they are prepared and make a successful Drive Auto roll as well as a successful INTx3 roll (the separate rolls need not be made by the same investigator, as the driver can be assisted in knowing which way to go, but clearly only the driver can make the

Drive Auto roll). If the investigators successfully follow the thing they will either see it descend beneath the waters of the lake or they will see it appear to vanish behind the Church of the Loving Savior.

The Church

The church is boarded up, but there is a side door that has been forced free. If the investigators decide to check out the church after seeing the Colour enter, then Blakely douses his lantern and hides after arming himself with a brass candle stick (treat as a small club). Blakely is dangerous, but far more dangerous is the Colour itself that is still in the church. Before the investigators enter through the side door, allow them to notice that a sliver of shifting glowing color is visible through the ajar door. If they insist on entering while the Colour is present then there is a good chance one of them will die, as the thing will feed on the first presented meal. A successful Idea check will allow one of the investigators to come to the common sense conclusion that it might be best to wait until the thing leaves. The Colour pours out through the steeple in a few minutes time leaving the church dark and calm. Now is the time to catch Preston.

If they do not bring a light source then there are a few half-burnt candles about if they have a means to light one (successful Idea roll realizes that one candle is without its stick). Also, there is Blakely's doused lantern sitting on a small table which is still hot to the touch. If discovered, Blakely will surprise whoever finds him with a blow from his candle stick before fleeing. If somehow apprehended, Blakely insists that he had no business in the church and was merely looking around, and that the investigators startled him. He claims to know nothing about the chromatic glow. Even though that story reeks of a lie there is no real way to prove otherwise. If the investigators come to look through the church any other time they will find little of interest or out of the ordinary aside from some fairly fresh footprints that meander through the sanctuary in the even layer of dust that has gathered. Also there is a disturbed area in the dust in the

middle of the sanctuary where someone sat down on the floor.

The First Victim

Three weeks remain until Halloween night and mothers are sitting down to get started on their children's costumes. Preston Blakely has gained a great deal of confidence in calling his angel from his attempts at the old church. He goes into the hills with his dog for a walk one evening and blows the whistle, thinking that he will take some time to reflect in the holy presence. The Colour responds to the call reluctantly, since as of yet Preston has offered no food. This time there is something to eat, Preston's dog, Charlie. The Colour consumes Charlie as it did Gene's friends all those years back, giving Preston a nasty shock, but not nasty enough to make him get rid of the whistle. Preston buries his dog under a pile of branches and returns to town, explaining to his wife that the dog got away from him in the hills. Old Percy, a black man of venerable years who gathers wood in the hills, saw Preston burying the dog. Now Preston has witnessed the destructive capacity of his angel. By the next evening, the small black community of Totun has heard the story from Old Percy, and two of the younger men come around to the Blakely home with a puppy to give to the family, explaining that they heard about Charlie. This upsets Preston and confuses his wife, and Preston makes a scene on his front porch sending the two men away. This scene only causes the rumor to spread into the white community as well, trivial as the matter seems. If any investigators manage to get wind of the incident concerning Charlie, they might be able to get the rough location of where Preston was said to have buried the dog. If they wish, they will possibly be able to find the dog underneath a pile of branches and leaves.

A Grisly Connection

If any of the investigators finding the dog, or any of the subsequent corpses left behind by the Colour, happen to have any involvement with the Pleate case a year ago then a successful Idea

roll reveals something strange. The corpse of the dog, even though it can't be any older than a day or so, is decomposed in a manner almost identical to the photographs of the bodies recovered from Pleate's basement. Even a character who never saw those photographs or the corpses themselves can tell that the dog's corpse has decomposed far beyond what could occur naturally in the space of time allowed. This is of course due to the feeding methods of the Colour. Any investigator with much previous experience pertaining to corpses can make a Medicine check. If the check is successful then the investigator notices an abnormal loss of pigmentation is accompanied by the rapid decomposition, though there is no way to tell this from the black and white crime scene photos taken in Pleate's basement. A proper autopsy performed on any of these corpses is particularly difficult given the degenerate condition of the tissue. Still, a successful Medicine check discovers that all of the bodies apparently suffocated for some reason.

Interviewing Preston

Preston is a supervisor at a lumber yard, and as his co-workers will readily report he has been acting strangely for the last several months. He takes numerous breaks and is often found mumbling to himself about angels. If the investigators approach him after encountering him at the church then he is on his guard and extremely uncooperative. If this is his first contact with the investigators, then he will first feel them out to determine their allegiances. Any visible Christian insignia will lead Preston to take the conversation in a religious direction. If the investigators indulge him in this he will eventually warn that "the anger of the Lord burns hot against Totun", and that they should take great care. Preston will not say how he knows this, only that it was something he learned from the late Pastor Pleate.

Preston admits readily that he was a friend of Gene's. If asked anything about the bodies found in the pastor's basement, Preston remarks

that he only knows what everyone else in town knows.

Preston's wife, Mary, is a very quiet woman who is seldom heard even by her husband. She is concerned by Preston's recent behavior but she would only confess this to someone she trusted a great deal. Mary believes that Preston is seeing another woman because of his frequent absence. Preston's 9 year old son, Caleb, is still young enough to simply assume that his father has grown-up business to attend to at night and it is nothing more than that. Caleb has seen the whistle and he is curious about it, but he has been warned by his father that it is very old and not to play with.

Talking to Caleb

To keep his son away from it, Preston bought Caleb a whistle of his own to play with. Most given days Caleb's whistle can be heard as he skips down the main road on whatever errand he may have. If asked where he got his whistle, Caleb innocently explains that his pa got it for him because he wasn't allowed to touch the old one. Caleb doesn't know anything about his father's whistle beyond the fact that it is very old and he is not allowed to play with it. Caleb says he doesn't know where his dad keeps the old whistle.

Enter Mr. Prescott

About two weeks remain until Halloween. Mr. Allan Prescott arrives in town and secures for himself a room at the Widow Engell's boarding house. Prescott is an older gentleman from Boston who has come to Totun after hearing the reports of strange lights in the sky. He is one of the few remaining sons of a wealthy Boston family who has used his financial freedom to pursue some strange areas of interest. Prescott claims that his primary interest is verifying and cataloging such occurrences. This is true to a certain extent. In reality Prescott has come because after reading the reports he is fairly certain of what was seen. Prescott has had previous experience with the Colours Out of Space, and has conducted quite a bit of research into them over

the last 23 years. What he has turned up is a collection of legends from across the globe and a few notes from a 14th century German alchemist who experimented briefly with one before his death, Rudolf von Kermitzen.

Kermitzen maintained that the Colours (which he referred to as Auroras, the term Prescott adopted as well, and one that will be used interchangeably here) were a sort of natural phenomenon, manifestations of lunar energy. Prescott believes that it is true that they are a natural phenomenon, but rather than being associated with lunar energy as Kermitzen wrote, Prescott believes that they are composed of their own sort of energy similar to electricity. If a man could find a way to harness that energy, he could make a fortune and become known as one of the great thinkers of his time. This stubborn motivation makes Prescott see any other investigators as competition. As such he will not offer any assistance to the investigators willingly unless in doing so he serves his own ends. Travelling with Prescott is his assistant, Phillip Roe. Roe is a much younger man than Prescott, appearing to be around 20.

The Box

Based on some rough sketches in Kermitzen's notes and with a few modifications, Prescott has constructed a box made of copper and lined with carefully arranged magnets weighing 50 pounds. Prescott refers to the box as the "Aurora transport device". This bizarre contraption came from Boston with Prescott, though a measure of care is taken so as not to make it obvious that the pair is transporting such a strange object, thus drawing attention. The intended purpose of the box is to trap and contain an Aurora for examination. It works to a degree. Prescott has spent 18 years researching the design, though there is no real practical way to test such a device. Since no tests have been run, Prescott is unaware that the box is still dangerously flawed. Prescott is fully aware, however, of the great risk that he will be taking when he finds an Aurora. Phillip, on the other hand, has tremendous faith in Prescott's work.

When the box is open within twenty feet of an Aurora, the Aurora makes a POWx3 check. Failure means being drawn into the box and held in place by the magnets within. The Aurora compresses to the 3'x3' dimensions of the box regardless of its original size. Any person in contact with the box as the Aurora is drawn inside sustains 1d8+2 damage from the sudden violent release of static electricity. Due to a slight error of positioning of the magnets inside the box, an Aurora trapped in the box cannot survive and is destroyed. The destruction of an Aurora in this fashion results in an instantaneous pulse of energy from the box in a ten foot radius. Those caught in this pulse suffer 1d8+4 damage, bleeding from their eyes and ears (Sanity loss 0/1d6 to witness). Any glass is shattered by the pulse. Those who survive are also deafened for a brief time left to the keeper's discretion. The pulse is accompanied by a sonic boom which can be heard for miles.

Gathering at Union Hill

Four days after the arrival of Mr. Prescott, Preston Blakely circulates handwritten copies of an anonymous letter to all former members of the Church of the Loving Savior. The letter is an invitation to attend a gathering to be held at Union Hill just west of town after sundown. The letter claims that God will reveal proof that He is working through someone in the town. It promises that those in attendance will witness a miracle, which is enough to pique the curiosity of even the most skeptical. The investigators may be lucky enough to intercept one of these letters, or learn of the meeting while gossiping with townspeople. Either way, even if they do not learn of the meeting, it is obvious to anyone outside after sundown that many people are heading for the hill. It is Blakely's intent to use his miraculous powers to unite the old congregation so that they can all be safe from harm when the angel comes to kill all the sinners.

Chief Danforth takes two cars of officers to see what is going on, though he has no just cause to disperse the meeting. Blakely's wife and son are also present among the crowd of

35 people gathered on the hill. The police park their cars at the foot of the hill and climb to keep an eye on the assembly. Any investigators present for the gathering are subject to high suspicion and possibly even verbal or physical rebuke if they act inappropriately.

Blakely himself is present long before the meeting begins, praying fervently and preparing to address whoever responds to his invitation. Once the sun has set and he has an acceptable audience he sets in, asking those present to join him in prayer. After the prayer, without any further explanation, Blakely blows the whistle.

The Colour flies in from the east and descends on the hill to the total awe of the congregation. If the investigators are present, they will need to make Sanity checks against a loss of 2/1d12 as they witness the ensuing chaos. The Colour descends on the hill, slithering and glimmering over the congregation as those gathered realize that something is terribly wrong. Those six people nearest to Blakely begin to gasp and glow with unnatural hues as their skin crackles and shrinks away. About thirty seconds later those trapped by the Colour shrivel away into gray corpses that appear almost mummified by the process. As the victims shrivel, the Colour grows larger, though this detail is likely to go unnoticed under the circumstances. Any investigators who are close to Blakely when he blows the whistle have a 15% chance of being targeted as well.

Of the five present police officers, two faint dead away while two others attempt to shoot the thing. Danforth himself tries to bring his fainted officers around in case they will need to flee. The rest of the gathered people flee from the Colour back towards the town, and even Blakely himself flees into the woods.

Prescott Gets His Chance

When Blakely calls the Colour to the hill, Prescott and Roe are ready. The two are playing a game of backgammon on Widow Engell's balcony and chance to see it making its way

across the sky. The two scientists load up in their car and speedily follow. By the time they reach the hilltop the horror has already transpired. The corpses arrayed on the hill are enough to make Prescott faint. Roe tends to him. One inherent flaw of the box becomes obvious; you actually have to catch up to the thing with it.

Aftermath of Union Hill

The police radio for backup and within 10 minutes 8 more officers are on the hilltop. The officers gather up the corpses and care for any people or investigators who have fainted or been injured in the chaos. If the investigators are found by the police, they will be detained briefly and questioned. The police take names and contact information so the investigators can be reached for any further questions. If the investigators flee along with most everybody else they can pick one of three courses. They can flee along with the mass of people headed back to the town. They can choose their own course and gather their thoughts in private. Finally, they can pursue Preston Blakely.

Blakely flees blindly into the woods covering the east side of the hill. Any pursuing investigators can attempt a Track check if they have a flashlight or a lantern. If they are trying to follow in the dark, three successful Listen checks in a row can allow the pursuers to catch up. Blakely is unarmed. He attempts to use the whistle as a last resort to save himself, but the Colour is satisfied for the time being and does not bother to return so early.

Dealing With Blakely

If the investigators manage to catch Blakely, they have to decide what they should do with him. If they subdue him and hand him over to the authorities then he will be detained in connection to the mysterious deaths on the hill, questioned, analyzed, and finally moved to an asylum. If the investigators kill Blakely, they will risk being connected with the murder even though the authorities will have their hands too

full to conduct much of a thorough investigation. If Blakely escapes, he hides in the forest until he is found shot dead by Phillip Roe. After the horror in the hill Blakely is completely insane and can only mutter pathetically about how sorry he is.

Whatever happens to Blakely is far less important than what happens to the whistle. One way or another the whistle should find its way into the investigators hands. If Blakely eludes the investigators then the whistle is torn from its place on a cord around his neck and is found hanging on a branch. The whistle is strung next to a small key. By now they should have discerned its significance, and hopefully they know better than to test it after seeing what happened on the hill or speaking with Caleb. The key, however, is a mystery. If the investigators try to hand the whistle over to the authorities they are not taken seriously. Those officers who were on the scene, including Chief Danforth, will not speak on the matter other than to explain that it was a forest fire started by a kerosene lamp. The only person in town who has any interest in the whistle aside from the investigators is Prescott.

Another Interested Party

Though Prescott himself had fainted, his assistant witnessed Blakely fleeing with the mysterious whistle. The story as it was told to him after he came to struck Prescott as highly suspicious and worthy of looking into. Mr. Prescott has the premonition that the whistle is used to call the Aurora, and he is absolutely correct. The existence of such a thing is a remarkable boon for him. He busies himself writing in his journal about what has happened in Totun as he dispatches Phillip Roe to look into what became of the whistle. Phillip relishes in this task, and sets himself about town. If Blakely is still missing, then Phillip takes his search to the woods east of Union Hill. Phillip shoots Blakely if he finds him only to discover that he no longer has the whistle.

Not discouraged by this, Phillip will take his search back to the town. He has a particular

interest in the investigators, and may be spotted loitering about where they are staying. If encountered, Phillip will not hesitate to shoot if he feels that he is threatened. If questioned the young man insists that he is just out for a walk and isn't up to anything. In the meantime the investigators are likely to be spending some time puzzling over the whistle and the small key. The key is very simple and not particularly old. It looks like it might go to a small padlock or a lockbox. In fact the key opens a lockbox in the Blakely home that contains a wad of cash (\$200) and Gene Pleate's diary. If the investigators recover Pleate's diary, treat it as a Mythos tome containing no spells that takes two weeks to research, bestows +1 Cthulhu Mythos, and has a sanity loss of 1/1d3. The diary explains the use, if not the origins, of the whistle.

Finding the lockbox will take a search of the Blakely home, which will require a little stealthy breaking and entering. Allow the investigators in the house to make Spot Hidden checks. A successful check eventually finds the gray metal lockbox hidden on top of a rafter that can be reached with the use of a chair. If something happens so that the investigators are spotted, the neighbors will phone the police to come around. The sound of a car door shutting would be a nice warning to give them a chance to escape if it comes to this or if they linger too long in the house. If they are apprehended they are held overnight and fined \$25 each since there is no one to press charges. Chief Danforth suggests that the investigators abandon whatever interest they've taken in the case. If the investigators do break into the house they will be watched by Phillip Roe, who does not interfere. Convinced that the investigators are in possession of the whistle, Phillip takes this information to Mr. Prescott.

A Scientific Proposal

Mr. Prescott arranges for a message to be delivered to the investigators by his assistant in the form of a letter. The letter is written in a neat script on crisp stationary paper. It reads as follows:

To My Fellows in the Search for Knowledge,

It has come to my attention through the diligent efforts of my keen-eyed assistant that you are in possession of a curious thing. Though I am afraid I have precious little light to shed on its mysteries, I do believe that there is a way in which it can be used to further the aims of science and perhaps generate a very nice profit as well for those involved. I hope you will consider being my partners in this venture to whatever extent may suit you. If you would rather to simply sell the item which I speak of to me, that can also be arranged. It is my wish that you will meet me tomorrow night at 7:00pm at Union Hill to discuss the possibilities. Please consider my offer.

Respectfully,

Allan Prescott

The investigators must decide if they wish to meet with Prescott. If they go to the spot at the appointed time they will find Prescott and Roe waiting for them with their car. Roe seems to be a bit on edge, but Prescott is very calm and welcomes the investigators. He offers cigars, then explains that he believes the whistle to be used for drawing manifestations called Auroras, which are naturally occurring pockets of energy similar to electricity but perhaps more powerful. Prescott explains his invention of the Aurora transport device and his intent to capture one of the things to take back to his laboratory in Boston for research into what he believes will be the next major discovery of the 20th century. The way he talks it sounds true enough. The investigators can either sell him the whistle for \$4,000 which he is prepared to pay in cash or they can lend it to him for his "trial run". They have the option of actually being present or not, though if they are not present there is nothing to keep Prescott from absconding with the whistle.

If they refuse the proposal altogether then it will be up to Roe to acquire the whistle from them later using whatever means necessary. Roe is only an amateur burglar, but he feels up

to the task. It is acceptable to him to harm anyone who stands in his way if need be.

The Trial Run

The trial run takes place on the night before Halloween at Prescott's insistence. By now the papers have circulated the tragic story of how the gathering on the hill ended when a lamp started a fire and several people were killed in the blaze. Most of those who fled have not said anything to the contrary, since the forest fire story is a satisfactory explanation despite its numerous inconsistencies. Prescott and his assistant along with any investigators who wish to be present meet on Union Hill with the whistle and the box. The plan is simple; use the whistle to call an Aurora and then trap it in the box. Despite the simplicity of the plan there is an ominous possibility that something could go wrong. Being a bit of a fatalist, Prescott chooses to ignore this possibility and see his plan through. The loyal Phillip Roe stands by to offer whatever assistance may be required of him. The investigators are present most likely in a purely observational capacity.

The whistle works, and within moments the Colour can be seen approaching from the west. Prescott is ready with his notepad and Roe is holding the box lid open. The thing draws near and it is caught, it begins to pour into the box. Roe is the first member of the gathering to realize that this wasn't such a good idea when the static catches him as previously described under the heading, "The Box". The keeper is free to roll damage of course, but for dramatic effect it is important that at least Roe is killed in a horrible fashion. Prescott is captured in the energy pulse once the Colour is completely inside the box. The pulse kills Prescott. Any investigators caught within the pulse may be allowed a Luck check to jump clear. All witnesses need to make the applicable Sanity checks.

The Colour is gone after the pulse.

PART II: GATHERING OF BONES

The Secret of Union Hill

No structure has ever stood on Union Hill, and this is a good thing, because Union Hill is quite hollow. The rocky little hill is only the last vestige of what was at one time a mighty stone spire constructed by the priests of ancient Rao. Of course, this isn't the sort of fact that an investigator can learn during a visit to the Totun Hall of Records. The spire was created to imprison a troublesome entity that was accidentally called to Earth during an eclipse ceremony. The entity knows itself as Rahazzut, though the Rao referred to it as Heklung'Kuen, which in their language translated to "Gathering of Bones". Rahazzut had no physical form when it was called to Earth, existing only as a sentient wisp of greenish vapor that previously made its home in a distant nebula which has no name known to man.

Rahazzut was fascinated by the humans, and resisted all attempts to banish it back to the void of space. In order to better interact with its new world, Rahazzut went about creating itself a body by fusing together any bones it came across or was able to take from its victims. With its newly acquired body Rahazzut went on a rampage across the countryside of Rao, terrorizing farmers and villagers for its own strange amusement until it was captured by the same priests who had accidentally called out to it. The priests worked a spell to entomb the thing under a pillar of rock to hold it for ages. This was roughly 18,000 years ago.

The pillar of rock made an effective prison for a very long by human standards until erosion and weathering reduced the once impressive pillar to a fragile shell in comparison. This shell is easily cracked when Mr. Prescott's box releases the shockwave of a dying Colour Out of Space. Inside its prison, Rahazzut has been going between century long cycles of sleeping

and trying to amuse itself. The thing in the cave is asleep when the boom creates a rift in the ceiling of the prison. Much of Rahazzut's ability to move its enormous bulk has atrophied from the millennia of confinement, but it has gained the ability (or at least knowledge of its ability) to move smaller portions of itself independent from the greater mass.

These smaller portions could be (and will be) called spawn. The spawn would likely be described by onlookers as skeletons, though this term isn't all that correct. The word skeleton conjures images of skeletal human remains, but the spawn of Rahazzut are not this. Like Rahazzut itself, the spawn will probably contain a few human bones, maybe some parts of a gorilla, possibly the ribs of a pre-historic river-shark, or the skull of a menacing bird of prey long extinct. The spawn are composite skeletons, being formed from the skeletal remains of many creatures that were readily available during the time of the Rao civilization. Unlike Rahazzut, the spawn actually have articulated limbs which they use. To an archaeologist, any of the bones from Rahazzut's body will be fascinating. There are bones of species that have not yet been discovered petrified with age.

The prison itself is a spherical chamber nearly 100 yards in diameter supported by many thin columns that generate from a mass in the middle. Rahazzut itself slinks down at the bottom of this chamber in a stagnant pool. This sort of architecture is completely unknown to modern scholars, since the chamber itself was actually created by a spell rather than by the work of human hands. The rough columns provide something to climb for fragments of Rahazzut and also for any particularly foolish investigators.

After the Trial Run

Following the first test of Prescott's box the investigators are placed in a bad position. They are on a hill with two (possibly more) dead bodies in the middle of the night, but what really makes things tough is that a deafening boom just woke the entire town and no doubt the police are going to look into what just happened.

Before they make the decision to either flee or hide, allow all investigators not bleeding from the ears to make a Listen check. A successful Listen check allows the investigator to notice a few unusual sounds in the wake of the boom. The investigator hears the sounds of stone crumbling, like a landslide, followed by a loud splash and a strange rattling noise. The nearest body of water is the lake. If the investigators choose to take the time to search the hilltop in the dark (emphasize to them that lights can be seen coming on in the town below) a successful Spot Hidden check notices that there is now a gaping hole in the top of the hill about 6 feet across. At casual inspection the hole is filled with an impenetrable darkness. Shining a flashlight in the hole might reveal one or two of the columns that resemble stalactites, though the bottom of the hole is not visible. A draft comes up from the hole along with the vague smell of a tomb. It goes without saying that anyone who should be unfortunate enough to fall into this hole would be dead without a question. If somehow your investigators manage to fail their Listen and Spot Hidden checks, they still need to know about the hole. Allow them to happen across it as they stumble around on whatever course of action they have chosen. Emphasize that it was not there before.

If the investigators linger for too long then they are likely to be arrested and questioned concerning the deaths of Prescott and Roe. This turn of events might even be favorable, and should the keeper so desire it is always possible to let them fall into the hands of the law. In this case, being arrested and suspected of murder has a potential Sanity loss of 0/1d4. Regardless of what they tell the authorities they will be detained to await the arrival of State officers who are in no particular hurry. In this event, the investigators will be in their holding cells (there are two in the town jail) when the town is invaded by the spawn of Rahazzut the following night.

Should the investigators manage to escape without being apprehended, then how they spend the next day is up to them, but little do they know that sundown will bring a Halloween that the residents of Totun will never be able to

forget. If they escape with the box, the whistle, or both, then these items will make excellent conversation pieces. Aside from that their usefulness in this adventure has been exhausted. If the whistle is blown there is no longer a Colour Out of Space within range to heed the call. The box is also harmless now, aside from its ability to ruin perfectly good timepieces if left in contact for too long.

Reporting The Hole

If the investigators go to the authorities and attempt to report the hole in Union Hill, then the police will oblige as far as roping the area off. Chief Danforth will regard the possibility of a sinkhole as a threat to public safety. He will explain to the investigators that once the area is roped off it will take at least a week for the State Wildlife Committee to come out and have a look around before giving the go ahead for a private demolition group to come in and detonate, thus sinking the cavity and neutralizing the threat.

If they are arrested and thus unable to properly report it, they will overhear the officers guarding them talking about it and discussing the procedure detailed above. If they are not arrested and do not report the hole then news will eventually circulate through the town that the alarming noise last night was from a partial cave in on Union Hill and the police have roped the hill off until a crew can come in to level the hill with explosives, this will hopefully plant the idea in their minds for later.

Daytime Activities

Assuming that the investigators escape capture and are free the day following Prescott's ambitious experiment, they might choose to go back up the hill to have a look at the hole. If they do they find it much as they did the previous night. Dropping something into the hole to try and gauge how deep it is, the object will clack against several of the columns before finally splashing into the pool at the bottom after about 5 seconds. There is an echo down there. If they drop a lighted object like a torch hoping to get a glimpse of the bottom, they are thwarted in this attempt once the object reaches the pool of

water at the bottom. They might manage to catch a glimpse of motion, but nothing more. A strange rattling noise can be heard, but not truly identified. It is the sound of Rahazzut's multitude of bones clacking together as the thing gleefully assembles a party of "scouts" to go and check out the surrounding area.

The police have brought the bodies of Prescott and Roe back to the morgue and are keeping things quiet for the time being. No news has yet reached the public to explain the disturbance last night. If the investigators choose to poke around, they are asked to account for their whereabouts. A Fast Talk check might be necessary to put together a decent fabrication. The reason they are questioned is because Chief Danforth noticed that wherever the investigators are staying is the only place in town where no one seemed to be awakened by the boom.

HALLOWEEN NIGHT

The townspeople of Totun are a little on edge after some of the recent events in the town, namely the UFO sightings, the mysterious "forest fire", the murder and/or arrest of Preston Blakely, and most recently the monumental boom that woke the entire town. No one knows that even more corpses were taken down from Union Hill in body bags last night. In spite of it all children are anxious to put on their costumes and trick-or-treat. Chief Danforth has put his officers to the task of letting all the town's parents know that it would be appreciated if they had their children in doors by 9:00. The police are out in unprecedented numbers this year owing to all of the strange happenings. Still, the worst is yet to come. If the investigators are not in the town lockup, then they will be invited to have a drink with the member of the town with whom they have conversed most frequently, or, should that person not be the type to drink, they will at least be informed that there is going to be something of a Halloween party at the dancehall.

The Halloween party is just like any other night at Pete Downy's place except there are a few carved pumpkins this time. Halloween falls

on a Friday this year, so there is a good turnout. The requested curfew put forth by the police does not extend to adults. It is nearly 9:00 when gunshots are heard across town. The spawn of Rahazzut have entered the town and the police have opened fire. If the investigators are locked up when this happens, the one officer guarding them runs outside to see what the situation is. If any of the investigators have the Locksmith skill then there could never be a better time to use it. If no one has that skill then a successful Spot Hidden check notices a ring of keys hanging on a hook on the wall about 5 feet away from the bars. It's just out of reach, but with a little thinking surely they can find a way to get it.

Out in the streets people are running and locking themselves in their homes while the police have formed up together and are shooting at the composite skeletons that are wandering into town. Presently there are seven officers with Chief Danforth and about ten skeletons, but for every skeleton that gets gunned to bits another seems to appear out of the darkness. About half of the skeletons engage the officers and anyone else on the streets while the other half are occupied trying to break into houses. Once the police run out of ammunition they will attempt to fight using their rifles as clubs, but that only gets them so far against the seemingly inexhaustible supply of bones they are up against.

If the investigators are at the dancehall when the shots start, Pete grabs his shotgun and most of the partygoers leave, their buzzes sufficiently ruined. Those who already too drunk to leave are kept inside when Pete closes the doors, best not to make them try to go home if there's trouble.

Sudden Violence

The spawn of Rahazzut begin their macabre march on Totun at around 8:45, as the police are beginning to let children and their parents know that it's about time to get indoors. It begins suddenly, as a handful of the things are spotted heading into town from the east. At first no one knows what to think, and even though the chil-

dren instinctively scream and run. At first some of the adults believe that it is some sort of elaborate, spectacular Halloween prank until one kills Andrew Hess, a police officer, by sinking its murderous jaws into his throat. The other officers on the scene open fire, and within minutes there is pitched battle in the streets.

This chaos quickly spreads to cover most of the town. Particularly heroic investigators may join the fray if they wish and try to take down as many of the spawn as possible as they rampage through the town killing and destroying. This is a noble pursuit, but not a long-term solution. Various pockets of organized resistance are set up through the town, and a few trucks full of good ol' boys are out rounding up families and survivors to bring back to the safe areas.

Arming Up

At some point the investigators are likely to think that it would be a good idea to get their hands on some sort of weapons. If they break out of lockup, then the key ring also opens a gun cabinet in the jail that holds two double barrel break open 16 gauge shotguns and 19 shells. The desk has a loaded .38 revolver (6 shots) and a handful of extra bullets (4) in the drawer. Three billy clubs hang on pegs by the door. Also, any weapons that the investigators may have had on them when they were arrested have been placed in a small cabinet marked "contraband". The cabinet also holds a switchblade, a pair of brass knuckles, a sawn-off 12 gauge (no shells, though), and an opium pipe.

If the investigators are on the streets then they are going to have a much harder time finding something to protect themselves with. Every downed officer encountered has a .38 revolver with 1d4-1 rounds in the cylinder as well as 6 more bullets on his belt. Four officers are equipped with 16 gauge shotguns, though these are always empty when found unless a good Luck check is made. Each investigator desperate for a weapon can make a Luck check to find a shovel, hoe, or other menacing agrarian tool also.

Nearly every household in Totun owns at least one gun, usually a rifle or shotgun. The townspeople are not willing to part with their guns under the present circumstances, and most folks are holed up in their homes blasting anything that comes through their doors or windows. These composite skeletons are not particularly formidable opponents, but their numbers do not dwindle no matter how many are killed. When the skeletons kill a person they do so be pounding and tearing with their limbs or biting, they do not persist in attacking once their target goes down.

Avoiding Combat

Not every investigator is going to want to soldier up and try to fight these things. By this point in the adventure it is inevitable that the investigators come face to face with at least one of the spawn. This need not necessarily result in combat if your investigators aren't up to the challenge. If things are looking grim and you don't want your investigators to suffer any casualties just yet, a successful Idea roll will give them something to work with. Succeeding this roll will allow the investigator to notice one or two things depending on how much the keeper wants to give away. One useful tidbit is that the spawn can't hear, they don't respond to noise at all. Another helpful fact, the better of the two, is that they appear to be adversely affected by bright lights. Any spawn that are confronted with a large blaze (such as an exploding lamp) fumble around as if blinded for a while, certainly long enough for someone to get away.

Under Siege

The investigators may attempt to do as the rest of the townspeople are doing and hole up somewhere trying to hold off whatever tries to come in after them, but eventually they will realize that this is not a permanent solution. If they are found wandering the streets then they may be picked up by one of the trucks making a circuit and gathering survivors and taken to Saint Martin's. If the investigators try to hold out on their own ammunition will eventually run low and the skeletons will come on too quickly to

hold off, even if they do resort to looting the general store, which has a current inventory of 400 .38 rounds, 75 16 gauge shells, 100 12 gauge shells, 600 30-06 rounds, 900 22LR rounds, and 150 .45 rounds. Fighting the things hand-to-hand is possible, but it's risky.

The constant flow of the bizarre composite skeletons into the town has placed the majority of citizens effectively under siege in their homes while others are rounded up and taken to the relative safety of a few fortified areas. These fortified areas include the basement of Saint Martin's Hospital in the central part of the town and the quarry on the southern outskirts. The hospital is full of injured people, many of whom are dying. Saint Martin's is heavily guarded from within and the few doctors have their hands absolutely full with those who are brought in. This is a good base of operations for the investigators to piece their plan of action together. Any investigator skilled in either First Aid or Medicine would be a great help under the circumstances also. If the investigators seem clueless at this point that there is a connection between the hole and the skeletons coming into town, allow them to make Idea checks to deduce that the skeletons seem to be coming from the direction of Union Hill. Rahazzut is down in his lair piecing his spawn together and sending them up to the surface in a steady stream, rolling over in ecstasy from the chaos it has created. The loathsome thing in the hole under Union Hill is feeding off the fear of the residents of Totun. Rahazzut can see through its spawn, though the spawn themselves do not share their senses with each other in a similar fashion.

As the siege progresses it is up to the keeper to decide who among the townspeople is still alive and possibly willing to give the investigators any assistance, but as a general rule, at least 2/3rds of the town should survive the night, making the final death toll no greater than 225. Any assistance that the investigators receive will be minimal, because everyone else has better things to be doing such as guarding the hospital or gathering ammunition with which to guard the hospital.

Approaching the Rift

Once the investigators decide that the source of all the trouble must be Union Hill, they have to make their way there to discern if their hunch has any truth to it. There is a narrow dirt road that meanders up the side of the hill, and if they are smart they will take a car. From the base of the hill to the crest they will encounter no less than three spawn that are headed down into town. This pretty much confirms the origin of the things. The hole in the top of the hill is unguarded, as Rahazzut does not feel threatened at all. Investigators who linger around the rift will eventually be encountered by more spawn who emerge from the dark opening. There is a terrible clattering issuing from the hole, some of which sounds uncannily like fits of laughter.

Destroying Rahazzut

Rahazzut is down in his lair having a very good time at the town of Totun's expense. For every three spawn Rahazzut creates, its size decreases by 1 taking it down to a minimum of 8. Hit Points and Damage Bonus for Rahazzut should be altered accordingly to loss of size. Thus Rahazzut can create a maximum of 216. For dramatic effect, however, the keeper should never give a number to the spawn, instead letting them seem countless. Rather than send them all in at once, Rahazzut continually puts them together and sends them in small groups.

Once it becomes a question of how to put a stop to the flow of skeletons emerging from the hole, most likely the safest solution will involve some sort of incendiary device, perhaps a car loaded with gasoline and kerosene tanks. With a little planning it is quite possible that the investigators will manage to either "kill" Rahazzut, or to reseal the tomb until the time when another unfortunate soul manages to accidentally free it. In either event, the residents of Totun have had enough horror for one night and are good and ready for it to be over.

If needed the investigators may be able to enlist the help of some of the townspeople who aren't otherwise occupied. Any items they will

need will need to be either asked for, demanded, or simply taken. If they try to hand the task over to someone else, don't let them. The townspeople might be generally cooperative, but they are also in a state of panic and that limits their usefulness greatly. Destroying Rahazzut is something the investigators need to do themselves. If they take the explosive route then there is also a great deal of personal risk involved, since the blast might cause the rest of the hill to collapse with the investigators on it. With that grave possibility in mind they might elect a single member to see the plan through.

The town does not currently hold any proper explosives, so they will have to get creative. There is no shortage of gasoline and kerosene. If a car or truck is loaded with cans of these fuels, then if it even gets close to the opening the weight of it will break through and plummet into Rahazzut's lair. Don't say anything at this point, just roll some dice to make the players sweat a little. After that, inform them that a terrible blast can be heard. Any investigator close enough to the hole to see the resultant ball of flame deep in the hill will also catch a glimpse of the mountain of bones and will need to make the appropriate Sanity check for seeing Rahazzut. Also, being so close to the hole places that investigator in a good deal of danger. A successful Luck check is needed to avoid falling into the cave-in that follows the blast and being killed.

RESOLUTION

After the blast there is no need to let the investigators know exactly what was in the hole or whether or not it is dead. The important thing is that the spawn that are attacking Totun crumble to dust. The horrified locals who survived it all are mercifully uncertain of what just happened to them. One thing that they are all certain of is that it would be best not to speak of it, and to make sure that any out-of-towners are in agreement with them on this matter. The deceased are laid to rest, and any reporters who should come to look into what happened that dreadful

Halloween night may well be putting their lives in jeopardy. The townspeople of Totun have had enough of being in the papers, because to their experience it only leads to more trouble. If the investigators are not locals, then they might want to pack up and leave quickly. A solemn town meeting is held the day after, but very little is actually said. By now many residents of Totun are planning to leave. Many have lost loved ones and will need to relocate and start over, but others will stay and keep the town's secret. The investigators as well, those who survive, are charged with keeping the secret of what disaster fell on the good people of Totun. No doubt it will haunt them for many Halloweens to come.

Sanity Points

For putting an end to Rahazzut's threat the investigators gain 1d10 Sanity points. Additionally, for every life the investigators manage to save directly during the bloodshed they will gain 1 point of Sanity to a maximum of 8.

MONSTERS, PERSONALITIES, & MONSTROUS PERSONALITIES

Blakely, Preston.

Blakely is often regarded as the strong, silent type. His tendency to keep his mouth shut coupled with his heavy brow and bulky frame has led more than one person to believe him to be slow in the head. In fact, Preston is fairly bright. When motivated to speak he is surprisingly articulate. His hands and clothes are nearly always blackened with oil and soot from working on the machines at the lumber yard.

PRESTON BLAKELY, Age 34, Dangerous Zealot

STR 13 CON 14 SIZ 14 INT 13 POW 14
DEX 13 APP 11 EDU 8 SAN 70 HP 14

Damage Bonus: +1d4

Weapons: Fist/Punch 65%, damage 1d3 + db

Skills: Bargain 35%, Climb 60%, Dodge 46%, First Aid 50%, Jump 50%, Listen 55%, Mechanical Repair 65%, Operate Heavy Machinery 31%, Persuade 55%, Rifle 40%.

Danforth, Chief Elias

The residents of Totun are pleased to have Chief Danforth. This tall, slender man is the latest in a long line of lawmen stretching back to the days before statehood. Elias artfully walks the narrow line between a cold professional and a member of the community.

CHIEF ELIAS DANFORTH, Age 44, Dutiful Peace Officer

STR 13 CON 15 SIZ 12 INT 15 POW 12
DEX 15 APP 14 EDU 18 SAN 60 HP 14

Damage Bonus: +1d4

Weapons: .45 revolver 70%, damage 1d10+2, billy club 50%, damage 1d6 + db.

Skills: Chess 40%, Dodge 80%, Drive Automobile 25%, Fast Talk 25%, First Aid 80%, Grapple 75%, Law 60%, Psychology 75%, Rifle 50%, Spot Hidden 80%.

Prescott, Allan

Mr. Prescott makes an appearance as quite the Yankee gentleman, which doesn't always win him a warm reception. He is fond of speaking of his research, though he makes no pretense at having any real scientific credentials. He walks distinctly with a brass-knobbed stick, though for no obvious need of it. Prescott is fond of cigars and Canadian whiskey (which he has a prescription for), both of which can commonly be found on his person and of which he shares freely.

ALLAN PRESCOTT, Age 60, Wealthy Eccentric

STR 11 C ON 10 SIZ 11 INT 17 POW 15
DEX 13 APP 16 EDU 19 SAN 75 HP 11

Damage Bonus: none

Weapons: walking stick 25%, damage 1d6 + db.

Skills: Classical Piano 70%, Craft (bizarre inventions) 75%, Credit Rating 80%, Electrical Repair 65%, Geology 61%, History 50%, Law 35%, Library Use 75%, Natural History 40%, Other Language (German) 41%, Physics 56%.

Roe, Phillip

Eternally grateful to Allan Prescott for taking him in from an orphanage, Phillip considers Prescott to be the closest thing to a parent he has ever had. Not only does Prescott fill the role of a father to Phillip, he is also his employer. Because

of all this Phillip has no real agenda of his own aside from doing his best to be an effective lackey.

PHILLIP ROE, Age 20, Diligent Lackey

STR 12	CON 14	SIZ 13	INT 13	POW 11
DEX 14	APP 13	EDU 11	SAN 55	HP 14

Damage Bonus: +1d4

Weapons: .38 revolver 50%, damage 1d10.

Skills: Bargain 25%, Drive Auto 50%, Fast Talk 55%, Hide 60%, Listen 75%, Locksmith 41%, Sneak 60%, Spot Hidden 55%.

Spawn of Rahazzut

Each spawn of Rahazzut is blasphemously assembled assortment of bones from various creatures. They each have some means of movement, usually a pair of legs, and some equipment with which to cause destruction, typically arms or jaws. Beyond those similarities they are each unique. The spawn themselves are not sentient, but rather extensions of the consciousness of their maker. They only possess one of our five senses; sight. Like their creator they have a crude form of heat vision that is highly sensitive after thousands of years confined in a cold dark environment. As a result, being near any large blaze will effectively blind them. Unfortunately, on the other side of the coin, this makes them very difficult to hide from. Bear in mind when using the spawn that they are not mindless entities on a path of destruction, but more accurately the hands of an intelligent (and very bored) being with a cruel streak and a brutal sense of humor. One particularly cruel detail about the spawn is this; when two are destroyed, the bones that are still intact will eventually come together and form a complete spawn. So for instance, if the police gun down four of the things, and they don't manage to bust up the majority of the bones in the process, then another two spawn will form in a few minutes. Similar to the animated human skeletons listed in the Beasts and Monsters section of your rulebook, any successful blow has a chance equal to 4x the damage dealt of destroying the spawn. For example if a shovel deals 6 damage to a spawn it has a 24% chance of shattering enough of the spawn to take it out of commission. Ignore impales and critical hits. Also, halve the chance of hitting the spawn if an impaling weapon

(including rifles and handguns, but not shotguns) is used, because much of the target is air.

SPAWN OF RAHAZZUT, Shambling Composite

Skeletons

char.	roll	average
STR	3d6	10-11
CON	N/A	-
SIZ	4d6	12
INT	N/A	-
POW	1	1
DEX	2d6+3	9

Move: 6

Average Damage Bonus: none

Weapons: Claw, Fist, or Bite 30%, damage 1d4+db

Skills: Spot Hiding Creature 70%, Damage Property 60%, Climb 50%

Sanity Loss: 1/1d8 Sanity points to see a Spawn of Rahazzut.

Rahazzut

In appearance, Rahazzut is a massive scuttling mound of various bones that constantly shifts when aroused. It has no discernable anatomy, though appears to be surmounted at all times by the skull of a great mastodon complete with tusks. Rahazzut could be categorized in Mythos terms as an Old One who has never bothered to inspire a cult and has been largely forgotten by the outside world during its confinement. Though the Gathering of Bones which Rahazzut has adopted as its physical body is not Rahazzut's true form, the bones are the anchor that is keeping Rahazzut here on Earth. Destruction of the bones will send Rahazzut drifting helplessly back to his native corner of the Cosmos until accidentally called again. Rahazzut could abandon the body at any time and return home, but even in captivity it is fond of Earth and humans. In particular, Rahazzut has become obsessed with understanding the human concept of humor. It has learned that sometimes the misfortune of others is considered funny, and has taken that principle to the extreme. Rahazzut will even rattle its bones together in an unnervingly accurate attempt to imitate human laughter. Rahazzut has no agenda on Earth aside from entertaining itself and trying to assimilate, ridiculous as that sounds. Its favored method of doing this is through its spawn.

RAHAZZUT, The Gathering of Bones

STR 40 CON 65 SIZ 80 INT 19 POW 83

DEX 28 Move 8 HP 72

Damage Bonus: +6d6

Weapons: Tusk 80%, damage 1d10+db, Crush 60%, damage 7d6

Spells: Rahazzut knows the spell the imprisoned it ironically enough, though it isn't likely to share this knowledge, nor is it likely to actually use the spell. Rahazzut also knows the handful of banishment spells that were attempted on it. Aside from these the keeper is free to decide what other spells Rahazzut might have acquired, though it should be known that Rahazzut has a general reluctance to use magic, owing to its aspirations toward being "Earthy".



THE DEVIL'S AGENTS

A 1920s Cthulhu Adventure for 2-4 Players
By Shawn Proctor

"Evil draws men together."

—Aristotle

*"The devil's agents may be of flesh and
blood, may they not?"*

—Sir Arthur Conan Doyle, *The Hound of the Baskervilles*

INTRODUCTION

"The Devil's Agents" is intended either as a breath-of-fresh-air scenario—for players who have seen one cultist too many and begun to feel simply investigating evil repeatedly has gotten stale—or a tournament-style adventure. This is an unusual premise, one where the players' characters will be cultists themselves. It will challenge many veteran, jaded players to view the game in a whole new way, reverse the usual roles and situations, and offer the chance to serve evil rather than thwart it. They are more than the garden-variety cultists. These pre-generated roles are psychologically developed, more than mere grunts and disposable thugs who serve an evil priest.

This scenario will likely not be adaptable for use in an established campaign setting. Pre-generated characters are provided; feel free to assign players characters randomly or choose based on their roleplaying preferences. This need not be a discrete one-time excursion

though—once players have gotten a taste for evil it's possible they might wish to extend this adventure beyond the original sequence of events.

Although this is set near Arkham, Mass., in 1925, it need not be tied to this place or time. Depending on the inclination and aesthetics of the keeper and players, the scenario could easily be shifted to Gaslight era or a modern, rural setting.

Running This Adventure

Before play, prepare each of the character sheets and take the time to privately brief each player. This is their first look at this character and players need to understand their governing motivation and rules as well as the background. This need not be more than a five-minute chat to clarify the character. This scenario should not have more than four players; however, if the group is smaller feel free to use to remaining characters as non-player-characters or offer the Typical Cultists listed at the end to provide grunt support. Without enough warm bodies the good forces that oppose them will have an unfair advantage. Familiarize the characters with the basics of the alternate sanity rules. They need not know exactly how the consequences will be applied, just that even cultists have a higher power to which they must answer. Important note: Characters are all in the same standing in

the cult and motivated to see their plans succeed. No one should want to be a hero among the sinister and strive to anoint himself the party's leader—the leader likely will be held responsible for failures. (This isn't true power, it's poor planning.) The initial scene will give them opportunity to work together and work out a decent party dynamic. Remember, they have been together for five years and their play should reflect this history.

An Alternate Scale of Sanity for Cultists:

These rules are crucial to keep the adventure from turning into a killing spree or (worse) an intraparty bloodbath. Players should remember that although they were normal, relatively sane people when Simon enticed them to join his cause that is not the case now. They each have been corrupted by their experiences until they no longer view horror, insanity, or violence in a human, caring way. This hardened outlook is reflected by their zero sanity scores. People—those outside of fellow cult members—are obstacles to serving Simon and his dark ends. At best, they are viewed with disgust and suspicion; at worst, they have interfered and should be killed lest they could do so again. These cultist characters have been hardened over years until the horrors they witness or commit are reflections of the true nature of the world, or so they believe. This does not grant them license to become arbitrarily sadistic or run down the street guns blazing though. Players should see their character's actions—theft, kidnapping, murder—as means to an end. Every deed should ideally work to forward the plot, lest it put the plan and the whole cult at risk. Simon does not want attention drawn to his plans and will not indulge fools for long. He will interrogate the group about every mission and may dispose of unreliable servants. Do-gooder investigators seek to keep inquiries secret and their crimes discrete, so should a group of cultists. To do otherwise would have real-world consequences as draconian as any episode of insanity. For example, kidnap a citizen, and local townspeople

begin looking for the missing. Mutilate and assault bystanders, and police will search for you and yours; arrests may follow. Kill wantonly—especially in public—and your brash actions could draw federal agents to your lair.

Therefore, players should—despite diverging motivations—seek to work together. To do otherwise could inspire Simon to provide them as additional sacrifices for the ritual at the end of the scenario.

Meeting with humanity and its horror is one thing. Encountering supernatural creatures—none of the cultists have yet encountered anything from the mythos—still elicits a reaction, albeit somewhat muted. Sanity loss for cultists facing a monster (even though they are starting at zero and go down) is halved, and over time cultists may become reckless, unable to face civilized society. They regain sanity (up to a maximum of zero) by accomplishing deeds that benefit the cult, thus fulfilling their *raison d'être*.

Less Than Zero Sanity Scale

- 10: Character develops a new mental disorder.*
- 20: Character develops an additional mental disorder and all social skills operate as if at one half, reflecting an intense disgust of humanity and a reluctance to deal with society.*
- 30: Character nearly cannot tolerate people; all social skills as if at one quarter, reflecting a general disgust of humans and a reluctance to deal with them. The only exempt group is his cult, which may still be strained.*
- 40: Character cannot associate with any non-cultists and acts recklessly, reflecting deep cracks in his world vision. He has begun to lose faith in the few remaining people that he once held dear. He is difficult to even talk to at this point, even among the cult members.*
- 50: Character no longer can bear to associate with anyone human and only seeks to find a way to be in union with his god. He only finds solace in solitary study, in the hope that*

one-day he will commune with them. He is beyond redemption now.

KEEPER INFORMATION

The players should emphasize teamwork in the initial scenes, so don't make the theft of the magic book too difficult. Miskatonic University is not expecting a coordinated attack, and the element of surprise will keep the audience from interfering until it is too late. Also this action-based sequence will grab the attention of experienced players who always expect a long investigation and facts gathering sequence to kick off an adventure.

Easy though this part may seem, their actions rouse an investigator group. If the cultists merely take the item by force or stealth, without injuring anyone present, then omit the private detective for a short time. The thieves have yet to demonstrate force and thus the three academics will seek to ransom the item back, not realizing what end the cultists have in store for the book.

Foolhardy cultists, buoyed by their newfound power, may slay someone in attendance, perhaps even one of the intended investigator group. No matter. Replace the killed member with a different person and send out the party of four with whatever additional firepower would seem logical for such a threat.

The timeline at the end merely provides a guide to what the investigator group would likely do. As cultists are treated as stereotypical bad-dies so shall the investigators be sketched as paper-thin do-gooders. They need only be iconic threats, dogging the cultists, pushing them, appearing when they are least wanted—just like a typical investigator group would. The most essential piece is the end. Simon Dubus, the evil priest, plans to summon a dark young on Halloween (All Hallows Eve) during the full moon. It is fitting for the tone of the adventure that the ritual would take place on that night.

In any event, should the players prove agile and resourceful then allow the investigators to redouble their efforts. The players may struggle,

however, to cope with the new characters, even flubbing missions, becoming reckless. Try to encourage them but do not hesitate to kill a character if it is unavoidable. If at all possible wait until the climatic battle though. Consider streamlining events and just have the investigators provide highlights and near brushes as a way of keeping the good characters involved. Remember, players are intended to sympathize (perhaps unexpectedly) with their characters and if they are playing a replacement villain they are less likely to do so.

The Farm

The farm where Simon Dubus has made his lair is the epicenter of the scenario. Although much of the early action takes place in other locales, the group will return here each time to visit with Simon, recover, and plot the next step. Additionally it becomes the location for the ending scene, which should provide a satisfying bang at the end.

Composed of ten acres in the winding backwoods of Massachusetts, the Dubus Farm is difficult to find even with directions. The roads are not paved nearby; there are no streetlights or signs to indicate where it is. Instead, a crowded dirt driveway leads away from a curve in the road, parting tangles of trees that have begun to turn red.

