

“The Bad Place” © 2003

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Call of Cthulhu

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Introduction

This adventure is set in the modern day but with suitable modifications it could be played in any time period. The adventure sends the investigators into the Maine woods

This adventure is set near the town where the adventure “The Demon of Catheway” takes place and is written on the assumption that the events described in the adventure took place about four years ago. The Keeper can adjust the situation in Catheway to match his/her campaign. If “The Demon of Catheway” has not yet been run, it can be used to draw the investigators into the area and this adventure can be played after the events in Catheway are settled.

Keeper's Background

In 1744 in the course of unholy research, Andrew Kensworth stumbled across a reference to “magicke stones” in what is now Maine. Through further research he learned that these stones would allegedly grant “a greatly extended existence” at the cost of human sacrifice—specifically a “praktitioner of magickes.” Desiring to extend his life, Kensworth tricked one of his associates, Andrew Moore, into accompanying him to the new world.

Though it took three years of searching, Kensworth and Moore eventually found the stones. Believing that any sacrifice would suffice, Moore helped Kensworth capture two victims and accompanied him to the stones anticipating his participation in the life-extending ritual. Much to his dismay, Moore found, as Kensworth stabbed him in the belly, that his role in the ritual was as the sacrifice. In accord with the ritual, Kensworth burned Moore alive and scattered his ashes between the stones. When the ritual was complete, the ashes burned down into the soil, creating a permanent dead area.

Not realizing that it was Moore who now had an extended life (of a terrible sort), Kensworth left the area, planning to lure another wizard there in the hopes of extending his life even more. Fortunately for the world, Kensworth ran afoul of an even more evil wizard who drained his life energy into a crystal and then used his bones to make a coat rack.

Trapped within the ash, Moore’s life energy writhed in torment, lusting for vengeance and burning with mindless hatred. Unable to take any action, Moore’s hatred and lust remained impotent for centuries.

When the town of Catheway started to grow, some of the locals came across the dead area. They found the area disturbing and it became an area of mystery. Eventually the dead area was mostly forgotten, but a few tales remained.

After the events of “the Demon of Catheway”, Dan Jacobs, sold some of the artifacts possessed by “the demon” and used the money to have cabins built around Miller Pond. The cabins proved to be moderately popular for hunters and fishermen and brought some revenue to the town. Jacobs was a bit concerned about the dead area, but his investigation did not turn up anything particularly dangerous.

Last year, Sam Marsh ran across the stones while hunting. Shortly after entering the dead area between the stones, Marsh sensed the horror and wrongness of the place and started a panicked flight from the area. Unfortunately another hunter, Daniel Griffin, mistook Marsh for a deer and shot him. Expecting to find a deer, Griffin was shocked to find the mortally wounded Marsh instead. Seeing that there were no witnesses and not wishing the incident to interfere with his hopes of becoming a judge, Griffin carefully removed all signs of his presence and left Marsh’s body where it fell. Griffin later became a judge and, ironically, his first case involved an incident in which one hunter shot another.

Marsh’s disappearance did not go unnoticed. Worried that something might have happened, Jacobs lead a search of the area but turned up nothing-Griffin’s body had been pulled down under the ash.

As Marsh’s body decomposed, it mingled with the tainted soil of the dead area and revitalized what remained of Moore. Moore’s life energy coalesced around the remains and then infused them with a twisted parody of life.

Though no longer capable of thought, Moore was still driven by the burning desire for vengeance. Using his powers he lured animals into the dead area and fed upon them, gaining strength. Eventually he found he was able to re-animate the corpses of his victims and turn them into his instruments of vengeance.

Recently Moore sent his minions out to slay those they encountered. Fortunately, only two of the cabins were occupied at this time. The minions slew all but one of the campers. The sole survivor, Janet Green, was driven insane and was found wandering in the woods by Jacobs three days later. Making some sense out of her mad shrieks, Jacobs realized that something was terrible wrong-perhaps something like the events he had faced earlier. Knowing that the threat would most likely be beyond the capabilities of the police, Jacobs set out to find people up to the task of handling the situation.

