

CALL of CHAOSIUM LICENSED CTHULHU



MIDNIGHT
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CALL of CHAOSIUM LICENSED CTHULHU

Midnight Harvest

A Modern CALL of CTHULHU® Adventure

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Halloween—a time when minds turn to ghouls and goblins, when decorations that would normally get the neighborhood up in arms appear in nearly every window and doorframe, and when wholesome entertainment is eschewed for a dose of good, old-fashioned horror. Festivals abound, from religious observances of the Vigil of All Saints and ancient celebrations of the end of the harvest season, to secular markings of candy company profit margins.

Traditions, both ancient and modern, teach us that the end of October is a time for bonfires, ghost stories, and an extra dose of reverence for the things that go bump in the night. Jack-o-lanterns carved from pumpkins are lit, costumes are donned, and children go from house to house extorting neighbors for treats with the threat of mischievous tricks. The common rural signs of autumn, from scarecrows to hay rides, begin to appear in urban centers as decorations for private homes and commercial haunted houses alike. Apparently overnight, streets are lined with tombstones and cobwebs, with no fear of supernatural consequences.

In the real world, no one actually expects evil entities and masked psychopaths to show up on Halloween, and even entirely mundane horrors, such as candy laced with razor blades, generally turn out more often than not to be urban legend rather than fact. But in a world where unspeakable secrets do exist, and creatures roam the shadows in forms too horrific to imagine, Halloween is a special opportunity. It's a time when the horrific becomes expected, and no one pays any attention to strange creatures wandering the streets. If you live in a world where books, runes, and ancient spells have real power, you should consider very carefully what you encourage your children to do for fun, and who you invite into your home.

Using This Adventure

Midnight Harvest is an adventure for four to eight investigators. Most groups will be able to resolve these bizarre occurrences in one or two evening's worth of play (about 4–6 hours of game time). In case your players do not have characters of their own, four pre-generated investigators have been provided on the final pages of this book.

The events are described as occurring in 2008, but could take place during Halloween in any year from the last decades of the 20th century or the beginning of the 21st. For Keepers who prefer to set games during other eras, consult the “Changing Eras” sidebar on page 4.



Background

Midnight Harvest takes place in Five Lanterns, Rhode Island—a fairly typical coastal New England small town. Located in Charlestown County, near the southwestern edge of the state, Five Lanterns is south of Route 1A down a series of short county roads. Its residents are much more likely to travel by boat for local trips, opting for cars only when going a significant distance. Although it once contended to be a major port and manufacturing center, Five Lanterns is past its prime in that regard. There are few active companies left in town, and the town square is filled with closed factories and shuttered storefronts.

Five Lanterns began in the mid-1700s as a small community of pirates who attacked ships outbound from Boston and New York while they were still in relatively shallow waters. The secluded cove around which the current town is built was large enough to anchor their vessel, and they built a small town inside a nearby sea cave. When the U.S. Navy began growing large and strong enough to make near-shore piracy too risky, the community decided that the area was so nice that they wanted to remain.

Abandoning their underground town, which by that time had grown remarkably large and well appointed, they rebuilt on the hills above and the modern town of Five Lanterns was born. When it was incorporated in 1842, the town boasted a textile mill and lye-bleaching factory with a few stores to support it, but not much more. Over the next half century, Five Lanterns expanded into a full, independent community with thriving fishing, hunting, and rapidly growing industrial ventures. The reduction of lye as a bleaching agent in the early 1900s stifled the growth of Five Lanterns, and with the coming of the Great Depression, the town never recovered. A few rich families moved on and moved out, but some of the oldest clans remained, simply accepting their reduced fortunes as the price paid for staying with their hometown. The town's history was duly recorded and archived by the Five Lanterns Antiquities Center, and residents quietly accepted that their community's glory days were behind them.

The three most prominent lineages in town, tracing their ancestors back to the township's founding, are the Hain, Pentacroft, and Gemmling families. While their fortunes have risen and fallen with the fortunes of Five Lanterns, those lines have produced more town leaders and local wealth than any others. While all three families are generally well liked by the townsfolk, they actually don't get along well among themselves. Some of this is simply the natural struggle for supremacy in a shrinking social pool, but there are also specific events going back generations that fuel long-held grudges and ongoing feuds.

Costumed Celebrations

Five Lanterns would likely still be a small town of no particular interest, if not for the Costume Extravaganza. Proposed by Thomas Hain in 1974 as a way to bring more tourists in despite the recession and oil crises, the Extravaganza was billed as the "largest costume parade in the northeast"—though that title was always more hyperbole than fact. Hain also drew questionable links between his Extravaganza and a few, high-profile masked fetes held in Five Lanterns during the mid 1800s, claiming the Extravaganza was a "part of the town's founding traditions."

Even in its initial year, he promised a large crowd and succeeded in delivering one. Mr. Hain correctly guessed that many local people would come to Five Lanterns than drive to fall festivals farther away, especially given the high price of fuel and gas shortages. He used this promise of high attendance to get prominent costumers from New York, Boston, and Los Angeles to come, and once they were committed news spread quickly. Now every year people from all over the U.S. and the world come to show off their costuming skills and, on Halloween evening, partake in a "Costume Fete" at which cash prizes are given out for the best costumes in various categories.

Despite the quick success, the town sheriff at the time—Winston Pentacroft (father of the current sheriff, Daniel Pentacroft)—opposed the Extravaganza on the grounds that it was likely to attract strange teens who would come to town and do drugs, raise a ruckus, scrawl graffiti on the historic buildings, and maybe even perform pagan rites. While these possibilities bothered the locals, the economic windfall caused the town to side with Hain, much to Pentacroft's annoyance, and the Extravaganza became a major success. Both the Pentacroft and Gemmling families further resented the fact that Thomas Hain opened a costume shop and catalog business the next year, using on the Extravaganza to boost his sales and make it one of the most profitable enterprises in town. But by then the festival was too clearly of economic value to put a stop to it.

Resentment simmered for a few years between the families until, in 1984, when Abigail Gemmling found a way to turn the whole event to benefit her favorite charity. She created the Haunted Trail—a series of spooky scenes and cheesy "haunted house" rooms in local businesses and homes that ran for several evening in the week leading up to the Extravaganza and Costume Fete. To participate, businesses and families had to make donations to the town's Assistance Society, which printed up and handed out maps showing the official stops on the Haunted Trail. It quickly became clear that stops on the Haunted Trail saw a marked increase in their business, and the Assistance Society soon tripled their operating budget based solely on the money raised during the Halloween season.

Fiction vs. Fact

Although there is a real Charlestown County along the southern coast of Rhode Island and Route 1A crosses it, there is no actual town of Five Lanterns. The history of the town is similar to that of numerous small towns along the New England coast (converted factories really are a fairly common type of building, and textiles were strong in the area for many years), but rather than adapt a real city or rename a specific place, *Midnight Harvest* is set in a wholly fictitious place. However, Keepers can insert additional historic touches by doing brief research into the history of Rhode Island in general, and Charlestown County in particular, for tidbits that can give a greater sense of verisimilitude to Five Lanterns.

Similarly, most of the “traditional” Halloween celebrations presented in *Midnight Harvest* are drawn more from popular culture than historical fact. In most cases these are added to help set the correct mood. None of these are critical to the adventure, and a Keeper who recognizes details as being inaccurate for the region or the preferences of his or her group may remove or modify them without fear of impacting the core plot.

With an influx of tourists and new money, new business opportunities sprang up as well. Mortimer Scott, a local ne'er-do-well, obtained the rights to the sea cave containing the old underground city. During the summer and fall months, he began running tours of the dilapidated buildings. He called the site the Moonshine Tunnels based on the fact that during Prohibition they were famously used by rum runners. Only a small fraction of the cave is open to the public, but the unusual tour helps draw in even more tourist business.

The Halloween Riots

By the 1990s, the Haunted Trail, Extravaganza, and Costume Fete were so popular that larger towns and even the city of Providence tried to pay the Hain family to move the festivities away from Five Lanterns. But the Hains remained loyal to the town and insisted that this would finally get Five Lanterns the attention it deserved. That all changed at the end of the 1998 Extravaganza, when a riot broke out just before the Costume Fete.

The increasing popularity of the event had brought in more and more teens and young adults from further and further away, and that year's crowd was particularly large, drunk, and disorderly. When one of the Haunted Trail's scenes of a popular movie psychopath particularly frightened some inebriated visitors, they responded by throwing the costumed actor through a store window. For the next several hours cars were overturned, fires were starting, and violence spread through the streets.

That night brought an end to the Costume Extravaganza, as well as Winston Pentacroft's career. Ironically, it is also the same night Thomas Hain and his wife of 40 years died in a convalescent home in Providence. Their son, Nigh S. Hain, the last of the Hain line, left Five Lanterns that night, intending never to return.

For five years, the town had no Halloween celebrations and, in fact, maintained strict 9:00 curfews from mid-October until after Election Day. But as time passed and the new sheriff, Daniel Pentacroft, proved to be a very able peacekeeper, the idea of a new Costume Extravaganza and Haunted Trail began to circulate around the town. First a local entrants only costume contest was held in 2005, then a new, smaller version of the Haunted Trail was organized in 2006. In 2007 a combination of both went well enough that many stores sold out of Halloween-related goods.

With the town hungry for its lost tourism revenue, and over the sheriff's objections, Five Lanterns began advertising far and wide that 2008 would see the triumphant return of the Haunted Trail, Extravaganza, and Costume Fete—bigger and better than ever.

And, coincidentally, Nigh S. Hain has chosen this year to return home.

Nigh S. Hain

Nigh Samuel Hain always had a great interest in history—especially that of his hometown—and when he returned from college in 1982 he quickly became the driving force behind the Five Lanterns Antiquities Center. When his aging father and mother both took seriously ill in the mid 1990s he moved them to a hospital in Providence, splitting his time between the Hain businesses in Five Lanterns and their bedsides. They suffered extended debilitations and both died the night of the 1998 Halloween riots. Most residents of Five Lanterns expected Hain to return home after that, but instead he sold most of his family's holdings, and left to travel abroad.

What no one in Five Lanterns knew was that Hain was convinced his parents did not just die—they had been sickened and tortured by some malevolent force. Hain was wrong. His parents simply succumbed to the frailty of human flesh, but his determination to prove something other than age and illness had taken his family, along with his natural curiosity and intelligence, led him to discover that there are evils secrets in the world, unknown and unguessable by rational, scientific, modern society. Hain began to investigate strange occurrences, seeking out the occult and otherworldly and, whenever possible, fighting the inhuman horrors back into the stygian depths.

The only local person Hain communicated with during this time was Naomi Htadak, with whom he'd worked at the Five Lanterns Antiquities Center. Although she never went exploring like he did, through reading and research Naomi also was aware of the mysteries that lurked in the shadows of the world. Her knowledge was the theoretical data gained from reading the ancient texts with an open mind. Hain and Naomi never directly talked with each other about the horrid truths of the universe each had discovered, but they both instinctively sensed that the other knew about the intelligent species other than man that had once walked the Earth, and what might happen to humanity if such treads were to be felt on the planet's surface again.

While Naomi stayed safely in Five Lanterns, Hain was exposing his paltry human mind to the most horrific and otherworldly sights imaginable. Where she gained a healthy respect for the effect too much knowledge can have on a brain, he dove deeper down the rabbit hole searching for the thing he blamed for his parents' long-suffering deaths. In short, while Naomi Htadak stayed sane, Nigh S. Hain went slowly and irrevocably mad.

Hain became convinced that to find his parents (imagined) killer, he had to become immortal. Delving into the black secrets he now knew existed, he eventually got his hands on a copy of a book he believed could grant his wish—*Der Wälzer von Ungezähltem Kummer* (see "New Artifacts" at the end of the adventure for details on this new Mythos Tome). As well versed in black arts as he had become, though, Hain could not unlock the secrets of eternal life from the tattered tome. He needed a guide—a person or group with enough understanding of the book's foul rituals for controlling life and death to give him the answers he sought. Believing that his time was growing short, Hain turned to a group he had fought on more than one occasion—a cult of ghoulish-worshippers.

The Cult of Flesh Consumed

The Cult of Flesh Consumed is an ancient order with ties throughout North America and Europe. Founded in the 1400s, they fled agents of the Catholic Church in the 1600s and relocated to America, where the vast stretches of wilderness and blend of cultures and religions gave them far more concealment. Once a powerful fraternity of wealthy dabblers in "magick" and hedonism, meeting in hellfire clubs and subterranean grottos, the Cult has fallen far in recent generations. They now claim fewer than two hundred active members, and generally meet in trailer parks and abandoned warehouses. However, they still possess powerful knowledge.

Changing Eras

Midnight Harvest is presented as an adventure to be played in the modern era ("modern" being loosely defined as any time from about 1980 up to the early years of the 21st century). But with a few adjustments, a Keeper can use it in practically any era. Below are suggestions for how to make this adventure suitable for two of the more popular eras for tales of the Mythos.

Gaslight

The main changes needed to make *Midnight Harvest* work for games set in the 1890s are that the Moonshine Tunnels are still only recently sealed (and obviously haven't yet been used by rum runners), and the Haunted Trail is not a setting-appropriate activity. Once these two problems are addressed, it becomes a simple matter to give the town a more prosperous air (since this will be during its industrial heyday), add a general store (as the townsfolk can no longer just order things off the internet), and replacing references to modern vehicles, communications, or conveniences with their gaslight counterparts.

The Moonshine Tunnels are a minor issue. Refer to the area as "old town," and the tour goes from a tourist attraction to being a point of civic pride. Town elders use the subterranean old town to show how resourceful the people of Five Lanterns are, and generally only present it to rich families and visiting captains of industry who are considering investing in the booming town. Those sections of it not on the current "tour" are simply too run down to make a good impression, and are blocked off by canvas tarps.

The Haunted Trail is slightly more difficult an anachronism. The tradition of trick-or-treat was not widely practiced before the 1930s, and the idea of a fake haunting for fun and profit doesn't fit in with the late 19th century rural New England mentality. Instead, replace the Haunted Walk with an Assistance Society sponsored "Street Guising" route, designed to allow the young people of Five Lanterns to sing and bring joy to sections of town, then be rewarded with small gifts and snacks. A local legend claims that each time a youth completes the Street Guising, he or she earns the attention of an angel for the next year. Thus the children and young adults are encouraged to keep to the route even when things begin to go wrong, and indeed many of them want to go extra times exactly because they begin think an angel looking out for them would be a good idea given the fear that is gripping the town.

It's worth noting that Street Guising wasn't really common in 1890s America either, but it has a more

old-world feel that makes it seem less out of place. For the historically accurate, present the guising not as a widespread New England tradition, but a local activity unique to Five Lanterns.

Much like trick-or-treat, Halloween costumes don't seem to have a historic precedence much before 1900, making the entire Extravaganza at the heart of *Midnight Harvest* slightly out-of-place in the 1890s. A Keeper either needs to decide that Five Lanterns is one of the places where the tradition began (which certainly explains why costume fans from all over the region come to it—no one else is doing *anything* with Halloween costumes), or declare that the tradition dates back to earlier Samhain celebrations. While this second claim is discredited in the real world, it might well be true in a world where the Cthulhu Mythos is strong.

Either way, since many costumes in the 1890s consisted mostly of thick cloaks and obscuring masks, the point becomes not that the ghouls' faces seem common place but rather that *all* the citizens are wearing clothing that completely hides their features. A ghoul in this outfit would be indistinguishable from a human wearing the same thing.

The 1920s

Most of the issues facing a 1920s version of *Midnight Harvest* have already been addressed in the gaslight notes. Matters are eased by the fact that Halloween Costumes actually exist by this time, even if haunted trails and trick-or-treat generally do not.

A more difficult challenge is the fact that the Moonshine Tunnels might actually be in use if the adventure takes place during Prohibition, and really can't be a public attraction. Instead, assume the "tour" refers to the fact that the Sheriff has at least temporarily cleared the caves of rum runners, and he, his deputies, or some of the town elders must "tour" sections occasionally to be certain that the smugglers have not returned. Of course, the smugglers may be using other sections of the cave, and may pose as serious a threat as any ghouls and cultists.

The Cult was founded by a handful of magicians who had successfully traveled to the Dreamlands and been exposed to ghouls dwelling there. The magicians turned to cannibalism as a way to grow their powers, and while most died from their black feasts, a few became ghouls themselves. These twisted mockeries of humanity lost much of their knowledge and cunning, but gained great strength and practical immortality. Unable to move about freely in the world, the ghouls devoted what mystic knowledge they still possessed to the cult and its members, and performed occasional murders, in exchange for safe havens and sporadic meals of drifters and vagabonds.

But though the ghouls were immortal, they were increasingly uncomfortable by their own existence. They had fully become creatures of the Dreamlands, and could not exist in the physical world without suffering pain. It started as little more than an ache and a desire to return home, but in recent years this pain grew to be more distracting and inescapable. The irony of their situation was that as the ghouls' desire to return to the Dreamlands increased, their memory of how to do so faded under the waves of their endless torment. The ghouls had degenerated considerably. Though still physically powerful by mortal standards, they had forgotten most of their magicks. Only two of the original ghouls remain—Garm and Black Shuck. The rest have been eliminated by hunters and rival cultists over the centuries.

When Hain contacted the ghouls, they realized he presented them with one final chance to leave the mortal Earth. Though they lacked much of their ancient spell power, the ghouls and their cultists could still perform complex rituals if they had the information needed to correctly develop them. One of the ghouls owned a copy of *Der Wälzer von Ungezähltem Kummer* in its human life, and believed the tome could be used to harvest the psychic energy needed to open a rift between worlds. This would not forge a direct link to the Dreamlands, but it would summon forth a Star-Spawn of Cthulhu, which could be bargained with to create the desired portal.

However, the ghouls and Hain did not trust each other, particularly since they had clashed in the past. To ensure Hain did not try to double cross them, the ghouls demanded access to the book and Hain's assistance in performing the rituals. The ghouls promised that after the ritual had been performed they would help grant Hain eternal life. Of course they had no real interest in doing so, but if Hain wished to follow them to the Dreamlands, stay with the ghouls, and learn to eat human flesh as they once did, it made no difference to them.

For his part, Hain didn't trust the ghouls either, but his obsession drove him to work with them regardless. However, Hain refused to place himself fully at their mercy by going to one of their compounds, and proposed a compromise. For one month, even inhuman ghouls could move relatively freely around Hain's old hometown of Five Lanterns. Horrific faces are commonplace during the Extravaganza. The ghouls could meet with him, examine the book as much as necessary, and perform their rituals without drawing undue attention. For his part Hain had access to people who were happy to do work of questionable legality for cash payments, and could make space

available in one or more of the buildings his family still owned. After the ritual, when the ghouls granted him the secret of immortality, Hain would give them the book permanently.

While Hain and the ghouls didn't trust each other, each was driven by their own fixations to make deals they knew might be dangerous. In the days before the start of the adventure, the two groups met a handful of times, and the Cult began preparations for their great ritual. This required them to set up a Lament Sigil (a magic glyph) to harvest all the fear generated in town, and then take steps to drive up that level of fear.

The primary focus of this fear would be the town's Haunted Trail, which was configured to follow a path matching the Lament Sigil. This both caused odd things to happen along the trail, and channeled all the fear generated directly into the Lament Sigil so the Cult could immediately access it. This had an ongoing effect of lowering the town's Composure (see the "New Rule: Town Composure," sidebar for details), and moving the population closer to unrest, possibly even rioting.

The Weeks Before

Nigh S. Hain and the Cult of Flesh Consumed began making preparations weeks before the investigators arrival. The cult's two ghouls, Garm and Black Shuck, needed as much stored fear-energy as possible by midnight on Halloween, when a rare astrological conjunction would give them the opportunity to summon a Star-Spawn of Cthulhu. To do this, they needed to cover the town in ancient runes (called Lament Sigils) which served to both inspire small incidents of chaos and fear, and to capture that fear for the cult to use later.

The ghouls tasked Hain with generating a large Lament Sigil—one big enough to affect all of Five Lanterns—and Hain decided that the town's Haunted Trail was the best way to do that. Hain planned to change the path of the trail, thus causing the people who walked it to form the Lament Sigil with their own footsteps. Though the trail might not be an exact match for the Lament Sigil, Hain felt he could get it close enough to augment the occult energies the cult would be accessing through their smaller sigils.

With this in mind, toward the end of September, Nigh Samuel Hain returned home. He set up a cot for himself at the old Hidden Masks shop his father used to run, and hired some of the town's least prominent citizens to work for him in menial capacities. One of these, Walker Tye, previously worked with Hain at the Antiquities Center. Hain gave him the task of translating *Der Wälzer von Ungezähltem Kummer*. He still didn't trust the ghouls, and wanted to be able to double-check any claims they made about the information in that ancient tome.