The driveway goes straight from there, woods encroaching on either side, and in the night the farmhouse is invisible even from a quarter mile. About a half of a mile from the road the driveway meets the house, which is a white 1860s clapboard farmhouse with a metal storm cellar on the opposite side. Simon lives here with his rank-and-file followers, who sleep on cots in the basement, and the more established devotees (the player-characters) who reside in the upstairs, which is far more comfortable. Weapons are stored and all meetings are usually held down in the basement.

The most important orientation to grasp is the house in relation to the 200' clearing. While the house is not more than a quarter mile from the

clearing, neither are visible from one another. That means people who are in the house cannot see the ritual site, unless it is lit, as it would be during a spell. Conversely, if the cultists are in the clearing, it is impossible to see the house, unless lights are turned on and the viewer knows generally which direction to look.

The clearing is a sacred place, even though Simon has yet to use it for a spell. He has been preparing for this for five years, cultivating followers and waiting for a tome to venture close enough that he might be able to capture it. Miskatonic University actually possesses *The Necronomicon* but this knowledge has never been passed to Simon. The only reason he is aware that another book has traveled to the college is that the local paper *The Arkham Gazette* published an article about the event surrounding it.

The Cult

Simon Dubus, a reader of occult tomes, has long worshipped Shub-Niggurath. He began to recruit for his group five years ago, calling himself a priest even though he knows no spells and has never conducted a ritual. The title is at best honorary until now.

In sheer numbers, Dubus has been successful. In addition to the four original members (the player-characters) his charm has been able to bring along 10 additional devotees, only half who have achieved a full status in the group at this point.

THE BEGINNING

Raid on Miskatonic University

Action begins on September 30, 1925, when Simon brings the group together in the basement of his farmhouse, which is fifteen miles north-west of Arkham, Mass. Despite the time of year, it is fall in New England, and that means

clear days and relatively cool nights, especially far out from the city.

Read: The area is lit with a single bulb dangling from the ceiling, and Simon, your master, looks more excited than you have seen in many months. His gaunt face is lit with energy as he looks at each of you.

He explains that they will need to go in town to the Miskatonic University library where a fragment of Charles Leggett's *Mysteries of the Worm* (as noted in *The Keeper's Companion I*) is on display. "You are to steal it and bring the item back home. Here," he says, voice raspy. "Tonight is the final exhibition of the item before it will be returned to England. That must not happen. I must have it, my sons." Simon continues: "It is a soiree so they should not expect the kind of trouble you will bring." He laughs menacingly and nods.

At this point Simon will not elaborate on his plans too much. Should one of his followers be captured then he would be compromised. Characters, especially ones who are driven towards power or truth, will likely want to pry a little into his plans. If they press much Simon will only reply: "You will understand in time, my son. All will be revealed in time, even the gods." For this mission the characters have all of their usual weapons at their disposal, but he will not provide more grunt support.

The town of Arkham is as close to a welcoming place for cultists. The clumps of houses sag together with crumbling roofs and decaying roads that trace the murky waters of the Miskatonic River. Rumors of witchcraft, whispers of demons and ghosts, stories of things that crawl in those awful shadows which fall on nights such as these, yes, it is truly wonderfully cursed.

The characters are free to determine their own approach to this mission. Should they check the library about the university party they find out that from *The Arkham Gazette* that it is a black tie cocktail party to thank foundation members for this past year's contributions. Invitations are for donors only and are impossible to obtain this close to the event.

Generally players will opt to perform some combination of surveillance, coupled with either theft or attack. The library is an ivy-covered Gothic Revival building, large and foreboding. The event is taking place in the rare books room on the third floor, which is obvious, based on the lighting of the building. The group could attempt to climb and look in the window or gain access through the regular ground floor entrance. The former will require several climb rolls—barring serviceable climbing gear—and the latter requires quick thinking and roleplaying. Based on their appearance, the two unarmed guards will allow them to pass if they succeed on a fast talk or persuade roll and claim to be janitors. A successful fast talk roll will only grant them enough time to gain the stairs before the guards give chase. Of course they could force their way in as well.

In any case, the group gains access to the rare books room where the *Mysteries of the Worm* sits open in a locked glass case in the middle of the room. The unarmed investigator group (sans private investigator) is present and when the cultists' intentions become clear they offer some resistance. Mostly they will introduce themselves, hoping their reputation mean something. Of course, they have little concept of whom they are dealing with ... yet. They should avoid exacerbating the conflict to the point where the characters slay them, and if the group means to exact a pound of flesh it should be from the guards, who will indeed pose a threat. Should those guards flee, they will bring 1D4 additional guards and the police will arrive on campus in 1D8+4 rounds.

Cunning players may opt to locate the book and steal it once the party has ended. This is a viable option. In that case, they will encounter the two guards, who will patrol the library stacks, and the three investigators drinking a nightcap nearby the book. They will offer the same objections, no more.

Some may choose to snatch the book on its way back to London. This is the riskiest of all, as they may miss their opportunity and have to fight several guards in open daylight. The three men

travel with the book in a car, along with 1D4 guards. Players who have procrastinated to this late point could have a fight on their hands and a very public scrap with the law in store.

Return to the Farm

In any case, the group should be able to return successfully from their excursion into Arkham, hopefully without any casualties. When they arrive and show him the book, Simon welcomes them inside the main house.

Read: "Come inside! Warm yourselves," says Simon, glancing past you, to the woods beyond. He turns his back as he shambles to the den where there is a roaring fire and pours you each a warm drink. You are glad for his kindness, a chance to escape the chilly, biting winds.

He puts the tome down reluctantly, never allowing it far from his touch, then asks about your mission, seeking details about which people you encountered. "Do you remember their names?" he says and looks to the ground thinking, considering. When he does this his eyes fall into shadow and his expressions are lost to you.

(Pause to let the players describe their experience at Miskatonic University and allow for Simon to follow up with additional questions.)

"I ask that you leave me now. I have many things to consider and I shall be deep in study for some time to come," he says, his eyes stealing glances at the book's cover.

When he is alone Simon will indeed set about reading *Mysteries of the Worm*. Even though it is a fragment, he is able to find a complete workable version of a spell called "Invoke Child of the Dark Goat," which is another name for "Summon Dark Young." It will take nine days for Simon to determine all of the additional elements of the spell and locate them in the surrounding areas. The magical knife and ritual cloak (the first is a helpful tool actually) is in possession of a mystic in Salem, Mass., which is twenty miles southeast; a magical amulet is at a museum in Dunwich; and a few days before the ritual Simon will decide Dr. Howard Smyth, pro-

fessor of Early American Studies is an ideal sacrifice.

Note: These revelations should be made at separate points, partly because the book is still in the process of being studied and cults operate under a shroud of secrecy. For the players it will offer at least some small mystery as to what is going to happen, which would be lost if all were plainly defined from the start.

During this time the cultists have an opportunity to learn about Dr. Smyth and his allies. If they do not perceive this group as a viable threat then prod them along with the ad in the *The Arkham Gazette* and *The Boston Globe* the following morning. It accompanies a short article about the theft and describes the three main NPC investigators in brief and offers the first clue of a burgeoning threat.

It reads, “To the persons responsible for purloining a book from the library at Miskatonic University, be aware that the tome you possess is quite valuable. We are offering a generous cash award for its safe return, no questions asked. Leave information about how we might make an exchange at P.O. Box 725, Arkham, Mass. Sincerely, Dr. Howard Smyth, Professor of Early American Studies, Miskatonic University.”

The following day, if the players express little interest in the article and advertisement, then there is a second plea (more sternly worded) and a follow-up feature story in both papers. It details how the university has hired a well-known private investigator who is known for his rough and tumble style. “With the hire of Sam Marris the Miskatonic incident takes a dramatic turn. The controversial detective has long been known for a style that entails hefty doses of broken jaws and black eyes, but no one can deny his effectiveness.”

Wise players will understand that this is only the beginning of something bigger and likely want to get a sense of how dangerous these enemies can be. If players wish to spy on the investigators improvise these scenes, emphasizing the bumbling nature of the academics and the steely demeanor of their paid detective.

While researching and light surveillance could prove worthwhile, caution them from outright assassinations. This will harden the resolve of the survivors, and they will multiply their forces, including police in their efforts.

Cloak and Dagger

The characters get summoned by Simon to the basement. He is shaking in the dim light and his voice is unsettled as he conveyed their new mission. “I need you to steal two more items today. After a long, careful search I located a mystic in Salem who possesses a magical knife and cloak, which are required for a ceremony that we will perform soon. Go there and take the items. But do not be fooled by her appearance—she is powerful.”

He slips them the name Nicola Jupiter and address of her shop in Salem. Despite his assertions, Nicola is actually a fake psychic who has been using a very real magical knife in her divination. Simon learned of her public demonstrations through the local papers and from the accounts was able to determine the magical knife was authentic.

Salem, which is famous for the witch trials during the Puritan settlements, has since embraced this heritage in a kitsch way. Never is this more evident than near Halloween or Sam Hain. During the month of October actors portray scenes from the witch trials, parades of people in costume pass through, and the port town’s streets bustle with tourists.

Nicola Jupiter’s shop is along a main street and during the day or night people will be nearby. If the characters approach her as a client they will find that her services are in demand and appointments hard to come by before Halloween. She is, however, accessible between readings for short chats and this provides small chances for them to discern the location of the knife (always on her person), the cloak (displayed in the front window, in plain view) and how long they have to wrest the items from her (between five and ten minutes.)

Her shop consists of a small foyer and a main room, where she greets customers. This 20' by 20' parlor has a large bay window and passersby can easily see any activity there. The back room, where she performs readings and fortunes, is smaller and more secluded. Nicola has built a secret door into that room (behind the curtains), which allows her to flee into the alleyway.

As she works alone, the task seems relatively easy on the surface. Depending on whether the group covers her escape route and conceals any altercation from the public, it could be simple. With no way out, Nicola will attack with her knife, unless severely outnumbered and outgunned. Failing that, she will appear docile, surrendering the items to the cultists, then call out for help either when the group leaves or decides to tie her up. If the front door is closed, roll base listen (25 percent); if it is open, then they are found out immediately. Also, if there is any obvious violence in the main room, roll base spot hidden (25 percent) to determine if someone notices the fight. Gunshots will draw attention automatically.

How events proceed from here largely depends on how this situation falls out. If they leave Nicola alive or kill her makes little difference though. Within a day the description of the group (either by Nicola or tourists) will be passed along to police and connected to the university theft. The noose will tighten as the investigators have pieced together that this group is going to attempt the ritual and even have a sense of who might be behind it, based on Sam Marris's inquiries. If left alive Nicola may opt to join the investigators and pursue the cultists, at the Keeper's discretion.

On the Farm Again

Play their return to the farm in much the same way as the first time. Simon greets them at the door again, this time less enthusiastically; he's a distracted man now, feverish with knowledge. His hands shiver; his cheeks are sallow and look even gaunter than before.

The characters will experience a similar interrogation, but the questions are more erratic. He is taken with his studies and his normal attention to secrecy is slipping. If the players have clearly exposed themselves to public eyes, Simon seems unnerved then upset. Before he can generate a focused rage his mind drifts, as if he is miles away, and he no longer appears angry.

Players may express some concern about Simon, if not for his own welfare, then for the sake of the cult. However, he brushes these considerations aside. "We are close, so very close now," he says. "This world is at dusk, my sons. We are the lucky few who will herald Shub-Niggurath's birth into the realm of man."

The task he gives them for next few days is to prepare the ritual site, which they have not been allowed to visit before. He leads them to a hidden 200' clearing in the woods to the east of the house. In the middle of the area is a black stone altar with two metal loops (which are used to shackle the sacrifice.) On the trees surrounding them are numerous torch holders and boulders of the same black stone. The characters are to prepare the area: clean the altar and the stones, place torches on the trees, and hide the implements of the ritual in a special chest behind the altar.

During this time players are also free to read the accounts of their exploits in the Arkham Gazette. Recount to the players a summary of their actions, as would be determined by a reporter interviewing a police officer. The most important detail to convey is that the police are fairly certain the two thefts were perpetrated by the same individuals. As long as they have stopped short of murder then the police have not made the investigation a high priority. That means unless the characters are recognized by someone who has seen them already, they are still able to travel safely. That will not last much longer.

For Dr. Smyth and his group the case has become vital and probably personal. In response encourage the characters—in the course of interacting with one another—to establish individual dislikes for these interlopers-

. They realize there is something very wrong going on, a conspiracy just beyond their grasp and they are eager to unmask it.

Again, if the players wish to keep a watch on the investigators—a smart move, since they have very little information about their progress—keep those scenes brief. The cultists, unless they commit a major mistake can avoid detection and glean the gist of what is happening on the timeline. Directly attacking at this point is unwise, as who is to say they would figure out the cult’s location in time anyway?

One important note: they could see the investigator group leave for Dunwich a few days before they themselves are planning to. If the keeper grants them this lucky break then they should arrive to steal the amulet with a full awareness that a trap awaits them. However, this dynamic—which allows the players to enter the last item-gathering scene prepared—should be reserved for the keeper’s discretion and only the most cunning cultists.

Steal the Amulet, Kill the One Who Carries It:

Set this scene differently than the others, as Simon has learned the spell and he is calm now, transcendent. His skin is oily, cool, and small blue veins line his cheeks and forehead.

Read: “Sons, go a day’s travel west to Dunwich and the tiny museum there. I ask that you bring me only an amulet you will find there and kill the man who possesses it,” Simon’s eyes sparkle as he holds a map out to you. “We have been careful but our enemies use the whispers of those we leave behind. No longer will they have this to aid them for there will be no more mouths left to tell tales when we are done.”

The location of Dunwich and the location, which is called The Museum of Curiosities, are already marked on his map. “You have had faith for long now and been devoted to our cause. Your faith will be rewarded and those devotions will find grant you favor among our gods.”

This amulet, another mundane item that has been injected into the text, will not actually aid the ritual. By this point the line between what is sacred artifact and trinket has become blurred.

Nevertheless Simon’s belief in the words of the book is absolute so without the amulet the ritual is impossible.

A Murder in Dunwich

The region of Dunwich is about 60 miles west of the farmhouse. The winding countryside and twisted forests require several hours of travel time. As the characters near the area the landscape changes, grows swampy with a malign dankness of brackish water. Mists creep across the hills and gnarled tree growth blots out any light. As they pass a farmer, he turns and watches them with silent eyes.

Further into town it’s clear that many of the houses are ruined and empty, lacking windows or everything boarded up. Upon closer inspection the wood of many buildings have rotted and several have collapsed into their basements.

The Museum of Curiosities is in a better state than some of the homes, but it too has suffered what appears to be long-time neglect: paint peels on the front door; moss and thick, thorny plants overtake the edges of the building. Beyond that, the woods drop down into a slick valley that descends 30 feet to a marshy, wet landing. Anyone who wanders in this direction and fails a spot hidden roll does not notice the hazard until it is too late. A successful dodge roll avoids a head-over-heels tumble and the accompanying falling damage. Failing that, once at the bottom, it is impossible to climb back without a rope or similar equipment. The character must circle around, tromping through the sloppy ground, 1D10+6 turns until he can find a flatter approach to the road. By the time he finds the way back to the museum, everyone may have driven away, leaving him alone and shivering in this disturbing, strange place.

When the cultists arrive and go to enter the museum, the keeper should roll spot hidden at half to notice the investigators hiding down the street far out of sight. Despite their early start the investigators are not vigilant as the long hours of waiting have led to boredom. They were at first supping whiskey to keep warm and then Dylan

Ashfield started whining because he thinks this is a wild goose chase. “What does this amulet have to do with recovering the book? And what if they are already performing the ritual with an amulet they retrieved elsewhere?” he asked. Of course this conversation only prompted Dr. Smyth to scold him and explain all over again the facts of the case and restate his certainty that the cultists will appear presently. This back and forth has occurred several times already as Dylan’s mind wanders, leading him to bring up the whole subject anew. This debate, which is well out of earshot, is the distraction that keeps the group from noticing the cultists’ arrival.

If the players knock then George Foree answers the door on the fourth knock or just as the characters might be considering breaking the frail-looking door down. He appears generally confused and benign. This certainly the case and as long as the group pays him the pittance entry fee then he has no argument with these swarthy strangers.

After receiving payment he leads the group around a meager set of displays, most of which appears to be mocked up replicas of Egyptian pyramids, Ziggurats, and other far-flung locales. In a small, unlocked display case toward the latter third of the museum is the amulet Simon described. With no true defenses besides George himself, it should be child’s play to obtain it and kill him. Cunning players may opt to distract the elderly curator and allow another of their group to snatch the item. Intimidation will work just as easily: if they threaten him, George is a coward and will not resist, even if they usher him into the van and kidnap him. However, if they act rashly, and kill him immediately with a firearm then they could spring the trap early.

Outside, the bumbling investigators have noticed a strange car outside the museum and move to hem in their enemies. However, their trap is poorly designed because they announce themselves as soon as the cultists are outside even though the investigators are not all in position. “Halt!” Dr. Smyth shouts (assuming the cultists haven’t been on a killing spree.) “We’re

only here for the book!” If the characters have killed wantonly, Sam leads a charge, firing his gun in the air once then at his targets, hoping to overtake the cultists with surprise.

Players acting with a level head or upon an idea roll will recognize that the investigators have botched the trap and allowed too much space. The players can, in any event, get to their car (unless it is parked far away) and begin driving within two turns. The investigators have an opportunity to shout and open fire, but not to move to block escape.

Rash players may opt to make a stand here. In that case the investigators make as best of a fight as they can and flee to battle another day. They have additional information (the car’s license plate probably), which will make tracking down Simon much easier in the coming days. If this turns into a firefight then Dr. Smyth will insist they hire additional investigators before venturing out to the farm, just to narrow the cultists’ advantage.

If the cultists flee then investigators will give chase and likely lose the lead car in the backwoods. To accomplish this takes merely some foresight on the players’ part to gain a lead and find a good turn to conceal the car. If they pass that roll then the investigators’ trail goes cold and the engagement is over.

Still, keepers whose players have ended up in a run-and-gun car battle at this point should consider playing this for maximum drama. After all, this is another opportunity to reverse the standard cultist chase after they have obtained their artifact. Remember that shooting the car (a side view mirror explodes, the back window shatters, bullet holes riddle the bumper) can create the illusion that the investigators are on the cusp of a crippling blow. Also, the more damage the car has sustained the more explaining they will have to do once they arrive home with Simon.

Sacrificial Lamb

Before explaining what happens upon the cultists’ return to the farm, the plot needs an important note about tone. It is the keeper’s

responsibility to make these three prior missions feel different, especially the visit to Dunwich. The first was easy. The second should have presented some logistical challenge but essentially this last time was the first true, organized opposition they have faced.

Although the investigators are bumbling, these excursions have grown increasingly dangerous and the players should notice an increased pressure. These investigators are fools who will dog their steps, follow them, thwart their plans, and could wreck everything they have worked so hard to accomplish. Not only that, familiarity breeds contempt—murderous loathing, in the case of cultists. In short, the final gathering mission should grant them at least a bit of welcome revenge.

When the group returns they have a lot of explaining to do with Simon. The car is likely shot up; perhaps they killed several members of the enemy grouping (not Dr. Smyth, if at all possible). What would normally infuriate Simon is that they risked exposure by gunning their way across the New England landscape.

Let them twist in the wind for a while, explaining and making excuses, unsure what Simon's true reaction may end up being. In actuality, if this situation has played out correctly, Dubus now sees these stodgy investigators as a true, worthy foe. Dr. Smyth is an arch-nemesis, capable of exposing the cult and uprooting its members.

Read: Simon clenches his hands as he watches you and tightens his jaw. You rarely have seen him this furious. "This will not go unanswered!" he screams and slams his fist in an open palm. You realize that he is not angry with you but your enemy. "Dr. Smyth and his group of fools will pay." He thinks on this for long moments, eyes darting back and forth before pulling out the book and studying its cover.

Simon needs a sacrifice for the spell, not a beast as the original text would have recommended, but he believes it must be a sentient being, pure of heart. Ever a believer that coincidence is actually fate, he sees Dr. Smyth as the perfect sacrifice.

He tells them to go to Arkham and find Dr. Smyth, learn his routine. Do not be seen, and then the night before Halloween they should take the best opportunity they have to kidnap him when he is alone. They have a couple days to blend in, but the most important thing is to kill anyone who gets in the way and cart the bodies back. Also they should not take him in public or too early, lest the others learn of the plan. This is the first time Simon has given them *carte blanche* to do whatever they need to bring back Dr. Smyth alive.

"They must not know where Dr. Smyth has been taken or even that he has been taken at all, until it is too late." Simon says. "Strike silently and then retreat here so that we may rend him and reveal our God by his flesh."

A Return to Arkham

Arkham is prepared for Halloween with several houses displaying scarecrows, homemade ghosts, and a few lit pumpkins. All of it seems eerie and hollow, colors fading in a fall storm. Cold rain stays over the city for the next several days, shrouding out the sun and leaving the region a dull gray.

The residents huddle in overcoats and hats, shuffling from cars to doorways, remaining inside. The city is bracing, as if a greater storm is due to hit any day.

The cultists cannot easily approach Dr. Smyth or the investigators without rousing suspicions and risking their arrest. The best bet is to coordinate a watch from afar; however, this will only show that unless Dr. Smyth is at home or on campus (teaching a class or in his office) then he has surrounded himself with his group. He is the center of their efforts and all information is filtered through him.

The repetition in the following events should do two things: establish in the players' minds what few chances there are to complete their mission and how long they can expect before the investigators would begin to suspect something is amiss. Ruthless characters may decide to mix agendas, attacking him when he has only

one or two other people around. Nevertheless, then there are more bodies to remove and a greater chance to be discovered.

There are ample chances to be discovered and ruin the kidnap plot. Nevertheless, play this section loose—the kidnapping isn't due for a few days so they should minimize foolish risks and avoid tipping off their plan. If they venture too close to the group give the watched a spot hidden. If the cultists visit a place where they have committed a crime roll a spot hidden at half to cross paths with someone who saw them before. If successful then decide whether the person follows through and tips off authorities.

Doctor Smyth's Agenda

Two days before he is to be kidnapped, Dr. Smyth visits the police station (to look up the license plate with a source and pass along information to him.) Then he meets his group at a local pub and they eat dinner together. He retires to his home alone.

One day before his is to be kidnapped, Dr. Smyth visits the hall of records and the library with Sam and Dylan. There they spend half the day, until the doctor leaves their company because he is due back on campus to teach class. After class he meets his group at a different eatery, where they spend most of their night. He retires to his home alone.

The day he is to be kidnapped, he goes with Sam and two hired grunts to a gun shop in the morning and then to the police station. They visit the library and the police station where they leave excitedly. Dr. Smyth parts their company to go on campus and teach a class. This is one of the chances to grab him. After the class, he retires to his office and grades papers for two hours. This is a second opportunity. After that, the good doctor meets with the rest of the investigators at a tavern for dinner. They are animated as they discuss and Dylan looks frustrated as they are talking. After dinner Doctor Smyth returns to his home alone. This is the final chance to kidnap him.

When the party notices the doctor has gone missing depends entirely on when the group actually attempts to take him. If they do it on campus, then the group will wait at the next appointed meeting for 1D4 hours. Once it becomes apparent that he is missing they will go straight away to the police station and alert authorities of their suspicions. Nevertheless, the police will not act on these accusations until a sufficient time has passed to establish his true absence (48 hours). That puts the investigators on their own to perform a rescue before it is too late. If the cultists were too quick in taking him though (a day or more early) then several police may very well accompany the investigators to the farm.

Strangers Visit

After Dr. Smyth has been kidnapped the investigators gather weapons, vehicles, and additional grunts before setting off for the farmhouse. They have been slow-to-react so far and even though they lack their natural leader they move with speed, leaving the morning of Halloween for the farm. Finding the farm amidst the twisting back roads and trails of Massachusetts proves a difficult task and they make several wrong turns and false arrivals. At one point they storm an unsuspecting neighbor's home frightening his wife. By the time dusk comes and goes and the moon is high above they finally near the farm even as their reluctance is burned off by desperate frustration.

During this time the cultists are instructed to prepare the ritual and secure the perimeter of the clearing. Simon walks around the area wearing all of the items the cultists have stolen and envisioning the ceremony.

The investigators arrive at the farmhouse, just as the cultists have restrained Dr. Smyth and Simon is beginning the ritual itself. If the cultists successfully roll for spot hidden then they see the investigators from afar, tearing through the rooms, lights flickering off and one as they rush through the empty rooms. Now outside the investigators hear Simon shouting as the spell begins.

The investigators will flood down to the clearing to stop the spell. It is now a show down. The investigators rush the area, primarily shooting at Simon, hoping to stop him from killing the doctor. With the altar as a shield, their chances to hit are halved. The players, as cultists, have a choice of lying in wait and attacking or rushing out to meet their foes.

Simon—unless directly attacked—will not pause in his work, cutting the terrified and screaming Dr. Smyth with the enchanted knife. The priest screams out a series of strange and awful words as he cuts, an alien voice overtaking his own. “Ia, Ia, Sub-Niggurath!” he chants. In 1D4 turns the spell has gone beyond the point of return. In 1D20 minutes a dark young of Sub-Niggurath appears from the woods to claim his sacrifice.

During the battle remember that torches serve as the primary light and the engagement is likely to be confusing. Cultists have the advantage here because they are familiar with the surroundings and more battle-ready than the primary investigator group. The grunts and Sam may prove more difficult. If the opportunity arises, then allow the good characters moments of heroism like attempting to free the sacrifice despite being shot, standing in front of the dark young when it appears, and becoming a target simply to distract their foes. All of this provides the keeper and players some humor and a chance to see how these efforts (many of them in vain) are seen by cultists. Even though they are insane they will likely find no sense in this foolish selflessness. If a do-gooder wishes for a noble death, players should take great delight in delivering it to them.

The climax of the scenario is when the dark young arrives or the spell fizzles. If the spell even gets close to completion then everyone smells burnt hair and hears a soft, syrupy sound far off. Should the spell fail, then nothing more comes of it.

If the dark young is called then to begin with everyone hears a sickening squish sound beyond the light. It grows closer and closer. Doctor Smyth (if unfreed) shrieks, staring into

the darkness. The monster crashes through the underbrush, stout, hoof-like legs ripping earth as it moves. Salivating mouths on its trunk open and close, hungry for flesh, and tangles of thick tentacles reach out from the trunk. The investigators and cultists alike must roll for sanity upon seeing the beast. Doctor Smyth’s allies roll again if they allow the monster to feast on him.

After dispatching its meal, the dark young is bound to Simon Dubus, if he is still alive. Simon will then send the creature to attack the investigator group, many of whom will have fled upon seeing dark young. Should any cultists go temporary insane and attack the dark young, they will be treated as enemies and become targets of the monster. At this point the die has been cast and events should proceed quickly with one group’s numbers decimated.

CONCLUSION

The scenario can end in many different ways, with most outcomes offering clear resolution. The main action will end if the investigators stop the spell and kill or run off the cultists. It could also finish with the dark one appearing and killing or sending the investigators and their minions fleeing into the woods.

At this point, the cultists may choose to regroup or try to track down the surviving members. The latter should prove very difficult as the darkness gives the cultists very little sense of direction and the investigators even less. Most likely, the investigators scatter and the majority make its way back to civilization after finding a road at daybreak.

For the Cultists to Succeed

The cultists will have succeeded if they are able to aid Simon’s ritual, he brings forth a dark young of Shub-Niggurath, and it repels the investigators. Now free of its binding, the dark young calls forth a hunting horror to kill the most troublesome of the investigators and send a warning.

Although not essential to this scenario, the dark young and the cult forge an unholy alliance and begin to terrorize the region. Evil has triumphed on this day.

SANITY BONUS

Total success grants the players 1D10 sanity bonuses up to zero and Cthulhu Mythos +6. Partial success (possibly Simon died) lowers this sanity bonus to 1D4.

For the Investigators Succeed

The non-player group succeeds if it either disrupts the ritual enough to foil the spell or kills the dark young once it has been summoned. Dr. Smyth and his group will also attempt to recover the book and bring cultists to justice, if possible. Otherwise they fight until the cultists flee from the area.

If they kill the dark young but Simon escapes with the book, he will attempt another summoning in 1D10+4 months. To do so he will need to amass the same items and find a location suitable for the ritual. Any surviving, free cultists rejoin him as he begins his work again.

If they kill both Simon and the dark young (or foil its summoning), but the cultists escape with the book, then the group can perform a summoning further down the road. In this case the cultists have been defeated, the townsfolk are safe for now, but evil has hope for the future.

FURTHERING THE ACTION

This scenario can be continued past this battle, as long as some of the original groups are alive. Should the cultists win, then the investigators turn to the police and attempt to uproot the cultists at a later point. If the investigators win, then the surviving cultists may decide to continue the work with or without Simon. There is more than one in the cult who may serve as a suitable priest to lead the next ritual. In any case,

the farm is no longer a safe place and the cult will have to move on.

INVESTIGATION AND EVENT TIME-LINE

September 30, 1925: The book is stolen from them. They either decide to bargain for its return or decide to hire a private investigator the next day.

October 1: The investigator group examines the crime scene for evidence and researches the exploits of any groups in the region who may have an interest in the book. If Sam Marris is with the group then he visits several contacts who have connections to voodoo and the occult. One person mentions Simon Dubus, among others, but Sam does not follow up on the lead yet.

October 2: Dr. Howard Smyth places a full-page ad in the paper offering a reward for the book's return. As long as no one was killed, he sees no need to involve the police. This is an occult tome and the matter requires a modicum of discretion. If someone were killed then he has no choice and the police are involved. Dr. Smyth will hinder their investigation though, hoping that he can get the book secured on his own and hire Sam Marris.

October 11: Cultists go to Salem and steal the knife and cloak from Nicola Jupiter.

October 12: Investigators learn of the cultists stealing the magical knife and cloak. From bystanders and (possibly) Nicola they get confirming descriptions of the group.

October 18: Investigators realize that they are planning to perform the spell from the book and Sam Marris's investigations begin to point to Simon Dubus. A few days later, based on their knowledge of the text, they

are able to anticipate that the cultists still need to steal an amulet and stake out the museum in Dunwich, Mass., waiting for them to strike.

October 27: The amulet is stolen, George Foree is killed, and the cultists likely escape. They now have the license plate of the car or have confirmed information that will lead them to the farm within a few days. The more badly wounded the investigators are the more likely they are to hire additional muscle.

October 30: Cultists kidnap Dr. Smyth. Shortly later the investigators discover the abduction and mount an attack on the farm.

October 31: The investigators have located the farm by matching up a location from the inquiries Sam Marris made early into his employment with the license plate of the truck (they simply overlooked details.) They are armed and steeled and come to the farm in the evening, after troubles locating the place. They are determined to stop the ritual and rescue the doctor and the purloined tome. If two or more members of their group have been killed they hire 1D8+2 additional grunts.

That night the spell is cast.

STATISTICS

SIMON DUBUS, evil priest of Shub-Niggurath,

Age: 45

STR: 9 CON: 16 SIZ: 9 INT: 12 POW: 17

DEX: 13 APP: 10 EDU: 19 SAN: 0 HP: 13

Damage Bonus: None

Weapon: Knife 50%, damage 1D3, Fist/punch 50%, damage 1D3

Spells: None

Skills: Conceal 40%, Cthulhu Mythos 31%, Listen 60%, Psychology 60%, Sneak 65%

Notes: Simon is a father figure to his followers and they have grown to trust and depend on him for guidance. He has seen them through terrible times and come to shape the world-view of the cultists. In most instances the cultists will follow his directions without question. However, because of the long and close relationship with the player's characters Simon allows for his "sons," as he calls them, to pose some mild queries. Simon is exacting usually, demanding secrecy

and discretion. No sense in allowing someone to learn of his plans and counter.

He doesn't command respect and loyalty from the characters; his will is so strong they offer it willingly. Once he has begun reading the book Simon's behavior is more erratic, and he should be played in the state he is experiencing. Remember, this is a culmination of his life's work: he believes this will open a direct channel to Shub-Niggurath. Nothing is more important than that. If a player acts rashly—especially if it is far out of character—provide warnings either informally or through Simon. If the behavior continues then Simon will have the problem eliminated, despite his affections.

Player-Character Cultist Group:

WILLIAM PEGG, cultist of Shub-Niggurath, Age: 32

STR: 13 CON: 14 SIZ: 14 INT: 14 POW: 16

DEX: 13 APP: 15 EDU: 11 SAN: 0 HP: 14

Damage Bonus: 1D4

Weapon: .45 Revolver 50%, 1 D10 + 2, .30 Lever-Action Carbine 30%, 2D6

Spells: None

Skills: Dodge 30%, Drive 40%, Fast Talk 35%, Hide 45%, Library Use 40%, Listen 45%, Persuade 50%, Sneak 48%, Spot Hidden 50%

Notes: Power seeker. You crave power in all forms. When you met Simon, you were a simple desk manager at a hotel, nothing much. People dismissed you as mere scenery, never offering even customary politeness. You wanted more than that, to become respected and to command respect. Those pitiful people you used to serve only think they know about power. Simon introduced you to real power and although you lust for more, you serve him knowing that you will one day attain that which you seek.

EDGAR KING, cultist of Shub-Niggurath, Age: 41

STR: 10 CON: 12 SIZ: 10 INT: 15 POW: 15

DEX: 14 APP: 11 EDU: 14 SAN: 0 HP: 11

Damage Bonus: None

Weapon: Fighting Knife 50%, 1D4+2, Model P08 Luger 30%, 1D10

Spells: None

Skills: Dodge 34%, Fast Talk 40%, First Aid 30, Hide 35%, Library Use 48%, Listen 30%, Persuade 35%, Sneak 30%, Spot Hidden 40%

Notes: Truth seeker. You crave truth in all forms. There is something beyond this reality and you yearn to know it, see it, and to finally understand. When Simon came into your life, he showed you knowledge and at first that horrified you. Then you learned that horror is human weakness and by saturating yourself in the unknowable you could become immortal. It has put you to the edge of madness, but you know just beyond the veil of insanity is absolute truth.

NICK FROST, cultist of Shub-Niggurath, Age: 29**STR: 13 CON: 12 SIZ: 12 INT: 14 POW: 14****DEX: 16 APP: 12 EDU: 13 SAN: 0 HP: 12**

Damage Bonus: 1D4

Weapon: Blackjack 50%, 1D8 + 1D4, .25 Derringer (1B) 30%, 1D6,

Spells: None

Skills: Dodge 40%, Fast Talk 30%, Hide 40%, Listen 49%, Persuade 40%, Sneak 60%, Spot Hidden 40%

Notes: Wanderer. You are an outcast who seeks acceptance. When you lost your job and were a penniless alcoholic, Simon took you in. He gave you a means of surviving, overcoming your addiction and becoming whole again. Your family turned their backs on you, and he never would; for that you are eternally grateful. He asked little of you to begin with: take a package down to a store, maybe pick up a delivery from the docks. Then you got in a scuffle with thugs from a high society club, a fight where they left you a big scar to remember them. Simon took care of them, too. Now you would kill for him, over the years you have killed for him. Society never accepted you and here you have found a sort of family, a group of people united to a common goal.

SHAUN WILLIS, cultist of Shub-Niggurath, Age: 23**STR: 17 CON: 14 SIZ: 16 INT: 12 POW: 14****DEX: 12 APP: 10 EDU: 10 SAN: 0 HP: 16**

Damage Bonus: 1D6

Weapon: Brassknuckles 55%, damage 1D3 + 2 + db, 12-gauge Shotgun (sawed off) 40%, 4D6/1D6

Spells: None

Skills: Dodge 40%, Drive 25%, Hide 30%, Listen 40%, Fast Talk 40%, Sneak 45%, Spot Hidden 30%, Swim 30%, Track 45%

Notes: Rebellious youth. You were always a hot head, at least that's what your father said. When a teacher in high school stopped you in the hallway and took away your playing cards you hit him with a belt. But over the years your anger turned to frustration to a wish to seek revenge against the whole of humanity. Simon promised to give you a means of revenge, a way to channel your anger. When he asked you to mug a local tough, things went bad and he ended up dead. There are people who want you dead, a warrant out for your arrest. No matter. Simon protects you and anyway you're happiest when you have a chance to thwart the law. They will understand that they cannot stand in your way; you will have your revenge. The only force that can check your anger is the authority of the cult.

Investigator Non-Player-Character Group:**Dr. HOWARD SMYTH, professor of Early American Studies at Miskatonic University, Age: 62****STR: 10 CON: 9 SIZ: 10 INT: 17 POW: 16****DEX: 7 APP: 9 EDU: 23 SAN: 80 HP: 10**

Damage Bonus: None

Weapon: .32 Revolver 1D8, .22 Bolt-Action Rifle 30%, 2D6 + 2

Spells: None

Skills: American History 90%, Dodge 20%, Fast Talk 20%, Hide 30%, Library Use 70%, Listen 35%, Occult 45%, Persuade 50%, Sneak 20%, Spot Hidden 35%

Notes: A stuffy academic with little experience with anything supernatural. What makes him dangerous: intelligence and curiosity. Dr. Smyth will not abandon the trail to the cultists under any circumstances,

regardless of threats or violence. In fact these actions only drive him more. Grandiose and learned, Dr. Smyth has a flair for the dramatic and enjoys the spotlight. He speaks with a big, booming voice, one that rings with authority. Never one to turn down a challenge.

DYLAN ASHFIELD, Rare Book Collector, Age: 50**STR: 9 CON: 13 SIZ: 8 INT: 13 POW: 15****DEX: 15 APP: 14 EDU: 17 SAN: 75 HP: 11**

Damage Bonus: None

Weapon: .38 Revolver 35%, 1D10

Spells: None

Skills: Dodge 30%, Fast Talk 30%, Hide 20%, Library Use 65%, Listen 40%, Occult 75%, Persuade 40%, Sneak 40%, Spot Hidden 55%

Notes: A crafty but overmatched bookworm. What makes him dangerous: he knows mythos lore, if only in the academic sense, and a number of people in the occult arts. Although he does not believe in the supernatural (which has protected his sanity thus far) he has studying it extensively. He must return the book, lest he be scandalized by its theft. Acts prudish and squints through murky, magnifying glasses. Speaks with a whiney, annoyed voice most of the time.

MATT CUNNINGHAM, Academic Journalist, Age: 40**STR: 8 CON: 11 SIZ: 10 INT: 17 POW: 13****DEX: 7 APP: 14 EDU: 17 SAN: 65 HP: 10**

Damage Bonus: None

Weapon: .22 Short Automatic 40%, 1D6

Spells: None

Skills: Dodge 30%, Drive 30%, Fast Talk 45%, Hide 50%, Library Use 50%, Listen 30%, Occult 65%, Persuade 30%, Sneak 40%, Spot Hidden 55%

Notes: Intrepid journalist with an interest in primitive religions and the occult. What makes him dangerous: he will go to any end to catch a story and Matt has an intuition this story is big. Furthermore, he has always waited for a story that could build his reputation, make him a famous journalist worthy of respect. As the plot reveals itself, he is only more convinced that someone should be there to bear witness to this barbarism. Acts jumpy with enthusiasm but is quick to move back if situations get too tense. He's a survivor not a fighter.

SAM MARRIS, Private Investigator, Age: 36**STR: 16 CON: 14 SIZ: 14 INT: 16 POW: 14****DEX: 10 APP: 13 EDU: 9 SAN: 70 HP: 14**

Damage Bonus: 1D4

Weapon: .38 Automatic 50%, 1D10, 12-Gauge Shotgun (2B) 45%, 4D6/2D6/1D6

Spells: None

Skills: Dodge 40%, Drive 35%, Fast Talk 40%, Hide 40%, Library Use 30%, Listen 40%, Persuade 30%, Sneak 40%, Spot Hidden 45%, Track 40%

Notes: Tough guy with a nose for trouble and fists to back it up. What makes him dangerous: he has connections with people at all levels of the community and a knack for ferreting out information—failing that he's the most physically threatening member of the investigation. Sam used to be a cop before they took his badge away for punching the wrong politician. Now he's just a civilian with a handgun and a big chip on his shoulder. Acts harsh, gruff, and resorts to clichés, like a pulp novel detective. Quick with a steely, flinty glare and completely immune to charm.

NPCs:

Typical Cultist of Shub-Niggurath

STR: 12 CON: 9 SIZ: 10 INT: 10 POW: 5
DEX: 13 APP: 8 EDU: 7 SAN: 0 HP: 10

Damage Bonus: None

Weapon: Fist/Punch 60%, 1D3, .38 Revolver 35%, 1D10

Skills: Hide 30%, Listen 30%, Sneak 30%, Spot Hidden 40%, Track 30%

Notes: There are 10 additional cultists on the farm. They are at different stages of initiation into the group but most have very little will or sanity. Far weaker than the original members, they have yet to endure the same survival training and life experience.

Typical College Security Guard

STR: 11 CON: 9 SIZ: 11 INT: 10 POW: 10
DEX: 12 APP: 7 EDU: 8 SAN: 50 HP: 10

Damage Bonus: None

Weapon: Fist/Punch 60%, 1D3, Nightstick 45%, 1D6

Skills: Hide 30%, Listen 30%, Sneak 30%, Spot Hidden 40%, Track 30%

Notes: They will fight only until it apparent that they cannot match the cultists. Then they will flee for more reinforcements and call the police. Any appearance of firearms and they will stand down or flee.

Investigator Hired Grunts:

STR: 14 CON: 14 SIZ: 13 INT: 10 POW: 11
DEX: 9 APP: 11 EDU: 8 SAN: 55 HP: 14

Damage Bonus: 1D4

Weapon: .38 Automatic 35%, 1D10, 12-Gauge Shotgun (2B) 35%, 4D6/2D6/1D6

Skills: Dodge 40%, Drive 30%, Fast Talk 30%, Hide 30%, Library Use 30%, Listen 30%, Sneak 30%, Spot Hidden 40%, Track 35%

Notes: Treat them as not-as-tough, not-as-smart versions of Sam. They will fight humans without any real concern (unless it's obvious they are being routed) and generally act in the same way as cultists have long been stereotyped: act ruthless, pursue doggedly, then die or run. Supernatural enemies are a different story though. These grunts will fire on any creatures they face. If they go insane, then they flee haphazardly.

NICOLA JUPITER, Mystic , Age: 30

STR: 12 CON: 14 SIZ: 10 INT: 16 POW: 19
DEX: 18 APP: 18 EDU: 12 SAN: 56 HP: 13

Damage Bonus: None

Weapon: Magical Knife 60%, as per listed stats

Spells: None

Skills: Dodge 40%, Fast Talk 40%, Hide 30%, Listen 45%, Occult 25%, Persuade 60%, Sneak 50%, Spot Hidden 45%

Notes: Although Simon Dubus is incorrect that she is a powerful mystic, Nicola is wily and could pose a slippery physical challenge. She grew up on the streets of Boston and as such has a knack for escaping tight jams and has fended off attackers before. Naturally strong-willed and intelligent, Nicola has the potential to become a powerful priest, if she were given time and the proper resources. She is a showperson at heart and has the presence to dominate a room. Nicola possesses a winning smile and gestures like a master magician when speaking.

GEORGE FOREE, Museum Curator, Age: 65

STR: 10 CON: 9 SIZ: 8 INT: 10 POW: 9
DEX: 7 APP: 6 EDU: 6 SAN: 35 HP: 9

Damage Bonus: None

Weapon: Knife 40%

Spells: None

Skills: Dodge 20%, Hide 40%, Library Use 50%, Listen 35%, Occult 45%, Persuade 40%, Spot Hidden 35%

Notes: George has lived in Dunwich for many years and has been corrupted by the eerie place. He is mousy, shy, and simply will avoid conflict when possible. He stutters often and hunches his shoulders and walks slowly, ponderously from place to place.

DARK YOUNG, Greater Servitor Race

STR: 44 CON: 17 SIZ: 44 INT: 14 POW: 17
DEX: 17 HP: 30

Damage Bonus: 4D6

Weapons: Tentacle 80% (four attacks per round), db + 1D3 STR drain permanently per round thereafter.

Armor: Firearms do 1 point of damage normally and 2 points of damage for an impale. Shotguns do minimum damage possible. Crushing or slashing weapons do full damage. Heat, blast, corrosive, electrical, and poisoning attacks have no effect.

Spell: Call Shub-Niggurath, Power Drain, Summon/Bind Nightgaunt, Wither Limb, Wrack

Skills: Sneak 60%, Hide in Woods 80%

Sanity loss: 1D3/1D10

BOOKS

Fragment of Charles Leggett's Mysteries of the Worm (from the Keeper's Companion)

A bound portion of Charles Leggett's English translation, made from the German and printed in London in 1821. Fewer than twenty copies are known to be in possession of major libraries, but more may be in small libraries or in the hands of private collectors.

Sanity loss 2/1D4; Cthulhu Mythos +4 percentiles; average 4 weeks to study/17 hours to skim. The cover, which is made of carefully tanned human skin, cracking and peeling. Any non-cultist who studies the book or touches the cover is shocked by this revelation. Sanity loss 0/1.

**Contains a spell called "Invoke Child of the Dark Goat," which is another name for "Summon Dark Young." The entry is not corrupted; however, it contains erroneous information and additional requirements for the spell which are not actually needed. Also contains a spell for Create Zombie.

Spells:

Summon Dark Young (from original rules book)

Bring present a single dark young. The magic point cost varies; for each magic point sacrificed, increase the chance for a successful cast by 10 percentiles; a result of 96-00 is always a failure. Each cast of this spell also cost 1D3 sanity points. A beast of at least SIZ 8 must be sacrificed. The summoner needs a knife to make certain ritual cuts in dispatching the victim. Cast this spell outdoors, in a wood, during the dark of the moon. A dark young will stalk out of the shadows after the summoning.

before she became a slave. When she was accused of witchcraft Tituba quickly hid the knife and it was lost until Nicola Jupiter bought it from an antic shop in the area.

The blade, which never dulls, is etched with runes and words written in a language forgotten many millennia ago. The handle is made of a black, rough stone, possible alien in origin.

The Magic Knife adds 10 percentiles chance of successfully casting a spell while it is held. Also it adds five percent of the user's total current magic points to his total points. Damage: 1D4+2 (no DB)

ARTIFACTS

Magic Knife

This knife belonged to Tituba, who was rumored to be a witch in 1692, and may have enchanted the item herself or merely come to possess it



HAUNTED MOLESBURY

A Modern Call of Cthulhu Adventure
By Brian Hensley

INTRODUCTION

Modern day investigators are visiting a friend stationed in England over Halloween. During this visit to the “old country” they go to the base haunted house that their friend has been working on. After some strange happenings on their first visit, their friend convinces them to help out on Halloween night.

Keeper’s Background

RAF Molesbury is but a shell of its former glory. Originally a fighter base during WWII it was given over to the American Air Force during the Cold War to station long range photo reconnaissance aircraft. As the Soviet Union fell, the necessity of the base diminished and cut-backs have closed the aircraft wings at the base. Molesbury now serves as a support base providing medical and administrative support for other bases in the area. Continued funding shortages threaten even this continued mission and the constant specter of base closure always hangs over the commanders.

The base hosts around 120 airmen and their families with several living in surrounding villages. Base housing only offers 65 enlisted and 25 officer housing units. These buildings are small but provide cable TV and American 110 volt wiring. Those living in larger houses and

flats (apartments) discover that electrical transformers and room fans to be essential when living “on the economy”. Taking public transportation (trains, busses, and tubes) demonstrates the benefits of living in England, and driving in the left lane in tiny cars through roundabouts encourages the use of these systems.

For the past 12 years RAF Molesbury has had a haunted house during Halloween for the airmen and their families. Halloween is not as popular in England as it is in the States so the base health and welfare makes sure a little “Americana” is available for those deployed overseas. The haunted house also serves to generate money for the different organizations on base, therefore participation is highly encouraged.

This display of “commercial horror” is something of an attraction for the local Englishmen. The country which has experienced the plague and offers the truly haunted Tower of London finds the Molesbury haunted house an excuse to relax the “stiff upper lip” of British propriety. Locals are invited as guests to base members, though they still need to provide a pass and ID, long lines of British and American families are norm for Halloween weekend.

The haunted house itself is based in an old dormitory building. It is the first year for this location as the prior location, an old hangar, has been declared condemned. Electrical and asbestos problems plagued the old site but

added to the horror aspect. Big drafty rooms sectioned off with mobile partitions allowed strange “cold spots” and odd reverberations and echoes added to the atmosphere of this old location for the past 12 years. Rumors of haunting by a former RAF pilot added to the menace and being able to leave props and decorations up year after year added layers of spookiness to the site.

The new location was approved by the fire chief and base commander, so with 20 volunteers, three pick ups and a month of preparation the new haunted house is ready for visitors. Many props were taken from the previous site but rotations and deployment has produced an all new staff for the haunted house. In ignorance they collected any scary props they could, including some that were discovered in the back room of the hangar crated and covered with very real looking cobwebs. Warnings and padlocks must have been made by previous volunteers and were ignored. Many of the items were unrecognizable lumps of twisted metal, and only two items were deemed usable by the volunteers this year. The first is a Lantern prop with attached wires and tubes to create the illusion of it “floating” in the air. The second is a Jacobs Ladder that no mad scientist should be without in his lab.

The origin of these items is not easily determined. They could be from “UFO” wreckage recovered by the Air Force. Perhaps they are from Nazi experiments into the occult during the final days of the war and recovered by British forces. They could even be part of an abandoned experiment by the U.S. government to harness mythos forces to use during the Cold War. This history is left open to the Keeper’s imagination and preference for their style of play.

These props are included in the haunted house along with plastic skeletons, foam tombstones, strobe lights and fog machines. The volunteers who dress up to scare the visitors are slowly being affected by these items. The first night of the haunted house finds some strange effects not completely able to be explained by

smoke and mirrors. The volunteer “scare-actors” are also breaking the rules by grabbing and pushing the visitors. That night the volunteers are plagued by nightmares, including the investigator’s host, and by the next night some have been changed by their exposure to the mythos items. Any visitors to the house on Halloween will find the haunted house a little too “real” as many more bloody props are evident and effects cannot be proven to be faked.

Little House in Little Kingston

Investigators are staying in the house of their friend Tech Sgt. Hernandez. He’s renting a two story house from the locals in the village of Little Kingston. There’s only a pub, church and library in Little Kingston, got to walk two miles up the road to Greater Kingston for fish & chip take-away and a convenience store.

