

The Lighthouse

A Call Of Cthulhu Adventure

Nominally set in the 1990s (though with just a little modification it can be set in nearly any time period), this truly horrific adventure has the investigators venturing to an old abandoned lighthouse-island off of rural Maine where vague sightings of ghosts and hideous apparitions have kept the townsfolk of Port Clyde away for nearly fifty years...

THE LIGHTHOUSE:

The following adventure is an in-depth mystery that involves science fiction and modern horror in a short adventure-type layout. Written in the same tradition as horror movies and stories, it has the potential to be a highly entertaining "one-night session" scenario.

Note that this adventure is nominally set in the 1990s, though with just a little modification it can be set in nearly any time period.

KEEPER'S INFORMATION:

40 years ago, in 1951, a strange meteorite blasted a small region of the Alaskan snow fields during an extremely cold season. This meteorite was not a regular falling star, as it contained a strange space virus that began to affect local wildlife in the area. As reports of these strange mutated phenomena began to spread, the government sent scientists to the area who soon contained the disease. One of these scientists, however, became mad with the idea that he could use the alien virus for other purposes.

This mad scientist, Dr. Lars Jurgens, stole the secrets of the virus and disappeared mysteriously in December of that year. After several months of trying to find him, government law enforcement agencies were forced to give up the chase, and he was assumed to be dead. In truth, however, the mad doctor secretly moved to a small abandoned lighthouse with lab apparatus and a considerable sum of money. Here he began to conduct experiments with the virus, first using lab animals, then humans. He began to lure people to the lighthouse; a drunken sailor or a street bum, but by the end of the next year, he had gone so far as to kidnap children for his vile experiments.

The virus, a form of space plague, is a disease that originates from the center of the galaxy. The virus is a horrible mutagen that causes random, chaotic mutations, and drives the carrier insane. The ultimate result is the transformation of the host into a lesser form of the dreaded Dimensional Shambler (if death does not occur first). After infecting his human "guinea pigs" followed by a period of observing them, the mad doctor, Jurgens, hacked the poor souls to pieces with an axe and buried them in a secret place under the lighthouse.

Dr. Lars Jurgens died one stormy night in April, 1956. That night, the ghosts of some of his former experiments rose from their earthy tomb and drove him to the point of committing suicide. They took his body to a secret place in the lighthouse, hacked him to pieces, and buried him.

By 1957, new occupants arrived in the supposedly "haunted" lighthouse, though they were eventually driven out by ghostly visitors and disturbances. The same happened again when it was reoccupied throughout the years. For forty years no one has stayed in the lighthouse for more than two weeks, and as such, the lighthouse has acquired a reputation for being haunted.

A Note On Conducting The Scenario:

This investigation is set up rather differently than most, in that the investigators come here not knowing exactly what is going on or why. The whole series of events which happen go according to a "schedule",

and you should remain aware of what happens when are where. If, by the end of the scenario, the investigators are shaken, disgusted, and confused - so much the better! Not every investigation yields palpable results, and only through luck and skill will the investigators come out in one piece.

Also, note that there are parts where you, as Keeper, must read to the players so they know what they are seeing, what is going on, etc. The parts which are meant to be read aloud are written between quotation marks.

INVESTIGATOR'S INFORMATION:

There are several ways the investigators can be involved with this scenario, two of the most playable listed below:

Coming to Maine on vacation, one of the investigator's friends challenges the investigators to stay a week at the "haunted lighthouse" of Port Clyde. Not about to be frightened out of a dare, the investigators decide to stay in the abandoned place.

Recently, a small prestigious university in rural Massachusetts has commissioned the investigators to investigate a supposedly "haunted" lighthouse in Maine. For this expedition, the group has been granted a sum of \$5,000 to buy equipment and supplies.

Any other inventions by the Keeper can also be used to get the investigators to go to the haunted lighthouse. Try to make it fit your particular campaign, however.

THE LITTLE TOWN OF PORT CLYDE:

Port Clyde, located along the forested coast of Maine, is a small fishing community that also prospers in the manufacture of leather goods (particularly shoes and boots). Port Clyde is inhabited by little over 2000 people, and is in fact a small community that is considerably "out of the way".

This little town is just like your typical New England coastal village, with small boats for rent, tourists coming every summer for fishing, etc. One of Port Clydes' forgotten landmarks (forgotten by the outside world, that is) is a small lighthouse situated in the middle of the bay.

THE FERRYMAN:

The boatman of Port Clyde is one Barney Jones, a friendly local who is seldom found anywhere but on the sea. An experienced boat pilot and fisherman, Barney is known by nearly everyone in town as an honest man. As good old Barney is the only one who will go out to the Lighthouse Island, his services will be required.

Wearing a weathered brown jacket and tattered trousers, Barney appears to be a common man with a broad stature and a friendly, warm smile. Barney is nearly 45 years old, as is evident in his short brown beard and slightly-wrinkled face. "Good old Barney" (as he is known in town) is a friendly fellow without a single mean bone in him. Openly hospitable and amiable, Barney is always on the good side of everyone he meets. Barney never acts meanly or insultingly, and works to the best of his ability. He has a good reputation in town, and will make a similar impression on the investigators.