Getting the Investigators Involved

There are three main options for getting the investigators involved in the situation. First, the investigators could have rented a cabin from Jacobs. When they show up, they will learn from Jacobs that the cabins are closed and that their money will be refunded. Being a good judge of people, Jacobs will let some hints drop about the situation in the hopes of getting them to aid him.

Second, the investigators could be contacted by Jacobs. If the investigators participated in “The Demon of Catheway”, they will know Jacobs and he will seek them out in the hopes that they will help him.

Third, the investigators could be brought into the situation by way of Janet Green. The investigators might know her or might be investigating her situation at the behest of her relatives or for their own purposes.

In any case, the investigators need to be brought into the area.

A Trip to Maine

If the investigators are not already in Maine, then they will need to journey there. There are two main airports in Maine: the Portland airport and the Bangor international airport. Portland is the largest city in Maine and is about two and a half hours (driving) from Bangor. Bangor is a relatively small city and is about two and a half hours from Catheway (driving).

Unless the Keeper is feeling particularly vicious, the trip to Maine should be uneventful.

Investigation

The following provides a guide for the investigators' investigation.

Catheway

If the investigators decide to look up information about Catheway, they can find the following information. Catheway itself is not relevant to the main action of the adventure, but its history can serve as a bit of a red herring.

Sam Johnson's *A Short History of Small Maine Towns*: This book is fairly easy to find—most town historical centers in Maine have a copy or two.

“The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.”

Dr. Deborah Jones' *Small Cults of America*: This book is a respected scholarly work in the field of religion and would be known to experts in the field. It could also be found by a search in the area of small American religions and obscure American cults.

“Sometime around 1800 an Englishman named William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.”

More Recent Information: Assuming that the events in “The Demon of Catheway” took place, the town is in bad shape and has a rather tainted reputation. While little ended up in the papers regarding the actual events, rumors circulated about murders that took place in the town as well as tales of a group of Satanists who supposedly engaged in terrible rituals in the area. According to the rumors, the Satanists met violent ends as did several of the local residents. Since then Catheway has all but perished as a town.

Naturally, if the Keeper has run the adventure, he can adjust this background information to fit his campaign.

Jacobs

Jacobs will be the best source of information for the investigators. He will be able to tell them the following.

The Bad Place: According to Jacobs the dead area seems to be composed of fine sand or an ash like material which is located between four odd stones. The area made him uncomfortable-it felt as if something were watching him with evil intent. He has nicknamed it "The Bad Place." He will say that it seems to have some similarity to the famous Desert of Maine, which is an ancient desert located in Freeport. This desert has been gradually resurfacing for years. He suspects that the dead area might have something to do with the disappearances.

The Disappearances: According to Jacobs, the first person disappeared about a year ago. Sam Marsh, from New Jersey, rented a cabin during hunting season and simply vanished. Jacobs searched for him but found nothing. Jacobs will say that he suspects that another hunter, Daniel Griffin, had something to do with the disappearance but he could find no evidence.

The last people to disappear were Rick Jones, Bill Keef, and Roger Green. Jacobs will say that when he checked the cabins it looked like they had just stepped out, intending to return. He did not find any signs of violence and neither did the state police.

If asked what he think happened, Jacobs will say that he knows that it was something bad and that it probably involves the dead area.

Janet Green: Jacobs will say that he found Green wandering in the woods alternating between babbling and shrieking. Most of what Green said was incomprehensible nonsense, but Jacobs think that she said something like "...the moose...on the loose...bones and meat...loose...moose...moose..." Jacobs will say that he has no idea what she might mean.

Janet Green

Janet Green is being held for treatment and evaluation at the Eastern Maine Medical Center in Bangor, Maine. Unless she recovers, she will probably end up at the Bangor Mental Health Institution. The investigators can visit her if they are relatives or are able to convince the attending physician that they are medical professionals or acting on the authority of the police.

Green is 39 years old, a bit overweight and she has brown eyes and light brown hair. Her arms are covered in scratches from running through the woods at night. Most of the time she sits in her bed, rocking back and forth while holding a big stuffed rabbit. According to the staff, she became hysterical after seeing a stuffed moose and tried to tear it apart with her hands.

