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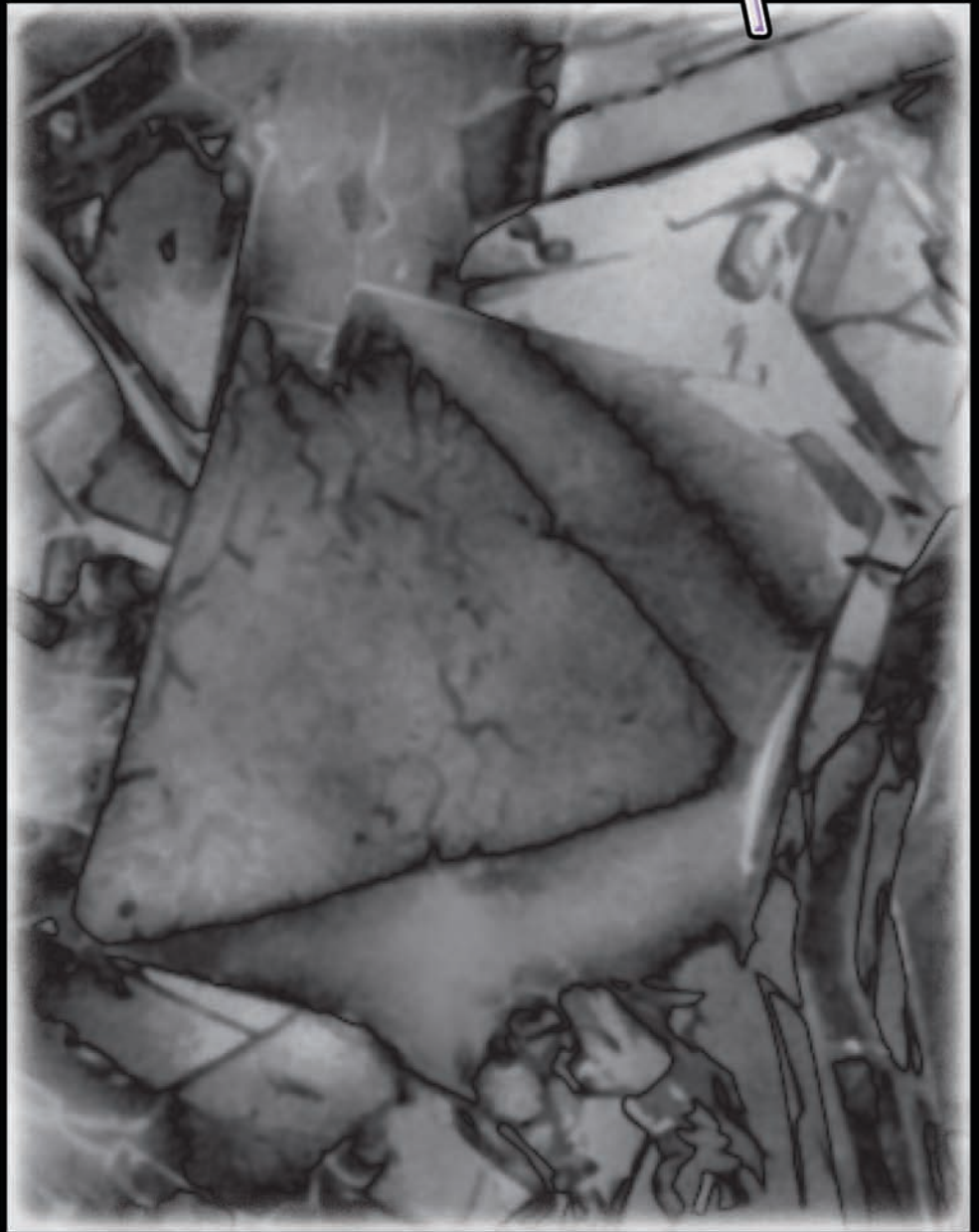
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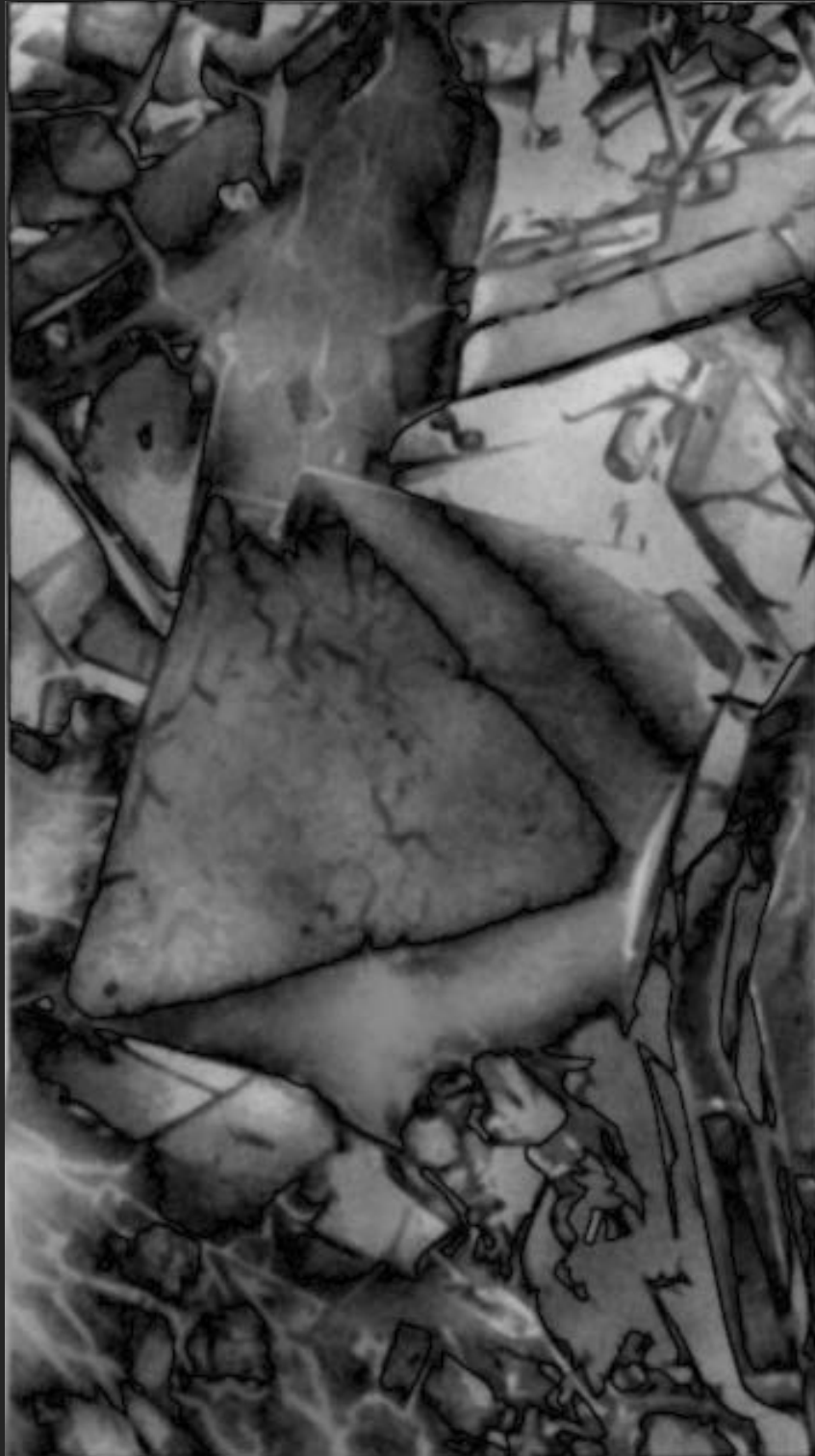
The House that Stands Alone



A Campaign for Call of Cthulhu



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A campaign for Call of Cthulhu
Dr. Michael C. LaBossiere

The House that Stands Alone

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Special thanks to: Dave Herman, Bridgette Jeffries, Ron Lynn, Trent Watson, and Tammy Whitehead

Introduction

This monograph presents a series of five adventures intended to provide a coherent, yet flexible campaign.

The adventures have been written to allow the keeper a maximum degree of flexibility. The adventures can be run in order as a campaign or they can be run as standalone adventures, with some slight modifications.

The adventure maps are printed on their own pages rather than embedded in the text. This is intended to make it easier to run the adventures by making it easier to refer to the map descriptions while looking at the maps.

Part One: Darkness in the Lighthouse

Introduction

Learning of the dark history of an old lighthouse, the investigators will be drawn to Lonely Puffin Island, a grim rock in the icy Atlantic. There they will confront the restless dead and, if not careful, join them as prisoners of the island's ancient secret.

Keeper's Background

In the earth's long history, many strange and outré things have fallen from the depths of space. In most cases, these things do not survive the journey to the surface. In other cases, terrible things make it to the earth, defiling it with their presence.



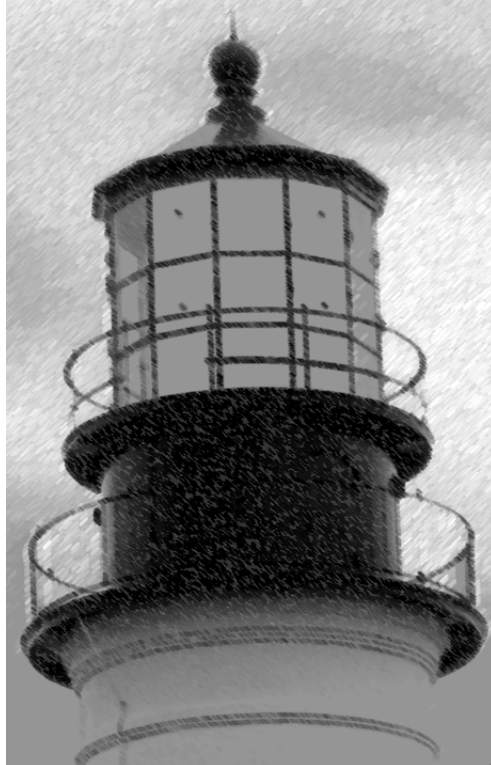
One such visitor, a mass of crystals of seemingly impossible shapes, arrived from the void. While much of it did not survive the burning entry and impact, the core of the mass endured and became part of what is now known as Lonely Puffin Island.

The island was named by English explorers who, coming across it, saw a single puffin on its rocky shore and named it in honor of this lonely puffin. The crystal mass continued to remain dormant beneath the rock, undisturbed by the few birds and seals that visited the island.

In 1774 a group of New England smugglers decided to explore the island, encouraged by old tales of a sea cave. They found the cave and used it for quite some time, concealing the entrance under a rather elaborate trap door. However, they eventually found the partially exposed crystal mass while digging around in the cave. Thinking the crystal might be valuable they broke off some pieces and thus released a fatal burst of energy from the mass. Seeking to restore the lost energy, the mass consumed the spirits of the smugglers and then fell into a quiescent state.

A sailor on a ship passing near the island “heard” the mental scream of the damaged crystal mass and mistook it for the cry of a person in trouble. In response the captain deployed a search party, but the sailors found only the smuggler’s boat and a few items.

The island remained undisturbed until 1890. That year a lighthouse was constructed on the island, replacing a storm damaged one located on a nearby island. In 1892, Keeper Richard Williams and Assistant Andrew Blake discovered the cave of the crystal mass after being plagued with a series of nightmares that arose from the vile influences of the mass.



Williams, believing the crystals might be very valuable, contacted Dr. Jonathan Pearce and sent him a sample that he had cautiously removed. Pearce, a researcher into both scientific and supernatural matters was intrigued by the crystal’s strange properties and asked Williams to send him a larger sample. Unfortunately for Williams and Blake, when they attempted to chip away a large sample from the mass it reacted to the damage by killing and then

consuming them. Because the island was struck by a storm shortly thereafter, the investigating authorities concluded that they must have been swept into the sea to drown.

After that incident, the mass fell into a state of crystalline hibernation and nothing strange happened there until 1932. During the winter of that year, the crystal mass awoke again and began to exert its influence over keeper Jonas Selt, his wife Sarah and his children (Abby and Frederick).

At first the Selt family were merely plagued with vague nightmares. But their nights were soon dominated by the mental

horrors inflicted by the mass. Finding they were unable to flee from the island, the Selts were soon driven to madness. The mass eventually drove Jonas to kill his family and finally himself. It then consumed their life energy, trapping their spirits within itself.

When the supply boat arrived on the island, the crew found the bodies of the lighthouse keeper and his family. The police investigation ended with the ruling that the father, Jonas Selt, had fallen victim to madness and killed his wife, Sarah, and his two children, Abby and Frederick. The matter was then officially closed.

Keeper John Fiske, a man of strong resolve and little imagination, volunteered to take the post. As had happened with the Selts, Fiske soon fell victim to the crystal mass and hurled himself from the top of the lighthouse. His death was determined to be the result of an accidental fall.

His replacement, Kevin Oberheim, met a comparable fate. The mass forced him into the sea and he drowned in the icy waters. He was found washed up on the shore of the island in 1935. His death was ruled a case of accidental drowning.

In 1936 Oberheim's replacement, George Trask, also fell victim to the crystal mass. Unlike the others, Trask was able to find the location of the mass and went to attempt to destroy it. He perished in the attempt, but damaged the crystal mass using his shotgun, forcing it to hibernate once again. The authorities investigating his disappearance found his crude bomb making supplies and noted the absence of his shotgun and considered that he might have blown himself up while trying to "bomb" fish.

After Trask vanished, no one was willing to accept the job of keeper and the

lighthouse was closed until 1939 when the Coast Guard automated the light.

The light kept its lonely vigil until 1965 when it was restored by the New England Preservation of Light Society. In 1996 the island was purchased by Extreme Vacations and opened as a vacation house. The venture enjoyed modest success until 1999 when the mass awoke once more. The next visitors to the island, John Wren and Sally Lee, fell victim to the malign entity. Their disappearance was duly investigated and half-heartedly attributed to a fatal lovers' quarrel. Extreme Vacations went bankrupt shortly thereafter due to a series of bad investments and the lighthouse was closed, tended only now and then by members of the preservation society.

It is at this point that the adventure begins.

Getting the Investigators Involved

While there are many ways for the investigators to be drawn into the adventure, the assumed method is that one of them is contacted by Jack "Lucky" Westerford. Westerford is (conveniently enough) a friend of one of the investigators who earned his nickname by being exceptionally lucky in almost everything. His family is also known for its luck and also for being quite wealthy because of that luck. According to the family history, the luck began when an ancestor won a deed in a game of chance and the land proved to have valuable resources in abundance.

Jack's luck, aside from being born into a well off family, most prominently manifested itself when he won a small fortune by playing the state lottery.

When Jack contacts his friend, he will say that he has recently acquired Lonely Puffin Island (by luck, of course) and intends to turn it into something of a niche resort for



wealthy people who like to pretend they are roughing it.

He will confide that his plan has one serious obstacle: the island has a rather unfortunate history that includes various deaths and disappearances. In order to overcome this unpleasant reputation, he intends to stay on the island for a week along with a number of volunteers.

While his plan is to prove that the bad reputation of the island is merely the result of bad luck and random chance, he is also considering taking an alternative approach and playing up the dark history of the island in order to attract paying customers who find such things appealing.

While Westerford is sincere about his business plans, he also has a more altruistic motivation. His family has a long history of supporting the investigation of mysterious and dangerous phenomena and Westerford is continuing that tradition. His first assignment is to gather a group of suitable investigators and bring them to Lonely Puffin Island. His family suspects that something is truly amiss on the island and that the time has come to set things right.

In any case, Jack will ask his friend to bring along a few people (the other investigators) to stay on the island. He will add that Ms. Margaret Carson from the New England Society for the Preservation of the Light will be accompanying them as well. He has asked her, his former high school English teacher, along to assure the society that the lighthouse and keeper's house will be properly preserved as historical buildings.

Investigation

The investigators can do some research before heading to the island. The two main sources of information about the island are

from a book and an article from a newspaper.

Successful use of Library Use will turn up *Mysteries of New England* (1967) by Samuel Hubbard. The relevant passage from the book is as follows:

The island was named 'Lonely Puffin Island' by English explorers who, coming across it, saw one lone puffin on its rocky shore and named it in honor of this lonely puffin. The actual mysteries of Lonely Puffin Island begin in 1774. A sailor on a passing vessel reported that he had heard a cry for help from the island. When a boat was put ashore, only a skiff and few items were found. It seems that the most likely explanation is that the ship surprised a band of smugglers who fled from the sailors, perhaps mistaking them for British authorities.

The island remained undisturbed until 1890. That year a lighthouse was constructed on the island, replacing a storm damaged one located on a nearby island. In 1892, Keeper Richard Williams and Assistant Andrew Blake vanished from the island. The official story was that they had been swept out to sea by the storm that struck the area, but the fact that people continued to vanish from the island has caused speculation about what really happened to the two men.

From 1893 until 1931 the island remained relatively quiet, with only a few reports by the keepers of a bad dream or two. This all changed in 1932. During the winter of that year, keeper Jonas Selt murdered his wife Sarah and his children (Abby and Frederick). The authorities were never able to determine his motives, for after killing his family he hung himself in the lighthouse. The bodies were discovered when the

supply boat arrived to check on what had happened to the light.

Some of Jonas' papers were found by those investigating. While these writings were apparently lost, the official report indicates that the Selt family was suffering from an ever increasing mental breakdown, perhaps caused by the terrible isolation of being on the desolate island all winter. Jonas' writings apparently contained some extreme flights of fancy-he wrote about something beneath the island trying to eat his mind. Since the island is solid rock, his words seemed doubly mad.

Keeper John Fiske, a man of strong resolve and little imagination, volunteered to take the post. When the light failed to illuminate one night, those arriving to investigate found Fiske's body at the base of the lighthouse. His death was attributed to an accidental fall, although Fiske was well known to be a man of great caution and admirable dexterity.

Fiske's replacement, Kevin Oberheim, was found washed up on the shore, seemingly after having capsized his small boat while fishing. While his body was found in a rather distressed state, those who found it claimed that a look of horror was still etched into his waterlogged face.

In 1936 the final keeper of the lighthouse, George Trask, simply vanished. The authorities investigating his disappearance found his crude bomb making supplies and noted the absence of his shotgun and considered that he might have blown himself up while making said bombs. As to why the keeper would be engaged in making bombs, the most plausible answer

was that he intended to use the bombs to "fish."

After Trask vanished, no one was willing to accept the job of keeper and the lighthouse was closed until 1939 when the Coast Guard automated the light.

The lighthouse eventually fell under the care of a preservation society that has been working diligently to restore the structure.

The second source of information is from the July 17, 2000 edition of the *Sandport Beacon*. The newspaper is located in

Sandport, Maine. This is the town nearest to Lonely Puffin Island. The investigators can locate the article via the web or by using more traditional means.

**Sandport Beacon July 17, 2000:
Couple Missing on Lonely Puffin
Island**

Janet Smith

John Wren and Sally Lee have been reported missing. The couple was last known to have been staying at the old keeper's house on Lonely Puffin Island. The police are treating it as a missing persons case, although there has been some speculation because the island has a history of mysterious disappearances. The police have asked that local citizens keep an eye out for the couple.

Additional Information

If the investigators search for additional information, they will turn up very little. They can find newspaper articles from the 1900s and 1800s about the lighthouse and the disappearances, but these add no new information.



If the investigators check into the backgrounds of the missing people, they will find nothing unusual-no reported history of mental illness and no criminal records.

Friends and relatives of Wren and Lee are still alive and will be willing to speak to the investigators if they are polite. They will learn that Wren and Lee met in college and continued dating after they graduated. They enjoyed vacationing in strange places and decided to spend a weekend on Lonely Puffin Island because of the unique opportunity and its mysterious history. Neither had any history of violence or any unusual behavior and none of their friends or relatives think that either of them hurt the other. Their friends and relatives think that the couple either drowned while swimming or ran afoul of some unknown criminal.

If the investigators check with the police records, they will learn that the case is still technically open. The information in the file reveals that the police found the couple's possessions on the island and no sign of violence or any other clues. The police also speculate that the couple either drowned while swimming or ran afoul of some unknown criminal.

If the investigators check to see if there is anything unusual about the lighthouse, island or the keeper's house, they will find nothing new. The lighthouse and keeper's house were built in a normal manner and have no unusual features. All the information about the island indicates that it has no unusual features (which is, of course, not true) and is just a typical rocky and windswept island off the coast of Maine.

Action

The following provides a guide to running the action. The events are presented in their likely order, but the actions of the investigators can affect how they transpire. While the keeper should endeavor to follow the timeline provided, the players should not be made to feel that they are simply being dragged through a script that they cannot change.

First Night

The investigators will meet Jack Westerford on the dock in Sandport. There he has a boat waiting, loaded with water, food, fuel and propane tanks. The journey to the island will be uneventful.

The presence of the investigators will cause the mass to become more aware and the spirits trapped within it will begin to stir. During the first night, the spirits of Wren and Lee will (as the most recent victims) be the first to visit the investigators. Their initial manifestations in the house will be very limited: the investigators will hear vague whispers, the sound of footsteps on the stairs and other such minor noises. The investigators will also see distorted shapes in reflective surfaces (such as the stainless steel appliances) that seem to be the shapes of people. One way to convey a spooky feeling is to have an investigator see the shapes "reflected" in the fridge when he is getting something to drink or eat. When he turns around, he will see nothing. If he looks back at the surface, then he will see the shapes as appearing close by his own distorted image. Eventually the images will vanish and the whispers will cease.

If the investigators watch the TV, they will see what they think are the distorted faces of Wren and Lee in the static. The TV will then turn off, and they will see the images

of Wren and Lee “reflected” in the screen. The images will then fade away.

Those witnessing these events must make a Sanity check. A successful roll avoids any loss while a failed roll costs 1 Sanity point.

The investigators will have bad dreams at night. The dreams will be vague, but will contain a feeling of menace. Upon waking, the investigators will not be able to recall exactly what they dreamed, but will remember whispers and the feeling that something horrible was trying to pull them down into the island.

Second Night

The sound of footsteps coming down the stairs in the house and that of dripping fluid will be heard and the spirits of Wren and Lee will appear to the investigators. Their ghostly skin will be deathly pale and there will be deep and bloody cuts visible on their wrists. Shallower cuts mark their necks. They will walk into the center of the living room, stop and then seem to suddenly be aware of the investigators.

Lee will look directly at one of the investigators and whisper “We are trapped below. We died and were pulled down into the terrible darkness. Beware... those who follow us are bloody and full of rage. They will kill you if they can...we are trapped...help us...” The two will then seem to lose their awareness of the investigators and walk from the house, ghostly blood dripping all the while. They will travel about forty yards from the house, then they and their blood will fade away.

If the investigators sleep that night, they will be plagued by terrible dreams. They will be like those of the first night, yet more intense and more terrifying. One new aspect to nightmares is that they will dream that they are surrounded by the missing people who whisper to them either asking

for help or threatening death. The nightmares will continue and grow worse each night, gradually inflicting Sanity loss (as per the chart for the crystal mass, below).

Third Night

During the day, if one of the investigators is fishing (this can be done by keeper fiat) he will have quite a catch. Alternatively, the investigator can see something interesting floating and try to pull it onto land. In any case, the investigator will find that he has seemingly pulled up a bloated corpse of a drowned man. The corpse stinks terribly and will suddenly open its eyes, revealing empty pits. The flesh will then rapidly turn into foul sea water, revealing the bones which will soon follow the flesh. Witnessing this costs 1/1D4 Sanity points.

The spirits of Wren and Lee will manifest at night as before and walk down the stairs into the living room. Then there will be a “flash of light” and the investigators will see events of the past overlaid on the present. It will begin with the images of Wren and Lee arriving in the house, appearing alive and happy. The scene will then go dark only to show the couple again, but this time they seem tired and worried. Darkness will fall again followed by a return of an ever dimmer and grimmer light revealing the couple looking progressively worse with each repetition. In the next to the last scene, the couple will appear ragged and thin, with dark circles under their eyes. They will seem to be sitting on the couch, shaking and with their knees pulled up to their chests. In the final scene, they will be seen cutting their wrists and necks. They will then stand up and say “it made us kill ourselves, then pulled us down where it is. It will kill you as well. Those who follow us



will try to kill you and if they succeed you will be with us forever. Help us..."

They will then walk out, dripping ghostly blood, and vanish. Seeing these events costs 1/1D3 Sanity points.

After Wren and Lee depart, the investigator who "caught" the ghost corpse of Oberheim will be visited by his spirit. The spirit is palpably malicious but can do no harm at this point. If attacked or forcibly confronted, the spirit will go through its dissolving routine, leaving behind foul sea water. Seeing the spirit costs 1/1D3 Sanity points.

Fourth Night

The spirits of Wren and Lee will manifest and make their bloody walk through the house. They will no longer seem to be aware of the investigators.

Oberheim will manifest as a wraith and visit the investigator who fished him out of the ocean and attempt to kill him. The wraith will keep after the investigator until the investigator is killed or he is destroyed in the attempt. If the wraith is damaged, its ghostly flesh and bone will decay into foul seawater. If the wraith kills its intended victim, it will dissolve into foul seawater and then return the next night.

Fifth Night

If Oberheim survived, he will return once more and select a new victim, preferably the one with the lowest POW. He will continue to return each night to seek a new victim until he is destroyed or he runs out of victims.

The spirit of Fiske will appear in the keeper's house and will walk out to the lighthouse. He will then climb up the stairs and leap from the lighthouse, vanishing right before he hits the round. He neither speaks nor interacts with the investigators.

He will return each night and take his ghostly plunge.

The spirits of Selts will manifest in the lighthouse and seek out the investigators. Jonas' head is at an odd angle, with the marks of the rope that killed him around his ghostly neck. His wife and children show the wounds that were inflicted on them. Sarah and the children seem very sad. They will start to speak to the investigators, but will be silenced by a look and gesture from Jonas. The family will then depart and vanish. Seeing them costs 1/1D3 Sanity points.

The mass will also take control of Carson. She will be armed with her pocket .22 and a butcher knife from the kitchen. Directed by the mass, she will do her best to kill the investigators. If she is killed by the investigators, she will be taken by the mass and become a wraith. If she is subdued, she will be driven by the mass to kill herself. She will re-enact her death the next night and then attack the investigators the night after that. If she survives, the mass will try to take control of her the next night. It will also try to take control of an investigator and direct him to attack his fellows (or commit suicide),

Sixth Night

The ghosts and surviving wraiths will make their usual appearances. Jonas and his family will appear and Jonas will seek out the investigator with the lowest POW and attack until either the victim is destroyed or he is. Sarah will futilely attempt to stop him while the children shed ghostly tears. If he kills his victim, he will move on to the next target and so on until he is destroyed or the investigators all perish.

If Jonas is destroyed, Sarah will take the children by the hands and start walking out

of the house. She will look at the investigators and say “the thing below made him kill us and then it took us all down with it. Help us...help us...it is pulling me back...” Her children will fade away but she will appear to concentrate and struggle mightily as she walks across the island. She will pause and point towards the hidden entrance to the cave, saying “we are down there. You must...” before fading.

If the investigators go to the entrance and start to open it, then they will see an image from the past: night will seem to turn to day and they will see the image of Trask heading towards the entrance of the cave, carrying his shotgun and a satchel of crude bombs made from bottles. As he is about to enter the cave, he will seem to suddenly be aware of the investigators. He will pause and say “I went down to destroy it, but I did not understand. You must break the crystal globes to free the victims and then shatter the mass. But, if you hurt it while you are too close, the energy will kill you.” He then returns to acting out the events of the past and goes into the entrance. Then the present returns leaving the investigators in the darkness.

If the investigators enter the cave, they will encounter the crystal mass. Its last line of defense consists of four very weak wraiths-the smugglers it captured long ago. At this point, they are little more than decayed spirits with almost nothing left of their original minds and power.

Seventh Night & Beyond

The boat is supposed to pick up the investigators at around noon, but if the situation has not been resolved, any surviving wraiths will attack once more. The

mass will use its control ability to try to kill the investigators.

Maps

The following details where the adventure occurs.

Lonely Puffin Island

The island is rocky and windswept rock about a mile long. There is some sparse and hardy vegetation, but very little else. Birds and other animals avoid the island, including the fish. There is a wooden dock, reinforced with concrete that allows boats to land on the island. The map also shows the location of the lighthouse, keeper’s house, cabins and the cave.

Cabins

Two small cabins have been added to the island by Westerford, in anticipation of the grand opening. Each cabin has two bedrooms, a kitchen area, a living room and a bathroom with a chemical toilet. There is propane for the stove and for heat. The cabins are not yet wired for electricity and light is provided via battery powered lanterns.

Bathroom: The bathroom has a small chemical toilet and a hand pumped sink.

Bedroom 1: This is a basic bedroom with a single bed.

Bedroom 2: This is basic bedroom with a single bed and a closet.

Living Room: The living room has a small table and two chairs.

Kitchen: The kitchen has a propane stove and a hand pumped sink.

Lighthouse

The lighthouse is, like most lighthouses, basically a hollow shell with the lantern room on the top of the structure. Access to



the top is via the winding stairs. The structure is moderately well kept. The equipment installed by the Coast Guard is still there, although the lighthouse is no longer in operation, aside from one automated light beacon on the structure.

First Floor: Access to the lighthouse is via an exterior door. There are concrete stairs that wind up the walls to the various landings. There is a generator here that was used to power the coast guard equipment. It also powers the lighting in the lighthouse.

Landing: There are three landings in the lighthouse. The landing is basically a concrete platform that serves as the foundation for the next set of stairs.

Lantern Room: Access to the lantern room is via a trap door. While the lantern was removed years ago, the Coast Guard equipment still remains. The glass that enclosed the lantern room is still intact. There is a walkway, with a solidly made guardrail, around the lantern room. Because of the guardrail, it would be rather hard to fall from the walkway.

Keeper's House

The house is a well built structure. The original oil furnace is still present, but the house was upgraded with an electrical generator and propane before it was decommissioned. The generator has been repaired and is fully fueled. It is located in a shed beside the house. Jack will bring propane tanks for the house.

The house has a large water tank that is rain fed. The tank still holds water, but the investigators will probably want to boil it before drinking (the tank has not been cleaned in a decade). Jack will tell the investigators this and he will bring water jugs on the boat.

The house has electrical lights, an electric refrigerator, a microwave, a TV and a VCR.

There are also back up oil lanterns leftover from before the house had electricity. The appliances are from the 1990s and were added when the house was being rented.

There is nothing unusual about the house. Most of the possessions of those who vanished were removed long ago, although most of the items from when the house was being rented remain (such as pots, pans, towels, linens and such).

First Floor

Living Room: The living room has basic furniture including a couch, bookshelves, a TV and a VCR. There are movies, but they are all from 2000 and earlier.

Dining Room: The dining room has a fine oak table and matching chairs. There is a china cabinet, complete with fine china.

Office: The office contains the keeper's desk and chair. There is also a shortwave radio in the room. The radio has the range to reach the mainland.

Kitchen: The kitchen has appliances from the late 1990s, including a stainless steel fridge and stove. There is also a microwave.

Closet: The closet holds old linens and towels.

Second Floor

Closet: The bathroom closet holds towels.

Bathroom: The house's bathroom. It has a sink, toilet and tub.

Bedroom 1-3: This bedroom has a bed, nightstand and wardrobe.

Closet: The hall closet has bedding and other linens.

Hall: This is the hallway that allows access to the bathroom and bedrooms.

Trap Door: The trapdoor leads up into the attic.

Attic

The attic is dusty and has several boxes which hold various possessions left over from the various occupants. Most of the boxes contain musty clothes.

The Cave

The cave is still well hidden under the stone and cement door/plug that the smugglers used to hide their cave. The door is also overgrown with scrub bushes and dirt has piled up on it over the years since the last person entered, making it extremely difficult to find. If the investigators search the island meticulously, they should be given a chance to find it. Of course, prematurely finding the cave can accelerate the adventure considerably.

Use of the geology skill will reveal that the cave is quite unusual and seems to have been corroded out of the rocks (which is what the mass did). The first section of the cave was used by the smugglers and a few items remain from their day.

Entrance: This is the entrance to the cave.

Smugglers' Cave: This was the part of the cave used by the smugglers. There are still a few bits and pieces left from what they had left in the cave. At the start of the tunnel leading to the mass are remains of Fisk. His flesh rotted away long ago, but his bones and tatters of his clothes remain. His badly rusted shotgun (no longer usable as a weapon) lies on the floor, with empty shells in both barrels. The rotted bits of a haversack are also present and it contains the rotted remains of shotgun shells and the remains of the crude bombs he made from gunpowder and glass bottles (the powder is now little more than decayed sludge, so the shells and bombs are useless).

Mass: At the entrance to this part of the cave, partially overgrown by the mass, are

the remains of Blake and Williams. A badly rusted shovel lies beside them along with an oiled leather satchel holding a letter from Dr. Jonathan Pearce. The letter reads:

Dear Mr. Williams,

I hope this letter finds you well. I wish to first thank you profoundly for providing me with the crystal sample. As you shrewdly guessed, it did turn out to have many rather unusual properties. While I do not wish to go into the scientific details, suffice it to say that I believe that the crystal is something entirely unknown to current science. I suspect that it might have originated from outer space, perhaps falling from the heavens as a meteor.

I am writing now to request a larger sample. While I am a man of science, I am well aware of the possible monetary value of this crystal and promise you due compensation for additional samples.

Although I would certainly delight in being able to see the crystal mass you described in your letter, I fully understand your concern and desire to keep its exact location a secret until such time arrives that you feel comfortable in revealing said location.

In can, of course, assure you that my university would provide you with a generous finder's fee and, of course, the crystal's scientific name would include your name as well-thus granting you a form of immortality.

I thank you again for the sample and look forward to our future correspondence.

Yours

Dr. Jonathan Pearce

The back part of the cave is occupied by the crystal mass. It is growing on the walls, floor and ceiling of the cave. The mass is a



blend of strange colors and there are some that seem to be unlike anything else on earth. The crystals grow in various forms (sharp, smooth, solid, feathery) and have something of an alien beauty about them. Those approaching the mass can feel an alien malignancy in the mass and will realize that it is somehow both aware and hungry.

Conclusion

The adventure ends when the investigators defeat the mass, flee or die. If the investigators destroy the mass, they should receive a 1D8 Sanity point reward. If the investigators are able to free the trapped spirits, they should receive 1 point per spirit rescued from the mass.

If Jack Westerford survives, he will be rather grateful to the investigators for rescuing his investment and for defeating the mass. In gratitude, he will have a cabin built that they can use anytime they desire.

If Westerford dies, the investigators will most likely receive nothing—the executor of Westerford’s estate will certainly not believe any talk about how the investigators saved the island from an alien crystal mass. If the adventure is being run as part of the ongoing campaign, then another member of Westerford’s family will be sent to investigate his death. If the investigators are able to earn the trust of this family

NPCs

Jack “Lucky” Westerford, A Lucky Man

STR: 12 CON: 13
SIZ: 13 INT: 14 POW: 17
DEX: 12 APP: 14 EDU: 14
SAN: 85 HP: 13 DB: +1D4
Skills: Bargain 50%, Credit Rating 60%,
Cthulhu Mythos 1%, Drive Auto 40%, Fast
Talk 60%, First Aid 55%, French 10%,

member, then she will take the role that Jack Westerford was supposed to occupy in the ongoing campaign.

If the investigators “defeat” the mass by leaving the island and taking steps to keep people from the island (like coming up with a cover story about some danger on the island), then they should receive 1-3 Sanity points, depending on the effectiveness of their plan.

If Westerford survives, he will try to talk the investigators into returning to deal with the situation on the island.

If the investigators simply flee the island to save themselves and do nothing to warn others, they should lose 1D4 Sanity points for knowing that they have left a terrible menace that will certainly consume other victims. The investigators can return again to redeem themselves.

If the investigators return to the island to attempt to defeat the mass again, they will receive the full Sanity reward for destroying the mass and for any trapped spirits they free. If they flee again, they will not receive another penalty nor will they receive another reward for coming up with a plan to keep others away (unless they come up with a better plan this time).

If the investigators die, then it is time to roll up new characters to replace them.

German 10%, Hide 15%, Law 15%,
Mechanical Repair 30%, Navigate 20%,
Occult 25%, Persuade 60%, Psychology 15%,
Spot Hidden 35%, Handgun 30%
Weapons: Fist 50% 1D3+1D4
Description: Westerford has dark brown hair and blue eyes. He tends to wear his hair a bit long and favors stylish glasses. While he most often dresses in a casual manner, it is a very tasteful and stylish

casual. He comes across as a very cheerful, happy-go-lucky sort of fellow, but can often be seen carefully observing a situation with a keen eye. While Westerford presents himself as a person who relies on his luck, he is actually a very careful planner and much of his “luck” is actually the result of shrewd decision making.

While Westerford is what he presents himself to be, he is also a bit more. His family has a dark history that is intertwined with the Mythos. While his distant ancestors were on the side of the Mythos beings, the family eventually turned against the madness and became staunch foes against these terrible beings. Ever since, his family’s great wealth and luck has served to

While Westerford knows a tiny bit about the Mythos, his family has decided that most of what is known should be kept from him until the time is right.

Margaret Carson, New England

Preservation of Light Society Director

STR: 8 CON: 11 SIZ: 11
 INT: 13 POW: 9 DEX: 10
 APP: 10 EDU: 16 SAN: 45
 HP: 11 DB: 0

Important Skills: History 45%, Latin 15%, Listen 35%, Sneak 15%, Spanish 22%

Weapons: Fist 50% 1D3

.22 Automatic Pistol 35% Damage: 1D6

Range 10 Yards Shots: 6 Malfunction 99

Butcher knife 25% Damage: 1D6

Description: Carson is a retired high school English teacher. After her retirement she took over as the director of Sandport’s local museum and became very active in the society. She wears her hair in a rather tight bun and dresses in a very conservative

back secret operations against the Mythos and other threatening beings. Westerford is not the sort of person who relishes confronting the forces of the Mythos in direct battles. Rather, his preference is to guide and support those who are so inclined, such as the investigators. While this might be regarded by some as manipulation, Westerford is genuinely concerned about his friends and allies and believes that he can best assist them by acting in this manner.