Barney, however, is far from an ordinary, mundane fellow. Barney is the son of Edward Jones, a boatman like himself, who was murdered by the mad scientist one stormy night. The spirit of Edward Jones still lingers around the lighthouse, and during "The Storm", his spirit possesses the body of his son, Barney, to wreak havoc on the island (cutting power, attacking the investigators, etc). For more details on Edward Jones' ghost, see the section labelled "The Storm".

LOCAL TALES AND LEGENDS:

The people of Port Clyde have their share of folk tales and legends, ranging from the average to the bizarre. Depending on who you ask in town, each story will vary somewhat, with the tale-spinner adding a little more mystery or a little more horror.

One of the most common tales in town is of the mad doctor who supposedly lived in the lighthouse many years ago. According to the locals (some of the older ones claim it's true), the mad doctor came to the area one bitterly cold year. Though he was definitely odd and strangely reclusive, he ran the old lighthouse without event, until one night in 1956, when a great storm was ripping up the coast.

That night, as people were going to bed, strange howls and screams were heard coming from the middle of the bay, where the lighthouse stood. The local hotel owner, along with a few youths, took to the seaside and they saw lights flickering madly in the lighthouse's windows, and screams came from its weather-beaten spire. Calling the local police, they went out to the lighthouse when the storm was over, but after a thorough search, not a trace of the mad doctor was ever found.

Other tales in town tell of how people went missing over the years, strangely disappearing, never to be heard of again. Now and again, a sailor or bum would just "disappear". Things got to be serious in 1953, when children began to disappear as well. Despite investigation, neither the bums nor the children were ever found again.

CONDUCTING THE ADVENTURE

The following notes are presented for the Keeper's use only. The notes help the Keeper to conduct the adventure, taking the party from "scene" to "scene". The Keeper may, at any time, vary from this schedule, allowing for individual creativity if so desired.

THE FIRST DAY:

As the small ferry boat cuts through the dark water, white foam sprays out over the prow and onto the deck of the skiff. If it weren't for the confident look on the boatman's face, you would have thought the boat was sinking.

From where you stand, you can see the tall spire of the old lighthouse, standing above the small stone island in the middle of the cold bay. The light-tower is weather-beaten and decrepit, while the rest of the house seems genuinely antique and even foreboding. You take a deep breath as you get closer, and the air seems colder still as you begin to come to a stop.

Let the investigators discuss the situation for a moment, during which time the boatman, Barney Jones, will tie the boat to the jetty located on the west side of the artificial lighthouse island.

Barney ties the boat up to a small stone jetty at the base of a staircase. Taking a few cardboard boxes filled with supplies, he gets off and tells you to follow him up the stairs.

As you reach the landing above, you see the boarded-up windows of the house connected to the lighthouse tower, though Barney makes little note of its almost frightening condition. He takes you to the front door, takes out a ring of keys, and unlocks the door. Smiling, he hands you the keys. Turning to leave, he tells you he will return in two days with fresh supplies, and says goodbye.

THE LIGHTHOUSE:

Located on a tiny man-made island in the middle of the bay, the lighthouse has been vacant for some years. Only accessible by small boat, it is completely reclusive and mysterious.

From the outside, the lighthouse appears to be a small brick building with stark white trim, a dark shale

roof and small, antiquated windows on each floor. The lighthouse tower is made of similar materials, but is round and completely white. Weather-stained and old, the entire island appears decrepit and antique.

JETTY

This small stone area is situated some fifteen feet below the main area of the house (as the lighthouse is on elevated land), and access to the house is provided by an old metal staircase that ascends to a landing above. The far side of the staircase has a sturdy guard-rail to prevent persons from falling into the icy waters of the bay.

WALKWAY

This area goes the whole way around the small lighthouse island, and is made of thick and sturdy stone. A slightly-corroded guard-rail runs the whole way around the island as well, preventing persons from falling off the walkway and into the water fifteen feet below.

PARLOUR

The small room at the front of the house is brightly lit and almost "homey". The far north corner is filled with a small bookcase, while the entire eastern wall is dominated by a plush sofa with lacy pillows. The wooden floor is covered in a warm rug, and a fireplace in the room keeps the air cozy.

The books in the bookcase range from old magazines (several issues of Time and National Geographic) to typical bedside literature. None of the books here are of any interest to the investigators.

DINING ROOM

The dining room is a warmly-lit chamber, dominated by a long wooden table in the middle of the room. An old crystal chandelier hangs above the table, while the corners of the room are filled with end tables and even a seascape painting or two.

The table, covered in a fine white sheet, is in surprisingly good condition, despite it's age. With a little dusting and repair, it can be restored to excellent condition.

KITCHEN

The kitchen is a large white room with wooden floor, like the others in the house, though it is more weathered and stained than the rest. Wooden cupboards line the walls, and the northern part of the room is occupied by a great fireplace and stove.

Though the wooden floor creaks a little, the kitchen is in relatively good shape. The cupboards are almost completely empty, except for a stack of ancient newspapers (see "The Lighthouse Papers #1") and a few cans of food above the sink. The food in the cans is stale and inedible, and one of them has inside it, the preserved body of a dead mouse (which was accidentally canned many years ago).

LIBRARY/STUDY

Books line the walls and corners of this entire room, and a fine wooden desk sits in the center of the room, bare of anything useful except for a small kerosene lantern and an inkwell. The desk itself is filled with nonsensical papers, ranging from supply forms, supply inventories, and scattered notes.