If questioned, she will start out semi-coherent and talk about how her husband, Roger, wanted to go hunting and bought her a nice new ring so she would agree. She will then say that they heard something breaking branches outside. When they went out to investigate, they saw a moose. She will then say "Something was wrong with the moose...its eyes so dead...its flesh loose...a loose moose on the loose...it ran right into him...chased me...a loose moose on the loose..." at this point she will become hysterical and will be sedated.

Maps

The following details the areas relevant to the adventure.

The Town of Catheway

Catheway is a very small town and has a population of less than 50. There are just over thirty houses in the town, not all of which are inhabited. The main industry for the town was the sawmill on Miller Stream, which closed down a few years ago. There has been some talk of reopening the mill, but this has been only talk.

The remaining inhabitants of Catheway are mostly older people who retired from work at the sawmill or the associated wood cutting operations. The inhabitants are friendly, although they will not take kindly to people who are rude or troublemakers.

The houses in Catheway tend to be two story wooden houses, some of which were built in the 1800s. The inhabited houses are all well maintained.

1. **Gas Station/Convenience Store:** This small store is run by Gus Hawkings. He worked at the sawmill until he lost an arm in an accident. After that, he used the money from his settlement to start his store. The store serves the towns inhabitants and it does not make very much money.
 2. **Grocery Store:** This store is now closed down. The building is empty except for the shelves and such that were not worth removing. The windows have been boarded up. The inhabitants of Catheway now drive to Bangor or nearby towns to do their shopping.
 3. **Lodge:** This lodge is run by Harold Marquette and his wife Edith. It has twelve rooms and a common dining area. The rate is \$35/night. The lodge is the most successful business in town as the deer hunting is quite good on the other side of Miller Stream.
 4. **Office:** This building served as the office for the sawmill and cutting operations. The office is now closed. This building is empty except for a few items of old furniture that were not worth shipping out.
 5. **School:** This building was the school for the town. It was closed down by the state two years ago and has stood empty ever since.
 6. **The Sawmill:** The foundation for this old structure was laid down in the last century. The operation was modernized in the 1940s but is now shut down.
 7. **Leland's House:** This house was rented by Leland, who was in league with the "demon." The house is badly run down. There is a lock-box in the upstairs closet which is buried under old clothes and a variety of junk. It holds \$1,542 in cash, a stash of drugs, a scarab brooch from the "demon," and two modern gold rings (taken from victims). One corner of Leland's old room has sheet metal on the floor and it is covered with all sorts of burned up things.
- The Vault: The vault is located outside of town in a hilly, wooded area. The area had a reputation as a bad area to hunt (the deer and other animals would sense the presence of the "demon" and stay away) and it is fairly tough terrain.

The Vault

The vault is a solidly built structure and it is made of local granite. The walls and ceiling are supported by solid granite columns. The doors are made out of thick wood and were treated with oil and tar to make them last. The hinges are badly rusted and the doors are slightly decayed, but still work. The doors hang open.

The vault has been exposed by years of erosion, but it is fairly hard to spot since the granite is also worn. The interior is dark, mossy and damp and the ceiling is only six feet high. In the vault are a couple folding chairs, an old card table, a Coleman lamp, a can of fuel for the lamp, and a plastic cooler. There are cigarette butts and beer cans scattered about on the floor. The area appears to have been unused for years.

Area Map

This map details the area around Miller Pond. The area is mostly pine woods-the area between the pines is mostly ground covered with pine needles, allowing easy travel through the forest.

Miller Pond: A clean pond with good fishing.

Miller Stream: A fast running stream.

Hunting Trail: This trail leads back to Catheway and to each of the cabins. It has been worn down by years of hunting.

1-5. **Cabins:** These are the cabins owned by Jacobs. Cabin 4 was rented by Marsh a year ago and most recently by the Greens. Cabin 5 was rented by Griffin a year ago and most recently by Jones and Keef. The possessions of the missing people have been removed, leaving the cabins in their original state.

6. **The Bad Place:** This is the bad place which is detailed below.

Cabin

The cabins are well built, single room structures. Each has a fireplace, a table, two beds and two chairs. The cabin has three windows and one door, complete with dead bolt. The cabins are currently locked up with padlocks.