The Cult of Flesh Consumed moved a few RVs to a

Fear in the Time of Cell Phones

In modern horror stories it is common to create the feeling of isolation and helplessness by cutting the protagonists off from reliable communication. Cell phones, satellite phones, wireless Internet connections, and long-range two-way radios have become ubiquitous and make it difficult to make investigators feel cut off from allies and assistance. Some adventures attempt to circumvent such devices with explanations such as the local mountains, severe storms, or strange arcane effects rendering high-tech devices inoperative. There is nothing wrong with this approach, but it is best used sparingly.


In *Midnight Harvest*, there is no need for such measures. Let the investigators use their cell phones, and then drive home how pointless doing so is. The local authorities don't believe anything truly dangerous is happening, and so may refuse to respond when investigators call them. (Indeed, if the group constantly pesters Sheriff Pentacraft, he may block their numbers from his 911 system just to shut them up.)

Since most people with web sites dedicated to rumors of the weird and inexplicable are more likely to be wrong than right, Internet searches will turn up gigabytes of information, but no way of knowing which bizarre e-cyclopedia entries are accurate. And once the investigators gather enough information to make informed choices, it will probably be too late for web searches to do them any good before they have to go off to stop the final Midnight Harvest.

A Keeper can even use these modern tools to ramp up the feelings of mystery and fear in the adventure. The friends of missing teens can share messages they received with screaming, growling or inhuman chanting. Citizens who become shut-ins, may leave the investigators voicemail or email describing fearful apparitions the shut-ins *believe* are crawling about their houses. If the investigators fall victim to a red herring or otherwise lose the trail of the adventure, Naomi can call them once Walker Tye captures her and beg the group to rescue her—only to have her call suddenly cut off.

glen west of Five Lanterns, and began preparing the town. Wherever they could do so easily, they scrawled the Lament Sigil, spray-painting it in abandoned buildings, scratching it into street signs, and arranging patterns of pebbles and sticks in the nearby woods.

Garm soon discovered the Moonshine Tunnels. He and Black Shuck explored the cave and chose one of its still-standing structures—the Cold House—to serve as the site of the final ritual at midnight on October 31st. During the preparation, the ghouls and their agents often had to meet with Hain at his family's shop because the human insisted



on keeping *Der Wälzer von Ungezähltem Kummer* in his possession. However, as Hain has promised, even when they were seen on the streets, people simply marveled at their unusually good costumes.

Because of donations his family had made in the past, Hain had a permanent seat on the board of directors for the Assistance Society, which set the exact route for the Haunted Trail each year. Hain had hoped that, as the returning scion of a beloved family, he could convince the board to agree to his proposed route without difficulty. However, Mrs. Victoria Gemmling, the head of the board, believed that over the years she had developed a “perfect” route that both began and ended at the pumpkin patch just outside town, and she saw no reason to change it on Hain’s request.

Hain became agitated, seeing Mrs. Gemmling as an agent of the shadowy forces he blamed for his parents’ deaths. While consulting with the ghouls, he let it slip that Mrs. Gemmling was opposing him, and that he believed she was doing so to please her 11-year-old daughter, Cordelia, who had a particular fondness for the pumpkin patch. Garm assured Hain such concerns were trivial and that the cult would take care of it. Too lost in his own world to care how a ghoul cult could help, Hain agreed to let them deal with the Gemmling family.

Thus with Hain’s dismissive permission, Garm grabbed Cordelia Gemmling from the pumpkin patch on October 20th, and took her to his lair in the Moonshine Tunnels. Though he first planned to kill and eat her, Cordelia turned out to be a remarkable source of exactly the kind of fear the ghouls needed. So Garm kept her chained to an old post in the tunnels, making sure she was physically healthy but emotionally terrorized.

Mrs. Gemmling, overwrought by her daughter’s disappearance, declared the pumpkin patch to be an unsafe place for children to visit, then took an immediate leave of absence from the board of the Assistance Society. Hain easily gained control and established his new Lament-Sigil based route. The Haunted Trail opened on October 22nd (five days before the adventure starts), and the cult began to capture the fear it generated. They also channeled some of that fear back into the trail, creating odd phantasms and causing minor accidents.

At first, the Haunted Trail was seen as a great success. Children screamed in very real terror as they saw horrible things out of the corners of their eyes, teens laughed nervously at one another as they all jumped at odd sounds heard along the trail, and even the adults noticed with some rueful appreciation that the trail was especially unsettling this year.

In the final week before the investigators’ arrival, things got worse. Secure in the knowledge that they could walk the streets of Five Lanterns relatively unnoticed, Garm and Black Shuck went out several nights to feed. As a result, in addition to Cordelia Gemmling still being missing, a few visiting teens from neighboring towns disappeared as well. Convinced everything after Cordelia’s disappearance was

just teenage hi-jinks, Sheriff Pentacraft simply increased security along the Trail and closed the Moonshine Tunnels (where he believed the kids went to hide). Collectively, the town began to grow tenser.

The night before the adventure starts, Walker Tye went insane from his work translating *Der Wälzer von Ungezähltem Kummer*. Tye became convinced the book’s words were crawling around the inside his head and he needed to get them out. He tore a few pages from the center of the tome and ran off. As a result, both Hain and the cultists began looking for him in deadly earnest.

Synopsis

The adventure begins when the investigators arrive in Five Lanterns, RI, where they have reason to suspect that supernatural forces are at work. Through news reports they may have information on various incidents, including troubles with the annual Halloween Haunted Trail, at least one prominent missing person case, an upcoming rare astrological conjunction, and what appears to be an actual ghoul walking the streets openly. They may have come on a specific assignment, based on a lead given to them by an informer, or simply because they have a hunch that there is investigating work to be done.

Midnight Harvest is broken into three acts but Acts I and II overlap significantly. Although all of the action is set in town, the adventure itself is timeline driven, not location driven. A five-day long series of events are in the process of unfolding, and while the investigators will certainly be able to affect or even prevent some of the incidents, the overall series of events will keep progressing until it reaches its conclusion.

Act I describes the town of Five Lanterns—the important locations and people that the investigators can meet and interact with. Many of the location write-ups contain descriptions of how the site changes over the course of the five days, so the investigators will have different experiences by going to the sites on different or even multiple days.

Act II details a few of the major events that happen over the course of the five days. These are incidents that are too complex to have been included in the site descriptions found in Act I. What’s more, they are the events that propel the plot forward and allow the investigators the chance to solve these mysterious happenings rather than just ride them out with the rest of the town.

Act III covers the climactic event that takes place at the stroke of midnight of Halloween night. In it, the investigators finally get to face the orchestrators of this situation and try to stop them before it is too late.

For a rough break down of what happens in Five Lanterns on a day-by-day basis, see below.

New Rule: Town Composure

Town Composure is a new rule introduced in *Midnight Harvest* to measure the town's collective slide toward complete panic and anarchy. It's basically a SAN check for the town as a whole, to see how disturbed the social order is, and how close the citizens are to turning into one giant mob. As the town's Composure goes down, there will be signs that the townsfolk are losing their calm. As town Composure goes down, the cultists gain bonuses.

The efforts of the Cult of Flesh Consumed force the town to make one Composure check each night at midnight when the cult harvests the fear collected by the Lament Sigils. However, the town must also make a Composure check anytime a major event occurs (such as a body being found, children going missing, or madman attacking prominent citizens). Most of the town must be aware of such an event in order for it to require a Composure check—the fact that it happens matter only as much as the fact that the town knows about it.

Since the cult isn't acting in the open, many of their actions will only have a meaningful effect once rumors of the deeds start to spread (possibly by the investigators asking locals questions about events of which they'd been previously unaware). Thus, Sheriff Pentacroft's refusal to send out warnings about disappearances or generate a strong response to the town's growing woes is (inadvertently) helping keep the cultists from getting stronger.

Performing Composure Checks

Composure for a town works just like Sanity does for a character. Whenever one of the events listed below occurs (or specific events detailed in the adventure, or at the Keeper's discretion), the Keeper makes a percentile roll. If his roll is over the town's current Composure score the town loses some significant amount of Composure; if he rolls equal to or under the town's Composure roll it loses less composure, perhaps even none.

The town of Five Lanterns begins the scenario with a Composure score of 51.

Midnight Harvest—Every midnight, the cultists gather the day's collected fear and use it to increase both their own power and further scare the town.

Composure loss: 1/1d6.

Minor Disturbance—Events that may or may not be supernatural in origin such as children going missing, commonplace unexplained phenomena, or strange sounds coming from the surrounding woods.

Composure loss: 0/1d3.

Moderate Disturbance—Report of a violent crime, public witnessing of a major crime, something supernatural seen but unconfirmed.

Composure loss: 1/1d6.

Major Disturbance—A large segment of town witnesses a violent crime, an important town structure being damaged or destroyed, a well-known local figure being injured physically or emotionally.

Composure loss: 2/1d10.

Effects of Composure Loss

The Cult of Flesh Consumed is purposely driving the town's Composure down because doing so helps them gather magical energy. However there are other, more tangible results to the town's loss of control. The table below describes how in general people react as the town's Composure score changes.

Current Composure	Effects
51 or more	Business As Usual —Though individual townsfolk may be very worried or even emotionally disturbed, the town as a whole is still acting normally and rationally.
31 to 50	Unease —Though it's far from universal, many townsfolk and visitors begin feeling irrational fear—jumping at shadows and refusing to go into the basement alone. While most simply chalk this up to an unusually well-put-together Haunted Trail, some are beginning to truly believe something horrid lurks just beyond their field of vision.
21 to 30	Something Ain't Right —The locals realize there is something wrong in town, even if they can't put their finger on exactly what it is. Children begin having night terrors. A successful CTHULHU MYTHOS check will reveal that they are actually seeing the Dreamlands and the horrid things that live there. Due to the power being fed to them through the Lament Sigil, the cultists gain +1 to their damage bonus.
11 to 20	Outbursts —Tempers flare, innocent comments are taken as snide insults, and Cultists now gain a +1d2 bonus to their damage bonus.
1 to 10	Lawlessness —People in town begin committing serious crimes. These are serious enough that twice a day the rumors about them cause a Moderate Disturbance to the town (see above). There is a 25% chance each day that one of the crimes will be targeted at the investigators. From this point on, Sheriff Pentacroft is too busy keeping the peace to be of any assistance to the investigators. Cultists now gain a +1d3 bonus to their combat damage.
0 or less	Riots —The majority of citizens simply lose their cool and begin looting, wrecking the town, setting fires, and attacking each other in mobs. This does not automatically mean the adventure is over nor that the investigators have lost—it just makes things more difficult. The riots last for 2d10 hours after which the town regains 1d6+2 Composure. But while the rioting is going on there is a 50% chance that any citizens that recognize them will simply attack. Also, cultists now gain a +1d4 bonus to their combat damage.

Regaining Composure

Once the Cult of Flesh Consumed stops tormenting the citizens of Five Lanterns, the town gains 1d6+3 Composure at the end of each week during which no disturbance occurs. This continues until the town reaches a Composure level of 51 or higher.

Investigation Day One

Hain and the human members of the cult search for Walker Tye, who has a few important pages torn from Hain's copy of *Der Wälzer von Ungezähltem Kummer*. Neither Hain nor the cultists do much else.

The ghouls hold Cordelia Gemmling captive in the Moonshine Tunnels, taking care to keep her healthy but terrified.

Out-of-town mother Claire Faust wanders around town passing out flyers about her missing son, John Faust, whom she last saw two nights ago as he left to visit the Haunted Trail. Sheriff Daniel Pentacroft sends her home claiming the boy likely never came to Five Lanterns, and takes down the "Have You Seen This Boy" signs she has posted on telephone poles and fences.

The general populace mulls over rumors about odd happenings on the Haunted Trail.

At midnight, the cult harvests the fear collected by their spells that day.

Investigation Day Two

In the early hours of the morning, Hain's hirelings set fire to the Tate mill and the building burns nearly to the ground. The flames spread to the Five Lanterns Antiquities Center but does not do significant damage to it, or harm any of the important material stored in its Stacks. This allows the investigators to meet Naomi Htadak.

If the investigators have been asking questions that are likely to frighten the town's residents, Sheriff Daniel Pentacroft warns them not to cause trouble, spread rumors, or incite a panic.

A mysterious bit of graffiti begins to be found on walls and in out-of-way locations. The investigators may be able to discover that it is a symbol known as a Lament Sigil.

The ghouls continue to hold and terrify Cordelia Gemmling.

At midnight, the cult harvests the fear collected by their spells that day.

Investigation Day Three

Nigh S. Hain gathers the Assistance Society board of directors and has them change the route of the Haunted Trail because of the fire at the Tate mill. This makes the path of the trail match the Lament Sigil and increases the cult's ability to cultivate the town's fear. Immediately afterward, all the other members of the board go home, shut and lock their doors, and are not heard from again all day.

Hain, fearful of the ghouls' anger at the still missing pages from *Der Wälzer*, goes into hiding. Anyone who goes into his costume shop, Hidden Faces, is attacked by the costumes there.

Some children claim to have heard Cordelia Gemmling crying inside the Lantern Clock on Pilgrim Square. Sheriff ignores the claims. The clock tower is right above where Cordelia is being held in the Moonshine Tunnels, and

contains a secret passage leading down there. The investigators may be able to rescue Cordelia, but if they don't the ghouls will continue to hold and terrify her.

The body of the missing boy, John Faust, is found—scared to death with his hair turned white. If this news is not suppressed, the collective effect on the town causes a Composure Check.

Walker Tye tracks down and captures Naomi Htadak, demanding that she use the pages he tore from *Der Wälzer* to get the voices out of his head. She can't, but stalls and tries to contact the investigators. If they rescue her, they may learn some important facts.

Rumors begin to spread about madmen raving in the streets. This turns out to be a few cultists who have failed their SAN checks and may hurt someone if not stopped. The spread of this news requires a Composure Check for the town.

At midnight, the cult harvests the fear collected by their spells that day.

Investigation Day Four

All the members of the Assistance Society board of directors (except Hain) remain locked in their homes, huddling in fear. Each suffers from an irrational phobia and needs to be gotten out of his or her house in order to recover.

The Extravaganza costume parade takes place in the evening. During the festivities, cultists attack the investigators. If the crowd notices the attacks it causes some level of panic and requires a Town Composure check be made. From the defeated cultists, the investigators may find clues as to where the cult compound is.

At midnight, the cult harvests the fear collected by their spells that day.

Investigation Day Five

If the investigators go to Sheriff Pentacroft with convincing proof about the cultists, he will assist in an overnight or early morning raid on the cult compound. Such a raid will capture many cultists and turn up a Dread Compass. This device can lead the investigators to the ghoul's ritual site.

It is Halloween Day.

In the evening, the Costume Fete takes place. There is no cultist interference because they are all preparing for the midnight harvest. However, based on the town's current Composure, there may be mundane troubles at a gathering that large.

The cult's climactic ritual begins at 11 PM and concludes at the stroke of midnight. The investigators should be able to find and interfere with this ritual. How successful they are in that will determine the outcome of the adventure.



Starting the Investigation

As a timeline driven adventure, the timing of the investigators entrance into *Midnight Harvest* is actually more important than the details of how they get there. Even if the investigators essentially stumble into the middle of the action, events will play out more or less the same. For most groups of investigators, though, it is preferable to give them a more purposeful connection to the mystery.

The Keeper knows best how to involve his or her players and their investigators in an adventure. There are many ways to draw direct connections from the group to Five Lanterns, ranging from having contacts or old friends in the town to a simple and innocent interest in costumes and grand masquerades.

Alternatively, the investigators might be in town on their own Mythos-inspired mission—searching for some item in the Stacks of the Antiquities Center or even hunting down Nigh S. Hain's copy of *Der Wälzer von Ungezähltem Kummer*.

Use the following examples as inspiration to build an appropriate lead-in to the adventure.

- One of more investigators comes from Five Lanterns or is a longtime fan of the Costume Extravaganza (from its earlier incarnation). Hearing about the plans to hold the first full-scale Extravaganza and Haunted Trail in years, the investigator convinces his or her friends and allies to come along for a bit of harmless fun.
- While watching a television news report about Five Lanterns and its festivals, one of the investigators identifies an actual ghoul lurking in the background. While the locals seem a little freaked out by the "ghoul costume," they clearly don't recognize the danger they're in. Knowing that either this creature is a true ghoul, or the costume was made by someone who knows exactly what real ghouls looks like, the investigators are moved to look deeper into the matter. Alternatively the investigators could see the report via an Internet viral video about the Haunted Trail.
- A wealthy eccentric patron hires the investigators to find and purchase a copy of *Der Wälzer von Ungezähltem Kummer*. His sources claim someone in Five Lanterns offered a copy for sale, but before a meeting could be arranged, word came back that the book was no longer for sale. The patron believes the book's owner is just trying to drive up the price, and doesn't want to give the impression he's too interested until the book is authenticated. The investigators are to go to Five Lanterns, find the book and its owner, and if it is the genuine article, negotiate a sale.
- One of the investigators knows Naomi Htadak, perhaps from having done research at the Five Lanterns Antiquities Center in the past. (Meticulous Keepers may wish to introduce Naomi in a previous adventure as a contact able to provide some minor but useful bit of obscure information.) With so much oddness happening around her hometown, she contacts the investigator in the hopes of getting help figuring out what's going on in Five Lanterns.

Prologue

Midnight Harvest is a timeline-based adventure, with all the action taking place over a period of five days in and around Five Lanterns, RI. Depending on the reason the investigators get involved in this matter, they may have only basic background information about the region. Before they arrive, or at any point when they want to do more extensive research into the town, the investigators may delve into the town's history. Successful checks in **HISTORY**, **LIBRARY USE**, **OCCULT**, or any other skill the Keeper's finds appropriate may reveal some or all of the following facts.

- The basic history of the town, as revealed in the background section, as well as historic information presented in the descriptions of individual buildings and areas. Nothing more recent than a few months ago is likely to be detailed. The town's website is currently nothing more than an advertisement for the Costume Extravaganza and Haunted Trail.
- Conspiracy theory web sites claiming that the Halloween Riots of 1998 were caused by supernatural influences. The Keeper is encouraged to create other rumors about Five Lanterns, mixing them with a few solid facts but no real way to tell what is or isn't credible. Keepers looking for inspirational background material should do an Internet search for "What's wrong with this town?" (in quotes) to find hundreds of real-world complaints about dozens of real-world locations.
- Basic factual information on the Costume Extravaganza and Haunted Trail, as well as reports about the riots ten years ago. Note that those riots did not have any supernatural connection, as postulated above. In particular, the rules for the Costume Extravaganza (which is open only to amateurs, and requires parental consent for anyone under the age of 18) are posted in numerous articles.
- The fact that there is a rare astrological conjunction occurring at midnight on Halloween night.
- If the research is being done just a day or two before going to Five Lanterns, they investigators can find several regional newspaper reports about the disappearance of Cordelia Gemmling. An Amber Alert has been issued that contains the basic details of her appearance and disappearance. Any other disappearances are too recent to have made the news. That will happen beginning on Day Two.

• Basic information about the three major families of the town (as detailed in the background section). A very detailed inquiry might lead the investigators to suspect that Hain has been involved in researching the occult since the time of his parents' deaths, based on his travels. But there is no way to discern what exactly he was looking into or to infer his slide into insanity. His connection to the Five Lanterns Antiquities Center is a matter of public record, but these documents contain no personal details, such as his friendship with Naomi Htadak.

Rumors and innuendo

Both before and during the adventure, the investigators have ample opportunities to ask questions of people living in Five Lanterns and the surrounding county who may have seen some of the odd things going on. Rather than try to specify exactly who has seen, heard, or experienced the various incidents, *Midnight Harvest* provides a few examples of what might be said by witnesses or purveyors of second-hand knowledge. The Keeper can dole these out as appropriate for the adventure, and use them as examples for crafting new horror stories and spooky events that may take place during these five days.

Each rumor has two versions—the first is how the incident is viewed on Days 1, 2 or 3, and second is how those views change on Days 4 or 5.



The Haunted Trail

• Kids taking the Haunted Trail say it's been much creepier than it used to be. It's genuinely scary, not just cheesy, but no one knows who made the change. You can hear strange noises—like animals in pain—echoing from some of the buildings along the route, and a lot of kids say they saw someone in a “psycho killer” costume, stalking them just on the edge of the woods or alleyways. But when they look, the actor is gone.

• Some of the kids won't back go out on the Haunted Trail anymore. I hear one kid says a man in a tall, gaunt monster costume grabbed him and tried to pull him into an abandoned building. He only got away because his costume tore at the sleeve.