The books on the walls range from classic novels (like "Moby Dick", "War and Peace", etc.), to encyclopedias and medical journals. Surprisingly, there are A LOT of medical journals and old scientific magazines located in the Library.

Hidden in a secret compartment in the desk (requiring a Spot Hidden check at 1/2 chance to find it) is a

small glass ampule, stopped with a rubber stopper, filled with a strange glowing red serum. Unknown to the investigators, this is the serum described by Dr. Jurgens in his journals (it will keep the victim of the Virus alive until the eleventh stage of the disease). There are only two "doses" of this strange serum left.

In addition, there is a small jar, completely sealed with rubber, containing strange ice-like crystals (this is the only sample of the alien virus). Note that neither of these containers are labelled!

LIGHTHOUSE, FIRST LEVEL

The first level of the lighthouse tower is damp and dark. The door, having been shut for nearly ten years, gets stuck and anyone attempting to open it needs a Strength score of at least 10 to open it. The room itself is dominated by the spiral staircase that ascends up the lighthouse, though a few old wooden crates have been stacked here and there along the wall.

Most of the crates are empty, except for a few which contain hammers, nails, lengths of worn-out rope, and a kerosene lantern or two. If one of the investigators succeeds in an Spot Hidden check, he or she will find, located behind one of the crates, a deep hole which at first glance appears to be a sewer entrance or pit. With further investigation, the hole will be found to contain the slightly- decomposed remains of a cat, the body of which is very lean (any investigator with the either the skill First Aid or Treat Disease is able to determine that the cause of the cat's death was by slow starvation).

Seeing the corrupted form of the dead cat costs two SAN points automatically, with or without a check.

BASEMENT

Access to the lower level of the lighthouse is provided via the stairwell in the Kitchen, which leads to the earthen basement below. The basement is a damp area plunged in complete darkness.

The central room of the basement is somewhat "L-shaped", the north part of which is dominated by an old hand-operated generator. The generator is still in working order, requiring little maintenance or repair. As such, it is easily activated, providing electricity throughout the house (though the lighthouse's lighting equipment needs to be replaced).

The southern part of this room is cluttered with empty crates and boxes, and water drips down from the ceiling and rusty pipes that hang above. If one is not careful, he or she might bang his or head against one of these (inflicting a point of damage in an Agility check is failed).

Though the investigators do not know it, the walls of the basement are filled with the remains of Dr. Jurgens experiments, each of which were hacked to pieces with an axe and put in garbage bags, then buried in different places. There is no way for the investigators to determine this unless they excavate the walls.

SECRET ROOM

Located in the basement of the house, this tiny chamber is concealed behind a wall of stone bricks, lain here many years ago. The only way to break into the chamber is to pick away at the bricks, or hammering a part of the wall down.

Once inside, the investigators will find that the small room reeks of something rotten and unnatural. With a light source available, it is obvious that the room was once used for the conducting of scientific experiments; the floor is littered with shattered beakers and tubes, while the decrepit table in the center of the room holds metal tools, primitive electrical gear, and a whole assortment of glass tubes, wires, and vials.

Among the jumble of broken vials is a small leather journal, covered in dust and locked with a tiny brass padlock. The journal is in a serious state of decay, missing many pages. This journal is the diary of Dr.

Jurgens (the mad scientist), and contains many of his notes on both his experiments (see "The Lighthouse Papers #2") and the strange hauntings that he observed in the lighthouse (see "The Lighthouse Papers #3").

Buried in the west part of the secret room is the dismembered body of Dr. Jurgens, though the only way to discover this is to continue digging. The only remains of him still intact are his fractured skull, a severed arm, his pelvis, and a complete leg with thigh and calf bones intact. All are buried separately, in a crude manner as if the someone or something that buried them was either crippled or horribly deformed.

SITTING ROOM

The sitting room, located on the second floor, is a comfortable room filled with a plush sofa, a few wooden chairs, and an old 1950s-style radio, which is still in working order (though there are few channels worth listening to here in this part of rural Maine). A plain brown rug, thick and warm, covers the entire floor of the room.

Besides the radio, there are few things here worthy of note.

GUEST ROOM

Located in the northeast section of the second floor, the guest room is a warm little room with a comfortable bed, wardrobe, and a washbasin on the western nightstand. A mirror hangs against the same wall, while an antique clock (of 18th-century make) sits on the eastern wall.

The wardrobe of the room is finely crafted, but contains little of value other than empty hangers and the like. The antique clock no longer functions, as it has simply outlived its usefulness. Still, it is beautifully made, and makes a fine wall ornament.

If anyone checks under the bed, he or she will find an old, tattered teddy bear, one of its black button eyes missing. It is extremely old, and is covered with dust (this was the sole property of a little girl that was locked-up in this room many, many years ago).

BATHROOM

The north wall of this nicely-appointed room holds a fine wash basin and sink, an empty towel rack, and a medicine cabinet. The western part of the room is taken up by a bath tub and shower fixture, while a little closet (filled with old towels and a few bars of flaky soap) fills the southeastern corner of the room.

The shower and bath both possess running hot water, and the soap in the cupboard is still usable. The bathroom, though once a scene of horrible decay, was refurnished by previous occupants of the place.