Since Westerford knows that the safety of his family depends on their remaining in the shadows, he is careful to keep his involvement low key and to make it always appear like a mere accident or coincident manner. She is rather prone to correcting grammar. Because she was one mugged while she was visiting Boston, Carson is deathly afraid of criminals and other undesirables. As such, she always carries a .22 pistol. She does have a license to carry the weapon and has a tendency to let slip that she is armed-especially if she thinks that one or more of the investigators are “undesirables.” The mass will unconsciously use this trait to goad Carson into attacking the investigators when it takes control of her.

Mythos Beings

The following details the beings the investigators will face in the course of the adventure.

The Crystal Mass

The following provides the information about the crystal mass.



The Crystal Mass

Night	POW	Sanity Loss	Past Dawn	Special
1	10	None		Manifest
2	12	0/1	30 minutes	Keep
3	14	0/1D3	1 hour	
4	16	0/1D4	2 hours	
5	18	1/1D4	3 hours	Control
6	20	1/1D4	4 hours	
7+	22	1/1D4	5 hours	

The Night entry refers to the night of the adventure, from the first night up until after seven days. The mass awakens more each day until it is fully awake on night seven.

The POW entry provides the mass's available POW for using its abilities. This is matched against its victim's POW when it attempts to use its special abilities and for the victim to resist its mental degradation.

The Sanity Loss entry is the sanity damage that the mass can inflict each night. Each night every investigator on the island has her POW matched by the mass's current POW. If the mass fails, the investigator has vague and terrible nightmares-typically of being dragged down through the stone of the island and into the presence of something alien and horrible. If the mass succeeds, the investigator has vivid and horrible dreams of her soul being pulled down into a dark place where something horrible waits with unending hunger. In game terms, the investigator must make a sanity check or suffer the specified Sanity point loss. A character that goes insane will tend to either attempt to flee in horror, engage in violence against those around him, or engage in self-damaging behavior. The mass feeds upon life energy and the madness it causes tends to direct its victims to act in ways that serve its needs.

The Past Dawn entry indicates how long past dawn that the mass can exert its

influence and take action. Once the time is reached, the mass can no longer manifest or control, but can still keep its victims on the island.

The Special entry indicates when various special things will happen. Starting on the first night, the spirits captured by the mass will begin to manifest in varying degrees. While some of these spirits act in ways that serve the purpose of the mass, they are not controlled directly by the mass.

Starting on the second night, the mass can attempt to keep its victims from leaving. To do this, the mass matches its POW against each target. If the mass succeeds, the victim cannot leave the island, but can otherwise act freely. The victim will not know why she cannot leave-she will simply stop moving when she attempts to depart. The victim can be carried away by others and the effect will vanish when the victim is a mile from the island. If the mass fails, the victim will feel an odd reluctance in regards to leaving, but can freely depart.

On the fifth night the mass will be aware enough to attempt to control a victim. By expending 10 Magic points, the mass can match its POW against a victim. If the mass succeeds, the victim is under its control and will be used to kill the others. If the victim succeeds, he will be forced to kill himself. The experience of being controlled by the mass will cost the victim 1/1D8 Sanity

points. The control lasts until the past dawn time is reached for that night.

If the victim is not overcome, he will feel an alien presence pushing against his will and experience a vague desire to hurt himself and others, but this will fade. The victim of a failed attack will lose 0/1D4 Sanity points.

Freeing the Victims

The spirits of the mass's victims are held in distinct, glowing nodes. These nodes are fragile and look like spheres of blackened glass. The spirit of each victim glows within its prison, fading when the spirit manifests (the manifesting spirit remains linked to its prison).

A spirit can be freed by breaking its node. The spirit will then manifest in the cave. The ghosts will attempt to flee the cave, while the wraiths will remain to attack the investigators. The mass will attempt to recapture the freed spirits: each round it can match its POW against one spirit's POW. If it succeeds, the spirit is recaptured in a fresh node. If it fails, the spirit is able to escape and go on to its ultimate fate (perhaps merely to dissipate into nothingness).

Breaking a node is not without risk, however. If the node is simply smashed, then there will be an "explosion" of energy from the node that will inflict 3D6/2 yards (as per the explosion rules). If the node is delicately cracked (requiring a roll under the investigator's DEX X5) the explosion will be only 1D6/ 1 yard.

Destroying the Mass

The mass can be damaged by physical means, such as shooting it, smashing it with clubs or using explosives. Inflicting 110 points of damage will destroy the mass, reducing it to broken fragments. However, this can be rather risky. Damaging the mass

causes it to release the energy stored within it. Each point of damage done to the mass causes a mental explosion of 1D6/1 yard. The damage and range of the explosion increase together, so that 10 points of damage would do 10D6/ 10 yards.

When the mass is damaged, it loses 1 point of POW for every 5 points of damage inflicted. It can repair itself by expending Magic points—each point expended restores 5 Hit points. The mass then regenerates POW at the rate of 1 point per year per victim it has captured until it reaches its maximum of 22 points. When badly damaged, the mass will also be forced into a hibernation state for years and will then awaken slowly if life is present on the island.

Given the danger presented by attacking the mass up close, the investigators should find ways to destroy the mass from a safe distance, perhaps using the propane tanks.

Dying Near the Mass

The mass has the ability to trap the spirits of the dead. If an investigator dies on the island, the mass will match its POW against the investigator's POW. If the mass wins, the spirit of the investigator is drawn into a newly formed node and he becomes either a ghost or a wraith (keeper's choice, based on how the investigator dies and her personality).



GHOSTS

Name	INT	POW
Lee	14	14
Wren	13	13
Fiske	12	13
Sarah	13	12
Abby	12	11
Frederick	11	11
Blake	12	12
Williams	11	11
Trask	12	15

Sanity Loss: 0/1D3

Description: The ghosts are spirits that have been trapped by the mass (with the exception of Trask—he is a free ghost who will return to warn the investigators). The ghosts are not initially hostile to the investigators but can be provoked into hostile action. The appearance and behavior of the ghosts are described in the Action section, above.

Combat: For a ghost's attack, match its POW against target POW on the Resistance Table. As this happens, the ghost may be glimpsed as clawing at, enveloping, or otherwise physically attacking the target. If the ghost overcomes the target's POW, the character loses 1D3 Magic Points. If the character can overcome the ghost, he or she causes it to lose 1D3 POW. An investigator reduced to 0 Magic points due to these attacks lapses into a coma until the Magic points are regained. If the ghost

Part Two: Wilson's Lodge**Introduction**

In this adventure, the investigators head into the Maine woods to search an abandoned hunting lodge for a Mythos text. There they will find that although the lodge

continues to attack past this point, it damages the investigator's POW. Should an investigator's POW be exhausted, he is destroyed.

WRAITHS

Name	INT	POW
Oberheim	11	12
Jonas	10	13
Smugglers	1	5

Sanity Loss: 1/1D8

Description: The wraiths are spirits that have been trapped by the mass. The wraith are clearly hostile to the investigators and their malign presences are what impact the investigator's sanity. The appearance and behavior of the wraiths are described in the Action section, above.

Combat: When a wraith attacks, match its POW against the target's CON on the Resistance Table. If the target loses, he or she loses 1D6-1 (0-5) points from CON. A victim reduced to zero CON dies. These attacks may continue at the same level of damage until the target has lost all points in the characteristic, or until he or she manages to escape from the wraith. If the target successfully resists, the wraith loses that amount of POW. If the wraith loses all its POW, it ceases to exist.

has been abandoned by the living, certain horrors still remain.

While this adventure is intended to be part of an ongoing campaign it can also be run as a standalone adventure.

Keeper's Background

After losing his position at Harvard, Pearce devoted his efforts completely to

piercing the mysteries of the crystal. After his investigations into the Catterhook Worm reached a dead end, he received a letter from a former colleague, Dr. Carlton Wilson. Wilson, directed by Nyarlathotep, sent Pearce a letter making reference to the *Ninth Book of Lost Passages*. In this work, the priest is said to have been punished for finding the secret to immortality and this (mistaken) claim inspired Pearce to attempt to locate the Forgotten Pyramid.

Wilson entered into the mysteries of the Mythos in the course of his anthropological research. While he initially opposed the horrors he encountered, a horrifying encounter with an avatar of Nyarlathotep destroyed his sanity completely. At that point he became a servant of that terrible being and was granted access to terrible secrets and given a most awful pet.

Once a noted big game hunter, Wilson continued his favorite sport with a new twist—he turned to hunting human beings. Using the knowledge granted him by Nyarlathotep he created a special knife and four boundary stones. If a victim was overcome by the power of the knife, he would be unable (on the pain of an awful death) to leave the area defined by the bounding stones. The dagger was intended to provide the victim with a “sporting chance”, although the fact that Wilson would conduct the hunt mounted on a hunting horror and armed with a rifle made the event somewhat less than a fair contest.

In order to secure suitable prey, Wilson would often invite others involved with the Mythos to participate in a special event. At these events, Wilson would pass the dagger around. The person who was overcome by the dagger would be the prey while the others would take the role of the hunters.

In addition to his hunting hobby, Wilson also practiced taxidermy. While he was initially content with merely preserving his trophies, he eventually moved beyond that and learned to animate the remains of his prey. However, the first creature he re-animated was his hunting dog, scout. While Wilson was quite insane, he still loved the companionship of his dog and restored a semblance of life to the beast after he died. Wilson also animated a bear intending to use it as a guardian but sometimes used it as a “joke” on other hunters (zombie bears are rather difficult to destroy with rifle fire). Wilson finally moved up to animating humans and successfully created three human taxidermy zombies.

In order to secure access to the book, Pearce was obliged to go to Wilson’s hunting lodge in the Maine woods. There he participated in Wilson’s terrible hunt and was granted access to the book. Unfortunately for Pearce, Nyarlathotep had special plans for him and directed Wilson to remove certain pages from his copy of the book. The missing sections present critical information about a terrible being in the pyramid and this might have allowed Pearce and his fellows to avoid the terrible fates they met within the Forgotten Pyramid.

After getting the information from the book, Pearce was able to convince his friend Trevor McCellon to lead an expedition to find the pyramid. This expedition came to a terrible end, as related in the next adventure in the series, “Forgotten Pyramid.”

Wilson himself met a disastrous end. In 1913 a small group of investigators learned of his involvement with the Mythos and ended up confronting him at his home in Boston. In the ensuing battle his house was engulfed in flames and everyone inside



perished in the fire. However, his lodge remained intact in the woods. The property was eventually seized by the state of Maine because of unpaid taxes. The lodge continues to decay in the woods, still hiding terrible secrets.

Getting the Investigators Involved

After the incidents in the lighthouse, Lucky will use his resources to find more about the only real lead found-the letter from Pearce. Lucky will manage to track down some of Pearce's notes, most importantly a document expressing his intent to secure access to a copy of the *Ninth Book of Passages*, and his plans to persuade Trevor McCellon to lead an expedition to Egypt in search of an immortal priest.

The passage is as follows:

I must conclude that the story of the Catterhook Worm is just that-a story. I have found nothing here that indicates that there is any truth behind the claims that the worm could animate the bodies of the dead. The "heart of the worm" is, as far as I can tell, merely a rock that the locals put under glass. As such, my time spent here has been a complete waste...

I received a remarkable letter today from Dr. Carlton Wilson relating the tale of an immortal priest who dwells eternally in an Egyptian pyramid. While this might be more nonsense and a wild worm chase once more, Wilson did mention a work I have heard of before, the *Ninth Book of Passages*. While I find hunting to be a boorish sport, I might have to join him at his damnable lodge in order to secure access to that text. If things pan out, I know just who to contact to lead the expedition to Egypt-my friend Trevor McCellon. I do hope that

my stained reputation has not affected our relationship...

This passage is what will involve the investigators in the adventure. Upon learning about the passage, Westerford (or his replacement) will suggest that they do some research regarding Dr. Wilson and McCellon. This research will guide the investigators to Wilson's Lodge.

Standalone Adventure

If the adventure is being run as a standalone adventure rather than as part of the ongoing campaign, the investigators can be drawn in by some other manner. The recommended hook that Ashley Peters, a real estate investor, went missing while looking at properties in the Maine woods. Wilson's Lodge was on her list, which will lead the investigators to that structure eventually. Peters can be a friend or relative of an investigator or connected in some other way. Or perhaps the investigators can be hired to find her.

Investigation

The following provides a guide to the investigators' investigation in part one. Each section corresponds to a category of information.

1913 McCellon Expedition

The investigators can find a modest amount of material covering Trevor McCellon and his final expedition. Some of it is in books and newspaper articles while there are some references in academic journals about archeology and Egypt. He even has a Wikipedia entry.

According to the various sources, McCellon was a gentleman adventurer and amateur archeologist who traveled the



world digging up the past and getting involved in various heroic exploits. His academic papers are not remarkable, but they do show that he was ahead of his time in terms of his understanding of the importance of preserving the context of a find.

McCellon was not affiliated with any specific academic body, but was involved with expeditions funded by universities as well as various private endeavors. He was also reported to be a man of modest wealth and hence could afford to travel about digging up the past.

His papers, notebooks and other items were donated by his relatives to Harvard University. These items are in storage, but can be accessed by going through proper academic channels or by investigators using press credentials, fast talk or suitable breaking and entering skills.

If the investigators gain access to this material, they will find much of it irrelevant to their purposes. However, they will find letters from Pearce among the correspondence. The letters, written in 1912, begin with Pearce checking to see whether McCellon still regarded him as a friend and then they go into lengthy discussions about the various approaches to finding and exploring pyramids and tombs in Egypt. The letters are mundane in nature as Pearce was careful to conceal his real motivations and the true extent of his knowledge. One section of text the investigators might find interesting is as follows:

I have found various oblique references to a "Forgotten" pyramid in Egypt. According to the few cryptic sources I have been able to track down, referring to the pyramid or the man buried within it was forbidden by the decree of an ancient pharaoh. Despite

this, some ancient (and often dubious) scholars have written that the pyramid is quite real. Some of the more dubious sources allege that the pyramid houses the last priest of Atlantis, a man who possessed the secret of immortality. One of the sources relates that he was punished for his discovery of immortality by being entombed within the pyramid. Another source adds that he is being eternally chewed upon by a terrible beast. The parallel to Dante's Inferno is, of course, patently obvious.

While the stories about the pyramid are obscured in the fog of myth, I did manage to locate a text that seems quite credible. This required considerable sacrifice on my part: I had to spend a week hunting with Dr. Carlton Wilson in Maine. Like you, I have never enjoyed hunting for the mere sake of hunting. However, it was well worth it to gain access to the Ninth Book of Passages, or at least a significant portion of the text. The book indicates clearly that the pyramid is not a myth and even contains references to its location. Some of the landmarks referenced in the work have actually been found within the past decade, thus lending the work considerable credibility.

There are only a few details about the expedition. The most complete source is in the 1921 book *Lost Expeditions* by Marvin Chandler. The book, as its name indicates, covers various lost (or failed) expeditions. The telling passage for the 1913 McCellon expedition is as follows:

...As in many cases, what can be said about the 1913 McCellon Expedition is a mixture of facts and rumor. The facts are that McCellon and his team went in search of a previously undiscovered pyramid and none of them were even seen again. The



men in the expedition included Trevor McCellon, Dr. Samuel Havershire, Richard Johnson, Charles Lester, Dr. Ronald Scott, Dr. Jonathan Pearce, Andrew Wentworth and perhaps two or three native guides and bearers. The rumors are much more numerous and relate to the purpose of the expedition and what caused it to vanish.

...Perhaps the most interesting rumor relating to the purpose of the expedition is that McCellon was in search of a pyramid containing evidence of the lost city of Atlantis...

...The speculation about what caused the men to vanish in the desert was quite extensive. There was, of course, considerable talk about ancient curses and death traps. The more sensible explanations included accidents, such as a collapse of a tunnel, as well as an attack by bandits in the desert...

...Unfortunately, the location of the pyramid the men sought remains lost and their fate will most likely not be known until some future expedition stumbles upon the structure...

Dr. Carlton Wilson

A little research will reveal that Dr. Carlton Wilson received his doctorate from Yale in 1905, taught at Ohio State for three years and then took a position at Harvard. He died in 1913.

If the investigators look into his death, they will find a news report of his death as well as an obituary published in the Boston Globe. According to the report, Wilson perished along with five unidentified house guests during a fire on December 13, 1913. If the investigators look at the documents from the investigation, they will learn that six badly burned human remains were found in the ruins of the house along with "various other bones, no doubt specimens

from Dr. Wilson's numerous journeys." The official cause of the fire was listed as a natural gas leak. According to the obituary, Wilson was a bachelor and had no living close relatives.

If the investigators look into Wilson's writings, they will learn that Wilson wrote various academic papers and three books during his life. The first two books, *Myths of the Past* (1906) and *The Collective Mythology* (1908) are fairly standard works in anthropology. His focus was primarily on myth cycles and their common elements around the world. His third book, *Dagon, Hades and the Devil* (1910) continues the theme but takes it to a somewhat more extreme level. In places the work lapses from scientific rigor to what will be considered wild speculation about Atlantis and creatures from other worlds. While the book refers to Dagon, it does not contain any actual Mythos elements (beyond some rather vague speculation). The books are out of print, but can be found at a major library with library use. After his third book, he did not publish for two years and then returned to rigid, academic publications in key journals.

Wilson's Lodge

If the investigators check the property records in Maine, they will find the location of the lodge. Although many forested areas of Maine have been developed, the lodge is still located in fairly dense woods and is two miles from the nearest paved road. There is, however, an old logging road that goes within half a mile of the land. The closest town is Fort Kent, which is in extreme northern Maine (right on the Canadian border).

The land for the lodge was purchased in 1909 and the lodge was completed in 1910. The lodge and surrounding land was

eventually taken over by the state of Maine in 1917.

If the investigators look into the matter of ownership, they can find that due to misfiled paperwork, the land was not used or auctioned by the state and this error was only found very recently. The state is currently considering selling the land via auction.

“Crazy” Larry Coleman

If the investigators check into the local newspapers for the area using library use, they will find that the Saint John Valley Times (which began publishing in 1957) reported the arrest of Larry Coleman in 1994. Coleman drove into town drunk and ran into the police department, demanding that they go and deal with the “giant snake” in the woods near the “old lodge.” Coleman was picked up by the police again in 1996 when two hikers reported that he chased them away, yelling about a monster bear and a giant snake while waving his rifle about madly.

If the investigators speak with the police in Kent, they can learn a bit more about Coleman and his two arrests. Officer Ken Brown, who went to high school with Coleman, will say that Coleman served in the first Gulf War working as a mechanic and then came back home to Maine after being discharged for medical reasons. Coleman became something of a recluse then, buying a small plot of land in the woods and building a cabin. While Brown is clearly concerned about Coleman, he will assure the investigators that Brown is not violent and even in his delusions he is always trying to help people. However, Brown has said that he was warned the game wardens to tell any hikers or hunters heading towards that area to think about going another direction instead.

If the investigators go to look for Coleman, they will find his modest cabin about 400 yards off the lumber road that runs by Wilson’s Lodge. When the investigators see the cabin, they will notice that is festooned with a multitude of lights. The lights range from Christmas lights to halogen spot lights. There are also lights set to shine on the cabin and out into the woods. The trees in the area are also covered in lights. Coleman has several rebuilt generators that he uses to keep the lights going at night. His old pickup truck is also covered in lights.

If the investigators go to speak with Coleman, they will find him to be a bit deranged but friendly. If they ask about the lodge, he will say that he has been in the building, but was unable to open the iron door leading to the top story. He will also say the following:

“I was out in the woods by the lodge at night and I heard a loud and harsh voice speaking to me from the woods. Something about the voice was wrong, like a tank speaking. You know, I worked on them during the war. I saw some...some awful things in the war, you know. People burned up and things like that. Well, that voice sounded like a tank that burned people. I ran away from that voice or at least I tried. It came after me and I was sure it was going to burn me up. I shot at it and think I hit it, but nothing happened. I could hear it coming for me and thought I was going to die.

I didn’t want to die without seeing what was going to kill me. I was carrying one of those portable spot lights, you know...the ones some people use to shine deer. So, I turned it on the voice...and I saw it. A great flying snake...horrible...unbelievably horrible. But, and you won’t believe this,



the light scared it-it flew back from the light and I ran again. When it came after me, I'd shine the light on it and then keep on running again. Finally I ran into this weird stone with these strange markings on it. I didn't recognize them, but one looked like a strange star. When the voice came closer, the star glowed a bit. I ran again and it stopped chasing me. I think the stone stopped it somehow.

You would think that the snake was enough, but no. As I was running towards my cabin I ran into a bear. Normally bears are scared of people, but this one just stopped in front of me and stared at me. At least I think it was staring at me-its eyes were gone and its flesh was all weird-like one of those guys in the Romero movies. Well, I shot it but the bullet didn't do much at all. I tried the light, but that didn't work. So I ran like mad to my truck and started driving toward Kent. I must have been drinking on the way because I was powerfully drunk when I arrived in town and hit a lamppost. I got locked up for a while because of that.

I got locked up again a while later. These hikers were heading toward the lodge and I had to warn them away. I admit, I probably seemed a bit crazy, but I didn't want them young folks being killed by the snake or the bear.

As you might have gathered, I put up the lights to keep the snake away. I stay here because someone has to watch for the snake. And that bear thing."

If the investigators tell Coleman that they have come to do something about the snake and the bear, he will assist them as best he can. He will be happy to lend them some portable lights and will even go with them. He knows the area well and can lead

the investigators to the lodge and show them the stone he found.

Talking to the Locals

Most of the locals know nothing about the lodge, but do remember when Coleman drove into town drunk. If the local hunters are asked about the area, they will uniformly say that no one who knows anything hunts there. If asked why, they will say that they never see any deer or other game animals in the area.

One hunter, Jeff Smith, encountered the zombie bear while hunting and shot it twice. If the investigators are able to convince him to talk, he will say the following:

"About ten years back I was out hunting and wasn't having any luck. I figured that if the places that were usually good hunting weren't working out, I would try a place that was normally bad hunting, so I went over to place where that old lodge is. I tramped around a bit and didn't see anything. I was just about to call it a day when a bear lumbered out of the wood. I had my gun ready, just in case. Well. There was something weird about that bear. It didn't walk right and...maybe it was just the light...I swear it had no eyes. I took a shot at it and think I hit it. But, I decided not to stick around and see what happened. Look, don't tell anyone else about this. I don't want them thinking I'm crazy like Larry." If the investigators have not yet heard about Coleman, Smith will relate the story about Coleman driving into town drunk yelling about "snakes and a monster bear." Smith will say that he "didn't see any snake."

Maps

The following details the areas where the adventure takes place. As noted above, the lodge is located in the Maine woods. The original dirt road leading to the lodge has been overgrown but can still be followed using the navigate or track skills. Coleman knows the way to the lodge and can easily lead the investigators there.

There are four warding stones located around the lodge. They form a square two miles on each side with the lodge at the center. Coleman knows where the Southwest stone is located. The stones are detailed below in the Items section.

The Lodge

That the lodge is still standing after so many brutal Maine winters is a testament to the quality of the materials and the workmanship. The wood is badly weathered and the roof leaks in numerous places, most of the windows have been broken, and there are bullet holes in the walls. However, it does seem to still be structurally sound, primarily thanks to the massive timbers used for the frame and supports.

The exterior door locks are broken as are the interior locks, with the exception of those on the second floor.

First Floor

Main Room: The main room was once a fine gathering area for Wilson and his guests. Now it is ruined and decayed. The presence of broken bottles, cans and other trash show that people have been here over the years. Moth eaten trophy heads hang on the walls, rotting furniture lies scattered about, and the floor is buried in pine needles. The arrival and departure of the hunting horror has blown the needles to the corners of the room. In the center of the room is a broken table and near it,

partially hidden by the needles and other debris, is the dagger of the hunt. This item is described below.

Kitchen: This was once a finely appointed kitchen. The wood stove is badly rusted, utensils and pans are scattered about on the floor, and the shelves have fallen from the walls.

Storage: This storage room is full of rusted cans, long decayed food stuffs and various other items.

Guest Wing: The guest wing was used to house guests.

Bedroom 1: This bedroom has a decayed bed, a rotted dresser and various other mundane items.

Bedroom 2: This bedroom has a decayed bed, a rotted dresser and various other mundane items.

Bedroom 3: This bedroom has a decayed bed, a rotted dresser and various other mundane items.

Bedroom 4: This bedroom has a decayed bed, a rotted dresser and various other mundane items.

Living Room: The living room was used by Wilson. Once fine furniture and decorations are here, but all are badly decayed and rotted.

Office: This was Wilson's office. It has a once fine writing desk, a once elegant chair and bookshelves full of the rotting remains of books. If restored, the desk would be worth a considerable amount of money as an antique. The books are mundane and mostly about anthropology, hunting and occult matters.

Main Bedroom: This was Wilson's bedroom. The once fine furnishings and furniture are decayed and rotted.

Second Floor

The second floor was Wilson's private and secret sanctum in the lodge. The walls and

ceiling are reinforced and the structure is still intact.

Entrance: The door to the room is metal and is set into a metal frame. Opening the door requires either picking the lock or breaking the door. The door has a STR of 20, 15 hit points and 8 points of armor. Waiting behind the door is Wilson's taxidermy zombie dog, Scout. When Scout hears someone at the door, he will stand up and bump the door with his nose (a listen check will allow the investigators to hear this). Since he has been commanded to attack intruders, Scout will attack the investigators. The room also contains Scout's water bowl, food bowl and chew toys.

Taxidermy Room: This is where Wilson practiced his special form of taxidermy. Using various special chemicals and rituals, Wilson would transform dead creatures into a form of zombie. The room has two tables, various taxidermy tools, stuffing material, glass eyes and various containers holding chemicals and powders. The chemicals and powders are no longer potent, but most of them are still poisonous (POT 2D6+6) if consumed.

Trophy Room: This is Wilson's special trophy room. There are trophy heads from 14 people mounted on the walls. Standing along one wall are three taxidermy zombies. The first one is a woman (Laura Johnson) wearing a fine dress, the second is a man wearing a well cut suit (Abraham Grenderson), and the third is a man in a minister's vestments (Oscar West). The zombies will attack the investigators when they approach. If the zombies are examined, it will be found that they have sewn up bite marks (from the hunting horror) and bullet wounds. There is also a platform in the room with a plaque saying "Bigpaw", there are claw marks on the

wooden platform, indicating that there was once something there (namely the zombie bear).

Office: This is Wilson's secret office. There is a fine desk, a fine chair and intact book shelves. In addition to various occult works and books on taxidermy, there is a copy of the *Seven Cryptical Books of Earth* and the *Ninth Book of Passages*.

The Hunting Horror's Lair

After being granted the hunting horror as a "pet", Wilson had a lair made for it so it would be able to stay out of the sunlight. The horror has been staying there ever since. The lair is located one half mile to the north east of the house.

Entrance: This is the entrance to the lair. It is basically a hole dug down into the ground. There are clear signs that something big has been going into and out of the hole.

Prison: Wilson would keep his special guests here, usually in anticipation of a hunt. There are rusted iron shackles in the area and human bones in two of them. The horror was under orders not to kill them, but did consume the bodies after they died.

Storage: This area was used for storage. There are some decayed boxes and crates here.

Nest: This is the hunting horror's lair. During the day it stays here, out of the sun.

Action

The following provides a general guide to the action of the adventure. How events actually unfold will depend on the decisions of the players,

The Dagger

When the investigators arrive at the lodge, they will find that Ashley Peters is

already there, looking the place over. She will suspect that they are competitors and will try to talk them out of buying the property.

When the investigators enter the house, they will most likely spot the dagger. If an investigator does not notice it and touch it, Peters will try to acquire it. If she touches it, she will be marked by the dagger and unable to leave the area. If the investigators leave her to die, they should suffer a 1D6 point Sanity loss.

If an investigator touches the dagger and is marked by it, then he will be trapped within the boundary until the hunting horror kills him, the horror is killed or the investigators manage to escape.

If the investigators are able to keep anyone from touching the dagger or no one is bound to it, then the adventure will be considerably shorter. However, if the investigators are clever enough to avoid the trap of the dagger, the keeper should avoid using mere fiat to get someone bound to it.

Zombies in the House

When the investigators go to the second floor, they will encounter the zombie dog and then the human zombies. The zombies will attack the investigators and pursue them until they are destroyed or manage to kill the investigators. Ashley and Larry will be rather shocked by the zombies (Larry less so). Larry will join the investigators in fighting them as will Ashley, although she will stay behind the investigators and shoot with her pistol.

Facing the horror

The horror cannot face the day, so the investigators will not encounter it in that time unless they go down into its lair. At night it is free to move about. If someone is

bound to the dagger, it will be compelled to hunt that person.

While it is compelled to hunt the person who is bound to the dagger, it is not compelled to hunt anyone else. While it does love killing, it will attempt to convince the investigators to damage the stones and let it escape. It will begin telling them that it was forced to serve Wilson and merely wants to leave (which is mostly true). If that does not work, it will try grabbing an investigator and using him as a hostage. If the investigators do its bidding, it will then try to kill them. Such is the gratitude of a horror.

Larry will help the investigators fight the “snake” although Ashley will prefer to try to flee from it. If she is bound by the dagger, she will plead with the investigators to save her.

The Bear

The bear wanders around the woods aimlessly. It was commanded by Wilson to guard the area around the lodge and it also was used in some of the hunts. As such it is inclined to attack the investigators when it encounters them. The bear is not as formidable as the hunting horror, but can still prove dangerous to the investigators.

Conclusion

The adventure ends when the investigators achieve their goals or fail to do so. If the investigators destroy the zombies, they should receive a 1D3 Sanity point award. If they do not deal with the bear, it will continue to wander the woods until it is finally destroyed.

If the investigators defeat the hunting horror, they should receive a 1D6 point Sanity point award. If they depart the area without defeating the horror, it will remain within the boundary, waiting for a new



victim to touch the dagger. The investigators can return to deal with it at a later date.

If the investigators destroy the Elder Signs on the warding stones (or destroy the stones themselves), the hunting horror will

be free to depart (once night falls). It will destroy several houses in Kent and kill numerous people(it has a great deal of rage over its confinement) before leaving the area. If the investigators learn of this, they should lose 1D4 Sanity points.

NPCs

“Crazy” Larry Coleman, Rustic Fellow

STR: 13 CON: 13 SIZ: 14
INT: 11 POW: 11 DEX: 10
APP: 10 EDU: 13 SAN: 40
HP: 14 DB: +1D4

Important Skills: Conceal 27%, Dodge 26%, Electrical Repair 45%, Fast Talk 20%, First Aid 45%, Hide 35%, Jump 35%, Law 8%, Library Use 31%, Listen 45%, Mechanical Repair 30%, Natural History 27%, Navigate 32%, Sneak 29%, Spot Hidden 38%, Track 50%

Weapons: .30-06 Bolt action rifle 47%
Damage: 2D6+4 Range: 110 yards Attacks: ½ Bullets: 5 HP: 12

Description: Coleman is friendly, but a bit deranged. His experiences in the First Gulf War unbalanced him a bit and led to a drinking problem. His seeing the hunting horror and also shooting the zombie bear made him even more disturbed.

Fortunately, Coleman is basically a decent person who likes to help and protect others. As such, he is eager to help the investigators.

During the day Coleman divides his time between tinkering, reading, hunting and fishing (ice fishing in the winter, of course). He also sleeps during the day so he can spend some of the night watching for the “snake” and the “monster bear.” At night he lights up the woods and the cabin.

Ashley Peters, Real Estate Investor

STR: 10 CON: 11 SIZ: 11
INT: 13 POW: 13 DEX: 11
APP: 14 EDU: 17 SAN: 65
HP:11 DB: +0

Important Skills: Accounting 30%, Bargain 40%, Fast Talk 35%, Hide 20%, Sneak 20%

Weapons: .38 revolver 35% Damage: 1D10
Range: 15 yards Attacks: 2 Bullets: 6 HP: 10

Description: Peters is a tall, but very thin, blond woman from New York. She thinks she can make money by buying up and reselling rural plots, perhaps somehow tying in green energy or other aspect of environmentalism.

Peters is rather impulsive and has relied on her parent’s money throughout her life. Despite a ready access to wealth, she has a strong greedy streak and has some tendency towards kleptomania when it comes to small, valuable and unwatched objects (hence her slightly better than average sneak and hide skills).

Despite her character flaws, Peters is fairly brave and quite willing to take risks. She is also confident of her ability to defend herself, having spent hours at the range shooting her pistol.

Monsters

The Hunting Horror

char.	rolls	The Horror
STR	5D6+12	32
CON	3D6	13
SIZ	5D6+24	40
INT	1D6+12	14
POW	6D6	19
DEX	3D6+3	13
HP		27

Move 7 / 11 flying

Av. Damage Bonus: N/A.

Weapons: Bite 65%, damage 1D6

Tail 90%, damage Grapple

Armor: 9-point skin; cannot be impaled by bullets.

Spells: None

Sanity Points: 0/1D10 Sanity points to see a hunting horror.

Description: The horror looks like a winged black serpent whose form shifts endlessly.

The horror knows some English and speaks it in a rather loud, harsh voice. Like others of its kind, it is dispelled by the light of day and repelled by strong light sources. These beings are dispelled by daylight. In combat, the horror can strike with its bite and tail in a single round. While the tail does no damage, the victim is usually rendered helpless, unless able to beat the horror by matching its STR on the Resistance table. A horror can only hold one human sized victim at a time and hence can no attack with its tail in such circumstances. It can, however, bit at a held victim with a +20% chance to hit. The horror also has the option of dropping a victim.

The horror is confined to the area of the warding stones (at least as long as they are



intact). It has the scabbard for the dagger on a chain around its neck.

Bigpaw, Taxidermy Zombie Bear

Char.	rolls	#1
STR	3D6+10X1.5	32
CON	2D6+6X1.5	21
SIZ	3D6+10	22
POW	1	1
DEX	2D6	8
HP		22(16)

Move: 12

Damage Bonus +2D6

Weapon: Bite 25% 1D10, Claw 40% 1D6+DB, Slap 25% 2D6

Armor: 3-point fur and impaling weapons inflict only one point of damage and other

weapons do half damage.

Skills: Climb 30%, Listen 75%, Scent 70%

Sanity Loss: 1/1D8

Description: Bigpaw was shot by Wilson and stuffed. When Wilson began his work on zombies, Bigpaw was his first creation. Bigpaw's glass eyes are long lost and his hide is tattered and full of holes.

There are several bullet holes through him (hence he has 16 hit points rather than his full 22). Bigpaw will attack the

investigators when he encounters them. He is stuffed with sawdust and sand, which will spill out when he is damaged.

Scout, Taxidermy Zombie Dog

Char.	rolls	#1
STR	2D6X1.5	10
CON	3D6X1.5	17

SIZ 1D6+1 6
 POW 1 1
 DEX 2D6 10
 HP 12
 DB -1D4

Move: 10

Weapon: Bite 30%, Damage 1D6

Armor: None, but impaling weapons inflict only one point of damage and other weapons do half damage.

Taxidermy Human Zombies

Char.	rolls	#1	#2	#3
STR	3D6X1.5	16	17	18
CON	3D6X1.5	17	18	15
SIZ	2D6+6	14	15	16
POW	1D6	1	1	1
DEX	2D6	8	7	9
HP		16	17	16
DB		+1D4	+1D6	+1D6

Move: 6

Weapons: Bite 30%, damage 1D3 or punch 30% 1D3+db.

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Items

The following details the items in the adventure.

Dagger of the Hunt

This dagger, a gift from Nyarlathotep to Wilson, is both beautiful and sinister. It is made of an exotic alloy (which will defy analysis) and decorated with beautiful rubies that always make it seem covered in blood stains. The blade is engraved with strange runes in no known language, but an occult (or Cthulhu Mythos) roll will reveal that they are associated with binding and pain. Looking at the odd lines and design of the dagger wounds the eye-its seems somehow wrongly proportioned in impossible ways. Two glyphs that are clearly

Skills: Listen 75%

Sanity Loss: 1/1D8

Description: Scout was Wilson’s loyal dog in life and was transformed by his master.

Scout still wears his collar, but no longer has to worry about fleas. He is stuffed with sawdust and sand, which will spill out when he is damaged.

Spells: None

Sanity Loss: 1/1D8 Sanity Points to see a zombie.

Description: These zombies were made by Wilson from three of his victims. The first one is Laura Johnson and is still wearing a fine dress, the second is a man wearing a well cut suit (Abraham Grenderson), and the third is a man in a minister’s vestments (Oscar West). Johnson was a woman who Wilson wanted to marry, but she only wished to remain friends. Grenderson was a rival professor and West was secretly a cult leader in competition with Wilson.

comprehensible are one that shows the dagger itself followed by one showing the dagger sheathed. This is intended as a sign for the victim (Nyarlathotep works in mysterious ways).8

If the dagger is touched by an intelligent being (other than the owner) the victim must match his POW against the dagger’s POW of 21. If the victim is overcome, he takes 1 HP of damage as a bloody mark is created on his face. The mark cannot be healed or treated until the dagger is sheathed. More importantly, the victim is bound by the associated warding stones. If the victim attempts to leave the area, he must match his POW against the dagger’s POW of 21. If he succeeds, he can cross the boundary. If not, he cannot. However, if he

crosses the boundary than he must match his POW against the dagger each minute or sustain 1D4+2 points of damage as bloody cuts appear on his flesh. Returning to the boundary area stops the damage. This damage can be treated and heals normally.

The binding also marks the victim as a target for the hunting horror. The sheath around its neck will pull in the direction of the victim and the horror is compelled to hunt the victim. While Wilson used to dispatch the victims, the horror has to take care of that now.

The only way for the victim of the dagger to be free of the binding is to sheath the dagger. Doing so breaks the binding and erases the bloody mark (healing the damage). If the warding stones (see below) are nullified, the victim can also leave. The mark, however, will remain. If the dagger is sheathed and then removed from the area of the warding stones, then it will no longer mark those who touch it. If, however, it is returned to the boundary set by the active warding stones, then it will regain its ability to mark and bind victims.

The dagger itself is an effective weapon and inflicts 1D4+2 if used in combat. It can harm creatures that require magical weapons to harm them. It also ignores the armor of the target.

Ninth Book of Passages (English Edition)

In English, translated from the original Latin in 1674 by Sebastian Langley. Twenty originals remain and additional copies of varying quality and completeness exist. Sanity Loss 1/1D3. Occult +2 percentiles, Cthulhu Mythos +1 percentiles' average three weeks to study and comprehend. Spells: Appease Gnawer.