Bad Pranks

• There are some great costumes, but a lot of visitors seem to be going with really cheap get-ups this year. The “drunken bum” seems unusually popular, and every night you can see some out-of-towners staggering around and babbling nonsense at anyone walking along the Haunted Trail.

• A guy's been standing in front of the Hidden Faces costume shop, screaming something about “finger-eaters” and generally freaking folks out for hours. No one seems to be coming out of the costume shop to chase him off, either.

Costume Controversy

• Lisa Flores, the gal from Maine who won back in '97, thought her “space queen” costume was a shoe-in for a prize, but she's been complaining since she saw a guy in a “gaunt man” costume wandering around the other night. She says that has to be some professional costume-maker from Hollywood or New York and that's against the rules. She's been publicly demanding an investigation for a few days now, but no one from the Assistance Society will talk to her.

• Lisa Flores got so disgusted that no one would return her calls, she packed up and left town. She must have taken the long way home, though. I hear a reporter called her at home but she isn't answering her phone.



Assistance Society

- The Assistance Society really pulled out all the stops this year. They say they're trying to draw more national media attention this year and have agreed to let the Extravaganza be part of a viral marketing campaign for a new shaky-cam horror movie coming out next month.
- No one on the Assistance Society board of directors has been seen for a couple of days. When you call their houses no one answers. I hear they're trying to avoid talking to the media because there's a lawsuit of some kind in the works.

Out-Of-Towners

- Some big-city street gang has come to town and they're the ones causing all problems. They're wearing costume to fit in, but they're spray-painting their gang signs on a lot of abandoned buildings.
- I hear those aren't gang signs—they're some kind of evil eye. A Satanic cult has been putting them up, marking the homes of the victims it plans to sacrifice, then killing people in old warehouses.

Nigh S. Hain

- Nigh S. Hain took over the Assistance Society because he wants to use the Costume Extravaganza for extra publicity to turn his family's store, Hidden Faces, into the number one costume site on the Internet.
- "Sam" Hain is a nut job! Y'know he does pagan rituals in his shop, right? He's probably a pedophile too. You think it's a coincidence that those kids've gone missing the year he came back to town?

Missing Kids

- A lot of out-of-town kids are showing up for one night of the Haunted Trail then heading up to the city to party while their parents think they're still in Five Lanterns.
- A lot of kids have gone missing, mostly out-of-towners. Maybe as many as a dozen. Maybe more. The Sheriff thinks it's a serial killer, but he doesn't want to cause a panic by giving it a lot of media attention. The FBI has probably taken over the investigation.

Crime Wave

- It happens every year. With all the tourists coming to town with fat wallets, the pickpockets and maybe even a mugger or two come right along with them. If you think you're being followed, just go someplace with lots of people and a good lighting.
- There's a killer stalking people. If you're not with 4 or 5 friends, stay indoors—you're not safe.

Hallucinations

- Some city kids put something weird into the water supply and it's making people hallucinate.
- If you've been drinking anything but bottled water, it's too late—you've already drunk it. But so has everyone else, so there's no way to know who you can trust to have a clear head.

Act I: A Town in Distress

In Act I, the investigators begin to peel back the curtain to uncover what's really going on in Five Lanterns and what the root cause is. There are many minor problems the investigators can uncover and solve in the first few days of their inquiry, but the most important events won't occur until the final two days. That doesn't mean that what the investigators do early in the process is unimportant, only that it's just a beginning—one that hopefully will leave them better prepared when matters escalate.

The focus for the first few days of the adventure is the discovery that what's going on in Five Lanterns is broader than the particular incident that brought the investigators there in the first place. Secondly, it is to let the group get to know the important individuals and sites in town. Since the investigators will likely be motivated to talk to people about some particular point of interest, the Keeper should have no problem using the information below to accomplish the broader objectives for Act I at the same time.

A Town in Flux

The first few days of the adventure are also a good time for the Keeper to begin to show how the collective mood of the people of Five Lanterns changes based on major events there. This collective mood is measured with a new rule called Town Composure (see "New Rule: Town Composure" sidebar).

As the town's Composure goes down, the locals will be more likely to believe something is seriously threatening their town and, at the same time, so fearful that they cannot effectively help fight that threat. Furthermore, if at any time the Keeper finds the investigators are off track or uncertain about what path to follow, he or she can use



minor characters from town fearfully reaching out to the investigators for aid as a way to point the group in the direction it needs to go.

A Town To Visit

Below are entries detailing the locations that are most likely to be of interest to the investigators, but it's far from a comprehensive list of all the people, places, and institutions in Five Lanterns. This is a town with a population in the low thousands, and any effort to even mention them all would quickly turn into a catalog rather than an adventure. The Keeper should feel free to add new sites or expand the existing ones to make the town feel appropriate for his or her campaign.

Bleach House

Although Bleach House is close to the center of town, it's not on the Haunted Trail or mentioned in any of the local tourist maps. It is a former lye bleaching factory, unused since the 1930s though still structurally intact. To many, it is an unpleasant reminder of the bad times Five Lanterns suffered through when its old industrial base withered away. Unlike many of the old factories in town, it hasn't yet been repurposed. It stands there, a run down ghost of the past that adds nothing to the current economy and serves only as a relatively safe haven for the homeless, vagabonds, unruly teens, and anyone else in Five Lanterns who wants a haven away from the eyes of the general public.

It is not by any means the only abandoned site in town, but it can be used as a model on which to base other similar sites. The same set up can be used any time the investigators visit a location in Five Lanterns that is off the beaten path, from empty stores to abandoned homes. The encounters associated with Bleach House are not critical to the plot, and it is likewise not critical that they occur in this exact location. The Keeper is free to move the encounters around and use them when and where needed to best develop the adventure.

Inside, Bleach House is a mess (as might be expected from an abandoned factory of its size). There is still a nauseating smell of lye permeating the basement levels, so squatters generally avoid them. Refuse covers the floors of the building and graffiti covers the walls, but a new spray-painted symbol dominates the surfaces. These are replications of the Lament Sigil (see page 37 for image), put here by members of the Flesh Consumed cult to boost the power of their fear rituals.

Because of the number of Lament Sigils in this space, whenever anyone fails a SAN check while in the Bleach House, he or she loses an additional 1d2 SAN points on top of the usual penalties for failing the check.

A successful **CTHULHU MYTHOS** or **OCCULT** check can reveal the nature of these Lament Sigils. Also, if the

investigators haven't recognized the shape of the Haunted Trail as a sigil itself yet, the Keeper may want to allow them an **IDEA** check to make that connection.

Events at Bleach House

As one of the least regulated places in town, the Bleach House has an unusually high level of odd occurrences, and they begin in the earliest stages of the adventure, as detailed below.

Day One: A low moan, sounding like a man in severe pain, echoes through the building. Sometimes it sounds like the wind, and other times like an actual person somewhere on a different floor. This is a side effect of the Lament Sigils (a fact which can be determined with a successful **OCCULT** check). Listening the moan for more than five minutes causes a **SAN** check with 0/1 SAN loss. After 1d10+5 minutes, the sound ends.

Day Two: A local homeless man, Richard Wainscott, wanders throughout the building gibbering to himself. He is in the midst of a psychotic incident after failing a SAN check caused by having seen Garm eat the fingers off one of his alley-mates a few days ago. A successful **FAST TALK**, **PSYCHOANALYSIS**, or **PSYCHOLOGY** check can bring him around, and get him to tell of watching a man eat his own hand (which is how he remembers the event). If the check fails, Wainscott becomes violent and strikes out at anyone who approaches him. Subduing him should not be difficult as he's an inebriated, malnourished old man.

Wainscott can bring the investigators to the spot where he claims the incident happened, but there is no one there. Garm carried the victim to the basement and through a secret passage into the Moonshine Tunnels (the better to snack more on him later). If pressed, Wainscott admits he was high on wood alcohol at the time, and doesn't believe his own memory on the subject.

Day Three: People can be heard crying out in distress from many different places in the Bleach House. Half a dozen teens and four homeless vagrants are huddled in various corners trying to stay safe from hallucinations half-seen in the shadows of Bleach House, but have come under attack by rats.

If Robert Wainscott (from Day Three above) has not been encountered yet, he is one of the men in need of help, though he must first be talked through his ongoing SAN incident.

Day Four: Much emboldened, some cultists actually decide to grab a few local children to feed their ghoul masters in the hours before the ritual. Two cultists are skulking through the building after a young man (Thomas Briske) who became lost on

the Haunted Trail when his friends got panicked and ran off. He mistakenly sought refuge here.

The cultists call out for the boy, making them easy for investigators to notice. Once they realize the investigators are there, though, they give up the chase and try to sneak out rather than risk being discovered or (worse) captured so close to the final harvest. (Statistics for the cult members can be found in the "Cultist Compound" section in Act II.)

Day Five: The building is entirely empty on Day Five, with no sound or movement at all.

Cliffside Hotel

Built in the 1920s, the Cliffside Hotel is the only major accommodation left in town. It offers reasonable room rates, free breakfasts, and a small area in the lobby with wireless Internet access. It also has the ballroom that hosts the Costume Fete on October 31st, and is the center point of the Haunted Trail.

Mark Squire, who bought the Cliffside only two years ago, constantly complains that the electrical wiring is shoddy, the roof leaky, and the profit margins thin. Mark never goes out, mostly because he has become surly and dislikes the town and its residents. He would sell the hotel, even at a small loss, if he could find anyone willing to buy it.

The hotel has a basement, but it does not connect to the Moonshine Tunnels. Although Mark Squire does not know it, behind a shelf at the back of the hotel's walk-in freezer is a door that is locked with an old, rusting padlock from the 1930s. This door allows direct access the Cold House (see Act III).

The heroes may discover references to this door while doing research about the town and its history or, at the Keeper's discretion, while looking at any historical records at Town Hall or in the Stacks of the Antiquities Center.

Because the cult plans to perform their final ritual in the Cold House, right under the Cliffside Hotel, they keep all their other activities away from the building.

Mark Squire, Age 57, Grumpy Innkeeper

STR 10 CON 11 SIZ 11 INT 13 POW 14
DEX 12 APP 11 EDU 14 SAN 65 HP 11

Damage Bonus: +0

Weapons: none

Key Skills: Accounting 60%, Bargain 39%, Computer Use 48%, Electrical Repair 15%, Spot Hidden 59%

Opinions: "Everyone in this town is an idiot. This ghost walk stuff is idiotic, the costume thing is idiotic, and the sheriff and his constant checking in on visitors is extra-idiotic."

"Nope, nothing weird going on here. Well, we haven't blown a fuse all week. That's a little odd, but otherwise everything just like it was last month, and the month before."

Events at the Cliffside Hotel

There are no plot-specific points that occur at the Cliffside Hotel. However, as the adventure's climax approaches, the investigators may be able to get an important final clue here.

Days One through Four: Because the members of the Cult of Flesh Consumed are purposely avoiding the Cliffside Hotel, no events of consequence occur here.

However, since it is the most likely place for the investigators to stay, and also the place where most of the Extravaganza participants are staying, the Keeper can use it as a logical site for the investigators to talk with others and hear about many local rumors.


Day Five: If the investigators are present at the Costume Fete, they may each attempt a **LISTEN** check to hear odd noises coming through the air ducts. With luck and, at the Keeper's discretion, a few more **LISTEN** checks, they may trace the noises to the walk-in freezer and discover the door that leads to the Cold House.

Five Lanterns Antiquities Center

The Five Lanterns Antiquities Center is a small library and heritage museum located in an old 3-story brick building with a wood shingle roof. Despite having an impressive collection of books and relics dating back to the founding of the New England colonies and beyond, the center is not particularly popular with either locals or tourists. Just looking at the building, one might conclude that it was just another abandoned factory.

Although it was founded by Chester Pentacraft (an ancestor of the current sheriff), the family long ago lost interest in the endeavor. The Antiquities Center is funded by a century-old trust fund created with donations from all of Five Lantern's prominent families and has a mandate to freely and fairly keep accurate historical records of the town and its history. The last major update to the facilities occurred in the late 1970s, so the center and its collection are managed on outdated computers (still running off audio tape drives) without any ability to connect to the Internet. The site runs on paper files and card catalogs, simple bolt locks on doors, incandescent bulbs, and microfiche files.

The building is divided into three sections. The entryway and west wing house the public display cases and the local history library. Because the center is horribly understaffed only one display (the one in the front lobby) ever changes—it currently features examples of New England Garb, 1776-1800. The three permanent displays are devoted to the



Newport Tower (a real-world Rhode Island location), the town's own Moonshine Tunnels, and the history of Barbary pirates that sailed these shores during the early 1800s. There is little remarkable about any of these displays, but they are well organized and factually accurate.

The east wing is for the curator and the center's permanent staff. Since there is only one full-time staff member remaining—Naomi Htadak—she has her work spread out across three cluttered offices, and turned a fourth office into a playroom for her daughter, Eve. As a reminder that the plans for the Antiquities Center were once grand, this wing also contains examination rooms, writing rooms, a cafeteria, employee lounge, three meeting rooms, an interview room (complete with an observation room behind one-way glass), and a few small storage areas. All of these areas are currently inoperative, and few have even been unlocked in more than a decade.

Taking up the central rear of the building is an ugly, windowless stone area known simply as "The Stacks" that houses the bulk of the Antiquities Center's collection. With two-stories above ground, and another two levels of basements below, this is where the most valuable artifacts and books possessed by the center are kept. Surprisingly, although the board of trustees has had no interest in updating most of the equipment, they did approve the installation of several fire-proof, climate-controlled storage areas in the sub-basement of the Stacks.

These climate-controlled areas are used to protect the most fragile and rare items from the collection, which include several shelves of ancient manuscripts and scrolls, Viking relics, Revolutionary War artifacts, the diaries of six generations of Pentacraft lawmen (the first donated when the center opened, and each subsequent one upon the author's demise). The rest of the Stacks is filled near to overflowing with each and every book and periodical that mentions Five Lanterns and its families, plus an impressive collection of volumes on the history and celebration of Halloween.

Naomi is the only one with keys to the Stacks (every door is locked and the stairways barred with gates), though as a precaution against her own propensity for disorganization, she has copies of each key stored in five separate places around the Antiquities Center.

Naomi Htadak

Naomi Htadak is the last full-time employee of the Antiquities Center (though each summer she gets one or two interns from regional colleges to help catalog new acquisitions). She is officially the center's Director of Operations, but the only operations she has to direct are those performed by a part-time janitor/handyman and a two-mornings-a-week receptionist.

When the former director, Nigh S. Hain, left the Center in 1996, the trustees decided not to hire a new one and simply give Naomi the title of director, by virtue of being the only staff member left on the payroll. Most people in Five Lanterns just call her the center's "custodian."

Naomi is a researcher at heart and so spends much of her time working on a handful of ongoing projects. She is very fond of the Antiquities Center in particular, and Five Lanterns in general. Although many people in town consider her too bookish, Naomi is widely known and generally well regarded by the local community.

Most people at least know about her and her 10-year-old daughter Eve. Five Lanterns having a typical small town's appetite for gossip, there is rampant speculation about who might be Eve's father. Popular opinion says that it Nigh S. Hain, a suggestion that Naomi steadfastly (and truthfully) denies. She maintains that the identity of Eve's father is nobody's business but her own. Naomi and Hain were friends when he worked at the Antiquities Center, and have corresponded sporadically since then, but that's all. Since his return to Five Lanterns, she has tried to contact Hain, but he has so far not returned any of her calls.

Naomi's concern for her town make her very willing to assist any investigator who either asks for her help, or seems to be having trouble with the personalities in Five Lanterns. If the investigators earn her trust, she is happy to tell them what she can about local citizens and the ways in which they are acting out of character—which may be very helpful when some citizens begin to suffer delusions or phobias.

Naomi is especially well versed in Halloween lore, and religious rites associated with the fall months. If shown a map of the Haunted Trail (which she has not seen since she had no intention of walking it), or shown pictures of the graffiti from around town (which, like many residents, she hasn't paid any attention to), Naomi can immediately identify the shape as a Lament Sigil. What's more, she is familiar with the symbol and its powers, and can share that information with the investigators.

While Naomi is both a concerned member of the community and uncharacteristically aware of the supernatural elements that are threatening her town, she isn't the sort of person who goes out to fight the supernatural with her own hands. She's seen what that does to people's bodies and minds and, as a

single mother, she worries what will happen to her daughter, Eve, should something unfortunate happen to her. Naomi is happy to help with research and advice and, if push comes to shove, will back up someone who seems to be making a difference, but she's unwilling to put herself directly in harm's way.

Naomi Htadak, Age 31, Librarian and Antiquities Professor

STR 10 CON 11 SIZ 10 INT 15 POW 14
DEX 13 APP 14 EDU 16 SAN 75 HP 11

Damage Bonus: +0

Weapons: none

Skills: Anthropology 65%, Archaeology 61%, Astronomy 52%, Computer Use 33%, Credit Rating 45%, Cthulhu Mythos 15%, Geology 8%, History 71%, Law 15%, Library Use 72%, Listen 33%, Natural History 48%, Navigate 40%, Occult 35%, Pilot Boat 24%, Psychology 26%, Sneak 10%, Spot Hidden 39%, Swim 37%.

Opinions: "The whole town has been on edge since Cordelia Gemmling went missing. I know people are worried about her, but I'm beginning to think there's something else at work. I've gotten jumpy myself, and I don't go out at night anymore, if I can avoid it."

"I haven't seen Nigh since he got back to town. I left him some phone messages, but he never called me back. We used to work together but his life took a different path when his parents died. I have no idea what's brought him back, now."

"I'd love to help, but I can't get directly involved. I've got a daughter to think about. Have I shown you a picture of Eve? She's so adorable!"

Events at the Five Lanterns Antiquities Center

While the cultists and ghouls do not take a direct interest in the Antiquities Center, Nigh S. Hain considers it a relatively safe haven, and Naomi Htadak is the best ally the investigators can find in town. So while none of the core events focus on the center, several encounters can and do occur there.

Day One: There are no significant encounters at the Antiquities Center on Day One. However, if the investigators go there, Naomi will give them a relatively warm greeting and be as helpful as possible.

Day Two: In the early hours of Day Two, the Tate Textiles Mill catches fire and burns to the ground. The mill is right next door to the Antiquities Center, so Naomi spends much of the night working to insure the safety of the building and its collection. (See the "Fire at the Tate Mill" section of Act II for details.)

Day Three: During the afternoon on Day Three,

Nigh S. Hain, fearful of what the ghouls may do to him, uses his old set of keys to enter the Antiquities Center and hide in the Stacks. He will attack anyone but Naomi who comes into the Stacks. (See the "Showdown with Mr. Hain" section of Act II for details.)

In the evening of Day Three, Walker Tye tricks Naomi into meeting him and threatens her with violence. (See the "Naomi in Peril" section of Act II for details.)

Days Four: Nigh S. Hain remains hiding in the Stacks unless the investigators confront him.

Day Five: Unless the investigators have confronted him, Nigh S. Hain will remain in the Stacks for most of the day. Late in the afternoon, he realizes that the final harvest will take place tonight, so he gathers his belongings (including *Der Wälzer*) and leaves town.

The Hidden Mask

The Hidden Mask is the Hain family costume shop, designed to serve as both a mail catalog business and a local shop. The shop closed in 1996, when Nigh S. Hain's parents fell ill and he dropped everything to be with them, but re-opened recently. When he got back in town, Hain told everyone he was going to make the shop bigger and better than ever. Electricity and water service have been restored, and large "Grand Re-Opening" signs are plastered across the outside of the building, lending it an air of excitement and (not coincidentally) completely covering all the windows.

Hain has been expanding the shop in that it is the base of operations for his whole scheme. However, anyone who actually gets into the building will see that it stands in near-ruin—filthy, in poor repair, and empty of any merchandise. There are signs that Hain has been using the shop as his residence—a sleeping bag, empty food wrappers, a cooler filled only with diet root beer and bottles of stuffed green olives—but he has spent very little time here in recent days.

Because he lost confidence in all of his hirelings when Walker Tye betrayed him, Hain no longer allows anyone in the shop except for cultists and the ghouls. Hain comes to the shop every evening at 11:00 to let the cultists in so they can perform their Midnight Harvest (see Act II for details). Other than that, he is out either searching for Tye or trying to make amends to the ghouls. He still desperately wants their help in achieving immortality.

The building itself is divided into the costume shop and a warehouse in back. The front room is actually fairly small with a single counter holding a cash register, a few empty costume racks, and platforms designed for costume displays. Strewn about are catalogs of the shop's offerings circa 1996. A short hallway runs off the front room, connecting to two restrooms/changing rooms, a small office, and the preparation room.