MASTER BEDROOM

The master bedroom is the largest bedroom in the lighthouse, and contains a great big bed, an ancient dresser, and a pair of nightstands. A wooden wardrobe (of the same make as the one in the Guest Room) fills the northwestern corner of the room, while the entire floor is covered by a thick white rug.

The wardrobe is filled with empty hangars, and a few old leather suitcases, now empty. The dressers are similarly empty and unoccupied, and the whole room is actually a little lonely.

LIGHTHOUSE, SECOND LEVEL

The second story of the lighthouse, much like the first, is increasingly damp and drafty. The only thing in the "room" is the spiral staircase that runs along the wall all the way up to the top of the lighthouse, where there is a wooden hatch that leads out onto the parapet.

ATTIC

Coming into the attic, it is apparent that no one has been for a considerable time. The attic of the house is large and spacious, though its corners and wooden posts are littered with dust, cobwebs, and trash. Several wooden crates, filled with hardware such as plates, silverware, glass beakers, test tubes, and vials, lie against the walls, while a few chests contain old clothing from long ago.

Though none of the chests contain anything useful, the presence of beakers and test tubes may alert the investigators to experiments having taken place here on the island (they may make the connection between Dr. Jurgens and his mad experiments, but give no obvious hints). The attic is otherwise empty, and contains little objects of value or interest.

LIGHTHOUSE, TOP LEVEL

The top level of the lighthouse is only accessible through the wooden hatch that leads to the second level. The hatch, old and weather-beaten, takes considerable strength to push open (Strength of 14) and aside.

Once open, the investigators are able to get onto the palisade, the part of the towering lighthouse where the equipment (lightbulbs, mirrors, etc.) are located. The equipment here is severely damaged, and have not worked in over ten years, and as such are in desperate need of replacement. Only a successful Operate Heavy Machinery check made at 1/2 percent will make the lighthouse equipment start up successfully.

ELECTRICITY AND THE HOUSE:

The lighthouse has a small generator in the Basement, operated by hand cranking it for several seconds. The generator supplies electricity to the entire house, and even powers the lighthouse light, which consumes a lot of electricity.

Power from the generator runs from the basement outside the house through a thick cable, and then back into the house in the kitchen, where the power is then transferred to smaller wiring and cablework. Though starting the generator and electricity should not be a problem at first, later on in the scenario, during "The Storm", the wires are cut by the possessed body of Barney Jones.

A SPECIAL NOTE ON THE LIGHTHOUSE:

Though this adventure takes place over a period of several days, any loss of Sanity Points or Spell Points will not be regenerated through rest, as the place is extremely unnerving and upsetting to the mind. As such, only Hit Points can be regenerated through rest.

Later That Day:

Allow some of the investigators a lot of time to explore the lighthouse grounds, while others in the group put away the supplies and check out the accommodations (which are in surprisingly good condition). This time would be a good time to start role-playing investigator relations, beginning reactions to the "mission", etc.

Though the first day passes without event, later that night, when everyone has presumably gone to bed, something strange happens to a randomly determined investigator.

That Night:

As you sit in bed trying to sleep, you hear a strange noise, seemingly in the distance. You bat your eyes for a moment, wondering whether you are dreaming or if you are still awake.

As you get to your feet, you hear the noise again, though it sounds as if it is directly above you, perhaps in the attic. Putting on a bathrobe, you head towards the door, your head cocked up, keeping an eye on where you hear a strange creaking - as if someone is walking around above you.

Let the player decide what actions his or her investigator takes from here on. If the investigator awakens another, the noise will quickly subside, and will not be heard again. If he or she follows the noise, it seemingly "walks" directly overhead, ending right at the top of the attic stairwell. Several seconds later, it will become evident that the noise has completely ceased to continue.

This event will cause the loss of a single SAN point from the individual who encounters it. Note, however, nothing else will happen for the rest of the night.

THE SECOND DAY:

The next day is a bright and cheery one, though an icy wind blows from the north, and a small flock of sea gulls decides to inhabit the upper story of the lighthouse tower.

The day should pass without event, as the investigators continue to find things on the grounds (such as the newspapers, the journal, or the body of the dead cat. These items, though not immediately threatening, should liven up the time and add a little suspense and mystery to the adventure).

Play the day's events out regularly; DO NOT just skip to the following night, as if you do so, the players will soon come to expect the worst at night. By role-playing and adding minor events (such as one of the investigators falling into the bay, or a sea gull attacking a walking investigator, etc.), the time will go by while adding excitement to the daytime.

The Bathroom Sink:

Around lunchtime, as the investigators gather to eat, one of the investigators using the bathroom will notice something strange about the sink in the room. Seemingly out of order, if it is left running for several minutes, a thick, gooey substance will begin to drip slowly out of the tap. This will continue for five minutes, at which time the tap will again be clogged - then, mysteriously, water will again flow from the tap like normal.

If the investigators examine the goo emitted from the sink, a successful Chemistry check will identify it as a strange form of slime, neither produced by rust nor algae. The goo, after several hours, will fade into a luminescent patch where it was left (in a cup or sample jar).

Witnessing the slime and goo requires the investigator to make a successful SAN check or lose one point.