Hernandez’s house is simple, moss-covered and right on the main road through the village. Downstairs is a kitchen, dining room, lounge and toilet. Upstairs are two bedrooms and a bathroom. Hernandez sleeps upstairs and has filled the other bedroom with boxes and books, plus lots of appliances that don’t work in England and a computer that doesn’t have internet access. The investigators will be camped out in the lounge on the sofa, chairs or in sleeping bags. May not be the Ritz, but it’s free and England is very expensive.

Getting the Investigators Involved

When the Investigators arrive Tech Sgt. Hernandez took the first day off to give them a tour of London to see the sites, but he had to return to work the rest of the week, hasn’t arrived home until 21:00 or later. Catching busses and trains have filled the investigators with a taste of England. After four days of eating fish, chips and curry, visiting so many castles that they can’t tell them apart anymore, stopping at every “quaint” village on the bus route and the constant grey skies of England, investigators should be missing something American by now.

But for added incentive their host has been spending all those late nights trying to get this haunted house ready for the weekend. The personal invitation by their friend, the chance to meet someone of the opposite sex who will jump in their arms and only three blurry channels on the TV should provide enough incentive to experience the haunted house.

OCTOBER 30TH

FIRST NIGHT

Pass and ID

Investigators first stop by the Pass and ID of the base to get temporary passes for the weekend. This should simply involve two photo ID's and a quick computer background check. Unless someone has a felony on their record it should be a brief stop with investigators carrying new papers allowing them onto base. If you want to make the investigators sweat a little call for Credit Rating rolls to provide you with ease/difficulty in obtaining this pass. (Hmmm, you seem to have quite a few traffic violations on your record. You won't be driving on base will you?)

You should mention the rules of visiting the base. Read aloud: "No weapons or firearms of any kind permitted on base. You must obey all posted signs including restricted and speed limit signs. You agree to search and inspection by security forces at any time while on base. Not only you but also your sponsor is responsible for your actions while on this military installation." All investigators need to agree to these conditions to be allowed on base.

The "Monster Bash"

A quick tour of the base follows Pass and ID. First is base housing that is decorated for the holiday with pumpkins and paper ghosts in the windows. The twisting, branching roads lead past the base BX (store, mini-mart), post office,

Burger King, and bank. Parking by the multi-denomination church along with several other cars the investigators find people moving into the church to the strains of "Monster Mash".

Inside, past the announcements of Protestant services followed by a Catholic Mass, is a large auditorium decked out in orange crepe paper. People are enjoying a very "Politically Correct" Halloween dance with the usual small groups of people separated by rank and duty. Paper decorations line the walls and tables filled with confections and punch line the right side. The left side contains the cash bar with its constant line of customers and skeleton-dressed performers on the stage play typical Halloween music.

This is an opportunity for some interaction with the families and some personnel from the base. Included are some NPCs the investigators can talk to and perhaps pick up a rumor or two about the old haunted house. Very few people are in costume, just those working the party (i.e. serving drinks, keeping buffet table filled, etc.), the rest are in normal clothes, but some uniforms are evident as those family members who just got off duty met their significant others at the party.

Their host will tell them to enjoy the party while he makes a hasty exit to prepare the haunted house for opening night. Food and non-alcoholic drinks are free, the bar prices range from \$2 to \$12. (Being on base allows use of American dollars, British pounds are also accepted at the rate of £1 = \$2.)

If you have a Halloween party music CD, this would be a good time for some background music—just not too loud to hear your players.

NPCS

Major Ben Adrian

Commander of Security Forces

Still wearing his uniform and talking to a group of men with his wife next to him. A successful listen roll overhears comments about "Double

patrols around housing for tomorrow night and everyone on duty to handle the extra visitors. Also send someone to the haunted house to prevent any scuffles when waiting in line.”

If a conversation is begun you find him a courteous and dedicated professional. He takes his job seriously and has spent two tours already in “the sandbox” (Iraq). He earned a commendation and scar on his right arm for actions overseas. He doesn’t believe in anything supernatural and his wife doesn’t like scary movies, much less people jumping out in the dark, so they won’t be attending the haunted house. He will mention the old site was condemned for electrical problems and some asbestos detection.

Skills: Computer Use 25%, Drive Auto 40%, Law 50%, Spot Hidden 35%, Handgun 45% (damage for 9 mm automatic is 1D10, range 20 yards, 15 shots)

Captain Nick Slope **Base Chaplain**

He is very welcome and friendly, always keeps a hand on the shoulder or touching their arms when talking to someone. Listens to any stories about the investigators visit to England and where they’re from. Will let them know their host is a good worker, attends most services and sings for the choir. He also knows the rumors about the haunted hangar.

“Back in ’45, just before the end of the war a spitfire pilot crashed his plane returning on the runway. He had just been married to a local woman the day before and for the next 20 years she returned every day to the base to lay flowers at the end of the runway. When she died of cancer in ’66 flowers started blooming at the end of the runway. Then in ’98 they dug up the runway when the planes left and the sightings started. First there were glimpses of someone in windows in an old RAF uniform, then a woman walking on base carrying flowers. Now a broken window or missing item is pretty common in the hangars and dorms, all attributed to the pilot and his wife.”

Skills: Guilt into attending service: 50%, Storytelling 35%, Disapprove of actions: 40%

Airman 1st Class Julie Shoemaker **Communications**

Blonde ponytail bobbing as she speaks to a group of girlfriends they’re newly arrived in England. She’s been here for about two months, living in the dorms now, and can’t wait to see the sights of England. She’s going to the haunted house, when she works up the courage but wouldn’t mind someone to go with her.

Skills: Scream loudly 75%, Jump into another’s arms 55%, Flirt outrageously 35%

Sergeant Abigail Catson **Assistant to Base Commander**

She is a short, brunette girl talking to Julie (about the latest shopping trip to London). She works in the commander’s office as a personal assistant. Been here about 4 months and has a flat about 20 minutes away. Not wanting to go to the haunted house, she’s quite happy to drink and dance right here. She’s got a boyfriend in security, but he’s been working so much she’s “re-evaluating” the relationship. Plus he never wants to go anywhere.

Skills: Paranoia: 35%, Talk in monotone 85%, Laws and Regulations 70%

Lieutenant Carol Singer **Physical Therapist**

Tall with curly brown hair and glasses, she has a plate of cookies and caramel apples. She’s bobbing to the music and eating but keeps looking at her watch. She’s waiting to go to the haunted house when it opens. She went last year and is REALLY into horror.

“Last year was great. There were about 10 rooms and there were so many things to look at, but you never had time with all the people jumping out at you. Lots of fog and strobe lights made it distracting and of course long dark hallways. Some really neat floating and flying stuff, probably on wires and even had a spinning floor in one room. The atmosphere was great too, sudden cold drafts and weird echoes in the hangar made you always jumpy. Doubt they’ll be able to do as good this year, but here’s hoping!”

Allow the investigators to decide when they want to go to the haunted house. It’s open from 20:00 hours until midnight. Investigators can

walk over there, takes about 25 minutes to the other end of base, but the preferred method is the hayride.

Skills: Spot Hidden 50%, Scream 30%, Nervous laugh 55%, Fist/Punch: 40%

HAYRIDE

Investigators climb into a hay-filled flatbed trailer pulled by a diesel tractor. It can fit about 12 people and let you ride to the haunted house in style. The trip passes dormitories, the commissary (grocery store) and a section of the old runway. In the distance the old hangars are visible with a few lonely lamps casting pools of light against the flat darkness. The tractor is pretty loud so conversation is kept to a minimum on the ride there. It's about a 15 minute journey with a few people walking to get to the haunted house by foot.

When the tractor has reached the runway the engine suddenly quits. The driver, dressed as a farmer, flannel and baseball cap, looks perplexed and tells everyone to stay put while he tries to start it again. A spot hidden roll will notice a pale white flower growing through the asphalt of the runway. A second spot hidden will notice a figure quickly walking under the light across the runway between the hangars. The figure wears a pale blue uniform and its face is a mass of sores and open wounds. SAN check with failure resulting in loss of 1 sanity point. (This is really a costumed scare-actor dressed as a zombie quickly rushing to the haunted house to get there in time.)

If no investigator notices, one of the other riders will point and gasp. Investigators will just see a figure moving in the darkness and disappear towards the haunted house. After this brief scare the tractor coughs to life with a second attempt by the driver.

HAUNTED HOUSE

When the investigators first see the haunted house they identify it by the long line outside a two story rectangular dormitory. It's just like the

other eight buildings surrounding it, but lights from a portable generator line the people waiting to get in. A couple port-a-potties are by the end of the building. Sounds of screams and chainsaws fill the cold air of the cloudy English night. Whenever the time chosen to come, there will be a line of about 30 people waiting to get in. People are admitted in groups of 4 or 6. Admission is \$4 per person. Two women are running the admission table and let the investigators know the rules. "No food, drink or cameras. No touching the people and decorations inside. No running or fighting. Have a great scare!"

After the rules have been told and a brief wait the door opens and a tall figure dressed in black robes with a skeleton face mask carrying a plastic scythe emerges from the entrance doors. The women introduce Mr. Death who will guide the players through the haunted house. The person playing death will not speak to the investigators during the tour to maintain the illusion. Only if someone is breaking the rules or an emergency will he speak.

Note, the following descriptions are for the rooms the investigators will tour, any SAN loss (including the above loss for the zombie sighting) is temporary as the investigators enjoy a good scare. After a good nights rest (or 12 hours) will regain the lost SAN points from these encounters. This is a wonderful time to introduce some background haunted house sounds and lower the lights (if you haven't already). After the room descriptions is a description of what is actually going on in the room. This is followed by an Idea roll option to provide investigators with clues to how the attractions work. This usually reveals the fake aspects of a room or how a certain effect is created.

Entrance

A long, dimly-lit, black painted, central hallway is the main path for the guests to tour the haunted house. There are painted doors on either side

about 10 feet apart that Mr. Death will guide the guests inside to view the horrors within. In the hallway only every 3rd hall light is on and they are black lights causing a dim purple glow to everything. Strange spots and streaks line the floor and walls made of fluorescent green, orange and yellow paints. A spot hidden will notice exit signs illuminated at either end of the hallway.

“With a resounding “thunk” the heavy fire door closes behind you. Mr. Death beckons with a skeleton gloved hand towards the first door on the left. Sounds of screams, rattling chains and eerie moans fill the hallway. At the first door Mr. Death twists the handle and ushers you inside.”

After the guests experience each room, Mr. Death will be waiting outside silent and impassive to their remarks. He will lead the guests to the next room on the list according to the map working their way to the exit room, the Meat Locker.

Grand Illusion Room

“As you step up into this room the black walls have been covered in multicolor dots on the walls, floor and ceiling. It appears empty except for a figure near the middle of the far wall sitting with his back to you. He wears a top hat with jacket and pants that glow in the purple light and appears hunched over something. As all of you enter, Mr. Death closes the door and the figure begins to turn around. A stretched grin and white face makeup with crazy bug eyes stares at you and shouts – Welcome to my nightmare!”

“With that the purple light goes out, strobe lights start to flash and rock music blares from hidden speakers. Dots detach themselves from the walls and begin to approach you in the flashing light. Turning around to make your way out, you discover the door handle has disappeared. You also realize the room is spinning amid the noise and flashing light.”

What’s Happening

The room is on a spinning floor that slowly spins the guests around the room. Also three figures in

body suits that have colored dots have detached themselves from the wall positions to approach the guests. The addition of the strobe light and loud music serves to add to the disorientation. Guests will need Luck rolls to go in the right direction towards the door. This followed by a Spot Hidden to find the door knob to escape this room. If any guest succeeds in finding the door knob the rest of the party can easily find their way out. This room may cause a SAN check if the guests spend more than two turns in the room. A failed SAN check results in the temporary loss of 1 Sanity Point.

Idea Discovery Rolls

Successful Idea rolls note that stepping up into the room implies something under the floor – the spinning disc. Strobe lights in the corner and speakers under the wooden floor provide the added distractions.

Funeral Parlor

“Velvet curtains line the room that has chairs facing a raised casket at the end of the room. A gaunt man dressed in an old suit welcomes you to the viewing and asks you to take a seat. A sign and picture shows the dearly departed to be Vlad and slick black hair give glue to the vampire set-up. After taking your seats the mortician greets you and says it’s time for the viewing.”

“Fog begins to pour from underneath the casket. Then the lid is pushed open by a bare white arm. Slowly sitting up is a vampire-like figure that turns to you with a hiss. That’s when bats fly towards you from behind the casket and the lights suddenly go completely dark and only the glowing red eyes of the vampire light the room.”

What’s Happening

Rubber bats are being flown over the guest’s heads with added effects of fans blowing the guest’s hair to simulate the bats flying overhead. Behind the curtain on either side are two other scare-actors dressed as vampires with glowing red eyes to mix up with the guests. They have cans of compressed air to blast and disorient the

guests as they stumble over chairs to make it towards the door.

Moving their way to the door in the dark is the greatest challenge while floating eyes and blasts of air distract them and provide the quick jump-back effect. A successful Dodge roll avoids blasts of air and the subsequent SAN check, failure resulting in loss of 1-2 Sanity points. A Navigate roll is needed to get out of the room, anyone successful will be able to shout to their friends to find the door. Each turn in the room until a successful Navigate roll has been made needs a successful Dodge roll to avoid a blast of air. Repeated failures do NOT result in more than 2 points of Sanity loss as the guest gets used to the startle effect.

Idea Discovery Rolls

Successful Idea rolls note the curtained walls probably hold another scare effect. Also the raised casket provides the opportunity to hide mechanisms for the fog and bats. A successful Spot Hidden roll when the lights are on allow the guest to notice fishing lines strung around the ceiling for the bats to “fly” along. It should be noted that trying to get out of the casket quickly will be very hard for that scare-actor and hearing screams and two glowing sets of eyes should reveal that there’s more than the two scare-actors in the room.

Mad Scientist Lab

“The bubbling of liquids and harsh fumes of chemicals greets you as you enter this room. Strange liquids hiss over flames while electricity sparks between two v-shaped prongs adding an occasional snap-hiss to the sounds. Crates and chests line the walls of the room with markings from foreign shores. On an examination table in the middle of the room is half of a corpse, the legs missing and blood and guts hanging from the bisected body. Bent over this gruesome display is a man wearing a blood-splattered lab coat and thick dark glasses. He smiles at you as you enter and holds up a beating heart. That’s when you notice the other organs and missing limbs stacked on the shelves behind him.”

“As if this gross display wasn’t enough the corpse suddenly sits up and screams “Get outta here! Save yourselves!” As you can clearly see under the table this is either one great prop or something seriously strange is going on. A large chest near the door starts to rattle and thump as if something is trying to get out.”

What’s Happening

Under the exam table are two mirrors placed so they reflect the sides of the exam table creating the illusion of emptiness. In reality a person is leaning back from a hole cut in the center of the table and standing up screaming at the guests. The organs and legs are Halloween props with some extra blood and gore slimed on for more realistic effect. SAN checks at this illusion or loss of 1-2 Sanity points results. This is actual Sanity loss – not temporary as the other rooms due to the mythos item.

There is also a scare-actor dressed as Frankenstein’s monster in the chest – chains around it are not locked and he’s due to pop up when the screaming stops to add to the scare in here. He lunges with the plastic chains and chases the guests out the door.

*NOTE – the Jacobs ladder in the background is one of the two mythos items. It has the effect of draining 1 point of sanity for each 30 minutes in the room. The effects are twisting the scientist and “corpse” to become paranoid and the Frankenstein’s monster really attacks the guests – though with plastic chains. Maximum damage is one point or a punch doing 2 points of damage. The scientist and corpse do nothing to help the guests, but if alerted and shown to Mr. Death, he goes into the room – talks to the scare-actors, apologizes to the guests blaming too much enthusiasm on their parts, he offers to lead the party out the exit to get first aid. Plus he’ll offer a full refund if they want it.

Idea Discovery Rolls

Successful Idea rolls notice double shadows under the examination table hinting at the creation of the illusion. A successful Listen roll before Frankenstein’s monster bursts from the chest hears some movement inside and allows

the guest to be out of the way before he bursts out. In addition to this, anyone taking a close look at the Jacob's Ladder prop will notice the plug has come out of the socket with a successful spot hidden check. Call for a SAN check, failure results in 1-2 loss of Sanity while success creates the belief that it must be battery powered.

Toy Room

"Green light fills this room, causing your eyes to adjust to added brightness. Inside is a girl with long black hair brushing the curly blond hair of a Barbie make-up head on a cloth draped table. Large pillows, balls, stuffed animals and toy blocks fill the area with the usual clutter of a child's toy room. A large clown with strings attached to the ceiling rests in the right corner of the room while a giant teddy bear lounges by a stack of toy blocks. The girl stops her brushing and looks up at you, though you can't see her face through the long hair. She says, "Will you play with me?" and turns the head around – a severed head blinks at you and shouts "Run, Run as fast as you can you can't escape her!" The lights shift from green to red and words of Murder, Evil, and Death are painted garishly through the room, now evident in the red light. The giant clown and bear start to move towards you with sharp knives suddenly appearing in their hands which they wave threateningly towards you."

What's Happening

Again the SAN check prevails, if failed only loss of 1 point of Sanity, unless someone REALLY doesn't like clowns, then go for 1-6 points and a girlish scream. The room has the walls painted in green, matching the color of the lights making them invisible when the guests first enter. The switch in light to red makes them appear as if magic from the light. Under the table is simply another scare-actor who twists around with the girl and screams at the guests. The knives in their hands are actually foil-covered props, but shine nicely in the red light. The clown and bear don't talk as they "attack" but the girl keeps

laughing and the head screams at them with phrases from child's songs. "If I should die before I wake!" "When the bough breaks the cradle will fall, and down will come baby!"

Idea Discovery Rolls

Successful Idea rolls note the cloth draped table likely holds something and that the green light is significant for the room as the others all are filled with purple black lighting. The clown and bear have got to be costumed characters so eyes on them will lessen the fear, though pulling knives may give pause to the guests.

Haunted Library

"Bookshelves filled with tomes of all sizes line this room. In the center of the floor are two large comfortable chairs with tables next to them, also covered in books. Sitting in the right hand chair is a balding woman with a noticeable wart on her chin reading a very large book. The letters appear to have been hand written in blood and a gruesome face emerges from the covers of the tome. She looks up as you enter and says, "You shouldn't be in here dearies, the goat man will become quite upset!" Her cackling laugh seems to start a wave of rumbles as books begin to move in and out of the shelves. Loud screeching follows as bookshelves push towards you from all sides and tip dangerously forwards. Adding to the poltergeist effects are several books that take flight and fly around the room above your heads!"

What's Happening

Some nice effects in this room, but a SAN check failure only results in the loss of 1 point of sanity – probably from the fear of the large real bookshelves falling over. The bookshelves have mechanisms behind to push and pull books out and simply have four strong volunteers pushing the bookshelves along the floor towards the guests. There is a strong bungee cord attached to the tops of the bookshelves so if they tip they will spring back up. A black painted ceiling fan with fishing line attached books has turned on and caused the books to "fly" around the guests

heads. The bookshelves will slowly push the guests back out the doors.

Idea Discovery Rolls

Successful Idea rolls notice the black ceiling fan above the old woman and/or that this room is much smaller than the others implying something behind the bookshelves. A successful Latin roll reads the names of some of the books. Necronomicon on the woman's lap, Dagon, Eibon, Celaeno, Cultes de Gules, Dhol Chants, Eltdown Shards and Liber Ivonis can all be found. Except for the book on her lap, the others are cardboard cut-outs without having pages. The Necronomicon came from the deluxe edition of Book of Evil Dead, available at any fine retailer. The prop designers read some Lovecraft fiction and pulled the titles straight from the books. Could give investigators a bit of a scare!

Graveyard

"Fog filled room, tombstones and a large mausoleum are dead giveaways for this room you've entered. Catching your eye is a lantern that seems to float and bob in a random pattern around the tombstones. Moaning from behind the tombstones and inside the mausoleum prepare you for the walking corpses that emerge and want to eat your brains. Pretty tame compared to the rest of the house. Then suddenly a body drops from the ceiling in front of you and a loud crack opens the mausoleum when huge insect legs burst forth and webbing shoot out to cover you."

What's Happening

You always need zombies for a haunted house. The dim lighting and heavy fog make visibility difficult in the black light room. No SAN checks from the zombies but dropping body, hidden in black ceiling cloth and webbing being shot at the group (via silly string) do cause a jump and SAN check. Success results in loss of 1 point and failure results in loss of 2 points. This is NOT temporary loss as the other rooms. The floating lantern is the second of the mythos items in the haunted house.

The lantern causes a form of hypnosis and the scare-actors are slowly becoming true zombies. They will push the guests out the door, actually touching them, but not hitting or biting (yet!).

Idea Discovery Rolls

Successful Idea rolls note the strange array of pipes above the floating lantern. A successful mechanical engineering roll results in loss of 1-3 Sanity points as the strange arrangement defies the laws of physics and should not work correctly. Straight lines aren't supposed to curve back upon themselves!

Meat Locker

"Mr. Death opens the heavy fire door into a room that welcomes you with a cool breeze. Mist hangs on the floor and goose bumps rise on your arms as you enter this room created as a maze of hanging cloth-wrapped carcasses. The heavy lumps swing slightly as you push your way into them but are too tight to walk between them. You twist and turn through this disgusting path when you notice one has an arm hanging out. Pushing faster through the corpses, you break into an open space with the double doors of the exit looming facing you. That's when the sound of the chainsaws start and two hockey-faced maniacs burst out from either side and chase you towards the doors and freedom!"

What's Happening

Classic ending of a haunted house, chased out by chainsaw-wielding maniacs into the night. This causes a SAN check or loss of 1-3 points – classic scene, but still scary. The chainsaws don't have the blades on them of course and the maniacs won't actually touch the guests. The hanging bags are mostly water filled sacks with paint and the occasional prop arm/leg sticking out.

Idea Discovery Rolls

Successful Idea rolls note some dripping under the "corpses" – just water, but probably won't taste to make sure. The chainsaws most likely

don't have the cutting blades on them, but they're still loud and scary!

NIGHTTIME NIGHTMARES

The investigators should return home that night, a little jumpy but mostly filled with laughs, and probably some more beers from the party back at the church. They need to kill about another hour before the haunted house closes and Tech Sgt. Hernandez can take them home. If they want to go through again, the same results happen, with no possible loss of Sanity – they know what is going to happen, except in the mythos rooms. (Mad Scientist Lab and Graveyard)

Back at Tech Sgt. Hernandez's house, they bed down for the night in the Lounge and try to catch some sleep as a thunderstorm starts to pound away around midnight. During the night the two investigators who lost the most Sanity (combine real and temporary) will have the two dreams. Hand out the experiences for them to read, don't let them share with others until morning. The dreams should serve as clues to the mythos props. Following the bobbing light in the first dream refers to the lantern, and the ladder is an easy play on Jacob's ladder as is the buzzing noise. The remaining investigators toss and turn all night. Between uncomfortable chairs and booming thunder it's tough to get a full night's rest. The two with the dreams regain their temporarily lost Sanity, those that didn't are still suffering from the effects.

DAWN OF THE DEAD

OCTOBER 31ST

Investigators wake late the next morning to a constant drizzling rain outside and the smell of bacon, sausage and coffee from the kitchen inside. Tech Sgt. Hernandez has set the table for everyone with plates of bacon, sausage and toast, plus a thermos of wonderful coffee.

Allow the players to join him at the table, or do morning routines. They are greeted only with non-committal grunts from Hernandez who is wolfing down strip after strip of bacon and sausage.

As investigators begin to eat, have them make spot hidden rolls. A success will notice either a tattoo that says Mom on a strip of bacon, a fingernail attached to the end of a sausage or an eyeball floating in their coffee. Call for SAN rolls with 1/1-4 points result.

Anyone observing Tech Sgt. Hernandez notices him pull a wedding ring off a sausage, tosses it over his shoulder and look at the investigator with a mouth full of sharpened teeth.

That's when they really wake up!

DREARY OLD ENGLAND

OCTOBER 31ST

Investigators wake late the next morning to a constant drizzling rain outside and the smell of bacon, sausage and coffee from the kitchen inside. Tech Sgt. Hernandez has set the table for everyone with plates of bacon, sausage and toast, plus a thermos of wonderful coffee.

This time it's real and actually very good, but anyone who lost more than a point of sanity may have lost their appetite. Tech Sgt. Hernandez is much more communicative, but with a successful psychoanalysis roll appears to be under stress. He had multiple reports of guests being attacked by the scare-actors and has been receiving calls on his cellular phone from people saying they can't make it in tonight. He can answer and questions the investigators have to the best of his knowledge, but he still believes it's just unrestrained volunteers and bad weather that have cursed him this year.

After an hour or so of him receiving more phone calls from volunteers saying they can't make it tonight he receives a phone call from Maj. Adrian. The major wants to discuss the incidents with the guests. Tech Sgt. Hernandez

makes his excuses to his friends, tells them to make themselves at home and he'll try to stop back this afternoon before the haunted house opening.

Playing with Time

Here's the classic opportunity for those Library Use and Computer rolls to get some research by the investigators. First problem is no internet access from the house and going through their friends books finds a complete collection of Ron L. Hubbard but nothing more suspicious than that.

Investigators that rest or involve themselves in some mundane activity, 3 fuzzy channels of BBC would do the trick, recover any temporarily lost SAN that may not have recovered from the restless night before.

Little Kingston library does open for about four hours today – 10:00 until 2:00. They have two computers with internet access, but need a Fast Talk or Persuade to get the matronly librarians to grant access without being a local.

Successful Library Use results in “Base History” or “Flower Lady Obituary”

Successful Computer Use surfs the internet for “Base History” “Ghostly Sightings at Molesbury” or “New Base Haunted House”

Going further for research requires the investigators to successfully ride the busses/trains around England. Need a Navigate roll or get hopelessly lost and wait two hours for the return trip on the bus/train. If they plan to visit London or Stonehenge or wherever their devious minds take them, allow the journey but watch the time. The next event may result in some quick navigating to get to the base on time.

If they think to return to base, an hour on a bus to go 20 miles (love those little stops on the way!) and their new passes will get them on base. They are forced to walk around as the bus can't come on base (regulations), and discover most things closed as it is Sunday. Some kids are about running between houses and talk can be heard with a successful Listen roll about their encounters at the haunted house. A Psychoanalysis roll determines they are truly

scared despite the laughter and pompous talk. Also know their friend, Tech Sgt. Hernandez is in some serious trouble with the pushing and punching that occurred.

Going to the haunted house finds it locked and closed. No one is there yet, but a sense of foreboding seems to fill the air. Their friend can be found at Security Forces getting chewed out for his volunteer's behavior and threats to make sure it doesn't happen again.

Hangar 21

If the investigators are gutsy/stupid enough to try and sneak inside the old Haunted house site, here's a rundown. First there's a chain link fence along the runway with posted “No trespassing” signs all along. Getting by this is up to the players, a simple climb roll will work, but they have just broken the rules they agreed upon from Pass and ID. There is a patrol of security forces in a white pick-up truck patrolling the old hangars. Successful sneak rolls and conceal rolls when they go by are needed to avoid detection.

The hangar itself is chained and padlocked with “Condemned” signs posted outside, signed off by the fire marshal of the base. A successful Locksmith will get this open. (A Mechanical Repair roll at -10% can be used instead.) Windows are about 15 feet from the ground and closed from the inside, but I never put it past investigators to try the hard way. To make them really crazy, mention a large AC unit on top of the hangar and watch them climb, sneak, and pry their way into this dusty, grill and fan blocked route. It's also very possible to suck in some asbestos during this crawl, so call for Luck rolls to avoid Mesothelioma lung cancer.

Inside the lights don't work and piles of wood and metal make walking through the debris hazardous. Dodge rolls are called for to avoid twisting ankles or stepping on nails for 1-2 points of damage. Old props, plastic skeletons, crates and boxes line the hangar with echoes from the investigators movement filling their ears. Sneak rolls can be attempted to lessen this noise or

possibly draw the attention of the security forces truck.

A spot hidden roll spies crates in the back of this mess and a successful accounting roll realizes the serial code on the outside denotes it a non-Halloween prop box. (Failed accounting rolls just find boxes of body parts, skeletons and pirate treasure – all fake mind you!) If they open the box – bwahahahaha! – They will see hundreds of objects made of metal and flesh twisting and combining with each other. The shine of gold fills their eyes and screams of children fills their ears. SAN check at 1-2/2-8 sanity loss. Yes, they found the rest of the stuff. Those who don't go temporarily insane and try to either climb in the box (to disappear), put the stuff down their pants (merging inside of themselves) or turning to beat their friends senseless to defend the objects may have the great idea to destroy the objects.

Fire is a great option, as the condemned building has faulty wiring. Electrical repair rolls can twist the wires to start a fire and make it appear natural. The only problem being since that is a very real concern, the main electrical supply to this hangar has been turned off for just such an occurrence. A quick KNOW roll may have one of them remember that before they stage the arson. Throwing caution to the wind and just burning it all makes a very interesting scenario with Dodge rolls as the place catches fire quickly, Luck rolls to avoid the asbestos being release from the walls (but slowing the fire), and sneak rolls to get past the security and fire forces that have arrived to put out the blaze.

One final note, arson on a military establishment is going to result in jail time in a military prison and no talk of twisty metal things will be accepted by the courts martial judge. If they get caught, throw the book at them, but remember they fly home in two days so there is the possibility they can get away with it. Destroying the items gains +1D8 Sanity points but doesn't help get rid of the items in the haunted house.

A Plea for Help

The investigators receive a call (either on the home telephone or their own cell phones) from Tech Sgt. Hernandez. About half his volunteers didn't show up and he needs to have a good run of the haunted house tonight or else. He's begging for his friends to come and help scare the kiddies tonight. Costumes are there, they'll just need to hop a bus to get here, the sooner the better. He needs to stay and work on some props and figure how to make it work right tonight.

Investigators should be able to answer his plea, but knowing them they may try to bring some extra "equipment". Remember the rules about no weapons of any kind on base – unless a good conceal roll makes it look like a prop, it won't get by the guards. However any book, flashlight, rope, holy water, should be able to get in without too many questions. Use common sense and have the investigators do some planning.

Walking on base they will pass some trick-or-treaters in the family housing area, but no one heading towards the haunted house. The hayride isn't working tonight, can't get it to start. Also the party at the church was only for Saturday night. It becomes a cold, dark walk in the misty rain to the haunted house.

After knocking on the door for a minute Mr. Death swings it open offering a brief scare. He pushes up his skeleton mask to reveal himself to be Tech Sgt. Hernandez – if they haven't figured already has lifts in boots to add the height and sounds different behind the mask. Their friend welcomes them inside, assigns them to a room and hands them an appropriate costume. All the rooms have someone called in sick/can't make it except for the meat locker so roll 1D6 to see what room the investigators are assigned to haunt. Some should be in different rooms, but only #3 and #4 have a maximum number.

- 1 = Grand Illusion Room
- 2 = Funeral Parlor
- 3 = Mad Scientist Lab (1 maximum)
- 4 = Toy Room (2 maximum)
- 5 = Haunted Library
- 6 = Graveyard

After players change and answer any questions about any items they have they are shown into the room and Tech Sgt. Hernandez explains their duties. Also allows them to store any items they have under/behind the props. Use the description in “What’s Happening” to think of the duties of the investigator. For example, in the Funeral Parlor, they would need to dress up as a vampire, put some glowing light up eyes on, and hide behind the curtains. When the vampire in the casket sits up, pull the strings making the bats fly then jump out when the lights go out and shoot the air cans in the guest’s faces.

When the investigators have been assigned duties and changed into their costumes, they have a little time to explore their rooms or one of the others. They may discover the fake books in the library, or see if the Jacob’s Ladder really is battery operated. Needless to say when they have begun getting a good look, Tech Sgt. Hernandez will call out to everyone it’s time for the haunted house, get into positions. He places his mask over his face and goes outside to bring in the first guests.

ALL HALLOWS EVE

Turning on the black lights, playing the creepy sounds and starting up the mythos items is NOT a good idea. Anyone in any of the two mythos rooms (Mad Scientist Lab or Graveyard immediately makes a SAN roll with 1/1D4 success/failure rate as the room seems to slide and their stomach somersaults with the devices functioning.

The loud banging of the front entrance fire door signals Mr. Death leading a group of guests through the haunted house, but this time there are some changes...

Any SAN losses that are incurred in this section are true losses, not quick scares that are from props, but real mind-warping experiences. Many of the props in the rooms have become real and improvised weapons may be requested. Don’t forget investigators may be running out of rooms also and leave behind items stored in there. If they remember a Navigate roll is needed to find their way back to their items in the dark. Roll until succeed.

As the rain has kept the crowds down there are only a few guests wanting to go through the haunted house. Perhaps an NPC (Julie, Carol or Nick with a couple buddies would do fine). This adds a level of challenge trying to keep innocent guests alive, along with the investigators themselves.

Entrance

Mr. Death (Tech Sgt. Hernandez) is now carrying and actual scythe. He will push the guests into the rooms and if physically attacked will start swinging with the weapon, dealing damage to stranger and friend alike. He will try to make guests go through all the rooms in order unless incapacitated. He has locked the entrance fire door, but the exit remains open – once past the encounters. The fire doors are very tough metal, should be able to resist opening from the investigators, but having knife wielding children, flying bats, moving bookcases and creeping zombies pursue the group down the hall towards the entrance could be entertaining too!

Grand Illusion Room

Same as before, but added disorientation due to waves from Jacob’s Ladder make two successful Navigate rolls to find the doorknob. The first time it actually slips through their hand. If an investigator makes a successful spot hidden while watching the guests, they need a SAN roll or 0/1-2 loss to actually see the doorknob phase through the guest’s hand!

Funeral Parlor

Change only affected the rubber bats. As the strings are pulled to make them fly, there is a loud squeaking sound and four real large bats begin to swoop around the room and attack anyone.

Mad Scientist Lab

Investigators in here would be the Frankenstein Monster, as the investigator remains hidden until the “corpse” starts to scream they also get to see the following.

As the investigator rises up to scare the guests, they notice under the examination table is shattered glass. The glass is from the mirror creating the illusion of a half-torso body. Still a screaming half torso body and lots of body parts. SAN check, 1/1D4 points as the body parts bounce around the room towards the guests and investigator. Body parts need to be fought off or avoided with Dodge rolls. Climbing out of the crate requires a successful climb roll or investigator is stuck in the crate for another turn.

Toy Room

Investigator would be the teddy bear and/or the clown in this room. Knives have become real and perhaps deadly in the hands of the little girl and/or clown/teddy bear. The girl will throw real severed heads at the guests, causing no damage but SAN checks at 1-2/1D6 points as the heads can still scream and talk!

Haunted Library

Investigators will be behind the bookshelves and hear little old woman giving her speech as normal. An investigator peeping out from the background can make a spot hidden to see a knife sticking in the back of the old woman with a pool of blood under the chair. SAN check at 0/1D2 to see this and still hear her talk.

Need successful grapple rolls to move/hold still the bookcases as they try to topple over on the guests themselves. Bungee cords snapping

above them the investigators hopefully save someone from being crushed.

Bookshelves have grapple at 30% and do 2-12 points of damage to anyone successfully grappled. An investigator may grapple from behind or guest may successfully dodge to escape in time.

Graveyard

This room is as before but with real zombies this time and a not-rubber corpse falling from the ceiling. Investigators may play zombies but find themselves among the victims as well. The creature bursting out of the mausoleum is a very large and nasty arachnid creature. Its webbing is intended to grapple and slow the players so the zombies can have some brain crunching good times.

Note, it is possible that an investigator may have gone temporarily insane in this room. If that is the case, they have become their character and will act in zombie-like fashion attempting to attack and bite anyone.

Meat Locker

Let's see, the corpses are now half real—(that's where the volunteers have gone too) and discovering that causes a SAN check for 1/1D4 points. The hockey-masked maniacs have put the blades in the chainsaws this time. Go ahead and warn the investigators by slicing open a hanging carcass to prove their point.

WE'RE ALIVE!

Hopefully the investigators have made it out alive, at least some of them. Most likely some of the rooms were avoided, feel free to have the maniac part come out to get them. Don't forget the first couple rooms still have regular scare-actors in them. Definitely can cause some confusion as the investigators don't know if they can trust them or not.

Character rewards are as follows:

Getting out alive	+1D6 SAN points
Getting guest/scare-actor out	+1 SAN point
Getting Hernandez out alive	+3 SAN points
Destroying mythos item (lantern and Jacobs ladder)	+1D6 SAN each

Explaining all this at the surface seems impossible, making Fast Talk and Persuade rolls are welcome, but all are tossed in the holding cell until Major Adrian can sort this out. However, when security forces arrive to clear out the building and are attacked, things start looking better for the investigators. The Air Force does a wonderful job of covering it all up. They also make sure the sworn pledges of the investigators are in proper order and the threats are clearly understood if they reveal what actually happened. If they play it smart, keep quiet and try to put it in their past, they may have a new ally in the Air Force Security Branch, perhaps even some reputation in being able to investigate strange occurrences leading to consultations in the future. Can anyone say “military contract”?

FLOATING BRASS LANTERN

This brass and glass lantern is covered in soot and smells faintly of sulfur. The lantern is attached to three metal tubes with five interlocking wheel gears. Very fine wire hangs down from the tubes to the lantern which allows it to create the illusion of it “floating” randomly at shoulder height in the room. To assemble the tubes properly and interlock the gears in a smooth running motion involves non-Euclidean geometry. A successful mechanical repair results in FAILURE to assemble the prop. A FAILED roll results in successful assembly of the prop with a resulting loss of 1 SAN and an inability to explain just how they got it together. A mathematics roll discovers the pipes are constantly in the way of the gears to prevent smooth function. A physics roll also determines that the proper balance of tubes and gears creates an Escher-like design to provide constant motion. Success in either roll (mathematics or physics) requires a SAN check with failure resulting in the loss of 1-3 SAN points.

JACOBS LADDER

This metal device has two v-shaped metal prongs sticking out from the top. When plugged into an electrical outlet it produces a buzzing electrical spark that climbs up the v-shape. The base is covered with strange runes and has three dials (one missing) and one button. The v-shaped wires are about a meter high and produce a blue-white arc of electricity which climbs to the top and dissipates with a pop and smell of ozone. The plug is European, two round prongs, which requires it to have an adaptor for either 110 or 220 volt operation. The base unit is very heavy and gold colored, with markings that appear to be random squiggles. A successful electrical repair roll easily provides the adaptor and determines the current is far below the lethal level. Pushing the button turns it on/off. Twisting the dials varies the frequency of the electrical sparks and color/thickness (from white, yellow, blue to violet and 1 to 10 millimeters in thickness). A successful spot hidden roll notices the “writing” slightly alters as the dial is changed as if made of liquid. Noticing this causes a SAN check or loss of 1-2 points of Sanity. If another dial is fashioned for the missing peg (mechanical repair roll) allows adjustment of sound. This can range from noiseless (current setting) to ultra-high frequency shattering eardrums and having dogs howl for miles around.

NPCS AND MONSTERS

Tech Sgt. Carlos Hernandez

He is 29 years old and a long time friend of the investigators. He entered the military six years ago, but this is his first posting overseas. He is attached to the Services Company at RAF Molesbury. He has advanced to the rank of Tech Sgt. He is proud of his military service and takes his job very seriously.

He has been known to frequent a few pubs and had a reputation as a “party man” but the

last year has found him appreciating the slower sedate life of England. This is the first time the investigators have visited him and he is trying to make their stay enjoyable, even with the added duties of running the haunted house.

On Hallows Eve he turns into Mr. Death for real—use the second set of stats for this final encounter. Remember even though possessed by the mythos objects, he is still their friend. Saving him should be a challenge.

**STR 12/16 CON 11/18 SIZ 14 INT 12/4 POW 14
DEX 13/15 APP 12/2* EDU 12/3 SAN 50/33 HP: 12/18**

*mask does not come off!

Art (Decorating) 45%, Dodge 30%, Hide 40%, Mechanical Repair 40%, Sneak 30%, Spot Hidden 45%, Drive Auto 40%, Grapple 35%, Scythe 30%

Weapons: Scythe 1D8+1+1D4 (damage bonus)

Armor: None, but ? damage from weapons due to mental state

Typical Security Forces

No sense of humor or belief in the occult—never mind the mythos. Follows orders but not suicidal

**STR 14 CON 13 SIZ 14 INT 10 POW 09
DEX 14 APP 11 EDU 10 SAN 55 HP 14**

Dodge 35%, Spot Hidden 45%, Drive Auto 40%, Grapple 40%, Handgun 40%

Weapons: (damage for 9 mm automatic is 1D10, range 20 yards, 15 shots)

Bats (4 - Funeral Parlor)

STR 5 CON 7 SIZ 5 POW 7 DEX 22

Move: 12 flying

Weapon: Bite 40%, Damage 1-2

Skills: Echo-locate prey 50% (distracting music), Spot Hidden 50%

Body Parts (12 - Mad Scientist Room)

**STR 14 CON 12 SIZ 6 INT 5 POW 13
DEX 7 Move 5 HP 6**

Weapons: (grab, bite, kick, stomp) 25%, Damage 1-3

SAN loss 1/1D4 for seeing body parts attacking

Clown/Teddy Bear (1 or 2 - Toy Room)

**STR 16 CON 14 SIZ 14 INT 3 POW 12
DE 6 Move 5 HP 13**

Weapons: Knife 35%, Damage 1D4 + 1D4 (damage bonus)

SAN loss 0/1 Killer clowns/teddy bears can be scary

Zombies (1-4 - Graveyard)

**STR 17 CON 16 SIZ 13 POW 1 DEX 7
Move 6 HP 14**

Weapons: Bite 30%, damage 1D3, Large club 25%, damage 1D8+1D6 (damage bonus)

Armor: None, but impaling weapons (bullets) only do 1 point of damage, all other ? damage

Skills: Pursue Human Flesh 90%

SAN loss 1/1D8 for seeing the walking dead

Giant Arachnid (1)

STR 22 CON 20 SIZ 18 POW 12 DEX 6

Move 7 HP 26

Weapons: Bite 40%, damage 2D6, Claw: 20%, damage 1D4, Webbing: 40%, damage nil (movement ? until successful dodge roll).

SAN loss: 1-2/1D6 for seeing this spider the size of a car.

*Note, the creature is stuck in the mausoleum, unless 20 points of damage are done to the structure it can only attack those next to it or use it's webbing across the room.

Maniacs (2 - Meat Locker)

STR 16 CON 18 SIZ 16 INT 3 POW 4

DEX 9 Move 7 HP 20

Weapons: Chainsaw 2D8

Armor: None, but impaling weapons (bullets) only do 1 point of damage, all other ? damage

Skills: Rev chain saw menacingly 90%, Chase living victims 80%

SAN loss 1/1D4 for seeing true "Jason" doubles

INVESTIGATOR HANDOUTS

Nightmare #1

"You find yourself walking through a forest of trees bending in the howling wind. You follow a ball of light just in front of you as you walk barefooted along the path. The wind chills you to the bone but as you enter a clearing the wind suddenly stops. A 20 foot tall grey stone rests in the center of the clearing. A slow drumming can be heard emanating from the center of the monolith. The ball of light you were falling rises up the side of the boulder with the drumming sound getting louder. The light reaches the top of the stone and suddenly flashes in a bright light. A thunderous crack follows as the boulder bursts apart with ropy tentacles flailing out towards you!"

You wake up suddenly seeing the afterglow of a close lightning strike and hearing your heart pound in your ears. After a startled minute you

sink back under your blanket and immediately fall into a deep sleep.

Nightmare #2

“You’re casually walking through a field of multi-colored flowers feeling calm and content. As you enjoy the sweet smells of the blooms you come across a wooden ladder sticking up in the field. Looking up to the top it appears to rise for a great height but is hidden in the glare of the sun. A waft of manure and rot makes you briefly gag and you look around the flowers to hear the hum of insects. Suddenly thousands of bees and wasps have emerged from the flowers and are heading towards you! You scramble up the ladder to try and escape this angry swarm when you step on the 13th step which cracks under your weight plunging you towards the ground! You raise your arm in front of your face to protect yourself from the maddened insects as you fall to the ground.”

You wake up and find your arm across your face tingling from being asleep. You also catch the whiff of the gaseous remains of your fellow investigator’s dinner. Groaning at your crude friends you shift your arm and fall back asleep.

Base History

RAF Molesbury was originally a fighter base during WWII. The 422 fighter wing composed of Hurricane and Spitfire fighters suffered heavy losses during the Blitz. Fifty airmen lost their lives stationed from this base, but they recorded over 120 enemy planes shot down. Seven years after the war it was given over to the American Air Force to station long range photo reconnaissance aircraft. Missions were often secret and performed in darkness. With the fall of the Soviet Union, the base was down-sized and cut-backs have closed the aircraft wings at the base. Molesbury now serves as a support base providing medical and administrative support for other bases in the area.

- from Official Guide to RAF Bases in England

Flower Lady Obituary

Ms. Emily Harrington of Greater Kingston passed away at the age of 67. She had no children but was a widow of 25 years from flight lieutenant Marc Harrington of the 422 fighter wing. She was known as the “flower lady” to troops stationed

at Molesbury by coming by once a week to lay flowers at the end of the runway in honor of her late husband. Ms. Harrington’s estate is in escrow and will be divided among her surviving niece and nephew now living in Mexico.

- from Kingston Crier, 1967

Ghostly Sightings at Molesbury

In June of 1990 I was working on the planes in Molesbury upon their return from –mission-when I met the ghost. I was the only one in the large hangar, having the graveyard shift, and the cool eeriness of the space had me jumping at sounds. The lights suddenly went out, and I cried out to whoever was the joker as I fumbled for my flashlight. Carefully making my way across the hangar floor, I pushed flipped the light switch but it didn’t work. I swear someone was watching me and I made my way to the exit, as soon as I reached the door I heard a great crash as my toolbox fell from the open cockpit to the ground. I yelled, ran out the door and calmed down before returning. When I tried the light switch a final time the lights came on and I felt a cold breeze blow through me out the door.

from www.geocities.com/mysticsightings/molesbury

New Base Haunted House

RAF Molesbury will have a new site for their Haunted House this year. Last year’s Hangar 21 was declared condemned by the fire marshal for electrical and asbestos contamination. Services command has found a new location in an old dormitory and the volunteers are working hard to make it as good and scary as the old one. Anyone interested is welcome to contact Tech Sgt. Hernandez of Services command to lend a hand getting ready for this Halloween night. The haunted house will be open Saturday and Sunday nights, October 30th and 31st.

-from Molesbury News on af.mil.molesbury.net



WAY DOWN. IN IOWA.

By X.D. Eness

*I realized all the really good ideas I ever
had came to me while I was milking a
cow. So I went back to Iowa.
– Grant Wood*

FOREWORD

This scenario is designed for a group of 3-6 players, and is set in rural Iowa in the 1920s. Although it is definitely an accessible adventure for new players, the Keeper should first be aware of the somewhat atypical Cthulhu Mythos elements (and/or non-elements) included herein before springing this adventure on them. The adventure has wide application for an experienced group of players who may mistake the adventure's conventions as an indication that they've "been down this road before." It will instead provide a few refreshing surprises for even the most jaded player.

Note 1

This scenario involves not one, but two important areas involving intelligence and counter-intelligence. This is a unique scenario in that the accumulation of evidence may, in fact, delay or confound Investigators or even put them at greater risk than if they would proceed with the simple task before them, that is, simply guarding the Farmer House.

Note 2

There is an important idea introduced in this adventure, and the Keeper must decide how it may (or may not) impact any campaign or in-game worldview. The idea is this: the primary villain, known only as the Adversary is pursuing a complex theory based on an obscure mathematical formula which proposes that the entire Cthulhu Mythos – including its history, gods, agents and dealings - is an elaborate ruse perpetrated by a long-standing secret organization, or possibly a single, supernatural individual.

The Keeper should decide beforehand the impact that this scenario should have on later gaming sessions. If the Keeper wishes to keep the scenario a nice "one-off" game that has little impact on any existing campaign or any pre-existing Cthulhu Mythos plotlines, then The Adversary should simply be a wrong-headed madman, so scarred by his Mythos knowledge that he has convinced himself that the whole thing is a bad dream perpetrated by a single, tangible source. If the Keeper instead is looking to shift the game paradigm, then he should at least keep open the possibility that the Adversary, at some level, is correct about his unconventional theory regarding any and all Mythos activity. A Keeper who chooses this route for gameplay must be prepared to pursue a new course that posits this notion: that everything in the Mythos pantheon: Elder Gods, Great Old Ones, Outer Gods, Servitors, cultists, Mythos books and

knowledge, etc. are but a tiny, utilitarian invention of a massively great, incomprehensible entity known as “The Only.”

Note 3

The second element of “counter-intelligence” (the Adversary’s theory and purpose being the “intelligence”) will be revealed below, and centers around Sherwin Farner’s true purpose.

KEEPER INFORMATION

This adventure is designed for 4 to 6 Investigators, but can be played, with an NPC or two, with fewer players than that. Furthermore, although advanced skills are not crucial for the Investigators (in fact, more experienced parties may very well have more difficulty with this scenario than their novice counterparts, as explained below) portions of the scenario have tiered “add-on” sections that can be used for an experienced group of Investigators, or if the scenario is playing too swiftly, should the Keeper deem the players are in need of more challenge (i.e. the Keeper’s heart is black as midnight.)

In keeping with the spirit of Hallowe’en, historically one of the great holidays for a good hoaxing, at the center of this adventure is an elaborate hoax that should vex the most experienced Investigators, yet inversely be quite accessible to the new player and/or inexperienced Investigators. This adventure can be used as a launching point for an entire campaign, or provide surprising relief for an exhausted party on the brink of insanity, as it has the potential to be unusually generous in the restoration of SAN.

Furthermore, there are some obstacles that may prove more difficult for an experienced party than a new one (or even players new to Call of Cthulhu altogether!) because elements of the story play against commonly accepted Cthulhu Mythos elements. For example, Investigators who have begun to master certain spells will find those spells turned against them. Investigators with little or no magic experience will not have to contend with magical reversal. Likewise, Investigators with some skill in

Cthulhu Mythos will find themselves extremely baffled by the forbidden tomes included herein, but those with little or no experience will be virtually unaffected by the same events.