The back two-thirds of the building is the warehouse. Here dusty, moldering costumes from decades past hang on rusting racks, sit on cracked shelves, and lay strewn about. Those on the ground have been gathered into small

mounds and arranged roughly in a circle. At the center of the circle, a large Lament Sigil has been painted onto the warehouse floor. (The mounds are what the cultists use as cushions when they gather for their ceremonies.)

Events at the Hidden Mask

The shop will be empty most of the time, with Nigh S. Hain out either searching for Walker Tye or negotiating with the ghouls. However, if the investigators enter the shop at the right time, they may have an interesting encounter.

Days One through Five: Given the fact that these happenings center on the Costume Extravaganza, it's possible that the investigators will want to visit Five Lanterns' only costume shop. When they arrive, they see the "Grand Re-Opening" signs in the windows, but find the shop locked and closed.

Residents of the town will say that the shop had been closed for more than a decade, but the owner—Nigh S. Hain—just came back a few weeks before the Extravaganza. They think that getting the shop up and running in such a short period of time was too ambitious a goal, particularly given how involved Mr. Hain has been in the Assistance Society. He clearly cares about the town, and should have his shop back in order in time to be a major part of next year's Extravaganza.

All the doors and windows to the building are locked securely for the first few days, but that may change depending on the actions of the investigators and the cult during the course of the week.

Days One through Three: Each night at 11:00 he returns to let the cultists in to perform their daily ritual. (See "The Midnight Harvests" in Act II for details.)

Days Three and Four: By this point, the prolonged proximity to the master Lament Sigil has actually had an effect on the costumes—they now move under their own power. The costumes aren't truly alive, they are animated by the cultist's fervent desire to frighten as many people as possible. They bob and weave jerkily, flying about making sounds associated with their appearance (a cat costume growls, a demon costume curses in Latin, and so on).

Four costumes stand ready to attack anyone who enters the warehouse that is not a member of the cult (to whom they are attuned). The rest of the costumes are not in this state of readiness, but if investigators spend more than a few minutes in any single part of the building, the costumes there will begin to come alive and attack them.

The costumes are not particularly effective combatants, but they can be unnerving. Just seeing them is not cause for a SAN check, but the first time the investigators see a person be physically harmed by one (or are harmed by one themselves), they must make an immediate SAN check causing 0/1 SAN loss.

Each costume has only a single hit point, but it is contained in one particular key part of the costume. So in order to actually damage it, the— investigators have to not only hit the costume, they have to hit it in the correct spot.

Usually that spot is the mask, but sometimes it will be another part that is the symbolic heart of the outfit (the Keeper should use his or her best judgment in adjudicating this).

Determining where an investigator's attack can be done in a number of ways. The default method is simply for the Keeper to ask where the investigator is aiming his or her blow and allowing it to succeed or fail based on the results of the attack check. Those who want to include an additional level of uncertainty, the Keeper may make the initial attack to simply hit the costume, then require a second check to hit the right spot. However, any method of determining this outcome is acceptable as long as the Keeper and the players agree that it is fair.

The costumes have only absorbed enough fear energy for one combat. When the encounter is done, whether the investigators defeat them all or simply flee, the costumes all fall to the ground and do not move again.

Day Four: Hain succumbs to the idea that the ghouls are going to betray him. He leaves the Hidden Mask for the final time and hides out in the Stacks at the Five Lantern Antiquities Center.

When Hain fails to show up at 11:00 for the nightly fear harvest, the cultists break into the warehouse through the back door and perform the ritual as prescribed.

Day Five: All day on October 31st, a single cultist waits at the rear entrance (to the warehouse) hoping to see Nigh S. Hain. The cultist has been tasked with getting *Der Wälzer* from him by any means necessary.

If found by the investigators, the cultist pretends to be a tourist who came into the alley after being scared by the strange goings on in town. However, this bluff will most likely fail. When pressed, he will attempt to flee first and only fight if the investigators give him no other option.

After the sun goes down, the cultist will join the others in the Moonshine Tunnels to perform the final Midnight Harvest and bring their plans to culmination.

The Marina

Down Main Street from the Town Square is the Marina, where numerous small boats (and a few larger ones) are moored to the four docks. The marina is set in a small, natural cove, and it clearly a popular section of town. Streetlights illuminate it clearly at night, and a large siren (matching the one at Town hall) sits atop a tall pole near the largest dock.

At the entrance is a small wooden building with flaking white paint, clearly marked "Marina Office," but at no time is anyone in it. The Pentacraft family owns the marina, but the Sheriff has found it easier

to just give keys to the boat owners who might need access to the office.

The Pentacroft and Gemmling families have fair-sized boats here—pleasure craft able to comfortably accommodate 12 passengers. Two boats of similar size are up on the beach—one with an obvious hole in its hull, the other just in a general state of disrepair. Netting, rope, buoys, poles, fishing rods, hooks and paint canisters aplenty can be found all over the marina (on boats, the docks, or the beach). There is also a boat launch at the end of Main Street—a ramp going directly into the water.

To the north of Main Street, at the edge of the cove, is a low cave. Although it's completely submerged at high tide, when the tide is out people can wade through thigh-high down a relatively long passage that eventually opens up into a larger cavern that locals call the Moonshine Tunnels. High tide occurs roughly every 12.5 hours (the Keeper should have the tides match the needs of the adventure rather than a strict natural timetable). This is how the cultists originally accessed the Moonshine Tunnels, though they have stopped using this access since they discovered some of the secret passages into buildings around town.

Since it is so inactive during the fall and winter, the marina is a popular place for local teens to hang out. They leave when the sun goes down, knowing that if they don't Sheriff Pentacroft's will come hassle them and call their parents. These teens are unlikely to freely speak to "tourists" but, with a successful **FAST TALK**, **PERSUADE**, or other appropriate check, investigators may be able to get the youths to talk about some of the rumors mentioned in the "Rumors and Innuendo" section.

Events at the Marina

The marina is not a major site for the Extravaganza, but it does play a role in a handful of the important events surrounding the Cult of Flesh Consumed and the activities of Nigh S. Hain.

Day One, Two, or Early on Day Three: For the early part of the adventure, Walker Tye is hiding here at the Marina. He is hunkering under the smallest of the three docks in a nook so tiny that most people couldn't stand to be there for more than a few minutes. Tye, driven by his mania and fear, stays holed up there unmoving for more than twelve hours at a stretch. Unless investigators stake out the Marina overnight (in which case they might see him sneaking out to steal some water and food from one of the boat's pantries), or specifically look under the docks, there is simply no chance of finding him. If he is found early, Tye acts much as described in Day Three, below.

Day Three: Late on Day Three (after sundown), Walker Tye remembers hearing Hain mention




the name Naomi Htadak, and decides only she can help him escape the words he's hearing in his head. (See the "Naomi In Peril" section of Act II.)

Day Four: If the investigators failed to rescue Naomi from Walker Tye, the day begins with her mangled body being found by early morning boaters. The Sheriff arrives on the scene quickly, but so do many other people. This qualifies as a Major Disturbance for Town Composure, as Naomi is well-known and word of her grisly murder spreads like wildfire.

Day Five: After the sun goes down on Day Five, Black Shuck and the remaining cultists move from their hiding places to the Moonshine Tunnels. If there is major unrest on the streets of Five Lanterns, they may opt to use the sea cave entrance instead.

The Moonshine Tunnels

The Moonshine Tunnels are one of the most unusual features of Five Lanterns—the original settlement, built in the sea caves that extend under much of the town. Several of the buildings in downtown Five Lanterns still have passages (often long sealed and forgotten) that provide access to the old streets and storefronts, and even as far away as the Pumpkin Patch there is a storm drain that connects to a winding tunnel that eventually leads to the old subterranean city.



Since the founding and incorporation of the current town of Five Lanterns, the old settlement in the tunnels has largely been ignored. Originally, the two places were completely separate, but natural erosion and the construction of a few particularly deep cellars made the populous aware of just how thin the ground separating the town from the caverns was. Building codes soon forbid digging deeper than three meters during construction and the old town was soon forgotten again.

With the start of Prohibition, though, a regional smuggling operation took advantage of the tunnels, which is how they earned the name Moonshine Tunnels. Rum and other alcohol smuggled in from Canada arrived by boat at the Marina and was brought into the sea caves for storage. In addition, they built stills in the caves to make locally brewed moonshine. From here they were carried throughout the tunnels and hidden, to be safe from any search.

The smugglers also invested the time and money to build safe connections from the caverns into a handful of local buildings (generally by smashing through into the basements). During the height of this operation, bootleg hooch was being sold at most shops in Five Lanterns and could be found in almost every home.

When Prohibition ended, so did the smuggling operations. The access ways were boarded up (and often dry-walled over) and tunnels were soon forgotten again. They remained that way until the mid 1980s, when Mortimer Scott opened the passage through his basement and began the Moonshine Tour which let people see some of the best-preserved sections of the caverns for the low cost of \$8 (a portion of each sale going back to the city). The tour enters and leaves the tunnels through the Waystation (see below), and if the investigators ask how to get to the buried town, that is the route that the locals will direct them to.

Currently, the Moonshine Tour is not running. Sheriff Pentacraft shut it down during the Extravaganza to keep visitors from wandering around the tunnels unsupervised (and probably getting lost) or teens from using them as a place to pull pranks. Of course, all he's really accomplished is making it so that no responsible figure is actively keeping an eye on who comes and goes into the tunnels.

Most of the buildings in the sea caves are in fairly dire shape, having only been used and kept up for about 13 years in the past two centuries. However most of them are still standing, and some have been repaired back to their original conditions. (Each year, Mortimer Scott has one or two more buildings restored so that the tour can continue to grow.) And as the site has become more popular, other people and businesses in town have re-opened their long-closed doorways into the Moonshine Tunnels.

The important facts about the Moonshine Tunnels are

noted on Player Handout #1, which the Keeper can give to the players whenever it seems appropriate. The flyer includes a simple map and enough information to let the investigators decide for themselves when it is worth their while to investigate the site.

One thing that is obviously not mentioned on the flyer is the fact that the Cult of Flesh Consumed is planning to perform their final Midnight Harvest at a building in the Moonshine Tunnels. Also, the ghoul Garm is currently living in the tunnels and holding Cordelia Gemmling here. (See the "Rescuing Cordelia" section of Act II for more detailed descriptions of the caves and the buildings they holds.)

Events in the Moonshine Tunnels

There are only a few activities that will take place in the Moonshine Tunnels, but they are all quite important to the adventure's plot.

Days One, and Two: During the first few days of the investigation, the ghoul Garm is holding Cordelia Gemmling captive in the Moonshine Tunnels (see "The Weeks Before" section of the Background for details). If the investigators decide to explore the tunnels during this period of time, it is likely that they will hear her cries and attempt a rescue.

Day Three: If the investigators haven't yet rescued Cordelia Gemmling, her cries are heard on the streets above. If that still does not motivate them to mount a rescue (see the "Rescuing Cordelia" section of Act II for details), the Keeper may decide to have the sheriff do so instead. Alternatively, Garm can keep Cordelia there as long as the Keeper prefers, finally killing and eating her just before the final midnight harvest.

Day Four: Nothing of consequence happens on Day Four, though Garm will continue to stay somewhere in this area.

Day Five: If no one has yet rescued here, Cordelia Gemmling dies as Garm and Black Shuck devour her as a final meal before starting their work. During the day, they prepare the Cold House for the ritual that evening. After the sun goes down on Day Five, the remaining cultists move from their hiding places to the Moonshine Tunnels in order to perform the final Midnight Harvest and bring their plans to culmination.

Pilgrim Square

Pilgrim Square is what the locals call the old town commons—the oldest and most central part of town. There's still a literal square with a large open green and a few gazebos at the center where local concerts are played on summer evenings, speeches are made, and decorations are set up for various holidays. (The square is currently festooned with

Halloween decor).

There is a statue of a proud pilgrim at the center of the square. Erected as part of the town's Bicentennial celebrations in 1976, it is now badly tarnished. At the north end of Pilgrim Square is the Town Hall, and just across the street from it is the Lantern Clock, a clock tower that during the 19th century was the tallest structure in town, but now is not nearly so impressive. Around Pilgrim Square are some small shops, a diner with an old-fashioned soda fountain, an antiques store, the Five Lanterns Cinema (proudly showing only classic horror movies on its single screen for the entire month of October), and the County Gazette office (which is just a distribution office for a regional weekly—there is no local paper). Unlike most of the town, there are no empty storefronts or abandoned factories on Pilgrim Square.

The original start and stop points of the Haunted Trail are in Pilgrim Square, and for the first two nights of the adventure a horse-drawn Haunted Hayride operates from here at no charge. (The Sheriff shuts it down during Day Three.)

Although it is not particularly impressive by modern standards, the Lantern Clock is the oldest historical site in the main town (though not as old as the buildings in the Moonshine Tunnels). The clock bears a plaque stating that it was erected before any other structure in the town itself. The clock served as a landmark and a warning signal back when the only structures were those in the sea caves. The clock tower has a single door at its southern end, which requires a successful **LOCKSMITH** check to open without the keys (which are held by only Sheriff Pentacroft and the Mayor's office). Inside, a single staircase runs from the top of the clock tower down to the Chapel in the Moonshine Tunnels.

Events at Pilgrim Square

No key encounters happen at Pilgrim Square, though the Keeper may want to use it for impromptu interactions with locals, tourists, or even cultists. However, a few events do begin here.

Days One, Two, and Five: Nothing of particular consequence happens at Pilgrim Square.

Day Three: About midday on Day Three, some children standing near the Lantern Clock hear Cordelia Gemmling crying and begin to tell others about it. This will likely motivate the investigators to attempt to rescue the girl. (See the "Rescuing Cordelia" section of Act II for details.)

Day Four: During the evening of Day Four, the

costume parade that is the centerpiece of the Extravaganza occurs. Pilgrim Square is filled with thousands of participants, onlookers, and merchants. During this time, the cultists carry out attacks on the investigators. (See the "The Attack" section of Act II for details.)

The Pumpkin Patch

Just to the west of town, between Five Lanterns and the local woods, is the Pumpkin Patch. As its name suggests, it is a large pumpkin field owned by the town of Five Lanterns where they grow pumpkins for use at the Extravaganza. (During the spring and early summer they also grow other kinds of squash and regional vegetables.)

A sign proudly proclaims that every year the Mayor plants the first seed and delivers a pumpkin each to all the local households. By asking about this tradition, the investigators may learn that this year the pumpkins were distributed by Sheriff Pentacroft since the Mayor was away on vacation.

Because Cordelia Gemmling was last seen here, Sheriff Pentacroft has ordered the Pumpkin Patch to be off limits after dark, and the parents of Five Lanterns have set up a volunteer watch to monitor the area. There's nothing here of interest to visitors since it was also been taken off the Haunted Trail.

In the area around the patch are a few storm drains, including one that eventually leads to the Moonshine Tunnels. It is impossible for the investigators to logically deduce the existence of such a connection using their skills and abilities. The players will have to do that on their own, but if they do, the Keeper may allow a **Luck** check to determine which drain is most likely to be the right one.

Events at the Pumpkin Patch

Since the Pumpkin Patch has been closed on order of the Sheriff, there are no activities going on here. Given its connection to the Cordelia Gemmling case, though, the investigators may want to spend some time here. In that case, the Keeper should feel free to include encounters with local parents volunteering for the watch, the sheriff, or perhaps even a sighting of cultist sneaking through the nearby woods.

Tate Textiles Mill

The largest manufacturing site still functioning in Five Lanterns, the Tate mill has been producing cloth since the late 1800s. Originally little more than a few steam-powered looms and a warehouse to store raw materials and finished cloth, Tate Textiles opened in Five Lanterns because of the local bleaching industry, and because Mr. Tate thought it likely the town would expand to become a major shipping port.

While that never happened, the Tate family has managed to keep the factory itself active for more than a century through shrewd business decisions. The mill

now employs only two-dozen locals and creates custom textiles for high-end home decorators. By keeping quality high and turnarounds quick, Tate Textiles has earned the reputation of being available to create whatever is needed—from drapes to sheet and even upholstery—on short notice (for a hefty price mark-up). Even so Mr. Tate and his mill are constantly flirting with bankruptcy. Still, around town he goes to great lengths to project the aura of a successful businessman.

The building itself dates back to the 1920s, and is an ugly cube of brick walls, lumber supports and a leaky (frequently re-tarred) roof. Every few decades, a community beautification group suggests that the Mill is too ugly to serve Five Lanterns tourist aspirations, and tries to convince the town to close it down. Mr. Johan Tate, the current owner, heads off such efforts by being a well-known and popular member of the Five Lanterns community. He is the largest contributor to the Assistance Society, and the mill is traditionally one of the most popular stops on the Haunted Trail. Despite strong pressure from Nigh S. Hain, Mr. Tate couldn't be convinced to take the mill off the Haunted Trail.

Events at Tate Mill Textiles

The Tate Textiles Mill plays an important role in the plot of this adventure. Unfortunately, that role is to be burnt to the ground on Day Two.

Day One: The Mill is covered with Halloween decorations, and Mr. Tate himself passing out candy on its front steps. He's also telling the folks on the Haunted Trail tales about a killer-loom called "The Widow Seamstress." Though the tale is a complete fabrication (told by Mr. Tate every year), many of Five Lantern's residents believe it and say that one of the old looms in the basement of the factory really did claim three lives before being dismantled.

Day Two: Early on the morning of Day Two, before the Mill is open, a fire breaks out and the mill burns to the ground. See "Fire at the Tate Mill" in Act II for details.

Days Three and Four: With the fires out and the mill off the Haunted Trail, people begin to avoid the site. A fire investigator from the county seat is to come see the building, but can't make it until early November. If the investigators go to the scene, though, they will find one person there—Johan Tate, himself.

Mr. Tate spends each day and night crawling through the wreck of his life. Although it is not Mythos induced, he has suffered a serious psychotic break, and sits in the rubble by the remains of an old loom, moaning about the fire. He's convinced that if he leaves the site, he'll burn to death. Using **PSYCHOLOGY**, **PSYCHOANALYSIS**, **FAST TALK**, or any other skill the Keeper deems appropriate, the investigators can talk him back into momentary sanity. If they do not convince him to seek immediate medical help, he ends up returning to the Mill shortly after they leave.

Day Five: If the investigators did not get Mr. Tate to

seek medical attention, he is found in the afternoon of Day Five, dead from his injuries and exposure to the elements. As news of this spreads, it qualifies as a Major Disturbance (see the "New Rule: Town Composure" sidebar).

Johan Tate, Age 57, Local Businessman

STR 10 CON11 SIZ 12 INT 13 POW 13
DEX13 APP 10 EDU13 SAN35* HP 12

* Note that after the fire at the mill, Tate's SAN drops to 20.

Damage Bonus: +0

Weapons: none

Key Skills: Accounting 75%, History 45%, Law 35%, Library Use 35%, Psychology 26%, Weaving 75%

Opinions: "It's all about making your customers happy. People are willing to pay more for quality fabric manufactured here in the U. S. of A! Tate Textiles is a success story, my friends. And if we can do it, so can the whole danged town!"

"Gone... all gone. And the fire! I can still hear the fire. I don't want to burn... don't want to burn... the flesh all alight."

Town Hall

The hub for all the town of Five Lantern's official business, Town Hall sits on the spot where the first aboveground home was constructed nearly two centuries ago. That historic building burned down in the early 1900s and was replaced with a small, typically somber municipal structure. As a result, Town Hall has no connections to the Moonshine Tunnels.

Normally, one can find the mayor, sheriff, and town clerk here, but during the course of the adventure, the investigators will usually see only the clerk, Mrs. Abernathy.

Poor Mrs. Abernathy is doing her best to keep the town running, but is at the serious disadvantage since she has no real authority. She usually acts as the go-between for the mayor and the citizens, but since the mayor is out of town, about all she can do is paperwork.

If asked, Mrs. Abernathy will say that the Mayor is on vacation in Hawaii and suggest that any important documents be left with her. Those who ask when the mayor will return have gotten evasive answers that place the date somewhere between early November and just after Thanksgiving. However, if pressed hard enough, Mrs. Abernathy may reveal what is really going on.

The truth of the situation is that Mayor Mitchell Vincent ran off with his lover. It seems clear that the mayor intended to embezzle money from the municipal coffers but he took the wrong account information, so rather than taking several hundred

thousand dollars of the tax-payers' money, he only got a few hundred dollars from Mrs. Abernathy's personal checking account.

Mrs. Abernathy has been loath to mention it to anyone. She was always quite fond of Mayor Vincent, and hates to be the one to besmirch his name. She also thought that it would hurt the town for this news to come out before the Extravaganza, so she's kept the whole thing quiet. Her plan is to tell Sheriff Pentacroft the whole story after the tourists leave on November 1st and hope that her good intentions will outweigh the misdirection she has perpetrated.