The Bad Place

The bad place consists of four mysterious stones and a dead area between them that seems to be made of fine ash or grayish sand. If the stones are examined, those with Geology skill will notice that they do not resemble any stone native to North America. Each stone weighs about 600 pounds. If the ash is examined scientifically, it will be found to be organic in nature and consistent with the material produced from burning a human body.

During the day the area is unpleasant, but not particularly dangerous. The ash will seem to be about an inch or two thick with grayish stone underneath it. Those in the area will feel as if they are being watched by something and will sense that it is rather malign. Any ash removed from the area will begin to smoke and turn black-within seconds it will be gone. It would take a single person about an hour to shovel out all the ash using a shovel.

If the investigators attempt to damage the stones or start shoveling ash, etc. Moore will expend 10 magic points to convert the top three feet of stone ash to ash and send his freed zombies to attack the investigators. He will remain beneath the stone ash unless he senses that he is being threatened again. In this case he will expend another 10 magic points to transform another three feet of stone ash to ash, thus freeing himself to attack. He will remain in the ash to avoid being exposed to the sun light. Investigators on the ash will sink into it and if they are in over their heads they will start to suffocate. Moving through the ash is like moving through water, but it does not provide any buoyancy-a smart investigator can move to the edge of the dead area and climb up the normal soil and pull himself from the ash.

At night the area is quite dangerous. The stone ash beneath the ash converts to ash to a depth of 12 feet. More importantly, Moore and his zombies will be active. Moore and the zombies can

rise up in the ash and stand on it as if it was solid ground-it firms up under their feet as Moore wills it.

Action

The action begins when the investigators arrive in the area and have their first encounter with Moore or his zombies. If they go out during the day to investigate (Jacobs will suggest this, saying that there has been no trouble during the day) they should be able to check out the bad place without incident. If they manage to provoke Moore, the action will begin right away. Moore will send his zombies up first and then follow himself if things go badly for his minions.

If the investigators decide to wait by the bad place until night falls, they will see the ash glow as the ash stone beneath it transforms. They will then see Moore and his zombies rise out of the ash (time for Sanity checks). The zombies will set off in search of animals and people. If the investigators were careful, they might not be noticed. If they were out in the open or someone goes mad, they will be attacked.

If the investigators decide to stay in a cabin or decide to search through the woods at night, they will eventually run into one or more zombies. The zombies are linked to Moore, so he will be aware of their fates and will send more zombies towards the investigators.

Defeating Moore

Moore can be temporarily defeated by destroying his current focus body. If this is done, his zombies will collapse but the ash will remain waiting for a fresh victim. The investigators can put a layer of concrete over the ash which will prevent Moore from getting a new body for quite some time.

If the ash and ash stone is all removed (down to a depth of 12 feet-this will be easier at night since it is all ash then) from the dead area, the ritual will be broken as the ash is destroyed. Of course, the stones will remain.

Dragging the stones away from the area is one way to defeat Moore. As the stones are dragged away, they will create more ash at the cost of 1 magic point for every foot they are dragged. When all the stones run out of magic points (each one holds 10 points at the start of the adventure, minus whatever Moore has used), the ritual will be broken and the ash will transform into smoke, leaving a pit in the ground. Of course, moving such large stones will be rather difficult unless the investigators are able to get some heavy equipment into the woods. Clever investigators with extra cash might even try using a helicopter to lift the stones away.

Damaging the stones is another option. Inflicting 50 points of damage to a stone with a suitable weapon or tool causes it to crack open. If there are any magic points left in the stone, there will be burst of sickly green energy that will inflict 1 point of damage per magic point to living things within 10 feet of the stone. Destroying one stone will put an end to the dead area.

Conclusion

The adventure ends when Moore is defeated or the investigators are defeated. If the investigators partially defeat Moore by destroying his focus and taking reasonable effort to close off the bad place (such as pouring concrete on it) they should receive a 1D4 Sanity Point award. If they permanently destroy Moore they should receive a 1D8 Sanity Point award. In either case, Jacobs will be grateful for their help and they will be able to use a cabin or cabins whenever they wish.