This work was printed using a press and bound in leather. The main focus on the text is, as the name implies, about

passages. The passages are between life and death as well as between levels of reality. This translation of the work is relative mild and inaccurate in most respects. However, the writings about the Forgotten Pyramid are true to the original text. The text relates the location of the pyramid (relative to other ancient landmarks, such as other burial sites) and claims that an immortal priest dwells within the structure, eternally punished for his discovery of the secret of immortality. The text goes on at length on the ritual needed to appease the creature that "gnaws eternally" on the priest. The book also promises that whoever frees the priest will be rewarded with his secret.

Wilson's copy of the book shows signs that the pages that contain the ritual were carefully cut out and then subsequently replaced. Wilson did this at the behest of Nyarlathotep (who wanted Pearce to go to the pyramid but to be unable to get past the Gnawer).

While the spell in the book will appease the Gnawer, the priest will not grant the caster the secret of immortality. This is detailed in the next adventure, "The Forgotten Pyramid."

Seven Cryptical Books of Earth

In English, translation from the Chinese Seven Cryptical Books of Hsan. Sanity Loss 1D/1D4; Cthulhu Mythos +3 percentiles, average 20 weeks to study and comprehend. Spells: Contact Deity/Nyarlathotep, Summon Bind Horror of the Air (Hunting Horror).

This work is an inferior translation of the Chinese original and contains some material from other works while leaving out much of the original. This work led Wilson to



Nyarlatotep and hence to his ultimate fate.

Warding Stones

The knowledge of how to create these stones was given to Wilson by Nyarlathotep. The stones are two feet high and six inches thick. They are chiseled granite. Strange symbols have been that it is specific to binding hunting horrors. If the marks are destroyed on each of the stones (using a hammer, chisel or other suitable tool) the victim of the dagger can depart without being harmed. If the Elder Signs on each stone is destroyed (or the stones are shattered), then the hunting horror is free to depart.

The stones also provide a vertical boundary of one quarter mile (this prevents marked victims or the horror from escaping via flying).

Spell

The following details the new spell in this adventure.

Appease Gnawer

The purpose of this spell is to appease the gnawer that dwells within the forgotten pyramid. The appeasement works by diverting the attention of the gnawer to a selected target. The first step in casting the spell is preparing a mixture of natron (a drying agent used in mummification), blood, and various chemicals (readily obtainable). The mix is then imbued with 1 magic point. The mixture remains potent for one month.

The second step involves chanting and intoning for one round and then designating the target of the gnawer's focus by splashing it with the mixture. This costs the caster 3 magic points and one Sanity point. The gnawer's attention will be

chiseled into them and each has an Elder Sign carved into it. The strange symbols form part of the boundary spell that defines the confines in which a person marked by the dagger of the hunt can move. Successful use of occult or Cthulhu Mythos will reveal that the marks relate to binding and imprisonment. Use of the Cthulhu Mythos skill will reveal focused on that target for one minute or until the target is killed and consumed. The target needs to be a creature of chewable flesh.

Part Three: Forgotten Pyramid



Introduction

In this adventure, the investigators continue along the trail left by Pearce, this time following it to Egypt. There they will enter the Forgotten Pyramid, a place of ancient evil, and face temptation and death.

The adventure is intended to follow "Wilson's Lodge" but can also be run as a standalone adventure. Some of the investigation material from "Wilson's Lodge" has been reproduced here to facilitate running the adventure in this manner.

Keeper's Background

Two centuries before the famous great pyramids were constructed an ambitious priest gave in to the temptations offered by Nyarlathotep and began an audacious campaign to seize power. In the course of this campaign the priest and his followers committed acts of great wickedness. In the end, the priest was defeated and was forced to pay for his crimes. Because of his betrayal and the horrible actions he committed, the pharaoh decreed that the names and deeds of the priest and his followers would be stricken from all records—thus effectively erasing him from history.

The final punishment of the priest and his closest supporters was turned over to a trusted advisor of the pharaoh (who was, in fact, an avatar of Nyarlathotep). The advisor saw to it that the priest's burial pyramid was completed and transformed into a place of endless torment. The closest supporters of the priest were subject to living mummification and condemned to exist in unceasing torment. Some of these mummies had their faces removed and replaced with featureless masks of metal (thus robbing them of their identity). However, this was not the worst that was done. Some of the followers were subject to the indignity of being raised up again as composite mummies, a stitching together of human and animal parts. Even this gross violation was not the worst punishment meted out. No, the very worst was saved for the priest.

The priest was mummified like the others, but his flesh was transformed so that it would re-grow almost eternally. While this might seem like a boon, a terrible creature was called up to gnaw on his flesh

throughout all of time, thus inflicting unending pain and torment upon the priest.

Once the mummies were confined to the pyramid, the entrance was sealed and the structure and its occupants were dutifully forgotten, as per the pharaoh's command. Forgotten, that is, except for a few myths and some vague writings in what became known as the *Ninth Book of Passages*. It is this book that tied the Forgotten Pyramid with the story of Pearce.

After losing his position at Harvard, Pearce devoted his efforts completely to piercing the mysteries of the crystal. After his investigations into the Catterhook Worm reached a dead end, he received a letter from a former colleague, Dr. Carlton Wilson. Wilson, directed by Nyarlathotep, sent Pearce a letter making reference to the *Ninth Book of Passages*. In this work, the priest is said to have been punished for finding the secret to immortality and this (mistaken) claim inspired Pearce to attempt to locate the Forgotten Pyramid.

In order to secure access to the book, Pearce was obliged to go to Wilson's hunting lodge in the Maine woods. There he participated in Wilson's terrible hunt, in which human beings were pursued and killed (as related in "Wilson's Lodge").

Pearce traveled to Egypt in 1912 and spent countless hours trying to locate the pyramid. His activities eventually attracted the attention of Nyarlathotep who appeared in the guise of Abdul Reis el Drogman. Drogman provided Pearce with additional information about the pyramid and said that he could lead a suitable expedition to the structure.

Using the information from Drogman, Pearce was able to convince his friend Trevor McCellon to lead an expedition to the pyramid. McCellon recruited a mix of academics and men of action to join the



expedition: Dr. Samuel Havershire, Richard Johnson, Charles Lester, Dr. Ronald Scott, and Andrew Wentworth. Funding was found for the expedition and it set out for the Forgotten Pyramid in 1913.

Drogman, with some suitable delaying tactics, led the expedition to the pyramid. After removing the sand from the entrance, the expedition entered the pyramid. Within its awful chambers they encountered the denizens of the pyramid. In the ensuing battle, Johnson, Lester and one of the Egyptian porters died. The men were driven until they were trapped within a chamber. Drogman then offered the survivors a rather limited set of options: dying of thirst in the chamber, making their way past the Gnawer to take a hidden passage to the surface, or agreeing to serve him.

Believing that the Gnawer was a bluff and that the mummies were merely natives in costumes, McCellon decided to descend into the dark. He discovered, to his horror, that the Gnawer was quite real. Hearing his terrible death cries, the others decided to remain in the chamber. Drogman then offered the survivors the chance to accept survival and servitude. Pearce, Havershire and Wentworth elected to take the bargain. Scott and the two remaining Egyptian porters rejected the bargain and were left to die while the others were freed.

After departing the chamber, the men spoke with Drogman at length. He gave each man a suitable gift and then commanded them to go and do his bidding. He further instructed them to abandon their old lives and assume new identities.

Back in the States, Wilson's activities attracted the attention of a small group of investigators. In the ensuing confrontation, Wilson and the investigators perished in the fire that destroyed his house. However, Wilson's lodge continued to molder away in

the Maine woods, still haunted by his past evil deeds (as related in "Wilson's Lodge").

For a while, Pearce and Havershire worked together on exploring the secrets of the alien crystal. Havershire eventually came to regret his bargain and sought to escape from it. Naturally, this did not work out well for him (as detailed in "The Hellish Engine"). Havershire's fate convinced Pearce to remain in Nyarlathotep's favor and he went on to learn many terrible things from his crystal (as detailed in "The House that Stands Alone").

Getting the Investigators Involved

The information acquired during the course of "Wilson's Lodge" should lead the investigators to the Forgotten Pyramid. Assuming that the investigators informed Westerford of what they found, he will decide expert help will be needed to locate the pyramid. As such, he will contribute funding to an expedition that has been sponsored by a National Geographic grant. Using the hints in the correspondence, information from the Ninth Book of Passages and satellite images, Westerford will map out a general area where the pyramid might be located. He will then pass this information on to the expedition. Westerford will warn them that the McCellon expedition never returned from the pyramid and he will request that they not enter the pyramid until he is able to join them with a team of "experts" (the investigators). He will tell Dr. Tillum, the team leader, that he thinks the pyramid was heavily trapped and that McCellon's expedition perished in a deadfall or some other dire way.

The expedition will spend about three weeks conducting their activities using computer analysis of satellite images, historical writings, and a light airplane.



While the investigators are investigating in the States, Dr. Tellum will be contacted by Dr. Abdul Reis el Drogman, an Egyptian professor of ancient languages and archeology. Dr. Drogman was given, some time ago, a set of ancient scrolls and (in an amazing coincidence) finished translating them as he was reading about the Tellum expedition. He will contact Tellum and offer his information in return for a share of the academic credit. Westerford will receive an email from the expedition leader, Dr. Helen Tellum and show it to the investigators:

To: lucky@luckymail.com
From: drtellum@bfu.edu
Re: Lucky!

Lucky,

Your nickname has rubbed off on us! I have been in communication with an Egyptian professor of ancient languages, Dr. Abdul Reis el Drogman, who has been following our expedition via our blogs. Dr. Drogman recently translated several ancient scrolls and was able to determine some likely locations for long lost structures. He has volunteered to share this information with us, provided that he gets due academic credit for our finds. I have tentatively agreed.

Helen

Dr. Drogman will provide the expedition with the relevant information in his translations. In an interesting coincidence, he will have found references to the Forgotten Pyramid and will pass this information on to Dr. Tellum. Tellum will send the following email to Westerford a week after the previous email:

To: lucky@luckymail.com
From: drtellum@bfu.edu
Re: Even More Lucky!

Lucky,

Dr. Drogman's translations have proven to be invaluable. We have located what I think is the mastaba of the Ibis. If so, this means that the pyramid you mentioned is nearby.

Helen

Two days later, Dr. Tellum will send this email:

To: lucky@luckymail.com
From: drtellum@bfu.edu
Re: Amazing Luck

Lucky,

Using the mastaba as a reference and following the information in Dr. Drogman's translations, we have located a pyramid. Its location matches the information you provided, so I suspect this is the pyramid you are looking for. As per your warning about dead fall traps, we will wait until you and your experts arrive before entering the structure. Meanwhile, Dr. Henry Waters will start the preliminary exploration of the mastaba of the Ibis. I am looking forward to seeing you again.

Helen

After receiving the email, Westerford will decide that it is time for him and his "experts" (the investigators) to travel to Egypt. Fortunately, Westerford had the foresight to make all the bureaucratic preparations ahead of time, so the

investigators will be able to fly into Cairo airport with a minimum of fuss and bother.

While the investigators are en route Dr. Henry Waters exploration of the mastaba will end in disaster. He will bring along Kendra Waits and Richard Peyton. While in the mastaba, they will awaken a group of desert ghūls. The ghūls will kill them, consume their flesh and assume their likenesses. The ghūls will then journey to the camp and attack the other team members. In the course of the attack, Muhammad Arafat, Kevin Aren, Ali Bashar, Sanjay Mahil and Larry West will be killed. David Little, Dr. Helen Tellum, Kendra Waits, and Jane Young will be captured and brought back to the mastaba. Fareed Massri will manage to escape from the ghūls, though the ordeal will leave him mentally imbalance. He will return to camp and be there when the investigators arrive.

When the investigators arrive at the airport, Westerford will try to contact the expedition but will, of course, get no response. Suspecting trouble, he will arrange the fastest transportation possible. He will pick up his friend Benipe and Dr. Drogman The final leg of the trip will be via a helicopter that will drop the investigators at the expedition's main campsite. It is at this point that the action of the adventure begins.

Standalone Adventure

If this adventure is not being run as part of the ongoing campaign, then the investigators will need to be brought into the action by some other means. One option is to simply use the above method and modify it as needed to fit the situation.

A second option is for the investigators to be part of the expedition. In this case, the information conveyed in the emails given above will be conveyed in person-either by

the keeper telling the players what has happened or by role-playing the preliminary investigation. In order for the action to play out as written, the investigators should be away from the camp when the ghūls attack. One plausible option is to have them return to civilization to get additional supplies, to do some additional research, or to be required to deal with some snafu in their paperwork.

A third option is that one or more of the investigators have a connection to the expedition and hence are motivated to investigate when contact is lost. A fourth option is that the investigators could be sent by the Egyptian authorities to investigate.

Investigation



The following provides a guide to the investigators' investigation. Each section corresponds to a category of information.

1913 McCellon Expedition (Duplicated from "Wilson's Lodge")

The following information could also have been found during the course of the "Wilson's Lodge" adventure. If the investigators did not follow that avenue of investigation, they can do so during this adventure. As a matter of convenience, this material has been reproduced here.

The investigators can find a modest amount of material covering Trevor McCellon and his final expedition. Some of it is in books and newspaper articles while there are some references in academic journals about archeology and Egypt. He even has a Wikipedia entry.

According to the various sources, McCellon was a gentleman adventurer and

amateur archeologist who traveled the world digging up the past and getting involved in various heroic exploits. His academic papers are not remarkable, but they do show that he was ahead of his time in terms of his understanding of the importance of preserving the context of a find.

McCellon was not affiliated with any specific academic body, but was involved with expeditions funded by universities as well as various private endeavors. He was also reported to be a man of modest wealth and hence could afford to travel about digging up the past.

His papers, notebooks and other items were donated by his relatives to Harvard University. These items are in storage, but can be accessed by going through proper academic channels or by investigators using press credentials, fast talk or suitable breaking and entering skills.

If the investigators gain access to this material, they will find much of it irrelevant to their purposes. However, they will find letters from Pearce among the correspondence. The letters, written in 1912, begin with Pearce checking to see whether McCellon still regarded him as a friend and then they go into lengthy discussions about the various approaches to finding and exploring pyramids and tombs in Egypt. The letters are mundane in nature as Pearce was careful to conceal his real motivations and the true extent of his knowledge. One section of text the investigators might find interesting is as follows:

I have found various oblique references to a "Forgotten" pyramid in Egypt. According to the few cryptic sources I have been able to track down, referring to the pyramid or the man buried within it was forbidden by

the decree of an ancient pharaoh. Despite this, some ancient (and often dubious) scholars have written that the pyramid is quite real. Some of the more dubious sources allege that the pyramid houses the last priest of Atlantis, a man who possessed the secret of immortality. One of the sources relates that he was punished for his discovery of immortality by being entombed within the pyramid. Another source adds that he is being eternally chewed upon by a terrible beast. The parallel to Dante's Inferno is, of course, patently obvious.

While the stories about the pyramid are obscured in the fog of myth, I did manage to locate a text that seems quite credible. This required considerable sacrifice on my part: I had to spend a week hunting with Dr. Carlton Wilson in Maine. Like you, I have never enjoyed hunting for the mere sake of hunting. However, it was well worth it to gain access to the Ninth Book of Passages, or at least a significant portion of the text. The book indicates clearly that the pyramid is not a myth and even contains references to its location. Some of the landmarks referenced in the work have actually been found within the past decade, thus lending the work considerable credibility.

There are only a few details about the expedition. The most complete source is in the 1921 book *Lost Expeditions* by Marvin Chandler. The book, as its name indicates, covers various lost (or failed) expeditions. The telling passage for the 1913 McCellon expedition is as follows:

...As in many cases, what can be said about the 1913 McCellon Expedition is a mixture of facts and rumor. The facts are that McCellon and his team went in search of a previously undiscovered pyramid and



none of them were even seen again. The men in the expedition included Trevor McCellon, Dr. Samuel Havershire, Richard Johnson, Charles Lester, Dr. Ronald Scott, Dr. Jonathan Pearce, Andrew Wentworth and perhaps two or three native guides and bearers. The rumors are much more numerous and relate to the purpose of the expedition and what caused it to vanish.

...Perhaps the most interesting rumor relating to the purpose of the expedition is that McCellon was in search of a pyramid containing evidence of the lost city of Atlantis...

...The speculation about what caused the men to vanish in the desert was quite extensive. There was, of course, considerable talk about ancient curses and death traps. The more sensible explanations included accidents, such as a collapse of a tunnel, as well as an attack by bandits in the desert...

...Unfortunately, the location of the pyramid the men sought remains lost and their fate will most likely not be known until some future expedition stumbles upon the structure...

Samuel Havershire, Richard Johnson, Charles Lester, Dr. Ronald Scott, Andrew Wentworth

If the investigators check on the other men in expedition, they can find out the following information.

Dr. Samuel Havershire was a professor of engineering at MIT who was regarded as having incredible promise. While he had solid publications in engineering, he also had several publications on Charles Babbage's difference engine and historical mechanical automaton. Searching the web will reveal a few references by experts in robotics commenting on his pioneering work and the terrible loss when he vanished

in Egypt. Some even go so far as to speculate that the field might be decades ahead of where it is now if he had lived.

The investigators can also find an engagement notice announcing his engagement to Miss Sarah Jacobs. The next mention of Jacobs in the newspaper is an unfortunate report that her body had been found. According to the story, she fell through the ice while skating and drowned.

Richard Johnson and Charles Lester are only mentioned in a few newspaper articles about McCellon's various expeditions. They were friends of his and fellow adventurers.

Dr. Scott was a professor of Egyptology at Oxford and a respected man in his field. He, however, had never made a big discovery and it was speculated that he went on the expedition in the hopes of a big find. The information about him reveals a solid academic record as well as writings in theology—he was apparently a very religious man.

Andrew Wentworth was a financial expert of some note and well known for his prowess in investing. There are also references to his interest in Egyptology and his competence in amateur archeology.

Ninth Book of Passages

If the investigators were able to acquire the *Ninth Book of Passages* during "Wilson's Lodge", they will be able to find the following information in the text (and lose Sanity points while reading, of course). The main points conveyed in the text are that a priest, possibly from Atlantis, discovered the secret to immortality. Apparently he refused to share this secret with the pharaoh and this, or perhaps the discovery itself, led to him and his followers being horribly punished. According to the

text, he and his fellows were mummified. While his followers' bodies were subject to great indignities, the priest is said to have suffered the worst fate: his mummified remains were given to a being referred to as the Gnawer to be chewed for all eternity.

The following excerpts are provided as handouts for the players:

A priest arrived in Egypt from a faraway land and some whispered that he had come from Atlantis, bringing with him the ancient knowledge of those lost people. He spoke to the people and many joined him, becoming his followers. These followers claimed that the priest was immortal and hoped that he would share the secret with them as a reward for their loyalty and faith in his gods.

The pharaoh grew jealous of the priest and sent his warriors to deal with the man. However, the warriors were won over by the priest, thus enraging the pharaoh even more. The pharaoh called upon his gods to smite down the priest, telling them of how the priest had been stealing away his subjects.

The gods heeded not the words of the pharaoh until he spoke of the priest's immortality. While the gods could tolerate many crimes, they could not endure such blasphemy. They commanded the pharaoh to seize the priest and bring him to the great temple. This time the pharaoh led a force of his most devoted warriors and the priest's honeyed words fell as if upon stones. The followers that offered up resistance were slain, their red blood spilling onto the ground.

Though dragged before the gods, the priest was unafraid. What could even the gods do to an immortal man? The gods began by punishing his followers—they were dragged in and turned over, still alive, to

the masters of mummification. To punish them properly, the masters removed the faces of some, burning the flesh to ash and placing this dust in the canopic jars along with their organs. Masks of blank, red hot metal were then secured to the victims, thus denying them their identity.

Others among the priest's followers were subject to a greater indignity. Their heads, hands and feet were hacked off, burned and the ashes were placed in the canopic jars. In place of the missing parts were attached the heads and paws of animals.

The immortal priest looked upon these punishments but remained unafraid. But then the god Nyarlathotep stepped forth from the void and the priest fell to his knees, begging for mercy.

Nyarlathotep knows nothing of mercy, so his words fell as if upon a stone. The god called forth his own masters of mummification and the priest was so treated. The god then led a procession to the priest's own temple and had the followers sealed within. He then descended to the bottom of the structure and called up the Gnawer. He then spoke to the beast: "Gnawer, here is the priest that has offended the gods. You are to gnaw his immortal flesh for all eternity, ceasing only when the proper ritual is spoken to you in the correct manner." The priest was then fed to the Gnawer and his suffering began. The name of the priest and the location of his temple pyramid were stricken from all records. The pharaoh commanded that the name of the priest and the place of his punishment be forgotten by the people. This is why the pyramid is called the Forgotten Pyramid and the priest referred to as the Nameless or Forgotten Priest...

...The ritual to appease the Gnawer will cause it to spit forth the priest. The priest will then confer the secret of immortality to



those who have freed him, provided that they know the proper words. Those who learn his secret must not let the gods know of their knowledge or they will no doubt join him in the fanged mouth of the Gnawer.

National Geographic Expedition

The expedition led by Dr. Helen Tellum consists (or consisted) of twelve people. The investigators can easily get a list of the team members as well as their role on the team. The list is as follows:

Muhammad Arafat, driver
Kevin Aren, graduate student
Ali Bashar, guard
David Little, graduate student.
Sanjay Mahil, pilot
Fareed Massri, guard
Richard Peyton, photographer
Larry West, mechanic
Dr. Helen Tellum, expedition leader
Kendra Waits, graduate student
Dr. Henry Waters, archeologist
Jane Young, photographer

If the investigators check into the backgrounds of the individuals, then they will find little unusual about the team members. If they check into police records, they will find that Dr. Waters was arrested several times for non-violent political protests during the last Bush administration. Kendra Waits was arrested once for drunk driving and David Little was arrested once on assault charges (pressed by an ex girlfriend) but was found not guilty.

Waters and Tellum have excellent academic credentials (including three other expeditions in the Middle East), Young and Peyton are both respected photographers and the graduate students are, well,

graduate students. Mahil and West have clean professional records and have been involved on other expeditions in the past.

If the investigators are able to gain access to Egyptian records, they will find that Arafat, Bashar and Massri are reserve military personal will good records. In any case, the investigators will know that the people hired for the expedition were subject to background checks (and terrorist watch list screenings).

Maps

The following details the areas where the adventure takes place.

Mastaba

The Mastaba is located a mile from the expedition's base camp. It is an ancient structure made of stacked stones. Much of the structure is buried by sand, but the entrance is visible. The tomb was thoroughly robbed shortly after it was sealed and eventually was found by a Ghūl. The Ghūl brought others of its kind there and they ambushed and consumed would be robbers. When robbers stopped coming to the mastaba, the desert ghouls slumbered only to be awakened by the arrival of Dr. Waters and his fellows.

The interior of the structure is, of course, dark. The stone is well worked and there were once magnificent items and treasures within the structure.

Entrance: This is the entrance to the chamber. A truck is parked by the entrance. An inspection of the vehicle will show that it belongs to the expedition. The keys lie on the sand beside the truck and there is a bloody handprint on the door, showing that Waters escaped. Carved into the entrance wall is a very striking Ibis, showing that this is the mastaba of the Ibis.

Chamber 1: An empty, sandy chamber. A flashlight lies on the floor, dropped by Waters as he fled the ghouls.

Chamber 2: This chamber's walls are covered with hieroglyphs relating the deeds of the original owner of the mastaba. If the investigators translate it, they will learn that he was a military leader of some note.

Chamber 3: This chamber once held statues and various other items. There is a crushed model of a reed boat lying on the floor as well as broken pieces of pottery and wooden boxes. Some of the personal belongings of the expedition members (phones, clothing, etc.) are here, discarded among the remains of the ancient burial items.

Chamber 4: Assuming she is still alive, Dr. Tellum will be in this chamber. There will be at least one desert ghoul with her.

Courtyard: This is where the ghouls slept away the centuries. The stone sarcophagus of the original occupant is in the chamber, in front of the serdab. The sarcophagus was damaged in the original robbery, but has been crudely repaired (mostly by piling stones around it). One desert ghoul usually hides in the sarcophagus and waits to ambush robbers.

Serdab: This is the small chamber ("closet") that holds the Ka statue of the tomb's original owner. The statue is intact since the only access to the chamber is via a small hole.

Chamber of Offerings: Like the other chambers, this was stripped by robbers. However, the desert ghouls have converted it to their larder. The remains of the expedition members who were killed are kept here. Seeing the remains is a 0/1D3 sanity loss. When a Ghul gets hungry, it will go here for a quick bite.

Shaft: A sand filled shaft.

Stairs: These stairs lead up to the roof of the mastaba, although the passage is currently filled with sand.

Exit: This is the exit from the mastaba. It is blocked by sand.

Forgotten Pyramid

This step pyramid is almost completely covered by sand. The structure was originally a temple complex and the step pyramid was built over these buildings, forming the current structure. The entrance has been partially cleared of sand by the expedition. The outer door is still intact and has kept the sand out of the interior complex. The entrance door has been carved with a warning in hieroglyphs. Translated into English, the warning is roughly as follows: "This place is nameless. This place is forgotten. Leave or you will be nameless. Leave or you will be forgotten."

To the north of the entrance is a stone slab protruding from the sand. If the investigators examine the slab, they will find that it is on top of a stone structure that is buried in the sand. Stuck between the slab and the stone is a piece of paper that has faded writing upon it. It is from McCellon's journal:

We are trapped behind a stone door, betrayed by our guide, Drogman. He led us to this accursed pyramid and into a trap set by natives. No doubt he has led others here under similar pretenses only to murder them and take their possessions. Or perhaps it is for revenge for what has been done to their sacred burial places.

Drogman's fellows were dressed up in mummy costumes. I admit that they are very convincing-all the more so because of the darkness and the fact that we are in a pyramid. No doubt they use the mummy wrappings to hide their true identities in



case a victim survives. Or maybe they like to think they are seeking vengeance for their ancestors.

Drogman has just started speaking again. He must be mad—he says that we have three choices: swear an oath to serve him, get past the Gnawer, or die here of thirst.

I have no intention of swearing an oath to him, even in bad faith. This Gnawer thing is probably a bluff to keep us from trying to find a way out by going down the hole in this room. It does look like a long descent—even my flashlight does not show the bottom. But, we have several lengths of stout rope and I plan on taking the chance. With just my revolver, I wouldn't be able to kill all the mummies before they killed us.

Nyarlathotep placed the paper there with the intent of misleading the investigators towards Dr. Drogman. Naturally, Nyalathotep is responsible for Dr. Drogman's name (he brought the baby Drogman to the mosque). If the investigators do not check out the slab, Hosni Benipe will do so and "find" the paper so as to pass it on to the investigators. If the paper is not found at the slab, it will be found with McCellon's remains in the pit of the Gnawer.

Pyramid Complex

The complex is located under the pyramid and its size shows that the nameless priest was a person of great wealth, importance and power. The interior is, of course, dark. The interior walls were once decorated with fine carvings, but these have all been chiseled away. The stone shards remain on the floor, but have been hammered into fragments.

1. Main Chamber: The main chamber was once a splendid gathering area for the

followers of the nameless priest. However, it was stripped by the pharaoh's men. There are still tracks in the debris from when McCellon and his team entered the complex.

2. Chamber: This chamber is empty.

3. Chamber: This chamber is empty,

4. Wheel Chamber: This chamber has two alcoves that hold broken statues. The statues are broken off at the ankles and broken chunks are scattered about the room. The larger alcove is piled full of debris. Concealed behind the debris is a stone wheel that controls the lowering and raising of the stone door to the trap room.

5. Trap Room: This room has a stone door that can be raised and lowered by use of the stone wheel in the wheel chamber. The door drops almost instantly but takes a few minutes to wheel back up. The bony remains of Scott and the two Egyptian porters are on the floor. Near Scott's remains is a leather satchel holding a sheaf of paper. He wrote until he could write no more. The gist of it is a recount of what happened and increasingly incoherent ramblings as he was dying of thirst. One relevant passage is as follows:

As I write this, Drogman is offering us a chance to escape this trap. It was a mistake to trust the man, if man he is. McCellon thinks this is all a bluff and a hoax. I think differently. Those mummies with animal heads were not masks. Something unnatural rules here in this dark place, far from the sight of God.

Drogman wants us to take his bargain, but I never will. I know that he is an agent of Satan himself and it is better to die here than to make a deal with him. McCellon thinks that we should go down the well and escape. He says that the Gnawer is another bluff. I don't think so...

McCellon went down the shaft. I was getting ready to go after him when I heard the shots and his terrible scream. His last coherent words were a warning to not come down the shaft...

...Drogman is talking again, offering us a deal. Pearce, Havershire and Wentworth agreed to the deal and have urged us to do so, saying that it is just a trick. I know better and will not take this deal...

...The door opened shortly after they took the deal. Any thoughts I had of making a break for it died when I saw the twelve mummies waiting behind Drogman. After my fellows walked out, the door was lowered back again, leaving us here to die. I pressed my head against the stone, and I could make out some of the words. Drogman had them speak the oath, whose words made me shudder. In this oath Drogman referred to himself as Nyarlathotep. That must be the name of the devil here or his agent.

After the oath Drogman told Havershire that he must build a special sort of machine based on the crystal mess or mass that he said Pearce possesses. I have no idea what this is. Havershire had asked us all to invest in a plan he had to make automatic machines that would build things. He said he already had made inquiries about a factory in Pittsburgh. He already had a name for it: Automatic Engines. Now, it will be Hellish Engines. I had not thought that Havershire would give into the devil. The man has some weaknesses, but he has always been the decent sort. Until now that is. Leaving me here to die, that is not decent at all...

...I can feel death approaching. So thirsty. But better to die this way. I will be with you soon, Jesus.

6. Entrance to the Pit: This chamber has a shaft that leads down sixty feet into the pit of the Gnawer. There is a ring of stone around the shaft. Tied around the ring is McCellon's rope which still dangles down into the darkness. The rope is old, but still strong enough to hold the weight of one person.

7. Chamber: This is a small, empty chamber.

8. Chamber: This was once a storage chamber. There are a few broken pottery jars and some dust that was once foodstuffs.

9. Chamber: This was also once a storage chamber.

10. Chamber: There are broken statues in this chamber. They have been smashed to small chunks. Johnson, Lester, Porter

11. Chamber: There is a sarcophagus in the center of this chamber. It is of plain stone. Within the sarcophagus is faceless mummy #1. The

12. Chamber: This small chamber holds the broken remains of a statue. The canopic jar of the mummy in chamber 11 is located here, sitting amidst the debris.

13. Chamber: This chamber has statues of various animal headed figures. Among them stands the crocodile headed composite mummy and the boar headed composite mummy. Their canopic jars are located in the corner of the room.

14. Hallway: This hallway has shelves lined with twenty nine empty canopic jars and one jar that belongs to the faceless mummy #2 in chamber 15.

15. Chamber: This chamber contains four sarcophagi. Three of them are filled with the shattered bones of the priest's lesser followers. A faceless mummy lies in one, its canopic jar keeping it company.

16. Hallway: This hallway is lined with shelves holding forty canopic jars. Four of



them belong to the mummies in the nearby cells and thirty six of them are empty.

17. Cell: Faceless mummy #3 lies on the floor, curled up amidst three other mummified bodies whose heads have been removed.

18. Cell: Faceless mummy #4 lies on the floor, curled up amidst six other mummified bodies whose heads have been removed.

19. Cell: Faceless mummy #5 lies on the floor, curled up amidst four other mummified bodies whose heads have been removed.

20. Cell: Faceless mummy #6 lies on the floor, curled up amidst seven other mummified bodies whose heads have been removed.

21. Chamber: The bony remains of Lester and one of the porters lie on the floor. An examination of the bones using medical skill will show that Lester was killed by a combination of blunt force trauma (broken ribs) and puncture wounds through the ribcage and into the heart (he was killed by the steer headed composite mummy). The porter was killed by the jackal headed mummy, and his remains show blunt force trauma and scratch marks from teeth.

22. Hall: The remains of Johnson are on the floor in this room, his empty .45 revolver is still clutched in his bony hand. There are thirty rounds in his pockets. The dry air has preserved them and they will still fire. An examination of the bones using medical skill will show that he was killed by a combination of blunt force trauma (broken ribs) and a bite from a large animal on the head (he was killed by the lion headed composite mummy). There are shelves lining the walls that hold 32 intact canopic jars and six shattered ones. Four of the intact jars belong to the composite mummies and the rest, which have animal themes, are empty. About a dozen fired

bullets can be found in the chamber, signs of the fight that took place here between the mummies and McCellon's expedition.

23. Cell: The walls of this cell are painted with images of steers. The images are distorted and ugly. The cell is occupied by the steer headed composite mummy.

24. Cell: The walls of this cell are painted with images of predatory birds. The images are distorted and ugly. The cell is occupied by the bird headed composite mummy.

25. Cell: The walls of this cell are painted with images of birds. The images are distorted and ugly. The cell is occupied by the steer headed composite mummy.

26. Cell: The walls of this cell are painted with images of lions. The images are distorted and ugly. The cell is occupied by the lion headed composite mummy.

Pit of the Gnawer

1. The Pit: The pit is a domed chamber with a shaft running up to the pyramid complex. The place reeks of rotted flesh. The endless, mindless whimpering of the nameless priest is drowned out by the sound of the Gnawer chewing upon his flesh. Pieces of McCellon's clothing, his hat, his .45 revolver (empty), his flashlight, and his backpack are in the room. The backpack contains his notebooks and journal. In one of the notebooks is a letter detailing a business plan to produce factory machines. In the plan, the members of the expedition are supposed to contribute funds to set up a machine shop and research facility in Pittsburgh that will make automated machines for the construction of mechanical devices. There are a few drawings of machines, done by Havershire, that are very advanced and quite remarkable. This letter is a clue to the next adventure.



2. Hallway: The hallway out of the complex. Where the “2” is on the map is a stone door that slides down from the ceiling in two grooves. It is lowered and raised from chamber 6.

3. Chamber: A large stone weight hangs from a rope that comes through the ceiling of the chamber. The stone is attached to another rope that holds it up. The second rope is wrapped around a stone wheel. This used to raise and lower the slab. It works by pulling down on the far end of the slab. The stone can be lowered by cutting the rope (6 hit points of edged weapon damage) or using the wheel (takes about 20 seconds). The other three chambers here have a similar mechanism. Each one that is activated will add 6 to the largest sized creature that can slip up. For example, if two are active, then a SIZ 12 character can slip by. If an investigator tries to force his way through, then match the SIZ rating of the gap against the investigator’s SIZ on the resistance table. If the gap “wins”, the investigator squeezes through. Each attempt takes about 10 seconds. The gnawer is too large to fit in the chamber.

4. Chamber: As above.

5. Chamber: As above.

6. Chamber: As above, plus this chamber has a second stone wheel with a large stone block connected to a rope. This second wheel controls the stone door in the hallway. Lowering the door will block the gnawer.

7. Exit: This shaft leads up to the surface. One wall has hand holds cut into it, allowing a fairly easy climb. If the slab is lifted, the investigators can escape. If not, they are in trouble.

Action

The following provides a guide to the events of the adventure. The guides are

primarily suggestions-how things actually play out will depend on the decisions of the players.

At the Camp

The action of the adventure will begin when the investigators arrive at the expedition’s camp. They will arrive in the morning, shortly after dawn. When they arrive, they will see that something has clearly gone wrong. Two of the tents are down, there are blood splatters on the ground, shell casings can be seen in the sand, and the expedition’s two truck have crashed into each other. One of the trucks is riddled with bullet holes and the window on the driver’s side is smashed and stained with blood.

After the investigators have had a second to look around, a bullet will strike the ground near them. Hosni Benipe, the only survivor in the camp, will yell at them in his own tongue and then in broken English. He will start by telling them to stay back and then demand that they prove they are not monsters. If he is not convinced, he will shoot at anyone who approaches.

If the investigators are able to convince him that they are not monsters, he will join them to help redeem himself for his failure to protect the expedition. If the investigators are able to talk to him, he will say the following:

“Everything was going fine. Then Doctor Waters decided to go to the mastaba with Waits and Peyton. They did not respond to the check in call made on the radio, but as we were about to go look for them since it was dark, when they came into camp, walking into the lights. We thought that their truck had broken down. When they got here, they did not say a word. They just looked around the camp. Then Doctor

Waters yelled out something, only it did not sound like him. Three mangy hyenas came running out of the darkness and into the camp, and they leaped to attack. Bashar and I grabbed our guns but Waters and the other two started attacking us. Then...then they changed. They became monsters. Claws, biting fangs, eyes full of hate and hunger. Bashar was torn to pieces, but he killed two of them. West and Aren ran for the trucks and might have made it, but one of them leaped onto the truck West was driving. It smashed in the window and West's truck crashed into Aren's. I shot the monster and killed it. Mahil tried to make it to his plane, but they got him.

I am not proud to say this...I ran away then, leaving them to the monsters. It was just too much...may God forgive me. When I came to my senses, I was running across the sand, still pulling the trigger on my empty gun. I reloaded and then made my way back here.

I tried to get one of the trucks working, but West was the mechanic. But he is dead. The camp was empty when I came back. I have been waiting here since. Those things can look like anyone, but they don't talk, they don't talk."

A successful occult roll will reveal that there are Arabic legends about ghouls that can assume the shapes of their victims and also transform into hyenas or other animals. Their preferred meals include corpses and children. These creatures are said to be the demon spawn of Iblis.

If the investigators search in the sand around the camp, they can find Bashar's AK-47 (2 shots left), his two spare AK-47 magazines (30 shots each), his 9mm pistol (15 shots), and his spare pistol magazine (15 shots).

Westerford will want to head to the mastaba to look for additional information as soon as possible. If the investigators decide to stay at the camp until night, then the desert ghouls will return to attack them.

The Mastaba

If the investigators decide to go to the mastaba, they will have no trouble finding it. The expedition camp has the GPS coordinates of the structure. When the investigators arrive at the mastaba, they will see the truck. Investigators with the track skill can check for and find the tracks leading into and out of the mastaba. The tracks indicate that the three expedition members went into mastaba, then Waters ran out and was subdued or killed at the truck and dragged back into the mastaba. The tracks of the expedition members (or rather the desert ghouls imitating them and wearing their clothes) and three hyenas lead out of the mastaba, across the desert and to the expedition camp. There are also tracks leading back into the mastaba-those of the three desert ghouls imitating the expedition members and two sets of tracks from the two other desert ghouls (one was shot to death in the camp).

