

ICONS

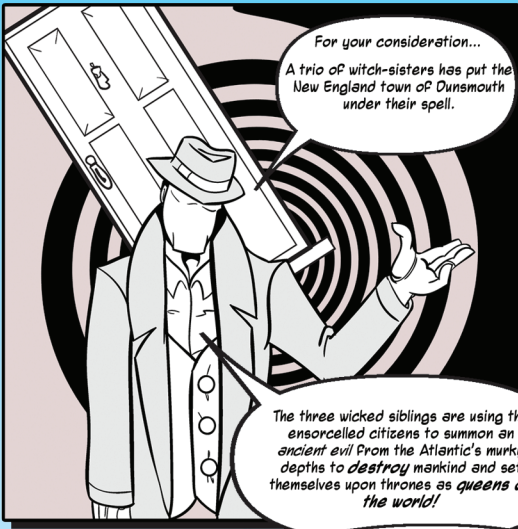
SUPERPOWERED ROLEPLAYING

OFFICIAL GAME ADVENTURE

DANGER IN DUNSMOUTH

By Jason L. Blair





DANGER IN DUNSMOUTH

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A BRIEF BIT OF HISTORY

Hannah, Hagatha, and Henrietta Prim have spent their entire lives in Dunsmouth, a small coastal town that offers the “quintessential New England experience” at least according to the fliers and billboards put out by the visitors bureau. But to these three bewitching sisters, their hometown seemed more like a punishment than a paradise. Their family had been the town’s blackest sheep for over three hundred years, when their earliest recorded ancestor, Hilda Whubley, was stoned to death after being accused by the steward’s son of practicing witchcraft. The label of “witchspawn” was stuck upon her children and has been a stain on all the generations that followed, finally falling on the shoulders of the three inheritors of Hilda’s bloodline: the Prim sisters.

Angry Hagatha, bookish Hannah, and matronly Henrietta were as reclusive as small town life would allow, holing up in their childhood home, only venturing out for food and the occasional round of supplies. Life was a living hell, pushing each into her own isolated pursuits, until a traveling salesman dared knock on the door of the rundown tri-level atop Graveside Hill one fateful Friday night. He spoke with promise and charm, and enchanted each one of the sisters with the words that spun off his silver tongue. Words of power, words of hope, words of destiny.

Those three pendants he sold were the best purchases the sisters ever made.

WELCOME TO DUNSMOUTH

This scenario, “The Danger in Dunsmouth,” is written as a collection of nine chapters, ready for use with an existing group of heroes or to introduce a new team to the world of *ICONS Superpowered Roleplaying*.

Each chapter covers one major story beat and includes a revelation or conflict that advances the plot and bridges to the next. As the GM, you may need to drop or add chapters based on the heroes’ actions but as long as you can stick the big reveals and keep things relatively on track, things should go smoothly.

HEY THERE, PLAYERS:

If you intend to play this scenario, I suggest you stop reading now as this is intended for *ICONS* gamemasters only. While your GM may deviate from what’s written here, there are still a good number of build-ups and reveals that will lose their impact if you know they are coming.

CHAPTER 1: THE GATHERING STORM

Wherein the heroes arrive in a town on the edge of a very big problem.

Something strange is happening in the small town of Dunsmouth. The rains came first—clouds like sackcloth, droplets like fists—followed by torrential waves that battered the marinas and sucked the town's docked watercraft into the sea's salty throat. The water crept up the cliffsides, nearly wrecking the entire coastline. The animals fled—gulls filled the skies with white bellies and black wings en route to anywhere but there. The only ones that stayed were the blackbirds who now watch the town's borders like guardsmen at the gates of a medieval castle. Next came the buzzing, the symphony of a million invisible insects audible downwind for miles. Then there was a thunderclap, like the hands of God coming together in anger, and then—*nothing*. The eye of the storm brought false assurance the worst had passed. But in this town, the trouble has just begun.

The rains continue still, the sea slaps ominously against the rocks, and darkness swirls above this coastal town as a predator eying its prey.

Bizarre weather effects prevent the coast guard from getting close, and after what the lightning did to the feds who tried to enter the town by road, no one else has tried. Cell-based communication doesn't work within the town's limits as devices are unable to access the networks through the dense cloud cover and unusual electrical activity in the sky above. Satellite photos from the weather service show only a dark spot over where Dunsmouth should be: a blur with swirling tendrils stretching out from its black center.

Something wicked is brewing in this quaint seaside spot and the heroes have been called upon to get to the source and put things right. If the team works for the government, they will be dispatched there by their handler. The Department of Homeland Security has the most immediate interest, since the current theory posits the storm is the work of a super-terrorist, but FEMA and the FBI have interests as well. The strange goings-on are probably enough to pique a hero's interest if he works alone as the previously not-that-noteworthy Dunsmouth is now a national headline.