If the investigators are unable to defeat Moore and leave the area, they should lose 1D4 Sanity Points knowing that more bad things will happen. Jacobs will be forced to close his cabins and will do his best to keep people out of the area. At the Keeper's discretion he might try to defeat Moore by himself. This will result in his death and if the investigators learn of this they should lose another 1D3 Sanity Points.

NPCs

Dan Jacobs

Jacobs is 55 years old and is a retired police officer. He has gray hair (at least, what is left of it is gray) and a beard. He is an average size man, although he has started putting on weight since he retired. He dresses casually, except at town meetings.

Jacobs is very dedicated to the town since it is where he grew up and he is the informal leader of the town. He takes his responsibility very seriously and does all he can do to make Catheway a good place to live.

Jacobs knows about Leland and his boys and keeps a careful eye on them. They try to avoid attracting his attention since Leland knows that Jacobs would be able to get the police to come down on him very hard.

Jacobs has dealt with many crisis situations during his time as a police officer, so he is not likely to panic if things go wrong. However, he has never had to deal with anything radically out of the ordinary.

The investigators will find that Jacobs will be willing to aid them, provided they approach him properly.

Dan Jacobs, Former Cop

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

Fast Talk 39%, First Aid 38%, Hand Gun 59%, Night Stick 50%, Law 32%, Listen 39%, Drive Automobile 50%, Spot Hidden 56%, Shot Gun 54%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,

9mm Semiautomatic Damage: 1D10 Base Range 20 yards, 15 shots, Night Stick: 1D8

Monsters

Moore

<i>Char</i>	<i>Scores</i>
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STR	18
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CON	17
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SIZ	15
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POW	10
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INT	2
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DEX	9
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HP	16
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Move: 6

Damage Bonus +1D4

Weapon: Bite 40%, Damage 1D3, Fist 50%, Damage 1D3+DB

Armor: 2 points dried flesh, and impaling weapons inflict only one point of damage and other weapons do half damage.

Sanity Loss: 1/1D8

Description: Though Moore's life energy is distributed through the ash, it is focused in Marsh's body. This focus enables Moore to make use certain spells and abilities. The body looks very much like a mummy as the flesh has hardened to a leather-like consistency. The empty eye sockets glow with dim green malice, creating a horrific effect.

Destroying the body will not "kill" Moore but it will end his control over the zombies and prevent him from using his abilities. If an intelligent creature dies in or partially in the ash, Moore can use its body to refocus himself, thus enabling him to use his abilities once again.

Moore's live energy cannot leave the bad place/dead area. Should the body be forced from the area, it will collapse and Moore will be left without his focus.

The ritual that placed Moore in this condition left him vulnerable to light-during the day he is inactive and if his body is exposed to sunlight it will start to smoke and smolder-sustaining 1 point of damage per round of exposure. Moore will only expose himself to the sun if the bad place is threatened during the day.

Moore can use the stones to store magic points. Each stone can store up to ten points and Moore can draw on them at will. Moore acquires these points by killing creatures within the ash.

When he has a focus body, Moore has the following abilities.

Lure: By expending five magic points Moore can create in a living creature a desire to approach his focus body. The spell has a range of 300 feet and Moore must match his POW against the victim. If Moore wins, the victim walks towards the body oblivious to its true horror. If the victim succeeds or if the victim is injured or forcibly restrained while under the effect of the spell, the spell is broken.

Animate Zombie: By expending 1 point of POW Moore can animate the body of an animal that has died within the ash. The zombies are described below. Moore has reduced his POW to 10 using this ability and will not use it again unless he needs to create a new focus body.

Shriveling: Moore retains this spell from when he was alive. The spell takes two rounds to cast and inflicts 1 point of damage for every magic point used in the casting. Given the fact that Moore has access to up to 50 magic points, this spell is rather dangerous. Fortunately Moore must overcome the POW of the target for the spell to have effect and Moore sometimes forgets to use the spell.

Zombies

Moore has created zombies to serve him. These zombies are created by luring or forcing living things into the dead area at night. Once the creature suffocates in the ash, Moore drains of its life energy and infuses it with some of his own, re-animating the creature as his servant.