Shea Abernathy, Age 61, Town Clerk

STR 8 CON 10 SIZ 9 INT 13 POW 14
DEX 12 APP 11 EDU 14 SAN 65 HP 10

Damage Bonus: +0

Weapons: none

Key Skills: Accounting 60%, History 61%, Law 68%, Library Use 45%, Psychology 26%, Spot Hidden 59%

Opinions: "Things are always a little wild during the Extravaganza. Children will be children, and "trick-or-treat" does allow for the occasional trick. I'm sure everything will be back to normal before you know it."

"Mayor Vincent is taking his first vacation in four years, so I'm not going to ask him to come back early. Besides, short-notice flights from Hawaii are sometimes difficult to arrange."

Sheriff Pentacroft, Age 39, Local Lawman

STR 12 CON 13 SIZ 14 INT 13
POW 15
DEX 12 APP 11 EDU 16 SAN 70 HP 13

Damage Bonus: +1d4

Weapons: 9mm Automatic 60%, damage 1d10

Key Skills: Bargain 60%, Credit Rating 75%, Drive Auto 60%, Law 70%, Listen 55%, Sneak 30%, Spot Hidden 55%

Opinions: "Here in Five Lanterns we can take care of our own problems. I'll thank you to keep your speculations and theories to yourselves, or I'll have to ask you to leave town."

"What I don't need is a bunch of outsiders stirring things up and making folks nervous. I have at least one missing child, maybe two, and chances are they're just playing a prank. I need everyone calm and rational while I sort this out."

"I have always said that damn Costume thing was a mistake. It just encourages teen pranks and childish behavior."

Events at Town Hall

No events that are key to the adventure's plot take

place at Town Hall. However, since this is where Sheriff Pentacroft's office is, the investigators may have reason to visit here on more than one occasion. In addition, anyone looking to speak with the Mayor will naturally come here, too (though a conversation with Mrs. Abernathy is all they will be able to get.)

Day's One and Two: No events of significance occur on these days. However, if the investigators come to Town Hall, they can certainly provoke such incidents through interactions with Sheriff Pentacroft.

Day Three: A dozen concerned parents, siblings and friends come to the sheriff's office to see what is happening about their missing loved ones. Unless someone calms them down (using **FAST TALK** or another appropriate skill), they end up getting into a violent shouting match with one of the deputies, resulting in a Moderate Disturbance (see the "New Rule: Town Composure" sidebar).

Day Four: Mrs. Abernathy has locked the doors to the City Office, and refuses to open them. Between her nervousness about the mayor and the effect of Lament Sigil, she is too scared to come out. The investigators can change her mind with a successful **FAST TALK**, **PERSUADE**, or other appropriate check.

Day Five: The Town Hall is closed entirely. Mrs. Abernathy can't take the stress of trying to run things anymore, and Sheriff Pentacroft has too much to do keeping the peace to leave a man in the office just so annoyed tourists can come and yell at him. He figures everything will calm down once the Costume Fete is over and the weirdoes leave. There are still a few missing children, so he's taken a party of deputies to search the local woods.

The Waystation

This building was the lobby of a prominent hotel that has otherwise been long since been demolished. The Waystation has been designated a historic landmark that includes the building and a small section of the original cobblestone street in front of it. This section of street contains the town's first storm drain that funnels to a natural underground passage that is part of the Moonshine Tunnels.

The lobby was used by gin-runners to distribute moonshine during Prohibition, and still has a few of the rickety wooden tables and chairs from that era scattered about it. The walls and ceiling show the kind of ornate brass decorations that were common in the late 1800s. After more than a century of disrepair, they have recently been restored and maintained by Mortimer Scott. One of the back rooms has a passage that leads to the Central Row section of the underground settlement, and this is the route that the Moonshine Tour groups take to get to the sea cave.

Events at the Waystation

No events significant to the adventure's plot take place at

the Waystation, but the Keeper may use it in any way that seems appropriate.

If the investigators ever ask how to get to the old underground town, they will be told to go through the Waystation.

Act II: Lamentations

While the investigators begin exploring the town of Five Lanterns completely at their own pace and in their own ways, as the days pass a series of events unfold that likely will strongly impact what people, places, and events the group thinks are most important. Act II presents the major events that represent the developing threat to the town and its people.

It is not critical that the investigators be on site when these events happen (or begin). But once they hear about them, the chances are that the group will want to learn more. In some cases, though, the Keeper may have to impress upon the group exactly why a particular happening resonates so strongly with the citizens of Five Lanterns.

The events in this act are listed roughly in the order that they take place. Actions by the investigators may forestall some of the events or even force them to happen early, so the Keeper should remain flexible in the adventure's exact timing.

The Midnight Harvests (Every Night)

Though on the surface The Hidden Mask seems like just another run-down shop in a fairly run-down town, the fact is that it's at the very heart of the Cult of Flesh Consumed's plans. This is the center of their pattern of Lament Sigils, and where they go every night to gather the fear their spells have collected each day.

Use of the shop for this purpose was part of Nigh S. Hain's deal with the ghouls. He allowed Black Shuck to inscribe a Master Lament Sigil on the floor of the warehouse, and agreed to give the cult free access to the site whenever they needed it. Each night at exactly midnight, at least one cultist must be in the building in order for the harvest of fear energy to take place. They usually arrive around 11:00 with a significantly larger group—often about ten, including Black Shuck—and perform a more extensive ceremony than is strictly required. The ghouls organized this for the sense of power and involvement it gives the cultists, and the protection it affords against betrayal or interference from snooping neighbors (or investigators).

The purpose of these midnight harvests is threefold.

First, the ritual the ghouls plan to perform on Halloween night requires the area around it (to a radius of several miles) be soaked in fear for days prior to the rite itself. The Master Sigil gathers every shriek, shiver, and gasp in Five Lanterns, and spreads them collectively over the town like a blanket. This process began several days before the investigators arrived, and even if the cultists

miss one or two harvests at the end of the process, this function has already been sufficiently fulfilled.

Second, the process of increasing the town's fear and gathering that energy strengthens the cultists themselves. (See the "New Rule: Town Composure" sidebar for details.) It also reduces the number of cultists required to perform the final ceremony. Without the aid of the Lament Sigils, the ghouls would have needed hundreds of chanting humans power the spell summoning a Star-Spawn of Cthulhu. By using the sigils, they now need far fewer (only a number of cultists equal to the town's Composure at the time of the ritual).

Third, the blanket of fear effect causes everyone in town to become highly susceptible to phobias and unprovoked panic. This keeps the population focused on imaginary terrors and lessens the chance they will notice the very real threat the cult poses.


Harvesting the collected fear through the Master Sigil is relatively easy. A single cultist simply has to stand over the sigil and chant the following short phrase in Latin: *Signum vereor , repleo mihi per formido alius , quod per mihi addo suum formidonis plenus orbis*. This causes the amassed fear energy to fill all the cultists with power and then spread over the town. It also prepares the Lament Sigils drawn throughout Five Lanterns for another day of collecting and channeling fear energy. The phrase takes only a few seconds to utter (and can be roughly translated as "Signs of fear, fill me with the dread of others, and through me bring their terror full circle."). By itself, the phrase has no power, it is simply the trigger for the Master Sigil.

A second master sigil has been inscribed inside a building in the Moonshine Tunnels—the Cold House—for use during final midnight harvest and summoning ritual (see Act III for details). Only the ghouls know about this second sigil. However, it means that even if the investigators destroy the sigil in the warehouse or make it impossible for a cultist to reach it, the ghouls can use the Cold House's sigil to continue the nightly harvests. Unless that becomes a dire necessity, though, they would prefer to keep the existence of the second Master Sigil a secret from everyone.

Fire at the Tate Mill (Day Two)

Early on the morning of Day Two, before even the earliest workers arrive, a few of Nigh S. Hain's minions sneak into the Tate Textiles Mill and set fire to its lumber supports. The location of the Mill is deforming the Haunted Trail away from the shape of a Lament Sigil, which reduces the amount of fear the ghouls gain from each midnight harvest.

Setting the fire is Hain's idea, not the ghouls'.



Since he still hasn't found Walker Tye, and with him the missing pages from *Der Wälzer*, he's trying to do something else that will please the creatures and buy himself more time. Sadly, that makes the destruction of the mill nothing more than a stalling tactic.

Unless investigators stake out the Mill on their very first night in Five Lanterns, all of Hain's minions are long gone by the time the town's sirens sound and the fire department rushes out. Mr. Tate is among the first to arrive, but can do nothing but stand there watching the work of his life burn to the ground.

The blaze wakes up nearly the whole town, and many of them come down to watch the firefighters try to bring it under control. This is a good opportunity for the investigators to interact with various members of the community. They all mourn the loss of the mill saying that it will seriously hurt the community, but no one seriously considers the possibility that it was an act of arson. After all, Johan Tate is a well-liked member of the community, and no one gains from the loss of his business (not even him, it turns out, because tight economic times led him to let his insurance lapse). As far as the people of Five Lanterns are concerned, this is just a horrible tragedy. Even so, the fire counts as a Minor Disturbance (see the "New Rule: Town Composure" sidebar for details).

The fire also threatens the Five Lanterns Antiquities Center as flaming embers fall onto the center's wood shingled roof. Naomi Htadak arrives on the scene shortly after the investigators do. She's worried that if the roof catches fire even momentarily, the smoke damage will destroy many irreplaceable historic artifacts. She begs the firefighters to preemptively hose down the roof and keep a watchful eye on the Antiquities Center. Then she frantically gets to work moving the most valuable items from the public displays, plus some key files from her office, into the fire-proof storage areas in the Stacks.

If the investigators spend much time watching the mill fire, allow them periodic **SPOT HIDDEN** checks to notice Naomi running back and forth through the lobby of the center carrying various books, swords, costume pieces, and small shadowboxes from the west wing to the back of the building.

If the investigators ask what she's doing, Naomi will curtly explain. (She doesn't think she has time to do quality tourist outreach just now.) However, if they offer to help, and particularly if any of them have a scholarly background, she will gladly accept and be much happier to talk at length about anything she knows as long as the conversation is held while moving the artifacts.

In the end, the roof of the Antiquities Center smolders a bit, but doesn't catch fire. Once the threat is clearly passed, Naomi invites any helpful investigator for a cup of coffee in the center, and

asks about what brought them to town—they don't seem like the usual Extravaganza attendees. She doesn't pry, but she shows a real interest and will reveal her own scholarly interest in the occult if the investigators broach the subject.

Naomi makes an excellent local contact for the investigators, and this event is their best chance to get to know her.

Rescuing Cordelia (Day Three)

Around midday on Day Three, some children hear the plaintive cries of Cordelia Gemmling echoing up through the Lantern Clock tower. If the investigators follow up on that lead, they may soon find themselves descending into the Moonshine Tunnels, where they have a chance to confront one of the ghouls and rescue the missing girl.

The Moonshine Tunnels are a complicated place—a series of sea caves and caverns connected by sometimes narrow passages. Some spaces are empty, others contain a lone building or two, and yet others contain whole streets of colonial houses. This provides the Keeper an opportunity to tailor the descriptions so that they have the most impact on the investigators.


Only the best-preserved and most interesting streets are included on the tour. They have been restored and refurbished to almost the level of a historic re-enactment village and are described in some detail below. If the investigators move off the clearly marked main path, though, they may find anything one might expect to be in the ruins of a mid-nineteenth-century village—and in just the sort of terrible disrepair one might expect after a century and a half of neglect.

The Keeper should be aware that there is at least one well-preserved area that is not discussed in this section—the Cold House. Neither Mortimer Scott nor the Moonshine Tour restored and developed this space, it was rather done by the ghouls and their cultists. The Cold House is the spot they've chosen for their final midnight harvest and summoning spell, so they chose a building in a separate cavern from those the tour visits. Still, if the investigators persist in wandering blindly around the tunnels, they may come across it. (See Act III for details on the Cold House.)

Central Row

The main section of the Moonshine Tunnel tour is an entire street located in the one of first caves in the complex. At various times, several buildings in downtown Five Lanterns have had passageways that connect to Central Row, but the only currently functioning one comes from the Waystation (see Act I for details).

Central Row is an impressively complete example of a nineteenth-century town. There are several houses, a small livery (for those who insisted on bringing horses into the cavern), a silversmith's shop, and a handful of other



businesses. The original lantern streetlights have been wired for electricity for the sake of the tour, but aren't currently working—the gas-powered generator has been shut down. (It can be found in back of the livery).

There is nothing of particular importance to the adventure here, but the investigators may be interested in some of the authentic construction, decorations, or artifacts that have been placed around the area. The Keeper may want to seed the area with items intended for the investigators, then allow them **SPOT HIDDEN** or **LUCK** checks to actually find them.

The Brewery

Just one of several old warehouses in a cavern with plentiful ventilation out to the seacoast, the Brewery holds importance in two ways. First of all, it may be the oldest distillery still standing in the state of Rhode Island (that point is under scholarly discussion), having produced beer and whiskey at least as far back as 1759. However there is no debate over the fact that during Prohibition this building was where the smugglers built their stills. Indeed two of the devices are still standing, though no longer functional.

If the investigators examine the Brewery in any detail, allow them **SPOT HIDDEN** checks which, if successful turn up one or more of the following discoveries.

- A single unopened bottle of Five Lanterns Whiskey marked with a date of 1784. Such an artifact is almost unheard of and would be a plum addition to the Antiquities Center collection. Or, if the investigators are so inclined, would fetch a large price at auction.
- A crate containing six mason jars filled with moonshine distilled during the final days of Prohibition. While it is no longer good to drink, with a successful **IDEA** check, the investigators might think to use these jars as Molotov cocktails. Of course, doing so in the Moonshine Tunnels would be very dangerous as all the structures here are highly flammable. Causing a raging inferno beneath the streets of Five Lanterns would also have an unpredictable effect on the buildings and people above.
- A 1929 Thompson submachine-gun. It needs to be cleaned and oiled, and there is no ammunition remaining, but this would make a fine collector's item.

The Chapel

A prime example of a colonial house of worship, the Chapel is not a particularly impressive building. The puritans believed in simplicity and devotion, and for the most part build plain, utilitarian churches. Like similar New England institutions of its era, the Chapel is a blocky, one-room structure with a single aisle running between

rows of wooden pews up to a simple lectern.

The secret passage built into the Lantern Clock tower leads down to a spot just next to the Chapel (see the "Pilgrim Square" section of Act I for details).

Inside the Chapel is where the ghoul, Garm, has been holding Cordelia Gemmling hostage. She has been bound and gagged here for days, being given just enough food and water to keep her alive and awake so that Garm can cause her as much raw terror as he can manage. In the morning on Day Three, she manages to get her gag loose and begins screaming for help.

Once the investigators enter the cavern, they will easily be able to hear Cordelia's screams and identify that they come from the Chapel (which is one of a half dozen or so buildings in this space). If they succeed at **LISTEN** checks, though, the investigators can also hear Garm's guttural growls as he menaces the girl. Peering in the window, they can see him standing over her bearing his claws and fangs. (This may require a **SAN** check if the investigators have not previously encountered ghouls.)

There are many ways that the investigators might handle this situation, and most of them are likely to result in Cordelia's rescue. While her presence and, more truthfully, her fear have been boons to the ghouls' plans, they don't actually need her. However that does not mean that Garm will simply run away at the first sign of opposition.

It will assess the situation, seeing how many investigators there are and what their plan seems to be. If there are only one or two, Garm may try to quickly defeat them (and gain a meal in the process), but as soon as it becomes clear that the battle will be difficult, it flees the scene by the most expedient route available (probably through one of the Chapel's windows) and disappears down the maze of tunnels (with which it has become intimately familiar).

If the investigators examine the area around the Chapel, they will find the remains of three of Garm's previous meals. They all appear to have been homeless men that would have gone missing without much fuss. At the Keeper's discretion, though, one or more of these bodies could belong to one of the missing teens.

If Cordelia is successfully rescued, it bolsters the local mood. Raise the town's Composure score by

+1d6. However, if word spreads that she was being held and tortured by some kind of fanged monster, then it counts as a Major Disturbance. (See the “New Rule: Town Composure” sidebar for details.)

Garm, Age 571, Ghoul Magus

STR 17
CON 13
SIZ 13
INT 16
POW 14 (Is this too low to cast spells?)
DEX 13
Move 9 HP 13

Damage Bonus: +1d4

Weapons: Claws 30%, damage 1d6 + 1d4 and Bite 30%, 1d6 + worry (Garm automatically deal bite damage each round until a STR against STR Resistance table roll dislodges him).

Armor: firearms and projectiles do half rolled damage (round fractions up).

Key Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 89%, Spot Hidden 50%

Spells: *Magic Points:* 14—Candle Communication, Cause Disease, Cloud Memory, Flesh Ward, Implant Fear

Sanity Loss: 0/1d6 Sanity points to see Garm; 1/1d6 if he is seen feeding.

Cordelia Gemmling, Age 11, Missing Child

STR 4 CON 7 SIZ 6 INT 14 POW 13
DEX 13 APP 15 EDU 7 SAN 25 HP 7

Damage Bonus: -1d6

Weapons: none

Key Skills: Hide 50%, Persuade 50%, Spot Hidden 25%

Opinions: “Mommy always said that monsters aren’t real. But the boogeyman is real ... and he has a brother.”

“It kept saying it would eat me, but it never did. It made me watch while it ate the arm off an old man. He must’ve been dead cuz he didn’t scream, but I did. I screamed A LOT, and that made the boogeyman smile.”

Naomi in Peril (Day Three)

Late on Day Three (after sundown), Walker Tye—who is still suffering from the SAN loss he suffered while translating *Der Wälzer*—has an epiphany. He remembers that whenever Nigh S. Hain yelled at him for being stupid, which was quite often, he almost always mentioned the name of a good assistant he used to have. The assistant’s name was Naomi Htadak, and Tye knows that she still works

at the Five Lanterns Antiquities Center. It occurs to Tye, in the depths of his delusion, that if anyone can help him escape the words that keep ringing in his head, perhaps this “good assistant” can.

Tye sneaks out from his hiding spot (see “The Marina” in Act I for details), breaks into the Marina Office, and uses the phone to call Naomi. He tells her that Nigh Hain is hurt and holed up on one of the boats, and very much wants her help. “He says not to call the sheriff,” Tye explains, “because he’s in on it!” Naomi doesn’t really understand, but she’s been worried about Hain for some time and so agrees to meet Tye. She follows Tye’s instructions and doesn’t call the sheriff—but she does call the investigators (leaving a message for them at their hotel if she can’t reach them by phone). No matter what they tell her, she then rushes off to the Marina. Unless they are with Naomi at the time, she will get there before they can (the Keeper can decide exactly how much sooner).

Once Naomi arrives (even if she’s with investigators), Tye bursts out of the office and tries to tackle her, clutching the ripped pages of *Der Wälzer* in one hand and a gaff hook in the other. He demands Naomi use her “old powers” to read the pages and get the words out of his head and back onto the parchment. Of course, she has no idea what he’s talking about or how to do such a thing, so she stalls hoping that the investigators will arrive in time to save her.

If the Keeper wants this part of the adventure to be quick and straight forward, the investigators should arrive in time to have an immediate showdown with Walker Tye. If the Keeper prefers to make them worry about Naomi, instead she convinces Tye that in order to help him she must take him back to her “lab” in the Antiquities Center. Then the investigators arrive on the scene too late and must use deductive reasoning (or appropriate skill and ability checks) to figure out where Tye and Naomi have gone.

Whether it happens at the Marina or the Antiquities Center, the confrontation with Tye should center on the deranged man using Naomi as a human shield and trying desperately to plead his delusional case. The incident can easily turn violent or, if the investigators use their social skills, they might convince Tye that they can help him. If they manage to win his trust, Tye will tell them all the details that he knows about what is going on between Hain, the cult, and the ghouls. He will be less willing to talk about *Der Wälzer*, but can eventually be convinced to if he thinks that the information will soon be purged from his head.

If the investigators fail to discover where Tye and Naomi went, or simply decide that it’s not important to follow them immediately, Naomi can successfully stall Tye for several hours, then he tires of her empty promises to help with his problem. If the investigators do not find them by 5 AM, Tye kills Naomi and dumps her body into the cove, where it is found early on Day Four (see “The Marina” in Act I for details).



Walker Tye then just wanders the streets of town. The investigators may overhear tourists talking about “a deranged man clutching some dirty papers and talking spouting all kinds of gibberish.” Finding Tye requires only half an hour or so of walking or driving around town and a successful **SPOT HIDDEN** check. If they do not find him by noon, the cultists will. In that case, the ghouls get the missing pages of *Der Wälzer*, and Walker Tye is never heard from again.