After the ghouls captured the expedition members, they brought them back to the mastaba for a great feast. When Dr. Tellum spoke to them and drew symbols they recognized in the sand, the smartest ghoul (#6) decided to forgo the immediate pleasure of eating her. It intends to have her teach it her language so that it might better imitate its victims. Then it will consume her.

The dessert ghouls think they have merely killed robbers and hence are not too worried that anyone will come looking for them. However, they will be on guard to some degree.

If the desert ghouls hear the investigators, they will assume the appearance of their victims and try to lure the investigators into a trap. One tactic they will try is having one of their number pretend to be injured and unable to walk, thus luring the investigators within striking range. The desert ghoul with Tellum will pretend to be a captured victim of the desert ghouls and will keep a hand on Tellum to try to keep her from warning the investigators.

The desert ghouls will fight rather savagely in order to gain more food and to protect their home. They will pursue fleeing investigators but they will not run away, preferring to fight to the death.

Benipe will aid the investigators against the desert ghouls and thus hope to gain their trust (so he can later betray them).

After the investigators deal with the mastaba, Westerford will handle the authorities and taking care of the bodies (in a decent and respectful manner). He will convince the authorities that the expedition members were killed either in a tragic collapse or by terrorism, depending on which story will be best believed. If Dr. Tellum is rescued, he will see to it that she is sent back to the states for the best treatment.

Benipe and Drogman will insist on continuing on to the pyramid with the investigators. Massri, assuming he survived, can also go with the investigators if they need the additional support. Otherwise he can decide to return to civilization. Westerford will see to it that he and the families of the dead expedition members are taken care of properly.

The Pyramid

When the investigators arrive at the pyramid, they will probably find (or be given) the scrap from McCellon's journal

mentioned above in the map section. If so, "Benipe" will use this to create dissent and suspicion. He does not want the investigators to simply kill Drogman, but he wants them to get into a conflict over doing so. It is a small bit of chaos, but the personal drama is something Nyarlathotep enjoys.

Initially the investigators will be walking in a seemingly empty pyramid. However, they should soon encounter one or more of the mummies. Benipe can awaken the mummies and call them to him silently, but has to use gestures and words to give them specific commands.

Benipe will want to play with the investigators a bit, so he will try to lead the investigators towards the single mummies to give them a bit of a warm up. He will try to keep them away from the trap room at the start, so as to avoid a quick end to the action. However, once Benipe has had a bit of fun he will eventually awaken all the mummies and send them after the investigators. He will have them push the investigators towards the trap chamber. He will have at least four mummies block the entrance to keep them from leaving that way. To increase the chances that the investigators will head to the trap room, Benipe (assuming he still has their trust) will claim that he felt a breeze from that direction and that there is probably a way out.

Once Benipe gets the investigators into the trap room, he will lower the door and offer his deal. He will say the following:

Ah, this scene seems somehow familiar. I offer you a choice between three options. First, you may swear an oath of obedience to me and pledge your very soul in my service. Second, you may remain in this chamber until you die of thirst. Third, you

may go down the shaft in the chamber behind you. If you make it past the Gnawer, you are free to go. But if you chose that option, keep in mind that the best way to go is not always to rush straight ahead. As they say, look around a bit and see what life has to offer. I await your decision.

If the investigators accept his oath, he will do as promised—bind their souls to his service. To avoid being so bound an investigator who takes it must match his POW against Nyarlathotep. If the investigator succeeds, then Nyarlathotep will smile and allow him to depart. If he fails, then he will be bound. This binding means that Nyarlathotep will always know where the investigator is located and will have a general idea of what the investigator is doing (whether he is doing what Nyarlathotep has demanded or not, for example). Nyarlathotep will typically assign tasks that match the investigator's skills and abilities. The tasks will become increasingly difficult and wicked so that either the investigators will perish or become powerful (but insane) servants of his. It is probably best for an investigator who accepts the oath to become an NPC, perhaps returning later as a villain.

If the investigators decide to die of thirst, they are free to do so. If they decide to go down the shaft, the final part of the action will take place in the Pit of the Gnawer.

If the investigators enter the pit, the Gnawer will be excited by the arrival of fresh meat and spit out the priest. The Gnawer will then move to attack. If the investigators have the *Appease Gnawer* spell, they can distract it long enough to raise the slab and lower the stone door to keep it away. If so, they can then escape. The Gnawer is compelled to remain within the pit complex, so if the investigators can

get out it will not pursue. The Gnawer will also not ignore the priest for more than 5+1D6 minutes before going back to chew on him.

Conclusion

The adventure ends when the investigators overcome (or fail to overcome) the obstacles of the mastaba and the Forgotten Pyramid.

If the investigators survive and defeat the desert ghouls, they should get a 1D6 sanity point reward. If they simply ignore the mastaba, they should receive a 1D3 sanity point loss for acting in such a callous manner.

If the investigators escape from the Forgotten Pyramid without making a deal with Nyarlathotep, then they should receive a 1D8 sanity point award. An investigator who makes a deal with Nyarlathotep should be removed from the game and replaced with a new character, unless the keeper wishes to continue a campaign in which the investigators are now effectively cultists.

If the investigators destroy the mummies, they should receive a 1D6 sanity point reward. If they somehow destroy the Gnawer, they should receive a 1D10 sanity point reward. If they merely escape, they should receive a 1D3 sanity point reward. If they escape by doing something wicked or selfish (like sacrificing an innocent person to the Gnawer using the *Appease Gnawer* spell), then they should receive no reward for escaping and a penalty of 1D4 sanity points might be in order.

If this adventure is being run as part of the ongoing campaign, the clues found should point to the next adventure. Specifically, the clues are those relating to the Automatic Engine idea and the property in Pittsburgh.

If Westerford learns the truth about Benipe, he will be very dismayed. This will cause him to be somewhat more cautious and suspicious. He will, however, point out

NPCs

The following details the NPCs the investigators will encounter.

Dr. Abdul Reis el Drogman, Archeologist

STR: 13 CON: 12 SIZ: 14
 INT: 16 POW: 13 DEX: 12
 APP: 12 EDU: 21 SAN: 65
 HP:13 DB: +1D4

Important Skills: Accounting 40%, Ancient Egyptian 70%, Anthropology 30%, Archeology 70%, English 60%, Fast Talk 15%, First Aid 40%, Geology 21%, Greek 50%, History 45%, Law 25%, Library Use 60%, Naturally History 30%, Navigate 30%, Occult 45%, Photography 20%, Rifle 45%, Spot Hidden 55%

Weapons: Fist 50% 1D3+1D4

Description: As a baby, Drogman was found abandoned in a mosque with the name "Abdul Reis el Drogman" on a piece of paper pinned to his blanket. He had a rather rough early life and eventually joined the military. After saving enough money, he went to college and eventually earned his doctorate. He is now an expert archeologist and scholar of ancient Egyptian languages. He has worked tirelessly to unearth the historical treasures of Egypt and to preserve them.

Drogman often has dreams in which he is an ancient Egyptian and these dreams have often imparted useful information (such as the locations of ruins, historical facts or the meanings of symbols). Drogman is a sensible man, so he has not told anyone the full details of his dreams. He is also a careful scholar and carefully confirms his dream information with empirical research.

that Benipe actually seems to have been something of a help in the matter.

If the investigators die, it is time to roll up new ones.

Drogman believes that his dreams are merely his subconscious working away on what he has picked up in his years of dedicated research.

Fareed Massri, Guard

STR: 13 CON: 13 SIZ: 14
 INT: 10 POW: 10 DEX: 11
 APP: 10 EDU: 13 SAN: 55
 HP:14 DB: +1D4

Description: Massri is in the military reserve. He earns his living serving as a security guard (and a spy) for foreigners. He is a Muslim, but was not particularly devout—at least not until his encounter with the Ghūls. This experience has also left him in a rather disturbed state and prone to shoot first. After all, he knows that the Ghūl can assume the shapes of people. If Massri survives his encounter with the investigators he will be willing to join them, mainly to redeem himself in the eyes of God.

Important Skills: English 30%, Dodge 30%, Mechanical Repair 30%, Hide 25%, Listen 23%

Weapons: Fist 55% 1D3+DB; Knife 35% damage 1D4+2+DB HP: 15; AK-47 45% Damage 2d6+1 range 90 yards attacks: 2 or burst bullets: 30 HP: 12 Mal 00; 9mm automatic 40% Damage 1D10 Range 20 Yards bullets: 15 hp: 8 Mal: 99

Dr. Helen Tellum, Expedition Leader

STR: 8 CON: 11 SIZ: 9
 INT: 15 POW: 13 DEX: 11
 APP: 12 EDU: 20 SAN: 59
 HP:10 DB: -1D4

Important Skills: Anthropology 35%, Ancient Egyptian 25%, Archeology 60%, Fast Talk 35%, Geology 15%, Navigate 20%, Occult 30%

Description: Dr. Tellum is a small woman with blond (dyed) hair and pale blue eyes. She has spent many seasons out in the field and this has given her tanned, weatherworn skin. She is rather intense and does not suffer fools gladly, as her students have often found to their dismay. Her exposure to the Ghūls has resulted in considerable Sanity loss, however she has not succumbed to madness.

Weapons: Fist 50% Damage 1D3+DB.

Mythos Beings

Hosni Benipe (Nyarlathotep)

STR: 12 CON: 19 SIZ: 11
INT: 86 POW: 100 DEX: 19
APP: 18
HP:15 DB: +0

Description: Benipe is Nyarlathotep in one of his human forms. He looks like a handsome man of medium build and intense eyes. He has brown eye, brown skin and brown hair in this form. Benipe is known as an expert on the Egyptian past as well as a noteworthy solver of problems. Benipe seems likeable enough, but often makes subtly sarcastic remarks and has a tendency to mock those around him. However, he is otherwise unfailingly polite. He carries an iPhone and uses it to Tweet and comment on blogs relentlessly. Naturally, he feels quite at home in the crawling chaos of the web.

As Benipe, he is a friend of Westerford. Westerford thinks that Benipe is an extremely skilled troubleshooter and has been involved with him on a few projects.

Benipe, of course, has done these things to earn the confidence of Westerford.

If attacked, he will use only human weapons in the combat and will allow himself to be “killed” without taking on a monstrous form or summoning monsters. Should he be “killed” one of his monstrous forms will be revealed. It will Tweet the news of his death, then vanishing upwards into the void of space.

Weapons: Fist 100% Damage 1D3; 9mm automatic 100% 9mm automatic 40% Damage 1D10 Range 20 Yards bullets: 15 hp: 8 Mal: 99; All other weapons at 100% Armor: None. When he reaches 0 hit points, he collapses and his corpses explodes as one of his monstrous forms emerges and rises up into space.

Spells: Nyarlathotep knows all Mythos spells. He can also summon monsters at the cost of one magic point per POW point the monster possesses. He can summon a shantak, hunting horror, or servitor of the Outer Gods for one magic point.

Sanity Loss: no loss to see his human form; 1D10/1D100 loss if he is seen in a monstrous form.

Nameless Priest

STR: 12 CON: 15 SIZ: 11
INT: 1 POW: 17 DEX: 12
APP: 1
HP:13 DB: +0

Sanity Loss: 1/1D10 points to see the remains of the priest.

Description: The nameless priest is now little more than the ruins of a man. He was mummified, given immortality and then cast into the mouth of the Gnawer. The centuries of torment have destroyed his mind completely and he is incapable of nothing more than suffering. His immortality takes the form of regeneration: each round he heals 50 points of damage,

up to his maximum hit points. The only way to destroy him would be to completely kill

every cell in his body in a single action.

Desert Ghoul (Ghūl , غول)

Char	Rolls	Ave	#1	#2	#3	#4	#5	#6
STR	3D6+2	12-13	13	12	15	16	13	15
CON	2D6+6	13	14	15	16	15	12	14
SIZ	2D6+6	13	14	13	14	15	12	15
INT	3D6	10-11	10	09	10	12	10	13
POW	2D6+6	13	15	12	15	13	12	14
DEX	3D6	10-11	14	11	13	12	10	11
HP		13	14	14	115	15	12	15
DB		+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4

Move: 8 (12 in hyena form)

Weapons: Claws 30% damage 1D6+db, Bite 30% 1D6 (Bite 30% damage 1D8 in hyena form, Punch 50% 1D3+DB in human form or by weapon).

Armor: 2 points dried flesh.

Skills: Act 45%, Fast Talk 40%, Listen 45%, Hide 45%, Sneak 45%, Track 45%

Spells: Roll 1D100-if the roll is higher than the Ghūl’s INT, then it knows no spells. If equal or lower than INT, it knows that many spells, as chosen by the keeper.

Sanity Loss: 0/1D6 Sanity Points to see a Ghūl in its natural form.

Description: A Ghūl, or desert ghoul, dwells within dry and dusty tombs, pyramids and mastabas in the deserts of the Middle East. According to myths, these creatures are the spawn of Iblis.

Like the “normal” ghouls of the Mythos, these creatures consume the flesh of the dead (or living). However, these ghūls (or

ghilan to use the proper term for the plural) can change their shape from a humanoid form to that of a hyena (or other scavenging animal). In addition to this ability, a ghūl can also assume the likeness of the last person it consumed. This likeness does not extend to skills or abilities, however.

In its (un)natural form, a desert ghoul looks like an almost mummified human corpse with dried, shrunken flesh. The dried lips are pulled back, revealing jagged fangs. Rather than nails, the fingers of a desert ghoul end in ripping claws. Desert ghouls can speak and often do so to try to mislead their intended victims.

Desert ghouls are deathly afraid of both cats (because of their connection to Bast) and jackals(because of their connection to Anubis) and will flee from them.

As noted above, desert ghouls can imitate their victims. The following indicates which ghoul ate which person.

<i>Expedition Member</i>	<i>Imitated by</i>
Muhammad Arafat, driver	
Kevin Aren, graduate student	#1

Ali Bashar, guard	#3
David Little, graduate student.	
Sanjay Mahil, pilot	#5
Richard Peyton, photographer	#6
Larry West, mechanic	
Kendra Waits, graduate student	
Dr. Henry Waters, archeologist	#4
Jane Young, photographer	#2

Mummy, Faceless

Char	Rolls	Ave	#1	#2	#3	#4	#5	#6
STR	3D6X2	20-22	23	24	20	21	23	27
CON	3D6X1.5	15-17	16	17	14	19	17	18
SIZ	2D6+6	13	12	15	10	13	12	16
INT	3D6	10-11	10	11	13	12	13	11
POW	3D6	10-11	13	11	14	10	13	13
DEX	2D6	7	6	7	10	7	8	10
HP		14-15	14	16	12	16	15	17
DB		+1D6	+1D6	+1d6	+1D4	+1D6	+1D6	+2D6

Move: 6

Weapons: Fist 50% 1D6+DB

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity Points.

Description: A faceless mummy is similar to a "normal" mummy, except it has a mask of featureless metal in place of its face. The mask is fused to the skull, making it difficult to remove. If the mask is torn away, the faceless spirit of the mummy will burst forth from the skull as the body collapses into

dust and bandages. The spirit looks horrible (a ghostly, mutilated corpse) but can do no harm. The spirit will rush to the canopic jar of the mummy and remain there. If the jar has been destroyed, the spirit will emerge, seek out the jar and then dissipate into a swirl of ghostly ash. Removing the mask requires a successful grapple check to grab it and then the grabber must match a STR of 14 on the Resistance table to pull it off. Destroying a mummy's canopic jar also destroys the mummy-it collapses to the ground as its spirit perishes.

Mummy, Composite

Char	Rolls	Ave	Boar	Croc	Steer	Bird	Jackal	Lion
STR	3D6X2	20-22	22	25	28	18	22	26

CON	3D6X1.5	15-17	18	15	18	14	17	18
SIZ	2D6+6	13	13	14	16	12	13	15
INT	3D6	10-11	2	2	2	2	2	2
POW	3D6	10-11	11	12	13	10	11	13
DEX	2D6	7	6	5	5	12	7	10
HP		14-15	15	15	17	13	15	17
DB		+1D6	+1D6	+1d6	+2D6	+1D4	+1D6	+2D6

Move: 6

Damage Bonus: +1D6

Weapons: Fist 50% 1D6+DB, Head (varies, see below)

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D10 Sanity Points.

Description: A composite mummy is similar to a “normal” mummy, except the human head, hands and feet have been replaced with those of an animal. The absence of a human head makes a composite mummy rather lacking in intelligence and they tend to act like beasts. If a mummy is destroyed, the mutilated spirit of the mummy will burst forth as the body collapses into dust and bandages. The spirit looks horrible (a ghostly, composite corpse) but can do no harm. The spirit will rush to the canopic jar of the mummy and remain there. If the jar has been destroyed, the spirit will emerge, seek out the jar and then dissipate into a swirl of ghostly ash. Destroying a mummy’s canopic jar also destroys the mummy-it collapses to the ground as its spirit perishes. The canopic jar for each mummy has a top that matches the mummy’s head (for example, the crocodile headed mummy has a crocodile head lid on its jar).

The damage a mummy’s head attack does in combat depends on its animal parts:

<i>Animal</i>	<i>Head Attack</i>
Boar	Gore 30% 1D8+DB
Crocodile	Bite 50% 1D10 +DB

Steer	Charge 30% 5 2D6+DB
Bird	Bite 45% 1D8
Jackal	Bite 30% 1D6
Lion	Bite 40% 1D10

Necrotic Sphinx (The Gnawer)

<i>Char</i>	<i>Rolls</i>	<i>Ave</i>	<i>Gnawer</i>
STR	4D6+20	34	40
CON	3D6+10	20-22	26
SIZ	2D6+20	27	30
INT	2D6	7	8
POW	2D6+6	13	15
DEX	3D6+2	12-13	15
HP		24-25	28
DB		+3D6	+3D6

Move: 12

Damage Bonus: +1D6

Weapons: Bite 60% 1D10+3D6; Claw 35% 1D8+3D6

Armor: 2 point skin and regenerates 1 HP each round.

Sanity Loss: 1/1D10 Sanity Points.

Description: A necrotic sphinx is a nightmare version of a sphinx. The creature has a body that is vaguely catlike, although the flesh is decayed and protruding bones are readily visible. From the back of the creature extend bone “wings”, although these appendages do not allow the creature to fly. They actually serve as sensory organs, detecting heat and vibrations (thus allowing the creature to “see” in the dark). The “wings” move about constantly and focus on whatever attracts the creature’s attention.

The most horrible aspect of the sphinx is its head. While the head is vaguely human like, the only feature is a massive mouth. The mouth is so large that it takes up almost the entirety of the head. The mouth is full of wicked teeth that pierce through the creature's lips.

The massive strength of the creature makes it a formidable opponent. However, it is its ability to regenerate that makes it all but impossible to kill. Each round the creature regains one hit point and will do so unless it is thoroughly destroyed (burned to ash, dissolved in acid or another similar method of destruction).

Spell

The following details the new spell in this adventure.

Appease Gnawer

Part Four: Hellish Engine

Introduction

In this adventure, the investigators follow Pearce's trail from the Forgotten Pyramid to a renovated factory in Pittsburgh. Hidden in the basement is a terrible secret from the past, one that will lead the investigators to the final part of the campaign.

The adventure is intended to follow "Forgotten Pyramid" but can also be run as a standalone adventure.

Keeper's Background

After Dr. Samuel Havershire, Dr. Jonathan Pearce and Andrew Wentworth made a deal with Nyarlathotep, they were sent back to America to do his bidding. Nyarlathotep's plan involved making use of Dr. Havershire's mechanical genius, Dr.

the gnawer that dwells within the forgotten pyramid. The appeasement works by diverting the attention of the gnawer to a selected target. The first step in casting the spell is preparing a mixture of natron (a drying agent used in mummification), blood, and various chemicals (readily obtainable). The mix is then imbued with 1 magic point. The mixture remains potent for one month.

The second step involves chanting and intoning for one round and then designating the target of the gnawer's focus by splashing it with the mixture. This costs the caster 3 magic points and one Sanity point. The gnawer's attention will be focused on that target for one minute or until the target is killed and consumed. The target needs to be a creature of chewable flesh.

Pearce's research into the crystal mass, and Wentworth's financial acumen. Of course, the men had been forced to assume new identities, Havershire became Sam Henderson, Pearce became John Trask, and Wentworth became Andy Bates.

While Wentworth raised money through various financial means (legal and illegal), Pearce continued his research on the crystal mass and Havershire began designing various automatic machines. Havershire had hoped to be able to make automatic engines for the good of mankind and industry. This dream was twisted by Nyarlathotep and he was forced to assist Pearce in designing and creating terrible machines.

In 1914 Havershire and Pearce opened the Automatic Engine factory as a cover for their operations as well as a means of making money. Havershire designed

numerous clever machines and sold them, thus providing a source of income to purchase materials and supplies for their true projects. Havershire's machines were also used to make additional machines for their work.

Havershire worked on these projects without a qualm until the day that the testing of a soul battery killed the involuntary test subject in 1916. At that point, Havershire decided that he could not continue. He grabbed some of the money and fled, going to see his former fiancé Sarah Jacobs. Jacobs was shocked to see him alive. Havershire told her what had happened and it was a credit to her love that she believed him.

Unfortunately, Nyarlathotep is not the sort of being who is swayed by love. When he learned that Havershire had gone back on the deal, he sought Havershire out and inflicted a terrible punishment on him.

Havershire's soul was imprisoned in a soul battery and left there to languish while the means of his punishment was being completed. Since Havershire had broken his oath because of his desire to avoid turning other people into energy for the hellish engines he was forced to design, Nyarlathotep decided that his punishment would involve just this factor.

The factory in which Havershire worked was transformed into a hellish engine designed to drain the life from human beings. The energy from the victims maintained Havershire in his soul battery. In addition, the draining mechanisms have the capacity to pull the entire soul of a living being into the batteries. These captured spirits were employed to torture Havershire by venting their rage and madness upon him.

The worst punishment for Havershire involved his fiancé. Her soul was stripped

from her body and placed within a soul battery. This battery was placed within a mechanical mockery of the human form, thus creating a terrible guardian for Havershire's imprisoned soul.

In 1917 the building was converted into an apartment building. From 1918 to 1929 the apartments were fully occupied, although there were some complaints about sickness and "bad air." The sickness was, of course, caused by the draining effects of the batteries.

During the Great Depression the building's occupancy dropped as most people could not pay the rent. With fewer people in the building, the drain on each individual increased. Two people ended up being completely drained into the batteries in 1931 and their deaths gave the building a bad reputation. From then until 1945 the building was closed, although people would occasionally enter the building in search of shelter. Some of these people ended up being killed by the drain while others fled when they started filling sick.

After WWII ended, the building was given a quick renovation and opened once more. It went through various owners, mainly because of the "sickness" that plagued the building. As the owners were forced to rent the apartments for less and less, the building's maintenance fell off and it began a gradual decline. As the amount of energy available to the machinery dropped, they went into a standby state.

In 2008 the building was acquired by Pittsburgh Housing Initiative. This non-profit organization, operating with federal grants, renovated numerous buildings in Pittsburgh including the apartment building in 2009. During the renovation Paul Newkirk, an electrician, found one of the junction boxes (in apartment #7) for the draining machinery. His life energy was



drained into the machinery, re-awakening it. He damaged the junction box, thus causing it to malfunction later, when the soul extractors killed White.

When people moved in, the machinery began to drain their life energy and used the energy to re-activate even more of the machinery. This, in turn, increased the drain on the tenants. Thinking that the building was making them sick, perhaps due to toxic mold, eight of the tenants left.

Five of the tenants remained and perished when the machine drained away their lives. The tenants who died were Antonio Falcone and Sasha Bennett (apartment #3), Laura Kent and David Kent (apartment #5), and Wilson Brown (apartment #10).

One tenant, Jennie White, was killed by the machinery but met a different fate than the others. She lived in the apartment (#7), the same apartment in which Newkirk damaged the junction box. As White's life energy was being drained from her body, the connection to the machinery failed and her soul was not drawn into the battery. Instead, she became an Extracted soul tied to the crystal mass in the junction box.

The authorities learned of the deaths in the building when Laura Kent's sister, Amy Randall, came looking for her. When the police went to speak with the other people in the building, they found that everyone else had died as well. Suspecting a gas leak or other such accident, the police called in a city utility team. But, obviously, no evidence of a gas leak was found. Unable to find the cause of death, the police closed off the building pending an investigation by the appropriate experts.

Two days after White died Ted Lewis, an ex boyfriend and customer, decided to go into her apartment and get her hidden stash of drugs. When he attempted to take

the stash, he was locked in by White and then killed. His horror at being attacked overcame his fear of being arrested and he called 911 to beg for help. Unfortunately for Lewis, he perished before the police could arrive. Thinking that whatever had killed the original tenants was still present, the police quickly removed Lewis' body and sealed the apartment. White, exhausted from killing Lewis, left the police alone, although they did catch glimpses of her in the shadows. It is at this point that the adventure begins.

Getting the Investigators Involved

If this adventure is being run as part of the campaign, investigators will be drawn into the adventure by the information they found about Havershire, Pearce and Wentworth in the "Forgotten Pyramid."

If the investigators are not proactive in continuing their involvement, Westerford will prod them along by doing his own research and encouraging them to do so as well. Westerford will also provide financial support for travel and lodging.

If the adventure is being run as a standalone adventure, then the investigators can be drawn into the action in various ways. One option is to use the stock approach of having one of the investigators be a friend or relative of one of the people who died in the apartment building. A second option is to have the investigators brought in by the authorities to investigate the matter. This option makes the most sense if one or more of the investigators have skills or a profession that is relevant to the official investigation. Other options include having the investigators be reporters (or just curiosity seekers) who become involved that way.

Investigation

The following details the likely course of the investigation.

Information from the Forgotten Pyramid

The information that the investigators find in the “Forgotten Pyramid” will provide them with three important clues. First, Havershire intended to name his business “Automatic Engines.” Second, the business was to be located in Pittsburgh. Third, Havershire and the others were supposed to design and build machines based on the crystal mass.

Samuel Havershire and, Andrew Wentworth

If the investigators check on these men, they will find nothing new from what was available during the “Forgotten Pyramid.”

Dr. Samuel Havershire was a professor of engineering at MIT who was regarded as having incredible promise. While he had solid publications in engineering, he also had several publications on Charles Babbage's difference engine and historical mechanical automaton. Searching the web will reveal a few references by experts in robotics commenting on his pioneering work and the terrible loss when he vanished in Egypt. Some even go so far as to speculate that the field might be decades ahead of where it is now if he had lived.

The investigators can also find an engagement notice announcing his engagement to Miss Sarah Jacobs. The next mention of Jacobs in the newspaper is an unfortunate report that her body had been found. According to the story, she fell through the ice while skating and drowned.

Andrew Wentworth was a financial expert of some note and well known for his prowess in investing. There are also references to his interest in Egyptology and his competence in amateur archeology.

There is no information about the men available after their alleged disappearance on the McCellon Expedition.

Automatic Engines

In the investigators check on Automatic Engines, they will find that such a company operated in Pittsburgh from 1914 to 1916. According to the records available in the city, the business was owned by Sam Henderson, John Trask and Andy Bates. According to the few newspaper stories about the business, it was intended to produce “automatic engines for making other engines” but never succeeded because of a 1916 fire that killed Sam Henderson. In 1917 the building was converted into an apartment building. The original blueprints are on file at the city offices and can be found by the investigators. These blueprints show that the building had a basement when it was a factory. The basement is not shown on the floor plans for the apartment building.

There is a brief entry in Janet Lane's 1998 *Robots that Almost Were* about the company. The book, as the title indicates, is about the inventions that were almost robots. The entry is as follows:

One rather interesting company was Automatic Engines. This company was founded in 1916 by Sam Henderson, John Trask and Andy Bates. This company was created with the intention of “creating automatic engines to make other engines of industry.” In other words, they intended to build what we would today call industrial robots.

The company apparently met with some early success and developed some machines that served to improve the efficiency of production in factories. However, the company never produced any



commercial machine that would count as a true robot. However, the Henderson Arm, which is owned by a private collector, shows that the company was well on its way to producing a true robot. This arm contains almost all the features of a modern construction. The working model features a rather innovative mechanical computer that can move the arm through a series of complex motions.

Some experts have noted the similarity between the Henderson Arm and designs by Dr. Samuel Havershire, a professor at MIT who disappeared in Egypt in 1913 while on an expedition. It seems likely that Havershire's designs influenced Henderson.

Unfortunately for the field of robotics, Henderson was killed when the Automatic Engine factory caught fire in 1916. Apparently Henderson was the driving genius behind the company as the factory never reopened. It was sold and converted into an apartment building, a sad end to what was such a promising company.

The Henderson Arm

If the investigators check into the Henderson Arm, they will find that it is owned by Dr. Gopal Gupta, a retired professor of robotics (MIT). If the contact Dr. Gupta and are willing to travel to Tampa, Florida he will be happy to show them his collection.

The arm is a well made prototype and seems rather advanced for the time period in which it was constructed. Examining the arm using electrical repair and mechanical repair will reveal that arm is well designed and constructed. The mechanical computer is especially advanced as are the electronic motors that drive it. While the arm is advanced, it does not exceed the capabilities of the technology of the time.

If Dr. Gupta is asked about the arm, he will say that it is rather amazing, but unfortunately not practical. As he will point out, the electrical motors can move the arm through complex maneuvers, but it would not be strong enough to do the sort of factory work that it was intended for. A smaller arm for finer work, he will point out, would have made more practical sense.

If asked about Havershire, Dr. Gupta will say that it was a real tragedy that he vanished in Egypt. Dr. Gupta has several of Havershire's designs in his collection. If the investigators look at these, they will see many interesting designs, including one for a mechanical man. If asked about the similarity between the Henderson Arm and Havershire's designs, Dr. Gupta will say that there are numerous points of similarity, although the Henderson Arm is clearly more refined than Havershire's designs. He will also add that the Henderson design is very similar in its look and feel to the Havershire designs. Beyond this, Dr. Gupta will have no other relevant information.

Henderson, Trask, and Bates

If the investigators check on Sam Henderson, John Trask, and Andy Bates, then they will find no reference to them prior to 1914. This is not in itself unusual- after all, record keeping was not that extensive in that time period.

The information about Henderson is provided above- his history ends with his reported death in the 1916 fire. If the investigators check property records in Maine, they will find that John Trask purchased land there. This line of investigation is detailed in "The House that Stands Alone" and the investigators should have no reason to check property records looking for him at this time.

Information about Bates is easy to find. He started several successful companies and became something of a reclusive financial tycoon. He is reported to have died in 1948 when his plane crashed into the ocean.

The Apartment Building

The investigators can learn about the apartment building by checking the official property records. As the other sources noted above, the building was previously the Automatic Engine factory which was damaged in the 1916 fire. In 1918 the apartments went up for rent and it stayed fully occupied until 1929. If the city records are checked, there are a few complaints filled about sickness and several tenants complained of gas leaks making them weak. However, the city records show that no gas leaks were ever found.

From 1929-1931 the records show that the building's occupancy dropped off a bit, no doubt because of the depression. Checking the newspaper morgues and city records will reveal that there were two deaths in the building. The coroner report indicates no obvious cause of death, but no signs of foul play. The deaths were listed as possibly the result of a gas leak, although the city reports show that no sign of a leak was found.

The building is reported as being unoccupied from 1931-1945. There is a police report from 1941 that indicates the bodies of seven vagrants were found in the building. The report speculates they died from alcohol poisoning.

In 1945 the building was bought by a company, given a quick renovation and re-opened. If the investigators check the records and try to contact some of the former tenants, they will be able to track down Frank Pebble who still lives nearby.

Pebble is retired and in his early 70s. He will be happy to talk to the investigators. He will tell them that he moved into the building in 1953, after he got back from the Korean War. He will say that he lived in the building for a year, but only because it was so cheap. He will say that the tenants who had been there before him often complained of feeling sick and having headaches. Pebble will say that he often felt run down when he was in the building and that he often had nightmares that the building was trying to steal his life.

His main theory is that the building is over a faulty gas line that the city has never bothered to fix. His other theory is that there is something toxic beneath the building, perhaps left behind from when it was a factory. He will pause at that point and say "I lived in Apartment #2 and sometimes, on those rare moments when it was quiet late at night, I could swear that I heard machines beneath me. It was something like when I was on the troopship with those big engines going beneath me." Pebble follows local events and will know about what happened in the building. He will say that it was a terrible thing and that he is glad that it didn't happen to him.

Checking the most recent records will reveal that in 2008 the building was acquired by Pittsburgh Housing Initiative. This non-profit organization, operating with federal grants, renovated numerous buildings in Pittsburgh including the apartment building in 2009.

Renovation Death

If the investigators check into the renovation of the building, they will learn that electrician Paul Newkirk was killed three months before the building was opened. The official investigation concluded that he was electrocuted while wiring the



building. The investigators can easily find that he was working for Lopez Electrical Services, LLC. If the investigators go to ask about his death, they will be able to speak to the owner, Ricardo Lopez.

Lopez will say that they used every precaution on the job and cut the power off at the main. He will add that Newkirk was a very careful man, although prone to being curious about old electrical equipment. Lopez will add that Newkirk’s curiosity made him a good man for such projects-he knew the old electrical equipment better than anyone.

Lopez’s theory is that the building has a secondary electrical system, perhaps left

over from when it was a factory, that is not connected to the electrical system for the apartment. He will say that he saw some old, corroded looking wires coming out of the box.

After Newkirk’s death, he was pushed to get the electrical work done quickly so the building could open on schedule. Lopez will say that a lot of corners were cut by the developers and that he hates that sort of corruption. As far as he knows, they just closed up the drywall where Newkirk was working and just left it. If asked, he will say that Newkirk was killed in Apartment #7.

The Tenants

Apartment	Tenants	Status
1	Eric Collins, Rick Trundell	Alive
2	Nancy Sanders	Alive
3	Antonio Falcone and Sasha Lefton	Dead
4	Geraldo Sanchez	Alive
5	Laura Kent and David Kent	Dead
6	Kirby Jackson	Alive
7	Jennie White	Dead
8	Melissa Krishna	Alive
9	Owen Polinski	Alive
10	Wilson Brown	Dead

The deaths of the six tenants will make the local news and can be found by investigators checking the local news web sites or who check the local police reports.

The news story is rather limited and merely states that six tenants died in an apartment building, with some speculation that it might be due to a natural gas leak.

If the investigators speak with the police, they can learn that Laura Kent’s sister, Amy Randall, found the bodies of her sister and brother in law in their apartment. If the investigators are persuasive (or fast talking), they can learn that the officials are

somewhat baffled by the situation. The initial explanation was a gas leak, mainly because the tenants who left complained of weakness, headaches and sickness and there were no signs of violence on the bodies. The water in the building was also checked, but nothing was found. The police are considering the possibility of a drug lab and even the possibility that the incident involves terrorism (perhaps an accidental dispersal of a chemical agent).

The police will make it clear that the building is sealed off for the public safety. They will, however, be willing to listen to

credentialed experts. If the investigators are unable to interact effectively with the police on their own, the keeper can place Ellen Owen, the detective in charge of the case, in the role of assisting the investigators and supplying them with information. Owen is rather idealistic and willing to bend the rules a bit, so she will be willing to work with the investigators for the public good.

If the investigators speak with Amy Randall, she will say the following:

“I went to get my sister to go to our visit to see mother in the home, but she didn’t answer the door. I could hear the TV, so I knew they were in there. David is so big about not wasting money on electrical bills. I knocked and knocked and tried to call her on her cell phone, then I tried David’s phone. My sister is very dependable, so I was very worried. I opened the door with the key she gave me. I...I saw them on the couch. I thought they were sleeping at first, but then I could see that they weren’t breathing at all. I called the police. As I waited for them, I started feeling sick and weak, but I thought it was just the shock. But, I spoke with the other people who used to live there and they said the building is sick.”

If the investigators speak with the tenants who left, they will say that they started feeling tired shortly after they moved into the building and that it kept getting worse. They complained to the city and the supervisor. They will say that tests were done for leaking gas, radon, carbon monoxide and mold, but nothing was found.

The former tenants will say that they finally got sick of it and decided to leave at the same time, as a form of protest. They will all say that they were glad they did and

that it was a matter of luck (or God’s will) that they left just in the nick of time.

If the investigators check into the police records of the tenants, they will find them clean, except for Jennie White. Information about her is provided below.

Deborah Ward

Deborah Ward is the supervisor of the building for PHI. If the investigators speak with her, she will express her sorrow at the deaths in the building. However, she will emphasize that the building was up to code and that the tenants’ complaints were properly addressed. She has the test results on her PC and they do confirm her claims. The testing companies will also verify that the tests were conducted and the results were negative.

Ward has no idea why the people died and is genuinely concerned. If the investigators convince her that they can do something about the situation, she will see to it that she accidentally leaves out a key to the building while they are talking.

Jennie White

If the investigators check into the backgrounds of the tenants, they can find that Jennie White is only one with a police record. She was arrested three years ago in a drug bust and two years ago while selling drugs. She was out on probation when she died. She was also recently involved in a domestic violence call. Her boyfriend/customer Ted Lewis got into a fight with her. Charges were eventually dropped against him.

The investigators can also learn that Ted Lewis died in White’s apartment. According to the police, a 911 call was received at 3:44 am from him. The call was as follows:



Lewis: "Help, help me! It locked me in! It's trying to kill me! Help me!"

911 Operator: "Sir, what is going on? Who is trying to kill you?"

(Sound of glass breaking)

Lewis: "I'm trying to get out the window...f---, bars...help me f---ing help me! She's trying to f----ing kill me! Stop it bitch stop it!:"

911 Operator: "Who is trying to kill you?"

Lewis: "My dead girlfriend! The bitch is trying to...argghh..."

911 Operator: "Sir, a unit has been dispatched...'

Lewis: "F---! F---k!"

(Sound of phone hitting the floor, screaming in the background and the sound of objects being broken and overturned).

911 Operator: "Sir?"

(More screaming followed by silence).

Unknown Female Voice: "Ted won't need your help now (static). Good bye..."

(Connection lost)

Officer Larry Hill and Patricia Cook responded to the call. If the investigators speak to the officers or see their report, they will learn that they had to break into the apartment. They found Lewis dead on the floor by the door with a look of horror on his face. There were no visible wounds and the door was locked.