In The Basement:

If any of the investigators end up working (in one way or another) in the basement, the following encounter will happen in his or her presence.

As you shuffle through the boxes and crates, you think you hear a strange trickling noise towards one corner of the room. Turning cautiously, your flashlight illuminates a puddle of dark water forming only a few feet away from you. Though your torch is powerful, you cannot readily identify the substance that seems to be coming from right out of the wall.

Allow the investigator to investigate, but the "water" will seemingly deny identification. Like the water from the tap (see "The Bathroom Sink"), the puddle will disappear a few hours later, leaving only a slightly luminescent patch of ground in its place. Witnessing the slime and goo requires the investigator to make a successful SAN check or lose one point.

That Night:

Later on that night, several hours after the investigators have gone to sleep, choose a random investigator who is staying in the Master Bedroom, and read the following to him or her:

You are awakened in the middle of the night by a strange noise. Looking around in the darkness for the source of the sound, you hear it again, over by the wall. Getting up, you feel your way to the wall, and you hear the strange noise - like tapping - coming from the heat vent on the wall near the floor. Kneeling, you are able to put your ear up to the vent to listen.

The noise sounds like something scraping or tapping against the metal. As you try to make out the noise, a subdued whisper - like that of a young child - speaks from behind the vent.

"Help me," the voice says, sounding like a little girl, "help me. I'm frightened. I'm scared of the dark. Please help me."

Allow the investigator (or investigators) a few moments to react or talk through the vent to the child. Though obviously frightened, she is still able to speak a few more words.

"Please help me. I'm scared of the dark.' suddenly her voice quiets, and you hear a distant noise from behind the vent. Suddenly, she sounds extremely frightened. "He's coming back! Oh, please help me! He's coming back!"

With that, there is complete silence.

The investigators have just experienced the ghostly manifestation of the little child (Annie Morris) that was experimented on and murdered by the mad doctor, some 30 years ago. Her ghost is able to speak through the vent in the wall, as she was kept locked-up in the Guest Room - it is here that her ghost haunts.

Note that if the investigators rush to the other room to investigate what is behind the vent, they will simply find an empty room, though they will be able to find the vent that connects the two rooms. There is nothing inside however, and the ghost of the child silently departs. In addition, none of the strange sounds will be heard by the occupants of the Guest Room throughout the encounter.

This event costs the investigators a loss of four Sanity Points if a successful SAN Point check is not made; if it is passed, there is only a loss of 1 point.

THE THIRD DAY:

The following day is a dark one, with storm clouds forming on the horizon, and the sky above clouded with wispy fog. At 10:00 in the morning, Barney Jones will arrive at the Jetty on the island to provide more supplies to the investigators.

As you sit, watching the white plume come to the side of the island, you see old Barney Jones hop off onto the jetty, and come up the stairs to greet you. He is smiling as usual, and his arms are full of boxes containing canned food and other supplies.

Allow the investigators to speak with Barney as much as they want, about whatever they want. Play out Barney realistically (although he's a nice guy, he's still rational about the hauntings, explaining them away as old wives' tales. If the investigators bring up the fact that his father disappeared back in the 1950s, Barney will become strangely silent, then he will turn to the investigators and say the following:

"My dad disappeared when I was a little kid. I remember the night that he never came back. Me an' ma, we were sittin' in our house by the bait store, waitin' for dad to come home. He had been workin' that day, he had said, on the old abandoned lighthouse.' With that he looks around and blinks, and continues, 'My dad disappeared on this island, I know. But like the cops said, he must've drowned.'"

Barney can't be convinced that his father was somehow murdered, as he knows his father was a simple man without any enemies. Having said his story, his melancholy face will suddenly cheer up again.

Barney turns to you once more as he makes his way to the staircase leading down to the jetty. He looks up at the sky, sighting the dark clouds forming on the far horizon.

"Looks like a storm's brewin," he says in a subdued tone, "you fellers sure you want to stick it out here? Tell ya what, there's gonna be one hell of a wind blowing out here. Won't be able to come back in that rain. If you wants out, come on with me now."

Whether the investigators wish to abandon their investigation here or not, that is up to them, but with that, Barney gets on his little boat, starts the motor, and heads off to the mainland. He turns once more and waves goodbye to the investigators standing on the Walkway.

THE THIRD NIGHT:

(On the third night, the island will be stricken by a storm that covers nearly the entire coast of Maine. The storm causes the ghosts of the dead experiments to rise from their graves, to again haunt the lighthouse and its dark corridors.)

After Barney leaves, the lighthouse will seem even more foreboding than before - distant cracks of thunder and momentary flashes of lightning echo throughout its rooms. After only three hours, rain begins to come down on the lighthouse, at first only a heavy drizzle, then an all-out storm.

THE STORM

As you all gather in the Dining Room for dinner, the lights flicker from the intense rainfall outside. A strong gale can be heard, muffled only by the thick walls of the lighthouse. Outside, through the window, you can see the sea is a rising crescendo of clashing white waves and currents.

As one of the investigators prepares to go to dinner, in his or her room, read the following to him or her **ONLY**:

As you look at yourself in the mirror, seeing if your shirt (or blouse) is on right, you fix the button and admire yourself. Suddenly, you are overcome by a strange feeling, as if someone was in the room with you.