Walker Tye, Age 28, Insane Minion

STR 15 CON 14 SIZ 16 INT 10 POW 17
DEX 14 APP 9 EDU 13 SAN 08 HP 15

Damage Bonus: +1D4

Weapons: Gaff Hook 75%, 1d3+1d4

Key Skills: Dodge 70%, Hide 75%, Sneak 60%, Spot Hidden 70%

Opinions: “He said no one would get hurt! But I’m hurt, aren’t I? It’s those gaunt men—the finger-eaters. They want the book. The book in my head. GET THE BOOK OUT OF MY HEAD!”

“Hain came back different than he left. Not all of him came back. He’s a shadow man now, and he’s made me one, too. I’m a shadow-man, and no one can see me!”

“Hain made me read it before we lent it to the gaunt men. But I didn’t read it—it read me. It’s still reading me, and when it’s done there won’t be any of me left, I’ll be all read-up.”

Showdown with Mr. Hain (Day Four)

On the afternoon of Day Three, as he remains unable to find Walker Tye, Nigh S. Hain becomes convinced (and correctly so) that his ghoul “allies” are planning to betray him, Hain panics and flees to the Stacks of the Antiquities Center (using the old keys from his time as Director of the facility). He hides in the Stacks, with *Der Wälzer von Ungezähltem Kummer* in a satchel on his person.

The keys on his ring let him into any room on the premises, but there isn’t much there. He can get junk food and soft drinks from some vending machines, and anything that Naomi has lying around her offices, but that’s about it. Hain takes what he needs back to the Stacks and remains holed up there until Day Five, unless someone disturbs him.

Hain still basically trusts Naomi, but he does not want to interact with her. Hearing her walk around the building gives him a sense of protection, though. Anyone else, as far as he’s concerned, is a threat. In fact, he’s certain they are after *Der Wälzer*.

If ever he hears a person other than Naomi come into the Stacks, Hain prepares to stop them. He has one trick remaining—a figurine that he can animate into a scuttling eyeball on spider legs that he calls his “Watchful Guardian” (see the “New Creatures” section for details). In the past

he has used this creature to spy on the ghouls and poison his enemies. It’s not particularly strong, but it is small and fast, and he will send it out to distract his opponents while he prepares a physical or magical attack (depending on how badly outnumbered he appears to be).

If the investigators defeat Hain, they may be able to get him to tell his story (if they have the help of Naomi Htadak). Hain’s delusions about a shadowy organization that killed his parents now color his perceptions of everything. The delusion itself is unstable—sometimes he believes he is fighting the Illuminati, other times he thinks a secret cabal of vampire clans rules the world or that a secretive institute of psychics run by gray aliens are twisting our future to their advantage. Hain now believes anyone he meets is part of one of the conspiracies. He’s likely to rant and rave quite a bit, but will eventually give them the details of his interactions with the ghouls and the Cult of Flesh Consumed.

If Hain is seriously wounded, his Watchful Guardian is destroyed, or it otherwise becomes clear to him that he can neither win nor escape, he determines to kill himself. In his upcoming actions he grabs a knife or other sharp relic from one of the display or storage racks, begins chanting in an unrecognizable language, plunges the implement into his heart, and falls to the floor. That is, presuming that the investigators do not stop him from doing so.

If Hain manages to defeat the investigators, or if the group never encounters him here, he flees town (immediately if he won the fight or late in the afternoon on Day Five if left alone). In this case he still has *Der Wälzer von Ungezähltem Kummer*, and begins looking for a new group or entity that may be willing to teach him the secret of immortality. See “Continuing the Horror” for more thoughts on the matter.

Nigh S. Hain, Age 44, Broken Soul

STR 13 CON 13 SIZ 13 INT 16 POW 18
DEX 10 APP 14 EDU 19 SAN 26 HP 13

Damage Bonus: +1d4

Weapons: Fist/Punch 55%

Key Skills: Cthulhu Mythos 18%, Hide 35%, Listen 86% Occult 77%, Sneak 59%, Spot Hidden 82%

Spells: *Magic Points:* 14—Dominate, Fist of Yog-Sothoth, Hands of Colubra, Spectral Razor

Opinions: “It was all so clear to me—the flesh eaters, the book, finally finding my parent’s killers. We were so close, and now you’ve ruined it!”

“You have not heard the last of Nigh Samuel Hain! Not by a long month of nightmares, you haven’t!”

Shut Ins (Day Four)

After inadvertently arranging for the disappearance of Cordelia Gemmling, and ordering the arson attack on the Tate Textiles Mill, Nigh S. Hain finally managed to get the Assistance Society's board of directors to change the Haunted Trail route to the shape of a Lament Sigil. However, his evil influence did not end there. Tainted by such close proximity to Hain and his magics, the members of the Assistance Society's board of directors were among the first ordinary people in Five Lanterns to feel the effects of the "blanket of fear" that the Lament Sigils cast over the town. After the Day Two meeting to change the Haunted Trail route, they each went immediately home and have not set foot outside since.

By Day Four, people all over town are suffering the effects of irrational, occult-inspired phobias. However, since they were the people responsible for turning the Haunted Trail into a Lament Sigil, the Assistance Society's board members were the most severely impacted of all. On top of the fears gripping them, the board members are unable to leave their homes. They have trouble answering their doors, picking up the phone, and even inviting people inside. This is troubling because these are among Five Lanterns' leading citizens. Without them, the town is having difficulty organizing any response to the current troubles.

The thing of it is, the board directors cannot even understand that they have some sort of problem. To them, everything is as it should be. If the investigators manage to visit with one of these poor individuals (a phone conversation will not do), they can attempt to use **PSYCHOLOGY**, **PSYCHOANALYSIS**, or even **PERSUADE** and **FAST TALK** to understand that they are dealing with some supernatural horror.

Once a member of the board steps outside his or her house voluntarily, the spell is broken and they can act of their own free will again.

If the investigators make these problems public before they are solved, each counts as a Moderate Disturbance (see the "New Rule: Town Composure" sidebar). On the other hand, if the investigators can get more than half the board members safely out of their homes, Sheriff Pentacroft's attitude shifts from being suspicious of the investigators, to allowing them an arms-length chance to find the root of the town's problems.

Members of the Board

Listed below are the members of the Assistance Society's board of directors, as well as their current delusions and phobias.



Abigail Gemmling: Convinced either that if she leaves she'll miss a call, from her daughter (if Cordelia is still missing), or that her daughter will be taken again (if Cordelia has been rescued).

Johan Tate: Instead of being at his home, Mr. Tate is unable to leave the burned out site of his Mill (see "Tate Textiles Mill" in Act I for details).

Elisha Cook: Convinced her home is covered in self-aware rats waiting to attack her.

Byron Sprague: Thinks it is so cold outside he'll freeze if he leaves his home. Is running all heat sources within his house, and requires medical treatment for heat stroke if he is not rescued by sundown on Day Four.

Davis King: Believes he is asleep and trapped in a nightmare. Doesn't want to leave his bedroom, since he fears he will die if he wanders too far from his "real body."

Felecia Licht: Miss Licht has gone farther off the deep end than anyone else. She thinks she is an ancient Assyrian temple prostitute, and her god Ha'al will be angry if she leaves her home. None of what she describes is even close to accurate Assyrian mythology, and seems to be drawn more from trashy romance novels than any historical background.

The Attack (Day Four)

In the evening on Day Four is the Costume Parade where the judging for contest winners takes place. It is a likely time and place for the ghouls to be seen moving freely around, so the investigators may wish to stake out the parade route (which travels the length of the Haunted Trail).

However, this is also the time that the cultists can move about most openly, and they are taking that opportunity to strike back against the investigators who have been plaguing them for the past few days. Each investigator has a single cultist assigned to kill him or her.

Depending on how the investigators organize themselves, this may result in a series of one-on-one fights along the parade route or a small mass melee. The cultists do their best to lure the investigators into alleys or other places where they won't be seen, since they still have one more day until their final ritual. For that matter, the cultists have no wish to die this close to achieving their goal, so if an investigator puts up too good a fight, his or her attacker will simply flee.

If the investigators begin to call out for help, the cultists grin and remind their targets how much a random knifing in the street might raise the level of fear level in town. If any of the attacks are publicly exposed, it counts as a Moderate Disturbance (see the "New Rule: Town Composure" sidebar for details).

If the investigators capture one of their attackers, they find on that person a map with directions to the cult campground outside town. Alternatively, if the cultists are driven off, the investigators may try to follow them back to their base of operations.

Player Handout #2 - Keeper's Copy

Dearest and Departed *Amicus*

Time is close, and we can all feel, it. Garm has drained more *vereor* from the shrill wretch than we could have ever guessed, and the whole town is close to total panic. The harvests bring more *vereor* each night, and Black Shuck says many of us may survive the summoning. I hope I am one of those fortunates, as I hope to pass through to the lands beyond once we have created a gate to our master's home.

I take some solace in the fact that, live or die, I will be seeing you again e'er long. We are so close now. I will either come join you, my consumed beloved, or I too shall become a god of flesh. Once nothing is forbidden me, I will find a way to reunite your spirit with the flesh that resides within me.

One final ritual remains, and then this town will have served its purpose. Should I be one of those left behind, i shall make my rebirth feast of this town's underbelly. Son you shall have company, in this body or the next.



Flesh Consumed Cultist, Age varies, Crazy Zealot
STR 14 CON 13 SIZ 15 INT 10 POW 7
DEX 15 APP 10 EDU 11 SAN 25 HP 14

Damage Bonus: +1D4

Weapons: Sacrificial knife, 55%, damage 1d4 + 1d4

Inured to Horror: The standard behavior of a ghoul does not cause the cultist make SAN checks.

Key Skills: Bargain 35%, Drive Auto 25%, Fast Talk 35%, Hide 30%, Listen 30%, Occult 25%, Sneak 35%, Spot Hidden 35%

Opinions: "You have no idea what you are dealing with, infidel!"

"The Flesh is the Power!"

The Cult Compound (Day Five)

After the attacks at the parade, the investigators may wish to follow the cultists back to their camp and try to fight them there. Although he has been hesitant to help the investigators in the past, if news of knife fights in the street is brought to his attention, stopping the perpetrators will become a very high priority for him and his deputies.


The cultists have spent the last few weeks in an impromptu camp of RVs, tents, trailers and sleeping bags. They've stayed outside the town of Five Lanterns and only gone in to perform specific actions. Even then, they've often bicycled or walked into town (such as the midnight harvest ceremonies at the Hidden Mask costume shop), seeming like just any other tourists here for the Extravaganza. Any other campers who ask to share the ground are told in no uncertain terms that this is a private gathering and they are not welcome.

By Day Four, neither of the ghouls are in camp anymore—they are too busy preparing for the final harvest and summoning ritual, and stay mostly in the Moonshine Tunnels despite the fact that they could walk openly on the streets during the costume parade.

Fifty cultists came to Five Lanterns at the start of this action. Sheriff Pentacroft has arrested some for being public nuisances, others may have been dealt with by the investigators. Whatever the case, it is important that enough cultists remain so that Garm and Black Shuck can successfully perform the summoning ritual at midnight on Halloween. A number of cultists equal to the town's current Composure score wait with the ghouls in the Moonshine Tunnels. The rest are here at the camp.

These are not crack military personnel, nor even a particularly competent group of campers. They are people from various walks of life who have given their lives over to the cult. They set no guard and don't patrol their own camp, trusting in the combination of their own secrecy and the vast





number of other tourists to keep any officials from noticing them. They are wholly replaceable worshippers whose value is measured in how much their deaths profit the ghouls.

Raiding the camp does not even count as a real combat encounter. Between the investigators and the deputies, these cultists should not pose a serious threat. Have each investigator attempt a **Luck** check, with those that fail suffering 1d4 points of damage during the raid. (Increase this to 2d4 if an investigator Fumbles the check.)

Of course, if the Keeper prefers, the whole thing can be played out as a full combat encounter.

If the investigators stay to search the camp afterward, they find a seventeenth-century naval chest containing a collection of rotting 19th century clothes, a pile of gnawed human bones, and a Dread Compass (see the “New Artifacts” section for more details). Also, among the personal effects of the cultists, they find various letters and journals describing how they have been gaining supernatural power thanks to the rituals they have been performing. To the sheriff, this is just more proof that these people are lunatics, but the investigators may find them more enlightening.

Player Handout #2 is a typical example of a fairly coherent page of cultist writings. At the Keeper’s discretion, looking through these papers may give the investigators some added insights into the cult, their goals, and what is yet to come on Halloween night.

Act III: The Last Harvest

The final act of *Midnight Harvest* focuses entirely on the climactic confrontation with the Cult of Flesh Consumed on the night of their final ritual. The ritual takes place deep in the Moonshine Tunnels, well off the tour route.

Unless they have somehow managed to track down and eliminate both Garm and Black Shuck, there’s really nothing the investigators can do to stop the ghouls and their cult from trying to summon a Star-Spawn of Cthulhu at midnight on Halloween. While collecting fear energy through the Lament Sigil was an important precursor the ritual, by the time the investigators arrived in town that process had already served its purpose.

Getting to the Final Scene

The most direct way for the investigators to find the location of the ritual is by using the Dread Compass (see “The Cult Compound” in Act II for details). Built by Garm centuries ago, this device will lead the investigators to the scene of the final fear harvest—the Cold House—at 11 pm on October 31st, just one hour before the cultists attempt to call a Star-Spawn of Cthulhu.

Clever investigators may find other ways to track either cultists or one of the ghouls back to this spot, though doing so will only happen if the Keeper provides them with some fortuitous encounters. Indeed, even pure luck might bring the investigators to the right place, since the ritual takes place directly below the Cliffside Hotel, where the Costume Fete is being held.

The final fear energy harvest is the start of the summoning ritual itself, and every cultist remaining in town will be in the Cold House by 11 PM unless the investigators or Sheriff Pentacroft detain them.

The Cold House

While most of the buildings in the Moonshine Tunnels were built in the late 1700s, before Five Lanterns became a legitimate settlement, the Cold House was actually erected in these caves during the early 1930s. Built at one of the highest points inside the tunnels, it is adjacent to and almost level with the bottom floor of the Cliffside Hotel. The three long, low wooden rooms that make up the Cold House were created to be a speakeasy of sorts that the town accessed through a hidden door at the back of the hotel’s walk-in freezer.

Two of the rooms were used as icehouses (holding enough to supply ice to most of the town through the warm summer months and storing the illicit alcohol that was served and sold to the residents of Five Lanterns). The remaining room was a central ballroom that served as the main floor of the speakeasy. The walls, floors, and ceilings of all three rooms are covered by dark wooden panels, lacquered smooth with a varnish that has gained a pearlescent hue over the decades (giving the speakeasy the nickname of the “rainbow room”). The floors are grooved, making footing more stable than a smooth floor, and the ceilings are simple wooden arches.

Throughout Prohibition, the Cold House was the most popular gathering place in Five Lanterns. It was so well appointed that it might even have proved successful even after Prohibition’s repeal, if not for the collapse of the local economy. With factories closing and people out of work for long stretches of time, there just wasn’t enough activity in town to justify keeping the Cold House open.

The doors shut permanently in 1935, and the manager of the Cliffside Hotel covered the entrance with a set of storage shelves a few months later. Before long, the Cold House was all but forgotten by the town, and within a generation the memory was gone entirely.

New Residents

While scouting out the Moonshine Tunnels for a suitable site for their invocation, Garm and Black Shuck discovered the long-abandoned Cold House. It had everything they wanted—strong construction, distance from the more heavily traveled caverns, and room enough to have the entire Cult of Flesh Consumed participate in the final ritual. The ghouls are as unaware of the door to the Cliffside Hotel as are the people above, accessing the building through a narrow passage that winds its way to the Brewery (see the

“Rescuing Cordelia” section of Act II for details). Unlike most other parts of the Moonshine Tunnels, there is only one underground access to the Cold House (which also suits the ghoul’s need for secrecy).

Black Shuck plans to hold the final ritual in the ballroom, so its walls, floor and ceiling have been covered with Lament Sigils and other occult markings. On what used to be the bandstand, the ghoul has inscribed the Master Lament Sigil that will be the focus of the remaining rituals. Candles are set around the perimeter of the room and provide the chamber’s only light. Because the preparations must be tailored to match the amount of fear energy gathered by the cult, Black Shuck will spend all of Day Five in the Cold House making final arrangements.

The Final Ritual

By evening on Day Four, both of the ghouls, Garm and Black Shuck, are in the Cold House (if they are still alive) together with enough cultists to successfully perform the final ritual. (See the “Midnight Harvests” section of Act II for details.) Physical preparations to the ballroom will be finished by mid-evening on Day Five. After sundown on Day Five, any cultists aboveground who have not been captured by the investigators of the sheriff will make their way to the Cold House through the Moonshine Tunnels.

Beginning in the evening on Day Four, two cultists guard the passageway from the Brewery. Since neither the cultists nor the ghouls are aware of the door to the Cliffside Hotel, that portal remains unguarded.

This may work in the investigator’s favor if they notice strange sounds at the Costume Fete (see “Cliffside Hotel” section of Act I for details) or if they follow the pull of the Dread Compass. The compass leads them to the site via the most direct route, which is through the hotel. It will take them into the walk-in freezer, where they will have to succeed at a **SPOT HIDDEN** check in order to find the long disused door and a **LOCKSMITH** check to remove the padlock noiselessly. If the group has a set of bolt-cutters, they can just snip the lock off, but the only other alternative way to remove it is by physically breaking the frozen solid, cast iron mechanism. The lock has the equivalent of 5 points of armor and 20 hit points. However, each time the investigators make an attack against the lock, the cult is allowed a collective **LISTEN** check to hear the noise.

The amount of pooled fear energy will not be strong enough for the Dread Compass to register until 11 PM (when the final harvesting ceremony is held), but the cultists will all take their places by 9 PM, and will begin their chanting at 10 PM. The summoning ritual takes a full hour to perform, and will culminate at midnight—the exact moment of a rare cosmic alignment.

Stopping the Ritual

In order to successfully complete the ritual requires three things. First, at least one of the ghouls must be alive and participating in the ceremony—they are the only ones who understand the spell and are able to execute it properly. Second, there must be a minimum number of cultists present (equal to the town’s current Composure score) in order to power the spell. Finally, the timing of the spell must be correct, and one of the ghouls must intone its final syllable exactly at midnight.

This gives the investigators several different ways of stopping the ritual. The most obvious is to knock out or kill both Garm and Black Shuck. However, this is not by any means an easy task. Ghouls are supernaturally tough, and these ghouls are fighting for their lives.

A slightly easier, though significantly larger, tactic would be to knock out or kill enough cultists so that there is no longer enough power to execute the spell correctly. Since most Keepers will not allow them to know the exact number required (since things like Composure scores are abstractions of the game rather than real-world measurements), the investigators will likely not know whether they’ve disabled enough of the cultists until the ritual’s culmination.

Cunning investigators may seek a less direct way of disrupting the ritual, such as setting the building on fire. The old wooden walls of the Cold House are damp from years sitting in a sea cave (not to mention having been an icehouse for so long), so they are difficult to set alight. However, with a propellant of some kind (such as gasoline) applied in the right places, the building will burn. The Keeper may require a successful **CHEMISTRY** or **PHYSICS** check to set the fuel in advantageous positions. Of course, just setting the building on fire may not be enough. These are, after all, cultists who are willing to die in the pursuit of their goal.

Black Shuck, Age 597, Ghoul Grand Magus

STR 17 CON 13 SIZ 13 INT 16 POW 14
DEX 13 APP 8 HP 13 Move 9

Damage Bonus: +1D4

Weapons: Claws 35%, damage 1d6 + 1D4 and Bite 30%, 1D6 + worry (Black Shuck automatically does bite damage each round until a STR against STR Resistance table roll dislodges him).

Armor: firearms and projectiles do half rolled damage (round fractions up).

Key Skills: Burrow 75%, Climb 85%, Cthulhu Mythos 45%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 89%, Spot Hidden 50%

Spells: Candle Communication, Circle of Nausea, Cloak of Fire, Deflect Harm, Implant Fear

Sanity Loss: 0/1d6 Sanity points to see Black Shuck; 1/1d6 if he is seen feeding or casting spells (only one roll for each condition per day).

The Stroke of Midnight

Unless the investigators have managed to take out all of the cultists and both of the ghouls, the ritual will conclude at midnight. The Keeper may wish to read aloud or paraphrase the following.

The chanting of the remaining cultists reaches a crescendo then stops completely. As the sounds echo into silence, you can hear the Lantern Clock on Pilgrim Square above begin to toll. Midnight is here!

After any literal last-second actions the investigators can manage, one of the ghouls—Black Shuck, if he is still alive—calls out the final syllable of the spell just as the clock finishes ringing out the hour.

If the summoning ritual was successful, the adventure concludes with “Summoned Help,” below. If it was not, the ending can be found in “The Price of Success” instead.