If the investigators are persuasive (or fast talking), they can get Hill and Cook to admit that they think they saw something moving in the shadows, something that looked like the dark shape of a woman. They will say that they checked the apartment thoroughly and did not find anyone else. They will also add that they felt a bit tired while they were in the apartment.

The coroner's examination of Lewis will match those of the other victims-no discernible cause of death.

Maps

The following details the location where the adventure takes place.

Apartment Maps

The apartment building is a two story building located in Pittsburgh. The building is well built out of brick and concrete. It was once a factory building and still has that factory look. The building is located in a section that is undergoing urban renewal, although the economic woes have slowed the process down.

Having been recently renovated and painted, the apartment building looks clean and fairly nice. However, this pleasant exterior hides a dark and terrible secret. The building is wired with the machinery made by Havershire and Pearce. This machinery is connected to the hellish machinery in the basement.

When the investigators arrive, the building's doors will be locked and there will be police tape across them. There will also be notices in Spanish and English warning of possible hazardous materials.

First Floor

Hall: The main hallway of the building.

Stairs: The stairwell leading up to the second floor.

Storage Closet: The closet , which is locked, holds cleaning supplies, spare light bulbs, and other such common items.

Utility Room: This room houses this floor's water heaters, A/C and heating. The room is locked. A spot hidden check will reveal that an opening in the floor was sealed over with concrete. In order to gain access to the basement, this concrete seal will have to be

broken through. A jackhammer would be able to punch through it fairly quickly, but a sledgehammer would also do the trick (albeit slowly).

Second Floor

The second floor is very similar to the first.

Hall: The main hallway of the second floor.

Stairs: This stairwell leads down to the first floor.

Storage Closet: The closet , which is locked, holds cleaning supplies, spare light bulbs, and other such common items.

Utility Room: This room houses this floor’s water heaters, A/C and heating. The room is locked.

Apartments

Each apartment has the same layout, although the individual décor varies. Hidden behind the drywall in each apartment is a metal junction box linked into the machinery in the basement. Each metal box

contains a bizarre machine composed of metal gears, glass tubes containing exotic fluids and gasses, and carved pieces of the crystal mass. Wires of an exotic alloy of black metal extend from each box and spread throughout each apartment (hidden behind the walls, of course).The wires and boxes in the rooms serve to drain away life energy.

The occupants of some of the apartments left when they started feeling sick, while some tenants remained and died. The tenants who moved out took their possessions with them. Since the apartments are low-rent and subsidized, the belongings that remain are not very expensive (should the investigators be prone to looting).

The apartments in which people died have been left as they were (other than the bodies being removed). The apartments in which people died show no signs of struggle or violence, with the exception of apartment 7, which is described below.

Apartment	Tenants	Status
1	Eric Collins, Rick Trundell	Moved out
2	Nancy Sanders	Moved out
3	Antonio Falcone and Sasha Lefton	Dead
4	Geraldo Sanchez	Moved out
5	Laura Kent and David Kent	Dead
6	Kirby Jackson	Moved out
7	Jennie White	Dead
8	Melissa Krishna	Moved out
9	Owen Polinski	Moved out
10	Wilson Brown	Dead

Kitchen/Living Room: Each kitchen is equipped with a small refrigerator, a stove, a dishwasher, and a microwave.

Bedroom: Each bedroom has a bed as well as the usual bedroom furniture, although the specifics vary with each apartment.

Hall: A hallway, typically decorated with posters or pictures.

Bathroom: Each bathroom has a shower/tub, toilet and sink.

Closet: A basic closet.

Apartment #7(Jennie White)

While Apartment #7 has the same layout as the others, it has the following description:

Kitchen/Living Room: The outside part of the door is marked with dents and scuff marks from shoes (the result of the police trying to kick it in because White set the deadbolt to trap Lewis). There is a dent neat the lock showing where the police finally used a ram to break the lock. The kitchen is equipped with a small refrigerator, a stove, a dishwasher, and a microwave. The kitchen has been ransacked-the cabinets are open, food is thrown on the floor, the freezer is open and the frozen food has been smashed apart in the sink. The key to the door's (now broken) deadbolt is under the fridge, put there by White. This mess is due to Lewis looking for drugs. The window was smashed out from the inside by Lewis, but the bars prevented him from escaping.

Bedroom: The bedroom, which is decorated with a variety of *Twilight* posters and items, is a mess. The bed has been flipped over, the dresser's drawers have been torn out and so on. The west wall of the bedroom has what looks like a circular burn mark. If the investigators cut through the dry wall, they will see the damaged junction box. It has popped open, revealing the melted metal parts. A fragile globe of crystal (which will be familiar to any investigators who saw the crystal mass in "Darkness in the Lighthouse") has grown within the box and now houses White's soul. Breaking the

globe releases her soul, allowing it to depart.

Hall: A hallway, decorated with *Twilight* and *Harry Potter* posters. Behind one of the posters is a cut away section of drywall and White's stash of drugs (crystal meth, marijuana and some crack).

Bathroom: The bathroom has a shower/tub, toilet and sink.

Closet: The closet is packed with clothes and shoes.

Basement Map

The basement serves as the "prison" for Havershire and is his place of punishment for breaking his oath to Nyarlathotep. No living being has been in the basement since it was sealed and as such, it is a rather dusty place. It smells of ancient oil, ozone and strange metals. The sound of heavy machines running, clicking and buzzing echo throughout the basement.

Stairs: The stairs are located under a slab of concrete and a layer of plywood (on which the concrete was poured). At the bottom of the stairs is a set of heavy wooden double doors. They are locked and rusty. The lock on the door can be picked or it can be forced open. The doors have a STR of 18.

Storage: This storage chamber holds parts for the machines of the building. Some of the parts are mundane items (metal gears, glass containers, wires, metal boxes and so on) while others are more exotic. The exotic items include glass containers of exotic gasses and liquids, carved pieces of the crystal mass, and spools of the strange black wire.

Automatic Arms: This room contains six automatic arms, the robotic arms designed by Havershire. If the investigators have seen the Henderson Arm, they will recognize the basic design of these arms. The arms have three fingered “hands” of sharpened metal. Set into the arm and between the fingers are two human eyes located behind a glass shield. Each arm is powered by its own modified soul battery that holds a conscious mind. The arms will strike at those who enter the chamber. The arms are bolted to the floor and hence can only strike at what they can reach. The arms will not activate until someone reaches the door or attacks an arm.

Automatic Arm

STR	16
CON	14
SIZ	12
INT	10
POW	10
DEX	8
HP	13
DB	0

Move: 0

Weapons: Hand 40% 1D6+DB

Armor: 8 points metal casing.

Battery Chamber 1: This chamber holds a soul extractor. It consists of a metal gears, cogs, and other mechanical devices as well as a strange assortment of electronic components. Wires run down from the ceiling and connect to the machine which is in turn linked to the soul batteries on the left side of the chamber. There are five greater soul batteries in the chamber, each one linked to the draining mechanism of one of the apartments. There are also four soul batteries surrounding each greater soul battery. From top to bottom the soul batteries hold Falcone, Lefton, Laura Kent,

and David Kent. The soul batteries that are occupied have blue sparks arcing over the surface. When a battery becomes active, the casing opens, revealing whirring and moving parts.

Part of the machinery in the room is a soul extractor. The other part of the machinery serves as a guardian machine. The machinery in the room can detect the presence of living creatures and will release extracted souls to attack the investigators. Releasing a soul costs the machine one magic point, which it draws from the soul batteries. When a soul is released, it emerges looking like a distorted, ghostly head. The soul is linked to the battery by a ghostly thread. The thread cannot be directly attacked, but destroying the soul battery frees the soul.

To compel the soul to attack, the machine must expend 3 magic points and match its POW (18) against the soul. If it succeeds, the soul will attack. If it fails, it will try again until it succeeds or uses up all its magic points. An extracted soul cannot get more than twenty five feet from its battery. The extractor has 41 magic points available.

The machine can be neutralized by inflicting 30 points of damage. It has 4 points of armor.

Battery Chamber 2: This chamber is essentially the same as the first chamber, except that the only occupant of the soul batteries is Brown. The extractor in this room has 13 magic points.

Guardian Chamber: This room is dominated by a large machine, similar in design to the other machines. The machine is the master machine and is linked into the others. Destroying the machine (30 hit points, 4 points of armor) neutralizes the other

machines (except for the guardian and Havershire's soul batter).

Blending in with the machine is the guardian, created and placed here to ensure that no one interfere with Havershire's punishment. When the investigators enter, the guardian will allow them to enter the room and then move to strike when they approach the door to the torture chamber.

Torture Chamber: This chamber contains the soul battery holding the imprisoned soul of Havershire. His battery is connected to all the other soul batteries and is linked into a machine that allows the spirits in the batteries to torment and torture Havershire. This is the punishment placed upon him by Nyarlathotep. Havershire's battery has been reinforced and armored to protect it. It has 10 points of metal plating and takes 15 points to destroy it.

Havershire has learned how to leave his battery for a very brief period. When he senses the investigators in the room, he will do so and move towards one of the machines in the room. He will then move back and forth in front of a plate on the machine, trying to show the investigators to look there. If the investigators remove the plate, they will find notebooks stuffed into the hollow space around the parts.

His notebooks detail his work on the project and contain a final entry:

"...I have come to regret not dying with Scott. I have done terrible things at the bidding of my master. Today we tried the battery and the machine on a fellow that had been provided to us. The battery was simply supposed to store a modest amount of his life energy, but the machine simply drained away his entire life. I think that it took his soul.

I fear Nyarlathotep, but he is not all knowing. I will leave this place and find help. I will go to Sarah and confess my sins. Then I will go to the authorities and they will put a stop to his mad plans. I suspect that this choice will be my death, but I cannot stand to live as a monster. I cannot stand the idea of hurting others in this terrible way.

I know I cannot convince Pearce to stop nor Wentworth. Pearce is in Maine, during even more terrible experiments in his new mansion. He seems to have accepted his fate, even enjoy it. I am deadly afraid as to what he is working on there. The designs I have seen indicate that he is developing a vast machine, a machine that can devour the souls of the world. Wentworth is wealthier than ever and was never a man of conscience to begin with..."

The other notebooks contain the instructions given by Nyarlathotep as well as the various spells and technical designs that the men worked on at his bidding.

There is also a letter from Trask (Pearce) that have an address in Maine on them. The letter contain a diagram and directions on how to make a specific machine component. The letter says that the component is the "heart of the engine" and that it is critical to Pearce's project. Examining the diagram will show that the part is similar to some of the components in the soul extractors, but its seems more complex and far more powerful.

Player's Basement Map

The players' map shows what the basement originally looked like. The current state of the basement is different. The map will, of course, let the investigators know that there is a basement.

Action

The following provides a guide to running the events in the adventure.

The Building

When the investigators enter the building, they will feel a bit weaker and have a vague sensation that something is pulling at them. Provided that they do not remain in the apartments more than an hour, they will not suffer any magic point loss. Only the apartments are wired for draining, so the investigators can break the drain by going into the hallways.

If the investigators break through the drywall and mess with the wires or junction boxes, they could run into serious trouble (see below).

White's Apartment

If the investigators enter White's apartment, they will feel as if they are being watched. This is because White is present, trapped in the crystal node in the junction box behind the wall. If they try to steal White's drug stash, she will attack them. If the investigators approach the junction box, the following will happen:

"You suddenly feel cold. The room darkens and then lightens. You can see a woman in the bed, wearing a Twilight t-shirt. She tosses and turns in her sleep, her movements growing ever weaker. Her eyes open and she struggles to her feet. She staggers towards the wall, reaching out with her hands. She falls to the floor and you can see something pulled from her body, a distorted and semi-transparent human shape. It is pulled into the wall, leaving behind what looks like a scorch mark. The body looks strangely pale.

The room falls back into darkness, and then is dimly lit by the ceiling light once more."

Investigators who completed "Darkness in the Lighthouse" will recognize the effect as the same as that which occurred on Lonely Puffin Island.

White's soul will emerge from the node and, sticking to the shadows, will seem to plead. She will point towards the burned mark, a pleading expression on her ghostly face.

If the investigators open the wall, she will point at the junction box and make a crushing gesture. If the investigators destroy the node, she will smile and fade into the shadows.

If the investigators take no action to help her, she will try to keep them in the room. If they try to leave, she will try to force them to remain, attacking them in her anger and frustration.

The Basement

In the basement the investigators will face the automatic arms, the extracted souls, and finally the guardian.

The automatic arms will, as noted above, attack the investigators when the first investigator reaches the exit (or the arms are attacked). Since the arms are fixed in place, the investigators can destroy them with ranged weapons.

When the investigators enter a battery chamber, the machine will release an extracted soul to attack them. If the investigators leave the room, any commanded souls will pursue within the limits of their twenty five foot range. The souls can move through the walls of the basement.

The final opponent the investigators will face is the guardian. When the investigators

enter it will be plugged into the machine and will be all but indistinguishable from this machine. Once the investigators approach the door to the torture chamber, it will move to attack.

When the investigators enter the torture chamber, Havershire will leave his battery. The investigators will hear “the soul but a spark that drives the mortal shell, spending endless time in my own hell...the terrible things I did...chose the oath over death...a wrong choice...oh Sarah I am so sorry...so much pain...so many souls stolen...must focus...you...you living people...get the notebooks here...I hid them in the machine...you freed Sarah...did you free her...if not, you must...then free me...destroy my battery...end it...the soul is but a spark...that drives the mortal shell...”

If the investigators do not destroy the battery, Havershire will try to provoke them into doing so by attacking them.

Conclusion

The adventure ends when the investigators deal with the situation, perish or flee. Dealing with the situation completely involves disabling the machines, freeing the trapped souls, destroying the guardian (thus releasing Jacobs), and releasing Havershire. The investigators should receive an award of 1D6 Sanity points plus 1 point for each person they manage to save.

The folks at the Pittsburgh Housing Initiative will be grateful to the investigators for resolving the situation, provided that the investigators explain the situation “properly.” The same goes for the families of the victims as well as the authorities. Naturally, if the investigators do everything

secretly, then no one will know and hence the investigators will receive no thanks.

If the investigators talk about soul batteries, Extracted souls and so on, they will most likely be regarded as a bit crazy. Unless, of course, they provide evidence for these claims.

The investigators will face the question of what to do with the machinery in the basement. One option is to get rid of it, perhaps by breaking it up and taking it to a dump or scrapyards. This would take some work (and a truck) but could be done.

Another option is to turn the machinery over to the authorities and let them deal with it. If this option is taken, the experts who examine them will be rather baffled by the machinery and speculate that the deaths were caused by leaking toxins from the machines. Naturally, any odd stories told by the investigators will be chalked up to toxin induced hallucinations. The authorities will, however, be grateful to the investigators for finding the “toxic machines” in the hidden basement.

A third option is for the investigators to simply leave the (presumably disabled) machinery and depart. In this case, the authorities will eventually find the machinery and remove it. The deaths and illnesses will be chalked up to “toxic emissions” from the machines.

In any case, after the basement is cleared out, the apartment building will be reopened and new tenants will arrive to replace those who perished.

If the investigators perish, then it is time to roll up new investigators. If the investigators flee and are unable to resolve the situation, then they should lose 1D4 Sanity points for allowing such a troubled place to remain. The investigators can, of course, return to make another go of it.

If the investigators do wicked things, such as making use of the machines to power soul batteries for their own use, then they should receive a suitable Sanity point penalty (perhaps 1D6).

If the adventure is being run as part of the ongoing campaign, the information found in the basement will point the investigators towards the next adventure in the campaign. The investigators will have also found spells that should prove very useful in that adventure.

NPC

Ellen Owen, Detective

STR: 12 CON: 13 SIZ: 12
 INT: 14 POW: 13 DEX: 13
 APP: 13 EDU: 14 SAN: 65
 HP: 13 DB: +1D4

Skills: Bargain 55%, Computer Use 31%, Fast Talk 75%, Law 55%, Library Use 75%, Listen 55%, Persuade 55%, Drive Auto 30%, Sneak 20%, Spot Hidden 55%
Weapons: Fist 55% 1D3+DB;



9mm automatic 40% Damage 1D10 Range 20 Yards bullets: 15 hp: 8 Mal: 99

Description: Owen is a young, idealistic detective who joined the force to make a difference. She is African-American, tall and reasonably attractive. While she has no real belief in weird phenomena, she is open minded to strange possibilities. She will be willing to work with the investigators for the greater good, even if this means bending some procedural rules. She will not, however, allow the investigators to grossly violate the law. She is rather brave and not inclined to flee danger.

Mythos Book

Automatic Engine Notebooks

In English Sanity Loss 1d3/1D6. Cthulhu Mythos +3 percentiles. Average eight weeks to study and comprehend. Spells: Create greater soul battery, command extracted soul, create soul battery, create guardian, create soul extractor, greater soul guard, lesser soul guard and tap soul battery.

Mythos Beings

The following provides the stats for the mythos beings encountered during this adventure.

Iron Guardian

Char.	rolls	averages	The Guardian
STR	1D6+12	15	18
CON	1D6+12	15	18
SIZ	1D6+12	15	18
INT	2D6+6	13	12
POW	3D6	10-11	12
DEX	2D6	7	8
HP		15	18
DB		+1D6	+1D6

Move: 6

Weapons: Fist 60% 1D6+db, Grapple 25%, Kick 25%, 1D8+db

Armor: 10 point armored shell.

Spells: None

Skills: Listen 45%, Spot Hidden 40%

Sanity Loss: 0



Description: The Guardian is a mechanical shell driven by a once living mind. The body of the guardian is constructed out of mechanical and electronic components and has a roughly human shape.

The mind in the Guardian is that of Sarah Jacobs. She was once Havershire's fiancé. When Havershire tried to escape from Nyarlathotep, he went to her. Deciding to twist and warp their love by transforming Jacobs into the guarding. He extracted her soul and placed it within the guardian's battery. He then crafted her madness until her insane mind was devoted to protecting Havershire, not realizing that she was protecting him from liberation. The guardian wears Jacobs engagement ring on its finger and within its chest cavity is the engagement photo of Jacobs and Havershire, two extra touches on the part of Nyarlathotep.

While the Guardian's mechanical parts help move the body, the main motive force is the mind driving the machine. The mind is contained within a Greater Soul Battery that is connected to the mechanical system of the body. The body is remarkably powerful and, being made of metal, is rather difficult to destroy.

While the Guardian relies on crude microphones for its hearing, it has living eyes. These eyes are, of course, sustained by magic. Clever players will recognize that the eyes are its most vulnerable points-if they can be destroyed, the Guardian will have a difficult time attacking them. The eyes are as well protected as possible, making them difficult to hit. There is a 1 in 20 chance of the head being hit by a successful attack. If the head is hit, there is a 1 in 20 chance of an eye being hit. The armored glass protecting the eye provides 6 points of armor and the eye has 1 HP. The Keeper will need to judge the effects of

other attempts to deal with the eyes (such as explosives, throwing buckets of paint, etc.). The Keeper will need to be careful when handling this situation to avoid having the players pick up the habit of attacking everyone's eyes.

The main weakness of the guardian is that it must be powered by Soul Batteries. Each hour the Guardian is active, its mechanism consumes one magic point. If it is not active, it consumes magic points at the rate of 1 every six hours. The body has two sockets for two extra Soul Batteries in its chest (each holding 30 magic points), concealed behind the chest plate. If the batteries run dry, the mechanism starts feeding upon Jacob's mind, consuming her POW instead of Magic Points. The guardian can also be powered when it is linked into the machinery of the guardian chamber. When so linked, the Guardian goes into a hibernation state, enabling it to survive for years.

One side effect of the Soul Batteries is that the energy from them tends to spill over into Jacob's mind. With the energy comes the residue of the pain and horror the victim experienced in death. In combat there is a cumulative 1% chance per round that the pain, horror and memories spilling into her mind will cause the Guardian to act erratically. The guardian will act in this manner for 1 round, then the next round reroll the chance of acting erratically and how it acts if it does so. Roll 1D10

1-2 The Guardian grasps at its head and throws it back as if it is screaming in pain.

3-4 The Guardian attacks a target chosen at random.

5-6 The Guardian attacks inanimate objects in the room.

7-8 The Guardian moves randomly about the room as if looking for something, then stares at the ring on its finger.

9-0 The Guardian starts tearing at itself, doing 1D4 points of damage (ignores armor).

The Guardian engages in combat by attempting to beat opponents to death with

its hands. It can also kick, but generally does not. If an opponent gets too close, the Guardian will attempt to grapple and destroy the target. The mind driving the body is intelligent enough to use weapons, but the crude hands make it difficult for the Guardian to use a firearm effectively (half the normal chance of hitting a target).

Extracted Soul

<i>Char.</i>	<i>rolls</i>	<i>Havershire</i>	<i>Falcone</i>	<i>Lefton</i>	<i>L. Kent</i>	<i>D. Kent</i>	<i>White</i>	<i>Brown</i>
INT	2D6+6	17	10	11	11	12	13	14
POW	3D6	18	9	10	8	11	13	13
DEX	4D6	16	15	16	13	15	17	15

Move: 12

Av. Damage Bonus: n/a

Weapons: See above.

Armor: None

Spells: Usually none.

Sanity Loss: Special-see below.

Description: A Extracted Soul is a being that has had its life energy (POW) torn from its body and stored in a greater soul battery or something comparable.

Although they seem to be ghosts or wraiths, Extracted Souls have a partially physical existence as a type of energy. They have INT, POW and DEX scores and move by “flying.” They can pass through virtually any solid surface, but are blocked by an inch or more of dense materials, such as metals. They can also be contained as energy within certain storage mediums, specifically soul batteries.

Since the extraction process is rather sanity damaging, extracted souls tend to be insane. If not commanded by someone who knows Command Extracted Soul (see below), they will act in accord with any madness that might possess them. Some will be fairly harmless while most will be dangerous-if not due to hostility, then out of pure madness.

Extracted Souls attack by attempting to rip away at the life energy of other creatures. While being attacked, the victim will be connected to the Extracted Soul and its madness will spill into the victim’s mind in the form of images, sounds, and so on. To attack, the Extracted Soul must be in contact with the intended target. When a Extracted Soul attacks, match its POW against the target’s POW. If the Extracted Soul wins, the victim loses 1D3 magic points and must make a sanity check to avoid losing 1 sanity point. If the Extracted Soul fails, it loses 1D3 points of POW. If a Extracted Soul is reduced to 0 POW, its cohesion is lost and it vanishes in a faint burst of light. The being’s spirit then moves on to its appropriate final destination. Most Extracted Souls will attack until the target loses all magic points or they themselves are destroyed.

Because of their nature, Extracted Souls are unaffected by most material weapons-bullets, knives and such just pass through them harmlessly. They can be contained within Greater Soul Batteries, so a Soul extractor (see below) could be used to imprison them in a Greater Soul Battery. They can also be dispersed by a suitably

strong electric field or by an electromagnetic pulse-the Keeper will need to decide the details of such cases.

Extracted souls can manipulate physical objects by expending magic points. Each

ITEMS

Soul Extractor

Soul extractors are used to drain the vital energy of living beings into Soul Batteries. They can even extract the complete soul of a being and store it in a greater soul batter.

A soul extractor is an extremely complex mechanism that looks like a crazy amalgamation of early industrial age technology. The base of the machine contains numerous brass gears and shafts which link together in maddening, Escher-like ways. Integrated into the base are electrical components and some of these connect to dials and gauges set on the upper portion of the base. There are also various gears, switches and levers in the base which somehow serve to control the mechanism.

An extractor is connected to extraction wires that are used to absorb and drain life energy. The wires can drain via direct contact and even at a short distance. An extractor will draw power based on its settings and the amount of energy it has stored. Each extractor in the adventure can drain up to 36 magic points every six hours (6 points per hour). This is divided among the victims available to the extractor. Being magic points first.

Greater Soul Battery

The Greater Soul Battery is similar to the Soul Battery. However, while the Soul Battery can only store magic points, the Greater Soul Battery can steal and store complete souls. When a being is drawn into

magic point expended grants the soul the equivalent of 1 STR point for one round. This tends to limit the extent to which they can interact with the physical world.

exposed to the draining effect for less than an hour will make a person feel a bit tired, but will not result in a loss of magic points.

Those being drained by the extractor will feel increasingly tired and sick. The more the machine drains, the more lethargic and unmotivated the victims will feel. While the extractor does not exert a compelling influence, victims might simply lack the motivation or energy to leave.

A victim drained to zero magic points by the extractor will lapse into a coma and will be vulnerable to having her soul extracted. The extractor matches its POW (18 for the machines in this adventure) against the victim's POW. If the extractor succeeds, the victim's soul is extracted and stored in a greater soul battery. If the extractor fails, the victim's soul remains in his body. The extractor can make one attempt per accessible victim per hour.

If someone comes in physical contact with the draining wires, an extractor can extract magic points twice as fast (in this case, 72 points per hour) and attempt to extract a drained victim's soul every thirty minutes.

If someone comes in physical contact with a junction box, an extractor can attempt to drain the soul even without draining the victim's

a Greater Soul Battery by a soul extractor it retains only its INT and POW (creating, in effect, a ghost like being). The spirit remains aware and is able to interact with other spirits within the Battery. Being disembodied costs the victim 1D6/2D6 Sanity points. Remaining in the Battery is similar to being in a Mi-Go Brain Cylinder:

each month the victim must match INT vs. POW. If INT wins, the victim loses 1D3 Sanity Points. Additional losses might be sustained by interacting with other captured spirits (interacting with the spirit of a creature that causes a Sanity loss costs half the SAN that interacting with an embodied creature costs).

A greater soul battery can store up to 30 total points of POW or magic points combined. A captured spirit's POW cannot be broken up—the battery must absorb the entire POW. If the Battery is overloaded, there is a 5% chance per point above 30 that it will explode. If the battery does not explode, the spirit that caused it to overload escapes as an extracted soul, leaving the battery intact. A battery can also explode if it is tampered with or damaged. If a charged battery sustains more than six points of damage or is taken apart, it will explode. The explosion of a greater soul battery frees any extracted souls within it. If the battery was also storing magic points, the explosion will damage the magic points of all those within twenty feet of the battery. The damage inflicted is equal to half the magic points stored in the battery.

A person who knows the spell command extracted soul can release an extracted soul from a greater soul battery and command it. The soul is tied to the battery and cannot move more than 25 feet from its battery. Releasing a soul costs the user 1 magic point and this allows the soul to remain outside for 5 minutes.

Soul Battery

Once created and used in conjunction with a soul extractor, a soul battery can store up to 30 magic points. If the soul extractor is not being properly attended and a battery is overloaded, there is a 5%

chance per point above 30 that the battery explodes. If the battery does not explode, the extra energy dissipates out of it as a visible discharge. A battery can also explode if it is tampered with or damaged. If a charged battery sustains more than six points of damage or is taken apart, it will explode. The explosion consists of released magic points and does not do physical damage. Instead it damages the magic points of all those within twenty feet of the battery. The damage inflicted is equal to half the magic points stored in the battery.

Spells

Create Greater Soul Battery

Creating a Soul Battery requires knowledge of Electrical Repair (at least 50%) and knowledge of the ritual. The construction of the mechanism of the battery itself requires a month's work. Once the battery is complete, the ritual can be conducted. The ritual takes three hours, the sacrifice of an intelligent being (INT 3+) for the final "components", 6 points of POW and 1D8 Sanity Points. Once the Greater Soul Battery is complete it can be used in conjunction with a Soul extractor to capture and store souls.

Command Extracted Soul

This spell enables the caster to command an Extracted Soul. Casting the spell, which involves but a quick gesture and a focusing of the mind on the target, requires expending 3 Magic Points and costs 1D4 Sanity Points. The caster then matches his POW against the POW of the Extracted Soul on the Resistance Table. If the caster wins, the Extracted Soul is under his command for 24 hours. Given the likely insanity of Extracted Souls, commands might be obeyed somewhat erratically. If the caster fails, the enraged Extracted Soul attacks him

immediately and persists until either it or the caster is destroyed.

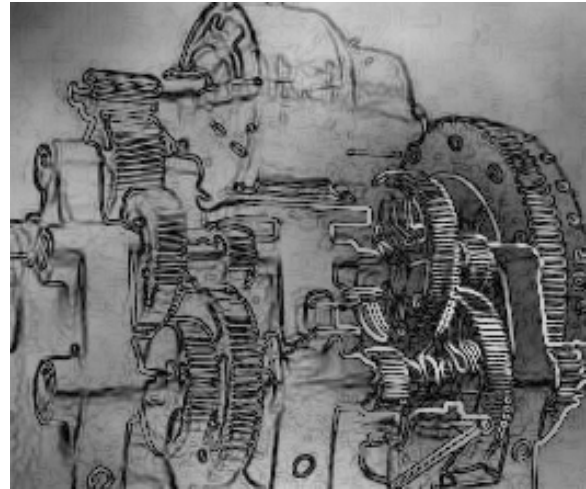
Create Soul Battery

Creating a Soul Battery requires knowledge of Electronic Repair (at least 30%) and knowledge of the ritual. The construction of the mechanism of the battery itself requires two weeks of work. Once the battery is complete, the ritual can be conducted. The ritual takes three hours, the sacrifice of a being with at least 3 Magic Points for the final “components”, 2 points of POW and 1D6 Sanity Points. Once the Soul Battery is complete it can be used in conjunction with a Soul extractor to capture and store Magic Points.

Create Guardian

Creating the shell of a Guardian requires knowledge of electronics, mechanics and the ritual needed to make the shell function. More than one person can be involved in creating a Guardian, but all involved must know the ritual or the shell will not work. Constructing the mechanical components of a shell takes at least six months and a minimum of 75% in Mechanical Repair. Setting up the electronic components takes another six months and a minimal skill of 75% in Electronic Repair. The ritual takes a week and requires 12 points of POW and 1D6 Sanity Points. All those involved in constructing the Guardian shell must be involved in the final ritual. All involved lose the Sanity Points and each person involved must contribute at least 1 point of POW. Once the ritual is complete the Guardian shell is ready to receive the guiding mind. This mind, contained within a Greater Soul Battery, must be placed within the shell within three hours of the ritual's

completion or the ritual must begin again from the start.



Create Soul extractor

Creating a Soul extractor requires knowledge of electronics, mechanics and the ritual needed to make the machine into something more than a mechanical contrivance. More than one person can be involved in creating a Soul extractor, but all involved must know the ritual or the machine will not function. Constructing the mechanical aspects of the Machine takes at least two months work and a minimal skill of 30% in Mechanical Repair. Setting up the electronic components takes another month and a minimal skill of 30% in Electronic Repair. The ritual takes a week and requires 6 points of POW and 1D6 Sanity Points. All those involved in constructing the Machine must be involved in the final ritual. All involved lose the Sanity Points and each person involved must contribute at least 1 point of POW. The person who contributes the most POW is considered the creator of the device and it uses his POW attribute (prior to the sacrifice of POW) when making its “attacks.” If all the participants contribute an equal amount of POW, the machine will use the average of their POWs when

making its “attacks.” The extractor also uses the POW of the creator to determine the maximum amount of magic points it can drain every six hours; this is equal to double the creator’s POW for indirect draining and four times the creator’s POW for direct draining.

Greater Soul Guard

This powerful ritual provides the caster with immunity to attacks that diminish or steal POW or Magic Points. Conducting the ritual, which involves intense meditation, the blood sacrifice of a being with at least 3 points of POW, and various other activities takes three hours and costs 6 Magic Points and 1D4 Sanity (plus any Sanity that might be lost for the sacrifice). When the ritual is complete, the caster is completely warded against attacks, such as spells, against his POW or Magic Points. The effect of the ward is to make the caster immune to such attacks for the duration of the spell’s effect, which is twenty-four hours. This spell was developed to provide complete protection from the Soul extractors and Extracted Souls.

Lesser Soul Guard

This ritual enables the caster to enhance his resistance to attacks that diminish or steal POW or Magic Points. Conducting the ritual, which involves intense meditation, takes one hour and costs from 1 to 6 Magic Points (caster’s choice) and no Sanity. When the ritual is complete, the caster is warded

against attacks, such as spells, against her POW or Magic Points. The effect of the ward is to increase the caster’s POW by the number of Magic Points she expended, but only for the purposes of resisting such attacks. The ritual remains in effect for twenty-four hours. This spell was developed to provide some degree of protection from the Soul extractors.

Tap Soul Battery

This spell enables the caster to utilize the Magic Points stored in Soul Batteries. Casting the spell requires 1 Magic Point and 1 Sanity point. Once finished, the caster can draw Magic Points from a Soul Battery. This can be done once per casting. As many points as desired can be drained, up to the amount stored in the battery. The process is somewhat risky-for every Magic Point drawn from the battery there is a 2% chance of an accident. If an accident occurs, the caster sustains 1 point of damage for every Magic point he attempted to drain from the battery and does not gain the magic points.

This spell can also be used to utilize the POW of a soul trapped in a greater soul battery. To do this requires matching the POW of the caster against the POW of the soul. If the caster wins, he draws the desired POW from the soul, damaging it. If the soul wins, it loses no POW but the caster loses a number of Magic points equal to the amount he intended to tap. If a soul is reduced to 0 POW, it is destroyed.

Maine. In the house, the investigators will face the dark and terrible horrors that Pearce created.

This adventure can also be run as a standalone adventure.

Part Five: The House that Stands Alone

Introduction

In this adventure, the investigators follow Pearce’s trail to its conclusion, his house in



Keeper's Background

After making a deal with Nyarlathotep, Jonathan Pearce returned from Egypt with a new identity as "John Trask. During the two years that Pearce worked with Havershire, the two men designed and produced the soul batteries, the soul extractor, and the guardian. During this time, Havershire's conscience got the better of him and he chose to break his oath to Nyarlathotep, thus leading to his terrible punishment. Pearce, however, did not suffer from any such moral qualms and remained true to his oath.

Directed by Nyarlathotep, Pearce went to Maine and started an organization called "The Society of the Forgotten Pyramid." He based the public doctrine on blend on of theosophy, Egyptian mythology, and various occult theories. While building up this group, Pearce was also hard at work exploiting what he had learned about the crystal. Using machines designed by Havershire and his own developments of the crystal, Pearce began to assemble his great project, a truly terrible engine.

In 1917 Pearce commissioned the construction of a fine house in Maine which was completed in 1919. Pearce moved the center of his society to his house, holding the meetings and social events there.

Following Nyarlathotep's directions, Pearce used his society to find people suitable for Nyarlathotep's purposes. He also sought those who would be suitable for his own purposes. Although Pearce found ways to limit the effects of age on his body, he was well aware that his time would eventually run out. To avoid this fate, Pearce decided to build a special machine, similar to a greater soul battery, to preserve his existence. Pearce dubbed his device the "soul sarcophagus."

Having had a hand in designing Havershire's punishment, Pearce wanted to create a much more pleasant place to spend his (expected) eternity. Pearce decided that he did not wish to spend his existence alone and most certainly did not want to spend it being tormented by angry souls. To this end, he designed a machine that could hold a large number of souls while also allowing him to control their interaction with him. Pearce also wished to avoid being bored by the unchanging confines of his soul sarcophagus. To this end, he worked on developing a means to create a reality within the machine.

Pearce was unable to solve this problem until Vanessa Porter worked her way through the society to the final circle. Porter, a brilliant painter and writer (plus an impressive singer) provided him with the imaginative genius he needed to complete that aspect of the machine.

As a final aspect of his machine, Pearce designed and constructed an "incubator" system for the crystal that would feed it life energy and guide its growth. Pearce intended for the crystal to grow outward from his house to consume life and thus feed his machine.

To construct his machine, Pearce hired members of his society whom he could count on to keep his secrets and not balk at certain tasks. He had a small factory built near his house to manufacture the special parts he needed for his machine. Houses were also constructed near the factory to house Pearce's workers.

Pearce's great and horrible machine was completed on September 14, 1929. He spent the next month making his final preparations and planned his "great event" for Halloween.

On October 29, 1929 the stock market crashed. Two days later, Pearce held his

great event—a Halloween party with a special surprise ending. At the height of the evening, Pearce activated his machine and it tore away the souls of everyone in the house. The souls were dragged into the soul sarcophagi and Pearce's endless Halloween began.

The bodies were removed from the house the next day. Pearce had arranged, through Wentworth, to set up a foundation to maintain legal ownership of the house. Wentworth also set up a clever financial system that would keep funding for the house going, thus ensuring it would remain undisturbed. Funding was also set up for an ongoing caretaker to keep the house in decent condition.

As per Pearce's plan, the crystals grew from the house, spreading into the ground and infusing into the plants. As the crystal began to feed on them, Pearce's former workers left the grounds, abandoning the houses and the factory.

The crystals spread slowly over the years, creating a growing dead zone. Because of this, no one else built near the house. The other structures rotted and collapsed, leaving it the house that stands alone.

In 1946 the "ghost hunter" and stunt man Captain Richard "Action" James arrived in Sandport and announced his intention to stay overnight in the ghost house. While in the house, James began to cut into the walls and found some of the mechanisms. Realizing this, Pearce took action against him. James proved to be made of stern stuff and was, only to be ambushed and shot by the caretaker, Howard Pelletier. Pelletier dragged the wounded James into the house and finished him off in the kitchen. Since whatever dies in Trask House stays there, James' soul was extracted and drawn into the machinery, joining the other trapped souls.

The dead zone did not, of course, go completely unnoticed. Most who saw it did not give it a second thought, assuming that it was just "one of those places where things don't grow well." Some thought that it was due to some sort of illegal chemical dumping and a few people even called in reports to the state authorities. Certain influential individuals saw to it that these calls always amounted to nothing.

Getting the Investigators Involved

The investigators will be drawn into the adventure by the events in "Hellish Engine."

If the adventure is being run as a standalone adventure, the investigators can be brought into the adventure in various ways.

One option is that a friend, associate or relative of one of the investigators vanished in the house and the investigators go looking for him/her. A second option is that the investigators can simply be investigating the mysterious house and be drawn by the various rumors and stories surrounding it.

Investigation

The following provides a guide to the investigation as well as the information the investigators are likely to turn up.

John Trask, The Trask Foundation & The Trask House

If the investigators check on John Trask they will find no reference to him prior to 1914. This is not in itself unusual—after all, record keeping was not that extensive in that time period.