Stepping back, you glance around the room, but you see nothing. You are completely alone. Only a flash of lightning from the storm outside breaks the silence. You can hear your friends downstairs playing some light music, and you hear them laughing.

Turning back to the mirror, you are gripped with fear. Standing directly behind you, reflected in the mirror, is a man, covered from head to toe in sopping wet clothing, an evil smile cracked across his face. In one hand he holds a butcher's knife, covered in blood, while his eyeless sockets stare at you eerily.

Let the investigator react however he or she wishes, but when he or she turns around, the image will be gone. Turning back to the mirror, the man, whoever he was, is gone.

Later That Night:

Several hours after dinner, when everyone is relaxing or getting ready to go to bed, read the following:

As you close your eyes for a moment, you think you hear something from upstairs. Looking at each other, listening at the silence, you hear it again. A hissing noise, like the kind made by a cat, echoes from the stairs above. Soon it is accompanied by a louder, 'hiss', then a thumping noise, like something was rolling down the stairs, comes from the stairwell. You all turn to see what it is.

The severed head of a cat comes rolling down the stairs and into the center of the room, hissing evilly, leaving a trail of frothy saliva as it lands.

This is the ghost of the dead cat found in the bottom level of the lighthouse tower (see above), though it cannot hurt the investigators in any way. It will simply hiss and screech, cocking itself to look at everyone in the room. If the investigators beat it or shoot it, it will cease making the noise, though it leaves a red stain on the rug. Seeing this event will cost the investigators 2 SAN (if a SAN check is failed).

Shaken and scared, the investigators will soon become tired, and will probably decide to retire (albeit cautiously).

THE GHOSTS:

Roughly around midnight, during the crescendo of the storm, the ghosts of Dr. Jurgens and his "guinea pigs" will materialize in the lighthouse. Whether the investigators are asleep or awake, in different parts of the house, different things will happen.

The Wailing Woman:

This event occurs to any investigators in the attic during the storm. If none are present, the Keeper may feel free to have one of the investigators hear a strange noise from the attic, and have him or her investigate.

As you come up the stairs into the attic, you are gripped with a fear you have never known. A strange light dances across the ceiling like light reflected by water, but this light begins to come together, right above you, forming a mass of glimmering ghostly light.

As you back off, the image of a woman, with a pale face and empty eye sockets, fang-like teeth, and a mouth so wide that you could fit your entire head in it, forms from the ghostly light. She is screaming, howling a horrible cacophony of cries and gasps for help and mercy.

The ghost is that of Edith White, one of the early experiments of the mad doctor. Her appearance causes a loss of 1D6 SAN (unless a check is passed, in which case only 1 SAN is lost), though she vanishes just moments after manifesting.

The Basement:

During the storm, around midnight, the possessed body of Barney Jones arrives on the island. Taking a pair of massive wire-cutters, the cable between the basement and the house is severed, cutting off all power in the house.

Allow the investigators to investigate this occurrence. As they go down into the cellar (the Basement), they will see something strange coming from the corner of the room.

As you come into the Basement, the darkness is negated by a strange glowing green substance, like water, dripping from the far wall of the room, between cracks in the wall. This liquid, glowing intensely, seems to indicate that the wall is "bleeding".

The liquid is ghostly protoplasm, coming from behind the wall in the Secret Room (see "The Lighthouse"). If the investigators have not already discovered the presence of this room, they will now know something exists behind the wall. If they excavate, read to them what they find in the Secret Room.

As the investigator read the journal (where it indicates that Jurgens buried the bodies of his "guinea pigs" in the basement), the walls of the basement peel open, and the remains of Dr. Jurgens mad experiments literally step out! They will attack anyone trapped in the basement with them, brutally ripping them into pieces. For the statistics of Dr. Jurgens' experiments, see the section labelled "Statistics".

The Mad Butcher:

The possessed spirit of Edward Jones, inhabiting Barney Jones, is free on the Lighthouse Island. Though he prefers to get his victims alone, the ghost will attack whenever possible, preferably when others are not around, with his skinning knife.

The statistics of Edward-Barney are the same as for Barney. Note that if Barney is killed, the ghost of Edward (his father), will emerge from the body in a flash of ghostly blue light, howling and wailing, eventually joining the rest of the ghosts in The Menagerie (see below). This causes the investigator to lose 2 Sanity Points if he or she does not pass a SAN roll.

What's That In My Jelly?:

As things are going wild in the house, have one of the investigators run into the kitchen (perhaps due to a failed SAN roll) during a bout of hysterical cowardice.

As you run into the darkness of the kitchen, the sounds from all around seem to fade. Turning to one of the cupboards to retrieve a knife, you pull open the door to see two large containers, like jelly jars, except that in each of them is a glowing fluid.

As you shriek in terror, an eye opens up inside one of them, and a liquidy mouth appears, pleading in a little girl's voice "Please help me! I'm afraid of the dark!". At the same time, a little boy's voice is heard from the other jar, screaming and wailing, and a pair of mutated eyes, melted face, and bloody streams seem to form out of the glowing ooze.

The sight of this causes the loss of 2D4 SAN Points unless the investigator makes a successful Sanity check, in which case there is only a loss of 1 point.

The Menagerie:

After all the above has either happened or been avoided, the greatest spiritual event will occur, only minutes after midnight. This is the last event to take place during the night, and it happens in the Sitting Room, where everyone has by now gathered.