The Price of Success

If the investigators, through one means or another, manage to stop the ritual, the only real proof will be that nothing happens when the ghouls finish their spell. At that point, they have technically completed the adventure successfully.

However, standing in a room filled with cultists and supernatural creatures whose plans you’ve just spoiled is not an exceptionally good place to celebrate. Indeed, some groups of investigators won’t consider their work fully done unless and until all of the cultists and their leaders are arrested or eliminated. Depending on the temperament of the investigators and the number of cultists remaining, the Keeper may have to adjudicate a large combat before moving on to the Epilogue.

If the investigators are significantly outnumbered, there is a good chance that the cultists will immediately begin chasing them, seeking bloody revenge for the group’s interference.

If the investigators flee back up to the Cliffside Hotel, they will be able to get assistance from Sheriff Pentacroft and his deputies. However, before the law arrives, the ghouls and cultists may attack and massacre many of those attending the Costume Fete, which would be a Major Disturbance to the town’s Composure. (While there is no longer any supernatural downside to the loss of Composure, if the town’s score drops below 0 riots will still break out.)

On the other hand, if the investigators flee into the Moonshine Tunnels, they will be at a distinct disadvantage since the ghouls are intimately familiar with those twisting passages. Still, unless

they make the unfortunate choice to turn into a dead-end cavern, there is a good chance that at least some of the investigators will make it out alive. And once aboveground, it will be a simpler matter to outdistance their pursuers, and perhaps even get help from the authorities.

In other words, stopping the ritual may turn out not to be the hardest part of Act III, and it certainly doesn’t need to spell an immediate end to the adventure. Once the chase is done, though, the Keeper should move on to the Epilogue bring things to a close.

Summoned Help

If the ritual is successfully completed, at the stroke of midnight a number of cultists equal to the town’s current Composure score simply fall over dead—their life essences sucked away to power the eldritch spell. A heartbeat later, through the lens of the cosmic conjunction, a Star-Spawn of Cthulhu is transported to the dais, appearing as if out of thin air. Of course, this being a fifty-foot-tall creature with massive wings growing from its back, it is not going to fit neatly into the Cold House. Rather, the Star-Spawn will erupt out of the ground, smashing through the Cliffside Hotel above and killing most, if not all, of the guests, staff, and attendees of the Costume Fete.

Unhappy at being summoned so rudely, the Star-Spawn may wreak general havoc in downtown Five Lanterns for a while before it turns to the ghouls to find out what it is they want. The ghouls will explain that all they desire is to be returned to the Dreamlands, and begin to bargain with the creature for that boon. At this point, if the investigators are not crippled by SAN loss, they may if they wish also start bargaining with the Star-Spawn for a boon of their own. The monster will only agree to one arrangement, provided one can be struck, so the ghouls and the investigators will be in direct competition again.

If they have it, the ghouls will first offer to trade their copy of *Der Wälzer von Ungezähltem Kummer* for the desired passage. However, the Star-Spawn indicates that while the tome may be valuable in the mortal world, it has no value to a member of a Greater Servitor Race. It will then ask if the investigators have anything of significance to offer.

The Keeper may extend this encounter as long as it seems appropriate. In the end, unless the investigators come up with a more appealing offer, the Star-Spawn will accept 1,000 years of servitude from the ghouls as an acceptable price for carrying them safely back to the Dreamlands. The deal struck, it gathers up the ghouls and immediately disappears.

If neither the ghouls nor the investigators manage to strike a deal with the Star-Spawn within five minutes, it grows weary of the process and decides to just kill them all. Once that is accomplished, it continues to wreck downtown Five Lanterns for approximately half an hour. At that time, the cosmic conjunction passes and the Star-Spawn is pulled back from whence it came.

Star-Spawn of Cthulhu, Unwilling Visitor

STR 70 CON 53 SIZ 105 INT 21

POW 21 DEX 10 Move 20/20 Swim HP 79

Damage Bonus: +11d6

Weapons: Tentacles, 80%, damage equals 1/2 DB; Claw, 80%, damage equals DB.

Armor: 10-point hide & blubber; regenerates 3 hit points per round.

Spells: Star-Spawn knows 3d6 spells of the Keeper's choice.

Sanity Loss: 1d6/1d20

Epilogue

By dawn on November 1st, the excitement in Five Lanterns, RI, will be over one way or the other. If things ended badly, then the town is likely in ruins and many of its citizens are dead. Of course, so too will be the investigators, so at least they won't have to explain what went wrong to the authorities.

On the other hand, even if things went well, there are still likely one or two unresolved issues that the investigators may want to know about.

The Ghouls

If Garm or Black Shuck survive Halloween but do not manage to return to the Dreamlands, they have no interest in remaining in Five Lanterns. They will gather their belongings and whatever remains of their followers and move on—probably back to wherever it was they were lurking before the start of this endeavor.

Not being petty creatures, the ghouls will not necessarily nurse grudges or begin to plot revenge against the investigators. They are, for all purposes, immortal creatures and they know that they will have victories and glory long after death has claimed their human foes.

However, if the investigators make a point of following the ghouls, or even inadvertently cross their paths again, Garm and Black Shuck will happily snuff out their pitiful lives and consume their rotting flesh.

The Cult

Unless the investigators killed all of the cultists, the Cult of Flesh Consumed will go on, and they are less forgiving than the ghouls themselves. They mark the investigators as foes of the highest order and immediately begin plotting bloody revenge.

The cult has probably lost most of its adherents, but it still has tendrils among militant survivalists, flying saucer conspiracy theorists, disaffected gothic revolutionaries, and a few tabloid newspapers. Plus, it may still have access to two immortal ghouls. Given time, the cult will regain its strength, and when it does it will make trouble for the investigators at every available opportunity.

The Town

Whatever condition Five Lanterns is in, the people eventually settle down, fix the things that were broken in the chaos, and go about their business. Their attitude toward the investigators depends heavily on what the group did that the town can talk about after they leave.

Returning Cordelia Gemmling safely to her mother ensures the Gemmling family, and a good portion of the town, will always defend the investigators. This corps of support is only bolstered by anyone else they rescued from threats real or imagined. If that number gets high enough, the investigators will be considered local heroes for years to come.

However, if Five Lanterns fell to riots, Sheriff Pentacroft will never be convinced the investigators are anything but troublemakers. He and his supporters will blame them for everything that went wrong, and probably anything that that goes wrong in the coming months. A grounded, practical man, the sheriff will not accept any supernatural explanations for the events, even if he happened to witness some of the incidents himself. He'll simply assume that a combination of hysteria and some sort of chemicals or drug the investigators put in the drinking water caused everyone in town to share a mass hallucination. The investigators will be considered "Public Enemy #1" as far as he is concerned, even if they managed to accomplish some good along the way. If ever they return to town, Sheriff Pentacroft will do his best to either find an excuse to arrest them, or simply force them to leave as quickly as possible.

All of this has very little chance of being important to the investigators, because it seems unlikely that business will bring them back to Five Lanterns again. However, there is one connection that they may wish to cultivate—the friendship and support of Naomi Htadak and the resources of the Five Lanterns Antiquities Center. Naomi is a good researcher with a strong understanding of the occult and, even more after this adventure, the Cthulhu Mythos. What's more the Antiquities Center contains an impressive collection of artifacts and books that might one day prove useful to the investigators.

Odds & Ends

It is entirely likely that the adventurers will wind up with either or both of the occult artifacts from this adventure—*Der Wälzer von Ungezähltem Kummer* and the Dread Compass. Neither poses an immediate threat, but they do contain the potential for great evil, and the investigators would do well to make sure they don't fall into the wrong hands.

Der Wälzer is a dangerous tome, and simply by possessing it the investigators make themselves potential targets of those who desire its power. By

the same token, collectors and dabblers in the black arts alike may be willing to pay the investigators handsomely for the book, and Naomi Htadak will hint strongly that she thinks it rightfully belongs in the Antiquities Center's collection. On the other hand, the investigators may feel that *Der Wälzer* is too dangerous for anyone to have, and decide simply to destroy it (which, if the Keeper prefers, may be more difficult to do than they first imagine).

The Dread Compass is much less aggressively evil, but it remains an item steeped in the power of the Mythos. Intact, it's a priceless artifact likely to draw attention from collectors and magic practitioners alike—like *Der Wälzer*, it would fetch a high price if put up for auction. Even if the compass was smashed or melted, the raw materials from it are valuable to those with arcane knowledge. Of course, if either Garm or Black Shuck survived, they may well want their property back, along with a pound of flesh for their troubles.

Aftermath

As at the completion of any *CALL OF CTHULHU* adventure, the investigators may attempt Experience Rolls for any skills they used successfully during the course of play.

In addition, the investigators all gain 1d4 SAN if they survived the adventure. They gain an additional +1 SAN for each of the following conditions that are met at the time the adventure concludes:

- The ghouls were unable to successfully complete the final ritual, so the Star-Spawn was never summoned.
- The town of Five Lanterns' Composure score at 11 PM on Day Five is higher than 20.
- Cordelia Gemmling is rescued.
- Naomi Htadak survives the adventure.
- The investigators end up with possession or safely disposing of *Der Wälzer von Ungezähltem Kummer*
- The investigators end up with possession or safely disposing of the Dread Compass.

In addition, any players who made any practical use of *Der Wälzer von Ungezähltem Kummer* increase their Cthulhu Mythos skill by +1%. The same goes for the Dread Compass.

Continuing the Horror

Even if the Five Lanterns Costume Extravaganza ends well, there still may be echoes and repercussions from those five days that affect the investigators for months or years to come.

Five Lanterns

If the Cult of Flesh Consumed is stopped, the town of Five Lanterns should be safe enough—at least for a year, until it's next Costume Extravaganza. Now that one group of cultists and a pair of supernatural creatures have proven how easy it is to use the event as a cover to move about and plot openly, there's an increased chance that others will do the same in years to come.

Naomi Htadak, as the only person in town with any real knowledge of such things, will do her best to be vigilant about the threat. If she suspects any major plots are being hatched, she will contact the investigators for assistance.

For that matter, Naomi and the Five Lanterns Antiquities Center can be useful resources for the investigators. At the Keeper's discretion, she can be a helpful advisor during future investigations, and the center's Stacks can contain as many serendipitously useful items as the Keeper likes. Plus, Naomi and her daughter Eve will always be willing to provide the group with a hot meal and a safe place to sleep.

Investigating the Investigators

If the investigators wound up on the wrong side of Sheriff Pentacroft, he can make significant trouble for them. After a Costume Extravaganza that ended with several people dead and a strong suspicion that someone tainted the water supply with an undetermined hallucinogenic, local law enforcement may be able to get the matters taken up by agencies such as the Rhode Island State Police or even the FBI. Such inquiries will certainly involve questioning the investigators to determine their part in the proceedings.

The Ones Who Got Away

If the Cult of Flesh Consumed still remains an active organization, it will spend a good deal of its time trying to get revenge on the investigators. The group could become the antagonists for a series of future adventures, if the Keeper chooses. Alternatively, they could want nothing to do with the investigators, but fate might bring them into conflict again anyway.

The ghouls, Garm and Black Shuck, could also be the nexus for future adventures. Although they will not be seeking revenge, if the investigators ended up with *Der Wälzer von Ungezähltem Kummer*, the ghouls may want to retrieve it. After all, it is a source of powerful magic, and they may yet be able to use it in their attempts to return to the Dreamlands.



Likewise, Garm in particular will want to retrieve the Dread Compass if the investigators still have it. It is a device of his own creation, and he will be loath to leave it in the hands of mortals who got the better of him.

The Next Chapter

If the investigators end up in possession of *Der Wälzer von Ungezähltem Kummer*, it could be the source of future adventures even if no malevolent entities are trying to take it away. Since each manuscript of the tome is more or less unique, and possibly containing snippets from other Mythos tomes, the copy the investigators have can hold any information or adventure seeds the Keeper wants to place there.

New Artifacts

Midnight Harvest introduces a pair of new supernatural items—the Mythos tome *Der Wälzer von Ungezähltem Kummer* and the Dread Compass.

Der Wälzer von Ungezähltem Kummer

Like so many tales of the Mythos, it is a book of long-forgotten lore—*Der Wälzer von Ungezähltem Kummer* or the “Tome of Uncounted Sorrows”—that drives this adventure.

Der Wälzer von Ungezähltem Kummer—*In German, author unknown, c. 100 B.C.* A tome outlining how fear, death, and sorrow are connected, and in what way these aspects of mortal life can be used to fuel other magicks. *Sanity loss 1d3/1d6+1; Cthulhu Mythos +6%; average 12 weeks to study and comprehend.* Spells: varies by copy.

The earliest known version of this tome was written by a Suevi (one of the proto-Germanic tribes) oracle during the time of Julius Caesar, and was outlawed by Roman decree after one of Caesar’s victories against the Suevi. A copy of the book, and its Latin translation, were listed among the possessions of Meister Eckhart when that 14th century German Neo-Platonist was arrested and tried for heresy.

No other citations of the book appear in reliable sources until the 1950s. There are rumors that it was sought by many theosophic organizations in the late 1880s, also that it may have been used by Nazi mystics along with other tomes, but no definite evidence exists to support these claims. What is known is that several copies were acquired by Soviet troops during the occupation of Germany following WWII. The Red Army experimented with the tomes in the 1950s and 1960s, then suddenly burned all copies to which the Soviet government had access. However, history proves that such tactics rarely expunge all manuscripts of even the most reviled books.

Groups of dissident Russian occultists made copies of *Der Wälzer* while the Soviets were studying the tome. These copies, collectively called the Scarlet Samizdats, are always bound in red leather. Sometimes the pages were

copied by hand under less-than-ideal conditions—often by dissidents who snuck into Soviet compounds to record a few pages of the book each night. As a result it is rare for two copies of *Der Wälzer* to be exactly the same, and many also contain pages from other Mythos-related texts.

For a time after the fall of the Soviet Union, rumors of Scarlet Samizdat copies of *Der Wälzer von Ungezähltem Kummer* for sale on the black market were commonplace. Within a few years, though, all the tomes were snapped up for private collections, proven to be fakes, or destroyed. Fewer than half a dozen are thought to still exist, but the possibility of one or more as-yet-unknown copies remains a distinct possibility.

Der Wälzer contains numerous necromantic rituals designed to steal strength and vitality from a victim and give it to certain dark creatures. Its pages are covered with sketches of internal organs and instruction on how they may be removed in ways that prolong pain and fear of the victim. It also presents many rituals involving the use of salt, silver, and silk to gather, contain, and channel arcane energies.

Most known copies of the book are incomplete—missing pages, featuring unfinished or illegible translations and illuminations, and containing pages copied from other sources. Indeed, until a reliable account of the original proto-Germanic contents is available, the world will never know exactly what *Der Wälzer* is meant to convey. While every copy of the book contains a smattering of ceremonies and spells, and some appear more frequently than other, there is no way to be certain which spells or information a given copy may have (unless the owner has made its contents public).

The Hain Manuscript

Detailed contents of Nigh S. Hain’s copy of *Der Wälzer von Ungezähltem Kummer* are not especially germane to the meat of *Midnight Harvest*. It is certain that it contains the spell “Contact Star-Spawn Of Cthulhu,” and it seems likely that it also contains material connected to using the Lament Sigils to collect fear energy. Beyond that, the details are not important.

If the investigators end up in possession of the tome, the Keeper may fill it with as many or as few spells as seems fitting and helps to point the campaign in an appropriate direction.

Other Manuscripts

Der Wälzer von Ungezähltem Kummer is a Mythos tome that Keepers can use extensively. Since each copy has a unique collection of spells, not to

mention the possibility of pages copied from wholly different tomes, finding one can serve as a bridge to almost any information the Keeper wants to put in the investigators' hands.

Spells that are frequently found in copies of *Der Wälzer* include: Apportion Ka, Cause Disease, Circle Of Nausea, Contact Ghoul, Contact Star-Spawn Of Cthulhu, Elder Sign, Graft Flesh, Implant Fear, Send Dreams, Steal Life, Transfer Body Part, Wither Limb, Wrack.

Dread Compass

A foul object forged from bronze tempered in human blood, the Dread Compass points the direction to locations awash in overwhelming fear. The Compass is the size of a large man's palm, with a case covered in ancient Egyptian hieroglyphs pertaining to death and the underworld. The case opens as a pocket watch might, and within are dozens of finely fitted gears driving two needles made of human bone slivers. Garm created the Dread Compass in the fifteenth century, before that magus became a ghoul.

In *Midnight Harvest*, the Dread Compass is used to locate the Master Lament Sigil—the nexus point where the Cult of Flesh Consumed will attempt to summon a Star-Spawn of Cthulhu. These efforts are made more difficult by the fact that the whole town is blanketed in fear, and it is not until all of the collected energy is gathered for the final ritual that the Dread Compass is able to pinpoint that location. Unlike most uses of the compass, this one is risk-free since all it is doing is zeroing in on such a massive collection of fear. Using the compass under normal circumstances carries much more risk.

Generally, the Dread Compass is used by holding the artifact flat in one's hand and concentrating on a particular fear that an individual has (such as John Smith's arachnophobia, or Jane Doe's fear of being found by her abusive husband). With that clearly in mind, the user makes a **POW x3** check to activate the compass. If the check succeeds, compass points toward the location of the nearest creature with that fear. Note that if the selected fear is too generic, the compass may point to the user in the direction of the wrong person or creature. Over the centuries, Garm generally used it particularly to find people who feared him for a specific reason.

Each time someone attempts to use the Dread Compass in this manner (regardless of whether the POW x3 check succeeds or fails), the user must attempt a **SAN** check that, even if successful, has a significant cost. The SAN penalty for using the Dread Compass is 1D4-1 /1D6+1.



New Creatures

Midnight Harvest introduces a new creature of the Cthulhu Mythos—the Watchful Guardian.

Watchful Guardians

Lesser Servitor Race

Watchful guardians are strange creatures made by ancient sorcerers to guard their sanctums and protect them from physical danger. In its inert state, a watchful guardian looks like a small stone idol to an all-seeing spider god—a large, round body inscribed with a single eye and eight gangly legs. However, when a specific word of power is spoken, the statue animates and becomes a living creature.

When active, a watchful guardian looks like a giant eyeball that has grown arachnid legs. It is fast, dexterous, and observant, but not especially tough. Mostly these creatures are used to guard a room or building. Through a psychic link, the watchful guardian's master is able to see what it sees and give it simple instructions such as follow, attack, flee, or transform. Changing the guardian from stone to living form (or vice versa) requires the owner expend 2 Magic Points and takes a full round to accomplish, during which time the watchful guardian can take no other actions.

If an active watchful guardian is killed, its master feels a stabbing pain in his or her eye and is stunned into immobility for a full minute.

WATCHFUL GUARDIAN, Ocular Familiar

STR 18
CON 8
SIZ 8
INT 7
POW 3
DEX 16
Move 14 HP 13

Damage Bonus: +1d4

Weapons: Grapple, 65%, victim is held immobile; Head Butt, 42%, damage equals Damage Bonus

Armor: 3-point stony skin

Key Skills: Dodge 57%, Hide 74%, Sneak 68%, Spot Hidden 87%

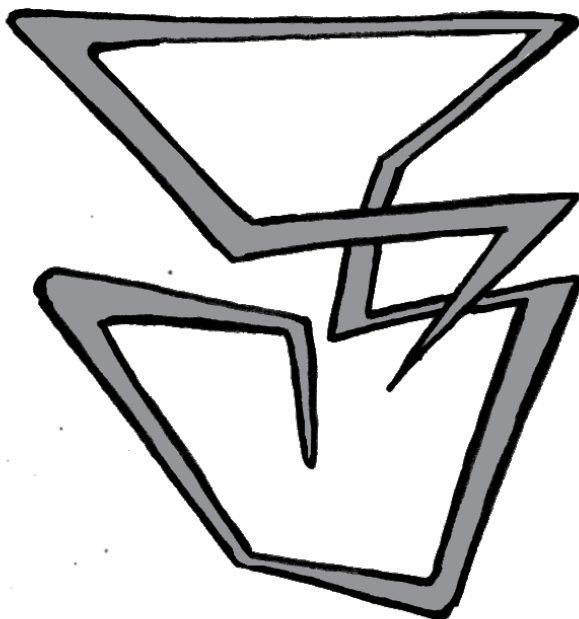
Spells: none

SAN Loss: 1/1d3 (seeing a watchful guardian transform between animate and inanimate states also requires a SAN check, 0/1)

About the Author

Owen K.C. Stephens is the award-winning author of more than 100 gaming products and magazine articles, including contributions to the *Star Wars Saga Edition Roleplaying Game*, *Wheel of Time Roleplaying Game*, and *Thieves World Roleplaying Game*. He has freelanced in the game writing field since 1997 and (except for one 14-month stint working for Wizards of the Coast) has worked out of an office overstuffed with books, miniatures and cats.