UPON ARRIVAL

When the heroes step foot in the small town of Dunsmouth, no obvious weirdness sticks out. Aside from the atmospheric anomalies, the town is as silent as a tomb. The houses seem abandoned, the storefronts locked and empty, and the wind on the ground is nothing greater than a light breeze despite the raging whirlwind in the sky. The only thing off is how the blackbirds—the only animals



left in the town—seem to cluster in the trees around the heroes, as if keeping an eye on them.

The military has blocked off all roads that lead into Dunsmouth. The major roads have their fair share of gawkers along the barricades but no civilians have taken any action toward actually getting beyond them.

SOME POINTS OF INTEREST:

As the heroes make their way through town, they may take notice of the town's following attractions:

City Center

Dressed up in full small-town New England kitsch, Dunsmouth's downtown district runs from the town hall on one end to the parking lots for the docks on the other. It includes a library, town hall, firehouse, and the police precinct along with a non-chain convenience store and various houses of worship.

From the far end of the city center, it's just a short walk to the next location.

The Strip

Not a town to overlook a financial opportunity, Dunsmouth's "strip" covers the mile-long stretch between the public parking lot and the docks. During the active months, visitors can fill up on lobster rolls, fried softshell crab, and fish-on-a-stick while the younger patrons exhaust themselves with any number of park attractions from bumper cars to the wave swinger. Though empty, no measures were taken to shut down the strip. It looks like everyone walked away without a thought to shuttering the windows or powering down the rides.

The Docks

Destroyed by the raging Atlantic, the docks consist of a few battered boathouses and some outlying marinas. No boats are tethered currently, though signs they once were are still present. Shredded ropes dangle from posts into the water. An outboard motor, some wood from its boat still attached, bobs in the green shallow, caught up in some strong weeds. The docks also contain a mostly intact refueling area and a private parking lot for boat owners and employees.

Dunsmouth Yards

Welcome to the shopping district/tourist trap portion of our tour. A couple walk-in plazas and a bed-and-breakfast museum comprise the bulk of the Yards. The shops match the rest of the town: white and wooden with homey accents and rural



décor in abundance. Among the many retailers are antique shops, a rare book store, a place that specializes in crabs that have been lacquered and set in various poses, and an old-timey toy store renowned for its impressive tin-toy window display.

The Residential Area

The rest of Dunsmouth, what lies beyond the main drag through town, is residential, all houses, schools, and parks. Not as prettified as the rest of the town, the residences show the true age of Dunsmouth. This place predates the union and some of these houses are in enough disrepair, they may be originals.



ACTION IN TOWN

Dunsmouth appears abandoned but there's someone spying on the heroes. He can first be seen in the city center but only for a moment. Next, he pops up in the Strip. At a quick glance, he's just a rail thin fellow with a few shocks of white hair on an otherwise bald head. He's dressed in denim overalls, a plaid shirt, and muddy tan boots. If looked upon directly, he'll do his best to flee.

ENDING THE CHAPTER

The chapter ends when the heroes decide to pursue the man and find out what his deal is. There's no rush on this though. If the heroes decide to look over everywhere in detail, he can pop up as you need him—always in the periphery, spying on the heroes from a distance.

CHAPTER 2: OLD JOE MULDOON

Wherein the heroes learn more about what's going down in town.

With nobody else around, finding out more about the one man in town seems an obvious choice so let's go with that. If allowed to do so, the man will high-tail it to Dunsmouth Yards, the town's shopping district, and duck into a store called "Old Joe's Bait & Hook" right next to the crab shop. It's dark inside but the door's open and the man's just inside, kneeling behind the cash register. (Presuming he made into the shop. The man's no super and can't do anything to stop a hero from plucking him up with the force of the wind or stopping him in his tracks with a freeze ray.)

If the heroes are forthcoming and made their intentions clear, he'll show himself, hands in the air like he's guilty of something. If they barge in boots first, he'll grab a shotgun and level it at the heroes with a warning.

Joe can be talked down with a show of good faith. Closer examination of the man shows the twitchiness of his eyes and the various bites and scratches along his face, neck, and arms. He's missing some teeth and has a pipe clamped between his gums but it's not lit (and isn't even filled; it's just an affectation). Once soothed, he'll start talking. And what he has to say is interesting, if nothing else.

OLD JOE

Joseph Edward Muldoon wasn't born crazy but, boy, he fits the bill now. Maybe it was his time in the war, maybe it was all that time alone at sea, maybe it was the fact every male ancestor on the books went crazy in their 30s same as Joe. Whatever the cause, Joe's just not right anymore. He's manic, jumps at anything, and can't say more than ten words without going off on a mumbling tangent. When he's lucid, he's pretty smart. He's well-read, knows a bit about history and math, and sure knows a thing or two about fishing. But when his humors foam up, he's a babbling idiot. The heroes caught him on a good day, mostly.