As you come into the room, screaming and terrified, the whole house (which is by now plunged in darkness) falls strangely silent. Catching your breaths, your ears strain to hear the slightest noise.

Suddenly, a strange glow, like a phosphorescent "breeze", seems to blow through the room. You hear distant screams, both male and female, as images begin to emerge from the walls.

At first it's just a face, twisted and screaming horribly, but then it's a series of warped, mutated forms. Suddenly, out of the wall springs the ghost of a man, horribly obese, wearing a pale coat and wire-rimmed spectacles. He appears to be some sort of doctor. He is screaming in fear, and runs into the center of the room, away from the other ghosts.

Suddenly, the other ghosts are upon him like a herd of jackals, their arms and claws tearing at his clothes, ripping his flesh to pieces. Two deformed children gnaw at the flesh on his legs, while another man, appearing somewhat like Barney Jones, hacks at him with a butcher's knife.

The other ghosts tear at his limbs as he screams, and slowly but surely, his body is pulled apart and hacked to pieces. The ghosts, taking each tiny piece in hand and mouth, form into one mass of screaming faces, deformed limbs, and slashing arms, and turning on your group, attempt to dismember each and every one of YOU!

There is no way to stop the events which happen during the Menagerie, and only by the investigators fleeing the lighthouse will they be able to survive the night (unless they kill all the ghosts). For the statistics of the Menagerie, see the section labelled "Statistics".

REWARDS:

When the investigators have had all they can take, they'll probably run out of the lighthouse and out onto the Jetty. As Barney returned via boat, his ferry will still be here. With only a few seconds of preparation, the investigators will be able to make their way back to Port Clyde, with the haunted lighthouse behind them.

The investigators will probably have to explain the death of Barney Jones (perhaps resulting in a run-in with the law, though Oratory checks should clear that up), as well as the strange events which happened that night. The end result can be as easy or as hard as you want to make it - they might be branded lunatics and thrown in an asylum, called liars and murderers, or they might even be believed by the local populace, and discreetly allowed to go their own way if they vow never to return to Port Clyde.

Of course, if the investigators try to publish the story or otherwise inform the public, no one will believe them. In addition, they might even attract the attention of the government, which has been looking for the renegade Dr. Jurgens (and the results of his experiments) since the 1950s ...

Defeating the experiments of the mad doctor awards the investigators 1D6 SAN each. Defeating the Menagerie awards them 2D6 SAN. Managing to defeat the ghost of Edward Jones, without causing serious injury to Barney, awards the investigators an additional 1D3 SAN. If they somehow manage to destroy the samples of the Virus, award them a final bonus of 1D4 SAN.

STATISTICS:

Barney Jones, boatman, age 45

STR 16 CON 16 SIZ 16 INT 14 POW 10

DEX 14 APP 12 EDU 12 SAN 50 HP 16

Weapons: Fishing knife, 50%, 1D6.

Skills: Climb 30%, Mechanical Repair 50%, Operate Heavy Machine 45%, Sneak 30%, Track 35%.

THE EXPERIMENTS of The Mad Doctor:

These are the remains of Frank Martin, Steve Barker, Lenny Smith, and Johnny Leer, all of whom appear to be in the early to medium stage of the Virus, and as such are horribly mutated and deformed. They bear a striking resemblance to fully-developed Dimensional Shamblers, though they do retain some human features.

	Frank	Steve	Lenny	Johnny
STR	20	22	16	19
CON	19	20	16	17
SIZ	19	19	19	19
INT	4	3	7	7
POW	11	11	10	10
DEX	11	10	12	10
HP	19	20	18	18
Move	7	7	7	7
Attk%	30%	30%	30%	30%
Damage:	1D8	1D8	1D8	1D8
	+1D6*	+2D6*	+1D6*	+1D6*

(*: Bonus for strength and size are listed below the basic damage)

Armor: All of the experiments possess the sickly inhuman hide of a Dimensional Shambler, and thus retain 3 points of armor.

Spells: None.

SAN: Viewing the experiments costs 1D10/0 points of SAN.

THE MENAGERIE

The Menagerie is the manifestation of all the hideous experiments and murdered victims of the mad doctor, which takes form during the Storm. It appears to be a huge ball of rubbery, semi-incorporeal blubber, covered in disembodied faces screaming in torment. Limbs and extremities protrude from the heaving mass, dripping melted flesh and leprous hairy growths. As it moves about in a sickly and obese manner, it flashes in and out of this dimension, lending a strange ghostly appearance to it every second or so.

STR 50 CON 50 SIZ 50 INT 18 POW 20
DEX 5 Move 2 HP 50

Weapons: The Menagerie attacks with a multitude of twisted arms, claws, screaming mouths, and babbling orifices. It gets four attacks, though only one attack can be made against each opponent. It's attacks have a 50% chance to hit, inflicting 10D3 points of damage per strike.

Armor: 6 points of thick, undefinable blubbery hide.

Spells: None.

SAN: Seeing the Menagerie in all it's hideous deformity causes a loss of 1D20 SAN, unless a SAN roll succeeds, in which case only 1D6 SAN is lost.