If the investigators check property records in Maine, they will find that John Trask purchased land there and later had a house built on the land. The property records

provide the address of the house (which can also be found in “Hellish Engine”).

The investigators can also find references to John Trask as the head of a the Society of the Forgotten Pyramid. This line of investigation is provided below.

The most recent information about John Trask refers to the John Trask foundation. This foundation, headquartered in Portland, Maine is a philanthropic foundation that funds various charitable endeavors and helps pay for the preservation of numerous historical sites. Among these sites is his own house, the Trask House.

If the investigators check on the foundation, they will find that it seems to be completely legitimate. It does, however, have a tangled web of investments and sources of revenue. This investment system was set up by “Andy Bates” (Andrew Wentworth). If the investigators were to spend months digging into the finances of the Trask Foundation, they could trace these threads to some interesting places, but this goes beyond the scope of the adventure. Keepers who wish to run a campaign beyond this adventure could use this as a lead in to further adventures.

If the investigators go to the foundation center, they can speak with Sally Struss, the director. Struss is a competent financial manager but has no connection to or knowledge of the Mythos. She will be happy to talk about the foundation and its (public) purpose, provided that the investigators are civil and seem interested. She will, of course, ask the investigators if they are interested in donating to the foundation or assisting with some of their charitable endeavors.

If asked about the Trask House, she will say that it is one of the historical properties that the foundation preserves. She will downplay the darker history of Trask and

the house, but will admit that Trask and many other people died there in 1929. She has never been to the house, but can tell the investigators that it is maintained by a paid caretaker, Roger Pelletier. According to her records, the Pelletier family has been taking care of the house since the foundation took ownership of it. The house, she will say, is not open to the public. The foundation has scanned floor plans for the properties it manages. If the investigators ask politely, Struss will print them copies of the floor plans for the first two floors. The basement floor plans are not available (Struss will say that they were probably not scanned).

Society of the Forgotten Pyramid

Since the society was a fairly minor group, there is relatively little information about it. The best source is a book, *Secret Societies of New England* (1986), by Leonard LaPorte. The book has the following information about the society:

The Society of the Forgotten Pyramid was founded by John Trask in 1914. The organization met in a Portland, Maine theater from 1914 until 1917. In 1917, the main meeting place was moved to Trask’s house in Maine.

The society’s doctrine was a blend of theosophy, Egyptian mythology and various occult theories popular during that time period. The society promised its members “esoteric knowledge” and some contemporary reports note that certain members claimed that the innermost circle of the group possessed the “Egyptian secret of immortal life through the power of the divine pyramid and the sacred crystal.”

While the Society of the Forgotten Pyramid was a rather minor group, the fate of its members gave it a certain notoriety.

On October 31, 1929 Trask held the society's annual Halloween party. The next day, Trask and all the party goers were found dead in his house. The authorities found poison in the drink and food, leading them to conclude that the society members had committed suicide. The standard explanation at the time was that the members had been wiped out financially by Black Tuesday. However, this hypothesis is contradicted by the fact that the Trask Foundation was quite solvent at the time and, in fact, still remains a significant financial entity. Trask's house still stands to this day, maintained by this foundation.

The most famous victim of this traffic event was Vanessa Porter, a brilliant and

The list is as follows:

Bridgett Abbey
 Kent Abbot
 Jeannie Abbot
 Raymond Acuna
 William Abaugh
 Brian Bachman
 Ann Bachman
 Arthur Bailey
 Carlton Cavanaugh
 Richard Churchwell
 Cynthia Darnell
 Virgil Davis
 Agnes Davis
 Pauline Esther

Ann Fagan
 Brian Farrel
 Christopher Geary
 Alice Geary
 Linda Heidel
 Mark Hines
 Albert Jackson
 Nancy Jennings
 Elizabeth Johnson
 Sally Kimbell
 Peter Kirchberg
 Marion Lammert
 Melanie Lammert
 Belinda LaPlante

John Marrotte
 Wayne Masonbrink
 Kelly Nathe
 Robert Neill
 Amy Osborn
 Darrel Packard
 Vanessa Porter
 Sharon Rainer
 Virginia Shanklin
 Katrina Teuton
 John Trask
 William Walker
 Marjorie Workman
 Gregory Yoder

If the investigators check into these individuals, they will find that they are a mix of minor artists, professionals and servants who worked for Trask (but who were also members of the society).

Aside from the servants, all of them were fairly prosperous and successful. None of them have criminal records. Checking into their backgrounds will reveal very little that

promising painter, writer and singer. Her death cut short what should have been an impressive career in the arts.

While the society lingered on for three years after the tragic end at Trask's house, it eventually dissolved. The last official meeting was held on October 31, 1932 and consisted of a memorial for the members that had died.

The investigators can also find the names of those who died in 1929. The information can be found from the police in Sandport (the information is still in the files) or by using Google.

is unusual, aside from their membership in the society and their strange deaths.

Vanessa Porter

If the investigators research Porter, they will find that she was a brilliant and promising painter, writer and singer. Her paintings are still in various collection and many of them can be seen online. Her early paintings and stories are rather normal in

character: landscape paintings, portraits, stories about romance, and so on. Her later works are more strange and morbid in character and her last works are horrific in nature.

One source of information about Porter is Allison West's *Artists of New England* (1971). The book contains the following:

Vanessa Porter (1900-1929) was a promising painter and writer. Her early works, both writing and painting, were technically brilliant but conventional in content. For example, her short story "Roses of Spring, Thorns of Winter" is a standard love story, though beautifully written. In contrast, her later works were decidedly non-conventional. Starting in 1923 her works began to shift towards the genre of horror, beginning with the short story "Brittle Soul" and her painting of ghouls in a graveyard entitled "Feast of Night." It is rumored, but not confirmed, that she took painting lessons from Richard Upton Pickman. In any case, her later paintings seem to have clearly been influenced by Pickman's works. Like Pickman, these later works conveyed their fantastic subjects with startling and disturbing realism.

Porter's later paintings and stories drew considerable criticism because of their increasingly gruesome and extreme subject matter. While some of the criticism was based on the cultural assumptions that a woman simply should not produce such works, much of it was based on the view that her works were simply too extreme and in poor taste. Her final paintings were refused by various galleries, although there are reports of certain private showings.

In addition to her painting and writing talents, Porter was also noted as a singer. While she did not pursue a professional

singing career, she did perform publicly from time to time. Several recordings of her singing still exist and her voice is quite remarkable.

Outside of the arts, Porter was reported to have been very interested in the occult, theosophy, and spiritualism. She joined the Society of the Forgotten Pyramid, a relatively minor society devoted to such matters. This, unfortunately, seems to have led to her untimely demise. On October 31, 1929 the society's Halloween event ended in tragedy: all the members present died, apparently due to poison in the food and drink.

Sandport

The nearest town to Trask's house is Sandport. If the investigators ask around, they can find out the location of the house and learn that the caretaker, Andrew Pelletier, lives in town.

Most of the locals know about the house, but know little beyond the fact that it is called "the Trask House", that people died there at a Halloween party, that a ghost hunter (Richard "Action" James) one vanished from the house, and that it is closed to the public. There are a few rumors that the house is haunted-kids that have gone there on Halloween night claim to have heard strange noises and seen lights. Most people in town have never seen the house, since it is closed to the public. Those that have will say that the grass around it is dead and the trees are withered. A few people know that there is an old factory on the grounds-they will attribute the state of the land to leakage or contamination from the old factory.

Richard "Action" James

The investigators are not the first to face the house. In 1946 a former Army captain,

Richard "Action" James entered the house and was killed there. The investigators can learn about him from the Sandport Times' news morgue or by speaking to some of the old locals who remember the story. The following information is available from the newspaper morgue:

Ghost Hunter to Visit Trask House

(Sandport Times June 17, 1946)

Captain Richard "Action" James, known for his heroism in the war as well as his daring stunts, has arrived in Sandport with the intent of spending the night in the Trask House. This house, located a short distance from Sandport, was the site of a great tragedy. As local history buffs will recall, about forty of the Society of the Forgotten Pyramid's members died of poisoning in that house on October 31, 1929.

Captain James says he will "face anyone, ghost or man" and intends to set to rest the rumors that the house is haunted.

Ghost Hunter Vanishes(Sandport Times June 20, 1946)

No word has been heard from Richard "Action" James. As per his plans, he drove to the Trask House along with several well-wishers. As night fell, his companions departed and said he was in good spirits. On the 19th a group from Sandport went to the house and found no sign of Captain James. They reported that his jeep was gone and that fresh tire tracks led away from the area.

While some folks have suggested that Captain James fled from ghosts, the police are considering the possibility of foul play. It is possible that Captain James disappearance is part of a publicity stunt, although the Captain certainly does not appear to be a man that would indulge in such a deception.

The caretaker of Trask House, Howard Pelletier, said that he found no sign of Captain James or his possessions in the house. Mr. Pelletier believes that Captain James might have been accidentally killed by poachers. Mr. Pelletier reported that he had seen signs of poacher activity in the area. He added "I have heard a bullet or two whiz past my head from time to time."

Ghost Hunter Still Missing (Sandport Times July 22, 1946)

Captain Richard James, the famous ghost hunter and stunt man, is still missing. This seems to have dispelled the rumor that his vanishing act was merely a stunt. The local police have been investigating the matter.

Ghost Hunter's Jeep Found (Sandport Times November 21, 1948)

The jeep belonging to Captain Richard James, who went missing from the Trask House in 1945, was found by Jacob LeVeque while he was hunting. Mr. LeVeque reported that the jeep was concealed under pine branches. No sign of Captain James was found. The police removed the jeep from the woods and checked it thoroughly for clues.

If the investigators decide to check more into his background, they will find that he served with distinction as an infantry officer in Europe. After leaving the service, he worked as a stuntman, daredevil and "ghost hunter."

Caretakers

The investigators can learn the identity of the caretaker by speaking with Struss at the Trask Foundation or by speaking with the locals in Sandport. The current caretaker is Andrew Pelletier, who is also the local high school shop teacher.



If the investigators ask around about Pelletier, they will easily learn that he and his wife, Linda, are regarded as pillars of the community. Andrew teaches shop at the high school and is also active on the town council. Linda is on the school board, works as an accountant, and is also very active in the Episcopalian church. Their children, Matthew (16) and Tyler (12) are also well liked and both are active in school, church and community activities.

The investigators can also learn that Andrew's father, Howard, was also the caretaker for the Trask House. Howard was a local carpenter and contractor who was married to Marge, a school teacher. Howard's father, Richard Pelletier, was the first caretaker of the Trask House and was among the workers who helped build it. His wife was Sally. Linda's parents are from Boston.

If the investigators speak with the Pelletiers, they will come across as perfectly normal. Linda will ask the investigators about what church they attend, their views on education and how much time they donate for community service. She will also try to drum up business for her accounting business.

If the investigators ask about the house, Andrew will say that he has been taking care of it since his father retired and passed on. If asked about unusual events, he will say the following: "Well, there are only really two unusual things. Right after the Second World War, this daredevil Captain Richard "Action" James came to the house to hunt for ghosts. My dad said that the captain went into the house but vanished the next day. Dad said he thought the captain ran into some folks jacking deer at night and got shot by accident. His jeep was found a while later, but the captain never

turned up. Since then, the house has been totally closed to the public.

The other strange thing is there is that weird dead zone in the area. The grass doesn't grow there and the trees are withered. I'm no expert on plants or chemicals, but I think that the old factory near the house might have leaked stuff into the ground. The EPA has been out there to check it out, I showed them around myself. Nothing has been done about it, so I guess they didn't find anything wrong. Or maybe they did, you never know about the government."

If the investigators ask if they can see the house, Andrew will have no objections, and will jokingly say that they can pay for the tour by helping him clean the gutters. He will say that he will be visiting the house early Saturday morning and they can go with him.

The Young Environmentalist

If the investigators go to the local Starbucks and talk about the house, they will attract the attention of Sasha Lally. Sasha is a high school student who works part time at the shop, earning money for college. Being very concerned with the environment, Sasha has been to the Trask house to investigate the stories of the dead area. After seeing it, she started writing emails and demanding action. She will say the following to the investigators, should they seem friendly and interested:

"I learned about the dead area around the Trask House from local stories and had to go see it myself. You know, I am quite an environmentalist. I've seen *An Inconvenient Truth* at least one hundred times. I want to be like Al when I grow up. But better looking, you know.

Anyway, I went out to the house with my boyfriend, Benjie. The house looks pretty cool, like one of those old mansions from the movies. But, there is just bare dirt all around it. The trees are dead and I didn't see any animals around the area. I dug around a bit in the soil and got some samples. I even mailed some to the state government. I also sent emails. I did get a reply, but they just said that the site had been inspected years ago and it was perfectly safe. I think it must be some sort of rich guy conspiracy.

The soil was kinda weird. There is this crystal stuff in it. I also saw the same kind of crystals in the wood when I broke some of the branches on the trees. I think that the area must be contaminated with chemicals from the old factory there. I asked around found that Trask actually had a factory built on his land. I saw it-an ugly concrete thing, no doubt full of nasty chemicals.

We did try to get into the factory, but it is locked up. The house is locked up too. We were checking it out when Pelletier showed up, that was amazing timing on his part or bad luck on our part. He told us to go home and said that he wouldn't press charges if we never came back. He actually seemed concerned about the land, but said he was just paid to take care of the house. He even showed me some letters he had gotten from the state, saying that the area was okay and that the soil was just bad."

If the investigators ask to see the samples, she will offer to bring them to her next shift. The soil and wood pieces she has do contain bits of crystal. Investigators who were involved in Darkness in the Lighthouse will recognize the crystals as being very similar to the crystal mass.

While Sasha is concerned about the environment, she is also concerned about

getting into college and hence will not be interested in risk getting arrested by going to the Trask House again without permission.

Maps

Factory Map

The factory is a concrete and brick structure that was constructed to fabricate the machinery and building materials needed for Trask's house. The structure is heavily weathered, but is still structurally sound. The factory is grim, imposing and fits naturally into the desolate landscape. The windows were all broken out long ago, allowing rain and snow to enter the structure.

First Floor

Room #1: There are three doorways leading into this room. The wooden doors are somewhat decayed and the original locks have completely rusted. There are chains and padlocks on the doors now. Pelletier has the keys to them. The room is dominated by old, large, rusted machinery. Examining the machines using the mechanical repair skill will reveal that they were designed to manufacture various mechanical and electrical parts. The machinery was clearly made to manufacture rather complex components, far more than what would be required in a normal house. The floor is usually damp and fungi and mold grow here. The fungi and mold eventually die, but new spores and such blow in with the wind. There is trash and other debris on the floor and some spray painted graffiti is on the walls. High school kids break in here from time to time. The concrete stairs lead down to the basement.



Room #2: This room was used to hold parts and components used in the factory. There are still some rusting pieces of metal and shards of glass on the floor. The outer door is chained and padlocked.

Room #3: This was once an office. There are four rotting desks and chairs in the room, as well as some badly rusted filing cabinets. The papers and records here rotted away long ago.

Basement

Room #1: This room is similar to the main room of the first floor. There are badly rusted machines filling most of the space and it is rather wet. There are usually puddles on the floor and the basement is often partially flooded.

Room #2: The door leading from room #1 is locked with a chain and padlock. Pelletier has the key to it. The room is heaped with rotted furniture, rotted crates, chunks of rusted metal and other debris. An idea roll will reveal that although the debris seems random, there is actually a clear path through it leading to the door to room #3.

Room #3: The door to this room has a heavy lock that is still intact and works. Successful use of spot hidden will reveal that although the lock is rusted, it seems to have intentionally been made to look old and unused. There are, however, signs (fine scratches) that the lock has been used recently. Pelletier will claim that he does not have the key (although he does). The lock can be picked by the investigators or they can try to bash down the door. The room has three tables on which are stacked with boxes of parts for the machinery of the house. There is a 1920s style phone on the

wall which connects to a second phone in the tunnel. If the investigators use the phone, they will alert the guardian and Trask to their presence. The door to the tunnel is actually a bank vault grade door, complete with combination lock. Naturally, the door is set into reinforced concrete. Opening the vault door requires special tools, such as heavy duty drills or explosives. The use of lock picking skill alone will not suffice. The investigators can find the combination (22-13-16-19) to the lock in the Trask House, which is how the adventure is intended to progress.

Tunnel: An iron guardian waits in the tunnel, assigned to protect Trask and his machinery from intruders. The tunnel leads to the basement of the Trask house. There is a phone on the wall that matches the one in Room #3. This phone is used to speak with the guardian posted here.

Trask House

The house is a two story structure, well made and clearly well maintained. The architectural style is from the 1930s the house is painted white with dark green trim. The windows of the house have been shuttered with metal shutters. The shutters are held in place with screws but can be removed with some effort and the proper tools. The exterior doors of the house are locked and Pelletier has the keys.

The majority of the furnishings and decorations were removed after the death of Trask and his fellows. Some were sold to provide additional funds for the Trask Foundation while others were removed to prevent them from being stolen.

The house has electric light and heat with the power being provided by generators in the pantry. When the house was occupied, it powered by generators located in



buildings located near the factory. Water was and is provided by a well. There is septic tank for the house, which allows the toilets to be used.

The outer doors to the house are kept locked and have been fitted with modern deadbolts. The doors have also been equipped with hidden automatic locking systems under the control of Trask. The locks work by inserting metal rods into the doors. Careful examination of the doors (using spot hidden) will reveal the holes for the rods and the presence of the retracted rods. Trask uses the rods to trap victims in the house. When the rods are deployed, the doors can only be opened by breaking through the doors.

First Floor

Main Room: The main room represents the height of 1930s style-the floor is polished marble, the stairs are fine, polished wood and crystal chandelier. The hall was last decorated for Halloween, but these decorations were cleaned away after the death of Trask and the others.

Halls: The halls are just that, walkways between the rooms.

Kitchen: The kitchen has a fine marble floor and marble countertops. The original stove is still present, but there is a new refrigerator (stocked with soft drinks and beers) and a microwave. The shelves are stocked with can goods, microwave meals and snack foods. Pelletier stocked the kitchen since he spends several hours working on the house each week. The kitchen is still stocked with an assortment of butchering implements, just in case Pelletier has to dispose of an intruder.

Pantry: The pantry has been converted to the generator room for the house. There are two heavy duty generators in the room. So as to avoid filling the house with carbon monoxide, the generators vent via exhaust pipes to the outside.

Bedrooms: The bedrooms are furnished with beds, dressers and the usual bedroom furniture. The beds are still made but are covered in plastic to protect them from dust and decay. The personal effects of those who died in the house were removed decades ago.

Bathrooms: Each bathroom has a toilet, sink and tub. Pelletier uses the bathroom in bedroom #5 and keeps it stocked with toilet paper and reading material.

Second Floor

Main Room: This section of the main room is open to the first floor.

Meeting Room: This room extends out over the main room creating a lower section of the ceiling. It is held up by the support of the walls. The room contains a large oaken table as well as several leather chairs. The north and south walls have large, ornate mirrors on them which reflect each other. There are three ceiling lights in the room, covered by thick half globes of glass.

Library: The library has shelves of books as well as comfortable reading chairs. After Trask and the others died, Trask's more unusual volumes were removed, leaving behind some empty shelf space. The remaining works are fairly innocuous-fiction, history, and some occult books.



Bedrooms: The bedrooms are furnished with beds, dressers and the usual bedroom furniture. The beds are still made but are covered in plastic to protect them from dust and decay. The personal effects of those who died in the house were removed decades ago.

Basement

The basement contains the machinery designed by Trask to preserve his soul and those of his companions. The machinery also allows Trask and his fellows to interact with the physical world within the confines of the house.

Tunnel: This underground tunnel leads to the factory. The tunnel is made of reinforced concrete and has been patched throughout the years. The lack of growing roots has helped keep the concrete largely intact.

Hall: The hall between the tunnel and the main chamber is occupied by a guardian, assigned to protect the machinery from intruders. The others halls are empty walkways.

Storage: These rooms hold spare parts for Trask's machines. The parts include mechanical components as well as carved pieces of the crystal mass.

Main Chamber: This chamber is dominated by a massive and intricate machine. The bulk of the machine consists of a central core encased in a metal shell. The outer part of the machine consists of rotating rings. Within the core are the intricate workings of the machines: gears, pistons, vacuum tubes, and geometric crystal shapes. Small sparks of blue energy flicker across the outer shell of the machine and it

emits a continuous hum. The machine draws its power from the life being stolen by the expanding crystal mass. When it needs more power, it can draw upon the souls within the soul sarcophagi, consuming them to fuel its master's needs.

At the center of the core is the heart of the machine. The heart consists of an assemblage of geometric shapes carved from the alien crystal that spin and move within a protective metal sheath. The heart of the machine serves as the soul sarcophagus for Trask and Porter. The machine sustains their souls, links them into the house (thus allowing them to take action within its walls), and also connects them into the soul sarcophagi of the others.

The machine has 8 armor points and can sustain 50 hit points of damage before being destroyed. As the machine is being damaged, it will emit terrible grinding noises and blue sparks. When it is finally destroyed, the mechanisms will grind to a halt with the sound of tearing and tortured metal. A burst of blue-white energy will radiate out from the machine and the investigators will hear horrible screams in their minds.

The destruction of the machine will not destroy the soul sarcophagi but will rob them of their sustaining power and deny their inhabitants the ability to act within the house. If the sarcophagi are left intact, the inhabitants will gradually be consumed by their own sarcophagi as the energy is used to maintain the machinery. As the last of each soul is consumed, its sarcophagus will dim and fall silent.

There are four soul sarcophagi in the room. These machines are described below.

Rooms: Each room contains two soul sarcophagi. The machines are linked into the main machine and draw energy from it.

The souls contained within the sarcophagi are also able to interact with the house via their link to the central machine.

Action

The following provides a guide to the action in the adventure.

The Caretaker

If Pelletier learns that the investigators are in town and interested in the house, he will contact a group of ghouls who were friendly with Trask and Porter. They will agree to send four of their number to watch the house and be on hand should Pelletier need their assistance.

If the investigators decide to go to the house with Andrew Pelletier, he will make small talk about sports and politics on the way. When they get there, he will show them around the area and take them on a tour of the house. He will also show them the factory, but will say that he doesn't like to go inside since he doesn't want to be exposed to whatever is in there. If the investigators insist, he will unlock the door and let them poke around. He will say that he only has the key to the main door and not the other locked doors in the basement. He will also recommend that they not go into the basement.

If the investigators just look around and do not cause any trouble, Pelletier will just go about his business tending to the house and the ghouls will remain hidden in the woods, one of them watching with a pair of binoculars.

If the investigators cause trouble, Pelletier will first try to talk them out of it. He will then threaten to get the police involved. If the investigators do not back down, he will call the police and get ready to protect himself. Pelletier will do all he can to deal with the situation without "blowing his

cover." If the investigators clearly intend to harm him, he will call the ghouls (using a mobile phone). If the investigators attack Pelletier in the open or otherwise take overtly hostile action, the ghouls will move in on their own to take action.

If the investigators do not do anything threatening, then Pelletier and the ghouls will simply let them look around as much as they want. Once Pelletier is done with his chores, he will lock up the house and drive back to town. Naturally, he will not let the investigators remain in the house.

If the investigators convince Pelletier that they have no intent to do anything to the house or return, he will contact the ghouls and say that they no longer need to watch the house. However, if the investigators arouse his suspicions, he will ask the ghouls to continue to keep an eye on the house. In this case, the investigators will have to deal with two ghouls when they return.

The Factory

The primary action in the factory will involve getting past the vault door and then past (or through) the guardian. If the investigators use the phone, the guardian will answer saying "what is it, Pelletier?" Since the phone's audio is not that great, an investigator could try to pass himself off as Pelletier (acting might prove useful here).

If the investigators fail in their attempts to trick the guardian or simply give themselves away when they use the phone, the guardian will try to get more information from them without revealing anything about itself or the Trask House.

If the investigators attempt to break into the vault, the guardian will alert Pearce and will be waiting for the investigators to break through. If the investigators simply open the vault door using the combination, the guardian will be alert but will initially



assume that Pelletier is opening the vault. Although Pelletier calls to let the guardian know he is opening the vault, the phone has gone out from time to time.

In any case, the guardian will not open the vault door itself-it has standing orders from Pearce to only open the door when ordered by Pearce himself.

Once the guardian recognizes the investigators as a threat, it will attack them to the best of its ability, focusing on the most dangerous seeming investigator first.

The House

The action in the house will primarily involve the investigators facing the dangers created by the disembodied souls in the soul coffins. The walls of the house contain machinery that enables the disembodied souls in the basement to interact with the investigators and the physical environment in the house. The machinery is well protected and has enough redundancy to prevent most collateral damage (such as from gunfire) from disabling it. Even destroying the components in the walls will not prevent the souls from acting since the machinery in the basement will also allow them to act within the confines of the house.

While the machinery in the walls of the house does not extract souls from living beings, anything that dies in the house is at risk of staying there. When a being with POW dies within its confines, it will feel its soul being dragged down into the house. The being can attempt to resist or go along. A resisting creature must match its POW against a POW of 21. If the house wins, the creature is trapped within a soul sarcophagus as an extracted soul. If the creature wins, it flees the confines of the house and goes on to its ultimate fate.

It is intended that the investigators first peacefully visit the house with Pelletier as part of their investigation. If the investigators take no hostile action, Pelletier will simply give them the tour and the souls will take no action. If the investigators decide to attack Pelletier, he will defend himself and the souls will also take action, based on the rooms the investigators enter (as detailed below).

Ideally, the investigators should return to the house at night, under the cover of darkness. After all, the night is the optimal time for horror. If the investigators return to the house during the day, then the same events will happen. While the souls do not have any true telepathic abilities, they can sense the general intent of those near and in the house. As such, they will be aware when they will need to act against the investigators.

Approaching the House

Ideally the investigators should return to the house at night. When they return, they will notice that things have changed since their previous visit. When they approach the house, it will appear as if it is Halloween night in 1929. Light will be shining from the windows, the sound of big band music can be heard, and fancy cars from the 1920s are parked along the road. If the investigators check the cars, they will find that the vehicles are but phantoms: they can be dimly seen through and have no real substance.

The investigators will see that the front doors are open, as if they are expected. A masked butler (actually an extracted soul manifesting via the machinery of the house) will be standing in the entrance, and will gesture for the investigators to come in. If the investigators elect to do so, the butler will say "Welcome, welcome. You are just in

time for the ball. Come on in.” If the investigators elect to go in, they will enter the masked ball (see below). If the investigators avoid the door, the butler will call to them and invite them in. The extracted souls cannot leave the house, so the butler and the others will not be able to do anything if the investigators remain outside.

If the investigators look “through” the windows, they will see people in masks moving about and doing various innocuous party activities. If the investigators try to enter through a window, they will find that although they seem to be seeing through the windows, they will feel that the metal shutters are still solidly bolted in place. If they force the shutters, they will be able to enter the house that way. The investigators might also decide to force entry via one of the side doors. Should the investigators elect an approach other than going in via the front door, the keeper will have to modify the action based on what the investigators do.

The Masked Ball(Main Room)

When the investigators enter the main room, they will see what appears to be a 1920s masked Halloween ball in full swing. Beautifully dressed, masked people are dancing and standing in small groups. In the back of the room, on a small stage, is a bird masked band playing music from the 1920s. A beautiful woman, Porter, stands in front of the band, singing with a hauntingly beautiful voice. She wears an elaborate mask of peacock feathers. Clearly dominating the event is a man in a stylish tux and top hat, wearing a mask that resembles King Tut’s golden death mask.

There are tables of food and beverage, but these are slightly translucent. If the

investigators try to touch them, they will find that their hands pass right through.

Shortly after the investigators enter, they will be approached by a man wearing a WWII era officer’s uniform and an eagle’s mask. He will say the following:

“I’m Captain James. Like you, I came to this house to investigate its mysteries. But, I will do my very best to ensure that your fate is not the same as mine. You see, I was murdered here and my soul was trapped down below this house. There are terrible machines here, machines that can hold the souls of the dead. I do not have time to explain everything, but you must get into the basement and destroy the machines. You will need to go in through a locked door in the basement of the factory building. The combination to the lock is...”

As James is speaking, the partygoers will turn their attention towards him and the investigators. Just as James is about to reveal the combination, they will surge forward and seem to tear James to pieces. The investigators will be startled to find that the partygoers’ “masks” are actually their faces. The partygoers will proceed to tear James apart with their hands and teeth. As James’ flesh and blood splatters on the investigators, he will toss them a gold lighter engraved with his name and the number “22.” This is the first number of the combination.

The partygoers will then turn on the investigators. Pearce and Porter will remain out of the fray. If the investigators try to move towards Pearce, he will always seem to be just out of reach and there will always be some of the partygoers between him and the investigators. Porter will continue to sing as the band plays. As with Pearce,



she will always seem to be out of reach or blocked by the partygoers.

The partygoers include all the guests who died in the house. The machinery of the house enables the partygoers to manifest physically, which allows them to attack the investigators. In this form, they attack by biting and clawing.

The partygoers are extracted souls and have those statistics (see below). In their partygoer forms each partygoer has a DEX of 10, 6 hit points and attacks with claws (30% 1D3) and teeth (25% 1D4). They are vulnerable to physical attacks. When 10 of them are “destroyed”, the music will stop and the remaining partygoers, Pearce and Porter will vanish. The room will return to normal-silent, dark and empty.

The Brutal Feast(Kitchen)

The investigators will hear the sounds of a struggle coming from the hall between the kitchen and the pantry. If they enter the area near the kitchen, they will see that the doors to that room are open and that there seems to be a startlingly realistic painting stretched across the doorway. The “painting” shows three ghouls in the kitchen standing in front of the table. Lashed to the kitchen table is Captain James. One of the ghouls, wearing a chef’s hat, will look out of the painting towards the investigators with a strange smile on his face. As the investigators approach, they will see the “painting” change and rapidly come to “life” via the machinery of the house. The machinery will create the ghouls using extracted souls. Before the investigators can intervene, the ghouls will rip out James’ guts, splashing the walls and floor with blood. They will then turn to attack the investigators (use the statistics for the ghouls given below). When the investigators defeat the ghouls, their bodies

will vanish. The body of James and his blood will vanish, except for a bloody number (“13”) on the table. This is part of the combination to the lock. This will then fade away, leaving the kitchen empty, quiet and clean. A faint smell of death will, however, linger a bit longer.

Sheeted Skeletons (Bedroom)

The first time the investigators enter a bedroom, they will see that the bed is covered with a sheet. A breeze (that the investigators will not feel) will cause the sheet to billow up and pull back a bit, revealing a skeletal arm. The sheet will then be blown off the bed (once again by a breeze that the investigators cannot feel), revealing two skeletons embracing on the bed. They are dressed in the tattered remains of finery and are clearly from the Halloween party. The skeletons will arise and attack the investigators. The skeletons are created from the machinery of the house using POW taken from the extracted souls in the soul sarcophagi. The statistics for a skeleton is given below. When the investigators destroy a skeleton, it will vanish.

The second time the investigators enter a bedroom, they will see a sheet covered bed. The sheet will ripple as if a breeze is blowing across it (unfelt by the investigators). If the investigators touch the sheet, it will seem to crumble to dust.

If the investigators enter another bedroom, nothing will happen.

Boiled Flesh (Bathroom)

The first time the investigators are near a bathroom, they will hear the sound of water running behind the closed door. If they open the door, they will see what appears to be a beautiful woman (or man, depending on the investigators) taking a

bath. The room will be filled with a thick steam, obscuring vision.

If the investigators enter the room, they will hear the woman scream as the water in the tub begins to boil. If the investigators attempt to pull the woman from the tub, they will take 1D3 points of damage from the scalding water and only succeed in tearing away strips of the woman's flesh. Experiencing this will cost the investigators 0/1D3 Sanity points. The boiling water will turn reddish with blood and suddenly the woman will burst up from the water, her flesh and organs hanging in strips from her bones. Seeing this will cost 1/1D6 Sanity points. She will attack by spewing scalding water at the investigators (40% chance to hit, 1D3 points of damage base range 1 yard). The woman is actually a manifestation created by the machinery of the house and has 10 hit points. Destroying it causes it to dissolve into bloody water, which will then vanish along with the boiling water in the tub. If the investigators leave the room and close the door, they will be safe from its attacks as it will not leave the tub. If the investigators return, it will still be there.

The second time the investigators are near a bathroom, they will once again hear the sound of running water. If they investigate, they will see that blood is pouring from the spout into the sink. This will continue until the sink seems to overflow and then the blood will vanish. This is, of course, an effect created by the machinery.

The third and following times that the investigators are near a bathroom, nothing will happen.

The Mirrors of Madness (Meeting Room)

The investigators will see a light shining from under the door to the meeting room.

If they open the door, they will see the room ablaze with light from the ceiling lights as well as six candelabras on the table. The investigators will find that they cannot damage the candelabras—they are manifestations created by the machinery. They will also see Porter, a badly battered James and a ghoul (use the statistics for the ghouls given below) by the mirror farthest from the door. When the investigators enter, Porter will blow a kiss to them and then drag James into the mirror. The ghoul will remain in the room. Since the mirrors are set to reflect each other, there will seem to be a multitude of rooms within them. As the investigators watch, Porter will head deeper into the mirror rooms, dragging James with her. Neither she nor James cast a reflection while in the mirror rooms. As Porter enters each mirror room, the ghoul reflected in the room will, to the investigators' dismay, start moving on its own, not reflecting what the ghoul in the real room is doing.

To create and enter a room costs Porter 5 magic points and takes one combat round. She will create two rooms and wait, keeping her remaining magic points in reserve.

When the investigators enter the room, the ghoul will attack them. Once they have dealt with the ghoul, they will find they can apparently step into the mirror room. The ghoul there will, of course, attack. If the investigators dispatch this ghoul, Porter will create one more room and step into that.

When the investigators reach the final room (Porter has enough magic points to create three rooms) they will confront her and the last ghoul. Porter will attack using her abilities as an extracted soul, but can be attacked physically. When she and the ghoul are "killed", the lights will go out, plunging the room into sudden darkness. The sound of breaking glass will be heard

and then the room will return to “normal.” The investigators will find themselves standing in the room, bearing whatever wounds they might have acquired during the fight. They will also notice that the mirrors have been cracked. The mirror farthest from the door has a pattern in the cracks that looks very much like the number 16. This is the third number of the combination, courtesy of James.

As with the other events in the house, this encounter is created by the machinery, mostly in the minds of the investigators.

Story Time (The Library)

When the investigators approach the door to the library that is nearest to the bathroom, they will hear a woman’s voice coming from the library. The voice is somewhat muffled by the door, but a successful listen check will reveal that the voice is recounting what the investigators are doing, but in a story form (for example, “they paused outside the door, straining their ears to hear the sounds within the library...”).

When the investigators enter the library, they will hear the voice more clearly and see Porter seated near the center of the room. She holds a book in her hand with the title *A Horror of Words*. Bound to a chair beside her is the battered form of James.

When she sees them, she will say “As they entered the library, it changed in a most horrible way. The horrors contained in the book consumed them, converting them to a putrid slime that dripped down the shelves. Darkness came to the chamber and something terrible arose within this darkness. Something almost shapeless. Something with a terrible hunger. A horror of words.”

As she says this, the machinery of the house will make it appear to come to pass:

the books will decay into a putrid slime that will pool on the floor. The room will grow dark and the sound of something oozing about will be heard.

The battle in the room will be between Porter and the investigators. Porter will tell a story whose events will come to pass and the investigators must fight against her.

In this event, Porter attacks by describing what the monster (the horror of words) does to the investigators. For example, “sensing Blake, the horror lashed out with a rotting tendril. Though Blake tried to dodge away from the terrible whip, it caught him across the arm tearing his pale flesh and leaving a putrefying wound.” Regardless of the description of an attack, it is resolved in the following way: Porter expends one Magic point (she starts the event with full magic points, restored from the magic points of the other extracted souls if need be) and matches her POW against her intended victim. If she succeeds, the victim takes 1D4 points of damage. If she fails, the victim is unharmed.

To counter Porter, the investigators must respond by telling their own version of a story. The simplest way to handle this is to have the investigators act in order of their DEX. To take an action in the story, the investigator must describe a specific and limited event (typically one combat action) and expend one magic point to “power” the action. If the action is directed against the horror of words (such as an attack), then the investigator must match his POW against Porter’s. If he succeeds, the action occurs in the story as described. If the action is an attack, then Porter takes 1D4 points of Magic point damage. If the action is a defense (such as dodging an attack), then it succeeds in protecting the investigator from the attack. If an action fails, Porter will counter by weaving that

into the story. For example, “though Blake fired his shotgun at the horror, the blast went wide. His cowardice had once again thrown off his aim.” The effects of other stated actions will need to be adjudicated by the keeper.

If the investigators are defeated, Porter will end the story in the following way: “Death had come to them, those who had dared to challenge the power of the house that stands alone. As their souls tried to flee, the final horror was upon them. For whoever dies in the house, stays in the house.”

If the investigators defeat the horror of words, Porter will end the encounter by saying the following: “Against all odds, they had triumphed over the horror of words. But, the story was not yet over...” As her words fade into faint echoes, the room will return to normal (aside from any damage done by the investigators). There will, however, be a bloody page torn from a book (the first page of a *Tale of Two Cities*). Written, in blood, on the page is the final number of the combination: 19.

In the Basement

When the investigators finally get into the basement, they will first encounter an iron guardian in the hall at the end of the tunnel. This will be a straightforward combat. If the investigators are in rough shape from previous encounters, the keeper can elect to have the hall be empty instead.

Facing Pearce

When the investigators enter the main chamber, they will see Pearce standing between them and the heart of his machine. He will appear as he did at the party (dressed in a fine 1920s style tuxedo).

If the investigators do not immediately attack, he will say the following to them:

“You have impressed me and, as you might imagine, I am not a man who is easily impressed. You, no doubt, wish to attack me and destroy my wondrous machine. However, you should consider what I have to offer.

By making it to the very heart of my house, you have shown that my defenses are not up to the task. Being a man of intelligence and science, I do not ignore an established truth. Being a man who desires to remain in existence, I wish to take steps to rectify this problem. In short, I have a business proposition for you.

If you are willing to assist in making my house safer, I will put a significant amount of money at your disposal. Naturally, each of you would receive a generous compensation so that you will be able to live well without the drudgery of mundane employment.