Finally, one more unusual trait of this adventure is an inordinate number of red herrings which may be implemented at the Keeper’s discretion. A handful of these false leads actually include a small “mini-mystery” for players to resolve. Some of these red herrings, then, will reward Investigators for “resolving” them even though they only appear to have bearing on the greater mystery at hand, when in reality, they don’t.

If the Keeper is hosting a small number (1 to 3) players, then the scenario should include the use of 2 NPCs who join the party. These NPCs contribute to the investigation at certain points (marked later in the adventure) in order to aid the party in its goals. Should a certain NPC be rendered morbidly unhelpful (i.e. deceased or insane!) before being able to contribute, well, then the player(s) are then left to their own devices.

Setting

If this is the first adventure for these Investigators, then they should simply be long-time residents of the town of Viscill, Iowa, a small farming and manufacturing community in the southwest part of the state. Population: 2,233. They are all the six employees of the Farner press, a county-wide printer of a variety of small daily and weekly newspapers, owned by the quiet-lived Sherwin Farner.

If they are an existing party, they are likely based elsewhere, and will be drawn to visit the sleepy little town by an urgent telegram with the promise of cash and knowledge (see below).

Of course, the Keeper should feel free to create his or her own pretext for gathering the characters. The scenario is flexible, but the key “plug-in” is that they have been summoned on friendly, if somewhat mysterious, terms to the Farner farmhouse. The one thing they should not be is relatives of Sherwin Farner, as he is, alas,

the last of his family line. (Characters could, however, be distant relations of one of Farner's assistants, if necessary.) Finally, out-of-towners should plausibly be denied immediate access to firearms before they arrive in the Farner home. Perhaps their train was searched for bootleg liquor, and most of their weapons were confiscated pending the resolution of the investigation. Or maybe their luggage in its entirety was looted by thugs while passing through Chicago. Creative Investigators can get their hands on weapons, but ought to work for them in this scenario.

The main town inhabits almost exactly two square miles. The area began as a modest coal mining community, but made a successful transition to a train-centered agricultural community not long after the modest coal mines dried up. The mines have been abandoned for more than twenty years. The town has a central square and market and is the county seat (therefore courts, records and lawyers are somewhat more available than the average farm town).

Despite its small size, the townspeople of Viscill are virtually unaware of its most important citizen: press owner Sherwin Farner. He hasn't been seen in years, and communicates with his employees via notes and the occasional visit by his representative and bookkeeper, Harvey Tull.

In fact, no one alive today can recall where Farner even lives, were they to think much about it, and might not even be surprised to discover that he dwells in a large, four-corner, run-down farmhouse several miles outside of town.

Game Timeline

The following is a suggested timeline for the course of events to follow, but may be modified to suit the Keeper, or as events "naturally" lay out. In any case, the Adversary and his minions should lay a frightful siege upon the house long before Farner returns. The horrible snowstorm and final attacks should occur on Halloween.

Oct. 24 Investigators currently employed at Farner Press OR receive Telegraph beckoning them to get on a train for \$1000.

Oct. 27. Investigators arrive at Farner house

Oct. 28. Investigators freely eat, drink, and make merry in the house. Weather begins subtly to turn colder.

Oct. 29 Evening. A man, standing outside the house, bursts into flames.

Oct. 30. Strange fog rolls in.

6 pm. Dog Pack descends on the house.

Oct. 31 Halloween. Fog persists throughout day

2 am. Gas sabotage in the kitchen.

3 am. Truck wired to explode, magic Inverter placed at top of silo, Adversary discovers secret entrance to house.

4 am. Rats in the walls

approx 6 pm. Radio announces the death of Harry Houdini

11 pm. Thundersnow storm begins.

Nov. 1. All Saints Day

2 am. Spying on the house for several hours and weathering the freak blizzard, Barna and XX assault the farmhouse, dressed as ghouls, to scare off or kill any inhabitants.

7am. If the Investigators are removed from the house, hired men (all immigrants speaking no English) and XX (if he survived) will begin to loot the house of books, loading as many crates as possible into the back of a large moving truck. By 10 am, the top shelf of the rigged shelf on the 1st floor (see below) will be emptied, setting off the sinkhole-causing charges. The Adversary will flee with whatever has been loaded to that point. After the "swallowing" of the house, at approximately 3 pm, an alert cult (unaffiliated with the Adversary) will begin to descend, looting as many remaining books as possible, and torching the house when they leave.

If the Investigators withstand the onslaught and overcome the enemy, they will then be free to reap as much knowledge from the Library as they please, at last in peace.

Nov. 3. If the house is not destroyed or looted, Farmer's trucks will arrive to crate its contents and drive off with it. Surviving characters will be paid.

Understanding the Environment Surrounding the Farner House because the success of both horror elements and general gameplay in this scenario depends so heavily on "plausible disinformation", the Keeper should be familiar with a number of elements surrounding the old house, its library, and the competing interests that place the Investigators at the crux of terror.

RED HERRINGS

An Unforgotten Murder

The long-ignored farmhouse of Sherwin Farner is among many in the countryside who have fallen into obscurity. But some ignore it for a more nefarious reason: at the turn of the century, it was the site of a notorious axe-murder. Although the tragedy is unrelated to any cultic or supernatural activity, because the crime remains unsolved, it is possible that the Investigators will become drawn into the mystery.

The real story is that the inhabitants of the house (Arne Pedersen, bachelor farmer, and two hired hands, Olaf Solheim and Donny Rolph) were found dead in the house. Pedersen and Solheim were found on the first floor, mauled by an axe, which was found near their bodies. Rolph's body was discovered upstairs, with several slash wounds on his arms, and a fatal one to the chest. Unlike the axe, the knife was not recovered at the crime scene.

The investigation done at the time was very rudimentary, and it was assumed by police that the suspect was a drifter in search of money who likely hopped a train and disappeared after committing the nefarious deed. Overlooked by the police was a window in the second floor, broken from within the house so that the shatter glass sprayed to the ground outside below the

window. More than twenty years later, shards of glass can be found, with careful inspection, beneath that window (which was not replaced, but instead boarded up, and remains so to this day. Keep in mind that the current owner, Sherwin Farner, has no desire for anyone to believe that the house is currently occupied.)

The remains of the murderer can be found by the Investigators by marching a direct line from beneath that window, northeast, to a sealed, abandoned well. The skeleton of the wretched fool can be recovered, in bits and pieces, from its depths with some effort. Anyone brave (or crazy) enough to lower themselves down the well will discover the crumpled remains, complete with a rusted chef's knife, still piercing a vertebra in the neck. In the rotting pockets of his wool pants are \$19 and some scrawled papers identifying him as Nat Burns. He was an itinerant worker with a tremendous drinking problem and an uncanny ability to survive numerous injuries, and, unbeknownst to the town, was under the temporary employment of Arne Pedersen.

If Investigators wander into the old murder mystery, one other clue they may come across is at the newspaper office. In a file listed by date, can be found a very "yellow" newspaper article of the day with all misleading or patently false "creative additions" included. This article has several numbers marked in pencil on it, as if to indicate handwritten footnotes. The sheet with the footnotes was lost many years ago, but the markings may nevertheless help the Investigators scrutinize important details. A copy of what the footnotes originally indicated is included for the Keeper's eyes only.

Viscill Clarion, November 1, 1900

*3 Lives Lost to Murder! Killer At Large!
Sheriff Continues Inquiry, Vows Justice
Bodies Discovered By Iceman
Mad Derelict Suspected
Fierce Struggles Over Money, Rum*

RELATED HEADLINES

GRIEF-CRAZED CROWDS VIEW DEAD: Scores of Out of Town Visitors Barred from Ransacking Parlor: HONOR FOR THE DEPARTED: Immense Crowds Weeping and Lauding the Fallen: MANY PATHETIC INCIDENTS: Measures Taken by Officials to Safeguard Interest of Relatives – Farms Fortunes Gone Missing – Banker says Farmer’s Accounts Secure, Urges Citizens To Deposit Valuables in Vault

Fatal Night’s Joyous Beginning

A small party celebrating the bumper harvest was the order of the day at the Pedersen home. Mr. Arne Pedersen, bachelor, had taken the liberty of inviting his hired men to enjoy a rare evening in his company.

The following morning, Mr. Gerald Frame, of the ice service, made a gruesome discovery. Pedersen and his hands, Olaf Solheim and Donny Rolph, were discovered, murdered in the home. Pedersen and Solheim were found on the ground floor. Solheim was on the second floor.¹

KILLER LOOSE; GUNS BRISTLE FROM HOME-MADE BARRICADES

Upon reports of the notorious deed, the people of Viscill and surrounding communities banded together to defend the community. Numerous men were deputized, and nearly everyone continues to carry at least one gun. The dastardly killer remains at-large.

Police believe he likely escaped through the front door, having broken in through an upstairs window.

FOUGHT FOR LIFE, MULTIPLE INSTRUMENTS OF DEATH

The struggle in the house must have been a mighty one. Blood splattered onto the ceiling in several rooms, and, though a bloody axe was discovered upstairs, it appeared that at least one weapon had gone missing. Coroner Brady said that at least some of the victims had been stabbed, not bludgeoned with an axe.

Only One Struck With Sharp Side of Axe

A bizarre feature of the crime is the fact that only one victim appears to have been struck with the blade of the axe. The other two victims were beaten to death with the flat side of the axe, or, perhaps, a hammer.²

Half-Burnt Papers Discovered in Stove

Documents were discovered in the heating stove upstairs. These were charred, and appeared to be financial notes in nature.

A deputy who did great work was Lt. Spencer⁴, also of the U.S. Army. Spencer assures the editor that the depraved criminal act is one that is sure to be isolated. The villain has certainly fled the area and will be apprehended soon.

THE BOOKS OF THE FARMHOUSE LIBRARY

Sherwin Farner is a mysterious man dedicated to the tracking and thwarting of Mythos activities, preferably without ever raising even the hint of public alarm. A man whose diverse business interests in oil, agriculture, publishing and rivet manufacturing have quietly made him a millionaire, his greatest achievement has been the publication of thousands of forged books that no one has ever read. He has converted much of his house into a private library.

The library is an elaborate secret hoax, carefully perpetrated by Farner, developed over the past decade or so, whose purpose is two-fold. 1) Rumors of its existence have been used in numerous “counter-cult” endeavors on the part of Farner’s very loose affiliation of a small number of Investigators, in hopes of distracting, confounding, or slowing down would-be cult activity. 2) It is a collection ultimately designed to be captured, in whole or in part, by cultic forces. Whatever is “stolen” by darkhearted minions is likely to be secreted away and used in mad attempts by various cultists to summon greater power. As soon as the collection, or a portion thereof is plausibly delivered into the hands of the enemy, Farner then intends to track as many underground references to his patented nonsense, as a way of keeping tabs on his enemies and tracing them across the globe. Cults and cultists worldwide will expose themselves as keepers of the stolen library anywhere in the world that they attempt to invoke the harmless spells, or disturb the out-of-the way places purporting to hide treasure that only exists in Farner’s wild imagination.

The books are of all varieties, from handwritten forgeries, to printed nonsense tomes, intricately structured so as to seem arcane and authentic: books, files, logs, etc. There is the occasional true, but otherwise benign, history book, or foreign work describing occult behavior from a purely academic point of view. There is also the occasional nugget, such as a brief book of notes by Farner himself, regarding the

“Unforgotten Murder” above. His notes correct many of the errors of the above newspaper clipping, and may be used to redirect a “stuck” party of Investigators, but Farner had no interest in actually solving the crime, as filling the library has always been his paramount concern.

Special Rules

Regarding the “Mythos” Books of the Farner Library

The Investigators should, under no circumstances, discover the hoax until the very end of the scenario, and then only if this scenario is intended as a self-contained adventure, not a launching point for new campaign threads. Research into any one of the pseudo-Mythos books will require the same dedication and time constraints as if they are real Mythos materials. There is a major difference, however, between studying the fakes and studying real Mythos texts. To replicate the nearly imperceptible heightening of incredulousness, and the sobering “practical failure” of any of the alleged Mythos knowledge (or spells) gained, the fake Mythos books, when fully studied, require subtle Sanity gains, and a rare loss of Cthulhu Mythos percentiles (Sample hoax Mythos Books are listed below, but the Keeper should feel free to add as many or as few as desired, especially if an Investigator is on a long term quest for a particular rare tome. It might be fun to toss in a misleading “fake” tome purporting to be the Investigator’s prize book.) Skimming the entire books will reveal only vague details of their alleged “dark purposes,” and will result in half the SAN gain that comes with actually reading the text, with no Mythos gained or lost. These counterintuitive “bonuses” should not be immediately reported, but should, in fact, be secretly recorded by the Keeper, and awarded, without comment, at the end of the scenario.

Example Hoax Mythos Books

Parchments of Pnom—Handwritten, coded English translation with annotations—thick, bound notebook. Purports to include spell for

MIND EXCHANGE. Only functional portion is a very rough recipe for a strange fish-based meal. It is, in fact, a variant on the modern Norwegian recipe for lutefisk. Sanity gain 1D4; Cthulhu Mythos loss -5 percentiles.

R’lyeh Text—in “original” Chinese. Very original indeed. The hand-scrawled Chinese lettering is a mishmash of actual figures copied from known Chinese texts and completely made up scratchings. Several pages are laid out unusually, perhaps indicating spell lists. In fact, the only thing indicating that the text is what it claims to be is a small pencilled note near the beginning of the tome. However, to anyone lacking the requisite language skill for Chinese, it will appear to be just that. The note says “R’lyeh Text – confirmed.”

Unnamed Book—bound in carefully rendered sheepskin, so as to appear to be perhaps of human flesh, and locked with an intricate mechanism. Its contents use an advanced code, and purport (after delving many secret levels of discourse, of course!) to provide the incantations and rites required to summon Cthulhu to a specified point from a great (i.e. “safe”) distance away. In fact, one of its almost unspeakable “spell” incantations, when spoken backward, contains the lyrics to a popular local jingle for “Itza Drink” soda pop.

Tortured copy of *Spelz of Stewhart* (English)—purports to be the spell notes of a mad British alchemist. Full of numerous nonsense spells which have very difficult-to-obtain physical elements, ranging from Barberton Greenstone to Fulgerite (a rare, crystal formation created very occasionally by lightning strikes). Spell instructions mostly purport to be alchemical in nature. Of course, like every other spell in the Farner Library, they don’t work at all.

A **handwritten, untitled digest**—written in Greek letters, but not in the Greek language. It is nonsense.

The Book Cases

The books are arranged, seemingly without any particular order, on standard free-standing book cases, and when the Investigators arrive, each book case stands with its back to almost every window in the house. On the back of the book cases are painted intricate murals (see below). Books may be removed from shelves normally, and the emptied cases will move relatively easily. Only a heavy blow against the top shelf of the bookshelves will successfully knock over a full set of shelves.

There is one shelf that will cause tremendous problems for anyone who clears all weight from the top shelf. The shelf is located on the first floor, in the case next to the fireplace, and is currently occupied by several of the most uninteresting books in the whole library: "Introduction to Accounting Methods of Ancient Cultures," a Greek grammar manual, bound boxes of loose paper with a variety of ink samples that replicated the inks used in certain Medieval occult documents (example page includes various shades of ink smudges, with the respective colors listed below each smudge: black, dark black, brown, burnt umber, crimson, full crimson, true red), etc. The book case that this shelf is located in is the only one in the entire house that is bolted into the floor. (The bolts can't be seen or perceived unless all the books are removed: otherwise, it is impossible to tell if the book case is immobile because of bolting or the weight of books.) If the top shelf is cleared of books, a counterweight in that shelf is triggered, detonating well placed explosives in an air pocket beneath the house. This explosion causes a rapid erosion sinkhole to draw the house down into it. All contents and inhabitants will fall nearly eight feet, and the house will land with the floors at a steep grade. Any inhabitants will tumble, along with anything in the house not fastened down, to roll into the northwest corner of the severely damaged house.

THE DEATH OF HARRY HOUDINI

On Halloween, any radio broadcasts will be interrupted by news updates featuring the improving health of Harry Houdini, who had initially suffered a bad reaction to a second operation following an accident at one of his shows. Later that evening, the mood will turn shocking as it is announced that Houdini has died.

Initial broadcast, upbeat - "Harry, Houdini, the magician and escape King, has reacted to a second operation within five days much better than had been expected he would..."

Final broadcast, downbeat - "Died. Harry Houdini (onetime Harry Weiss), 52, famed magician in Detroit, Michigan - of peritonitis, following a blow on the stomach, delivered by an inquisitive and injudicious McGill University student."

Allusions will also be made regarding earlier promises he made to contact loved ones after his death.

In the library is a 1920 edition of Harry Houdini's "Miracle Mongers and Their Methods: A Complete Expose' of the Modus Operandi of Fire Eaters, Heat Resisters, Poison Eaters, Venomous Reptile Defiers, Sword Swallowers, Human Ostriches, Strong Men, Etc."

Successful study of this book (approx 200 pages) will reward the reader in a skill check for Occult.

A signed copy of Houdini's "A Magician Among the Spirits" may also be found in the library. It lends an "Occult" skill checks upon study, but may also lead an Investigator to believe that Farmer has some personal or business relationship to Harry Houdini. In the book, Houdini exposures as frauds many of the methods of spiritualists: spirit photography, spirit slate writing, ectoplasm, clairvoyance, etc.

There is one more real Houdini book in the hoax library on the second floor, titled "Houdini Escapes." It is a compilation of hand-copied notes from the escape artist himself, bound together in a thin volume. On a successful Occult roll, the Investigator looking for any mate-

rials on Houdini will uncover this tome. Studying its scribbled contents over the course of approximately 20 hours will grant a skill check on Locksmith skill.

Olson, Local Eccentric and Occultist

A man named Olson is Viscill's local keymaker and locksmith, and has a deep interest in occult matters and weird tales. He corresponds frequently with fiction authors of supernatural stories, and is a habitual "chain letter" sender and author. He is harmless and mostly clueless in social situations, although anyone tolerant enough to spend four hours with the man and a successful Occult roll will probably learn an interesting tidbit or two (and gain a chance at skill improvement at the end of the scenario.)

Olson has bulbous eyes and a raspy voice. He may be used as little or as much as the Keeper sees fit, but he has no Mythos knowledge and is far more interested in advancing his pet theories than in uncovering mysteries. He will not willingly become involved in the party's pursuits, preferring instead to stay at home and organize his magazine collection.

Introducing the Players

Here are the suggested start points for the party, depending on their experience prior to the adventure.

For a completely new party of Investigators

You've been employed at the Viscill Countywide Press for between three and six years, passing the daylight hours laying out and publishing a growing number of local periodicals, from the Viscill Union to the numerous free flyers and farming newsletters as well as the popular local annual almanack. You've rarely even seen your mercurial employer, Farnar, who communicates with you almost exclusively through handwritten notes, or instructions from his right-hand man, the amiable, but vague, Harvey Tull.

Today, Harvey has made an unprecedented mid-day visit, on an unseasonably warm day in late October. He mutters, and the cacophony of

the presses halts. Harvey removes his spectacles, cleans them on his untucked shirt-tail, and in a clear voice, says, "All right boys. We have a new assignment for today, come with me. Your chariot awaits!"

The lot of you make way into the street, and, with a modest buzz of excitement, pile into the bed of Harvey's trusty Ford truck. There's room up front for one passenger, so one of you hops in the shotgun seat.

For an existing party of Investigators

A straightforward telegram has arrived for you, typed and unsigned.

*TRAIN TICKET AWAITS YOU AT NEAREST
DEPOT STOP JOB PAYS 1000 ON ARRIVAL
STOP MORE WHEN COMPLETE STOP
LEAVE TOMORROW AT 11"*

Your compatriots have all received an identical message. What sort of job could possibly be worth several thousand dollars, just for starters? You aren't too proud to find out.

After an uneventful, but long, train ride to the sleepy burg of Viscill, Iowa, you are greeted by a thin, sloppy man who introduces himself as Harvey Tull, your employer's assistant. He graciously invites you to pile into the bed of his popping Ford truck.

Here is where the story lines for parties both old and new converge:

THE PLOT

It is late October, 1926 and has been unseasonably mild. Though the leaves have turned vibrant colors and have been falling for weeks, the temperature hasn't dipped below 40 degrees, even at night. Halloween approaches.

You approach a large neglected farmhouse, which, from the dirt road, appears to be nearly buried in trees. Olson pulls into the dusty drive and takes a somewhat circuitous route to the back of the house. The surrounding lot has sev-

eral outbuildings in disrepair, including a half-caved grain silo, a tilted corncrib, and a henhouse adorned with gold and red oak leaves. There is a workshop with a sagging roof and holes in the shingles, and, surrounding the farm, cornfields pour out to the horizon.

The house itself is in a sad state. One second story window is completely boarded up. What looks like a crow's nest tower appears as if it is about to unhinge itself completely from the house proper, and go crashing to earth. The back porch door squeals when Olson opens it for you and bids you to come in. You glance in one of the windows as you enter, and see a sparse and dusty interior.

THE FARNER HOUSE

The interior of the house is disguised from the outside: it is actually, well, not opulent, but comfortable and well-kept. There are several free standing book cases in front of nearly every window on the first floor. On the back of every bookshelf that faces a window is an intricate mural of a banal, seemingly abandoned farmhouse room. For instance, the bookshelves that stand against the windows of the back entrance are painted to give the illusion of a cobwebbed, nearly bare kitchen, with an abandoned broom and pile of trash in the "corner!" The optical illusion is effective to the casual peeping tom, and, considering that the house is not located in an area frequented by wanderers, is also effective at completing the impression of an abandoned house on the verge of collapse.

Indeed, as the Investigators enter what appears to be the bare kitchen, they'll discover a fully functioning kitchen, with some newer appliances, including an electric refrigerator. They'll be taken into the main part of the first floor, and will immediately notice its most prominent feature: steel-I-beam braces supporting the ceiling from one end of the house to another. The Investigators will eventually discover that the steel beams have been installed to provide additional support for the massive amount of books that occupies the 2nd floor.

Besides the steel struts and the numerous full bookshelves, the main parlor is comfortably adorned.

The rural house is extremely extraordinary for the period in one other regard: its utilities. It has electric lights and outlets, and natural gas appliances...even a Frigidaire refrigerator. The majority of rural homes in Iowa would not have electricity until after WWII, so these amenities at the Farner House quite obviously have come at enormous personal expense. Any Investigator with an urban background making a successful INT X 6 roll will realize that he is unbelievably wealthy. Any Investigator who with a rural or small town background will automatically make the same realization.

Sherwin Farner's Greetings

When the investigators arrive, they will be greeted by Sherwin Farner himself, sitting in a high-backed lounging chair with carved claw feet and lion's head carvings on either side. He is smoking a pipe. His hair is gray, but still thick, and his face is long, with deep wrinkles. He is flanked on the left by his other assistant, Mable Beulah, an efficient-looking woman with a crimson attaché. He invites everyone to take a seat around a large dining table. On the table are silver cups and a steaming pot of what smells like spiced apple cider.

Welcome to my home, and thank you for arriving on such short notice."

If the party has been summoned from elsewhere, and are not employees at Farner's press, Mable will present each of the Investigators with sealed envelopes, each with \$1,000 in fifty dollar bills in them.

I'm sure you are wondering why I have summoned you. Hot cider? Please. I have need for your services for the next seven days. I do hope you'll all be able to stay."

If pay is brought up, Farner will, without a second thought, double the weekly salary of his employees (of approximately \$28/week to a whopping \$56 for the week plus a bonus of \$10 for staying through the weekend). If the

Investigators are out-of-towners, they'll be offered \$1,000 at the completion of their stay.

"Allow me to explain. For the past decade or so, I've worked in relative secrecy to compile an important library. I've compiled a large collection of various materials that could be of interest to various individuals for whom it would be inappropriate to view. My associates and I have toiled in obscurity here these years, but are now in agreement that it has come time to move the collection. Unfortunately, in advance of this large undertaking, the three of us need to travel to the new destination and get other various affairs in order. For the first time since beginning this project, all three of us will be away from this house.

I simply need you to remain here in our stead until we return on September 3rd, or possibly before that. It is important work, and it must remain a secret, at least until after we return for the collection, but it shouldn't be too taxing."

If anyone asks about the press, they'll discover that Farner is in the process of selling it, that all employees will be retained, and that it will reopen under new management in mid-September. Until then, all workers are on paid hiatus.

"There is plenty of food here. There are two radios and a phonograph, cards, a game of skittles, and of course, all the odd little books you would ever care to read. Please enjoy yourselves. All I ask is that you divide yourselves up in terms of sleeping arrangements, so that there are some upstairs and some downstairs, and keep a casual look-out for any strangers on occasion. If anyone visits, let them know that I'm away, but will return soon, and politely send them on their way. Please don't mention the books to anyone outside of this house, not even your relatives. There is a telephone in the kitchen, but try to keep calls to a minimum. If asked by any locals, please indicate that you've simply been asked to watch over the house in my absence.

Thank you so much for your help. I have brief contract agreements for you to sign, mostly for you to maintain confidentiality during the course of your special assignment. Unfortunately, we

must be going shortly, so I only have a minute or so for any questions. Are there any? Again, thank you."

Farner will not be intentionally evasive, but is in a hurry to depart, likely for his train. However, the Investigators won't have much time to get useful information from him.

The Investigators don't have much time: Farner will only have time to answer one of the following (or another question as the Keeper sees fit) -

If Investigators from out of town ask him why he selected them, he'll merely say that in his dealings, he'd heard of their exploits and thought they were the calibre of people he needed for such a simple, but discrete task. He also thought that it is possible that they might have some temporary use of an item or two from his book collection in the meantime.

If asked about the books, he's happy to mention that some are of an occult nature, but are for just and academic purposes, used to expose harmful practices to the light of day. He'll quickly speak in much detail about a certain work, the odd references and arcane lore contained in it, and how charlatans use this material to mislead, fleece and otherwise harm unsuspecting people. His hope is to gather all sorts of these materials in one safe place, so that law enforcement, medical practitioners and the clergy may use it in order to understand and confront sundry "bad seeds," from communist spies to anarchists and wahabiists and other "religious kooks."

If asked about the urgency, Farner will talk extensively about how he needed the Investigators to be relatively unwitting, right up to his departure, not because he doesn't trust them but because, "The more time one has before beginning a job, the more likely one is to talk about it beforehand." His train leaves soon, and every hour counts as he prepares the new destination for "The Big Move." He can't say anything about the new destination, except that it will be somewhat easier to access for law enforcement and will be done in partnership with others.

If asked about how he got started, he'll say that his interest started young. As a youth, he thought he would become a policeman. He ended up becoming a bit of an amateur journalist and businessman, and felt as if he personally confronted "the landscape of evil" during the Great War. That affected him immensely, turned his hair white, even, and he simply developed an independent aptitude for "knowing what bad people can get up to." His business interests have made him very comfortable, and have afforded him the time to compile the great library.

If asked about his associates, he'll simply say that Mable came to him by way of Iowa State College. She is a student of languages. Harvey Tull is a long-time resident of Viscill and does not often stay on the premises. He says that it is "unfortunate that you really won't have any time to get to know them better. They really are wonderful people. Smart as whips, both of them." If asked if either of the associates will return with him on September 3, he'll say, "No. I'm afraid not. That is, unless something really dreadful happens." He'll say this with a wink.

Player Information

At the Keeper's discretion, the Investigators may have a chance to return to town in small numbers, using the auto left behind by Farner, for brief periods of time. Farner left the car only for an emergency, but there really isn't much stopping an Investigator or two from leaving the premises. The Investigators should be encouraged by their consciences to remain on the property for the entire time, as they are being paid quite handsomely, and have every amenity they could hope for.

In any case, if the Investigators are natives, the townsfolk will have plenty of (mostly non-supernatural) rumors surrounding the mysterious Sherwin Farner and/or a variety of misleading stories about the Unforgotten Murder that once occurred in the Farner House. A successful idea roll will lead an investigator to ask Red Jones, the school custodian (who lives adjacent) the employee with the longest tenure, who would

have some recollection of Farner as a student, who graduated at the turn of the century, putting him in his early-to-mid-forties, about 20 years younger than he appears to be. In fact, Farner was one of a mere handful of his peers who returned to Viscill following the Great War. The others perished overseas or sought their fortunes in places less familiar than the sleepy confines of Viscill.

If the players are newcomers, they'll have a lot more persuading to do, and much more liquor to bootleg in order to gather the same information.

Holding Down the Fort

The first day of the assignment, the Investigators will be free to do as they please: the weather is pleasant, the autumn colors are dazzling, and there are plenty of diversions, books and cranies that may be freely explored.

As mentioned above, there are many books that are excellently crafted fakes, including (but not limited to!) the following titles:

Rooms are basic and, for the most part, self evident: a kitchen, a formal dining room, a small "listening" room with phonograph and radio, a den, a pantry, bathroom and bedroom on the first floor, with access to a large garage, the second floor is mostly bedrooms and a bathroom, as well as a small tower room. The "tower" in the second floor provides the most comprehensive view of the land surrounding the farm (primarily rolling hills of bare, harvested cornfields, with an occasional dense grove of trees) and could serve as something of a watchtower.

The basement is an old, multi-leveled concrete thing, with a massive coal and wood furnace, that will need to be filled and stoked twice a day to remain operational.

On the first floor is a coat closet full of a variety of heavy coats and winter gear. Behind the clothes is a child's pump action air rifle, and a box of 1000 pellets (30 yard range, 1 attack per round, 1D4 -1 damage, holds 250 pellets).

The fireplace has not been used for years, and birds have built a nest in the flue. If the players

start a fire in the fireplace, the nest will block the smoke, filling the house with smoke, and potentially starting a chimney fire that has the potential to destroy 25% of the library collection before it can be contained.

There is a wood burning stove on the second floor, which may freely be used for additional heat. Only if an Investigator is studying the stove intently will he or she, with a successful SPOT HIDDEN roll, discover a small secret cache beneath the stove, which hides a loaded six-shot revolver.

If playing NPCs, Cutter Franks will try to start a fire in the woodstove, and in doing so, will discover the pistol. He will not tell anyone he has it, but will keep it hidden on himself, just in case.

The basement contains a secret egress that leads to a small network of tunnels connecting to the outbuildings: empty grain silo, corn crib, workshop (with tools) and an abandoned hen house.

There is a large, slow developing air pocket beneath the house, which will one day become a rapid-collapsing sinkhole. This was discovered when Farner's crew were excavating the tunnel system years before. This air pocket has recently been carefully packed with small explosives, by Farner himself, wired to a trap bookshelf on the first floor of the house. There is a dirt covered panel in the tunnel system that provides access to this air pocket. It will is very difficult to spot, requiring two successful SPOT HIDDEN rolls: one to note the irregularity in the tunnel, and the second to find the latch to open it. See above for full details regarding the trigger for the explosives.

THE ADVERSARY

The Adversary is a man who will not reveal his name under any circumstances. He is a gaunt man obsessed with the occult, believing the entire Mythos "scene" to be a global mystic-conspiracy based, ultimately, on the fancy of a single, malevolent supernatural entity. In other

words, he is, in fact, well versed in Mythos arts, yet doesn't truly believe in them, per se, but he believes that there is, in fact, a "Deep, Deep Truth" buried beneath the obscured crust of Mythos: a hand, or force, or group, or individual, who is pulling all the strings. He has devoted his life to uncovering, and then publicly exposing (or destroying) this entity whom he calls "The Only." In the Adversary's mind, the Only exists for one purpose: to consume, confound, exploit and degrade mankind, blocking humans from their ultimate destiny of rapid evolution and ultimate interplanetary conquest. The Mythos is not some great cosmic giant, nearly unaware of human existence, but is in fact, a violent reaction to human existence.

In short, the Only is blocking humans from creating paradise on their own terms, and "he" (or it?) has devised the Mythos and inspired its adherents to support specially selected "mongerel" humans in their quest to degrade the world as we know it, and impede its progress. Whether the Adversary is correct or not is up to the discretion of the Keeper, but one thing is beyond debate: the Adversary himself, in his obsessive pursuit has indeed gone quite mad. Any moral compass that existed when he started his strange pursuit has long been adrift.

The Adversary is willing to do anything to uncover the Only. For years during his travels, the Adversary has heard rumors in a variety of cultic circles of a "hidden library of our enemy," and, through great effort and loss of life, has recently come to find the Library at Viscill. To the Adversary, the Viscill Library is a treasure whose contents must be looted, studied, and then distributed to as many Mythos agents as possible, as they may ultimately "tip the hand" of the Only. Again, he believes the Library to contain "legitimate" Mythos materials, even though he believes the Mythos itself to be an elaborate ruse. He has no idea that the Library itself is an elaborate ruse built in hopes of distracting, confounding and exposing the Mythos.

The Adversary has taken up residence approximately five miles from the Farner residence, in a little house with a root cellar, hidden

away in a grove of trees on the edge of a sizeable forest.

He is aware that his most dreaded opponents, the legendary (in his mind) Farner and associates, have taken leave of the house, he has set his mind on scaring off as many of the hired guards as possible, and killing any foolish enough to remain. His assault on the home will be coordinated with his henchmen (described below) is intended of building terror to a flight-inducing crescendo.

The Assault on the Farner Library

All of the following events (except for the implementation of the “magic inverter”) lack something that is usually quite common in a Call of Cthulhu adventure: supernatural elements. However, it is very important that the Keeper to take every opportunity to encourage the Investigators to plausibly interpret as many events as having a Mythos or supernatural component, and to allow for Investigators to draw (false) conclusions linking the above “Red Herrings” to some greater supernatural tale. Anything lending suspicion that the Farner House is haunted, that the old murder has something to do with the strange “attacks,” that Harry Houdini is attempting to communicate with his “old friend” Sherwin Farner from beyond the grave, should have an experienced group of players tied in creepy (but fun!) knots of mystery.

Man on Fire – On the second night, a man will appear in front of the house after nightfall, and burst into flames.

What really happens: the Adversary, having monitored the house and realizing that Farner and company have left the precious Library in the hands of some hired goons, will send his dutiful and tongueless associate, Humphrey, to stake a pumpkin-headed scarecrow on the front lawn of the house, douse it in kerosene, trail a line of kerosene to the edge of the porch, and then light the scarecrow before fleeing into the night. A small fire may burn the porch, but the main glow will come from the scarecrow, illu-

minating all the windows on the front of the house. Even from behind the book cases, the light will be visible from inside the house. Investigators who see the scarecrow must make a 1/1D4 SAN check, believing the scarecrow to be a human being on fire. Any Investigators attempting to douse the fire will take 1 HP in damage from inhaling smoke. The fire will burn itself out. After realizing the trick, the Investigators should realize that someone, or something, wants them out of the house.

If playing NPCs, both Franks and Lang will suspect each other of playing a hallowe'en joke and setting up the “burning man” to spook everyone.

Humphrey will hide in a distant grove, waiting for the early morning hours.

Magic Inverter

In his studies, the Adversary has come across a strange portable device that he has been told is Yithian in origin. It operates on nearly any power source, in this case, a nickel-iron battery, and is purported to be a wireless “magic inverter.” Although he has never seen use to test it he does believe that this device has some type of tangible effect (perhaps nausea or faintness) over certain sensitive types who may be drawn into the magical arts. The truth is, it does, but far more than that, the device has an unusual effect of either negating or reversing the effect of magical spells.

In short, if a spell can be “reversed” (either in effect or direction), this device, when activated, will broadcast a short range field (of approximately 500 ft. radius) that indeed reverses any attempted spells. Thus, any spells involving darkness will instead cast light, any sort of summoning will instead banish (if applicable), etc. Any magic that is not reversible will be negated entirely. Anyone who casts a spell that is reversed will suffer 1D4/1D6 SAN loss. The device also has the secondary effect of jamming all radio signals. Unless the inverter is discovered, all the radios in the house will begin to

broadcast static, and any telephone calls will become extremely difficult to understand.

This device will operate for 3 full days, nestled near the top of the grain silo before requiring a new battery.

At about 1 in the morning, Humphrey will sneak back onto the property, install the Inverter in the abandoned grain silo, and in so doing, will discover the underground tunnel system. He'll quickly map out routes into the house (but will not discover the explosives under the house) and the Adversary will use these to gain easier access to it.

The Gas Line

His next target is a natural gas line in the kitchen. Humphrey will attempt to enter the house in an attempt to secretly open a gas line in the kitchen, knocking the inhabitants unconscious, or dead by poisoning. He will poison the kitchen only, by attempting it to fill it with more than 15% solution of natural gas (15%+ solution is non-explosive. Explosive range for natural gas is only 5% to 15% solution, anything lower doesn't have enough gas to ignite, anything more doesn't have enough oxygen to burn).

His object is to get lucky with the gas line cut and make the party pass out or perish, leaving the books intact for him. Keep in mind that natural gas "odorizer" (i.e. the stuff that makes natural gas "smell funny") will not be invented or put into wide use until more than a decade later, after the March 18, 1937 New London (Texas) school disaster claimed 300 lives. Therefore, Investigators will not smell "anything funny," but will develop mysterious headaches, faintness, drowsiness, and shortness of breath anytime after 3 am if they stay for more than 20 minutes in the kitchen. If they don't somehow seal the leak or shut off the gas by 6 am, anyone spending more than 15 minutes in the kitchen will experience severe headache, dizziness, nausea, vomiting, mental confusion, weakness, drowsiness, vision and hearing impairment, and may even collapse. Anyone suffering the disconcerting effects of the oxygen deprivation must make

a SAN 1/1D4 check. Welding equipment is available in the shop, and can be used to reseal or cap the stove line, although Investigators may be wary about using open flame to solve a gas leak. In this case, however, it will work, as long they first don't ventilate the kitchen (which will lower the concentration of gas into the 5% to 15% "flammable" range.) A quicker solution is simply shutting off the main gas line on the outside of the house.

If playing NPCs, Eli Lang will know to shut off the gas first, air out the kitchen, and will find welding materials in the shop and repair the cut. He'll also note that the gasline cut is intentional, and will suspect that Cutter Franks did it in an attempt to find an excuse to quit this job early.

Bad Weather

On the afternoon the day before Hallowe'en, the weather will transform quickly, going from clear and warm to an overcast light grey (through which both the sun and moon can shine). At dusk, an unusual evening fog will begin to build. Visibility will be reduced to zero.

At 6 pm, a pack of thirty nearly feral dogs descends upon the house, emerging like ghosts from the fog. They are diseased (each with a 10% chance of being rabid), hungry and trained by the Adversary to attack anyone roaming the grounds of the Farner House. They are being directed by Humphrey, who has had to change his plans due to the weather. The original instructions were to sneak to the house, prop open the back door, and throw a small dog bait into the house, so that the dogs would fill the house, terrorizing and overwhelming the occupants. In the fog, however, Humphrey has lost track of most of the dogs, and has in fact gotten himself lost. He abandons the mission, leaving the dogs to roam the Farner grounds. They will attack anyone outside, but will mostly howl and bark as they hunt for any scraps. All occupants of the grounds and house must make a SAN 1/1D4 check. Without their commander Humphrey, the dogs will not perform in a coordinated or sustained way. Any attack initiated against an individual dog will cause it to flee, and will

inspire 1d4-1 of the other dogs to permanently retreat as well. Any dog who attacks someone first will flee as soon as its hit points fall to 50% of original HP, again taking 1D4-1 other dogs with it. By 2 am, all the dogs that haven't been chased off or killed will vanish, for good, into the night's fog.

If Investigators remain in the house, the Adversary will begin to take more drastic measures.

Car Bomb

Frustrated by Humphry's efforts, the Adversary himself will carefully make his way through the fog to the Farner house and wire the ignition of the car to detonate a bomb. Unfortunately (for him), he had to make a last-second adjustment to the explosives. He cut the quantity in half and had to hide it under the middle of the dashboard instead of under the steering column, where it would do more damage to the driver. He placed the remainder of the explosive under the chassis of the car, in hopes that it would detonate secondarily after the first explosion. The second half of explosives will not detonate initially, but will remain live. A successful SPOT HIDDEN roll will reveal the hidden wires attached to the explosive under the dash.

The explosive under the dash will detonate upon ignition of the vehicle, driving shrapnel through the engine and ripping gaskets, as well as causing extensive damage to any occupants, although the injuries may not be immediately fatal. The driver and passenger will each automatically sustain 2D6 damage (roll individually for both), while any occupants of the back seat will need to make a successful DODGE roll to avoid taking 2D4 damage.

Any witnesses, including occupants, of the explosion of the car in the driveway, must make a 1/1D6 SAN check.

The explosive under the engine will detonate if somehow the engine is started (i.e. explosive #1 is disarmed and the car is started) and heats up after approximately five minutes of engine running. It will cause the vehicle to crash, but

the explosion itself is unlikely to harm anyone, with most of the blast absorbed by the now-destroyed engine.

If playing NPCs, Eli Lang won't spot the bomb, but can disarm it if it is pointed out.

HALLOWE'EN

If all of the Investigators haven't all run off or died by the morning of Hallowe'en, the Adversary will prepare to unleash every fright he's got left in his arsenal: anything to acquire the Library collection. But just as the fog lifts by mid-morning, a secondary weather pattern begins to form. At eleven o'clock, the temperature begins to plummet, as it might before a tornado forms. Sheet lightning begins to flash, and soon, a freak "thundersnow" storm erupts. Fifteen minutes of large hail will batter the house, cutting electricity and telephone lines. The storm will then pour more than two feet of snow onto Viscill by 3 pm, shutting down all activity, severing phone lines and electricity, and placing the entire county in whiteout conditions for days. As evening descends amidst this freak autumn blizzard, the Investigators may begin frantically gathering candles. There are a total of six in the entire house, although there are also three flashlights to be found: one in the garage and two in the workshop. An impending sense of dread will affect everyone failing a 0/2 SAN check as darkness falls.

The Adversary's men will trudge from their base of operations using large wooden snowshoes, determined to remove the Investigators.

Rats

About 50 diseased rats will be dumped inside the basement. They will, for the most part, serve as a nuisance, getting into the food stores and kitchen, and spreading minor bacterial infection if they bite. An 0/1 SAN check is required if an Investigator comes upon 3 or more rats in the food stores.

If Playing NPCs, Eli Lang will look for, and find, Rat Poison in the old hen house. He'll successfully hunt and kill any remaining rats.

Ghouls

These are, in fact, wretched men, disguised to look and smell like the walking dead. They will tromp over the snowfields, leaving their snowshoes in the grain silo and taking the tunnel into the basement, from where they will emerge. One man is simply a hireling of the Adversary: a railway drifter who entered into the Adversary's employ long before learning how twisted that arrangement might be. Dwayne Larpenter is his name. All he has been told is to dress in rags and rotten meat, and ensure that the house is abandoned. On first sight, any Investigator must make a SAN 1/1d6 check when the foul "creatures" emerge from the basement. Larpenter isn't expecting a fight, but will engage in one for his survival. He will attempt to flee, however, as soon as any altercations turn lethal for anyone, friend or foe. If captured, he will tell the Investigators everything he knows: that the Adversary hired him, the Adversary is crazy, and that he wants everyone out of the house. He is to accompany

Ed Barna, a notorious madman and killer. The Adversary was able to spring Ed from local lockup (Ed had evaded authorities by going west, across the Mississippi, instead of trying immediately to flee to Canada) before his extradition to New Hampshire, where he was charged with bludgeoning five people to death, and acts of cannibalism. The Adversary has kept Ed chained in secret, but luxurious confines, and has whetted his appetite for evil for just such days as these. Unbeknownst to Larpenter, Ed has been told to kill any and all occupants of the house. He has an axe to help him accomplish this. His reward will be the remains of his victims, all the goods he can carry, and his freedom. Should anyone come upon Barna in the midst of an act of cannibalism, he must make a SAN 1/1D8 check.

RESOLUTION

There are several possible outcomes of the Investigator's defense of the Farner Library:

The Adversary and his minions are exposed, confronted and defeated. If killed, the Investigators will likely have to prove self-defense during their watch at the house. This should not be terribly difficult to prove, especially if Barna is among the dead. The death of the Adversary should be very difficult for the party to achieve, as he intends for his underlings to do most of the heavy lifting.

If captured, the Adversary will seem to be very much a "kook," but will be charged (if Investigators press) with either murder, attempted murder or attempted kidnapping, depending on which seems most plausible.

If the Adversary is successful in driving enough Investigators from the house to remove all, some, or part of the library, he will escape to Canada with his truck full of strange books. Unbeknownst to the Investigators, he will, at some point, be waylaid by competing cultists, and the false library will quickly make it into the hands of several secret societies. Farner will count this as a tremendous success, as he is now able to thwart "real" Mythos events because of the proliferation of phony ones, as well as better trace global societies by their tale-tale use and distribution of "traceable" phony books.

If the house is partially destroyed by fire and abandoned before November 3, but the Adversary is captured or dead, certain cults with their own designs on the library, will descend upon the remains, salvaging what works they can, in which case the above scenario is again in play: Farner is able to trace the phony Mythos throughout many cultic circles.

In both of the above scenarios, the Investigators should believe that their efforts failed, and that cultists have gained a terrible upper hand, when in fact, the opposite is true.

If the house is successfully defended, Farner's plan to "accidentally" seed the Mythos worship-

pers and seekers with a vast supply of disinformation will be thwarted. The Investigators will have succeeded, and have thereby protected cultic elements from the potential disinformation and confusion that Farner had planned! Farner (knowing he has to continue with the ruse of “The Move” if his plan to give up the “Trojan Horse” library to his enemies fails) Trucks will arrive on November 3 to move the materials and the farmhouse will be abandoned. Farner will then resort to “Plan B” – i.e. storing the materials until such time as another plausible ruse to “lose” the collection to the enemy arises. In short, Farner’s plans have been set back several years, to be sure.

Under any circumstance, through an anonymous delivery, Farner will maintain his agreement, and pay the players accordingly, likely with an extra bonus (at the Keepers discretion.) The only message will be “Thank you for your service. Please accept my apologies for any difficulty you faced. I did not know that you would have such a bad time of it.”

Loose Ends

Depending on how the Keeper determines the accuracy of the Adversary’s theory, this can provide threads for further campaigning.

How has the Adversary come upon his discoveries, and who might his allies be?

What ramifications are in store for the Investigators if the Adversary’s theory is correct? What does that mean for every Cthulhu Mythos element they’ve picked up until this point? How does it affect their research going forward?

What Cults are after the Farner books, and how does Farner plan to trace them?

Farner is destined for Boston, with or (hopefully) without his collection of books, and then to Arkham, Massachusetts. If the Investigators trace him back there, what do they find, and how do they approach him?

Conclusion

Capturing The Adversary:	+1d4
Killing Ed Barna:	+1d6
Discovering the Car Bomb:	+1d4
Discover identity of “Ghouls”:	+1d6
Successfully defending the house:	+1d6
Studying a Mythos hoax book:	See above

Sanity Gain

Sherwin Farner, Age 42, Entrepreneur and Librarian

STR 11 CON 13 SIZ 10 DEX 17 INT 22
POW 18 SAN 74 HP 12

DAMAGE BONUS: 0

WEAPON: Fist 25% damage 1d3
 Kick 50% damage 1d6
 Rifle 70% damage for rifle type; currently has no rifle.

SKILLS: Cthulhu Mythos 29%, Dodge 35%, Listen 50%, Occult 75%, Library Use 90%.

SPELLS: None.

EQUIPMENT: Has no rifle.

Mable Beulah, Age 20, College Student

STR 09 CON 14 SIZ 10 INT 15 POW 11
DEX 15 SAN 50 HP 12

DAMAGE BONUS: 0

WEAPONS: Fist 25% damage 1d3

SKILLS: Cthulhu Mythos 6%, Dodge 35%, Listen 45%, Occult 35%, Library Use 55%.

SPELLS: None.

EQUIPMENT: Crimson Attache

Harvey Tull, Age 35, Assistant

STR 13 CON 12 SIZ 10 INT 11 POW 09
DEX 17 SAN 45 HP 11

DAMAGE BONUS: 0

WEAPON: Fist 40%, damage 1d3
 Kick 40%, damage 1d6
 Bite 40%, damage 1d4

SKILLS: Cthulhu Mythos 04%, Dodge 35%, Listen 50%, Occult 35%, Accounting 45%, Spot Hidden 45% Mech. Repair 55% Library Use 25%

SPELLS: None.

The Adversary, Age 35, Conspiracy Theorist

STR 16 CON 14 SIZ 10 DEX 17 INT 22
POW 15 SAN 0 HP 12

DAMAGE BONUS: +1D4

WEAPON: Fist 70%, damage 1d3
 Kick 50%, damage 1d6
 Bite 60%, damage 1d4
 .45 Pistol 35%, damage 1d10+2

SKILLS: Cthulhu Mythos 66%, Dodge 35%, Listen 50%, Occult 50%, Sneak 45%, Spot Hidden 62% Mech. Repair 45% Library Use 85%

SPELLS: None.

ARMOR: 1 HP heavy winter clothing.

EQUIPMENT: .45 Pistol, Heavy Clothing

Tongueless Humphrey, Age 42, Lackey

STR 14 CON 12 SIZ 09 DEX 12 INT 11
POW 09 SAN 10 HP 13

DAMAGE BONUS: 0

WEAPON: Knife 40%, damage 1d6
Kick 50%, damage 1d6
Bite 60%, damage 1d4
Headbutt 35%, damage 1d3

SKILLS: Cthulhu Mythos 2%, Dodge 35%, Listen 50%, Sneak 50%, Spot Hidden 70%.

SPELLS: None.

EQUIPMENT: Snowshoes.

Ed Barna, Age 50, Psychopath

STR 18 CON 15 SIZ 15 INT 09 POW 25
DEX 10 SAN 0 HP 15

DAMAGE BONUS: +1D6

WEAPONS: Fist 80%, damage 1d3
Kick 50%, damage 1d6
Knife 30%, damage 1d4+2
Axe 60%, damage 1d6

SKILLS: Cthulhu Mythos 4%, Dodge 35%, Listen 40%, Taxidermy 60%, 90%, Track 35%

SPELLS: None

EQUIPMENT: Axe, Butcher Knife, Fork, Snowshoes

Dwayne Larpenter, Age 30, Hireling

STR 08 CON 08 SIZ 11 INT 11 POW 11
DEX 11 SAN 37 HP 10

WEAPONS: Fist 80%, damage 1d3
Kick 50%, damage 1d6

SKILLS: Cthulhu Mythos 8%, Dodge 35%, Listen 40%, Fast Talk 42%, Persuade 55%, Scavenge 47%.

SPELLS: None

Investigator NPCs (if necessary)

If the Keeper is running this adventure for only one player, it is recommended that the player character be assisted by NPCs who are also brought in by Farner. Whether the player Investigator is a new character (i.e. an employee of Farner at his press) or from out of town, the other NPC “housesitters” hired by Farner will all be his employees from the press.