THE LIGHTHOUSE PAPERS #1: (An old local newspaper, dated December 17th, 1954, containing the following headline:)

LOCAL BOATMAN DISAPPEARS

A local boatman, by the name of Edward Jones, disappeared last night during the storm that whipped along the coast. Despite a thorough search, police suspect Jones died of drowning off Lighthouse Island. Edward Jones was a resident of Port Clyde, Maine, a small village on the coast, ten miles from New Haven. Edward is survived by his wife, Edith, and five year-old son, Barney.

THE LIGHTHOUSE PAPERS #2: (A dusty old journal)

The journal contains most of the information listed under "The Virus", including the different stages of the Virus' development. In addition, a page in the back of the book contains the following mysterious script:

Edith White, 31, achieved Stage 3; Frank Martin, 26, achieved Stage 6; Steve Barker, 23, achieved Stage 8 (!); Lenny Smith, 42, achieved Stage 2; Edward Jones, 26, achieved Stage 7; Johnny Leer, 33, achieved Stage 4; Annie Morris, 8, achieved Stage 11 (!); Danny Little, 9, achieved Stage 11 (!).

Finally, a page of the notebook, torn and in a rather decrepit condition, contains the following writing:

April 16th: I've done it! My experiments with the serum have proven to be successful. I am able to sustain the victim to the eleventh and final stage of the Virus; the children seem to have been the best test subjects. Now that I know what the Virus is capable of, I can begin serious research into it's workings. Reminder - buy a new axe blade, the old one is getting dull from all the burying in the cellar.

THE LIGHTHOUSE PAPERS #3: (Again in the journal)

One of the soiled pages contains the following notes, scribbled in an excited yet frightened hand:

Something strange happened today; I wonder if it's from the lack of sleep since starting the work. I

thought I saw a man looking at me through my bedroom window last night. Could've sworn he was smiling at me - almost evilly. Must get some sleep.

THE VIRUS:

Discovered in 1951 by a team of government scientists, the Virus came from a stray meteorite that crashed into the icy wastes of Alaska, far away from civilization. As stated above, stories about strange and horrific mutations (told by local hunters and trappers), began to emerge into local news. Within weeks, a team of scientists was called into the area to investigate.

That is when they found "the Virus". A horrendous disease, the Virus is a form of syndrome that originated from the center of our galaxy. How it happened to be on a meteorite, why it came to Earth; all this is a mystery still unsolved. The disease is able to genetically mutate all forms of life and matter, causing blasphemous random changes and effects that ultimately change him or her into a form of lesser Dimensional Shambler. In most cases, however, the infected victim dies before the full transformation can take effect. Still, the scientists were able to confine the horrible disease, though one of them, Dr. Jurgens, stole the samples of the Virus one December and was never heard of again.

The Virus thrives in a type of crystal, and is kept dormant in extremely high temperatures. When exposed to ice or other cold conditions, the particles become alive and the Virus becomes both very contagious as well as very deadly.

Anyone can become infected, though only through physical contact with the Virus; either through being injected (as Dr. Jurgens explored through his experiments) or by taking it in another way internally. The Virus is not an airborne one, and investigators completely avoiding it through touch will be safe.

There are eleven different stages of infection from the Virus, each of which is detailed below:

Stage 1 - The mouth of the victim widens considerably, with extra cheek fat hanging down off the face, like flabby skin.

Stage 2 - Warty growths begin to sprout all over the individual, either on joints, limbs, or the face of the victim.

Stage 3 - Teeth become sharp, crooked, and twisted, and become extremely painful to endure. Victim becomes extremely hostile, attacking all within sight. After about an hour, the victim's teeth are pushed out by a set of insect-like mandibles.

Stage 4 - Finger and toe-nails grow considerably, becoming strong and razor-sharp. At this point, the infected victim may make physical attacks as a Dimensional Shambler.

Stage 5 - The flesh on the limbs and torso of the individual become fat and loosely fleshy, hanging off the bones like dripping mucus.

Stage 6 - The subject's eyes become pale and glazed over; within an hour they will peel away to reveal black insect-like eyes underneath.

Stage 7 - The subject's face loses all definition; flesh hangs loosely off the head, all hair falls out, and fleshy slits replace ears and nostrils.

Stage 8 - Hands meld into four-fingered digits, with powerfully thick flesh and muscles.

Stage 9 - Flesh becomes strong and thick, despite being loose and blubbery; the victim now receives 3 points of armor, and has completed the transformation into a Dimensional Shambler.

Stage 10 - Hours after turning into a Shambler, the victim begins to die. Bones turn jelly-like, and body

turns into a seething pool of gelatinous, fleshy matter. Mouth turns into a membranous bubble, and other features similarly degenerate. The victim is still alive, but exists in a state of horrible pain and anguish.

Stage 11 - Subject completely dissolves into slime and soon dies.

These physical changes can take place within an hour of each other, and there is no known resistance, cure, or treatment for the Virus (except for Dr. Jurgens' serum, which only keeps the subject alive until the transformation into a Dimensional Shambler is complete).

All individuals suffering the disease ultimately die within a matter of hours after infection. At any stage of the disease, the victim must roll under his or her CON on 1D100 or die, though the drug manufactured by Dr. Jurgens allows the infected victim to survive until the ninth stage of the Virus - when the infected victim has metamorphosed into a Dimensional Shambler.