In addition to the financial rewards, I also offer you a gift beyond all price: immortality. When you have decided that you have had enough of the risky life in a mortal shell, you will be able to come here and join us in a soul sarcophagus. You will experience the wonders of this existence and never perish.”

If the investigators agree, Pearce will keep his end of the deal and the investigators will no longer be investigators.

If the investigators refuse his offer, he will act to defend his machine. Ironically, the “safety features” of the basement make it so that Pearce must face the investigators alone and without being able to draw magic points from the soul sarcophagi. Pearce did not want any of the extracted souls to have access to the machinery itself (he was worried a soul or two might come to dislike being trapped in the house).



In combat Pearce will begin by fighting with his attack spells. Should these prove to be ineffective or if he runs out of magic points, then he will attack as an extracted soul.

If the investigators defeat Pearce, then they will be able to destroy the machinery in the basement. Doing so will release the extracted souls to go on to their ultimate fates. When the sarcophagus containing James is destroyed, he will appear to the investigators as a young officer and thank them for what they have done. His image will then fade away. As the last of the machines is destroyed, the house will seem peaceful, quiet and empty at last.

NPCs

The following details the human NPCs in the adventure.

Andrew Pelletier, age 50, caretaker

STR: 13 CON: 12 SIZ: 14
 INT: 13 POW: 13 DEX: 12
 APP: 12 EDU: 18 SAN: 00
 HP:13 DB: +1D4

Important Skills: Conceal 25%, Drive Auto 45%, Electrical Repair 45%, Fast Talk 45%, Hide 35%, Listen 45%, Mechanical Repair 50%, Persuade 30%, Psychology 20%, Sneak 30%, Track 25%

Description: Andrew is a middle aged man of average build and appearance. He has thinning red hair, a beard and brown eyes. He wears glasses and generally wears jeans and a plaid shirt. Andrew leads a double life. In his “normal” life, he is a shop teacher at the high school, an active churchgoer, caretaker of the Trask House and a devoted father. He comes across as very friendly, likeable and outgoing. In his true life, he is the protector of the Trask House and the keeper of some of its secrets. In this

capacity he is utterly ruthless and devoted to Pearce. His devotion is fueled by both family loyalty (his father served as the first caretaker) and his hope for immortality within the house (Pearce has promised that he will join his father in a soul sarcophagus and exist forever).

Andrew prefers to take a subtle approach to protecting the Trask house. He simply sees to it that the house does not attract undue attention. If people come to ask him about the house, he will cheerfully tell them the history of the house and even agree to give them a tour. However, if he believes that there is a threat to the house, he will take direct and violent action.

Weapons: Fist 60% Damage 1D3+DB, 9mm pistol 35% Damage 1D10 Range 15 Yards Attacks 2 shots 15 Mal 00, knife 45% 1D4+1D4

Spells: Contact Ghoul, Contact Nyarlathotep, Contact Mi-Go

Linda Pelletier, age 43, CPA

STR: 10 CON: 13 SIZ: 11
 INT: 13 POW: 13 DEX: 13
 APP: 13 EDU: 17 SAN: 00
 HP:13 DB: +0

Important Skills: Accounting 55%, Bargain 35%, Credit Rating 30%, Fast Talk 15%, Law 20%

Description: Linda is a middle aged woman who has blond hair and blue eyes. Although she is attractive, she has a vaguely fish like cast to her eyes and features due to some Deep One in her ancestry. Like her husband, she has a double life. In her “normal” life, she is a CPA, a PTA mom, a dedicated churchgoer and a pillar of the community. In her true life, she assists Andrew in protecting the Trask House and worships Cthulhu. Like Andrew, she has been promised immortality when her service to Trask is complete.

Like Andrew, Linda prefers a subtle approach to her job of protecting the secrets of the house. While she is devoted to her task, she rather enjoys the comfortable life she leads and takes some pleasure in her perceived superiority over her neighbors.

Weapons: Fist 50% Damage 1D3+DB, 9mm pistol 25% Damage 1D10 Range 15 Yards Attacks 2 shots 15 Mal 00

Matthew Pelletier, age 17, football player

STR: 15 CON: 14 SIZ: 15
 INT: 12 POW: 12 DEX: 13
 APP: 12 EDU: 11 SAN: 00
 HP: 15 DB: +1D6

Important Skills: Dodge 35%, Hide 25%, Jump 35%, Sneak 25%

Description: Matthew has blonde hair, a scruffy almost beard and brown eyes. He is a large, athletic fellow. Like his father, he has both a “normal” life and a true life. In his “normal” life he is an average high school student, a good kid, and reasonably good football player, with hopes of a scholarship to the University of Maine (Orono campus). In his true life, he assists his father in protecting the Trask House by providing muscle when needed. He was brought up being exposed to various horrors, such as witnessing the feeding of ghouls, and considers such things perfectly normal.

Weapons: Fist 70% Damage 1D3+1D6, Grapple: 50%, 9mm pistol 35% Damage 1D10 Range 15 Yards Attacks 2 shots 15 Mal 00, knife 50% 1D4+1D6

Spells: Contact Ghoul

Tyler Pelletier, age 13, student

STR: 11 CON: 11 SIZ: 10
 INT: 12 POW: 11 DEX: 12
 APP: 12 EDU: 8 SAN: 00
 HP:10 DB: +0

Important Skills: Fast Talk 25%

Description: Tyler has red hair like his father and his mother’s eyes. Like the rest of his family, he has a double life. In his “normal” life he is a middle school student, a regular churchgoer and a normal kid. In his true life, he is being raised to assist his parents.

Weapons: Fist 50% Damage 1D3+DB

Sasha Lally, age 17, student environmentalist

STR: 7 CON: 11 SIZ: 9
 INT: 13 POW: 12 DEX: 12
 APP: 14 EDU: 12 SAN: 70
 HP:10 DB: -1D4

Important Skills: Fast Talk 15%, Law 15%, Persuade 20%

Description: Sasha has dyed her hair dark blue and dresses in a semi-Goth style. She wears colored glasses (non-prescription) and carries around an iPad at all times, along with various environmental books. She is sincerely devoted to protecting the environment and regards Al Gore as hero. She has no experience dealing with violence or danger and will avoid such things.

Weapons: Fist 50% 1D3-1D4

Mythos Beings

The following provides the stats for the mythos beings encountered during this adventure.

Dr. Jonathan Pearce, Extracted Soul

INT: 17
 POW: 21
 DEX: 17

Spells: Contact Nyarlathotep, Tap Soul Battery, Dread Curse of Azathoth, Fist of Yog Sothoth, Sekhenkenhep’s Words, Shriveling, Voice of Ra

Description: Long ago, Pearce was a scientist interested in expanding the boundaries of human knowledge. However,

his pursuit led him into terrible places and, ultimately, into the soul sarcophagus in which he now resides. Pearce has all the abilities of an extracted soul. In addition to these abilities, Pearce can also cast spells even without his body. When he manifests, he appears as a distinguished gentleman in a formal tux, carrying a cane and wearing a top hat. His has a white beard and moustache. It also wears glasses, but there are no eyes behind the lenses-just empty pits of darkness.

In combat, Pearce will fight with his spells until he exhausts his Magic points. He will then use Tap Soul Battery to draw energy from the souls held in a nearby soul sarcophagus. If unable to attack with spells, he will attempt to attack using his abilities as an extracted soul.



DEX: 18

Spells: contact ghoul, soul singing

Description: In life, Porter was a talented artist. Losing her body has not diminished her artistic ability. While she exists as an extracted soul within a soul sarcophagus, she can also manifest via the machinery of the house and use her talents to deadly effect. When she manifests, she appears as a beautiful young woman wearing an elegant red evening gown and black elbow length gloves. She also wears a fancy hat from the time period. Like Pearce, she manifests without eyes-only tiny voids.

In addition to entertaining the extracted souls by creating a virtual world, she also serves as the guardian of the house. In combat Porter attacks using her special abilities that she draws from the machinery of the house. These abilities are described above, in the Action section. In addition to these abilities, she can also cast her spells (even without her body) and attack as an extracted soul.

Miss Vanessa Porter, Artistic Disembodied Soul

INT: 16

POW: 17

Extracted Soul

Char.	rolls	#1	#2	#3	#4	#5	#6	#7
INT	2D6+6	13	13	14	16	12	13	14
POW	3D6	15	14	15	13	13	13	13
DEX	4D6	16	15	16	15	18	17	15

Move: 12

Av. Damage Bonus: n/a

Weapons: See above.

Armor: None

Spells: Usually none.

Sanity Loss: Special-see below.

Description: These extracted souls have had their energy (POW) torn from its body and stored in soul sarcophagi.

Although they seem to be ghosts or wraiths when outside of their sarcophagi, Extracted Souls have a partially physical

existence as a type of energy. They have INT, POW and DEX scores and move by "flying." They can pass through virtually any solid surface, but are blocked by an inch or more of dense materials, such as metals. They can also be contained as energy within

certain storage mediums, specifically soul batteries and soul sarcophagi.

Extracted Souls attack by attempting to rip away at the life energy of other creatures. While being attacked, the victim will be connected to the Extracted Soul and its madness will spill into the victim's mind in the form of images, sounds, and so on. To attack, the Extracted Soul must be in contact with the intended target. When a Extracted Soul attacks, match its POW against the target's POW. If the Extracted Soul wins, the victim loses 1D3 magic points and must make a sanity check to avoid losing 1 sanity point. If the Extracted Soul fails, it loses 1D3 points of POW. If a Extracted Soul is reduced to 0 POW, its cohesion is lost and it vanishes in a faint burst of light. The being's spirit then moves on to its appropriate final destination. Most Extracted Souls will attack until the target loses all magic points or they themselves are destroyed.

Because of their nature, Extracted Souls are unaffected by most material weapons-bullets, knives and such just pass through them harmlessly. They can be contained

within greater soul batteries and soul sarcophagi. They can also be dispersed by a suitably strong electric field or by an electromagnetic pulse-the Keeper will need to decide the details of such cases.

Extracted souls can, when not contained, manipulate physical objects by expending magic points. Each magic point expended grants the soul the equivalent of 1 STR point for one round. This tends to limit the extent to which they can interact with the physical world.

The machinery of the house also enables the extracted souls to act somewhat as if they had physical bodies. These abilities are specific to areas of the house and are detailed in the Action section, above. The following is a list of the souls that are within the house (excluding Richard James). The extracted souls listed above are intended to be representative. Keepers can, if they wish, generate statistics for each extracted soul. Separate statistics have been provided for Pearce ("Trask") and Porter-they have special abilities that "normal" extracted souls lack.

Bridgett Abbey
Kent Abbot
Jeannie Abbot
Raymond Acuna
William Abaugh
Brian Bachman
Ann Bachman
Arthur Bailey
Carlton Cavanaugh
Richard Churchwell
Cynthia Darnell
Virgil Davis
Agnes Davis
Pauline Esther
Ann Fagan
Brian Farrel
Christopher Geary

Alice Geary
Linda Heidel
Mark Hines
Albert Jackson
Nancy Jennings
Elizabeth Johnson
Sally Kimbell
Howard Pelletier
Marge Pelletier
Richard Pelletier
Sally Pelletier
Peter Kirchberg
Marion Lammert
Melanie Lammert
Belinda LaPlante
John Marrotte
Wayne Masonbrink



Kelly Nathe
 Robert Neill
 Amy Osborn
 Darrel Packard
 Sharon Rainer
 Virginia Shanklin
 Katrina Teuton
 William Walker
 Marjorie Workman

Ghouls

Char	Rolls	#1	#2	#3	#4	#5	#6
STR	3D6+6	16	17	22	16	15	15
CON	2D6+6	14	13	17	15	13	14
SIZ	2D6+6	14	15	17	15	14	15
INT	2D6+6	12	12	15	12	11	13
POW	2D6+6	13	14	15	13	12	14
DEX	2D6+6	14	13	12	12	11	17
HP		14	14	17	15	14	15
DB		+1D4	+1D4	+1D6	+1D4	+1D4	+1D4

Move: 9

Weapons: Claws 30% damage 1D6+db, Bite 30% 1D6 + Automatic Worry

Armor: Firearms and projectiles do half rolled damage; round up any fraction.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Spells: These ghouls do not know any spells.

Sanity Loss: 0/1D6 Sanity Points to see a ghoul.

Description: These ghouls assist Pelletier in guarding the house. They enjoy the opportunity to have some "rustic eating" when visiting the Maine woods. Like most ghouls, they are rather intelligent and fight accordingly.

Iron Guardians

Char.	rolls	average	#1	#2
#STR	1D6+12	15	18	18
CON	1D6+12	15	18	18
SIZ	1D6+12	15	18	18
INT	2D6+6	13	13	13
POW	3D6	10-11	15	16
DEX	3D6-2	8-9	9	10
HP		15	18	18
DB		+1D6	+1D6	+1D6

Move: 7

Weapons: Fist 60% 1D6+db, Grapple 25%, Kick 25%, 1D8+db

Armor: 10 point armored shell.

Spells: None

Skills: Listen 45%, Spot Hidden 40%

Description: An iron guardian is a mechanical shell driven by a once living mind. The body of the guardian is constructed out of mechanical and electronic components and has a roughly human shape. These guardians are a more refined version of the iron guardian the investigators will encounter in "The Hellish Engine."

While the Guardian's mechanical parts help move the body, the main motive force is the mind driving the machine. The mind is contained within a Greater Soul Battery that is connected to the mechanical system of the body. The body is remarkably powerful and, being made of metal, is rather difficult to destroy.

a difficult time attacking them. The eyes are as well protected as possible, making them difficult to hit. There is a 1 in 20 chance of the head being hit by a successful attack. If the head is hit, there is a 1 in 20 chance of an eye being hit. The armored glass protecting the eye provides 6 points of armor and the eye has 1 HP. The Keeper will need to judge the effects of other attempts to

deal with the eyes (such as explosives, throwing buckets of paint, etc.). The Keeper will need to be careful when handling this situation to avoid having the players pick up the habit of attacking everyone's eyes.

The main weakness of the guardian is that it must be powered by Soul Batteries. Each hour the Guardian is active, its mechanism consumes one magic point. If it is not active, it consumes magic points at the rate of 1 every six hours. The body has two sockets for two extra Soul Batteries in its chest (each holding 30 magic points), concealed behind the chest plate. If the batteries run dry, the mechanism starts feeding upon the guardian's mind, consuming its POW instead of Magic Points. The guardian can also be powered when it is linked into the machinery of the house. When so linked, the Guardian goes into a hibernation state, enabling it to survive for years.

One side effect of the Soul Batteries is that the energy from them tends to spill over into the guardian's mind. With the energy comes the residue of the pain and horror the victim experienced in death. In combat there is a cumulative 1% chance per round that the pain, horror and memories spilling into the mind will cause the guardian to act erratically. The guardian will act in this manner for 1 round. At the start of the next round reroll the chance of acting erratically and roll how it acts if it does so. Roll 1D10



1-2 The Guardian grasps at its head and throws it back as if it is screaming in pain.

3-4 The Guardian attacks a target chosen at random.

5-6 The Guardian attacks inanimate objects or the walls if there are no objects at hand.

7-8 The Guardian moves randomly about the room as if looking for something or someone.

9-0 The Guardian starts tearing at itself, doing 1D4 points of damage (ignores armor).

The Guardian engages in combat by attempting to beat opponents to death with its hands. It can also kick, but generally does not. If an opponent gets too close, the Guardian will attempt to grapple and destroy the target. The mind driving the body is intelligent enough to use weapons, but the mechanical hands make it difficult for the Guardian to use a firearm effectively (seventy five percent of the normal chance of hitting a target).

Skeleton

Char	Rolls	#1
STR	3D6	10
CON	n/a	-
SIZ	2D6+6	13
INT	n/a	-
POW	1	1
DEX	3D6	14
HP	-	-
DB		+0

Weapons: Claws 42% 1D4

Armor: None, but skeletons are immune to critical hits and impales.

Spells: None

Sanity Loss: 0/1D6 to see a skeleton.
Description: This is the skeleton created by the machinery of the house using POW from the souls within the soul sarcophagi. A skeleton is immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton.

Item

Soul Sarcophagus

A soul sarcophagus is similar to the greater soul battery (see above, "Hellish Engine"). Like a greater soul battery, a soul sarcophagus can contain complete souls and not just magic points. When a being is drawn into a soul sarcophagus it retains only its INT and POW (creating, in effect, a ghost like being). The spirit remains aware and is able to interact with other spirits within the sarcophagus. Being disembodied costs the victim 1D6/2D6 Sanity points. Remaining in the device is similar to being in a Mi-Go Brain Cylinder: each month the victim must match INT vs. POW. If INT wins, the victim loses 1D3 Sanity Points. Additional losses might be sustained by interacting with other captured spirits (interacting with the spirit of a creature that causes a Sanity loss costs half the SAN that interacting with an embodied creature costs).

explode, the spirit that caused it to overload escapes as an extracted soul, leaving the sarcophagus intact. A sarcophagus can also explode if it is tampered with or damaged. If a charged sarcophagus sustains more than six points of damage or is taken apart, it will explode. The explosion of a soul sarcophagus frees any extracted souls

within it. If the sarcophagus was also storing magic points, the explosion will damages the magic points of all those within twenty feet of the sarcophagus. The damage inflicted is equal to half the magic points stored in the sarcophagus.

A person who knows the spell command extracted soul (see above, "Hellish Engine") can release an extracted soul from a sarcophagus and command it. The soul is tied to the sarcophagus and cannot move more than 25 feet from its sarcophagus. Releasing a soul costs the user 1 magic point and this allows the soul to remain outside for 5 minutes. A person who knows the spell tap soul battery can also tap a soul sarcophagus like a soul battery (see above, "Hellish Engine").

Conclusion

The adventure ends when the investigators defeat Pearce, flee or are themselves defeated. If the investigators are defeated by Pearce, then it is most likely time to roll up new investigators. Any investigators that died within the house might have been trapped within it. If this occurs, the new investigators could go to the house to determine what happened to their missing friends. In this case, the former investigators could aid the new investigators by revealing things to them (as Richard James does).

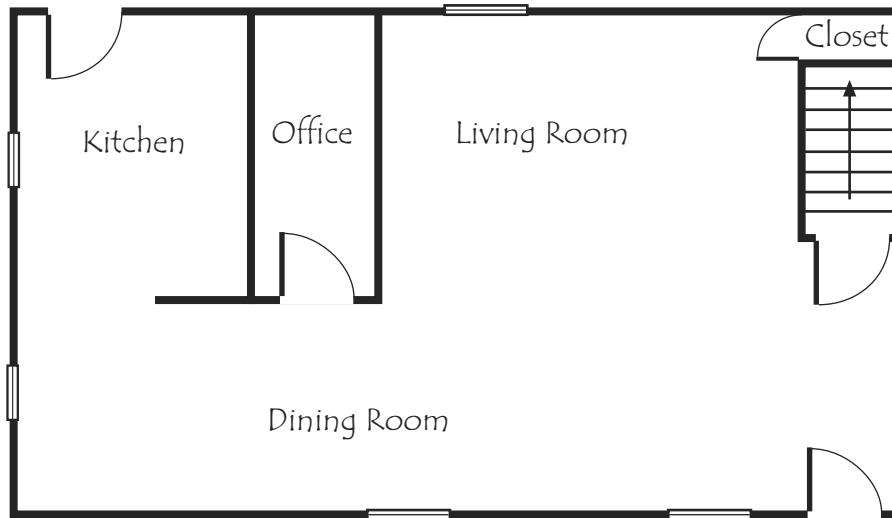
If the investigators flee the house without defeating Pearce, then they can return again for another attempt. Pearce and his fellows in the house cannot do much on their own, but if Pelletier is still alive, then he can assist Pearce in shoring up the defenses of the house.

If the investigators defeat Pearce, they should receive a 1D10 Sanity point award. If they destroy the soul sarcophagi, they should receive an additional bonus of 1D4. The defeat of Pearce marks the end of the campaign. The campaign can be extended if the investigators wish to pursue other loose ends-such as the other companions of Pearce who made a deal with Nyarlathotep.

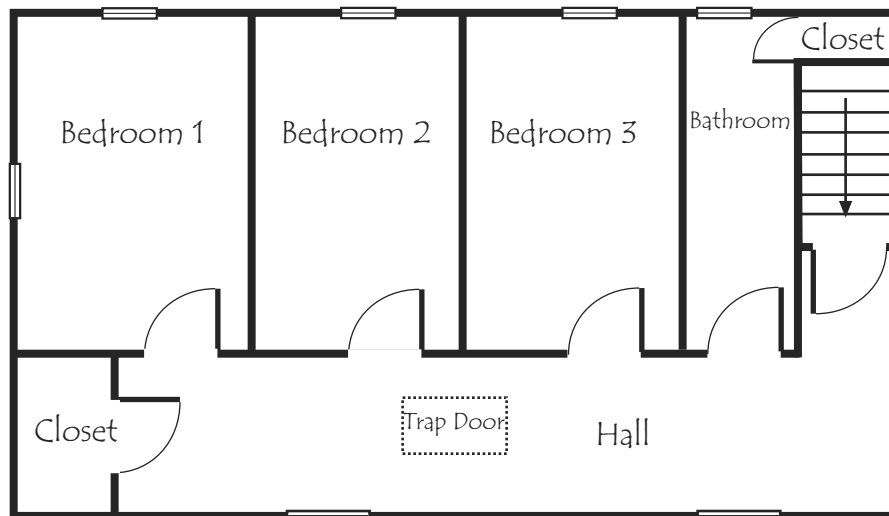


Darkness in the Lighthouse House Maps

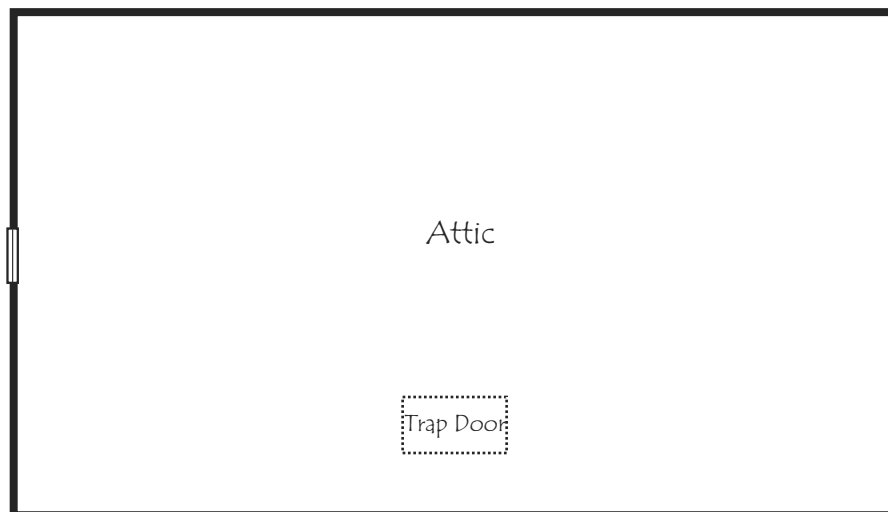
First Floor



Second Floor

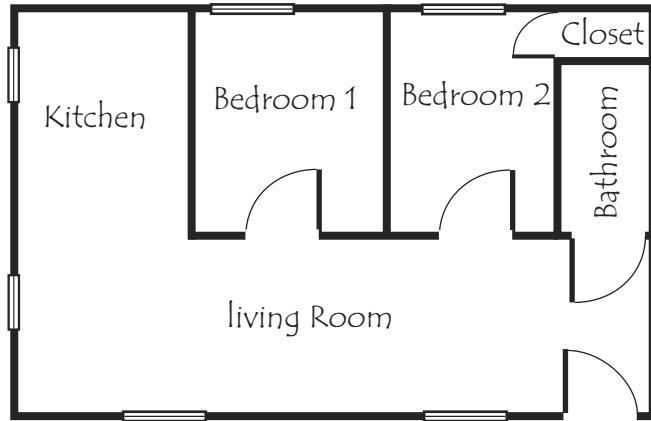


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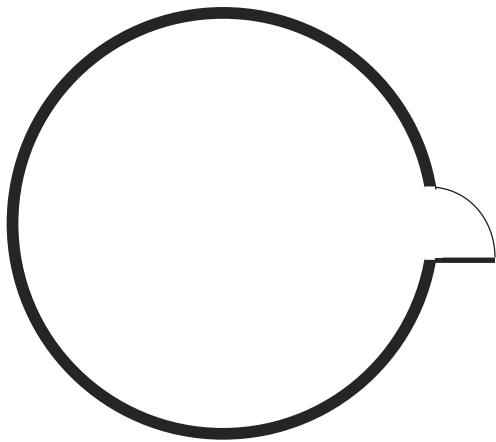
Darkness in the Lighthouse

Cabin

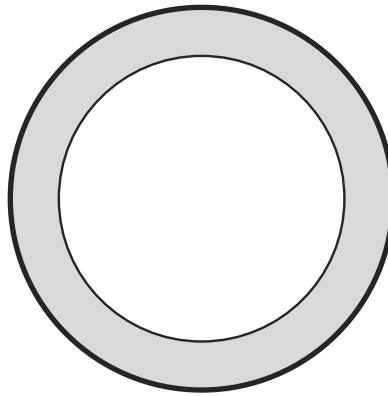


Lighthouse

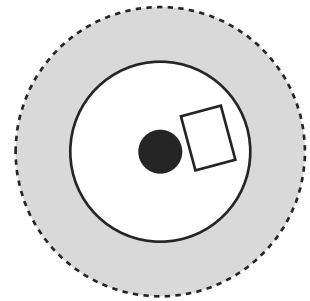
First Floor



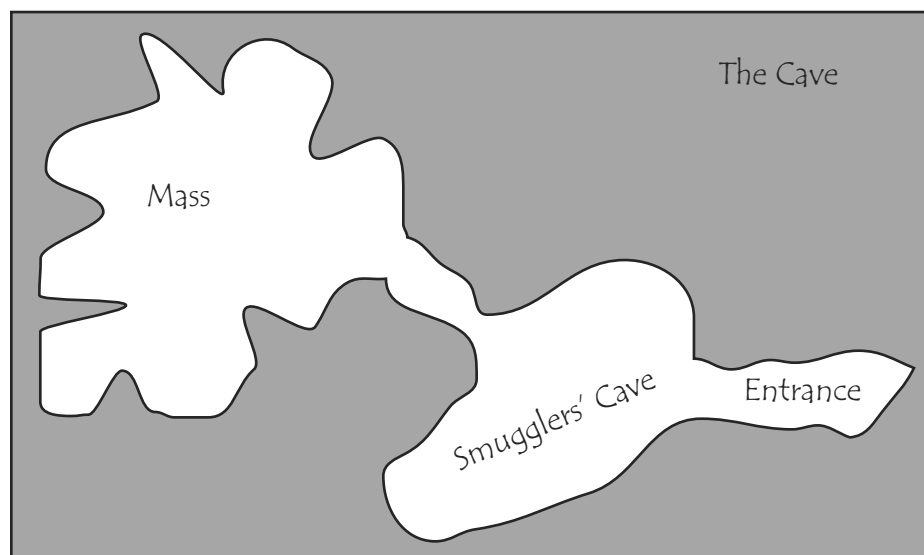
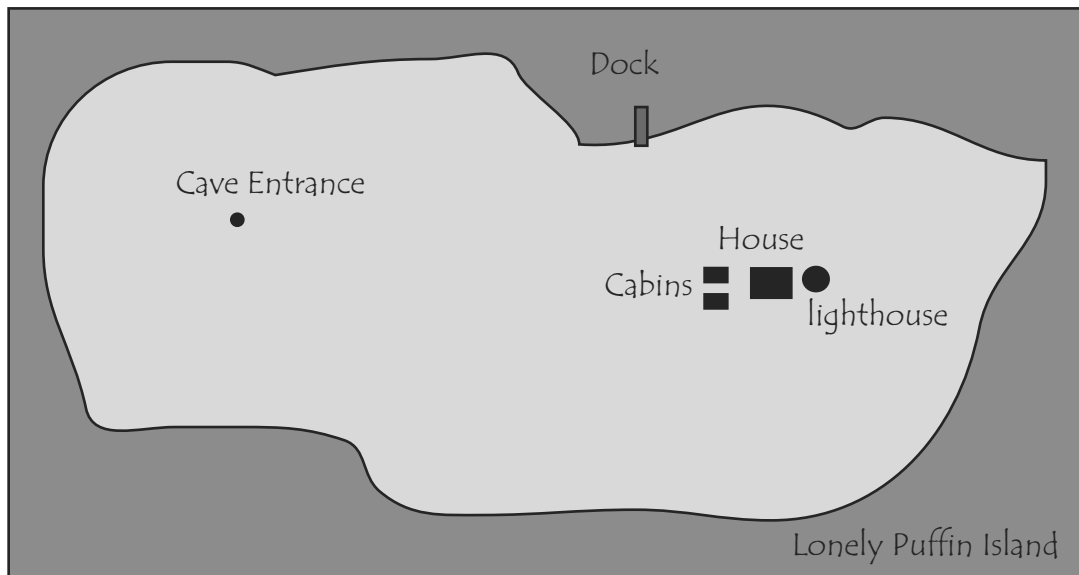
Landing