Cutter Franks, Age 30 – Press Operator

STR 11 CON 12 SIZ 12 DEX 12 INT 11
POW 15 SAN 75 HP 12

WEAPONS: Fist 70%, damage 1d3
Kick 50%, damage 1d6
Bite 60%, damage 1d4
Headbutt 35%, damage 1d3

SKILLS: Cthulhu Mythos 0%, Dodge 35%, Listen 50%, Heavy Machinery 50%, Pharmacy 15%

SPELLS: None.

EQUIPMENT: Screwdriver

Eli Lang, Age 38 – Mechanic

STR 18 CON 14 SIZ 18 DEX 09 INT 11
POW 11 SAN 55 HP 16

WEAPONS: Fist 70%, damage 1d3
Kick 50%, damage 1d6
Bite 60%, damage 1d4
Headbutt 35%, damage 1d3

SKILLS: Cthulhu Mythos 4%, Dodge 35%, Listen 50%, Occult 50%, Pharmacy 15%.

SPELLS: None.

EQUIPMENT: Wirecutters

1 In the same room as the broken window. Broken, contrary to reports, from the inside out.

2 In fact, this is not bizarre at all. The deed was done with an axe, which can be swung “both ways.”

3 This is phony news, but was noted by the researcher as important. In the game, its main effect is to reward an attentive Investigator with the discovery of the pistol near the stove in the Farner house. You know, just in case.

4 This is merely a Lovecraftian homage, referring to a former New Yorker who settled in Iowa after the Civil War and may have been the inspiration for one of H.P. Lovecraft’s notorious bad dreams.

5 This may be modified for gameplay. However, the historic details if used, such as the shocking death of Harry Houdini on Halloween, will be anachronistic to the true historic record.



THE SMOKESTACK HORROR

An Adventure in High School
By John Kennedy

High school can be rough, and even rougher if no one cares about you. There are those who are picked on everyday, and those who start fights in the cafeteria. And then there are the few who no one remembers at all, the ones who sat in the middle of the classroom and who the teacher rarely called on. When one of them goes missing, few notice or care.

On the Eastside of Boston there is an old high school called Edward Perry High School. Recently having gained from becoming privatized when the Greenwood Foundation, a privately owned enterprise looking for a tax write-off, decided to buy the school. EPHS may appear old with its red bricks and rusted smoke stack, but on the inside it has shiny new floors, state of the art computers, and a football team with brand new uniforms. The school seems to have turned itself around, being a far cry from its earlier days of low funding and neglect. During the sixties and seventies the school was rife with crime, and only when the school was bought out by a private corporation did the school itself begin to turn around and become a model example of how a high school should work.

Then strange things started to happen. Students began complaining about foul odors and strange sounds which were heard at night. Lights would flicker mysteriously, but most people chalked it up to the school's faulty plumbing or age. It was only when these events started to

get more and more dangerous did people start believing that the school was cursed, having been given some form of bad luck. Others even believed the school had somehow come alive...but that's just crazy.

THE FATE OF DARREN HILDENBRAND

Darren Hildenbrand was a B average student. He started attending Edward Perry High School four years ago, before the school had been fixed up. He never joined any clubs or teams, preferring to spend his time in the library reading books and writing poetry. Around the school he kept his distance from everyone else, including teachers. His parents doted on him but with their busy schedules they instead bought him whatever he needed to live.

What Darren never counted on was him running into the Latchkey Gang. A group of teens who had never had a home, they hung out every day at the school, often picking on other teens and taking their money. Darren had left a book in his locker one day and as he went back to get it, ran into them.

Bruce, the head of the Latchkey Gang, had been drinking that day out of a coke bottle full of

vodka that he brought with him to school. Bruce had picked on Darren before, but that day he was even more brutal. Darren gave him his money but Bruce was vindictive, chasing him through the empty school corridors. As their pursuit led to the lower levels, Bruce caught up with Darren in the old coal room. There Darren was beaten viciously as the other members of the gang cheered Bruce on. As Darren lay their bleeding, Bruce decided to play one last trick on him by slamming the old metal doors shut behind him and locking them. Bruce and the others never looked back, thinking that Darren would be let out in the morning.

What they did not realize was that the doors were thick in the coal room, and with the boilers running no one noticed the loud banging on the doors. Darren tried to get out but weak from his wounds and the stale air in the room but was too weak to open the door. The room had no use to the school and was overlooked. He died there, in the dark, alone and afraid.

For the Latchkey Gang, nothing ever happened. They assumed Darren had been so traumatized that he dropped out of school. His parents reported him missing after a week, but with their busy lives they simply assumed he had run away and would continue the search later. The school was just about to begin its revitalization program and worked with the police to keep the search under wraps. Darren Hildenbrand soon faded into memory amongst the students at EPHS.

If people knew about Darren's death they would assume he died from dehydration or starvation. Others might say that he was too badly injured and he died from his fight with Bruce. But the truth is that Darren died more horribly than most would imagine. Darren is only half dead, being kept alive by creatures so terrible that no one would believe they exist.

Buried in the corner under a large pile of old coal dust was an egg. It had not seen light for years, and the coal had kept it preserved for decades. When Darren searched the room for something to help him escape, he found it. It was a curious thing, a small marble shaped

object with a black shell. When Darren touched it, the creature within broke out and found a host. It was a Racked, a creature which survives on pure torment and pain in its victim.

Within Darren it found its first meal. Beaten, trapped, and scared out of his mind, the creature found a feast of emotion. The snake like creature burrowed itself into its victim and as he died, it laid eggs. Eggs which have begun to hatch and as their numbers grow, the more powerful they have become.

THE JOCKS, THE NERDS, AND THE BUSYBODIES

Bruce Swanson, High School Criminal

Bruce Swanson is someone who no one likes to be around for fear that he'll turn on them suddenly. He was always a violent person, often having his moods switch suddenly regardless of what he was doing. He is the oldest member of the gang, and the oldest person in the school; he's been held back twice. At the age of twenty, the only reason he is attending school is under terms of his probation, and the only reason he has not been expelled is because no one is willing to stand as a witness against him. Standing at 6'10" with dark black hair and a small scar running over his left eye, few stand up to his heavily muscled frame without flinching.

The sort of person who often looks to the future, he's grown tired of being the biggest gang in the school. Nothing brings him pleasure anymore, which is why he's become even more brutal. The name Darren Hildenbrand is just a name to him, as he's hurt too many people over the years to remember one specific person.

Bruce will often resort to straight hand to hand combat when it comes to fighting. He rel-

ishes a chance to get his hands dirty, but this does not mean he will fight fairly, often resorting to eye scrapes and ganging up on a target. Many times Bruce has gotten away with flashing his knife alone, a beautiful switchblade that he stole from KC's dad. It has a pearly white handle, and the blade has a Chinese dragon running along it. He's no slouch with the knife, and has had years of practice with it.

STR 14 CON 8 SIZ 8 INT 7 POW 10
DEX 15 APP 12 EDU 9 SAN 10 HP 10

Damage Bonus: +D3

Weapons: Fist 80%, damage 1D3 + 1D8
 Switchblade 70%, damage 1D4 + 1D8

Skills: Conceal 60%, Dodge 40%, Fast Talk 45%, Sneak 40%, Intimidate 70%

KC (Kathy Charlotte O'Haire), the Girlfriend

KC is the only thing in Bruce's life that can cause him to calm down, and even with her he's still rough. KC comes from an upper middle class family who thinks that their daughter is a regular kind hearted human being. What they don't know is that when KC leaves the house she changes, changing into more scandalous clothing and having a heart as cruel as Bruce. Wherever Bruce is she can be seen trailing behind him, often giving him advice. She's got a keen eye and can tell when Bruce should lay off so that they are not arrested, and under her guidance they've managed to avoid being pinned for any of their crimes. With her bright red hair and stunning figure, it is no wonder that Bruce would be attracted to her.

KC had broken up with Bruce the day he had taken his anger out on Darren, which was why he was drinking and his anger was terrifying. Their on-again, off-again relationship seems to have endured and she's been with him for three months, which is the longest they've been together. She does not know about Darren, but it is doubtful if she would have cared what he did to him.

STR 7 CON 8 SIZ 12 INT 16 POW 9
DEX 13 APP 16 EDU SAN 30 HP 15

Damage Bonus: 0

Weapons: Fist 50%, damage 1d3+DB

Skills: Fast Talk 75%, Sneak 50%, Spot 60%, Listen 40%, Law 30%,
 Credit Rating 50%

Braggart, Stefan, and Lonnie, the Thugs.

Out of all of the people who claim that they're members of the Latchkey gang, only these three have been in it the longest. The only things that they have in common is their love for causing trouble, and under Bruce's leadership they've come a long way from simply overturning trash-cans and spray painting graffiti over the school walls. Bruce now has them running protection and stealing money from stores, and they're perfectly content doing the grunt work for him. All three were with him when he beat up Darren, and to this day they've managed to keep quiet about it.

Note: Their stats are all similar with only minor variations in skills, and any further gang members will have similar stats.

Braggart: His real name is Derek, but Braggart suits him well. Braggart is almost as tall as Bruce at 6'8", but his major drawback is that he runs his mouth constantly. Only Bruce was able to keep Braggart silent under threat, but Braggart has run his mouth about every single other crime they've done. KC has managed to keep them alright for now, but she keeps warning Bruce that they've got to let him go.

Stefan: Stefan is a classy man, and is one of the few African Americans at the school. He's constantly yelling at Braggart and bossing him around, and of all the members of the gang he seems to be the most likely to take over if something happened to Bruce. Bruce has managed to keep him in check for now, but Stefan tends to challenge Bruce frequently. This has led to many fights which Stefan always loses, but there will come a day when Stefan will come out the victor against him.

Lonnie: A quiet guy, Lonnie is constantly shifting and squirming. He has never really liked being in the Latchkey Gang, but he enjoys the protection and the feeling of authority that it gives him. The technology wiz of the group, he's responsible for jacking cars of their electronics. Lonnie has had the most regret about what happened to Darren, but he still believes he is alive somewhere and

plans to visit him to apologize face to face. Lonnie plans to split from the group and go to college, a fact that he knows Bruce will hate and try to prevent him from doing so.

STR 14 CON 13 SIZ 10 INT 14 POW 8
DEX 14 APP 12 SAN 40 EDU 12

Allen Huffman, The Principal

Being the head of a high school is the biggest thing Allen Huffman has ever had in his life. He had to pull himself up from the dirt because of his rough adolescent years where he was addicted to cocaine and living on the streets. After he got himself cleaned up, he headed back to school and managed to achieve his teaching license. Twenty years later, he's become head of a high school, even if a small, corporately owned one. With thinning wisps for hair and a large belly, he is a rather unassuming figure around the school who is only notable for his loud, booming voice which he uses to get others attention.

When Allen came to Edward Perry High School, it was desperate for staff. Allen has secretly known that the only reason he got the position was because the Greenwood foundation was looking for someone to replace the old principal with, someone who was more suited to their needs. It doesn't matter to him, as he is now in charge for the first time in his life and he will do anything to keep it that way.

The recent outbreak of accidents and bizarre events has him rattled however. His obsession with his job has forced him to view everything suspiciously. He believes it's the students who are causing the mess, but despite increasing security he cannot find the cause. With state officials at his doorstep asking to look around the school, he is afraid that they will find something wrong with the school and shut it down, costing him the only job he's ever loved. Allen is desperate for someone to find the cause of the school's troubles and bring them to an end.

STR 11 CON 16 SIZ 8 INT 7 POW 4
DEX 6 APP 7 EDU 15 SAN 18 HP 12

Damage Bonus +1d2

Weapons: Fist 50%, damage 1d3+DB

Skills: Listen 50%, Law 50%, Education 80%, Intimidate 30%, Chemistry 70%

Buster Denton, Chief of Security

Buster is a man who can barely hold onto any job he gets into. Ex-military and an ex-cop, Buster has the mindset of acting first and asking questions later. AT 6'8", he fears no one at the school, not even Bruce and his gang. His face is old and grizzled but he has kept his body lean and strong, and is seen walking through the school in his dark blue uniform with his gun in his belt. A recent hire, the Greenwood foundation has brought him in to help clean up the school of crime. His heavy handed tactics however have made him infamous, and many parents are considering suing the school due to his idea of breaking up fist fights with his own fists.

A suspicious man, Buster agrees with Principal Huffman that the kids are the ones who are causing all of the mysterious phenomena at the school. His "investigation", which is where he corners students and intimidates them and threatens to arrest them unless they talk, has yielded no results. Now he is more paranoid than ever, as the hunt to find out who is responsible keeps him up at night.

STR 14 CON 12 SIZ 15 INT 9 POW 6
DEX 11 APP 12 EDU 12 SAN 20 HP 14

Damage Bonus +D3

Weapons Fist 50% 1D3+DB

Pistol 60%, damage 1d10

Night Club 50%, damage 2d6+DB

Skills: Law 30%, Spot 80%, Intimidate 50%, Listen 40%, First Aid 20%, Sneak 50%, Jump 50%

The Racked

Small One

STR 10 CON 14 SIZ 5 INT 16 POW 4
DEX 20 MOV 12 HP 6

Weapons: Bite 60%, damage 1d6+1

Notable abilities: The Racked's venom is capable of inducing vivid nightmares and sensations, while also acting to numb the surface they are latching onto.

Sanity loss: 0/1 (While bizarre and frightening on its own, the creature is only terrifying enough to cause permanent damage when encountered in a swarm of ten or more or in the present of the Darren.)

Larger Racked

STR 14 **CON 14** **SIZ 7** **INT 16** **POW 5**

DEX 18 **MOV 10** **HP 12**

Weapons: Bite 60%, damage 2d6+1

Constriction 50%, damage 2d6 damage + 1d6 damage per round if successfully hit. A combined Str of 20 is needed to remove a Racked unless it is killed.

The Racked are old creatures that used to be plentiful deep in the earth, subsisting upon living creatures and delivering the energy they devour back to their hive. Appearing like small grey snakes with two protruding fangs on their lips and a small sucking orifice located in their lower jaw, allowing them to feed upon the blood and energy of their victims.

Racked lay their eggs in coal beneath the earth, and their bodies release a light coal powder as they slither along. The Racked are parasites, living off of human beings as their chief source of food. Sneaking onto their victims, the Racked's bite is capable of numbing the area they are latched onto, allowing them to feed undisturbed. The venom is powerful, and capable of amplifying the pain a target is feeling at the moment. When the victim is awake, they may make a Con check to see if they resist the sensations, but doing so distracts them for 1d3 minutes as they try to fight off the feelings. The effect is almost automatic when the victim is sleeping which is why most Racked prefer to feed upon sleeping targets. Those bitten by a Racked may be irritable for days and suffer from lack of sleep, while others have been known to hallucinate. Those whom the Racked regularly feed upon lose 1 point of Sanity per each week of sleepless nights, until eventually they snap.

The Darren

The first Racked which emerged from its egg has now taken on a mind of its own. Acting as a hive mind for the others, it has taken much of the material from Darren Hildenbrand's body and created its own mockery of a human being. With slimy grey skin, the creature began to call itself the Darren after misinterpreting its former hosts memories. Its face appears like an ordinary human's face until it begins to strike, which

then its face turns into a four eyed version of a Racked. At over 7 ft. tall, the creature is intimidating with its elongated fingers tipped in sharp claws, and its lower body is serpentine like its children.

For now the Darren waits in the room, even though it has enough strength to tear itself free. The creature prefers the coal room, as it gives it added protection. The creature feeds on the pain and suffering that its children bring back to it, and as it lays more and more eggs it waits for the day when its latest brood will hatch and send its children through the sewage pipes to seek out other places to infest.

The Darren itself is torn however. Primarily a creature of instinct, it finds itself focusing its attention on specific people. All of the Racked feel hatred and contempt for the students and faculty of EPHS, blaming them for not coming to Darren's rescue. The remaining psychic anguish has bled into the Darren, which suits it just fine. As long as it gathers enough energy to create more children, it does not care whom the energy comes from.

The Darren is immensely strong, pulling upon the hatred and rage of its victims to make it stronger. In combat its spongy skin lends it some protection, but if possible it would rather flee than fight an opponent which puts up too much of a fight. It is more than willing to sacrifice its own children than to endanger the future of its race.

STR 30 **CON 20** **SIZ 12** **INT 14** **POW 17**
DEX 35 **MOV 8** **HP 25**

Weapons: Claw 70%, damage 1d6 + 3d6

Tail Swipe 40%, damage 2d6 +1d6

Sanity loss: 0/1d6

TERROR IN THE SCHOOLYARD

As the players listen to a news broadcast, they notice a special bulletin talking about Edward Perry High School. An altercation occurred between a teacher and his students, where the

9th grade Chemistry teacher went out of control and started throwing things at them. The news bulletin airs as follows:

Breaking News

News anchor: "We've just received news that a chemistry teacher at Edward Perry High School had a mental breakdown today while he was in the middle of teaching his class. Steven Polasky, who has taught at the school for the past two years, was heard shouting expletives and ranting incoherently before he started throwing beakers and textbooks at his students. Witnesses on the scene claimed that the teacher was screaming about the kids being in league with worms and he screamed even as fellow faculty members tried to subdue him. Police report that a few students suffered minor injuries from broken glass, and one teacher suffered a broken arm while trying to restrain Polasky. Polasky himself suffered broken bones and slashes to his arms, which are believed to be self inflicted. He is now at the St. Elizabeth medical center where he awaits a full evaluation".

Co-anchor: "In league with worms you say? Wow, I wonder how the Greenwood foundation missed that in his psych evaluation."

Anchor: "Well, what is clear is that this is only one other problem for the school. Strange reports and sightings have continued to come in all throughout October, which has gotten several church groups stirred up about the upcoming Fall Dance that's due to take place in two days."

Co-anchor: "That's right, with numerous injuries occurring and school officials unwilling to comment upon it, many people are starting to worry if the school is cursed or not."

Anchor: "Heh heh, who knows, maybe the school is haunted."

Both share a laugh before moving onto another subject.

If the players dismiss this clue, or fail to act upon it, then Keepers are encouraged to have the Investigators hear the story repeatedly on the lips of everyone, including strange sightings. If the players do decide to head to the school to check it out, continue on to the school.

Edward Perry High School

As the group arrives they are just in time to see a protest occurring from several parents led by a minister. They are holding up signs with numerous sayings written upon them such as "Cast the Devil Out" and "Greenwood Must Go!" There is an elderly man up front trying to calm the crowd down, and even at a distance the group can hear his voice clearly. He is Allen Huffman, the principal of the school. The investigators overhear him arguing with the minister, staying that the school dance will go on tomorrow as planned.

The minister is Reverend Jason Cook, who has a bible in his left hand. He begs for Principal Huffman to call off the school dance and allow his congregation inside to pray, but Principal Huffman refuses, saying that it is not their policy to mix religion within their school. The crowd gets angry and the protesters begin singing and chanting prayers before Buster arrives to move them along. If the players are seen amongst the crowd Buster tries to get them to leave, often fingering his belt and threatening to have them arrested.

If the players sneak around the building, they can enter through another door and work their way to the Principals office. As they enter the school, they notice how new it appears to be. The walls are painted a regal blue, and numerous television sets are seen in the hallways, displaying upcoming school events and inspiration posters on them. The students who are seen passing by seem dismissive of them, and few seem willing to talk. On the walls are advertisements for the school's dance, which is the next evening. It is being held on Halloween, and the students get in for free if dressed in costume. There will be a haunted house throughout the school, and free drinks and refreshments will be served.

When the group makes it to the Principals office, Principal Huffman refuses to see them unless they reveal themselves as inspectors or investigators of some type. He demands credentials, and if the players lack them then he will have Buster remove them from school property at once. If the players smooth talk their way past him or possess the credentials, he is willing to open up.

The Investigators Are Forced to Leave

Buster gruffly orders the players out of the building. He refuses to take no for an answer and watches them carefully as he marches them towards the nearest exit. Any questions directed towards him are curt and short, although he may be willing to give out some information if he is appropriately smooth talked. Students eye the players and talk amongst themselves, although one man with a blue sweatshirt on watches them intently as they walk by. He tries to make eye contact with as many Investigators as possible, although Buster refuses to let them stay and talk.

The Investigators Convince Huffman to Let Them Stay

Principal Huffman will escort the players throughout the building, showing off the highlights of the building. He is quick to throw out statistics and numbers, many of which sound farfetched, and if any players asks him questions about the teacher involving Steven Polasky he regretfully informs them that he investigation is still ongoing and he cannot speak about it. He will instead tell them of the future plans to tear down the old coal stack that sits outside of the building, as the facilities used for heating the school have since been changed over to electric boilers. The players learn that Steven Polasky was always a nervous man at the staff meetings, and he would often make bizarre references to “student who is gone but now here”, but other than that he shares nothing. Once the tour is finished Principal Huffman hurries them towards the nearest exit, promising them that the school is about to let out for the day and that they should come back tomorrow.

It is just as they are about to leave the building that the lights begin to flicker and the television sets begin to change. Students begin talking nervously amongst themselves as the television screen, which previously had a white background, now turns dark red. Loud static screeches blare over the monitors, and a repetitive knocking noise can be heard beating against metal as the name “Bruce” is being repeated over and over again. As soon as it starts it is over, and Buster and Huffman can be seen running into each other and yelling at students to head to their classrooms as they try to get everything in order.

It is then that the kid in the blue sweatshirt appears again. Managing to get their attention he beckons to them from near one of the school exits, and if the players get closer he leads them just outside of the building. He introduces himself as Nathan Fairwell, and he seems incredibly interested in why they’re there. He has a small cut covered up by a medical bandage under his left eye. He says that he was in Mr. Polasky’s class that day when he went nuts, and that he thinks he’s got information on what is going on.

Nathan explains that as they were in chemistry class he noticed Mr. Polasky would slowly become more and more suspicious of the school itself. He would often complain that he heard noise in the class when no one was talking, and would sometimes claim that he heard slithering in the air ducts. His behavior had never been that erratic before, he explains, because when Mr. Polasky started teaching there he was absolutely normal. When he finally lost it in class, he seemed to focus most of his rage on one particular person in the classroom, a kid everyone calls Braggart. Nathan says he’s a member of a group called the Latchkey Gang, and he says that Mr. Polasky seemed to throw the most things at him. Nathan got hit with some shrapnel from a broken beaker before one of the other teachers managed to subdue Polasky.

What may interest the players more is that Nathan claims that since the incident, he thinks he can hear the noises in the air vents too. It sounds like slithering, but he isn’t sure what it is.

He doesn't know what is going on, but he thinks that Bruce, the head of the Latchkey Gang, may be up to it. Nathan seems especially fervent that it is his fault as he has picked on him in the past, often stalking him after school and threatening him with pain in order to get money.

A bell will ring, which will cause Nathan to have to leave to go to his next class. As he goes he mentions that they should look up information regarding the school, as he's sure they can find something amongst the news entries. He also makes sure to give them his cell phone number in case they need to get in touch with him.

The players now can try to sneak back into the school to search around, or they can head out to find more information on the school. Heading back into the school is risky as Buster will back up his claim on having them arrested by calling upon the other security guards stationed at the school. Even having the proper clearance will not protect them as Principal Huffman has given him explicit orders to keep everyone away from the school.

Bad Luck and Bad News

If the players take Nathan's advice and seek out information on the school, they have a hard time finding local coverage of EPHS. The Boston Herald mentions the unfortunate mishaps which have plagued the school as of late, but very little in-depth news coverage has taken place in the past few months. Searching online requires a successful Spot check, at which point the players uncover small traces of information about what has happened at the school in the past month:

A varsity football player tore out his leg muscles as he attempted to go for a field kick on October 2nd.

Three students became seriously ill after their lunches were contaminated with food poisoning, with the source being unknown on October 5th.

On October 12th, Local gang activity has risen as several nearby businesses had graffiti painted

over their storefronts, with the names Bruce, Lonnie, Derek, and Stefan appearing amongst them. Police made several arrests but due to credible eyewitness accounts the suspects were released.

Unknown suspects were responsible for sprinkling small traces of coal over various portions of the high school on October 14th. There was no set pattern to this, and school officials were baffled as to why anyone would go to great lengths to do this.

Patricia Hildenbrand was seen walking into the school on October 19th, wearing only her nightgown, claiming that she had been called to the school by her son who has been missing for several years. When taken into custody by school security, she claimed to have been confused on how she got there and could remember nothing of what she had been talking about.

Greenwood foundation comments on the breakdown of Steven Polasky: Sir Lawrence Bailing announced that it was unfortunate that the teacher suffered a breakdown and will commence a full investigation into the matter. Parents were outraged when the Greenwood foundation preferred to use its own private investigators rather than relying upon the local police for help.

An increase in mysterious injuries has increased amongst the student body, a nurse reported on October 23rd. What can only be described as an outbreak of bad luck and clumsiness has caused several students to trip down stairs, have heavy textbooks slide off shelves onto them, and other general mishaps. While a few students suffered broken limbs because of their accidents, school officials have labeled this as everyday occurrences despite claims from many students that they felt pushed or that objects moved themselves.

The PTA met together in a special session to talk about the complaints several students had about being in pain or depressed. Several students claimed to hear whispers at night when they slept and had mysterious bruises on their bodies, prompting the PTA to seek the advice of local churches in what many claimed to be the

work of the Devil. As the frequency of victims increases many parents want to cancel the school's Halloween activities, claiming that they will only bring forth the devil himself.

The Latchkey Gang

Between the information gained from Nathan and their own searches, the group may decide to check out Bruce and his gang. Searching at the school is difficult as they would still not be let back in, but if the players ask around they learn that the group often hangs out in an alleyway next to the mall after school. Around 4 PM, the group does indeed show up, often with soft drinks and bottles hidden in bags with them. There they throw dice, joke with each other, and act rudely in public.

Here the investigators find out that the group is around ten people, many of which wearing the same clothes. They all wear black jackets, many times with pins and needles sewn onto them of various rock bands. Bruce is seen showing other members of the gang and if he spots the players checking him out, is quick to flip them off. Even the mall security tends to give them a wide berth, with the security patrols not even stopping to tell them to clear out.

Anyone who goes up to Bruce is subject to an immediate intimidation check. Bruce will walk up to them quietly and attempt to show off his position as the leader of the gang. The other gang members will gather around, surrounding them and imposing a -10% modifier on the group. KC can be seen hanging out at the back with Lonnie, and the two of them snicker and laugh as Bruce stares into the lead player's eyes.

Bruce is hard to get information out of. If asked about the graffiti, he claims he didn't do it; but he would have loved to have done it first. He says it is probably some punk who is out to get them all arrested, and that if the principal thinks that he's going to run them out of town he's got another thing coming. When the group brings up the coal dust that has been found around the school he flinches, and he grows silent for a minute. He coldly replies that he doesn't know

anything about it, and it is then that he starts to become more hostile towards the group.

If the group portrays themselves as weak, then Bruce may decide to rob them on the spot. He is confident in his chances, and many of the members are packing knives. Only a successful intimidation check can keep them at bay, although brandishing a firearm may also hold him back. Eventually mall security will come and the gang will scatter, but not before they make several threats towards the group as they run away.

The Waiting Mother

The investigators should now be looking at seeking out Patricia Hildenbrand. Her story should stand out amongst the rest, although each other even is relevant to the story. Searching for her information is easy, and it reveals that she lives not far from the high school itself. Those who go to visit her house note that it is in a rather upscale neighborhood, with expensive cars in many of the driveways. Patricia Hildenbrand lives in a beautiful two story house, with many trees having turned a beautiful orange color in the October weather. She has many stone figures lining up in front of her house, and players who step onto the front porch notice that there are the remains of several plants in her front yard, which have withered in preparation for the coming winter. Each row of plants is carefully lined up next to each other in careful detail.

Patricia answers the door wearing an expensive sweater and slacks, and she has an exhausted look upon her face. Depending on how the players first introduce themselves, she may want to see them or shut the door in their faces. Players should be advised to behave themselves accordingly here, and if they manage to convince her that they are not reporters and are interested in her story she lets them have entry.

Her house is luxuriously furnished, and she has a large Golden Retriever named Boscoe who sits lazily on a bed in the corner. She is a perfect host, offering the players drinks as they

sit down in her living room. Scattered across the walls are several pictures of a young man who bears a resemblance to her, and a large picture of him under a cross can be seen above the fireplace.

Players who ask her about her pictures will find Patricia tearing up. She tells them that the pictures are of her son Darren, who disappeared years ago. She does not know where he went, but the police were never able to find him. She will take a few moments to collect herself before she explains that she was once married to a businessman, and together they had put their careers before family. Darren was always a good child, never questioning them or talking back. She knows that she was never really there for him, and that her excuses and frequent business trips were what drove a wedge between them. She wishes that she could have gone back in time to try to change what had happened, as she believes that her busy life and pursuit of a career caused her son to run away from home, never to be seen again. She has come to accept the fact that he may be dead, the victim of some criminal in a dark alley somewhere, but with the lack of a body she hopes that he will come back some day.

When asked about why she went to the school that one day, she says she doesn't have an answer for them. She hasn't been sleeping well, and has had to take numerous pain and sleep medications just to sleep soundly at night. When she woke up at the school she was surprised and very embarrassed to be there, and has been to see a psychologist numerous times. To her, it felt like her son had called out her name in a dream, and in what she thought was a dream tried to answer it but to no avail.

Darren's disappearance only did much to break apart her marriage. His father was ambivalent towards his disappearance and refused to help conceive another child. Patricia had grown tired of the business world and setting aside enough money retired early. Her husband wouldn't retire with her, and so they separated. To this day she keeps up a little contact

with him, but she knows that even if Darren returned he wouldn't care.

When asked if she's had anymore dreams, Patricia claims that she's had none. Strange noises and odors keep her up at night, and she is worried that she is finally losing her mind. Asking about what the noises or odors sound like,, she says that they are intermittent, sounding like a soft rustling of the covers or a stale earthy smell, like charcoal. They seem to follow her as well, as no matter where she sleeps she experiences them. Only thing seems to keep them at bay, and that is when she sleeps next to her dog Boscoe. Boscoe seems to be able to make the noises and the smells go away with his barking, but a side affect is that his barking then keeps her awake.

Patricia almost refuses to let the players explore her house as she does not know them, but since the players have taken a genuine interest in her story she relents if the characters make a suitably difficult Fast Talk check. Worried that people would want her to be locked away, she has kept it to herself. She'll supervise them as they go from room to room and keep them out of drawers, but other than that the group can search the house at will.

Each room seems to be uncluttered and clean, although one room in particular has been especially well kept, and all of the shelves appear to be dusted daily. It is the room of a young man, with shelves of books on poetry and a small television set with multiple gaming consoles attached. This was Darren's room. The only thing that appears out of the ordinary is that the white carpet appears to have been vacuumed recently. If asked about it, Patricia replies that she has a hard time keeping the floor clean as it seems to attract dirt, even though no one enters here.

A successful Spot Hidden check reveals a small patch of powder under the bed. If a player makes a successful Geology, Chemistry, or other appropriate check, he realizes that it is coal dust. The black and grey powder continues under the bed, which has many long trails underneath it.

Players who disturb these trails hear a bumping from above their heads. There appears to be something moving within the walls, while Patricia groans and complains about having mice. Inquisitive players can discover that there is an entrance to the attic in the hallway, in the form of a pull out staircase. Patricia will complain loudly about investigators who go against her wishes and head up the stairs, and threaten to call the police, but she will not stop them physically if they head up the stairs.

The attic is dingy and dirty in comparison with the rest of the house. Old boxes of Christmas ornaments and other packages seem to be cast about at random, and in several areas the flooring is incomplete, revealing only the beams and installation. Players who are not careful and step on the installation will fall through the ceiling, landing painfully and receiving 1d6 damage. A careful Dex check allows a character to maintain their balance on the beams, and the noise appears to be coming from the other side of the attic. What is interesting about the attic is that the dust on the floor reveals several thin marks moving through it, as if something thin had been dragged along there. There is one light in the attic, but it is barely able to illuminate the room.

As the players get closer the noises cease. If the boxes are prodded or moved, they stir up what was hiding in that area. A small snake like creature lashes out at them before trying to slither off behind another box. The creature is small and quick, and with little room to move it is difficult for players to catch up to it. If pursued it will attempt to disappear into the walls, but if a character manages to force it into the light or catch it long enough to get a good look at it, it sees a creature that may slither like a snake, but is definitely no snake. It is a Racked, and it will do everything possible to escape once discovered.

Whether the creature is killed or escapes, the group now has an idea as to what is behind the problems at the school. The Racked are rare and no scientist has ever heard of them, and few texts touch upon them. Investigators with access to extensive libraries or who have suitably high

Occult skills will be able to figure out who they are, and will discover their affinity for coal. Patricia will not want anything to do with their search and if she sees the creature will simply sit in her living room next to her dog, waiting for the group to leave her house on their own accord.

The players will now have to visit the school again, but tonight is the night of the school's fall dance. Security will be tight and with protestors blockading the building, it will require skill to get in.

The Lonely Room

The school is busy when the Investigators arrive. True to their form, Reverend Cook is outside with a large crowd of people who are praying and reading verses out of the bible. Any teens who arrive to go to the dance are accosted on the outside, especially if they are wearing costumes, for giving power to the devil on this night. Loud music can be heard when the front doors are opened, and a security guard can be seen at the front door.

As the investigators check the other doors, they find them all locked. Fortunately, Nathan answers his phone if the group remembers to call him and he agrees to meet them at one of the back entrances to the school. Nathan is dressed in a skeleton costume, and when he opens the door he motions for them to move silently through the halls as Buster is on patrol, trying to catch those who try to pull pranks.

Most of the school doors are locked tight, with the exception of the ones leading towards the gym. Here loud music can be heard, and Buster and Principal Huffman are seen at the front door greeting students as they enter. Any student with a bag has it confiscated, and girl's purses are searched thoroughly. The hallways are dark with the exception of a hallway heading off down the school with signs that read "The Haunted House is This Way!" written upon them.

While it may seem like the players only have two choices in this situation, they should feel free to do whatever they please. Investigators with skills that enable them to pick locks or who

are strong enough to break doors down may be able to gain access to different parts of the school. It should be noted that Buster and his men routinely search the school and any loud noises have a chance of drawing their attention.

If the players decide to find a way into the gym, they will need to distract Principal Huffman and Buster long enough to make it inside. Nathan agrees to help out with a distraction, but he if the group makes a disturbance in the gym they may be arrested. Nathan will wander off and then return to them gasping, claiming that he saw a bunch of guys snooping around the chemistry labs. Buster will head off to check it out, while Nathan attempts to distract Huffman long enough for players to slip on by.

The dance floor is full of couple's dancing to a variety of music. Chains and other Halloween decorations are scattered about, and the walls are plastered with pumpkin cutouts. Most students are there in costume while the chaperones sit along the sides talking amongst themselves. It is difficult for the investigators to move about but once they get amongst the dancing couples it is easy for them to stay hidden.

Many students here are more relaxed and willing to talk to investigators if they are asked questions. Some will talk about their experiences and the strange mishaps that have gone on at the school, but investigators who make a spot roll will notice that several of the student appear tired or extremely agitated. Some sport small round bruises on their arms, which while at a glance might appear to be nothing more than hickies, could very well be the bite marks from a Racked. No students are willing to talk about their bruises, and many may become agitated at being asked questions.

As the night goes on, the power flickers in the gym. Huffman storms through the crowd up to the stage, thinking that someone is playing with the light switches. As the lights begin to flicker more and more erratically, a girl screams over by the punch bowl. She has thrown the plastic ladle for the bowl on the ground and steps back from the bowl, claiming that she saw a snake floating in the bowl itself. Huffman angrily announces of

the PA that if anyone else tries anymore gags or jokes he will cancel the dance and send everyone home.

This will give the group an opportunity to leave the dance without either Huffman or Buster noticing them. As they head down the hallway they hear a loud noise in the direction of the haunted house, and when they go to investigate they see a man wearing a ninja costume greeting them at the entrance. He is tall, and his mask covers his facial features but his voice sounds familiar. He informs them that the haunted house has been cancelled, and that they should return to the dance. Inside they hear the sound of glass breaking, and if the group tries to move past him the figure will lash out with his left fist while fumbling for something in his belt.

If the group manages to subdue or kill the figure and remove his mask, they discover it's Stefan from when they went to talk to the Latchkey Gang. While he is no ninja the knife he was fumbling for in his belt is quite real. When the group moves past him they discover that they are entering the school library, which has had sheets thrown up over the windows and more Halloween images are placed everywhere.

Inside they find Bruce, KC, Lonnie, and Braggart trashing the haunted house. Buster is lying on the ground by the desk with a pool of blood by his head, and there is no sign of any of the people assigned to work there. When Bruce realizes the investigators have arrived, he grins and pulls out the pistol that Buster kept in his holster and tells them to freeze.

If the group surrenders, Bruce will order them onto their stomachs with their hands above their heads as Braggart and Lonnie rob them. If they resist, he is no afraid to open fire with the gun and if the investigators fight back he'll assume cover behind a nearby book shelf. The other members of the gang will also seek shelter, with KC at the back screaming loudly.

At some point in the middle of the fight, the doors to the library will slam shut. A loud thumping noise can be heard, so powerful that it

shakes books and ornaments fall off desks. Bruce will still use every opportunity to open fire, but the others will be screaming at him to stop. It will do them no good, as eventually the room begins to fill with dozens of Racked that begin pouring out of the vents and light fixtures.

The doors are holding shut as the Racked begin to swarm over everyone in the room. While they seem to concentrate on the Latchkey Gang, they will swarm over the investigators as well. The room eventually fills up with almost thirty Racked, and Bruce will fire off randomly into the swarm trying to kill them. KC seems paralyzed with fear and they swarm over her as Lonnie tries to clear them away.

Together the two groups should be able to find a way to either kill all the Racked or escape from the library. All of the doors are sealed shut although with a combined strength of 40 they can be knocked off their hinges. The moment the conflict is over however, the players notice something on one of the school monitors. A face is staring back at them, the face of Darren Hildenbrand. He knocks on the front of the screen, repeating the knocking noise that was heard earlier. Bruce screams and tries to punch in the screen of the television, but only succeeds in hurting his hand when the glass breaks. KC appears badly wounded, with bite marks all over her body and Braggart is found dead in the corner. Buster has been badly hurt, but with medical treatment he should be able to recover.

When questioned about who the face was in the screen, Bruce replies that he was some kid who he beat up a long time ago. Bruce won't go into the specifics of the fight, but he will say that the last time he saw him he was lying on the floor of the old coal room in the basement of the library. Regardless of what the group wants to do, Bruce wants to go to the basement to get revenge for what Darren did to his girl. Lonnie refuses to follow him and instead stands with KC in his arms, which threatens to cause Darren to turn on him.

If the group convinces him to leave Lonnie alone, they will gain Bruce's help when they go into the basement. If not, Bruce will tear into

Lonnie forcing the group to intervene. KC and Buster need immediate medical attention and it appears that despite the screams, gunshots, and overall mayhem that occurred in the library no one from the dance must have noticed. Whether the music was too loud or some supernatural effect kept the noise from traveling, the group must now head down into the basement to discover the source behind the attacks.

Bruce knows the way to the basement, although if anyone asks he refuses to respond. Bruce appears to have taken charge of their group, ordering them about and if they try to slow him down or hold him back in any way he will threaten to kill them. The tone of his voice suggests that he is very serious with his threats, and those who try to intimidate him or try to calm him down find only an iron resilience within him. He wants revenge, and he's intent upon getting it.

The door leading to the basement is locked securely, but Bruce produces a key from his pocket that opens it. If asked, Bruce comments that he's had this key for months and that the school should keep better track of its belongings. When the door is opened, the group is bathed in the musty smell of the school's underside. Numerous tools lay on a nearby workbench with sawdust everywhere, and steam pipes wind through the ceiling.

Bruce leads them to another door, this one much older and made of metal. He tells them that it is the entrance to the old basement, which the school has yet to convert and clean up. Few go there since only old equipment is stored there, but Bruce is intent upon entering. He will still refuse to say why, forcing the players to either follow his lead or explore on their own.

The old basement smells worse than the cleaner one. There is an intense humidity down there and many of the steam pipes appear rusted through. Rats and cockroaches are seen scuttling throughout the place, and when the light switch is turned on aging industrial lights flicker on one by one, bathing the area in a soft red glow. Boxes are lined everywhere but many are damaged, either from water leaking from

the pipes or from noticeable signs of being chewed on.

As the group moves along they should hear sounds of someone being beaten from down a small hallway. Bruce takes off like a rocket down the hallway, and when the investigators round the bend to look for him they discover he's disappeared. There is no sign of where he went, just that he is gone. Searching the nearby rooms reveals only more boxes, although after a few minutes has gone by the group again hears the sound of someone being beaten, but the tone of the voice has changed and become deeper. The voice starts cussing wildly, and sounds of struggle take place. Rolling a Listen check allows an investigator to hear which direction it is coming from, although it is difficult to stay on track. Running down an old hallway they come to a large storage area in front of a steel door, where the sounds of the beatings seem to be the loudest.

Here the investigators encounter large swarms of Racked, with several larger versions amongst them. The creatures now gather in front of the door, and many appear to work as teams. The larger Racked will try to entangle the investigators while the smaller ones try to swarm them. There are six larger Racked and over 15 smaller ones guarding this room. The Racked will not retreat and will fight to the death.

Once the Racked are dealt with, the group can open the door. The door has an old iron bar on the outside that has rusted through, but with some prying the door can be forced open. When the door is pulled wide, air rushes to fill the room and a sick smell of decay emanates from the room. The room is already lit, and the characters see Bruce dangling from a chain in the center of the room. He is hanging limply, although a Listen check reveals that he is snuffling, crying softly as blood flows from numerous lacerations to his arms, chests, and face.

A hissing noise can be heard when a member of the group enters the room. Descending from the ceiling on its serpentine tail is the Darren. Its very image should force Sanity rolls upon the

group, as its terrifying appearance is accentuated by the slime and blood coating its skin. Its voice sounds strangely human when it speaks, and its face is similar to Darren Hildenbrand.

The creature, feeding upon the lonely memories of Darren, will be briefly excited to have company. It will wonder why the group is there, and if the investigators want to know who it is, it will respond as the Darren. It is the personified essence of the original Darren who fed the colony with his suffering, and so in his image it has taken its shape. The Darren died with intense hatred towards Bruce, and now it gets to see the fruition of its dying wish with the slow and painful torture of Bruce. It used its powers to lure Bruce down here so that it could feed one last time before giving its energy to its children.

Investigators who glance about the room while the creature is talking will discover small piles of marble-shaped eggs in the corner, resting in the coal. If the players have no idea what these are and ask about them, the Darren's voice will become colder, replying that they are the eggs of its children. They simply need the life energy that its children have drained from the people of the school and when it finally releases itself, it will create thousands of new children to roam the world.

Any attempts to get close to Bruce result in the Darren wrapping its torso around the young man, shielding him from them. The Darren will slowly lose its temper and its natural instincts will take over, forcing it to attack the group in order to keep its children safe. The monster's face will give away revealing its natural form, and the two long arms it has give it reach to strike at those who get near.

If the group tries to run, the Darren will follow them through the tunnels, catching up with them swiftly. It is a tough creature to kill if the group used up all of their ammo and other weapons fighting the Racked in the library and hallway, but the creature is large enough that they can approach it from several angles in order to attack it.

Once killed the creature slowly begins to burn up from the inside, revealing a corpse within.

The corpse is of a young man who is missing most of his skin, and the entire stomach seems to have burst outwards and egg casings litter the inside. The investigators can choose to destroy the eggs one by one or seal them off in the room, because without life energy or being touched they will never hatch.

Depending on how the combat proceeds, Bruce may be dead. His wounds are quite severe and his sanity is shattered, as he keeps saying how sorry he was for killing Darren. When the Investigators emerge from the basement, they hear the sounds of sirens outside and must decide what to do next. With a near dead high school student in their arms and wounds all over them, they will have a hard time explaining to the police what happened.

Regardless how the group gets away, there are many consequences from this night. The Latchkey gang is blamed for everything in the end, from the mysterious electrical problems to the devastation of the library. Regardless of their story all of them are sent to prison, with the

exception of Bruce who is receiving treatment at the nearest sanitarium. Patricia Hildenbrand finally receives peace after hearing through the news about Bruce's confession in his murder, although she thanks the investigators personally for their help in solving the case. As for the eggs in the basement, the school corporation has decided to seal off the basement due to a toxic chemical spill. Any further attempts at investigating the basement will now have to deal with highly increased security, including high tech doors and surveillance systems.

Principal Huffman gets to keep his job, but barely. Strangely the local news organizations do not pick up the story, instead running segments on how gang violence has decreased. There are many unanswered questions now, such as who censored the broadcasts? What is the Greenwood foundation, and why else are they interested in this high school? Did the players destroy all of the eggs, and if they didn't, will they be seeing more of the Racked in the future?



HALLOWEEN CANDY

A Modern Day Scenario for Call of Cthulhu
By Oscar Osk Rios & Walter Attridge

INTRODUCTION

Today started normally enough for the three agents of the newly formed Department of Homeland Security Agency. It was late October; Halloween to be exact, but there'd be little fun and games for the trio. They had been selected to attend a national conference, where some of the most knowledgeable people in the country would be holding seminars on everything from foreign cultures, terrorist funding and the latest in non-lethal submission techniques. Not really much of a working vacation, but it did get them away from the home office for several days. It was about a three-hour drive to the convention. They were still less than half way there when the phone rang.

It was the voice was Michael P. Jackson, the assistant secretary of the DHS (Department of Homeland Security), who identified himself with a confirmation code. "Gentlemen, it seems you won't be going to your conference after all. A situation has arisen and as of now you are all being assigned to an operation that is vital to national security. You are to immediately proceed to the GPS coordinates I am sending you; there you'll meet two operatives. You are assigned to them until further notice; assist them in any way possible. They have full authority concerning this operation. This operation is classified and I cannot stress that strongly enough. The team leader

will brief you all as soon as you arrive at the rendezvous point. Good luck gentlemen, make DHS proud."

The coordinates lead the agents to an apparently empty field, where within moments of their arrival a black helicopter lands. Two people get out, a well dressed woman in a her late thirties with a lap top case and a hard looking man in a dark suit with a briefcase handcuffed to his wrist. They head towards the black Explorer seeing a large broad shouldered man, a wiry looking rather short man and a slightly older balding man in glasses. The team was now assembled. It was 10:30 AM, October 31st.

KEEPERS INFORMATION

Twenty years ago Carlton Doniglio was convicted of molesting a child and sentenced to a long prison term. Carlton lured numerous children by exploiting his profession as a candy maker, ritually raping them in his depraved worship of the Great Old One Y'gonolac. He had been a tall and handsome man but his time in prison was difficult (especially after the nature of his crimes become known to the prison population). Carlton worked in the prison kitchen and became a model prisoner. He gained weight, eventually topping the scales at three hundred and forty pounds. Carlton Doniglio was paroled three years ago, where upon he created

a new identity and vanished. He first recovered a number of mythos tomes and the small fortune he'd hidden. The cultist then put his plan in motion, having had eighteen years to plot his revenge.

During that time the boy, named Norman Mills, whose testimony put the cultist in prison had grown up. He moved to a small town called Cogan Springs (anywhere USA) and started a family. His children, now ten and eight attend the Cogan Springs elementary school. Unfortunately Carlton Doniglio, now known as Charlie Dungo, tracked them down. He purchased a home on the outskirts of town and slowly got to work on his scheme. His plan is simple; kill everyone in Cogan Springs, starting with the Mill's children.

In prison he'd learned a formula from a voodoo practitioner with which to create zombie servants. Mixing these rituals with his knowledge of mythos magic and drawing upon the power of his master Y'gononac Carlton created an even more powerful version of the formula. He devised a way to turn people into Zombie Slaves by having them consume a specially created poison. These zombies would then be under his total mental control. The creatures would have the ability to infect others, via a bite, with a lesser form of zombification. Commanding these lieutenants Carlton plans to turn the entire population of Cogan Springs into the walking dead.

He ordered a number of things he'd need – namely candy making equipment and supplies plus the rare compounds from Haiti, and got to work. He created about one hundred hand crafted hard candies, all tainted with a Zombification poison. Carlton then snuck into the Cogan Springs Elementary School and planted the tainted candy into the bowls of treats and goodies assembled for the school's Halloween party. However his plan had a major flaw.

The zombification compounds he ordered from Haiti had been flagged by federal authorities, which knew of the dangers the combination of these powders and oils posed. When

Carlton ordered these items a red flag went up inside a special branch of DHS. This special branch, called Special Section Nine-A, combated terrorists that dabbled in the mythos and occult. After Carlton's activities were detected an investigation quickly uncovered the fact that he was using an assumed identity (his social security number matched that of a man killed by a drunk driver in 1992). Once the Department of Homeland Security realized that someone using a fake identity was gathering the items to create a zombification poison, they immediately dispatched a team to Cogan Springs to check it out. Unfortunately, that team will arrive about six hours after the first child ingested the tainted candy.

The second mistake Carlton made was parking in a no parking zone too close to the school. As he returned to his car he was in the process of getting a ticket. The police officer, considering the large, unfamiliar man suspicious questioned him for several moments. Finding nothing amiss he wrote the man a ticket and sent him on his way.

Investigators have several clues to follow and will quickly be drawn into the chaos of Halloween night in Cogan Springs. Amid a quickly spreading zombie uprising the team will need to track the outbreak back to its source and put a stop to it. Once the zombie master Carlton Doniglio is dead and his voodoo shrine to Y'gononac destroyed the curse will be lifted and the zombies rendered inactive. Unless they do this, the outbreak will spread uncontrollably across all of North America and eventually the globe, leaving the sinister cultist the only living human being on Earth.

PART ONE

COGAN SPRINGS

Once the team members have gathered, discussed the mission (with as much detail as Agent Morrison & Agent Rajskub wish to provide) they will eventually head towards the town

of Cogan Springs. Cogan Springs is a typical small town, with a population of about four thousand people. Wise investigators will discuss the mission as they drive, getting underway as soon as possible

The Trip: The trip from where the team gathers to Cogan Springs is about 200 miles away. This is a three to four hours drive, depending on the speed investigators decide to travel. Investigators really pushing things can cut the trip down to two and a half hours, by speeding and driving aggressively. This will require a successful Drive Auto roll and a Luck roll from the investigator driving the vehicle.