Thing is, his peculiar thinking style is exactly what saved his hide while the rest of the townfolk went all swirly-eyed. Old Joe may seem untrustworthy but he doesn't lie—heck, he may not be able to—and if asked what happened to the town or the people in it, he'll do his best to tell.

WHAT JOE KNOWS

Here's the tale as Joe tells it:

Was the devil came to town three nights back. Joe knows because the sky went purple before orange at twilight, as sure a sign as any. And all the cats cowered under chairs as the wind whispered the horned one's thousand names into the ears of the deceitful. Don't ask how Joe knows that last part.



Old Joe was whittling a mast for his latest bottled ship, a replication of Edward Teach's infamous flagship **Queen Anne's Revenge**, when he saw a man stroll through the drag, briefcase in his hand, down toward Pickman Ave toward Graveside Hill. Joe watched the man from the window to his shop and saw him go where no one goes because everybody's mama told them not to.

The Ol' Whubley Place.

Joe shudders at the name then continues.

As the sworn defender of this town, Joe grabbed his trusty shotgun and followed the man. He stuck to the darkest thickets, because the devil can't see in pure darkness which is why the devil can't look inside his own heart. He saw the man knock on the door and saw the older sister let him in. It was there, Joe's sure, they consummated a pact to wash Dunsmouth into the sea. The devil's always hated Dunsmouth because it's where God buried Michael's sword, according to the spoken traditions of the Muldoon family anyway.

It's the Prim sisters what turned this town on its head. They turned the whole town into mindless drones, slaves to the devil. Getting back at all those who tormented them the twenty-plus years of their lives and their entire family before them. Find the Prim and you'll find the source. If you don't stop this soon, the whole world's next!

He may have made some embellishments here and there but he's got it mostly correct. The Prim sisters are building an army—but for what purpose? Only they know. Time to find these sisters.

ENDING THE CHAPTER

The chapter ends once Joe tells his tale. The heroes are free to ask him whatever questions they like but, outside regional trivia and the price of goods in his shop, his bank of useful knowledge has been exhausted.

CHAPTER 3: MEETING THE SISTERS

Wherein the heroes glimpse just how bad this whole crazy thing might be.

Turns out the heroes won't have to venture far to find the sisters.

As they exit the shop, a wave of robed people fills the streets.

If the heroes have exited prior, perhaps dragging Old Joe behind them as they walk him through town, then they would see the robed figures coming from Pickman Ave, the place Joe mentioned in his story. Seems word of the heroes' arrival reached the sisters and the ladies have set up a welcome party.

They look like Gregorian monks: big robes with hoods up over their faces, hands clasped at heart level, folded inside overlapping sleeves. The cultists are quiet and mechanical, walking head down through the streets, not paying any attention to the heroes (unless provoked). There are hundreds of them—the whole town minus one—and bringing up the rear, floating on glowing broomsticks, are the sisters.

The sisters are detailed as each is encountered one-on-one in the scenario but there is one point to bring up now: Each sister is wearing a pendant that glows bright white whenever one issues a command. While the heroes don't know it for sure, it's easy to guess those are the source of their seemingly newfound power.

THE POWER OF THREE

With all three sisters together, they share a protective Force Field (at level 6) as a result of their life energies being in such close proximity. While the shield helps protect them from harm, it also prevents them from making any aggressive actions, from physical blows to using offensive magic. In order to attack, they need to dispel the shield.

The sister in the middle, Henrietta, raises her hand and the robed people stop. She address the heroes, in a booming and clear voice:

"You are too late! The summoning has already happened and HE shall awaken as soon as the stars align in tonight's sky! Fight as you wish but your heroics shall be in vain!"



With a wave of her hand, the cultists turn to face the heroes. Perfectly synchronized, the cultists raise their hands and flip down their hoods. The heroes can see these are just regular folks though their faces are slack and eyes dull. Thunder breaks the following silence and the cultists' eyes turn on, flashing the same bright white as the pendants the sisters wear. Pulling weapons from their robes, they attack!

MORE LIKE "CULT-ESQUE"...

It's a bit of a misnomer to call these people "cultists" as they possess no occult knowledge or even willingness to participate in whatever ritual Henrietta and her sisters have cooking. But since the Prim sisters used their magic to brainwash them, they are serving as a makeshift cult so we'll stick with the name.

CULTISTS CHARGE!

There are three types of cultists in the crowd. The low-level and somewhat bumbling brown robes that make up the bulk of the cult, the mid-level devotees in black robes, and a select few zealots wearing oxblood and glowing yellow eyes. The heroes need only worry about the zealots, as breaking them breaks the crowd, but the monks and devotees are the wall that stands between the heroes and the real threat.