Lantern Room

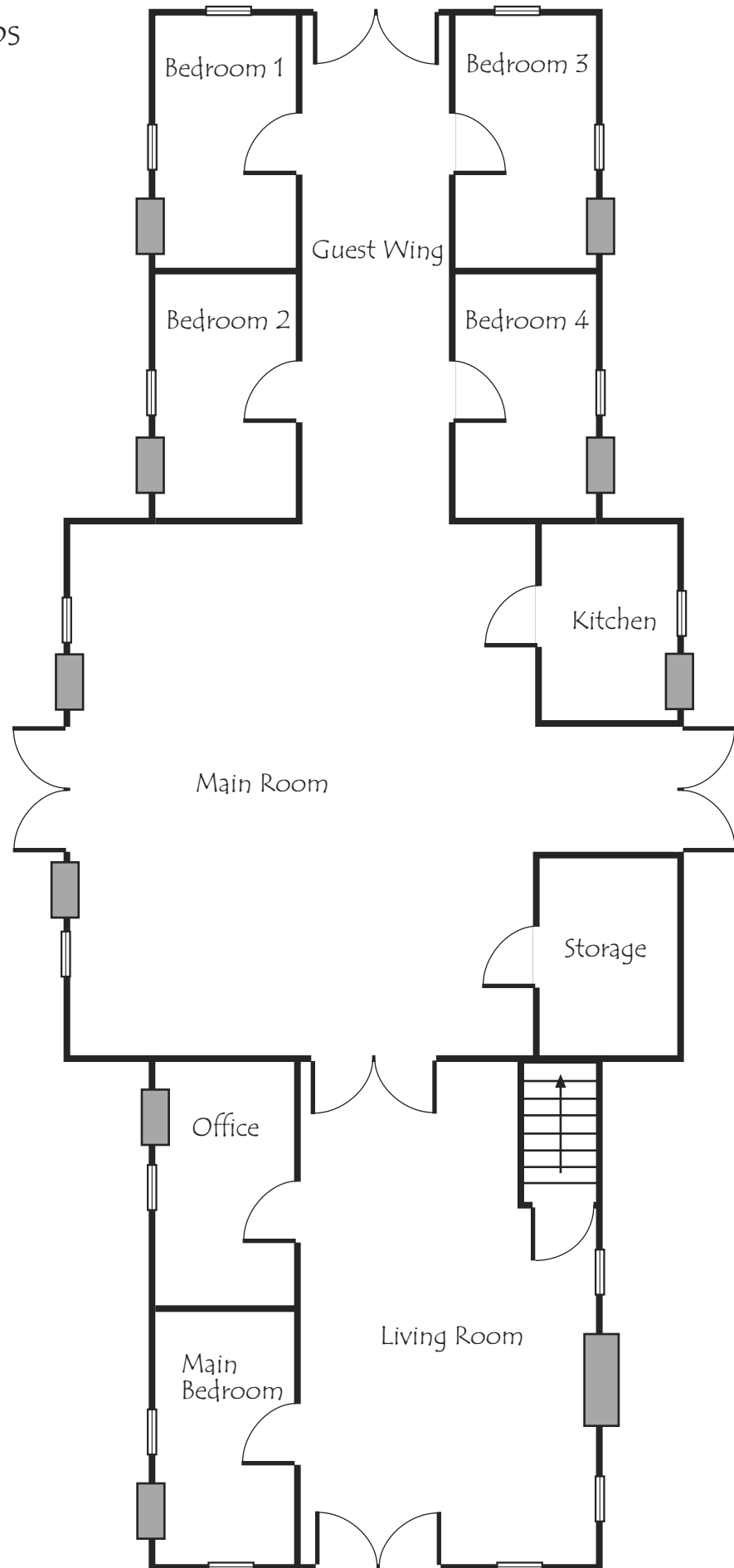


Darkness in the Lighthouse Maps



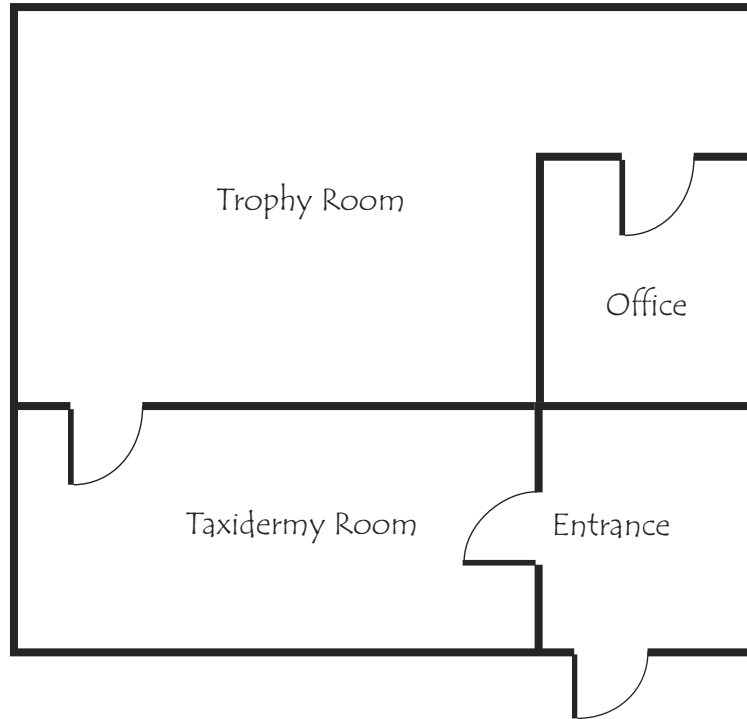
Wilson's Lodge Maps The Lodge

First Floor

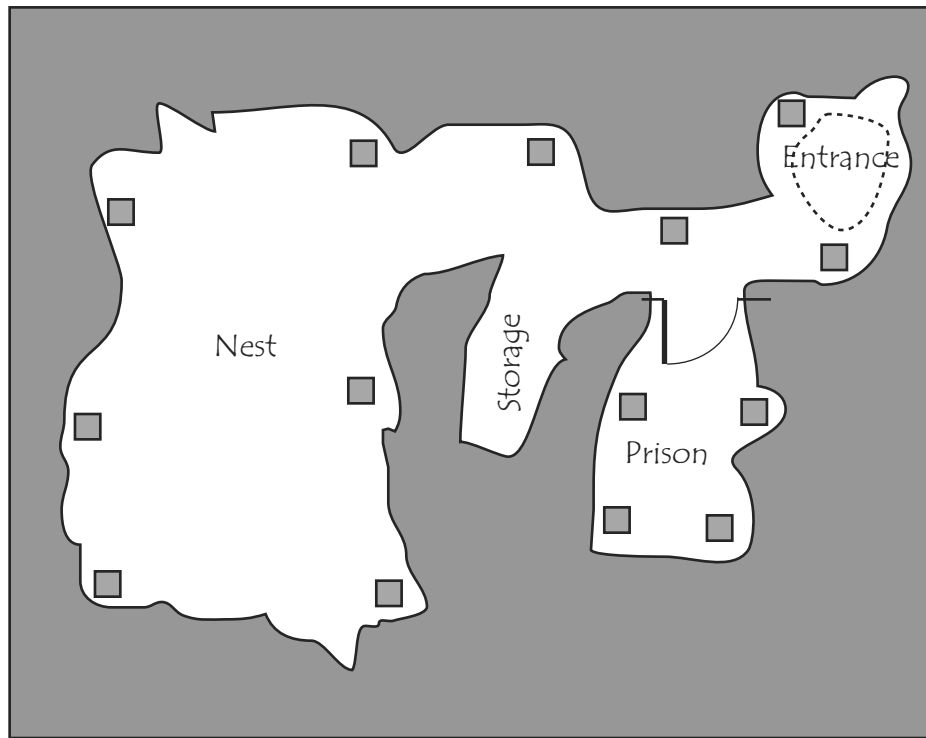


Wilson's Lodge Lodge & Lair

Second Floor

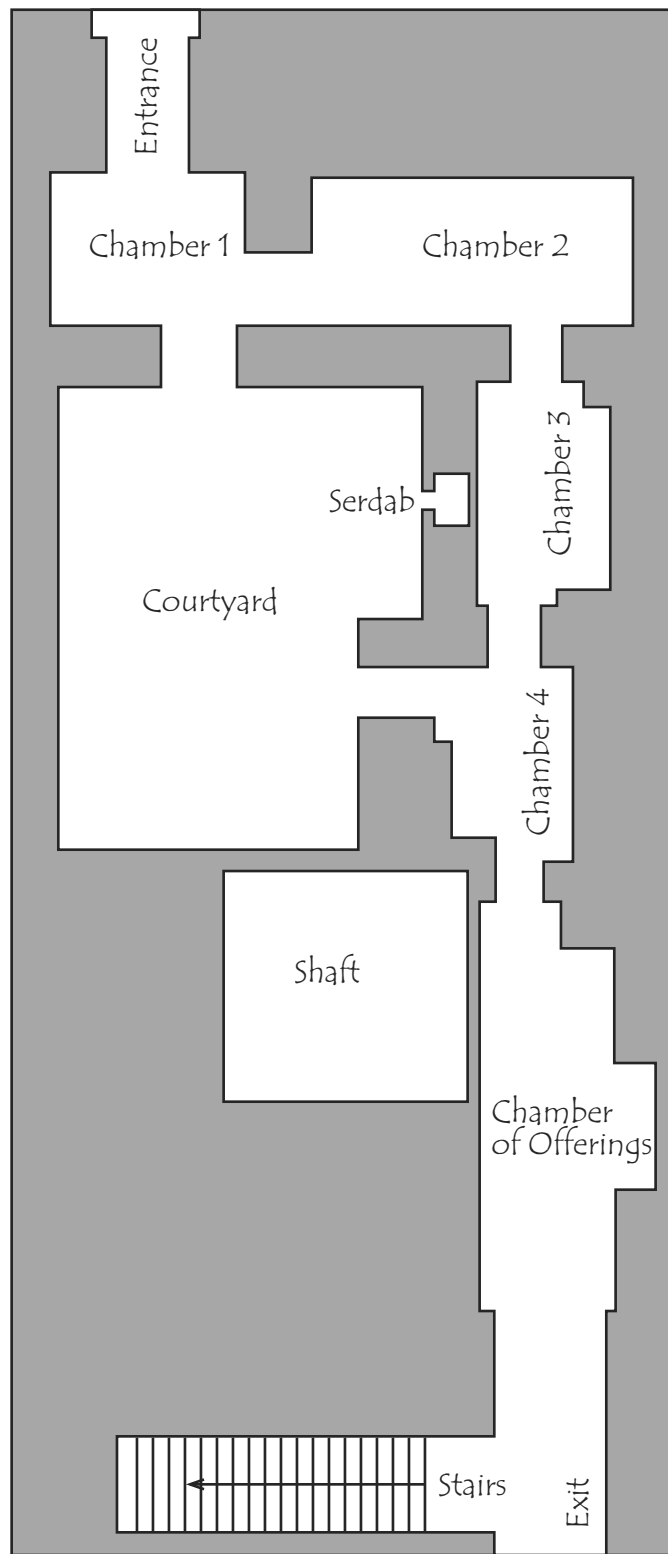


The Hunting Horror's Lair

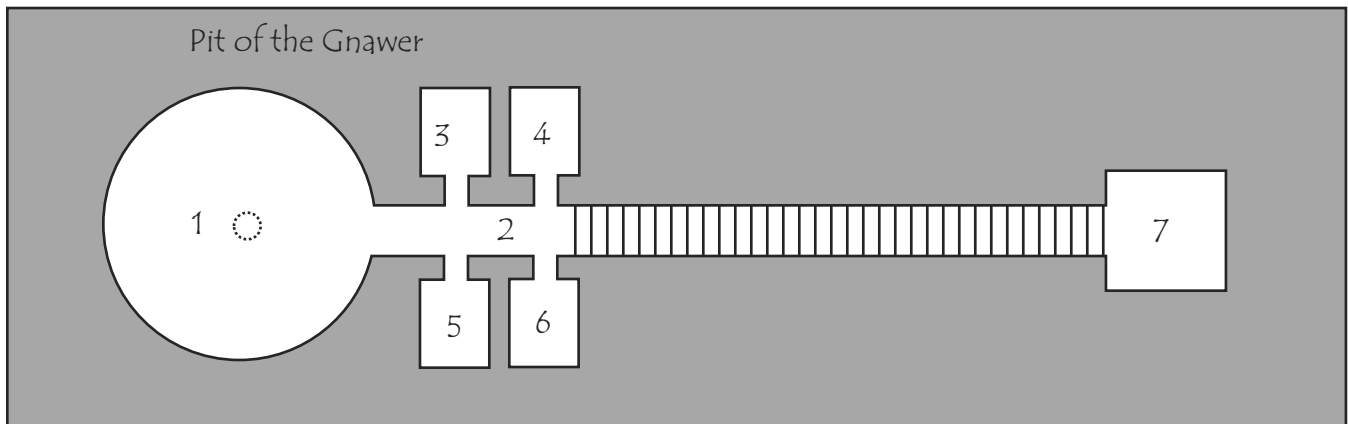
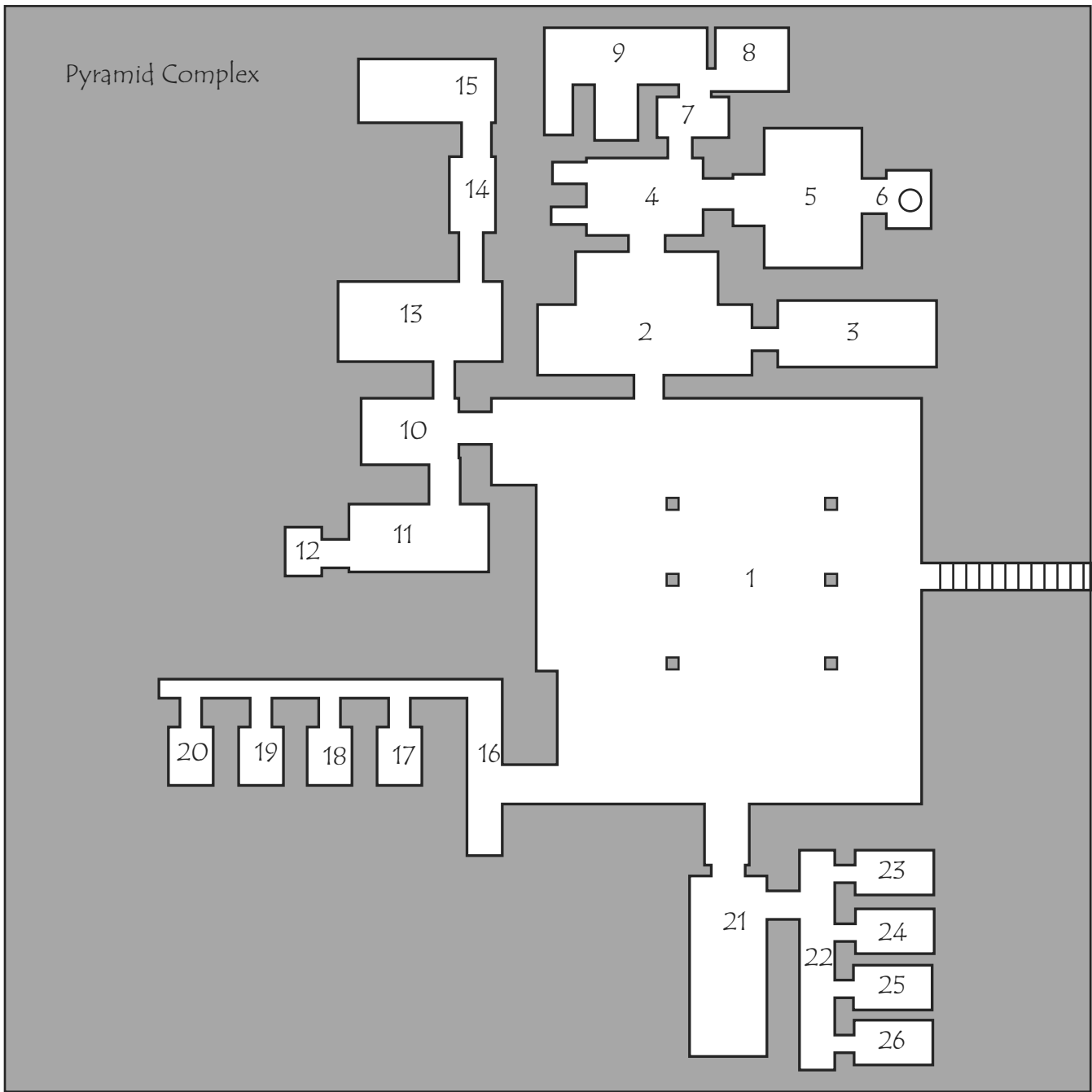


Forgotten Pyramid Maps

Mastaba Map



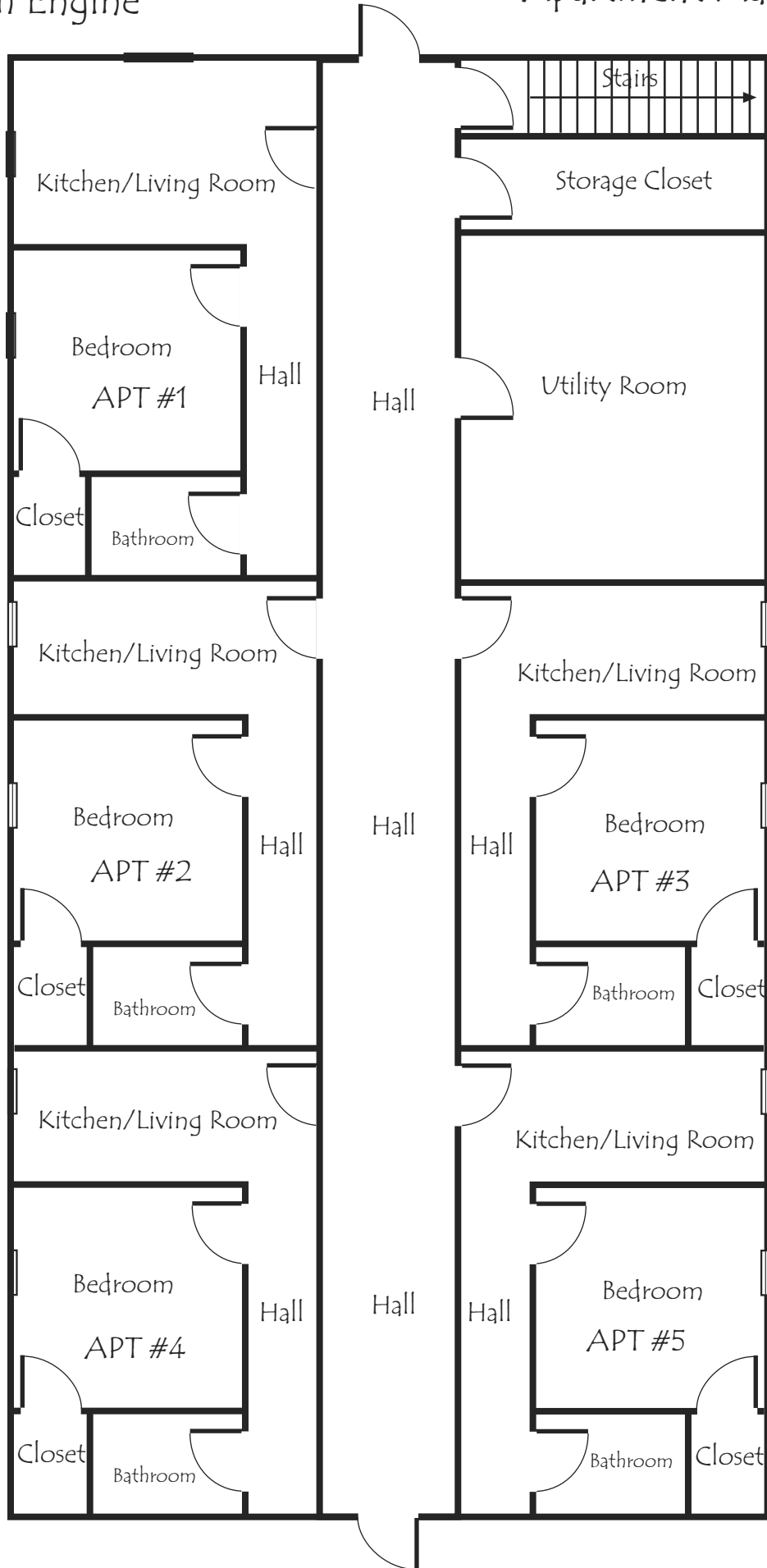
Forgotten Pyramid Maps



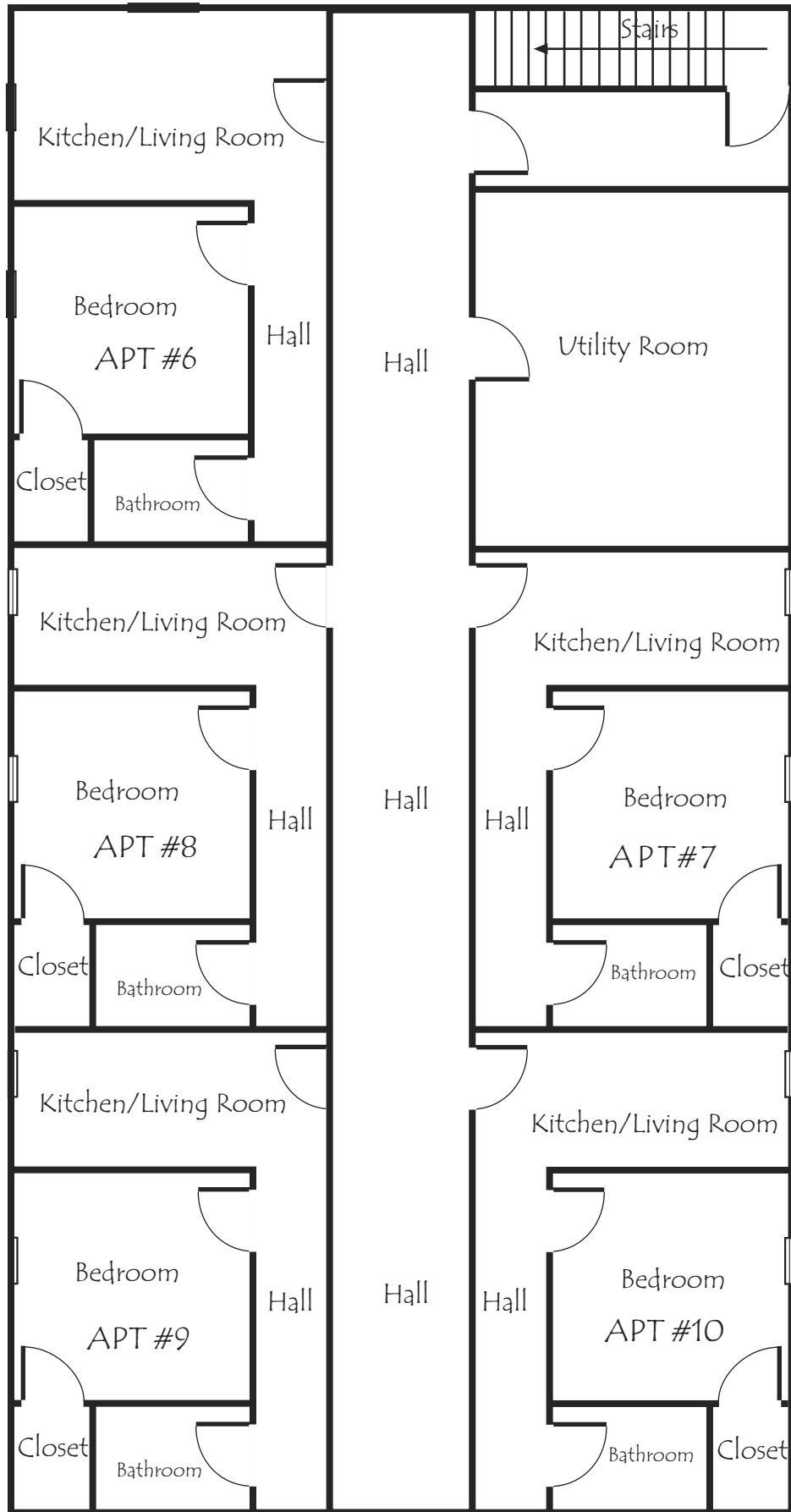
Hellish Engine

Apartment Maps

First Floor

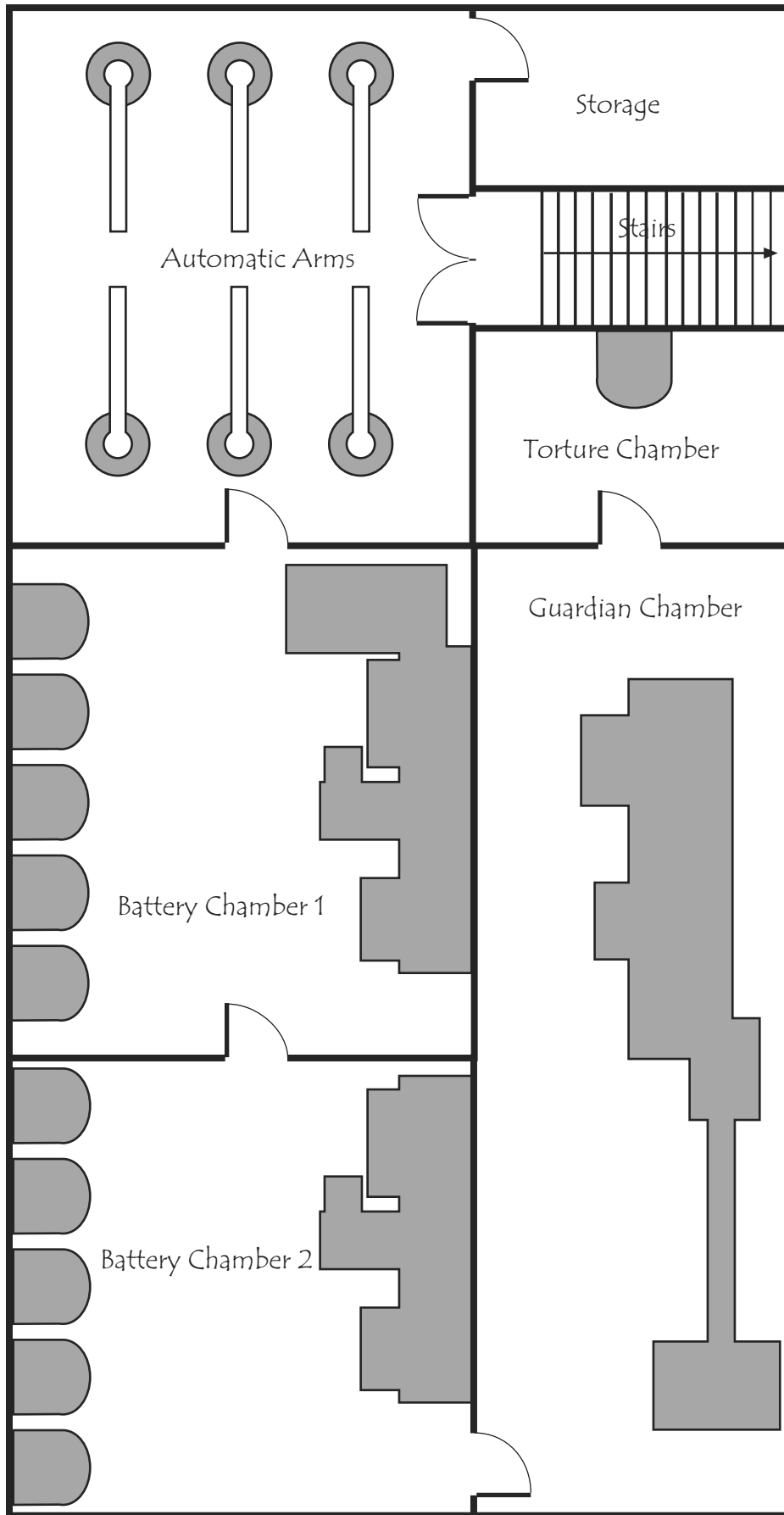


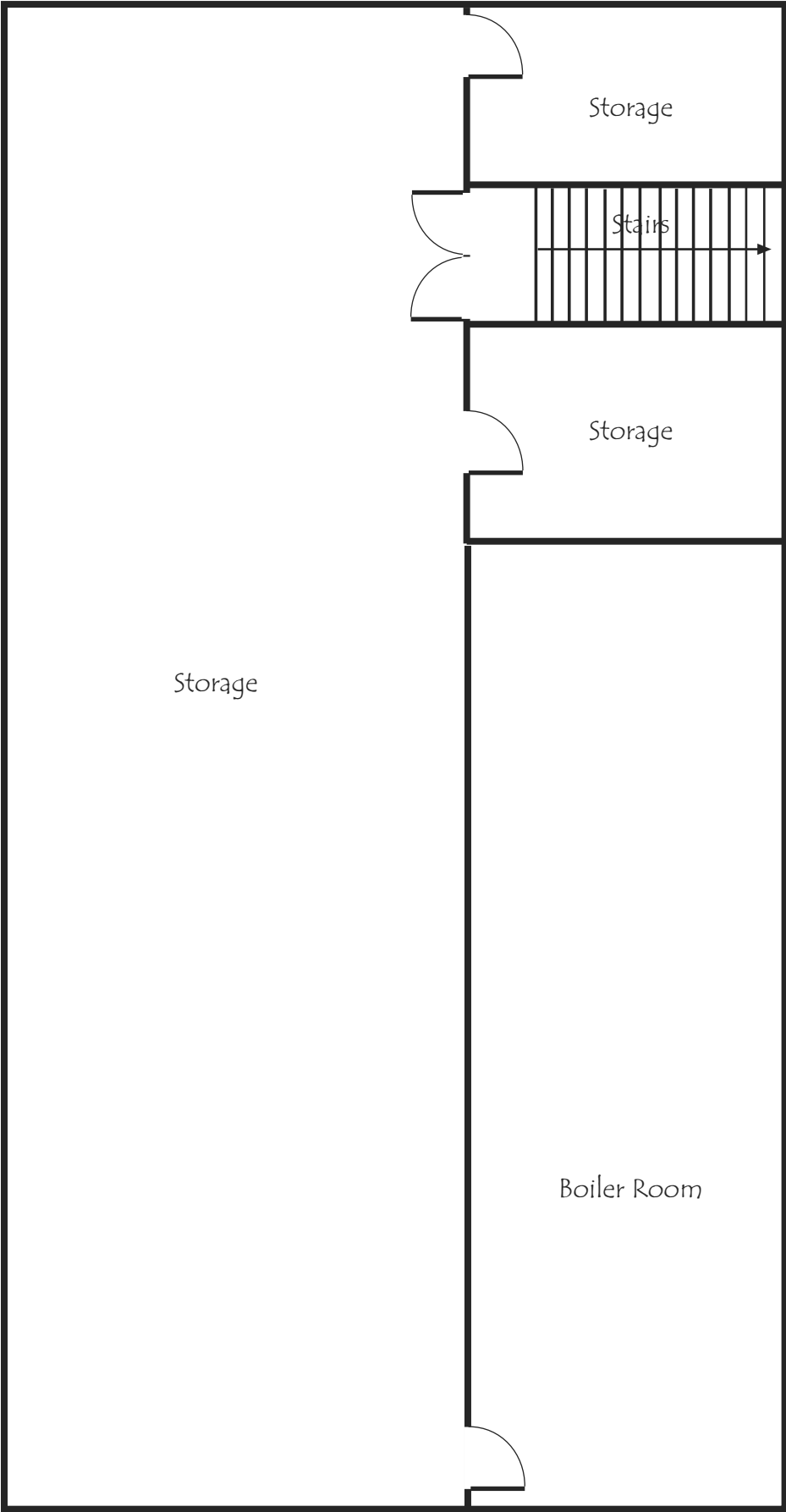
Second Floor



Hellish Engine

Basement Map

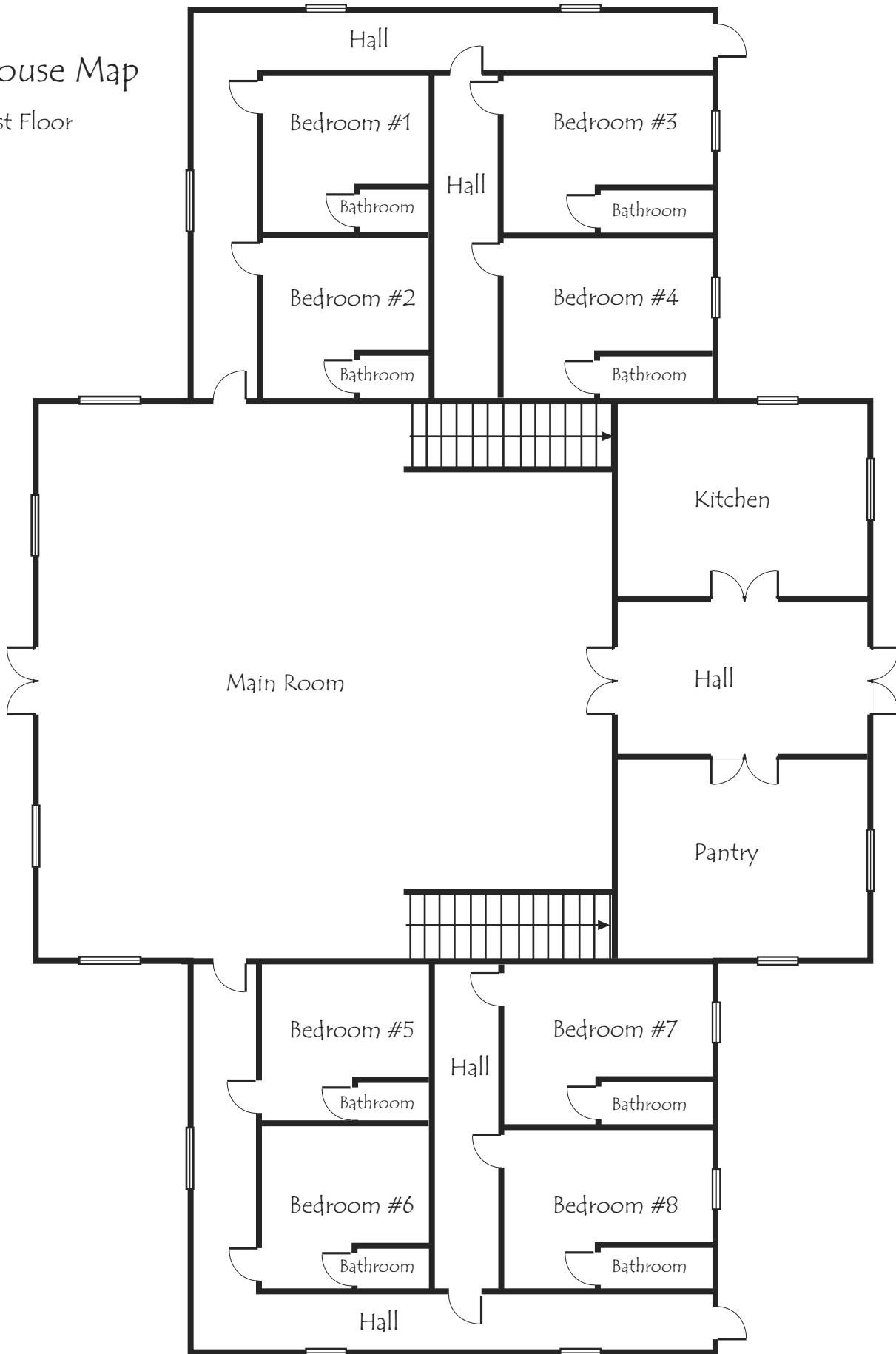




The House that Stands Alone

House Map

First Floor



The House that Stands Alone

House Map

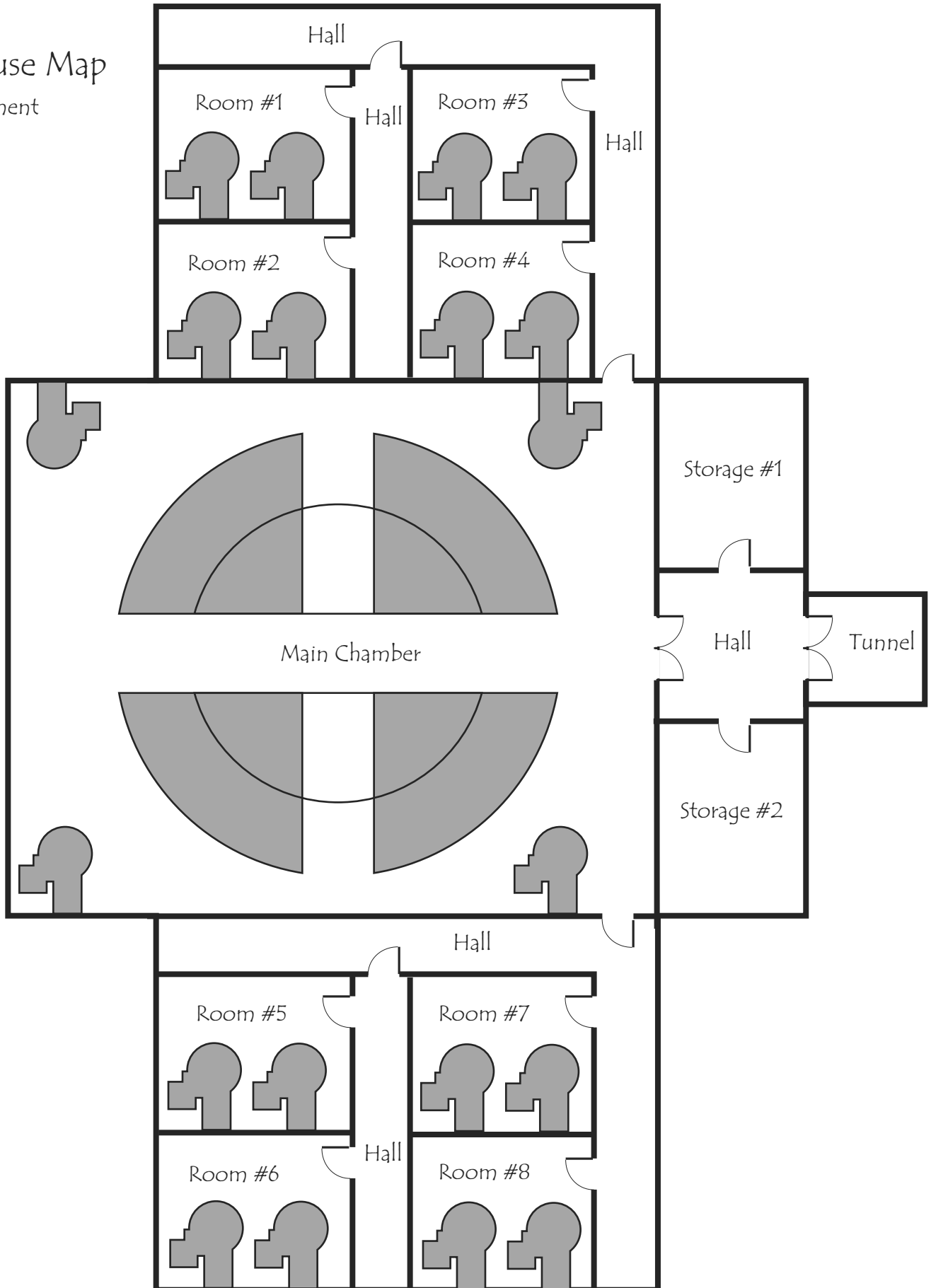
Second Floor



The House that Stands Alone

House Map

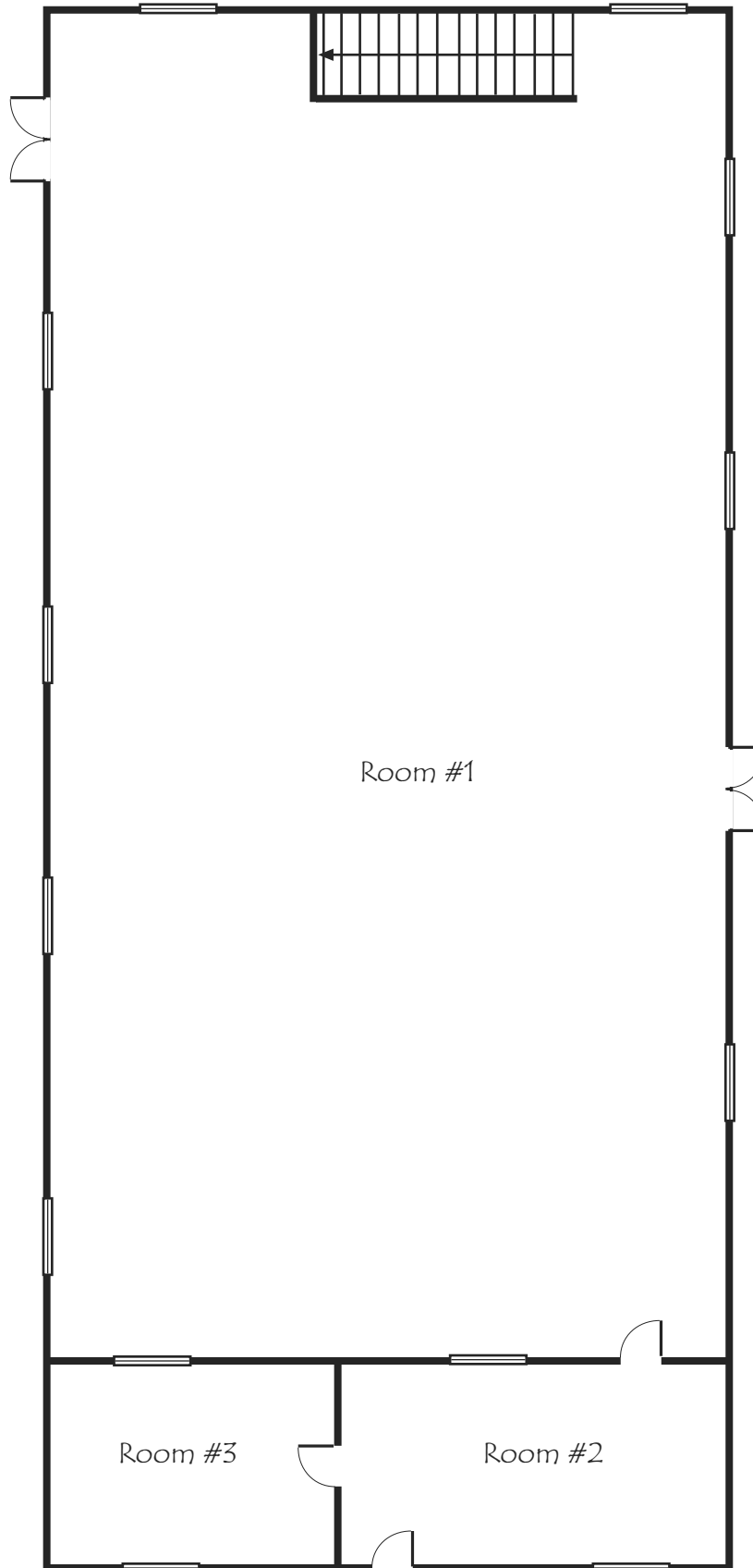
Basement



The House that Stands Alone

Factory Map

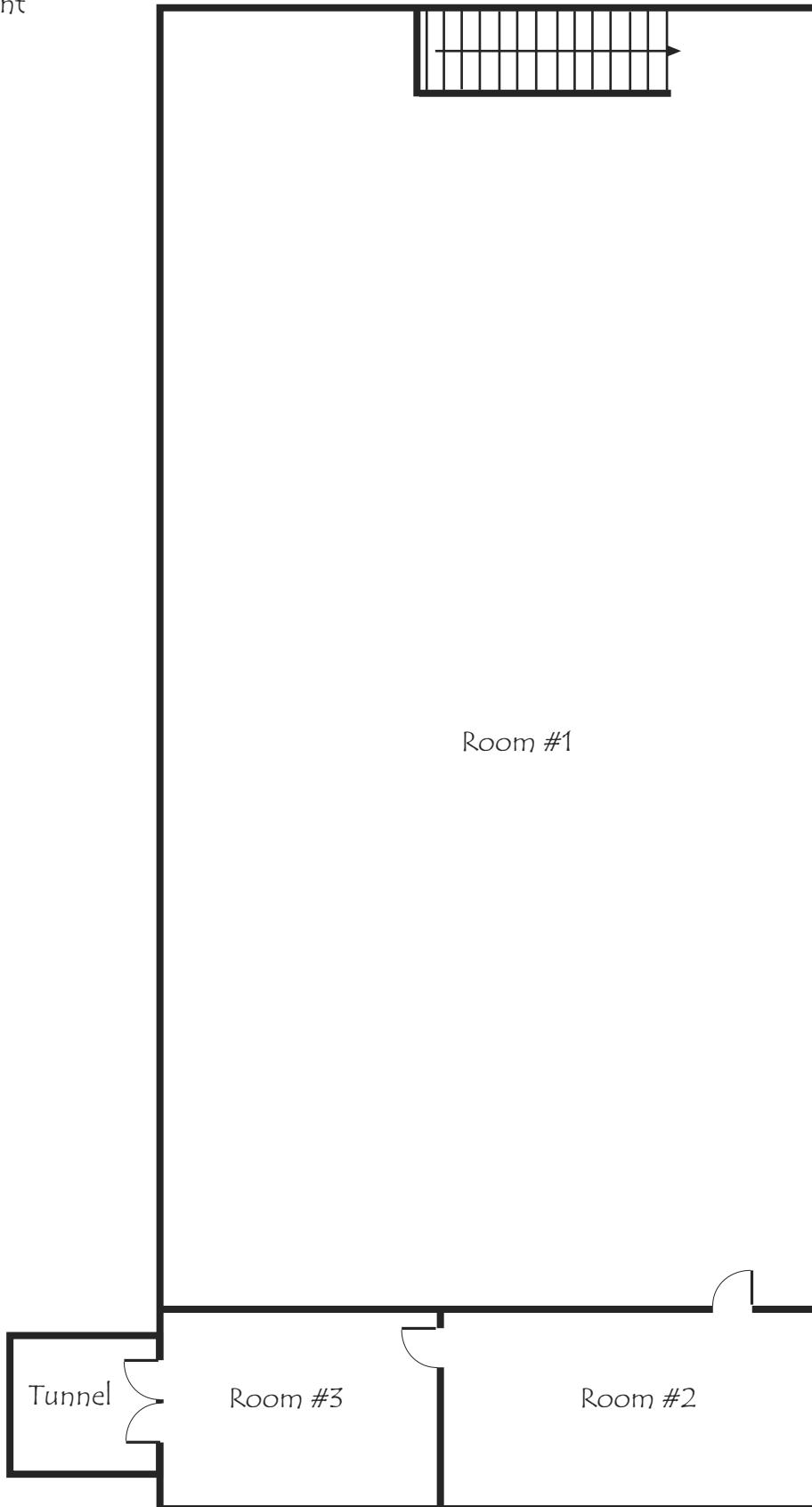
First Floor



The House that Stands Alone

Factory Map

Basement



THE HOUSE THAT STANDS ALONE

...

Learning the dark history of an old lighthouse, the investigators are drawn to Lonely Puffin Island, a grim rock in the icy Atlantic. They confront the restless dead and, if not careful, may join them as prisoners of the island's ancient secret.

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