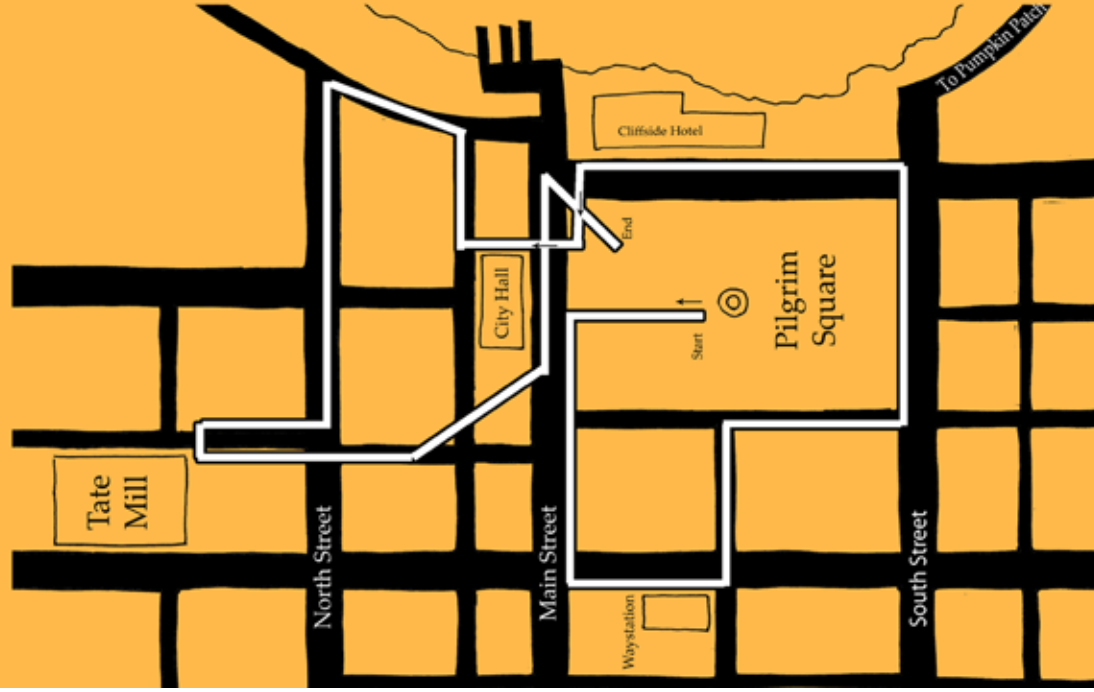
Owen lives in Norman, Ok with his wife and high school gaming group. You can read his periodic thoughts on gaming and the geek experience in general at owen-stephens.livejournal.com, or drop him a line at his (original, stone-age) email address, OStephens@aol.com.



The Lament Sigil

Players' Handout #1 - Front

This Halloween Visit
The Haunted Trail



Five Lanterns Halloween Tradition!
Over 50 stops! Candy for the kids!
Fun for the whole family!

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Antiquity Center

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*The Moonshine Tunnels Tour is a
proud supporter of the Assistance
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call: (369) 555-0121**

*The Moonshine Tunnels are a registered
Historical Landmark. Sections of the Moonshine
Tunnels may not be handicapped accessible. For
inquiries regarding handicapped-available
tours within Five Lanterns, please see the Town
Clerk at Town Hall, right across from the Lantern
Clock Tower.*

SUMMER MOONSHINE TOUR!!



Memorial Day to Labor Day,
M-F 7:30pm
and Saturdays at Noon,
4pm and 8pm.

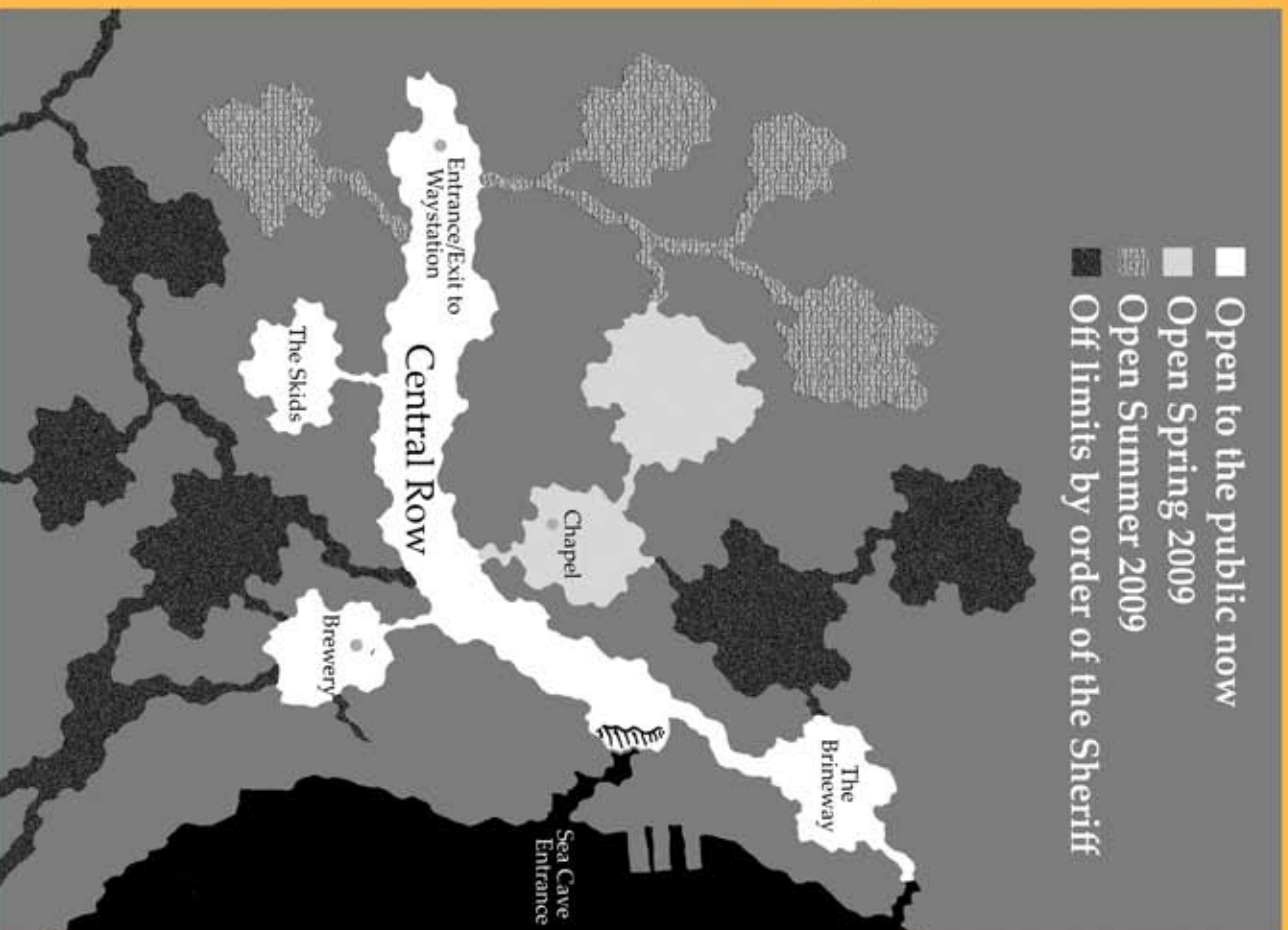
Come See the Historic “Moonshine Tunnels”!

Players' Handout #1 - Back

Points of Interest:

- * Central Row, a street frozen in 1812
- * The Brewery, where hooch was illegally made and sold!
- * The Brineway, a salty cave even pirates couldn't stand to live in.
- * The Chapel, moral center of the pirate town!
- * The Waystation, a museum of Five Lanterns history
- * The Skids, a "flophouse" for hooch heads!

Map of the Moonshine Tunnels



The "Moonshine Tunnels"

Entering the Moonshine Tunnels is like stepping back in time. Founded by pirates in the 1760s, these sea caves grew from a few huts into a whole town. With riches stolen from English, French, and colonial American ships, the pirates built houses befitting their new wealth—until they went legit during the War of 1812 and moved out of the caves to found modern Five Lanterns.

For more than a century, we forgot the old town until Canadian rum runners began using the caves to smuggle hooch. During Prohibition, everyone in Five Lanterns knew about the so-called "Moonshine Tunnels," but they were never raided. The hidden caves became one big speakeasy until the signing of the Eighteenth Amendment.

The Moonshine Tunnels stayed sealed until 1985, when "Old Man Scott" ran the first of his Summer Moonshine Tours! Now each year we refurbish and re-open more buildings and new sections of the tunnels. Come and see what's new.

Dearest and Departed Amicus,

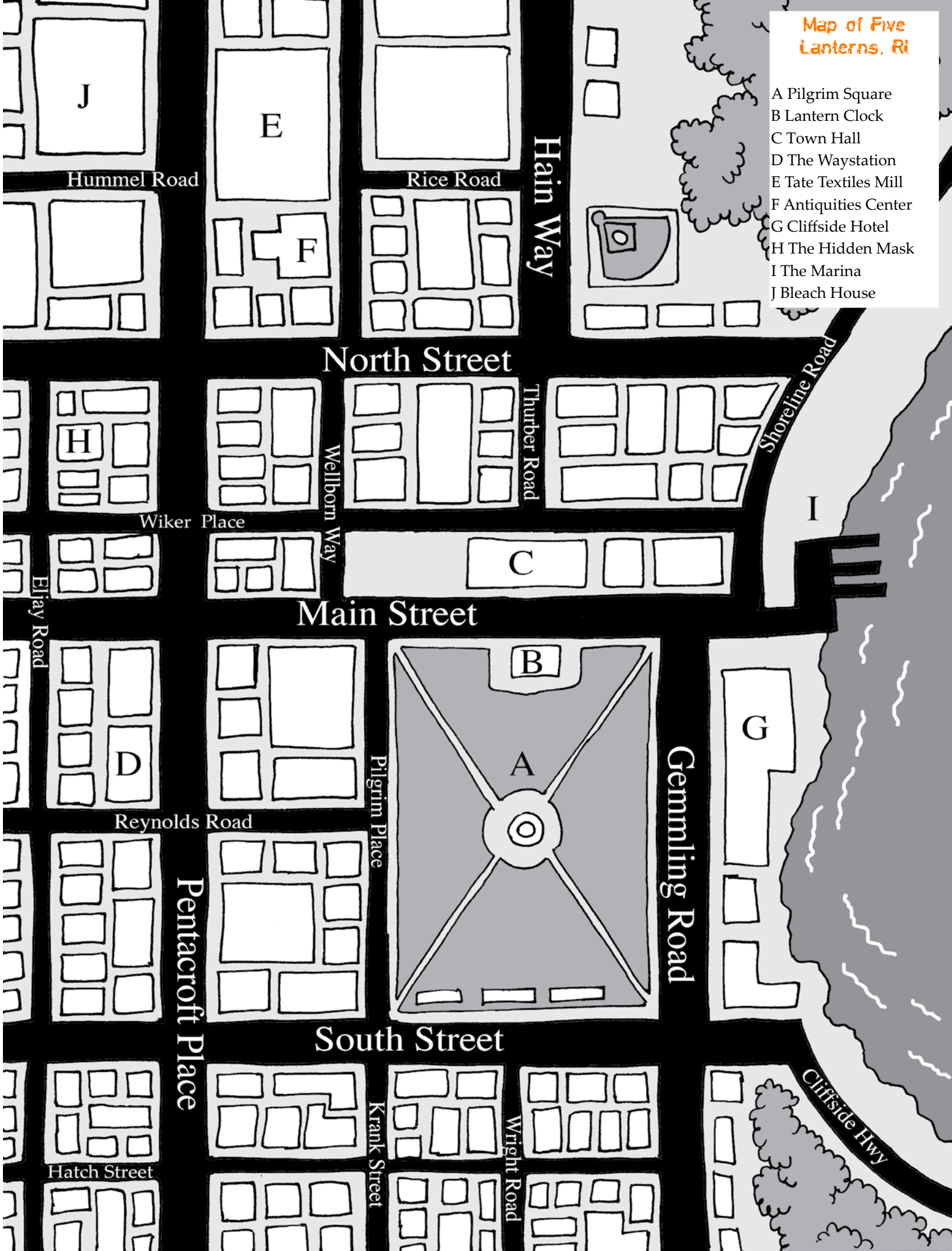
Time is close, and we can all feel it. Garm has drained more error from the shrill wretch than we could have ever guessed, and the whole town is close to total panic. The harvests bring more error each night, and Black Shuck says many of us may survive the summoning. I hope I am one of those fortunates, as I hope to pass through to the lands beyond once we have created a gate to our master's home.

I take some solace in the fact that, live or die, I will be seeing you again e'er long. We are so close now. I will either come join you, my consumed beloved, or I too shall become a god of flesh. Once nothing is forbidden me, I will find a way to reunite your spirit with the flesh that resides within me.

One final ritual remains, and then this town will have served its purpose. Should I be one of those left behind, I shall make my rebirth feast of this town's underbelly. Soon you shall have company, in this body or the next.

Map of Five
Lanterns, Ri

- A Pilgrim Square
- B Lantern Clock
- C Town Hall
- D The Waystation
- E Tate Textiles Mill
- F Antiquities Center
- G Cliffside Hotel
- H The Hidden Mask
- I The Marina
- J Bleach House



Pregenerated Characters

Gina Binns—Adjunct Professor

STR	12	Damage Bonus	+1d4
CON	13	Hit Points	13
SIZ	13	Magic Points	14
INT	16	Idea Roll	80
POW	14	Luck Roll	70
DEX	8		
APP	16		
EDU	20	Know Roll	100
SAN	89		

Key Skills

Biology 57%, Chemistry 65%, Computer Use 32%, Credit Rating 41%, Cthulhu Mythos 10%, First Aid 64%, Library Use 83%, Martial Arts 77%, Medicine 39%, Occult 58%, Read Latin 51%, Read Greek 48%, Pharmacy 44%, Physics 48%, Psychology 45%, Spot Hidden 49%.

Gear

Forensic kit, laptop computer, cell phone, notebook, other items as appropriate

Background

Gina studied the hard sciences as a way to rebel against what she saw as her parents' superstitious beliefs. While visiting her grandmother in Port-au-Prince, she had her own encounter with the supernatural. Now, careful not to let her colleagues know about it, she spends her free time quantifying and cataloging the supernatural in scientific terms.



Blake Andrews—Occult Entrepreneur

STR	11	Damage Bonus	+1d4
CON	13	Hit Points	14
SIZ	14	Magic Points	12
INT	15	Idea Roll	65
POW	12	Luck Roll	60
DEX	10		
APP	17		
EDU	14	Know Roll	70
SAN	64		

Key Skills

Accounting 41%, Bargain 82%, Conceal 29%, Credit Rating 91%, Cthulhu Mythos 6%, Dodge 51%, Drive Auto 38%, Fast Talk 88%, Hide 54%, Law 63%, Library Use 46%, Occult 67%, Read/Speak French 41%, Persuade 74%, Ride 34%, Spot Hidden 65%

Gear

2009 Mercedes-Benz SLK, designer label clothing, Blackberry, iPhone, laptop computer, plenty of cash, other items as appropriate

Background

Blake began his career by finding Third-World folk remedies and cures and selling them to industrialized nations. During a research expedition, he encountered proof that the supernatural was real and has since focused on finding ways to take resources others think are mere legend and turn them into profitable, patentable products.



Pregenerated Characters

Noa Tatupu—Physical Presence

STR	18	Damage Bonus	+1d6
CON	16	Hit Points	17
SIZ	18	Magic Points	13
INT	12	Idea Roll	60
POW	13	Luck Roll	80
DEX	14		
APP	9		
EDU	14	Know Roll	70
SAN	66		

Key Skills

Climb 79%, Conceal 76%, Cthulhu Mythos 4%, Dodge 72%, Drive Auto 47%, Electrical Repair 34%, Handgun 53%, History 61%, Jump 36%, Listen 69%, Martial Arts 82%, Mechanical Repair 46%, Occult 24%, Shotgun 56%, Spot Hidden 77%, Throw 68%, Track 64%

Gear

.38 Automatic, handcuffs, taser (contact), cell phone, police radio, other items as appropriate

Background

Noa had a promising career as an NFL player before he injured his knee in his third year. Never having planned for anything else in life, he found himself drifting to other jobs where his size and ferocity were advantageous. After flirting with illicit careers, he settled on being a bodyguard and has been working for Blake Andrews for the past three years.



Kelly Redfern—Thrill Seeker

STR	14	Damage Bonus	+0
CON	17	Hit Points	14
SIZ	10	Magic Points	16
INT	14	Idea Roll	70
POW	16	Luck Roll	80
DEX	18		
APP	16		
EDU	13	Know Roll	65
SAN	80		

Key Skills

Climb 78%, Conceal 27%, Cthulhu Mythos 3%, Disguise 18%, Dodge 74%, Drive Auto 66%, Fast Talk 54%, First Aid 58%, Hide 86%, Jump 82%, Listen 57%, Martial Arts 64%, Navigate 38%, Photography 21%, Pilot Jet-ski 42%, Ride 38%, Sneak 83%, Spot Hidden 77%, Swim 63%, Throw 45%, Track 47%

Gear

Large backpack filled with basic supplies (clothing, energy snacks, camping equipment) for a week, climbing gear, travel books, MP3 player, cell phone, other items as appropriate

Background

Kelly could be a world-class extreme sport athlete if she'd only concentrate on training for one sport at a time. But while snowboarding on a remote peak, she saw something man was not meant to know, and barely escaped with her life. Now skateboarding, BMX racing, and rock climbing are just her way to get around the world looking for more encounters with the unknown.



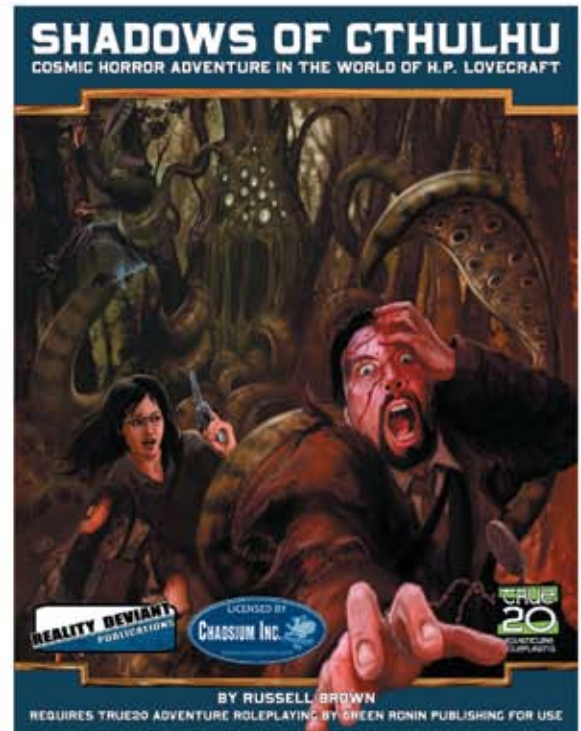
SHADOWS OF CTHULHU

For most people, the world appears to be a relatively safe place, filled with the usual problems associated with day to day living. There are no monsters beneath the bed, nothing waiting in the darkness...

But for others, there is the maddening truth; unimaginable horrors lurk in dark places beyond the world we know, horrific things who regard humanity as little more than cattle; insignificant creatures to be used and cast aside at their whim. Ever watchful, they seek to pry open the gates to this realm, to reclaim that which was once theirs.

So-called enlightened individuals choose travel the dark paths, seeking to gain knowledge never intended for human eyes, seeking arcane tomes and malefic artifacts in hopes of knowing the unknowable, even at the cost of their sanity. Indeed, at the cost of their very lives.

For you, the choice is clear, the imperative undeniable. Seek out that which should not be. Stand ever vigilant against the horrors lurking in the dark.



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MIDNIGHT HARVEST

Tricks Not Treats....

The Autumnal Costume Fete fills sleepy Five Lanterns, RI with outlandish garb sewn by the country's best costumers. This year, some of the outfits seem a little *too* real... and their designer will go to *any* length to keep his identity secret. A rash of missing children, the discovery of unholy texts, and gibbering lunatics wandering the streets, hide the true menace as it reaches for its blasphemous goal. Can the investigators solve these disparate clues in time to stop the *Midnight Harvest*?

Midnight Harvest contains everything a *Call of Cthulhu* group needs for an evening's worth of Mythos-inspired fun, including pregenerated characters. It is the latest in an innovative new series of *Call of Cthulhu* scenarios and supplements from Super Genius Games.

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