Failing the Drive Auto roll means the driver finds the traffic too heavy in places or the road too difficult to quickly and safely navigate. A failed luck roll will have the investigators pulled over by local highway patrol officers. Either of these will delay investigators, pushing the time of travel back to at least three hours. If the investigator successfully rolls both of these they will arrive in Cogan Springs at 1PM, as opposed somewhere between 1:30 and 2:30 PM.

The Current Leads

The investigators have the following information to investigate.

Someone has ordered several rare compounds that could be combined to produce a dangerous drug. This person will be referred to as "The suspect".

The suspect is using a fake identity, created from the Social Security number of someone who died in 1992.

The suspect had the compounds delivered to the local post office, where they have rented PO Box number 109.

Armed with this information investigator's first stop should be the Cogan Springs post office. Once there they'll be able to gather more clues to the identity of their suspect. Just how much information they obtain will depend on how quickly they arrive there.

he Post Office – The local postmaster of the Cogan Springs Post Office is Jasper Killian, a local man of about sixty. He's been a postal employee since he was 18, right out of high school and is due to retire in four years. He's pleasant, helpful and a bit star struck by the investigators ("Department of Homeland Security. Here in Cogan Springs? I'll be happy to help in any way I can Sir".)

Jasper and the two other postal clerks (Mary Steward and Bob Colbert) on duty will help the investigators in any way they wish. Jasper will even offer to close the post office so that he and his staff can give the investigators their full attention. Doing this will speed up the process but also alert the town that officers of the DHS are conducting an investigation in their small town. News travels fast in Cogan Springs.

Investigators will be able to get several important bits of information from the postal employees and their records. They will need to tell them the PO Box number of the person they are investigating. These are as follows:

Description of the Suspect

Charlie Dungo (as their records have his name) is a large, heavysset man. He's about six feet one inch tall and somewhere around three hundred pounds. Mr. Dungo is white, balding and usually wears a hat and large horn rimmed glasses.

Description of the suspect's vehicle – He drives a white van, a Dodge model from the late 90's (a Grand Caravan). It has a long scratch on the driver's side.

Information about the suspect – Charlie Dungo is a newcomer to Cogan Springs, arriving about two years ago. He keeps to himself, living alone somewhere just outside of town (they don't know where). He picks up all his mail. Other than going to the supermarket and occasionally the local hardware store he never comes into town. Most consider Mr. Dungo quiet and "Just a regular guy, a bit heavy maybe but otherwise normal".

Records of the items he's had delivered – Mr. Dungo has received many packages. Three have

been small sized parcels from Haiti (each containing zombification compounds which got past the screen for hazardous materials before the 4th one was discovered and stopped). Other items have been numerous packages and even several items of large machinery from a company called “Sweet Tooth Supplies unlimited”.

Some quick checking on a computer informs investigators that “Sweet Tooth Supplies Unlimited” is a supplier of candy making equipment and ingredients. They do not actually sell candy. The company’s products aren’t for small time home use, but large-scale industrial production. While Mr. Dungo did purchase the smaller scale items, he does now have the means for producing a large supply of hand made (and likely tainted) candy.

If characters were slow in arriving at Cogan Springs they could only have a short time investigating the Post Office. Keepers should decide just how much information they gather before 3:00 PM. By 1:00 PM dozens of children have already eaten the candy, and about an hour after that are suffering severe stomach cramps. By 3:00 PM the nine children taken to the hospital are already dead and being to rise up as undead lieutenants of Carlton Doniglio.

PART TWO

GROUND ZERO

If investigators are monitoring the local police radio they will overhear a call at 3:00 PM about some children being taken to the hospital. The reason for this appears to be some sort of food poisoning. If investigators are not monitoring the police radio Keepers should have Bob Colbert receive a call from wife telling him that their child was taken to the hospital, with the same case of apparent food poisoning. Investigators will be told by Jasper that the school was having a large Halloween party today.

Should investigators not immediately proceed to the local hospital they get further information

at 3:20 PM (via the police radio or another phone call). This information is that a small riot has broken out at the hospital and that units are responding. At 3:30 a report will scream out on the police radio “Shots Fired, Officer Down!”

The Hospital – The local hospital, Cogan Memorial Medical Center, is a small, two-story facility. Most serious illness and injuries are taken to neighboring towns that have much better medical facilities. Cogan Memorial can handle most, less serious cases and is often well suited to serve the community’s needs. Today that will not be the case.

By the time investigators arrive there will be a crowd of about twenty people in the parking lot, all screaming and yelling at one another. There will also be the town’s two police cars parked outside, watched over by a single officer. This is Officer Scott Loren, who has his pistol drawn and is screaming into his radio off his colleagues to respond. Many of these people will be blood splattered and panicked, but none appear injured. Investigators will be able to gather the following story from the officer and the crowd (made up of hospital staff, patients and visitors):

The Story – Doctor Klein was frantically trying to pump the stomachs of several children, as their vital signs were falling. Several of them died. Apparently when he went to inform the children’s families someone reacted violently and attacked him. The violence quickly spread through the entire floor. Someone called the police and several people with savage wounds stumbled downstairs, only to die within minutes collapsing to the ground in convulsions. Everyone able to then fled the building. Police arrived and entered the hospital and minutes later gunshots were heard. That was just before the investigators arrived and the officers haven’t been responding to radio calls since then.

Officer Loren will obey the investigators without question. He is a rookie and currently very nervous about the current situation. Claming him down enough to be of any help may require a Psychology roll from Investigators. Without someone to tell him what to do he likely panics and does nothing until it’s too late. Officer Loren

has valuable information (see below) that he'll relate (if he can) after the crisis at the hospital is over.

Officer Scott Loren

STR 13 CON 15 SIZ 14 INT 12 POW 12
DEX 10 APP 11 EDU 12 SAN 60 HP 15

Damage Bonus: +1d4

Weapons: Fist/Punch 65%, damage 1d3+db
Grapple 45%, damage special
.45 Revolver 45%, damage 1d10+2 (2 spare magazines).

Armor: None

Skills: Drive Auto (50%), First Aid (30%), Law (40%), Listen (30%),
Persuade (35%), Psychology (40%), Sneak (30%), Spot Hidden (40%).

By the time investigators arrive most of the zombie children, all lieutenants, have departed the hospital stealthily. Three remain inside, one bound to a table and the other two lying in ambush. However there are also eight lesser zombies inside at this point. These are involved in feeding on a number of dead bodies but will soon begin moving out of the hospital, seeking further prey and continued spreading of the zombie outbreak to those who survive their attacks. Unless investigators move swiftly into the facility, the zombies move out.

Inside Zombie Encounter

Investigators moving into the hospital will find the zombies in the hallway on the second floor. There are eight lesser zombies feasting on the corpses of five people (two family members visiting, a doctor and two police officers). They will continue to feed for two rounds after investigators arrive. After that they'll begin moving towards the investigators, eager to feast on the living. The zombies will obviously be townspeople, hospital staff and even a police officer, all recently killed in the burgeoning zombie outbreak. They are also all adults.

Outside Zombie Encounter

If investigators don't immediately enter the facility the eight lesser zombies come pouring out (two per round from the building's only door, the main entrance). They charge the people gathered in the parking lot, the investigators and

Officer Loren. Each will be covered with blood, some having obvious bite wounds on them and all moving with stiff, jerky motions. People here will scream, scatter and be tackled by the walking dead unless stopped by investigators. There are however no children among the dead or attacking lesser zombies.

Lesser Zombies (8)

STR 15 CON 15 SIZ 13 INT 2 POW 1
DEX 9 HP 14 14 14 15 14 15 14 15

Damage Bonus: +1d4

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (80%), Peruse Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie.

The Bitten and infected—those bitten by the zombies (NPC and Investigator alike) are in serious trouble. They will have only a short time before the deadly infection kills them (between 3 and 60 minutes, or 3d20). The ONLY way to prevent this is by being injected with the experimental anti-toxin developed by Dr. Rajskub. This is not a cure; it will only delay the infection for 24 hours, after which it resumes its deadly countdown. The only way for bite victims to save themselves is by managing to lift the curse before they are killed by the infection (see below).

Investigating Inside the Hospital

Investigators entering and searching the hospital can find several clues. In the rooms on the second floor investigators will also notice bits of various costumes, as if all the children were rushed here from a Halloween Party or from trick-or-treating. Investigators making a Spot Hidden roll find discarded bags of candy lying on the floor. In each bag here will be at least one piece of tainted candy (see below). Those making a second Spot Hidden check or specifically checking the scattered records discover that a dozen children were brought into the hospital. Family members signed four of them out after they seemed to suddenly recover. Among the signa-

tures of the parents who took their children home is that of Norman Mills.

Tainted Candy: These are all ribbon candies, a type of colorful, hard sucking candy shaped like a tiny cylinder. In the center of each is a picture, formed from different colored candy. In these candies the picture forms a rough three-fingered hand, with a fanged mouth in the palm. A successful Cthulhu Mythos roll identifies it as the Hand of Y'gononac, a Great Old One often worshiped in depraved rituals of a sexual nature.

Those ingesting the candy, even briefly, die about an hour afterwards. Five minutes after death these individuals rise up as Zombie Lieutenants enslaved to Carlton Doniglio. They are also able to create lesser zombies by spreading the curse via an infected bite. These zombies have much higher function than the lesser zombies (see below).

Inside the hospital are two zombie lieutenants, lurking in ambush. One will be armed with a syringe loaded with a lethal dose of POT 20 medication. This one will be hiding inside a closet, under some coats. She will be discovered by anyone searching the room and instantly attacked. The other will be hiding under a bed in an adjacent room. This one, a boy, will be armed with a fully charged defibrillator, which he will discharge on anyone coming into range. After their initial armed attacks the pair will attack with grapple and bites.

Zombie Lieutenants (2)

STR 7* **CON 15** **SIZ 6*** **INT 8** **POW 1**
DEX 9** **HP 7, 8**

Damage Bonus 0*

** these stats are less than the average*
*** because they were created from children*

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (99%), Pass as Human (60%).

Sanity Loss: 0/1d6 Sanity a see a Zombie Lieutenant.

The Captured Zombie Lieutenant – A third zombie child is on the second floor, and investigators will be drawn to it by the sounds of it's thrashing and the gurgling sound of some sort of suction-

ing machine. Those moving towards the noise find a child, strapped hand and foot to a bed with a tube down it's throat. This child was in the process of getting his stomach pumped when the first zombies attacked. Now undead itself, it is helpless, unable to free itself from the restraints or bite due to the tube down its throat. The machine pumping his stomach is still running, filling its container with blood and tissue. Viewing this scene requires investigators to make a Sanity check for 0/1d2. Investigators can easily destroy the captured zombie, or medically examine it in order to help identify its variety.

Researching the nature of the Outbreak- after dispatching the remaining zombies investigators will notice several things about them should they investigate the bodies. Neither has bite marks on them, both have black tongues, both are in costume and appear to be about nine years old. At this point Dr. Rajskub will be able to identify them as Zombie Lieutenants with a successful Know type roll and be given hand out #1. This gives the investigators the vital information that they can stop the outbreak simply by either killing the zombie master or destroying his shrine. This should immediately become their sole objective.

Handout #1 – Zombie Identification.

Zombie Lieutenant – Often more cunning, active and dangerous, these zombies are created by from an elaborate voodoo ritual involving the powder of Ly'Cindie. The wizard creating such creatures, known as a Zombie Master, then controls them. Such creatures are totally without a will of their own. Some variants of this type of zombie are able to infect the living with a lesser form of zombification via their saliva. All lesser zombies created by the slaves are also subject to the will of the Zombie Master. The Zombie Master can dispel all traces of this curse by force of will. All effects of the curse are also dispelled if said Master is slain or his Voodoo Shrine is defiled.

As soon as the crisis at the hospital is over, and investigators have gathered what clues they can there, things all over Cogan Springs begin

growing more chaotic. At this point containment is nearly impossible. Whether they know it or not the fate of the world is now in the hands of the investigators.

PART THREE

SCHOOL'S OUT

The zombie outbreak is quickly spreading as attacks increase all over Cogan Springs. As the sun starts to set dozens of zombie lieutenants will disrupt power and communication all over town, by setting fires to utility poles holding power and telephone lines. Several will also set fire to the areas cellular tower, cutting off all wireless communication. The investigators vehicle is equipped with a satellite phone and computer wireless connection, which still functions normally.

Reporting the Outbreak

Once investigators report the outbreak to DHS (Department of Homeland Security) standard containment of Cogan Springs will be enacted. Within six hours the entire area will be surrounded by troops and all travel to and from the town will be restricted. This totally quarantines the area. A media blackout will be enacted and various cover stories will be leaked to the press (terrorist nerve gas attack, mutated bird flu outbreak, leak of radio active material from a crashed military fighter during a training exercise).

Investigators will be ordered to do everything possible to stop the spread of this outbreak from inside the perimeter of containment. Unless investigators can find a way to stop this outbreak from inside Cogan Springs, they will be told the area will be subject to a massive firebombing from the Air Force by noon November 1st. Investigators are also told they are under quarantine and that they cannot be extracted from the containment zone.

Little does anyone know that several Zombie Lieutenants have already escaped from the

area. They are currently on their way to neighboring towns, intent on spreading the outbreak even further. Containment has failed, even before it's begun.

Researching the Department of Homeland Security Database – Investigators can use their laptops, if run through their vehicles satellite communication link. With the information they possibly have at this point (description of the suspect, possible link to Y'gonolac worship, a desire to harm children) they are able to learn more about their suspect with a successful Library Use or Computer Use roll. If successful they gain Handout #2.

Handout #2

Case file YG-172-CM-A

Subject: Carlton Doniglio
Man.

AKA: The Candy

Age: 46
(Balding)

Hair: Brown

Height: 6 feet, 1 inch
Brown

E y e s :

Weight: 340 pounds.
American)

Race: White (Italian

Occupation before arrest: Chef, candy maker, business owner.

Convicted of: Child Molestation, Rape, Kidnapping and endangering the welfare of a child. Served eighteen years of a twenty-year sentence at Hill Creek Federal Penitentiary for the rape and kidnapping of Norman Mills. Mr. Doniglio was reported to be a model prisoner, attended counseling regularly while incarcerated and was paroled in March of 2004 as a registered sex offender. Subject is currently missing, failing to report to his parole officer on August 10th, 2004. Carlton Doniglio is wanted on for violation of parole.

Classified – Carlton Doniglio is suspected to have worshiped a powerful entity known as a Great Old One. Which one was never able to be determined. He denied all charges of this but signs point to the subject being given information and assistance from a higher power. Many of his crimes were ritualistic in nature, theorized to be part of worshiping ceremonies. He is considered VERY dangerous. Use of lethal force authorized.

Should investigators run the name Norman Mills and either cross reference the Carlton Doniglio case or pull his specific social security number they learn several things about him. These are detailed below in Handout #3. The most vital information is that Norman Mills now lives in Cogan Springs, and more importantly has school age children. Cogan Springs only has one ele-

mentary school, which was the main target of Carlton Donigilo's attack.

Handout #3

Subject: Norman Mills

Age: 30

Hair: Blond

Height: 5 feet, 10 inch

E y e s :

Blue

Weight: 170 pounds.

Race: White

(Polish/German American)

Family: Sara Ann Mills (wife, 32)

David Mills (son, age 10)

Hillary Mills (daughter, age 8)

Occupation: Electrician.

Address: 271 Greenfeild Blvd, Cogan Springs

Locating the Zombie Master

Investigators should now realized that the tainted candy was planted at the Cogan Springs Elementary School Halloween party. Their main goal should now be locating the Zombie Master and either kill him, defile their unholy shrine, or both. The key to finding him quickly is consulting the sole remaining local police officer, Scot Loren.

Should investigators not immediately question Officer Loren, keepers can prompt them to remember his presence. Officer Loren, a rookie, is currently very confused, overwhelmed by the current crisis and looking to the investigators for leadership. He'll offer to "Help them get to the bottom of whatever's going on" commenting "This has to be some sort of terrorist chemical attack, right?" Investigators will need to question Officer Loren about one of the following subjects:

A person living in the area going by the name Charlie Dungo.

Anyone matching the description they have for Carlton Doniglio AKA Charlie Dungo.

Anyone he's seen driving a white late 90's model Dodge Grand Caravan with a scratch on the driver's side.

Anything strange that may have happen at or near the Cogan Springs Elementary School earlier today.

Once asked about any of these topics he'll relate the following story:

"Earlier today I was patrolling the town and I passed by this white van parked in a no parking zone. It was right outside of the school, so I get out writing it a ticket and running the plates. I'm almost done with this big guy, really heavy comes over to the car. He seemed nervous, really sweaty but I figured it was just that he didn't want a ticket. I questioned him for a few minutes but he just said he was dropping off a few things for the Halloween party. Guy was named Dungo, Charlie Dungo. He seemed harmless enough so I got his information, gave him the ticket and told him to be more careful where he parked from now on. As he drove off he wished me a Happy Halloween, gave me his card and a few pieces of candy."

Officer Loren has the subject's home address on his copy of the ticket. It's an old house just outside of Cogan Springs, roughly five miles from the center of town. He also still has the small bag of candy (with five pieces of tainted hard candies, decorated with the hand of Y'golonac) and the card the cultist gave him. He hasn't eaten any of them saying, "I'm diabetic, gotta watch my sugar. I was going to give them to my little sister". The card, he says, doesn't make any sense. He'll produce it, if asked, the card being Handout #4.

Handout #4a – The Card, Front

*Sweet Nothings
Fine Hand Crafted Candies
Charlie Dungo - Candy Maker*

Handout#4b – The Card, Back

*andlodidtheheadlessonecomemost
blessedwashisarrivalheissuedforth
astenchnmostfouldidcommandthe
faithfultodefiletheinnocentinhisname*

If investigators read the back of the card they may be able to decipher what it says. If not Keepers should allow them to attempt an idea roll to order to gain Handout #4. Unfortunately this isn't a clue but a trap. The message is a passage from The Revelations of Glaaki. Those reading this passage make themselves aware to the Great Old One Y'gonolac, targeting them for psychic attacks from the malignant deity (see below).

Handout #4 – The Hidden Message

“And lo did the headless one come most blessed was his arrival he issued forth a stench most foul did command the faithful to defile the innocent in his name”

Crossing Cogan Springs – Once investigators have all the pieces of the puzzle they should get on the moves. The most likely places investigators will head are the home of Carlton Doniglio (aka Charlie Dungo), the Mills residence or the Cogan Springs Elementary School. Keepers with Investigators who set out for Carlton Doniglio's home should proceed to Part Four, after their investigators have successfully crossed Cogan Springs (See below table).

Both the Mills home and the Cogan Springs Elementary School are dead ends, offering no further clues but plenty of danger. Investigators should ignore these two locations, or any other possible destinations and courses of action (like barricading themselves in the police station, a sporting goods store or a nearby shopping mall). Smart investigators will remain focused on their objective, knowing that the best way to save people is to put a stop to the entire outbreak. This, however, won't clear their conscious or help them sleep better. Both The Mills Residence and the Cogan Springs Elementary School are detailed below.

Whatever the investigators destination it should be clear that things are out of control in Cogan Springs. As they cross the town Keepers should describe a number (2-4 the following events investigators witness. Each of these requires investigators to make a Sanity Check for

1/1d3 points. Keepers should allow investigators to intervene in any of these cases if they wish. Keepers can quickly construct NPC's of rescued survivors or encounters with their undead attackers using the statistics from the Part Two-Ground Zero. Likewise, if investigators should somehow lose the use of their vehicle (see below) Keepers should generate encounters as they cross Cogan Springs on foot.

Crossing Cogan Springs Table

(Roll 1d6 for encounter, 1/1d3 Sanity each)

- 1. You drive past a building on fire. The firefighters are unable to set up hoses to battle the blaze, as several shambling figures emerge from the shadows and start wrestling them to the ground, biting at their faces and hands.*
- 2. A car speeds through an intersection, barely missing you. It fishtails and slams into a telephone pole. Inside you can see a woman frantically fighting off a small child in the back seat, who is choking her from behind and biting into her shoulder.*
- 3. A group of children gather around a telephone pole, which they've set on fire. They have piled up wood and paper at its base and now the entire thing is engulfed in flames. Suddenly there are a shower of sparks from the top of the pole, followed by a small explosion as all the lights go out in a three block radius. The children pause to regard your car with dead, lifeless eyes.*
- 4. A group of four people run down the street while a group of six relentlessly follows them. One of the pursuers is missing his left arm, and all of them are covered in blood.*
- 5. A group of four people are all huddled around an object lying on the ground. As you get closer you see each of these people is dead, sporting savage gaping bite wounds. Each of them is chewing, swallowing, and reaching down at the thing lying on the ground. It's a freshly killed human being, whose organs and entrails lie scattered on*

the ground, quickly being snatched up by the ravenous undead horde.

6. A woman, with a little boy of about three years old in her arms, rushes towards your car. She's screaming for help as a blood-splattered man with a gaping wound in his gut slowly closes on her. (Unseen are the bite wounds on the woman and her child, both already doomed).

The Mills Residence

Everyone in the Mills home (Norman, Sara Ann and their children David & Hillary) are all dead, more specifically undead. Investigators arriving at the home find these four zombies (two lesser, two lieutenants) waiting quietly in the living room, apparently watching TV. As soon as investigators enter the room they rise up and attack, seeking either to bite and infect or to devour.

Norman & Sara Ann Milles, Lesser Zombies

STR 15 CON 15 SIZ 13 INT 2 POW 1
DEX 9 HP 14 15

DB +1d4

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3+infection

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

Skills: Obey Zombie Master (80%), Peruse Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie.

David & Hillary Mills, Zombie Lieutenants

STR 7* CON 15 SIZ 6* INT 8 POW 1
DEX 9 HP 7 8**

Damage Bonus 0*

* these stats are less than the average
** because they were created from children

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (99%), Pass as Human (60%).

Sanity Loss: 0/1d6 Sanity a see a Zombie Lieutenant.

The School

The Cogan Springs Elementary School is by now a hotbed of zombie activity. Twenty lesser zombies and six zombie lieutenants roam the halls here. Also inside are a dozen survivors, either in

hiding or protecting themselves behind locked doors and hastily constructed barricades. There are no clues to be found here, only danger.

The lesser zombies are roaming the halls looking for prey. Ten of them will head towards the entrance as soon as they hear the investigator's car approach. These will attempt to swarm investigators as soon as they open the doors and are comprised of the undead corpse of four staff members and six students. The others will continue trying to get at the survivors still located inside.

Lesser Zombies (7 Staff member, adults)

STR 15 CON 15 SIZ 13 INT 2 POW 1
DEX 9 HP 14 14 14 15 15 15 14

Damage Bonus 0

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (80%), Peruse Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie.

Lesser Zombies (13 students, children)

STR 7 CON 15 SIZ 6 INT 2 POW 1
DEX 9 HP 7 8 7 5 7 8 6 8 5 5 6 5 6

Damage Bonus 0

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (80%), Peruse Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie

The zombie lieutenants will be lurking about lying in ambush for investigators. They may try they'll try to getting behind investigators, surprising them with a bite to the back of their calves. If possible they'll get outside to disable the investigator's vehicle (by stuffing a potato in the tailpipe). Investigators will then need to make a successful Mechanical Repair skill check, while outside of the vehicle, to get the car working again. If the car is left unlocked one of the zombie children may be waiting inside of it. If the keys are left inside of it, the zombie lieutenants will drive the car away. They will then intentionally smash it beyond repair in a high speed, head on collision with a nearby tree.

Zombie Lieutenants (6)

STR 7* CON 15 SIZ 6* INT 8 POW 1
DEX 9** HP 7 8 7 7 8 8

Damage Bonus 0*

* these stats are less than the average

** because they were created from children

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

Weapons: Grapple (50%, Damage special), Bite (50%, 1d3+ infection)

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

Skills: Obey Zombie Master (99%), Pass as Human (60%).

Sanity Loss: 0/1d6 Sanity a see a Zombie Lieutenant.

The survivors are listed below, by their current location. All are currently unharmed, abet traumatized and will be of little help to investigators:

Teachers Lounge - Three teachers and a student who've barricaded themselves inside.

Science Lab – A teacher and two students now armed with axes and barricaded inside.

4th Grade Classroom – A student is hiding under some overturned desks.

6th Grade Classroom – A student is hiding in the closet, behind a large schoolbag.

Cafeteria - Two students and a cafeteria worker are locked in the school's refrigerator. They've ceiled themselves in and will run out of air in five hours.

PART FOUR

THE CANDY MAN

The cultist Carlton Doniglio has been watching events unfold in Cogan Springs from his hilltop home with much enjoyment. A number of his Zombie Lieutenants have by now been summoned to his residence, where he's celebrating his apparent revenge with a combination of ritual, child molestation and necrophilia. The fields around the home are soggy, intentionally flooded to make them impassible by car. Any vehicles that attempt to go off road to approach the house become bogged down and stuck

almost immediately. Traveling by foot across these fields is possible, but slows progress to a crawl.

Carlton Doniglio has wisely posted a number of his zombie lieutenants and lesser zombies around his home and along the road leading up to it. These sentries have been ordered to keep watch and alert him to anyone approaching. His celebration ends as soon as investigators approach his lair and his undead minions alert him.

Investigators will have to fight their way past two defensive points, an outer ring on the road traveling up to the house and an inner ring defending the house. Investigators can choose to quickly punch through these defensive rings, but risk being swarmed by the relentlessly pursuing zombies. Once the outer and inner defensive rings are eliminated investigators can approach Carlton Doniglio's home without having to contend with the undead defenders.

The Outer Defense

There are six Zombie Lieutenants here, the only six in Cogan Springs who happen to be adults (mostly teachers who sampled the candy). All six carry a single Molotov cocktail (who's rags they ignite as they see headlights approaching) and a lighter. They also each have a portable 5 gallon gas can (completely filled of course) strapped to their chests. They will be standing on the sides of the road, three on each side, holding their incendiaries devices at the ready.

In the center of the road they have set up a concealed a line of Spike Strips (taken from an abandoned police car) under some fallen leaves. About fifteen feet after the spike strips the zombies have covered the road with a two-foot high pile of large rocks. Investigators who are traveling by car have two choices, avoid the road and plow through the zombies or take the road.

Taking the Road

Investigators taking the road will hit the line of spike strips, instantly blowing out their tires. The vehicle, for the moment out of control, then hits the line of rocks. The investigator driving will need to make a Drive Auto check.

If they fail this check the vehicle flips over and rolls, doing 1d6 points of damage to everyone inside (halved if they were wearing their seatbelts). Investigators successfully making the Drive Auto check manage to keep the car from rolling, instead skidding it off the road where it slams into the flooded ditch and instantly bogs itself down in mud. Either way, the vehicle is now useless and the investigators are on foot.

Before the investigators can exit the vehicle the zombies attack, hurling their Molotov cocktails at the car (and its exiting occupants). They willingly allow themselves to be set on fire, attempting to grapple investigators as they burn. While the fire does damage them (see below) they feel no pain. The reason there are no lesser zombies with them is that lesser zombies are instinctually afraid of fire.

Plowing Through

Investigators plowing through the zombies lining the shoulder does 1d10 points of damage to them, plus 1 point for every 5 MPH they were traveling above 40 MPH. They do however burst the portable gas tanks, which shower the area with gasoline. As they each carry a lit Molotov cocktail (as do the three zombies on the other side of the road) this instantly ignites. The sides of the road are flooded, as are the surrounding fields. Investigators quickly realize this as the car loses control, forcing the driver to make a Drive Auto roll.

If the investigator driving makes a successful Drive Auto roll the car simply skids to a stop in the soft, spongy ground. If the investigator fails this check the car violently slams to a stop, plowing up a huge mound of wet earth causing investigators to suffer 1d4 points of damage (halved if they are wearing their seatbelts). Unfortunately they must now exit a car that is quickly being

engulfed in flames (1d4 points per round, taking two rounds to get clear of the fire).

The three zombies struck by the investigator's vehicle will be instantly destroyed by the impact and fireball it causes, but those on the other side of the road will be unharmed. These remaining zombies will then approach the vehicle, hurling their Molotov cocktails and attempting to grapple investigators while they rush away from the now burning vehicle. The car explodes in ten combat rounds, doing 2d6 to everyone in a 10-foot radius.

Zombies Lieutenants (4 adults)

STR 15 CON 15 SIZ 13 INT 8 POW 1
DEX 9 HP 14 14 14 15

Damage Bonus 0

Weapons: Grapple 50%, damage special

Bite 50%, damage 1d3 + infection

Molotov Cocktail 30%, damage 1d6 per round for 1d3 rounds

Portable Gas Can 40%, damage 1d12 to everything in a 10 foot radius)

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

Skills: Obey Zombie Master (99%), Pass as Human (60%).

Sanity Loss: 0/1d6 Sanity a see a Zombie Lieutenant.

Zombies & Fire: Each Molotov cocktail does 1d6 points of damage, setting the target on fire. The fire lasts between 1 and 3 rounds (1d3) doing damage each round. Investigators may manage to set the zombies on fire with their own Molotov cocktails by shooting the bottles and gas cans or other such actions. The zombies will burn, taking the same damage as an investigator would. They will ignore this, pressing their attacks as they burn. A zombie who's gas can explodes takes 1d12 points of damage, and showers fire doing likewise damage to everyone in a 10 foot radius. To penetrate this defensive ring alive investigators will need to be quick thinking and lucky.

Investigators will now notice the fields around the house are flooded and the ditch beside the main road is now filled with several feet of water. Investigators can use this to their advantage, rushing into these water filled ditches to quickly extinguish themselves if need be.

The Inner Defense

This group of a dozen zombies (all adult sized) defend the house, six of which remain guarding the front door. The other six move to attack anyone approaching the house. There are no Zombie Lieutenants with this group, the three in this area currently inside the house (see below). They will defend the building from any and all attack for as long as they are able. As they are

lesser zombies they can only obey the simplest of orders, these being “Kill anyone coming near this house”

Lesser Zombies (12 adults)

STR 15	CON 15	SIZ 13	INT 2	POW 1
DEX 9	HP 14	14	14	15
	14	15	14	14

Damage Bonus 0

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (80%), Peruse Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie.

THE HOUSE

Carlton Doniglio’s house is rather simple, a large building which is mostly empty. All the windows are boarded up, the back door is nailed shut and only the front door appears to be the only place where anyone can easily enter the house. The four rooms Carlton uses are as follows.

The Bedroom: A room containing a filthy bed, dresser, a TV and DVD player, a large supply of child pornography and snuff films on DVD. There is also a large supply of sadomasochistic implements and restraints where the zombies of three local children are now bound.

The Kitchen: This room has all new appliances and is fully stocked, as Carlton Doniglio is a chef and a glutton.

The Workshop: This room is part chemistry lab, part alchemy lab and part candy factory. There is a large box here, empty aside from three tainted candies left behind from the main batch.

The Temple: A full-blown voodoo shrine has been set up, mixing a good amount of mythos runes, satanic glyphs and other arcane symbols of power. It is a fusion of many different types of worship, none of them wholesome. This room is in the center of the house, the safest place from outside attack.

Y’gononac Attacks – As investigators are battling past the inner defense ring Carlton Doniglio

rushes to his altar. There he prays feverishly to his god, begging for the means to destroy those who seek to thwart his plans. Y’gononac hears this plea and answers his devoted servant. As the last of the undead making up “The Inner Defense” falls, or investigators are on the verge of entering the house Y’gononac makes his presence known.

Suddenly there is a huge crash, as the entire front of the building is smashed outward. A wave of stench washes over you and you hear the heavy thuds of footsteps rushing out of the house. Where once a bay window and the front door stood there is now only a gaping hole in the building, illuminated by a strange reddish glow. Walking through it is the source of the strange glowing light, a being right out of a childhood nightmare.

The thing is enormous, larger than any bear and walking on two thick legs. It appears vaguely human, with drooping rolls of fat hanging from its massive nude form. You look to its face only to realize the creature is headless, smooth skin covering where a neck would be. In one of its massive hands it holds a recliner, which it hurls overhead towards you all. Its other hand opens menacingly, showing a jagged dripping mouth in its palm. The orifice opens and closes, mocking you with a deep, gurgling inhuman voice, “Trick or Treat!”

Y’gononac’s entrance forces investigators to make a Sanity check for 1/1d10+1. The Great Old One immediately attacks, hurling the recliner at either the furthest investigator or the one who seems the most serious threat. It has a 75% chance of hitting with the large easy chair, dealing a struck investigator 3d4 points of damage. After this it charges the investigators, delivering two fearsome bite attacks each combat round (see below).

It also psychically attacks the investigators, trying to enter their minds each round. Investigators can resist this by making a POW x5 check. Those who fail this check begin to lose 1 INT & 1 POW per round until they reach zero or Y’gononac is reduced to zero hit points and is forced out of Carlton Doniglio’s body. Those

reduced to zero INT have their minds destroyed by Y'gonolac, while those reduced to zero POW have their souls destroyed. Investigators who lose their minds and souls in this way have them replaced with Y'gonolac's (see below).

Y'gonolac, Great Old One

STR 25 CON 125 SIZ 25 INT 30 POW 28
DEX 14 Move 10 HP 75

Damage Bonus: N/A

Weapons: Touch 100%, damage lose 1 INT & 1 POW each round
Devour 100%, damage 1d4 non-healing damage

Armor: None

Spells: Summon/Bind and Contact spells, and whatever else the keeper thinks appropriate.

Sanity Loss: 1/1d20 Sanity pints to witness human to Y'gonolac transformation; 1/1d10+1 to see Y'gonolac.

ENDING

Failure

Unless investigators can reach Carlton Doniglio and destroy him (after he's channeled the Great Old One Y'gonolac into his body) the scenario ends in failure. At noon the next day (November 1st) the United States Air Force destroys Cogan Springs, dropping incendiaries and burning everything (buildings, survivors, zombies and investigators) to a crisp. Unfortunately Carlton Doniglio survives, summoning his god Y'gonolac who then teleports it's devoted priest outside of the quarantine zone. As his voodoo shrine burns in Cogan Springs he creates another and another as he moves about to avoid detection. Zombies quickly spread across The United States, North and South America until within nine months they are everywhere, covering the globe. The Apocalypse has come.

Success

Investigators who manage to reduce Y'gonolac to zero hit points witness the creature revert to human form. Carlton Doniglio lies naked (likely riddled by gunfire) and dead. With his death the curse is lifted and the zombie uprising ends.

Those who had become undead suddenly fall over as normal inanimate corpses. Survivors who had been bitten but not yet died are saved, the debilitating wounds no longer causing their death and subsequent rising as the walking dead.

The government shuts down the area, quickly creating a cover story for the incident. Survivors are made to sign legally binding secrecy agreements much like the ones used in Roswell, New Mexico in July 1947. The Federal Government also gives residents of Cogan Springs generous cash settlements, thus ensuring their cooperation, their secrecy and their testimony in supporting the cover up statement issued.

Any investigators who may have died are listed as "Having died in the service of their country". They are buried in Arlington National Cemetery with full honors. Surviving investigators are promoted by within the Department of Homeland Security and those not already in serving in Special Section Nine-A are transferred into it. Should the NPC Officer Scott Logan survive, he is also recruited into Special Section Nine-A of DHS. Each agent is then given a one-month level of duty, a vacation anywhere of their choosing paid for by a grateful Department of Homeland Security.

Sanity Awards

- For each lesser zombie destroyed – 1 point
- For each zombie lieutenant destroyed – 2 points
- For every person directly saved from imminent zombie attack – 1 point
- For stopping the cultist Carlton Doniglio's plot – 1d4 points
- For defeating Y'gonolac – 1d10
- For saving the world from a zombie apocalypse – priceless, Happy Halloween!

THE MONSTERS OF "HALLOWEEN CANDY"

Zombie Lieutenant, Undead Slave

These undead creatures are created by a voodoo ritual, which binds them to a single person who becomes their Zombie Master. This Master has control over his created lieutenants, sharing a telepathic link with his creations. To create one of these creatures requires the Zombie Master a living subject, a specially prepared shrine and a living subject. This subject is then somehow exposed to a drug called Ly'Cindie, which is usually in powder form. Exposure to Ly'Cindie powder is usually fatal (being a Pot 30 poison, with an onset time of about 1 hour). The standard form of exposure is on contact, with the Ly'Cindie powder blown into the victim's face through a tube (but other methods are possible).

Zombie Lieutenants don't appear to be dead, although they no longer breathe and their bodies grow steadily closer to room temperature. They have much higher mental functions, being able to speak and perform complex actions if so commanded by their zombie master. Unlike other forms of zombie, zombie lieutenants are not consumed with the need to feed upon the living. They have no will or motivation of their own, being totally enslaved to the will of their creator. They can spread the curse through their saliva, usually done via a bite. Once a person is bitten there is no hope, as there is currently no cure for the spread of the curse. Victims of this

bite die quickly (3d20 minutes), rising moments later as a weaker form of zombie called a lesser zombie.

Much like the standard zombie in the Call of Cthulhu rulebook Zombie Lieutenants take only 1 point from impaling weapons. All other weapons do half damage. Any attack that scores an Impale (a attack roll of 1/5 or less what is required to hit) is a headshot, which instantly kills these creatures. When fighting these creatures blunt weapons and personal attacks CAN score an Impale. Otherwise these creatures need to be burned, hacked or blown apart.

Zombie Lieutenant, Undead Slave

Char.	Rolls	Averages
STR	3d6 *1.5	15-17
CON	3d6 *1.5	15-17
SIZ	2d6+6	13
INT	2d6	12-14
POW	1	1
DEX	2d6+2	9
Move	9	HP 14-15

Av. Damage Bonus: +1d4

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (99%), Pass as Human (60%).

Sanity Loss: 0/1d6 Sanity a see a Zombie Lieutenant.

Lesser Zombie, Cursed Walking Dead

These creatures are made by people whose been bitten by either a zombie lieutenant (see about) or another lesser zombie. Typically they appear as savaged; bloody walking corpses (if infected/cursed by other lesser zombies) or have a single horrible bite wound (is infected/cursed by a zombie lieutenant). These creatures are under the control of the original zombie master, but that control is much weaker than that which he possesses over his Lieutenants.

These creatures have a very limited intellect, slow movement and no ability to speak. They are nearly mindless abominations with a single overwhelming desire, to feast on the flesh of the living. They are relentless in their pursuit of this,

being without fear (besides instinctual fears of fire, falling or open water), never tiring or giving up once prey is located. They will sometimes gather into large groups, especially if prey is known to be nearby.

Lesser zombies attack by first grappling a victim, and then biting them. In large groups several of these creatures will grapple each resisting victim, bringing them down as they are bitten to death. Those bitten that escape and survive are doomed as, like Zombie Lieutenants, these creatures can spread the curse/infection via their saliva. It is slower to work its way through a victim than the bite of a Zombie Lieutenant (1d6 hours) but the result is the same. The victim dies and rises as a Lesser Zombie.

Much like the standard zombie in the *Call of Cthulhu* rulebook Lesser Zombie take only 1 point from impaling weapons. All other weapons do half damage. Any attack that scores an Impale (a attack roll of 1/5 or less what is required to hit) is a headshot, which instantly kills these creatures. When fighting these creatures blunt weapons and personal attacks CAN score an Impale. Otherwise these creatures need to be burned, hacked or blown apart.

Lesser Zombie, Cursed Walking Dead.

Char.	Rolls	Averages
STR	3d6 x1.5	15-17
CON	3d6 x1.5	15-17
SIZ	2d6+6	13
INT	1d3	2
POW	1	1
DEX	2d6+2	9
Move 6		HP 14-15

Av. Damage Bonus: +1d4

Weapons: Grapple 50%, damage special
Bite 50%, damage 1d3 + infection

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

Skills: Obey Zombie Master (80%), Pursue Human Flesh (99%).

Sanity Loss: 0/1d8 Sanity a see a Lesser Zombie.

Y'gononac, Great Old One

He saw why the shadow on the frosted pane yesterday had been headless, and he screamed. As the desk was thrust aside by the towering naked figure, on whose

surface still hung rags of the tweed suit, Strutt's last thoughts was an unbelieving conviction that this was happening because he had read the Revelations, but before he could scream out his protest his breath was cut off, as hands descended on his face and wet red mouths opened in their palms.

– Ramsey Campbell, “Cold Print”.

Y'gononac is delineated in the *Revelations of Glaaki*, an arcane book. It is a bloated, glowing figure that dwells underground in a cast ruin behind a wall of bricks. This prison may be near the Severn Valley city of Brichester, for it is known to frequent that place. Y'gononac is known to come when its name is read or spoken while evil is present. It is a minor god, but malignant.

Cult: Y'gononac has little cult, but strives mightily after more worship, entrapping those who are subtly evil to be his priests. Y'gononac's notion of evil seems to be a shallow one, however.

Other Characteristics: Y'gononac may appear to be a normal, somewhat neurotic and flabby human. When he manages to contact a person that is debased in evil, the victim is possessed and absorbed by the deity, and thereafter his shape can change at will from the form of the possessed individual to Y'gononac's true form—glowing, headless, naked and huge, with wet mouths opening in the palms of the hands.

Attacks & Special Effects: to fight off a psychic attack, the target's player must roll his investigator's POW x5 or less on D100 each round to avoid being overcome. Once overcome, the investigator loses 1 INT and 1 POW each round until Y'gononac is forced away or until his soul and mind are destroyed, and replaced with Y'gononac's—and Y'gononac departs only if he loses all of his hit points. Y'gononac normally attacks people who have become aware of him, usually through reading at least a page of the *Revelations of Glaaki*. Y'gononac is clever at getting persons to read passages from that horrid book without knowing they have done so.

In combat against more than one enemy, Y'gononac uses his mouths to devour and destroy foes. Damage done by the mouths does not heal naturally, and INT and POW loss is permanent, since the suppurating wounds never close.

Y'gononac, Great Old One.

STR 25 CON 125 SIZ 25 INT 30 POW 28
DEX 14 Move 10 HP 75

Damage Bonus: N/A

Weapons: Touch 100%, lose 1 INT & 1 POW each round
 Devour 100%, damage 1d4 non-healing damage

Armor: None

Spells: Summon/Bind and Contact spells, and whatever else the keeper thinks appropriate.

Sanity Loss: 1/1d20 Sanity pints to witness human to Y'gononac transformation; 1/1d10+1 to see Y'gononac.

Investigator History: Since the early seventies you've known the truth, the truth most people never get to see. You envy them. You've battled Dark Young in Laos, Deep Ones in the Florida Keys and Nameless horrors in Nicaragua. You've been in Special Forces, the CIA and now you're one of the top agents in Section Nine-A of the Department of Homeland Security.

Section Nine-A is a secret branch of DHS, formed and staffed by those who know, like you. Section Nine-A gets the tough jobs; the jobs that would make most people would curl up in a ball and cry while things from another dimension rip the skin of their bodies. Your current assignment is to investigate someone using a fake ID to have hazardous materials from Haiti delivered to a PO Box in a little town called Cogan Springs. Hazardous meaning the experts' think whoever this is might be trying to make a Zombification powder (and people worry about "Dirty Bombs?"). The problem is most of Section Nine-A is currently in Afghanistan, forcing you to go in with a team of standard agents and on of Section Nine-A's research scientists.

Dr. Mary Lynn Rajskub, Age & Sex: 42 & Female

Current Profession: Researcher with the Department of Homeland Security, currently assigned to Special Section Nine-A.

Former Profession: Researcher with the Center for Disease Control (Field Researcher)

Languages: English (90%), French (40%), Creole (30%).

STR 9 CON 13 SIZ 11 INT 16 POW 13
DEX 15 APP 16 SAN 65 EDU 18 HP 12

Damage Bonus: 0

Occupation Skills w/ Additional Points: Credit Rating (40%), First Aid (60%).

Library Use (65%), Persuade (15%). Specialties- Biology (80%), Medicine (70%), Chemistry (64%).

Personal Interest Skills w/ Additional Points: Occult (55%), Listen (50%), Hide (45%), Sneak (40%).

WEAPONS: Glock Model 17 9mm 40%, damage 1d10+1
**rate of fire only 2 due to handgun skill being below 50%*

Equipment: Wallet, ID, badge, designer suit, designer shoes, \$120, cell phone, watch, sunglasses, laptop with medical files and research, medical bag surgical tools and three doses of experimental anti-toxin (see below), Glock Model 17, 2 full magazines.

Investigator History: You'd be known as one of the worlds leading experts on zombies. That is if you were able to publish your findings, which you aren't. The bulk of your research comes from tissue samples, eyewitness accounts and autopsies of zombies who've already been "neutralized". In your entire life you've only actually seen an animated zombie once (during the Great New York Blackout and riots in 1977).

You worked hard becoming a research scientist in the fields of biology, medicine and chemistry. But you could never lay aside your fascination (with equal parts admiration and loathing) for the walking dead. You've dedicated your life to zombies, learning about them and cataloging at least four distinct varieties. You've traveled to Louisiana, North Africa and Haiti, learning about folklore, voodoo and investigating countless false leads. Unfortunately your superiors at the Center for Disease control thought you were insane and fired you. Now you work for the Department of Homeland Security, who both believes in and funds your research. You've even developed an experimental anti-toxin that shows some promise in slowing the rate of zombification infection delaying death and reanimation by 24

CHARACTERS FOR

"HALLOWEEN CANDY"

James Morrison, Age & Sex: 51 & Male

Current Profession: Agent with the Department of Homeland Security, currently assigned to Special Section Nine-A.

Former Profession: Former CIA Field Agent (Spy).

Languages: English (95%), Arabic (40%), Spanish (40%), Vietnamese (40%).

STR 11 CON 14 SIZ 13 INT 15 POW 14
DEX 14 APP 11 SAN 50 EDU 19 HP 13

Damage Bonus: - 0 -

Occupation Skills w/ Additional Points: Fast Talk (40%), Hide (30%), Listen (40%), Persuade (50%), Psychology (50%), Sneak (40%), Spot Hidden (50%).

Personal Interest Skills w/ Additional Points: Martial Arts (50%)*, Computer Use (40%), Occult (47%), Cthulhu Mythos (20%).

WEAPONS: Glock Model 17 9mm. 78%, damage 1d10+1
 Fist/Punch* 70%, damage 1d3+db

**Martial Arts: If successfully making an unarmed attack with a roll of less than 50% (your martial arts score) the damage is doubled.*

Equipment: Wallet, ID, badge, suit, shoes, \$50, cell phone, watch, digital camera,

Glock Model 17, 2 full magazines, briefcase with laptop containing mission file (very little in it so far) and personal files concerning the Cthulhu mythos.

hours. One day it might lead to a cure.

Your latest assignment is taking you to the town of Cogan Springs, where someone seems to be gathering the chemical components, which would allow them to create Ly'Cindi powder, a voodoo zombification toxin with roots in Haitian Black Magic.

Name: Louis Lombardi, Age & Sex: 24 & Male

Profession: Federal Agent, Department of Homeland Security

Languages: English (65%).

STR 15	CON 16	SIZ 10	INT 13	POW 15
DEX 15	APP 13	SAN 70	EDU 13	HP 13

Damage Bonus: +1d4

Occupation Skills w/ Additional Points: Drive Auto (65%), Fast Talk (35%), Law (35%), Persuade (45%), Spot Hidden (40%), Track (40%).

Personal Interest Skills w/ Additional Points: Martial Arts (50%)*, Mechanical Repair (40%), Submachine Gun (55%).

Weapons: Glock Model 17 9mm., 78%, damage 1d10+1
Fist/Punch 60%, damage 1d3+db
Kick 75%, damage 1d6+db

**Martial Arts: If successfully making an unarmed attack with a roll of less than 50% (your martial arts score) the damage is doubled.*

Equipment: Wallet, ID, badge, suit, shoes, \$30, cell phone, watch, sunglasses, binoculars, small tool kit, mini-flashlight, Glock Model 17, 2 full magazines.

Investigator History: You're a first year agent in the new government branch, Department of Homeland Security. Just out of college you always knew you wanted to be in Law Enforcement, the FBI maybe. You thought that a new agency would be perfect for you, as you were just starting out. You scored well in training, getting high marks for your driving skills. The fact that you've been training as a kick-boxer (and your manager is still pissed you didn't go pro) didn't hurt either.

You're one of the youngest agents in DHS. Most people working for Department of Homeland Security were already in some branch of law enforcement or the military before transferring into the agency. Currently you're on your way to a conference, part of the seemingly endless training you do. You really want to make a difference, keep people safe and protect the country. That's why you joined DHS after all.

Carlos Bernard, Age & Sex: 35 & Male

Current Profession: Department of Homeland Security.

Former Profession: Police Detective

Languages: English (70%), Arabic (50%)

STR 12	CON 14	SIZ 13	INT 15	POW 14
DEX 12	APP 13	SAN 70	EDU 14	HP 14

Damage Bonus: +1d4

Occupation Skills w/ Additional Points: Fast Talk (55%), Law (45%), Listen (50%), Persuade (50%), Psychology (60%), Spot Hidden (50%).

Personal Interest Skills w/ Additional Points: Accounting (40%), Computer Use (50%), Shotgun (70%).

Weapons: Glock Model 17 9mm. 70%, damage 1d10+1

Equipment: Wallet, ID, badge, suit, shoes, \$40, cell phone, watch, pack of chewing gun, pack of cigarettes, Zippo lighter, prescription glasses (*2), pair of handcuffs, Glock Model 17 2 full magazines.

Investigator History: You had a good career as a police detective; working counter terrorist cases mainly and helped take some really bad people off the streets. Being half Syrian didn't hurt either, your 4mother teaching you passable Arabic (your father being an American citizen). You're a good investigator, a good interrogator

and have a sharp eye for small, important details – maybe that's why the Department of Homeland Security contacted you.

They needed good people, people who know what they were doing. They were also desperate for Arabic speaking agents. With your proven track record they made you an offer you couldn't refuse. Also you had been working in counter-terrorism for four years already, DHS really wasn't that different. You are now on your way to a conference where you'll be taking some classes and teaching a seminar on Arabic culture.

Roger Cross, Age & Sex: 32 & Male

Current Profession: Department of Homeland Security.

Former Profession: Marine Force Recon, Sniper, Special Forces

Languages: English (70%), Arabic (41%), Somali (41%).

STR 14	CON 15	SIZ 15	INT 13	POW 12
DEX 15	APP 10	SAN 80	EDU 14	HP 12

Damage Bonus: +1d4

Occupation Skills w/ Additional Points: Throw (40%), Sneak (80%), Rifle (85%).

Personal Interest Skills w/ Additional Points: Hide (70%), Spot Hidden (70%).