Moore controls his zombies by a mental connection that extends up to five miles at night but only 800 meters during the day (the solar radiation creates distortion-this could also be created by artificial means). A zombie that is out of contact with Moore topples to the ground and its energy dissipates thus reducing it to a mere corpse. To avoid this Moore keeps his zombies in the ash with him during the day.

The zombies look particularly awful with their dry flesh hanging loosely from their bones. The ash dries them out and eventually they will come to resemble mummies.

The zombies are driven primarily by Moore's impulses and act accordingly-they do not have much in the way of strategy.

Zombie Dogs

<i>Char</i>	<i>Rolls</i>	<i>Averages</i>	<i>Dog 1</i>	<i>Dog 2</i>
STR	2D6X1.5	10-11	10	5
CON	3D6X1.5	15-17	17	10
SIZ	1D6+1	4-5	6	2
POW	1	1	1	1
DEX	2D6	7	10	9
HP		10-11	12	6

Move: 10

Damage Bonus -1D4 -1D4 1D6

Weapon: Bite 30%, Damage 1D6

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

Skills: Listen 75%

Sanity Loss: 1/1D8

Description: At the start of the adventure Moore has two zombie dogs. #1 is Shep, a large German Shepherd. The other is Tico, a Chihuahua. The dogs are used primarily as scouts-when they find something they return to the bad place and inform Moore. The dogs belonged to Jones.

Zombie Moose

<i>Char</i>	<i>Rolls</i>	<i>Averages</i>	<i>Scores</i>
STR	4D6+18X1.5	45-47	48
CON	2D6+6X1.5	20	22
SIZ	4D6+16	30	32
POW	1	1	1
DEX	2D6	7	7
HP		25	27

Move: 10

Damage Bonus +4D6 +4D6

Weapon: Bite 05% Damage 1D10, Kick 05% Damage 1D8+DB, Rear/Plunge 05% 2D8+DB, Charge 30% damage 2D8+DB

Armor: 1 Point muscle and impaling weapons inflict only one point of damage and other weapons do half damage.

Sanity Loss: 1/1D8

Description: At the start of the adventure Moore has one zombie moose. The moose is used primarily to herd victims into the bad place. Its size makes it hard to resist and its antlers can inflict substantial damage.

Zombie Bear

<i>Char</i>	<i>Rolls</i>	<i>Averages</i>	<i>Scores</i>
STR	3D6+10X1.5	30-31	32
CON	2D6+6X1.5	20	21
SIZ	3D6+10	20-21	22
POW	1	1	1
DEX	2D6	7	8
HP		20	22

Move: 14

Damage Bonus +2D6

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

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

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

Sanity Loss: 1/1D8

Description: At the start of the adventure Moore has one zombie bear. Like the moose, the bear is used to bring victims to the bad place. Unlike the moose, the bear can actually grab people and other animals and drag them along.

Zombie Human

<i>Char</i>	<i>Rolls</i>	<i>Averages</i>	<i>Jones</i>	<i>Keef</i>	<i>Green</i>
STR	3D6X1.5	15-17	16	17	18
CON	3D6X1.5	15-17	17	18	15
SIZ	2D6+6	13	14	15	16
POW	1	1	1	1	1
DEX	2D6	7	8	7	9
HP		14-15	16	17	16

Move: 6

Damage Bonus +1D4

Weapon: Bite 30%, Damage 1D3, Fist 50%, Damage 1D3+DB

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

Sanity Loss: 1/1D8

Description: At the start of the adventure Moore has three human zombies. They usually travel together, looking for animals and people to drag to the bad place. Keef's body has a 9mm Glock in a holster and all three have their wallets.

Handout #1

Sam Johnson's *A Short History of Small Maine Towns*

“The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.”