Weapons: Glock Model 17 9x19mm 55%, damage 1d10+1
Fist/Punch 65%, damage 1d3+db Touch
Grapple 40%, Special Touch
Commando Knife 70%, damage 1d4+2+db

Equipment: Wallet, ID, badge, suit, shoes, \$30, cell phone, watch, cross on a chain, small tin of camouflage paint, Commando knife on calf sheath, 2 sets of plastic tie cuffs, USMC ring, Glock Model 17, 2 full magazines.

Investigator History: Most of your career is still classified. You fought in the Battle of Mogadishu in 1993, joined Marine Force Recon (a branch of the US Special Forces) and have seen some of the worst parts of some very bad places. You've been trained to speak Arabic and Somali and qualified as a sniper.

Then you went and got married to a wonderful girl named Janet three years ago. The stress of your lifestyle, being on constant call and the month long separations, started destroying your relationship. While you loved Special Forces, you loved your wife more. You pulled some strings and got transferred to DHS, the Department of Homeland Security. It's been a big adjustment, but the agency needed people with your "real world" experience. Besides, you are able to come home almost every night and weren't in some bunker in Afghanistan when your daughter Shauna was born three weeks ago. Today you're on your way to a conference and feeling bad about missing the baby's first Halloween. Janet said she'd take lots of picture. It's kind of nice to be having a semi-normal life after all this time.

Team Vehicle

A black 2005 Ford Explorer equipped with bullet proof glass, an onboard GPS, onboard satellite phone, onboard laptop with satellite wireless connection and a police monitor.

Special Equipment

In the trunk of the Explorer are the following:

One repelling harness and 100 feet of nylon rope.

Three full-face gas masks.

Three level 1 bullet proof vests (6 points of armor vs. firearms, -5% to skill checks for Climb, Dodge, Jump, Swim, Throw and any melee combat).

A box of one hundred and fifty 9x19mm rounds (for Glock Model 17s)

A box of thirty 12 Gauge shotgun shells (For Mossberg model 500, see below)

A box of three four round magazines of 7.62 ammunition (for FN SPR, see below)

One Mossberg model 500 in 3" 12 Gauge "Riot" shotgun (see below, see below)

One FN Special Police Rifle with telescopic sight (Sniper rifle, see below)

One MP5 Heckler & Koch Submachine Gun (see below)

Weapons

12 Gauge "Riot" Shotgun 30%, damage 4d6*, range 10/20/50*, shots 1 or 2#, HP 10, MAL 99

FN Special Police Rifle 25%, damage 2d6+4

MP5 Heckler & Koch 15%, damage 1d10

**Shotgun damages reduces with range, see Call of Cthulhu rulebook.*

#2 shots per round for investigators with Shotgun skill at 70% or above.



ENTER THE GAIJIN

A Scenario for Secrets of Japan
By Simon Yee

The investigation will require the Call of Cthulhu: Secrets of Japan Source (SoJ) Book. When a direct reference is made to the Secrets of Japan, the abbreviation SoJ and page number will be in parenthesis. Example: Kazuya (SoJ, pg 211).

Since the investigation begins in Arkham, Massachusetts, USA the character creation for the investigators will not require SoJ book. The suggested occupations for the investigators could be a form of government agents (FBI agents, CIA agents, Homeland Security agents, ATF agents and possibly Delta Green) or Antiquarian specialist. Since the start of the investigations happens after a bank robbery it would only be obvious that these types of occupations would be present to respond or be involved as a specialist consultant.

KEEPER INFORMATION AND BACKGROUND HIGH LIGHTS

Thirty years ago Roshi Takeda, a devout Monk from the Brotherhood of the Black Lotus (SoJ, pg 185), had created twenty porcelain Noh masks (SoJ, pg 298) for a long forgotten Noh play

called Eternity in the Mist of the Green Clouds. Noh, is a classic Japanese play. Roshi Takeda was visited in his dreams by The Black Monk (SoJ, pg 211) after the creation of the mask and told secrets to imbibe powers into the masks to make the wearer supposedly immortal. Without hesitation the Monk spent his waking time performing the necessary steps to complete The Black Monks recipe for immortality. Unfortunately Roshi Takeda failed to make the necessary sacrifices of a 100 children when he was stopped by local authorities at a local preschool. The Noh masks were then flawed and cursed to create a form of Kyonshi (SoJ, pg 240-241) when placed on the face of a corpse. Two years later, the 20 masks were auctioned off by The Brotherhood of the Black Lotus, who was not aware of Roshi Takeda's intentions or failed mission.

Three years ago Roshi Takeda was released from prison and put in motion steps to recover the masks he had lost. He hopes to rectify his mistake and make amends to The Black Monk and Emerald Lama (SoJ, pg 252).

While in prison he had made connections with a Senior Yakuza boss Shatei Hoka-san (SoJ, pg 177) after saving his life several times with predictions from his dreams. The relationship helped Roshi Takeda acquire back 11 of his masks in exchange of giving one of the masks to Shatei Hoka-san after the ritual had been prop-

erly completed. Both were released the same year and keep in contact.

At the time of the investigation, Shatei Hokasan had tracked 7 of the last 9 masks to an Albert Dupree in Arkham, Massachusetts, USA. To present a more legitimate face, the wise Shatei hired a private eye, and go between, named Chad Rivers. When Albert Dupree was approached, by Chad, he claimed that his masks and other expensive property had been taken by home invasion robbers that held him and his maid at gun point on the 29th of September.

The Home invaders turn out to be a small Arkham gang, called the Beryllium Soldiers, who had supported themselves with armed robberies of homes and banks. After Albert Dupree was robbed, the gang used the masks in their bank heists and subsequent home invasions to cover their face. As a result of this and their robbing spree in October the local newspaper gave them the name of the 'Trick or Treat' home invasions.

9 homes and two banks were hit in Arkham during this time. On Halloween eve, October 31, the Beryllium Soldiers were finally stopped after they held up the new Arkham Centurion Bank. During a high speed car chase with law enforcement, the get away car, holding the 3 gang members, lost control and slammed into a telephone pole. After a fierce fire fight between local police and the Beryllium Soldiers, two officers were wounded and all three gang members were killed.

PLAYER INFORMATION

It is Halloween night and instead of waiting at your door for local kids to do trick or treat the investigators end up working the Holiday on an emergency call. The players are summoned to the Arkham Hospital morgue to help in the investigation of the 'Trick or Treat' home invasion and bank robbery case. Earlier in the day, 3 of the gang members were killed after fleeing the scene of a recent bank hold up at the new

Arkham Centurion Bank. Investigators will know that 9 homes and 2 banks have been robbed at gun point this past month by this gang and that 4 of the families from the 9 homes were brutally murdered.

Upon arriving at the morgue, the Arkham County Medical Coroner, Dr. Francine Gage, seems some what shaken and frantic while greeting the investigators. She leads investigators to the morgue processing room and warns everyone that her forensic lab assistant, Scott Krenshaw, was just found murdered in the room two hours ago and that one of the three bodies of the gang members he was attending over is now missing. She would like the investigators to find the body and whoever murdered her assistant be brought to justice.

The Morgue Processing Room

The room is below the hospitals first floor and has three main accesses. The most obvious is the large elevator in back side center of the West wing of the hospital. The Second is the exit stairwell at the far end of the same wing. The third is a delivery garage that dips underground, hidden behind the large air condition units in the back. The Processing room has security code pads to enter (but not exit) and video cameras at each of the three entry ways. Walking into the room the investigators will see three stations of operation. The first one is for processing items and property storage. The second is only used for fluid drainage. The third is a metallic table for autopsy and various scanning procedures. The far wall has body storage units that are in three tiers. Investigators will be directed to the first station where two bodies riddled with bullets are laying on rolling carts. An empty rolling cart is under the main examining light and it seems apparent a struggle happened here. Various evidence bags are scattered on the floor with cotton swabs and various forensic tools. The body of Scott Krenshaw lies at the base of the body storage units, his head dangling over the back side of his shoulder. It's fairly obvious that is neck was snapped in half. A sanity roll (0/1) is

required for seeing the dead bodies with Dr. Gages warning.

Two painted wood masks lay next to the dead lab assistant in evidence bags. There is an empty evidence bag still in his hand. The first mask is of an old man with bushy white whiskers and the second mask is a menacing horned mask with fangs. An Art roll will reveal these to be theatrical styled masks for Japanese Noh plays. Investigators will identify the horned mask to be a 'Hannya' or Jealous or scorned women possessed by a demon. Strange oriental symbols—Kanji—(SoJ, pg 31) can be found on the inside of the mask. A (Japanese) Language roll or proficiency will reveal the artisans name, Roshi Takeda, has been carved inside the mask along with the symbol for Black Lotus on Red Pond Temple.

A spot hidden roll will reveal a key to the Westgate Apartment Complex in the boot of the two bodies on the table. The key is silver and has the apartment complex name and room number (#131) beveled into it.

If the investigators ask to check the security camera's they will see the missing body walking out of the delivery garage. His clothes are darkened and charred from being burned. He is still wearing his Noh mask—that of an old woman. Dr. Gage will explain that the assistant must've been in the process of bagging the masks for evidence when he was attacked. She will appear baffled and swear the bodies had no signs of life upon arrival. The security guards and staff will admit not taking notice to the man in the mask because lots of people were dressed up for Halloween.

Police/FBI Department

Credit rating roll will reveal more detailed information than the information given originally in the player's information. The FBI(Federal Bureau of Investigation) suspects that the gang members belong to the Beryllium Soldiers in south Arkham. The gang name is based on a video game called It Will Only End in Tears, by BC press (SoJ, pg 181). The 4 families that were

killed had video consoles that were running the game during the home invasion, thus suggesting the connection with the gang. A report on one victim, Albert Dupree, states that he had 7 hand crafted Japanese Noh masks stolen from his home right before the 'Trick or Treat' home invasions started. His home invasion connects the Beryllium Soldiers to the present 'Trick or Treat' robberies. For ease of the adventure, the other 4 homes will either have moved out of state or be not readily available for questioning to contact. The two banks that were robbed, The Miskatonic Credit Union and Arkham Centurion Bank, have video feed of the each robberies but little information can be gain except that the Miskatonic Credit Union had two more additional men involved with the hold up.

Albert Dupree

Albert Dupree will be willing explain over phone, or come down to where ever the investigators are, the home invasion incident.

Mr. Dupree will explain being duct taped and held at gun point while his maid was forced to show where his valuables were stored. He counted five of them total. When they came across his collection of Noh masks the gang members made some reference to a video game and started putting on the masks. At that point he thought he was going to die but the gang immediately left and locked the maid in the basement. Dupree will explained the loss and damages came around to \$780,000.

If asked more about the Noh masks he will give the following information. "I bought the seven Noh Masks at an international antiquarian auction held in New York for \$120,000 twenty eight years ago. The masks came from an old Japanese historical society in Kyoto, Japan called the Matsuma Fellowship of Japan's Antiquities. I was only able to procure seven of the masks. There was actually twenty altogether. Oddly there was a big discovery that the masks were not from the sixteenth century as reported by Matsuma Fellowship of Japan's Antiquities. It made a big stink but I still kept the masks. Some one actually came around after I was robbed

wanting to buy the masks at pennies to the dollar I paid for originally. I wouldn't have sold even if I had them." Dupree still has the card from Chad Rivers visit and will give his name and phone number. Chad will not answer his phone since he is too busy staking out the Westgate Apartment Complex.

Westgate Apartment Complex

Located on the far end of South Peabody Ave, this run down apartment complex houses some low income residents and families. Has three floors to the units but the top floor has been under remodeling after a severe fire that resulted from a make shift drug lab (Methamphetamine lab) that caught fire. Children are still going door to door trick or treating in this area. A spot hidden will reveal a man sitting in a car with binoculars a block away. The man in the car will be Chad Rivers, private investigators.

Chad Rivers, Age 39, Private Investigator

STR 12 CON 14 SIZ 11 INT 12 POW 12
 DEX 13 APP 13 EDU 14 SAN 60 HP 13

Damage Bonus: none

Weapons: .38 revolver 45%, damage 1D10

Skills: Climb 35%, Computer Use 40%, Credit Rating 43%, Dodge 34%, Drive 65%, English 72%, Japanese 44%, History 21%, Law 35%, Library Use 35%, Listen 80%, Oratory 15%, Persist 40%, Photography 20%, Psychology 53%, Sneak 40%, Spot Hidden 65%, Track 35%.

Chad has figured out in the past week that the gang with the mask is housed in the apartment complex and has already informed Shatei Hoka-san. He is currently scouting the area trying to figure out an approach to get the masks. He does not have knowledge that Shatei Hoka-san has sent two of his men to forcibly procure the masks and of his Yakuza connection. Chad only knows Shatei Hoka-san as Mister Hoka, a wealthy Japanese business man trying to reclaim family heirlooms and has his business card at the Nagoya lumber yards in Japan.

Apartment 131

As investigators approach thirty feet of the room they will notice an Asian man(yakuza) in black suits and sun glasses walking out of the apartment holding a duffle bag(inside is 4 Noh masks). He will see the investigators and walk to the opposite direction away from them. If the investigators give chase he will run to his car and try to speed away, even if fired upon. Remind investigators that there is children trick or treating in the line of fire.

Inside the apartment is his partner, who is cleaning up to remove possible evidence. Two bodies of the remaining Beryllium Soldiers lay before the TV still holding the game pads in their hands. Both shot in the head twice. The TV flashes the logo to 'It Will Only Ends in Tears, by BC press' (SoJ, pg 181) and the words 'Game Over.' If the investigators give chase and fire at his partner then he will step out of the apartment and fire at the investigators. Otherwise the investigators will catch him flatfooted moving items he had knocked over when searching for the masks.

Yakuza Thug 1(Hanzo) and 2(Yoshi).

STR 12 CON 14 SIZ 14 INT 9 POW 10
 DEX 14 APP 12 EDU 11 SAN 50 HP 14

Damage Bonus: none

Weapons: Glock 17 9mm Auto 35%, damage 1D10

Skills: Bushido(SoJ, pg 63) 15%, Credit Rating 20%, Dodge 34%, Drive auto or motorbike 65%, English 42%, Japanese 74%, Law 35%, Listen 50%, Martial Arts 15%, Sneak 40%, Spot Hidden 45%, Urban Navigation(SoJ, pg 66)40%, Zoku (SoJ, pg 66) 30%/67%(Chimpira) .

Both men have large dragon tattoo marks on their torso and have instructions to the apartment written in Japanese. A red stamp mark with a dragon insignia wrapped around Kanji characters can be found on it. A Zoku roll will reveal that this is from Shatei Hoku-san.

Inside the apartment the investigators will notice that the yakuza thugs only ransacked the living room and did not get to the bedroom. The bedroom has a green army chest under the window and a queen size bed. The bathroom is also connected to this room and a sliding mirror closet flanks the opposite wall to the door into the room. Some drug paraphernalia, like glass

bongs and small hand torches with burnt spoons litter the bed. The army chest under the window contains two AK-47's (base 25%, damage 2D6+1) with only 15 rounds in each.

The Beryllium Soldiers with the Noh mask that walked away from the Morgue is hiding in the sliding mirror closet. He doesn't realize he is dead and had come back to the apartment. His fellow gang members did not pay him much attention because they were too busy playing the video game. He went into the bed room to rest. When the two yakuza broke in and shot his friends he decided to hide in the closet. If investigators open the closet he will attack out of fear.

The Beryllium Soldiers with the Noh mask.

Kyonshi (SoJ, pg 240-241)

STR 13 CON 15 SIZ 11 INT 9 POW 14
DEX 13 HP 13 Move 12

Damage Bonus: 0

Weapon: Martial Arts Fist/Punch 30%, damage 2D3+0
Bite 40%, damage 1D2+0

Armor: None, but at the cost of 1 POW, a kyonshi can heal all physical wounds. Even if cut or pulped into little pieces.

The Cursed Noh Masks

The Noh mask acts as the black statue of the kyonshi (SoJ, pg 240-241). The mask can take up to 5 HP of damage before being destroyed. The magical property of the mask allows those killed while wearing the mask to rise again as kyoshi after one hour of wearing while dead. The kyoshi is then free willed and master less. The mask can be used to create kyoshi of dead bodies by placing the mask on them and performing the correct spell (which is actually the chant found in the Noh play called Eternity in the Mist of the Green Clouds). Kyoshi raised in this manner are then servant to the person performing the chant. The mask needs to be destroyed to make the Kyoshi vulnerable as the destruction of the black statue would (SoJ, pg 240-241).

The End and the Beginning

If investigators find and defeat the Noh mask Kysoshi then the investigation is technically over and the investigators can be granted 1D4 SAN.

Players may still try to follow up on some of the leads they were given by Chad Rivers or pursue the Yakuza member if he got away, which would take them to Japan. Remind the players that they are not allowed to carry fire arms into Japan. In any case the players will be contacted by members of the Third Eye Agency (SoJ, pg 197-200) in Japan.

PLAYERS INFO

While it may seem to be the end of the investigation the players will be contacted, in a couple days, by a professors at Tokyo University ("Todai") named Taro Watanabe (SoJ, pg 197) and Kuzo Karoshi (He is fluent in English and is translating the interests of Taro Watanabe). Professor Taro has been informed about the recent events through Interpol (which is partially untrue since his original source came from usage with a Dream Vision spell) and he wishes to know more about the masks and the unusual circumstances surrounding the case. Professor Taro then explains, thru Kuzo, that he may be able to shed some light on the case and informs the investigators this may require them to venture to Japan (The investigators may already be in Japan). Taro will give members the address to his office in Tokyo University at the psychology department and arrange a meeting there. He will have Ryoma Miyamoto (SoJ, pg 197-198) pick the investigators up at the airport.

Taro Watanabe

If players do a Library roll to check on Dr. Watanabe's background they will find him associated with being involved with solving unusual police cases in Japan. He is a Professor of Parapsychology at Tokyo University. He is highly regarded in the field.

Office Meeting

Professor Taro Watanabe, professor Kuzo Karoshi, and Ryoma Miyamoto will bow, intro-

duce each other and provide their business cards to the players ('meishi' SoJ, pg 79). Depending on what the players share will their clues will provide the following answers:

A photo, description or image of the tattoos of the yakuza will immediately have Ryoma Miyamoto identify them as yakuza. He will be confused how they could be involved with something out of their territory.

Chad Rivers business card from Hoka-san will provide the following from Ryoma. Shatei Hokus-san was recently released from prison and is a big crime figure head in Nagoya. The lumber yard is legit but everything else about him is not. He was busted a while back for bribing several city officials.

One of the Noh Masks will be identified by Taro and he will reveal the artisans name, Roshi Takeda, has been carved inside the mask along with the symbol for Black Lotus on Red Pond Temple. Taro will step back and look at Ryoma with a spark of realization. He will they inform the players that the masks were from a monk that tried to kill a whole preschool of children twenty or thirty years ago. He will explain that the Black Lotus on Red Pond Temple is a Buddhist temple in Kyoto that was torn down several years ago after being abandoned by the monks who were part of the Black Lotus sect of Buddhism. Ryoma will do a quick call and find out that Roshi Takeda was recently released but his current where about are unknown. Taro will inform players that the Black Lotus is considered an esoteric and secretive faction of Buddhism that cannot be trusted. He will not go into detail as to why.

Taro Watanabe will explain to players that he had heard of the body rising from the morgue from connections he has in the US and with Interpol. He will then suggest that possibly the Noh masks have some properties about them that create some sort of artificial life preservation. Watanabe will inform the players that this is possibly a bigger problem if there are more masks in circulation. If the above information is revealed then Taro will seem confused how the Black Lotus and Yakuza could be involved.

Either way Taro will like the players and Ryoma to check out the leads and find out about the secret of the masks.

Hoka-san's Lumber Yard in Nagoya

The lumber yard sits on the edge of the docks and is a loading port for lumber onto large barges. Men in blue jump suits and yellow hard hats work hard with moving the lumber to designated places. On the outside of the gates 7 young men with bleached hair and white hoods (Bosozoku, SoJ, pg 178) drag in circle eights on motorcycles. They zip by the investigators menacingly but do not engage. The foreman of the lumber yard will invite players into the offices within the lumber yard. If all the players go inside the office the 7 Bosozoku punks will take advantage of the opportunity and damage the player's vehicle or source of transportation (popping tires or removing them). They will drive away if discovered or if they are done doing the damage. They will not attack players but flee or hang out in the fringe.

The foreman will have players sit in the waiting area and provide tea while he goes off to find Hoka-san. After some time has passed the foreman will return and say he is not in his office or in the lumber yard. If pressed by the players, or told they are police, he will inform them that he has had an old monk friend of his stop by on occasion to take him places. The foreman suggests that players speak with him and provides the name of Roshi Takeda and the address to the Black Lotus on Red Pond Temple in Kyoto.

If the Bosozoku took care of the player's transportation then the foreman will supposedly call for a cab to take the players. This is all a trap set by Hoka-san to ward off interlopers into his affair. A tow truck will take the car to the local auto shop and a taxi will come to pick up the players. The driver of the taxi is Kazuya (SoJ, pg 211-212) in a taxi uniform. His gold teeth and bleached hair will be apparent if player do a spot hidden roll. If player get into his cab and ride off with him then he will take them thru the city as if taking them to the destination. Even if they ask to be taken to Kyoto, which is an unreasonable

long drive in a taxi, Kazuya will seemingly accept.

Kazuya will at one point drive to the harbor pier of Nagoya and turn to players in the back seat with his true state (0/1D4 SAN loss) saying in Japanese “Stupid foreigners should know better not to drive in a German made car while in Nygoya.” Kazuya will then de-materialize as the car heads off the pier. The players will have one round to do a Drive roll to gain control of the car to prevent it from ending in the water or jump roll to get out of the car safely (1D6 if failed). If players cannot prevent the car from driving off the pier then the car will sink into the water. The car will automatically lock the electric powered window and doors because of a short circuit by the water. Players can try to escape but drowning rules will apply. The car will settle on the bottom floor 20 feet under the water.

Black Lotus on Red Pond Temple

The temple is on the secluded outskirts of Kyoto and its many historical temples. The wooden frame has been torn down and the stone base along with several pillars is the only things that stand. Two large Torii (SoJ, pg 108) stand in the front and back of the temple. A huge bonfire can be seen in front of the back gate. A small school bus is also parked next to the bonfire. Inside the bus is Shatei Hoka-san wearing a Noh mask like that found in (SoJ, pg 298). He is holding sixty preschool children hostage for the sacrifice that Roshi Takeda is preparing in front of the back Torii gate. He had hijacked the bus from a preschool as it was dropping off kids at its first stop. (The radio and news have broadcast the news on local channels and it is unlikely that players will come across the media and make the connection.) The remaining Noh masks lay before the gate.

Roshi Takeda is chanting from the Noh play ‘Eternity in the Mist of the Green Clouds.’ The back Torii gate seems to blur between its poles and a strange bizarre landscape can be seen beyond. As players arrive onto the temple grounds the chant will end and Roshi Takeda will command Shatei Hoka-san to bring one

child out of the bus to sacrifice one at a time. If Hoka-san and Roshi Takeda are stopped then an Oni-Hannya (female looking Oni, SoJ, pg 245-246) will appear out of the gate and drag the body of Roshi Takeda, alive or dead, back thru the gate. The gate will not allow anyone else from entering and anyone looking into the gate as he is being pulled thru will get a clear glimps briefly of the first plane of Eight Hot Hells (SoJ, pg 244) and lose 1D6 SAN.

Shatei Hoku-san

STR 14	CON 13	SIZ 16	INT 12	POW 13
DEX 11	APP 12	EDU 11	SAN 0*	HP 15

Damage Bonus: +1D4

Weapons: Sacrificing knife 40%, damage 1D4+2+db
Glock 17 9mm Auto 35%, damage 1D10

Skills: Bushido(SoJ, pg 63) 35%, Credit Rating 20%, Dodge 34%, Drive auto 65%, Japanese 84%, Law 35%, Listen 50%, Martial Arts 35%, Sneak 40%, Spot Hidden 45%, Urban Navigation(SoJ, pg 66)20%, Zoku (SoJ, pg 66) 40%/87%(Chimpira).

He will use knife first and not use his glock. He holds keys to the bus and will try to drive the bus thru the gate as a last ditch action if everything seems lost. He is also wearing one of the Noh masks and if he is killed the rules to masks apply to him. *He has lost all SAN witnessing Roshi Takeda in past year communicating to various avatars.

Roshi Takeda

STR 11	CON 9	SIZ 13	INT 17	POW 18
DEX 9	APP 10	EDU 16	SAN 0	HP 11

Damage Bonus: +0

Weapons: Sacrificing knife 40%, damage 1D4+2+db

Skills: Bargain 35%, Craft (Noh Masks) 68%, Cthulhu Mythos 27%, Dodge 40%, Japanese 94%, Listen 30%, Martial Arts 35%, Meditation 74%, Occult 35%, Sneak 20%, Spot Hidden 25%, Urban Navigation(SoJ, pg 66)10%, Zoku (SoJ, pg 66) 10%/27%(Chimpira).

Spells: Contact The Black Monk, create Kyonshi, Contact Emerald Lama, Scry Hot Hells, Hellgate, Dream Vision, Spectral Razor

He will cast spectral razor spell if pressed otherwise he will use his knife. Takeda is pretty much doomed even if he does succeed in killing the children. The Black Monk does not give second chances.

Pre-Schoolers General Stats

STR 8 CON 8 SIZ 8 INT 10 POW 14
DEX 7 APP 18 (cuteness) EDU 7 SAN 70
HP 8

Damage Bonus: +0

Oni (Hannya) see SoJ, pg 245-246

STR 35 CON 22 SIZ 30 INT 10 POW 9
DEX 9 SAN 0 HP 27 Move 10

Damage Bonus: +3D6

Weapons: Bite 20%, damage 1D6(no db)
Stomp 35%, damage 1D6+db

Armor: 1 point of thick, bony hide

Sanity Loss: 1/1D6

The Oni will not pay attention to players unless attacked and then she will only try to brush them away. She is only here to take Roshi Takeda to the place of his failure.

Noh play: 'Eternity in the Mist of the Green Clouds.'

A play written in Japanese by an unknown author. Will take 13 weeks of study. Sanity loss is 1/1D4 with Cthulhu Mythos gain of +3. It contains within the chants: create Kyonshi, and Scry the Hellsgate.

THE END ... OR IS IT

Saving the children and stopping Roshi Takeda/Shatei Hoka will bring about 1D8 SAN for investigators. Being unsuccessful in saving the children will gain benefit the investigators with 1D2 SAN.

The keeper may use this as starting spot to engage players into continuing adventures with the Secrets of Japan. There are many unexplored avenues in this adventure that can be good fodder for future investigations. Such as the Matsuma Fellowship of Japan's Antiquities and the video game called It Will Only Ends in Tears, by BC press, which could be fun leads to the Brotherhood of the Black Lotus(SoJ, pg 185-188) and Cult of Buddha's Tears (SoJ, pg 181-184), respectively. The players at this point have

been introduced to the Third Eye Agency (SoJ, pg 197-200) and the evils of the Yakuza (SoJ, pg177-178, 188-192).

PLAYERS OR NPC'S

Scott Dylan- FBI agent

STR 14 CON 13 SIZ 16 INT 12 POW 13
DEX 11 APP 12 EDU 15 SAN 65 HP 15

Damage Bonus: +1D4

Weapons: .45 automatic S&M 45%, Damage 1D10 +2

Skills: Accounting 25%, Bargain 40%, Computer Us 40%, Conceal 30%, Credit rating 35%, Drive auto 45%, Fast Talk 35%, First Aid 30%, Hide 40%, History 20%, Jump 30%, Law 60%, Library Use 35%, Listen 40%, Locksmith 23%, Mechanical Repair 25%, Persuade 35%, Psychology 40%, Sneak 40%, Spot Hidden 45%.

Background: Scott is a fairly young agent who has the knack of getting the off the wall cases handed to him. His co-workers call him the 'Black Cat' because he never seems to get lucky with cases. Answering a call from his supervisor about the Trick or Treat robberies he thought he would finally get a break from the weird files. The call was urgent directed him to contact Dr. Gage at the Arkham Morgue for details.

Nancy McAdams-FBI agent

STR 13 CON 16 SIZ 16 INT 14 POW 13
DEX 13 APP 11 EDU 16 SAN 65 HP 16

Damage Bonus: +1D4

Weapons: .45 automatic S&M 50%, Damage 1D10 +2

Skills: Accounting 25%, Bargain 40%, Conceal 30%, Credit rating 45%, Drive auto 55%, Fast Talk 35%, First Aid 40%, Hide 40%, History 20%, Jump 50%, Law 70%, Library Use 35%, Listen 40%, Locksmith 20%, Mechanical Repair 35%, Persuade 45%, Psychology 30%, Sneak 30%, Spot Hidden 45%.

Background: Recently reassigned from the Boston headquarters and partnered up with Scott Dylan. She is a tall intimidating woman in her early thirties. She has had a lot of success in her field work as an agent and it is hoped some of it will rub off on her new partner. Her supervisor has asked her to keep an eye on him because of the unusual cases he has handled has made the agency wonder if he is actually making most of it up. She is very no nonsense and brash at times. She is not known for getting her information with sweetness. She gets a call

from Scott to meet him at the Arkham Morgue. She puts away the Halloween candy and rushes out.

Dr. Jacob Steppenwolf- Antiquarian of the Asian Arts

STR 11 CON 12 SIZ 10 INT 15 POW 15
DEX 16 APP 14 EDU 17 SAN 75 HP 11

Damage Bonus: +0

Weapons: Does not carry weapons

Skills: Accounting 35%, Anthropology 45%, Archaeology 40%, Art(Asian) 75%, Astronomy 30%, Chemistry 30%, Computer Use 35%, Credit rating 45%, Dodge 50%, Drive auto 35%, First Aid 30%, Hide 40%, History 60%, Library Use 65%, Listen 30%, Own Language(English) 90%, Chinese 40%, Japanese 50%, Korean 55%, Photography 40%, Sneak 40%, Spot Hidden 75%.

Background: Dr. Steppenwolf is a Albright scholar visiting Miskatonic on a lecture series on ancient Chinese artifacts found in the Ming Dynasty. A certain Doctor Gage at the Arkham County coroners office called late into the afternoon to ask for his assistance to examine some asian masks found at a crime scene. Dr. Steppenwolf finished his lecture that evening and headed on his way not knowing the mystery that lay before him.

Lewis Karrows- ATF agent

STR 14 CON 13 SIZ 16 INT 12 POW 14
DEX 11 APP 12 EDU 15 SAN 70 HP 15

Damage Bonus: +1D4

Armor: Heavy Kevlar Vest 8hp

Weapons: .45 automatic Taurus 45%, Damage 1D10 +2

H&K MP5 submachine gun 40%, Damage 1D10

Skills: Accounting 25%, Bargain 40%, Biology 35%, Chemistry 45%, Conceal 38%, Credit rating 35%, Drive auto 45%, Fast Talk 35%, First Aid 30%, Hide 40%, History 20%, Jump 40%, Law 60%, Library

Use 35%, Listen 40%, Locksmith 23%, Mechanical Repair 45%, Psychology 40%, Sneak 40%, Spot Hidden 45%.

Background: Lewis had helped the forensics team collect evidence from the Trick or Treat bandits from shell casings to the AK-47's found at the scene. He had just put weapons serial numbers into catalog when he got a page from the Arkham County Morgue. He figured they must've found more ballistics that he would be interested in or possibly contraband. Either way it was Halloween and he was getting over time...

Kuzo Karoshi- NPC or player replacement in Japan

STR 11 CON 12 SIZ 10 INT 15 POW 15
DEX 16 APP 14 EDU 17 SAN 75 HP 11

Damage Bonus: +0

Weapons: Does not carry weapons

Skills: Accounting 35%, Anthropology 45%, Archaeology 40%, Art(English Literature) 75%, Astronomy 30%, Chemistry 30%, Computer Use 35%, Corporate Culture 40%, Credit rating 45%, Culture Etiquette 45%, Dodge 50%, Drive auto 35%, First Aid 30%, Hide 40%, History 60%, Library Use 65%, Listen 30%, Own Language(Japanese) 90%, Chinese 40%, English 70%, Korean 55%, Photography 40%, Sneak 40%, Spot Hidden 75%, Urban Navigation 35%.

Background: He's technically a NPC but once in Japan the players could make the option to play him. He is a friend of Taro Watanabe and is helping him connect with these foreigners.



A RING OF TOADSTOOLS

An Original Cthulhu Dark Ages Scenario
By Oscar Rios Art by Gibel Attridge

INTRODUCTION

This scenario can take place almost anywhere in England, Scotland or Ireland, sometime around 960 AD during All Hallow's Eve (also known as Oiche Samhain or Samhain Night). While the folklore and traditions do vary between these countries they are similar enough that the theme of the scenario are still appropriate. Keepers can set the scenario anywhere they wish although it may require some alteration. For our purposes the scenario takes place in the fictitious town of Sogailraugh.

The trouble begins when Sidhe (pronounced Shee, also known as elves or fairies) from the otherworld cross into our world on All Hallow's Eve. The scenario centers upon investigators attempting to recover a baby who's been kidnapped by the Sidhe and replaced with an inhuman Changeling.

Getting Investigators There

Keepers can use a number of methods for getting investigators to Sogailraugh. Some examples (by no means the only ways) are listed below for investigators to become involved. Keepers could also have players create PC's who are local villagers and run the scenario as a one shot or use Sogailraugh as the center for a new campaign.

All Hallow's Day—Investigators have been invited by locals to attend Sogairough's All Hallow's Day celebration. This works well if the investigators have earned some fame solving mysterious happenings or combating "Evil".

The Wild Hunt—Rumors have traveled far and wide that villagers have seen a ghostly host of mounted hunters usually the night before All Hallow's (All Saint's Day). They are sent (or choose) to go investigate these reports.

The Haunted Forest—Investigators hear stories that the forest just north of Sogailraugh is haunted. Called "The Haunted Forest", locals say the mysterious activities intensify leading up to All Hallow's Day. There are stories of mysterious figures being spotted, people vanishing without a trace and otherworldly sounds echoing from within the forest.

A Baptism—The local lord (or ri tuath) Diarmuid (deer-mid) and his wife Shauna have recently become parents. They intend to christen they daughter Noreen on All Hallow's and have invited the investigators as honored guests.

Just Passing Through—Investigators are traveling to (or returning home from) somewhere and arrive in Sogailraugh just as the All Hallow's Festival is about to begin. They could be traveling to an Irish monastery or holy shrine on the island's western coast. The travelers are invited to

For
A Ring of Toadstools

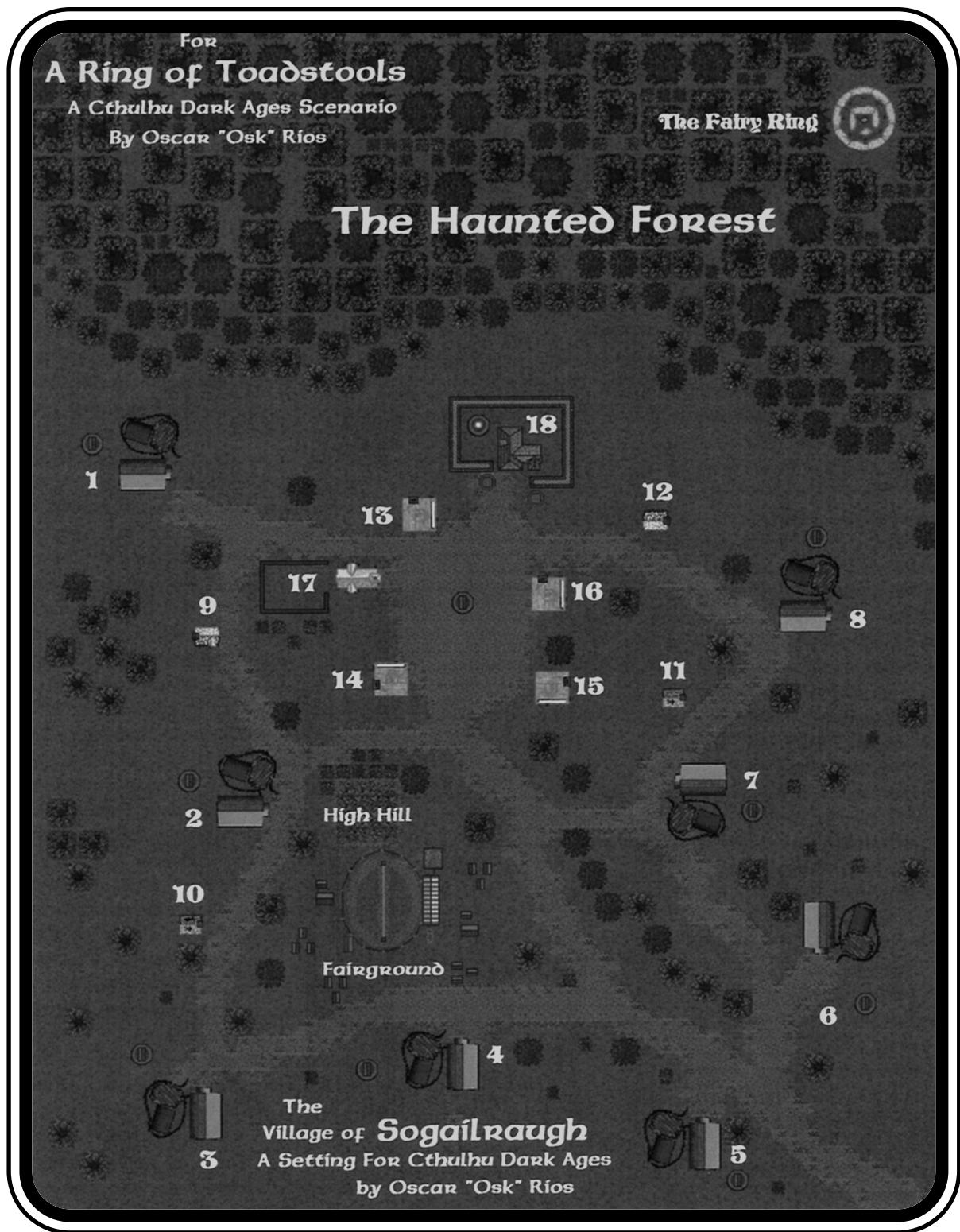
A Cthulhu Dark Ages Scenario

By Oscar "Osk" Ríos

The Fairy Ring



The Haunted Forest



remain in the village overnight and enjoy themselves at the festival.

Keeper's Information

The village of Sogailraugh has the misfortune to be near an active fairy ring, hidden deep within The Haunted Forest. A fairy ring is a weak point

between our world (The World of Iron) and the otherworld (Tir na Nog, land of eternal youth). These weak points act as doorways between the two worlds allowing travelers to pass from one to the other (but not always back again). These doorways are much easier to open during certain times of the year, being easiest on Oiche Samhian, which has become All Hallow's Eve.

The fairy ring in The Haunted Forest is located in a clearing marked by a circle of ancient oaks with toadstools growing on them.

Beings of the Otherworld called Turatha de Danann, also known as Sidhe (Shee), have long used this doorway to enter our world. They do this to seduced maidens; go on hunts and occasionally to kidnap young children and infants. The Sidhe are immortal but also infertile. If a Sidhe wishes to have a child it must venture to our world and steal one. Abducted children begin to change when they arrive in Tir na Nog, slowly becoming Sidhe themselves and forgetting their true origins. If the Sidhe takes a child it simply vanishes, usually while venturing out alone on All Hallows Eve. If an infant is taken the Sidhe must leave a replacement, a decoy called a Changeling.

Changelings are magical constructs made from common household items that animate and transform into replicas of the abducted baby. Changelings however are poor replacements, being universally foul-tempered and mean spirited. They are miserable children who grow into miserable adults, forever being a burden and shame to their families. Such beings have no knowledge of their true nature, fully believing they are the people they've been created to replace. Currently there are five Changelings living in Sogailraugh and soon there will be one more.

The Sidhe has victimized the people of Sogailraugh many times over the years, having children occasionally vanish and infants unknowingly replaced by Changelings. The villagers slowly found ways to protect themselves and developed defenses against the Sidhe. They have learned that the Turatha de Danann are adversely affected by Iron and cannot intrude place illuminated by a specially created communal fire. Placing an item of iron in cradles protect newborns from being taken and are safe as long as they never sleep in darkness. The sacrament of Baptism also protects infants from abduction. These defenses have become tradition, their origins all but forgotten.

This All Hallows Eve the Sidhe will strike again. Lady Shauna will have her infant daughter Noreen taken and replaced by a Changeling after foolishly breaking with the village traditions. She will witness the abduction, as will one or more of the investigators. This will lead players into The Haunted Forest and ultimately Tir na Nog, on a quest to recover the abducted Noreen. Along the way they will encounter violent changelings, a pair of hunting Sidhe, their dangerous otherworldly quarry and the kidnapper – a fairy queen fully intent on keeping her stolen baby.

Two of the Sidhe the investigators may encounter were once human. Both were abducted from Sogailraugh and have forgotten their human origins. Investigators will have an opportunity to discover this and possibly use the information to their advantage.

PART ONE

THE FESTIVAL

Investigators should arrive in Sogailraugh on or around October 31st. Those arriving sooner will be drawn into the community's efforts at preparing the fairground for the All Hallows Eve celebration. This will give them an opportunity to meet most of Sogailraugh's inhabitants and gather as much information (see below) as possible before the abduction. Investigators should have little trouble finding a place to stay in the village, as families gladly put them up and Ri Tuath Diamund eventually invite the investigators to be a guest in his home.

ALL HALLOWS FESTIVAL

Within Sogailraugh there is a vast open field, which the community uses for large events such as weddings and festivals. This is where the All Hallows Eve celebration will be held. Each family will set up an area around the fairgrounds, some on blankets and others on quickly assem-

bled tables with stools. Many villagers take out simple instruments (flutes, drums, bagpipes), playing and singing while others dance happily.

Food: Each family will have plenty of food and drink to enjoy and share with their neighbors. There will be meat pies, fruit, berries, cookies, beer, sausage, honey and other simple fare freely offered from each family's encampment. Families will try to outdo one another with what is offered, in order to show what a prosperous harvest they had. Everyone will also donate a portion of his or her food to the bonfire (see activities).

Rumors, gossip & local legends: The friendly people of Sogailraugh enjoy spinning a good yarn, whispering gossip about their neighbors and answering questions about their community. Much of this information is inconsequential but some of it is important to the successful outcome of the scenario. The information is listed below and broken into four categories: Rumors about the Nobles, Gossip about the Neighbors, Talk about the Festival, Legends and Folklore of the Area.

Investigators talking to villagers have a chance of learning one of the following items per conversation with a successful Luck, Fast Talk or Persuade roll. If investigators directly ask someone about a topic they will get that specific item on a successful Luck roll. No one villager knows all of these items of information but each villager will know 1d4 of them. This means that investigators will have to speak with a number of people during (or leading up to) the festival to gather as much information as possible

Rumors about the Nobles

Lady Shauna doesn't like the traditions surrounding Oiche Samhain. She has little respect for these superstitions, which worries some in the community (true).

Diarmuid has done a good job as lord here. He still needs to do something about robberies that occur in Sogailraugh. His guards have been unable to learn, more likely prove

(most suspect the outcasts), just who is making the thefts (true).

Lady Shauna has one green eye and one blue eye, a sure sign she was marked by fairies as a child. This is why she doesn't like Oiche Samhain (true).

Little Noreen hasn't been baptized yet, even though she's six weeks old! The family is taking an awful risk waiting this long, especially considering tonight is Oiche Samhain (true)

The new nurse the nobles have hired, momma Ryanne's granddaughter who's just arrived from Luigne, only has one ear (false)! She's always hooded because of it and Lady Shaunna's hired her because she's jealous of women more beautiful than herself (true).

Diarmuid has a wandering eye. He has another woman in Ui Briuin Ai, whom he sees when he reports to Feidhelm, ri tuath of Connacht. Diarmuid is also on the hunt for a local mistress (false, both started by Daimhin de Barra).

Gossip about the Neighbors:

Young Einin o'Baoil has rejected the advances of Seamus Caomhanach & Colmcille the guard. Her father Conal is growing very impatient with her. (true)

- *Aeden o'Conghaile is rumored to have stolen a bag of silver coins from his brother, squandering them on ale before his family realized he'd taken it. His brothers threw him out because of it and haven't spoken to him in years (true)*

The o'Dufaigh girls are sweet on the landless farmhands her father hired but he'll have none of it. They girls have tried to sneak out of their house after dark to meet up with the boys but were caught by their mother (true).

The tanner's boy, young Nollaig is sensitive and has witnessed "The Wild Hunt" last year (true). His father has forbidden him to speak of it publicly (false).

Orlagh o’Cangaile & Daimhin de Barra earn extra coin for their husband by selling themselves to whoever will have them. Their husbands know of this and do nothing to stop it (true).

Poor Ide o’Cionga is pregnant again. The family can barely feed the two children they have. Momma Ryanne says the pregnancy has been difficult and suspects the delivery to be much the same (true).

Talk about the Festival

If the bonfire weren’t lit the community would fail. It’s a tradition that has kept Sogailraugh safe and prosperous since days of old. Christian or not, we’ll not go against tradition. Even Father Ennis, who was born here, wouldn’t ask us to change our ways.

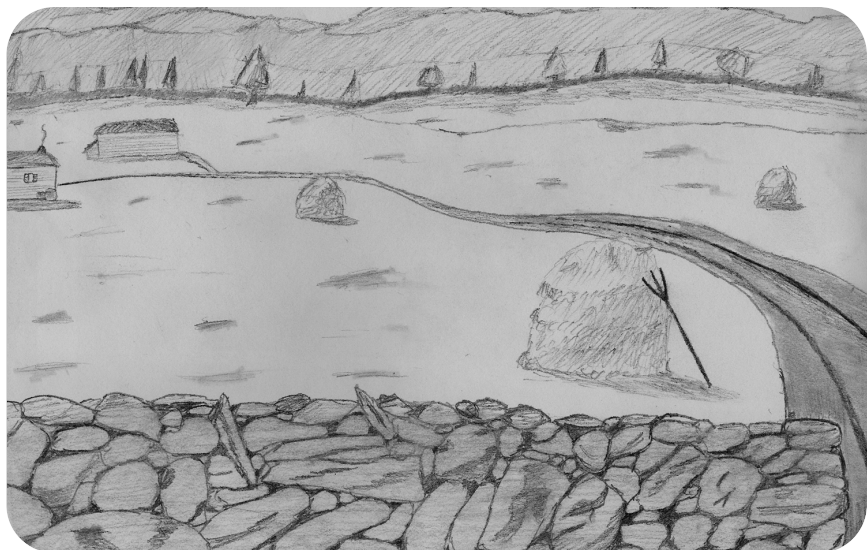
The Spaniard Mateo, a troubadour who’s traveled far and wide, returns to Sogailraugh every All Hallows’ Eve. He was trained by Cael Greybeard, a famous storyteller and last of the English Magi. His master taught him many ancient secrets.

The Apple dunking competition is going to be quite serious this year, as a number of people have come of age since last All Hallows’ Eve.

The ghost stories told at sunset is something no one in the village would ever miss. It’s been one of the highpoints of the year. Most villagers have been enjoying the tradition since they were children

The town outcasts, Aeden o’Conghaile and Ultan de Barra, will probably try to make a scene, as they did during the Easter Festival in the spring. If they don’t cause a problem their wives probably will.

All fires in the village must be extinguished before families go to the All Hallows’ Eve festival. They will carry fire back with them from the community bonfire and relight all the lamps, candles and hearth from it. It’s a tradition that has gone back for many years.



Legends and Folklore of the Area

Tonight is Oiche Samhain, a night when the veil between the worlds thins and spirits are able to walk the Earth once more. Sogailraugh is a place where spirits are often seen due to its closeness to The Haunted Forest.

The Wild Hunt, a ghostly host of mounted hunters, passes the village every All Hallows Eve. The hunters look to see if anyone is out after midnight and if they find someone they ride them down. People who are slain by the Wild Hunt join its ranks, forever damned to take mount and ride out one night a year.

The northern forest was once the center of a Turatha de Danann kingdom. In its depths there is a tall tower of the fey folk, where they still gather on nights when there is no moon.

A Baensidhe haunts Sogailraugh whenever death is stalking someone in the community. The spirit appears as a woman washing the clothing of someone in the village. The person who owns the clothing is marked for death and always dies before the following dawn.

A mysterious figure has been seen the past few months moving between the forest and the village. It appears to be a woman, with a lantern and she only appears on nights when there is no moon. People have started calling



her “The Fey Lady”, suspecting her to be a Sidhe (she is actually Einin o’Baoil).

Thirty years ago Mamma Ryanne’s son vanished on All Hallows’ Eve. His name was Cabhan and he was only three years old. He was lured into the forest by a white rabbit and vanished before anyone could stop him. His father claimed to see strange lights in the forest when he searched for his lost child. Cabhan was never seen again; most say the Sidhe took him. Mamma Ryanne’s husband died of a fever soon after although some say it was from grief or madness.

ALL HALLOW’S EVE FESTIVAL TIMELINE

During the festival many things will occur. The following timeline lays out the activities and events of the day:

Early Morning, on the way to the fairground:
The Baensidhe appears (see events A).

8:00 AM- The festival begins, work starts on the bonfire (see activities 1a)

9:00 AM- Lord Diermund & Lady Shauna arrive (see events B)

10:00 AM- Ryanne & Iona begin telling fortunes (see activities 2)

11:00 AM- Fight breaks out (see events C), Arrival of Mateo (see event D)

12:00 PM- Fortune telling ends, Apple dunking competition (see activities 3a)

1:00 PM- Ide o’Cionga goes into labor (see events E)

2:00 PM- Apple peeling competition (see activities 3b)

3:00 PM- Work on bonfire ends, placing of food gift (see activities 1b)

4:00 PM- Ghost stories begin (see activities 4)

5:00 PM- Bonfire lit (see activities 1c)

6:00 PM- Festival ends (see activity 1d)

Events

A number of things happen during the All Hallows Eve festival. These events will draw the investigators (and in some cases the entire community’s) attention.

(A) The Baensidhe – While investigators are approaching the village’s fairgrounds they will see a small stone bridge, crossing a stream, before them. While crossing the bridge investigators notice a woman in the stream below them. She is very beautiful with pale blond hair, dressed in a white gown and a circlet of silver. She is standing calf deep in the stream, trying to wash a blood stained tunic of poor quality. Those making a Spot Hidden roll notice the tunic has an embroidered flower pattern around the neckline.

Anyone attempting to interact with the woman will cause the entire scene to vanish. In the blink of an eye not only the washing woman will be gone but the stream and stone bridge as well. If investigator’s travel past and ignore the woman their attention is drawn back by the sudden silence as the sound of running water ceases. When they look back they will see that

the stream, bridge and woman as gone. This requires the investigators make a Sanity check for 0/1d2 points.

Investigators making a successful Occult roll, or a Know roll if they are Irish, Scottish or English; will realize that they have just witnessed a Baensidhe. They will also know that this is an ill omen foretelling the death of the owner of the tunic being washed before the end of day. If investigators meet Ide o’Ciogna during the fair, Keepers should have them make a Spot Hidden roll, but only if they noticed the flower embroidery on the tunic’s neckline. If successful they will realize that Ide is wearing the same tunic (not yet bloodstained) that the Baensidhe was washing.

(B) The Noble’s entrance – Lord Diarmuid & Lady Shauna will arrive, flanked by their two guards (who are armed and wearing soft leather armor), their servants and nurse (carrying their baby). Lord Diermund will mount the high hill and address the crowd, welcoming everyone to the festival. He’ll also announce that there will be three competitions (apple dunking, apple peeling and ghost stories) the prize will be a flower garland made and bestowed by Lady Shauna.

Anyone watching this and making an Insight roll will catch Lady Shauna keeping a close eye on her child. What she is actually doing is keeping an eye on the nurse, Iona, whom she is rather jealous of. Iona will be doing her best to remain inconspicuous, already realizing that the powerful Lady Shauna is watching her.

(C) Brawl – Just before noon, as festivities begin in earnest, a small fight will break out. Either Aeden o’Conghaile or Ultan de Barra, two of the Changelings living in Sogailraugh, will start it. Both will try to goad one of the investigators into a confrontation in an obviously staged way (i.e.: accusing an investigator of propositioning his wife, bumping into them, spilling ale on one of them, etc.) They will be loud, rude and belligerent, wishing to make as big of a scene as possible. Neither man is armed, seeking only to cause trouble, not bloodshed.

Changelings—Aeden O’Congaile and Ultan de Barra.

STR 15 CON 15 SIZ 15 INT 7 POW 11
DEX 11 HP 15/15 DB +1d4

Weapons: Fist/Punch (70%, 1d3+db).

Armor: None.

Skills: Hide (60%), Sneak (60%), Listen (60%)

Investigators may refuse to be drawn into this but others are not so forgiving. Either Glendan & Niall o’Conghaile (if this was instigated by Aeden) or Faolan de Barra (if instigated by Ultan) will arrive to demand that Aeden or Ultan apologize to the investigators. Family members of these outcasts are usually on edge around them and quick to put them in their place. This, of course, only makes matters worse.

A brawl will start between the changelings, Faolan de Barra and the o’Conghaile brothers, plus one or more Investigators if possible. Guards will be slow to break it up, hoping the hoodlums get a good beating. Just how the brawl plays out is up to the individual Keeper. The fight ends when cries of “He’s here! He’s arrived! The Spaniard has come!” fill the air and the crowd rushes to the southern end of the fairgrounds (see below).

(D) The Troubadour’s Arrival- The arrival of Mateo the troubadour breaks up the brawl. He arrives on horseback, his mount a beautiful black mare named “Starmist”. The troubadour rides up slowly while singing and playing upon a small hand harp (skillfully guiding the mount with his knees). Mateo is an older man (40 yrs) wearing a silver torc and finely dressed in a long tunic of fine wool. The villagers fall into line behind him.

Mateo rides to the high hill where Lord Diermund warmly welcomes him. Lady Shauna’s welcome will be much cooler than her husband’s. The Troubadour will proclaim that there is no place he would rather be than Sogailraugh “Upon the thinning of the veil”, promising many songs and stories that will make grown men shiver in fright. Mateo then says, “That is if I could possibly get a few mouthfuls of food and maybe a sip or two to drink, I am near death from the road.” Everyone in the village will

begin shouting out for him to join their family's table (or blanket). Mateo spends the next five hours touring the fair, singing, telling stories and enjoying the villager's hospitality.

Mateo, the Spaniard

STR 12 CON 12 SIZ 13 INT 15 POW 13
DEX 10 APP 13 EDU 15 SAN 65 HP 13

Damage Bonus +1d4

Weapons: Dagger (50%, 1d4+DB).

Armor: None

Skills: Art: Harp (80%), Art: Singing (70%), Art: Story Telling (70%),
Occult (70%), Ride (60%), Status (70%)

Description: Mateo is dark by Irish standards, having greying black hair and brown eyes. His father was a sailor for Spain who took a local wife after being shipwrecked in Ireland. He is called "The Spaniard" and referred to as being "Black Irish" due to this.

(E) **Troubled Labor** – Ide o'Cionga goes into labor during the fair, disastrously so from the outset. Keepers should have this occur when one or more Investigators are within earshot of her. Ide will scream, a long and agonizing wail, followed by screams from everyone around her. She crumbles over with blood staining her threadbare tunic from the waist down.

Her husband quickly picks her up, calling out for Ryanne the midwife. Davin carries her home, nearly running with her. Ide will be sobbing, apologizing to her husband and occasionally crying out in agony as he tries to calm her. The Meagher family collects the o'Cionga children for safe keeping until all this is over. Ryanne joins them on the way to the o'Cionga home. Investigators with healing skills wishing to assist in the delivery will be welcomed by Ryanne. Investigators witnessing the delivery must make a Sanity check for 0/1d2.

The delivery will be a bloody, chaotic affair with the health of the mother and baby quickly fading. Over the next hour or so Ide delivers her son, dying soon after despite all efforts to save her. The child, whom she names Eirnin before she passes, is very sickly and frail. Investigators can make a Science-Medicine roll to assist and

alleviate some of the suffering but their efforts cannot change the outcome.

Davin will be grief stricken at the loss of his wife but quickly pull himself together as he begins tending to his new son alone. Investigators will realize (or hear) that Davin is the poorest man in the village and his new son's chances of surviving the next few days are slim. News of Ide's death and the condition of Eirnin spreads through the village very quickly (as everyone is gathered at the fair).

ACTIVITIES

Other than eating and socializing the festival has a few traditional activities. Many of these have been passed down since pre-Christian days, being pagan in origin. Father Ennis watches over and takes part in these traditional observances of the holiday. He will remind those who question these rituals that the celebration received the blessing of Pope Boniface IV more than three hundred years ago.

(1) **The Bonfire**- the ritual bonfire is an ancient symbolic offering, a central part of the Pre-Christian Oiche Samhain celebration. It is broken up into three parts:

The Gathering - Throughout the day everyone in the village will gather wood and place it in a large pile atop the high hill overlooking the fair-ground. This will be done quietly throughout the day ending around mid afternoon with the pile reaching 5 feet high. Various village children will dart about the festival asking for food and holding out a basket to place the offered food items into.

Placing the Gift - Lord Diarmuid takes the basket of offered food from the children, rewarding each with a small honey cake. He then lifts the basket and places it atop the pile of sticks. Next he pours out a skin of oil on top of the pile, allowing it to soak through the pile over the next two hours.

Lighting the Bonfire - With sunset everyone in the village gathers around the pile of sticks atop the high hill. Each family will have a hollowed out gourd with them, many families having worked on it during the festival. Lord Diarmuid carries a single torch, being the only person in the gathering with any sort of illumination. Investigators carrying or lighting any sort of fire will be asked to extinguish it.

Lord Diarmuid will then proclaim: "This torch carries the fire that was taken from our bonfire last year, and the year before that, and the year before that going back to the first founding of Sogailraugh. Today we give thanks for our lives and our bounty; we give thanks to the Lord God for our homes and families. We light this fire now, as a symbol of our spirit as neighbors, and each will carry this fire back to their homes. We are one hearth, one fire, one community united and thankful to those who came before us." He then lights the bonfire and all watch it burn solemnly, giving thanks to one another while embracing loved ones

Sharing the Fire - Once the fire burns down, the eldest male of each family will go to the bonfire and light the kindling within their family's gourd from it. Everyone then dons costumes (mostly masks) and returns home using only the light from their gourd for illumination. If asked about the masks, villagers explain they do this so spirits will not recognize them and follow them home.

(2) Fortune Telling – Ryanne and Iona will offer fortune telling to any who wish it and many villagers line up to have this done. Investigators waiting in line will overhear locals speak of the accuracy of what they were told last year and how Ryanne's family has the gift of being sensitive to the spirit world. The methods of divination offered are palm reading, reading the patterns of seventeen stones cast by someone or by interpreting the patter of tea leaves left in the bottom an cup after it's been drunk by the subject.

Investigator seeking to have their fortunes read can choose between Ryanne and her

granddaughter Iona. Such readings will draw a powerful message from the fortunetellers, who will comment on how strong and clear the information they receive is. Also unusual is that each investigator received precisely the same message. The fortuneteller will ask if the investigators are related to a soothsayer or "sensitive" in any way. The message is as follows:

The Fortune Teller's Proclamation

"Four lives are in your hands, four lives for you to save or allow to end. One will die from violence, one from sadness, another from illness and the one will be condemned for a thing they did not do. All these lives are tied to one another as they are tied to you. To save one you must save all. Fail one and you fail all."

Investigators will also be told the following: "You have been drawn up into something, something beyond your control. For whatever reason you have been chosen to champion a noble cause. Good luck and may God keep thee safe."

(3) Apple Games – There are two organized competitions utilizing apples. The start of these games will be announced by Old Carrig (Lord Diarmuid's steward) and attract many participants and spectators. Each contest will have a winner, who is awarded a garland of flowers by Lady Shauna at the game's end. The contests are:

Dunking – Unmarried people will be invited (in some cases forced) to participate in dunking for apples. A large wooden tub will be filled with water and dozens of apples floated within. Participants will then dunk their heads into the water while trying to draw an apple from the tub using only their teeth. This requires participants to make a DEX x3 roll. Each participant gets three chances before their turn is over. After one full round those failing to gain an apple are eliminated the remaining few get one final dunk, made at DEX x1 (because by now there will be many fewer apples).

Keepers Info: during this event, some villagers will force the shy (and very beautiful) Iona into participating. Once her hood is pulled back and her fiery red hair is displayed many will whisper about her “otherworldly” beauty. She will detest the attention and try to hide herself in her cloak for the rest of the festival.

Peeling – This is a competition to see who can peel an apple in such a way as they produce the longest unbroken peel. Doing so requires a successful Knife or Dagger roll as well as a DEX * 3 check. The victor is said to have the longest lifespan. Many villagers will participate in this with the winner being determined by the lowest Luck roll among those who succeed their DEX*3 check.

(4) Ghost Stories – As the afternoon shadows lengthen villagers will gather at the base of the high hill for ghost stories. Three locals will offer up ghostly tales, and investigators are invited to do so as well. These three tales are as follow:

The Tale of the Wild Hunt, told by Old Murtagh – This story tells of a host of mounted hunters, ghosts of nobles and commoners alike who died while hunting. It states that on nights when the stars are right, these men return from beyond and ride across the land seeking sport and quarry. If anyone sees them he must either join their company or become its quarry. In his version of the story, a hunter is forced to join them and later given a golden spear the next morning for being found a suitable huntsman.

The Betrayed Maiden, by Teagan o’Griofa – This story is about a woman who is left at the altar by a man who then learns that he has a wife (a rich widow) in another town. The woman dies of a broken heart and her ghost haunts the man for three nights. A beautiful, weeping woman stalks the halls of his home, turning the widow’s hair white. A priest is brought to the house but is unable to rid the home of the spirit, as it is not evil, but wronged. The man confesses his sin to his wife and the haunting ends and the spirit finds rest. The man however gets no rest, as his

vengeful wife punishes him for the rest of his days.

The Feywine, by Ealga the Weaver (o’Coileain household) – This is a story about a girl engaged to a kind but poor farm boy. A handsome Sidhe Lord, a Turatha de Danann, lures the girl into the woods. The Sidhe lord dances with her until the soles of her shoes wear out, giving her rings of gold and hairpins of silver as gifts. The Sidhe lord plies her with sweet wine of the otherworld, but the girl is too smart for him and only pretends to sip. She knows that to eat or drink the food of the otherworld is to be trapped there. The girl escapes from the party of Sidhe lords and ladies and find her way back to our world through a mound. As she is just about to escape she licks her lips, tastes the wine and is trapped between worlds- never able to enter either realm fully. She never returns to the kind farm boy or the Sidhe lord. Her cries can still be heard in the northern woods on Oiche Samhain.

After the telling of these stories (and those of investigators who wish to join in) a winner will be chosen by the Troubadour Mateo and awarded a garland by Lady Shauna. Mateo then begins telling two stories of his own, masterfully enchanting the crowd. He plays upon his harp, adding music and mood to his tales. His two tales are as follows:

Mateo Story One, The Four Swans (a variant of the classic Irish tale “The Children of Lir”) – A stepmother, jealous of her husband’s children uses magic to turn them into swans, cursing them to remain in that form for three hundred years. Their father discovers this and changes his wife into a crow but cannot remove the curse. The children sing beautifully, traveling far and wide, entertaining people wherever they went for many years. They outlived their father and all who remember them. One day they are almost captured by a rich woman, who wishes to take them from the kindly old hermit, who protects them. Suddenly the three centuries are over and they turn into four very old humans. The rich woman flees and the hermit washes and clothes them as they lie dying, for no man or

woman can live three hundred years. He leaves to fetch them some porridge but when he returned they had vanished. Some say they died and turned to dust, others say they were taken to Tir ni Nog, the land of eternal youth where they would live on, forever as children, singing their beautiful songs for the Turatha de Danann. Only old storytellers know for sure and even they seldom agree. (He will pause for a moment and then slip into his second story.)

2) The Childless Turatha de Danann – “The fey folk, the Turatha de Danann may well have taken the four children who had been swans. Once they were many, living all across these very lands. With the comings of the sons of Mil, our ancestors, the days of the Sidhe came to an end. The sons of Mil were warlike, carving out kingdoms across Ireland for themselves, and the Sidhe, who were without death unless killed at first tried to fight against them. Eventually they vanished, passing from this world to another, a realm without pain or suffering or death. This land called Tir ni Nog would be their haven but for all that it was, it was a land without children.

It is said that no child has ever been born beyond the veil of our world. For the Sidhe, who are without death, children were always rare. But after traveling to Tir ni Nog there were none. For the Good People, as for us, there is no greater joy, no more precious treasure than a child. For decades, nay centuries, Sidhe lived in their perfect land, growing sadder and sadder, for what man and wife can truly be happy in a home where no child has ever played.

So, what to do? The Sidhe remembered those who had driven them out of their homes, remembered how numerous they were. For all the glory of the land of eternal youth, they grew jealous of us in our mortal realm. We, whose cradles were filled, who's breasts were suckled, we who could still be called “Mother” or “Father”. It was no surprise that soon they sought to get the one thing they lacked: Children, our children.

At first children would go missing from dark forests while gathering berries or wood. Some said it was wolves or that they had run away or

gotten lost, but it was not so. They were now in the arms and homes of the Sidhe living a life without end. These children would never be seen again, forgetting they were ever men and slowly becoming as their adopted parents, becoming themselves Turatha de Danann. People began watching their children closer, keeping them out of the woods after dark and baptizing them as quickly as they were able.

Soon a few children weren't enough, the Sidhe wanted more. A child was one thing; a baby was something so much more. They could not resist the soft skin and cries of our newborns. So in the dark of night, nights very like this one, the Sidhe come to rob our cradles. But how could they take a child without being discovered? They did not desire another war with mankind.

Sidhe may lack children but magic they have in great abundance. So the fey folk learned to take common things, like brooms and pails and old, empty sacks and turn them into something that looked like a child. They would leave one of these creations behind after stealing away with some unfortunate woman's newborn. These imposters would appear like the babies they replaced, they would even grow up as if they were nothing more than regular children, but they would always turn out wrong. Such creatures were always ill tempered and foul, throwing tantrums and crying long into the night for no reason other than causing misery to all around them. Meanwhile, the true child would grow up as a Sidhe.

So, people of Sogailraugh, do not let your babies lie in darkness on Oiche Samhain. Keep iron close by and leave salt upon the windowsills. Set a saucer of milk outside your door, so that the Sidhe will know you are generous and pass by your home. Otherwise that sweet child will be taken and a foul changeling left in its stead.

Festival Closing – At this point the final part of the bonfire ritual takes place (see above) and everyone journeys home. Lord Diarmuid will invite Mateo the Spaniard and the investigators to stay with him for the night. By nine pm the sun is a

memory, darkness covers the land and everyone is safely home. Unfortunately not everyone will stay there.

PART TWO

THIEVES IN THE NIGHT

As night falls investigators will be invited to stay at the home of Lord Diarmuid, if they are not already guests there. Should they refuse either Lord Diarmuid or Lady Shauna will insist, settling the matter. Mateo the Spaniard will also be invited and travel back to Lord Diarmuid's house as well.

This will go smoothly for a bit of time. The investigators will be shown to a guest room beside the nursery (Lady Shauna comments, "don't worry, little Noreen is a sound sleeper"). Iona will put the baby to bed and settle to sleep in the nursery beside her. The guards and servants retire for the evening. Lord Diarmuid and Lady Shauna invite the investigators and Mateo for a final glass of mulled wine beside the fire before bed. After this glass of wine and some small talk everyone seeks their beds. The peaceful evening comes to an end when Lady Shauna checks on her child on the way to her room.

An Accusation, The First Life – Lady Shauna suddenly screams, snatches up her child and rushes out of the room while calling for the guards and her husband. Iona exits the room confused, no longer wearing her cloak (showing her obvious beauty) to all. Shauna then commands the guards to seize her, accusing her of trying to murder her baby. The guards grab Iona and everyone in the house (except Mateo who has snuck out) emerges to see what the commotion is about.

Lady Shauna claims to have seen Iona trying to stab her daughter with a pair of scissors. Iona then claims to have simply put the scissors in the cradle as a way to protect the child. Iona becomes furious ordering her to explain, proclaiming that the house is well guarded and the

only danger is from her child's deranged nurse. Iona then explains that because the baby is not baptized and this is Oiche Samhain it is at risk, mentioning that it should have already been baptized before this night. Lady Shauna takes offense at the apparent criticism.

Lady Shauna then accuses Iona of being a witch, trying to harm her child with either the physical scissors or the casting of spells. She commands the guards lock her in the cellar so that she can be burned as a witch and Satanist in the morning. Lady Shauna will then state, "Many years ago witches abducted my sister, her body was never found. Now they come again for my daughter". Investigators making a successful Insight roll will find Lady Shauna's statement to be true, but will also detect that jealousy might also be a factor in the accusation. Unless investigators intervene, Lord Diarmuid arrests Iona, charged with practicing witchcraft.

Investigators can attempt to defuse the situation, calm Lady Shauna and convince Lord Diarmuid to be lenient. If investigators make a successful Fast Talk or Persuade roll while trying to calm the situation Iona will be released. She will be dismissed as the house nurse, escorted out and told that Sogailraugh might not be the best place for her to remain. Iona will then go to her grandmother's home. Unless investigators get her released she will be tried for witchcraft tomorrow morning.

Soon after a loud and unearthly roar can be heard from the north. Lady Shauna will cry out to Iona as she departs "It's your master Satan calling for you, Witch!" It is, in fact, the Cath-See, passing through the opened fairy ring deep in Haunted Forest. For the time being Lord Diarmuid has the guards active, preventing investigators from leaving.

The Kidnapping – Lady Shauna will then sleep in the nursery, watching over her daughter. Everything quiets down until just after midnight when screams once again fill the house. The sound is Lady Shauna crying out in horror within the nursery.

Investigators, who've been roomed beside the nursery, should be able to enter within moments. Upon entering they will see Lady Shauna lying on the floor unconscious and a mysterious figure holding a bundle who is climbing out a window. Keepers should have Investigators make an INT*5 check to realize that the nursery usually doesn't have any windows. The figure is dressed all in pale grey, a long cloak and gown that hides its features. In its arms is little Noreen, wrapped up in a bundle of similar grey cloth. Before investigators can act the figure exits the window and vanishes. The window also vanishes a moment later reverting to a stone wall as it had been.

The Investigator's attention will then be drawn to the cradle, where they hear the sounds of a child waking up and starting to cry. Those who look into the cradle witness the following, which causes them to roll a Sanity Check for 1/1d3.

You look into the cradle and see a small sack of flour with some twigs thrust into it as if they were limbs. Two buttons have been sewn into the sack and a line of dark coal drawn below them forming a simple face. It is a crude likeness of a child and suddenly you realize it's moving. The twigs flail about, the black buttons dart around and then blink, the dark line of coal opens and a cry issues from it.

The horrible figure begins to shape, to change, before your very eyes. The twigs become arms and legs, the buttons change into eyes and the sack takes the shape and color of flesh. In the span of six heartbeats the strange flour sack baby is gone, replaced by a living one, a perfect likeness of little Noreen. Perfect except for the fact that the thing in the cradle now wails loudly, an ear piercing cry sounding over and over again. The real Noreen had been such a quiet baby.

A Plea for Help – Soon the room fills with guards, servants and Lord Diarmuid. Lady Shauna will be revived and tell everyone what she saw. No one believes her, thinking she had suffered a nightmare, reminding her that the room has no window and showing her that baby is right here.

If investigators claim to have seen something similar Lord Diarmuid will say they must have all been hexed by Iona and order the woman rearrested (or further charged if she is still in custody) unless investigators make a successful Fast Talk or Persuade roll. Lady Shauna will calm herself, agreeing that this must have been a nightmare brought on by the ghost stories and mulled wine. Soon everyone returns to their rooms, Lady Shauna asking the investigators to remain.

Lady Shauna will then speak openly about what has happened, knowing that no one other than herself and the investigators will every believe it. She begs the Investigators to recover her real child. "This thing, in my arms, is not my child. I know it and you know it. It may look like mine, but it's not. I beg you to find my child and bring her back home. I cannot raise a child that no good could every come from. I cannot live with such guilt that it was all my fault." Investigators, aided by Lady Shauna, now have little trouble sneaking out of the house. Unless investigators return her stolen infant, the guilt-ridden woman hangs herself before the baptism ceremony tomorrow morning. This is the 2nd of the four lives that were foretold by the fortuneteller.

Menace from Within – Once outside of Lord Diarmuid's home investigators will be spotted by the village outcasts. They will be in the process of robbing the Tanners shop of some newly made baskets. Both Aeden & Ultan will try to sneak up on and attack investigators while their wives will provide a distraction if necessary. The four of them will fight with clubs, not wanting to cause bloodshed. They each wear masks, simple sacks with holes cut out to hide their identity but investigators will recognize their clothing, voice and build from earlier encounters. Being threatened with bladed weapons, becoming significantly injured or having an alarmed raised against them will cause the four to flee into the night.

Changelings (Aeden & Orlagh O’Congaile and Ultan and Daimhin de Barra).

STR 15 (females 12) CON 15 SIZ 15 (females 11)
INT 7 POW 11 DEX 11
HP 15,13,15, 13 DB +1d4

Weapons: Fist/Punch (70%, 1d3+db), Club (60%, 1d6+DB).

Armor: None.

Skills: Hide (60%), Sneak (60%), Listen (60%).

Allies & Advisors

Investigators could seek advice or reinforcements and Sogailraugh can provide both. Advice can be obtained from either Mamma Ryane, the village midwife or Mateo, the visiting troubadour. Investigators who’ve walked about the village should already know where the village healer lives. Otherwise investigators spot the large herb garden outside of her cottage, this should be a dead give-away.

Finding Mateo might be more difficult. He (or rather his horse) can be followed from Lord Diarmuid’s home with a successful Track roll, or investigators may suspect his destination with a successful Idea roll. After sneaking out of Lord Diarmuid’s home Mateo paid a visit to the widow Alanna o’Mordha. It’s obvious that he is there as his black mare is tethered to a tree beside the house. Mateo and Alanna are the only ones awake by the time the investigators arrive.

Ryane and Mateo are good sources of lore and advice. They will believe the Investigators should they relate what has happened to baby Noreen. Unfortunately neither will agree to accompany Investigators into the forest stating that few who oppose the Sidhe on their own terms are ever seen again. They can answer questions about how to proceed and offer a few warnings. Their advice and information should be worked into conversation by the Keeper and is as follows:

The doorway to Tir ni Nog is now open but will likely close at dawn.

The doorway or Fairy Ring is said to be a ring of toadstools in a clearing in the northeastern part of The Haunted Forest.

The baby will probably not start changing into a Sidhe for many hours.

Travelers to Tir ni Nog should not eat or drink anything native to that place, lest they be trapped there forever.

Turatha de Danann are an honorable and noble people, but also a powerful and dangerous race whom have warred against mankind and lost. Many harbor grudges against our race since that time.

Investigators may also seek to reinforce their number before setting out into the forest. Only two people in the village would possibly venture out with investigators, these being Old Murtagh the hunter and Paedar the retired soldier. Convincing either will require a successful Persuade roll. In the case of Murtagh it also requires payment of 10 silver Dinars, which he claims is his fee as a hunting guide. Paedar will claim to have encountered strange and mysterious things (Winged Demons) while fighting in Eastern Ireland. He will gird himself for battle, against the wishes of his wife, telling her “It could have been our grandchild woman, it may well be next time. We must defend our homes or else we are naught but sheep. Would you be married to a sheep?” Just what aid they give, if they survive or even join Investigators at all is left up to individual Keepers to determine.

PART THREE

THE HAUNTED FOREST

To recover little Noreen Investigators must now enter the Ghost Woods. The night is dark, overcast and without a moon. There is little natural sound other than the wind, almost as if the animals know the forest is no place to be on Oiche Samhain night.

The Forest: Before entering the forest Keepers should have Investigators make a Spot Hidden check. If successful they notice a woman, cloaked and carrying only a lantern, joyfully running into the forest. She is some distance away

and safely enters the forest before action can be taken against her. This is Einin o’Baoil. An investigator making a successful Idea roll realize the woman was traveling from the direction of the o’Baoil farm.

There are a number of paths and trails in the woods. Investigators who consistently choose the northern and eastern most paths arrive in the area of the fairy ring after about two hours of travel. During this time Keepers should feel free to have Investigators hear strange music, see floating lights and detect odd scents (flowers, fresh food, wine) blowing mysteriously on the wind to sharpen tension. These occurrences are harmless at first, until the Cath-Shee, now loose in the forest, finds the investigators.

Investigators making successful Listen and Spot Hidden rolls will detect something stalking them in the darkness. It will always be just out of sight, allowing just enough of itself to be seen or heard for Investigators to realize the creature is some sort of enormous hunting cat. The Cath-Shee won’t yet attack, content to just observe Investigators at this time. It will however enjoy menacing them.

The Hunting Horn (The Third Life) – After about an hour of travel, Investigators hear the sound of a horn calling out three times from somewhere close by. The horn sounds with urgency and panic. Should investigators hesitate they will hear the horn sound once more, followed by the roar of a large animal (the Cath-Shee) and a scream of pain.

Investigators going towards the sounds find a young Sidhe facing off against the Cath-Shee (seeing both require Sanity Checks, see below). The Sidhe is dressed in a fine, gray tunic, hunting leathers and a cloak, much more simply than investigators might expect. The cat has managed to disarm the Sidhe of his hunting spear. The Sidhe is badly wounded on his left arm and desperately attempting to hold the creature at bay with a thin, silver bladed sword. The cat is obviously toying with him. Both otherworldly creatures glance over at the investigators: the Sidhe’s eyes silently plead for help; the Cath-

Shee’s eyes convey a silent warning against becoming involved.

Unless Investigators choose to assist, the Sidhe he will die. If Investigators withdraw or hesitate to act the Cath-Shee pounces, locking its jaws on the now helpless Sidhe hunter. His cries of horror and death sound through the forest. The Cath-Shee then stares at the Investigators, its fur and jaws dripping with blood, before rushing off into the night. Investigators suffer a Sanity loss of 1/1d3 for witnessing and allowing this to happen.

Investigators who assist the Sidhe will have a fight on their hands. The Cath-Shee fights viciously and intelligently. If reduced to 6 or less hit points it will attempt to escape into the forest. The Sidhe hunter will assist as best he can, reclaiming one of his dropped hunting spears. He will also warn investigators, “Do not allow the beast to escape, it is nearly invisible in the undergrowth!”

Cath-Shee – Sidhe hunting cat.

STR 22 CON 30 SIZ 17 INT 10 POW 11
DEX 11 HP 30 DB +2d6

Weapons: Claws (65%, 1d8+db), Bite (50%, 1d6+db).

Armor: 3 point of fur and thick hide.

Skills: Climb (750%), Hide (80%), Jump (60%), Sneak (70%).

Turatha de Danann, Pelasarius – The Spear Bearer

STR 11 CON 14 SIZ 9 INT 13 POW 14
DEX 13 HP 12

Damage Bonus: --

Weapons: Three Hunting Spear (60%, 1d8), Sword (60%, 1d6+1).

Armor: Hunting leathers (-2 points)

Spells: Healing, Impeccable Throw.

After the battle with the Cath-Shee, the Turatha de Danann will introduce himself (if he or they still live that is) as Pelasarius, spear-bearer to Lord Githrendel. He then asks the Investigators why they have ventured out into the forest at night, commenting that most Milesians (a term some Sidhe use for humans) are not so brave or foolish. If they confide in him their true purpose he will pledge to help them, saying he owes them his life and would repay such a debt as quickly as possible. Before Pelasarius can con-

tinue he is interrupted by the arrival of his master and uncle, the Sidhe Lord Githrendel.

The Fairy Lord

As the Sidhe Lord enters the clearing Pelasarius will whisper “Speak nothing of the child, accept no gifts and trust me.” Lord Githrendel enters wearing a suit of glittering silver chain mail that flows like silk, a silver circlet and a long, bejeweled sword on his hip. He carries a beautiful bow and a quiver of silver tipped arrows. His appearance should be exactly what investigators might expect from the stories they’ve heard of the Turatha de Danann. Lord Githrendel enters grandly, looking over his nephew and the Investigators before introducing himself.

Pelasarius then introduces the Investigators to his master and explain how they assisted him against the Cath-Shee, making no mention of owing them a life debt. Lord Githrendel then asks the Investigators what they are doing here,



fearing they have followed his human mistress into the forest. If they give a reason having nothing to do with his mistress he calls to the shadows, “Come out my mortal flower, they have not come for you.”

Einin o’Baoil obeys and emerges from the magical concealment placed upon her, seeming quite embarrassed to be discovered. Lord Githrendel will then send her back home with a kiss and a smack to her rump telling her “Home

lass, I’ll send for you when next I am about.” Einin then rushes home, with a wink to Investigators as she holds a finger to her lips in a silent request for their silence about her activities.

Turatha de Danann, Githrendel – The Sidhe Lord

STR 13 CON 14 SIZ 12 INT 14 POW 15
DEX 14 HP 13

Damage Bonus +1d6

Weapons: Bow (80%, 1d8), Long Sword (80%, 1d8+1+db).

Armor: Chainmail Armor (-6 points)

Spells: Fear, Enthrall, Cloud Memory.

Finishing the Hunt

If the Cath-Shee has escaped, the two Sidhe will resume tracking it, inviting the investigators (calling them Milesians) to join them. If investigators decline Githrendel will say, “You have already involved yourself in this matter, you are a part of the hunt. It would be an act of dishonor, not to mention cowardice, not see this through to the end.” If investigators still refuse Lord Githrendel and Pelasarius will bid them farewell and depart. Before the pair leaves they use the “Weaving” ability to speed up time around the investigators. Within moment it is dawn, the doorway to Tir ni Nog has closed. Any chance of recovering Noreen is lost and the scenario ends in failure.

If the Cath-Shee is already dead (or investigators complete the hunt with the two Sidhe) Lord Githrendel warmly thanks the Investigators. He asks if they would help carry The Cath-Shee back to his home, offering to reward them for their assistance. If they agree Pelasarius constructs a litter (magically “Weaving” one) for the Cat’s body. Neither Sidhe will assist investigators in carrying the litter, as they will lead them to the Fairy Ring, a doorway between our world and Tir ni Nog.

The Fairy Ring

Deep in the northeastern reaches of The Haunted Forest lays a clearing marked in the center with a ring of ancient oaks upon which grow many toadstools. The easiest way to find it,

and the only way to use it, is to be led there by the Sidhe. Investigators can locate it on their own, but with difficulty.

An enchanted field that clouds the mind magically protects the fairy ring. Investigators approaching the ring without a Sidhe guide simply turn around and walk back the way they came, without memory of having ever found the clearing. Most realize after several minutes that they've somehow been turned around while having no memory of doing so. Investigators can break this spell by force of will, making three successive POW checks, the first POW*5, the next POW*4 and the last POW*3. Once this is accomplished investigators may enter the clearing.

Opening the Gateway- If Investigators are with him, Lord Githrendel opens the doorway with a wave of his hand. This causes all within the ring of oaks to be suddenly surrounded by swirling colors, glittering lights and sweet smelling breezes. The effect lasts only a moment, after which Investigators find themselves suddenly standing upon a cobblestone road leading to a tall tower-keep. Keepers should proceed to part four. Unless Investigators gain the assistance of either Githrendel or Pelasarius, the scenario ends in failure.

Investigators who reach the gate on their own and not as guests of the Sidhe will discover entering Tir Ni Nog is impossible. Without Sidhe cooperation the doorway cannot be opened. This was hinted at by the fortuneteller's cryptic message that all lives were connected. The life that would die from violence was Pelasarius's and saving him was a necessary part of the quest (a traditional theme in Celtic folklore).

If the Cath-Shee still lives it will be sure to return here, stalking and killing anyone it finds in the area. If investigators manage to slay the cat, Lord Githrendel will eventually arrive them at the Fairy Ring. If investigators allowed Pelasarius to die the Sidhe Lord will now be carrying his body. Keepers have several choices as to his reactions to the investigators (see below):

A- Githrendel uses his "Weaving" ability to speed up time around the Investigators, causing them to suddenly find themselves surrounded by daylight. Lord Githrendel is gone, the gateway before them sealed and the scenario ends in failure.

B- The Sidhe Lord draw his sword and proclaim "My nephew spoke before he died, saying a band of Milesians left him to the Cath-Shee's mercy. His blood is on your hands! Oh, Vengeance Be Mine!" Lord Githrendel will then attack, fighting only as long as he has the upper hand, escaping to Tir ni Nog through the Fairy Ring as soon as the battle seems to turn against him. In battle he uses his magical "Weaving" ability to blur his appearance and distort time around him, making investigators suffer a -15% to successfully hitting him in combat.

C- Kindhearted Keepers may offer Investigators a second chance at enlisting Sidhe aid. Lord Githrendel comments "You have avenged my Nephew, for that I offer you my thanks. Know you how he came to this end?" Should investigators make a successful Fast Talk roll and refrain from implicating themselves in Pelasarius's demise, Lord Githrendel invites them to accompany him to Tir Ni Nog. He asks them to carry the Cath-Shee to his home.

PART FOUR

THE LAND OF ETERNAL YOUTH

Once in Tir ni Nog, Investigators are led on a short journey to the house of Lord Githrendel. Tir ni Nog gleams with color, hums with magic and every birdsong and breeze fills the air with wonderful music. Its beauty is nearly heart-breaking. After a mile or so the Lord Githrendel comes to his home, a tall tower of sweeping white stone partially covered in green ivy. The tower reaches high into the sky and before anyone reaches the door it opens outward.

The Lady Allaura-: Standing in the doorway is a being of unearthly beauty adorned with a tiara of gold and emeralds. She has one green eye and one blue eye and is clad in a gown of shimmering gray. In her arms she cradles a beautiful Sidhe newborn. The woman greets Githrendel as her husband and the Sidhe lord introduces her as "My wife, The Lady Allaura". Investigators making a Spot Hidden recognize the baby as being a Sidhe version of Noreen. Should they make this observation Keepers should allow them a second Spot Hidden check. Those succeeding this check also realize that The Lady Allaura seems to be a Sidhe version of Lady Shauna and that Pelasarius greatly resembles both Iona and Ryanee.

Lady Allaura will wave her hand and a huge table laden with all manner of food and drink will appear. "I offer this feast to honor our brave hunters, to welcome our new friends and to celebrate the arrival of Narilka, royal princess of Tir ni Nog!" Allaura, Githrendel and Pelasarius will then eat and drink, inviting the investigators to join them.

The Feast & Negotiations- Should investigators eat or drink any of the food offered by the Sidhe they will be trapped in Tir Ni Nog forever. If Pelasarius still lives he will try to warn investigators not to accept the food, drink or gifts (see below). Since none of the investigators are children they will not change into Sidhe but remain human and live free of death, pain or age. This however ends the scenario in failure. Should Investigators wisely refuse the food it will be offered two more times. After three refusals the Sidhe stop offering.

Lord Githrendel will then offer Investigators gifts, which must also be refused lest Investigators become trapped in Tir ni Nog. The first gift is a cup of gold, the next is a sword of silver, the last it a crown of jewels. After all three are refused the Sidhe will stop offering, giving up on fooling the Investigators into trapping themselves in Tir ni Nog. The Sidhe will then start negotiations.

The Lady Allaura will begin by saying, "You are wise Milesians. You have not been fooled or

allowed greed to doom you. You have proven yourselves valorous, now I ask you why have you come? Surely you know I will not part with my child. You cannot take her from us by force of arms, not here, not in our lands. I ask you to leave in peace brave Milesians." Lord Githrendel will support his wife's position, greatly wanting to be a parent as well. Investigators can convince the Sidhe to release Noreen using several arguments. Each requires a successful Fast Talk or Persuade roll and are listed below:

Noreen's mother, the Lady Shauna misses her greatly and will die if she is not returned.

Lady Shauna lost a sister to the Sidhe. They suspect The Lady Allaura was once that mortal child. The baby is actually her niece and should be returned to the arms of her forgotten sister (Githrendel can confirm this secret).

Another infant was born in Sogailraugh to a poor family who cannot provide for it. The baby, named Eirmin, is sickly and will die soon unless brought to Tir ni Nog.

Return to Sogailraugh, Negotiations Fail – Should investigators not convince the Sidhe or attempt to take the child by force the scenario ends in failure. Investigators suddenly find themselves surrounded by dozens of Sidhe warriors, wielding powerful magic (Weaving ability) against them. Investigators are paralyzed and rendered unconscious, awakening on a trail in The Haunted Forest, just outside of Sogailraugh.

Upon returning to the village (earliest being around 1pm) find that many unfortunate things have happened while they were gone. Sometime before dawn the sickly newborn, Eirnin o'Cionga, joined his mother in death. A few hours later Lady Shauna hung herself just before the baptism of her daughter. In outrage and grief fueled madness Lord Diarmuid blamed her suicide on witchcraft. Iona was hastily tried and burned at the stake on the charges of being a witch in the service of Satan. These lives, along with the Sidhe Pelasarius, made up the four linked lives that Investigators were responsible for saving as told by the fortuneteller.

Return to Sogailraugh, Negotiations Succeed – If investigators manage to persuade the Sidhe to return Noreen several things happen. Githrendel and Allura compliment them on their wisdom, wishing that all Milesians were so wise. The trio of Sidhe, Lord, Lady and Nephew bid them farewell before suddenly rendering the investigators unconscious with magic.

Investigators awaken on a trail in the Haunted Forest, just outside of Sogailraugh. Lying at their feet is a cup of gold (worth 100 silver Dinars), a sword of silver (useless in combat as silver is a soft metal but worth 200 silver Dinars) and a jeweled crown (worth 400 silver Dinars). Investigators arrive back at the village (earliest being around 1pm) seeing a baptism ending and a funeral beginning.

Lady Shauna is carrying her daughter, who no longer cries but sleeps soundly in her mother's arms. Beside her is Iona, whom she has reconciled with giving after the peasant girl an apology. She thanks the investigators; explaining that Noreen suddenly stopped crying in the night and beside her was a sack of flower and some twigs. Lady Shauna pledges her eternal gratitude.

Father Ennis is gathered with the o'Cionga family, and a few of their neighbors to bury both Ide and her son Eirnin in a single coffin. Father Ennis comments at the service that the child was with its mother in heaven, passing peacefully moments after being baptized. The family seems much comforted by this, but young Derry will comment that his favorite toy, a carved wooden horse, is missing (the body being buried is a changeling, the toy being the mundane materials used). If confronted privately Father Ennis will admit to investigators that Ennis was already dead when he arrived to baptize him, but lied to spare the family further sorrow.

Aftermath – Should the investigators give some, or all, of the wealth they obtained from the Sidhe to the unfortunate o'Cionga family, several things occur.

If Investigators give them the bag of gold they all stumble upon a four-leave clover. Once plucked it never dies and conveys a +10% to all luck rolls to the person who carries it.

If Investigators give the family the sword of silver they will all be struck with acorns the very next time they venture under an oak tree. Each investigator gains a permanent +1 to their INT score.

If the Investigators give the jeweled crown to the family each investigator discovers an apple in their packs the next day. Those eating this



apple instantly feel much more fit and gain a +1 bonus to their CON score.

If investigators give ALL three items to the family they also find a wooden cup filled with wine beside their belongings the next morning. Investigators drinking the wine become immune to the detrimental physical effects of aging (no STR, CON, DEX or APP loss). They will still age, and eventually die, but they will remain fit, vigorous and appear much younger than their actual age.

SANITY AWARDS

For saving Pelisarius - 1 point

For defeating the Cath-Shee – 1d3

For saving baby Noreen (and thereby Iona & Lady Shauna) – 3 points

For saving baby Eirmin (by suggesting to the Sidhe that

they take him instead of Noreen) – 1 point

For using the reward to help the o’Cionga family - 1 point for each gift.

NEW CREATURES

Changeling, ill-tempered magical construct.

Changelings are magical constructs, crafted by the Turatha de Danann to replace human infants they’ve abducted. A Changeling starts out as a simple household item, such as a broom, pail or sack. This item is then magically transformed into a nearly perfect copy of the kidnapped infant. The Changeling lives and grows as if it were the actual child, never knowing its true nature. Only an un-baptized child of less than three months old can be taken and copied in this way by the Sidhe.

Changelings are not perfect copies of their subjects. These beings are universally foul-tempered, untrustworthy, lazy, often violent and generally unpleasant. As infants, Changeling cry endlessly and refuse to eat, as children they throw tantrums and fight, as adolescents they cheat and steal and as adults they usually become professional criminals. Nothing families do will every change this as these creatures are inherently bad.

There is no Sanity loss for seeing a changeling. Seeing a household item transforming into a Changeling (or back, see below) requires witnesses to make a Sanity Check for 1/1d3. The transformation process takes about two minutes to complete. Changelings retain their human appearance forever even after death or the death of its maker. The creator of a Changeling

can dispel the magic at will causing the Changeling to revert to its original form.

Changeling, ill-tempered magical construct

Char. Rolls Averages

STR 3d6+4 13-15

CON 3d6+4 13-15

SIZ 3d6+4 13-15

INT 2d6+2 7-10

POW 3d6 9-12

DEX 3d6 9-12

Move 9 HP 13-15

Av. Damage Bonus: 1d4

Weapons: Fist/Punch (70%, 1d3+db), random weapon (60%, usually club or dagger).

Armor: None.

Spells: Possibly.

Sanity Loss: None, 1/1d3 Sanity points to witness a Changeling's creation/undoing.

Turatha de Danann, Lesser independent race.

The Turatha de Danann are a nearly extinct race which once possessed a civilization which encompassed nearly all of what would later become known as England, Scotland and Ireland. With the coming of mankind, they were driven out of these lands and forced to retreat into another dimension just beyond our own, a place they called Tir ni Nog. Doorways still exists between these worlds; the ease of using these gates varies with the time of the year and position of the moon. They are easiest to open near the solstice and equinox days and nights of the new moon.

The Sidhe, as they are also known, appear much like normal humans with a few differences. They tend to be somewhat smaller and possess an otherworldly beauty that easily sets them apart. Fair skins, pale hair, light eyes and delicate features are common traits among them. Sidhe are a magical people, connected to the weave of magic generated by the natural world. Turatha de Danann are essentially immortal, immune too the ravages of illness or time. This does not mean they are invulnerable, as they can die from injury and violence.

Special Abilities – The Sidhe possess a great deal of magical knowledge. Each knows between 2-4 spells, with 10% (High Kings and Queens)

knowing between 3-10 (1d8+2) spells. Sidhe also possess a magical ability called “Weaving”. This allows them to create simple magical effects (i.e. moving small objects, producing sounds, projecting simple illusions, short communication through ESP) by drawing directly upon the magical energy surrounding them. These effects last only a minute or so per use. This ability is less powerful in the world of mankind costing the Sidhe 3 MP per use. “Weaving” is much more potent in Tir ni Nog, costing Sidhe 1 MP per use.

Turatha de Danann, Fey folk from the Land of Eternal Young.

Char.	Rolls	Averages
STR	3d6	11-13
CON	3d6+3	12-14
SIZ	2d6+3	09-12
INT	3d6+3	12-14
POW	4d6	14-16
DEX	3d6+3	12-14
APP	4d6+3	

Move 9 HP 30-31

Av. Damage Bonus: None

Weapons: Various finely crafted weapons, such as swords, bows and spears (51%-70%, 1d20+40%. Swords – 1d6, bows – 1d8, spears 1d6)

Armor: None.

Spells: 2-4 spells, 10% of Sidhe know 4-12 spells.

Innate magical ability called Weaving (see above).

Sanity Loss: 0/1d2 Sanity a Turatha de Danann

Cath-Shee, Sidhe Hunting Cat.

The Turatha de Danann hunt these large and ferocious felines for sport. Cath-Shee are masters of stalking, having superb natural camouflage and an uncanny ability for moving soundlessly. These creatures are well known (among the Sidhe) for turning the tables on their hunters. Hunting these beasts is considered an act of bravery. They appear as large felines (about the build of a tiger) covered with thick brown fur with green spots, a shaggy mane and large, furry ears (much like a North American Lynx). A Cath-Shee’s eyes shine with a keen, cool intelligence.

Cath-Shee, Sidhe hunting cat.

Char.	Rolls	Averages
STR	3d6+12	22-23
CON	4d6+15	28-32
SIZ	3d6+6	16-17
INT	3d6+4	12-14
POW	4d6	11-13
DEX	2d6+12	19
Move	12	HP 28-31

Av. Damage Bonus: d

Weapons: Claws (65%, 1d8+db), Bite (50%, 1d6+db)

Armor: 3 points of fur and thick hide.

Skills: Hide (80%), Sneak (70%), Climb (75%), Jump (60%).

Sanity Loss: 0/1d3 Sanity a Cath-Shee



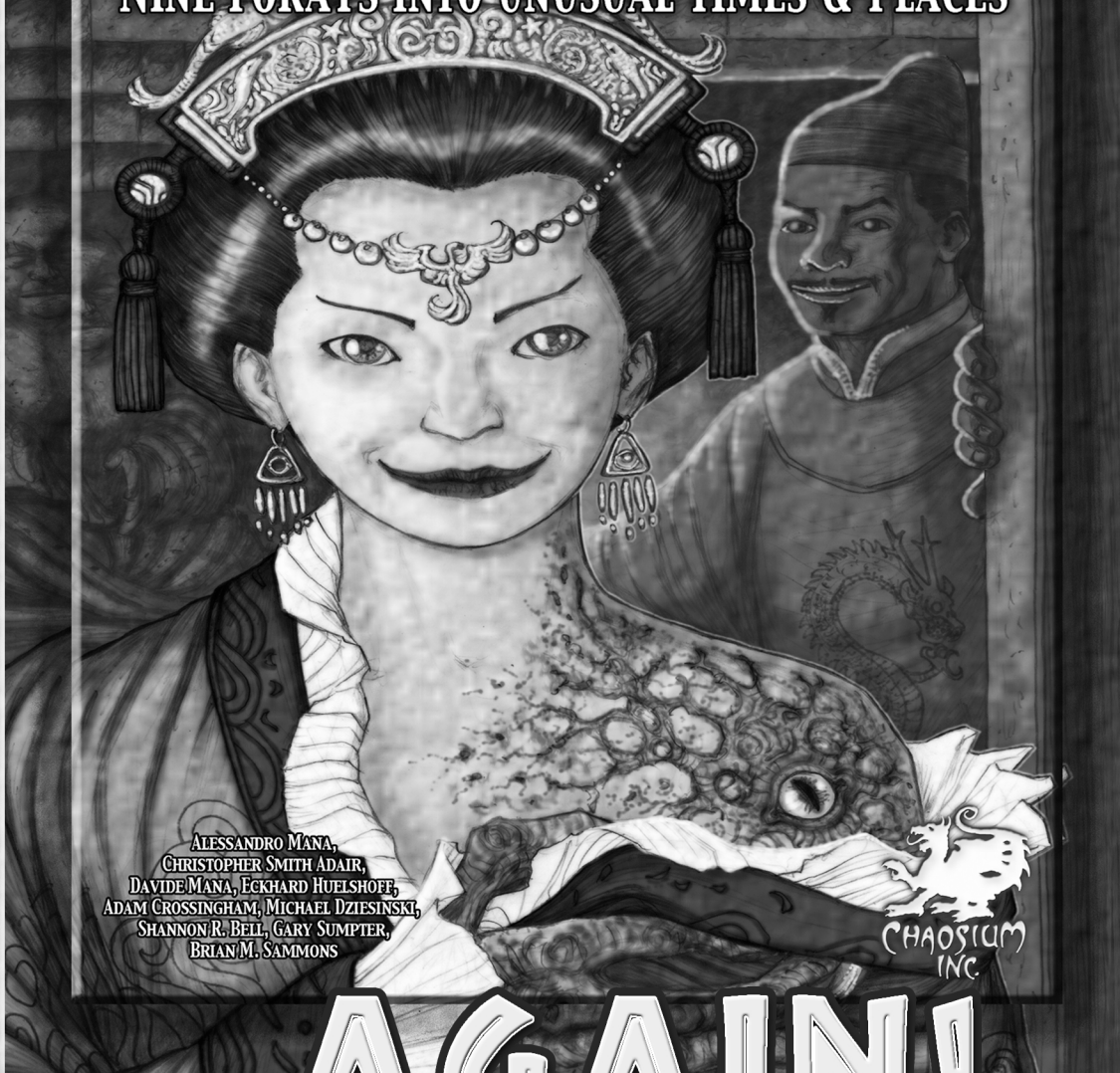
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