Handout #2

Dr. Deborah Jones' *Small Cults of America*

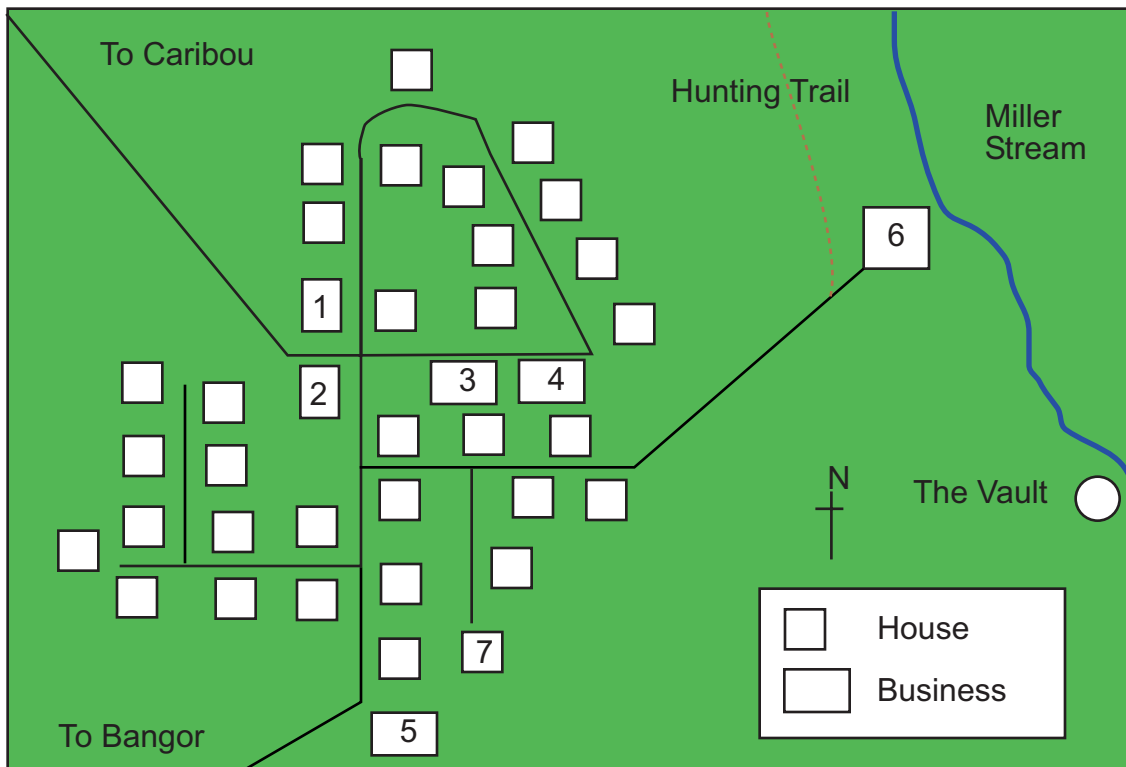
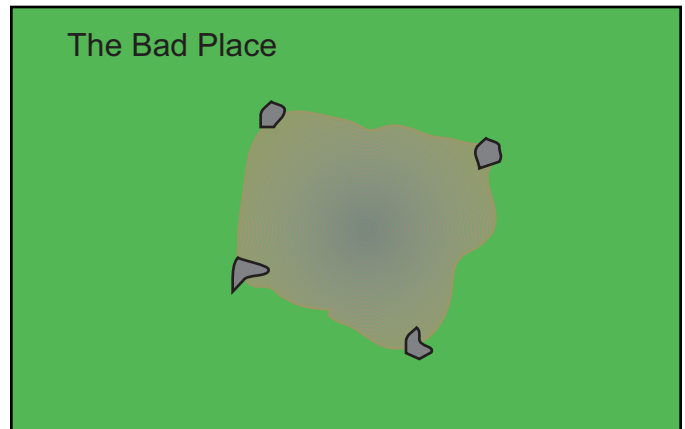
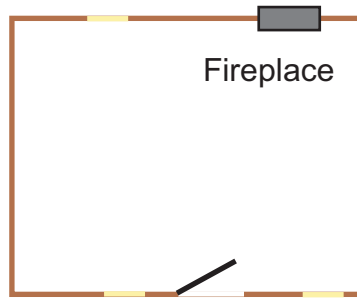
of religion and would be known to experts in the field. It could also be found by a search in the area of small American religions and obscure American cults.

“Sometime around 1800 an Englishman named William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.”

The Bad Place Maps



Cabin



The Bad Place Players' Maps



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