The ratio is roughly 10 Monks to 3 Devotees to 1 Zealot. You're free to open the faucet as much or as little as you need to here but only throw enough at the heroes to keep them busy and give them something to fight. We're still early in the scenario and there are at least three other battles facing them.

During the fight, the heroes may notice that these are just regular people wearing regular clothes—the robes are an illusion caused by whatever magic the pendants are pushing out. This revelation won't deter the beguiled foes but may alter the tactics of the heroes as they are pummeling innocent people not a horde of evil goons.

MONKS (BROWN ROBES)

Prowess: 1
 Coordination: 2
 Strength: 2
 Intellect: 2
 Awareness: 2
 Willpower: 3

Stamina: 5

DEVOTEES (BLACK ROBES)

Prowess: 2
 Coordination: 4
 Strength: 3
 Intellect: 3
 Awareness: 3
 Willpower: 4

Stamina: 7

ZEALOTS (OXBLOOD ROBES)

Prowess: 5 Intellect: 3
 Coordination: 4 Awareness: 3
 Strength: 5 Willpower: 4

Stamina: 9

Using the optional Minions rules from the ICONS rulebook, here's how the three levels break down: Monks are the lowest form of minion. Any level of success takes them down. Devotees are minions as well but it will take a major success to knock them to 0 Stamina. Zealots are fully-statted villains, and the Minions rules do not apply.

ENDING THE CHAPTER

This chapter is over when the heroes have taken down a couple zealots—just enough time for the sisters to escape and set a chase in motion!

CHAPTER 4: TOIL AND TROUBLE

Wherein the heroes run afoul of the Prim Sisters, our villains of the piece.

Hagatha has hung back from her sisters so she's closest to the throng when the fighting is over. Hannah and Henrietta have gone ahead and can no longer be seen. When Hagatha sees the tide of battle turning against her side, she will head off herself.

Producing a broom, Hagatha mounts it sidesaddle then zips through the sky. She's going about 40 miles per hour, a magical energy keeping her planted on the stick, and is incredibly agile, threading through tight alleys and making last-minute vertical lifts to avoid sudden walls and gates.

She'll wind through the town, taking the heroes on a circuitous and overlapping path in an attempt to confuse them and buy her sisters some time to prepare.

As Hagatha flees, the storm above Dunsmouth worsens, dumping hail and buckets of rain onto the town. The hail ranges from pea- to softball-sized and is traveling at an unnatural velocity toward the earth, damaging whatever it lands on: breaking windows, splintering shingles, and denting every car left unprotected. Aside from the potential harm the heroes might suffer is the noise. An awful cacophony of shattering glass and resounding metal fills the sky, punctuated by thunderclaps and the white noise of falling rain.

Hagatha is heading toward the docks, leaving the storm in her wake. The heroes need to find a way through this storm or shelter from it.



RUN LIKE HAIL

The quickest way to get to Hagatha is through the storm, but that won't be easy with the storm between her and the heroes.

While the sizes of each piece vary, the hail hits as a collective thus do a set amount of damage based on a single Strength level. Hail has **Strength (6)**, same as stone, and has the capacity to stun. Each member of the group needs to make four checks total against the storm's ranged attacks if he decides to rush through without care or protection. The target for this check is Hagatha's **Weather Control (8)** as she is behind this meteorological menace.

The smart play is to move from shelter to shelter quickly. A smart hero could lead the group from awning to awning and overhang to overhang, letting the group get away with only two tests. There's no way to fully escape the hail—even using natural and building-based protection, there are uncovered expanses—but team members could use a forcefield or rip the top off a van and hold it above everybody as a shield if they really need to avoid the downfall.

A hero with Super Speed below 5 could use that to run through the storm and only make two checks. With a score of 5 or above, only one check is needed. If for some reason the hero is moving slow, he needs to make 1.5 times the normal amount of checks as he pokes through the precipitation.

ENDING THE CHAPTER

The chapter ends when the heroes make it through the storm and come face to face with Hagatha Prim.

CHAPTER 5: BIG SISTER

Wherein the heroes meet Hagatha Prim and wish they hadn't.

Hagatha is waiting for the heroes just on the edge of town and will attack as soon as the group takes one step out of the storm. Elemental Control is her strongest power so she'll rely on that. Alternately, she'll fire an energy blast from her pendant, which looks like otherworldly tentacles shooting through the air. Finally, if the heroes get too close, she can rely on her strength to take the heroes down a peg or two.

CHAPTER FIVE

HAGATHA PRIM



ABILITIES											
PROWESS	██████████										
COORDINATION	██████████										
STRENGTH	██████████				██████████						
INTELLECT	██████████										
AWARENESS	██████████										
WILLPOWER	██████████				██████████						
0 1 2 3 4 5 6 7 8 9 10											
HEIGHT: 6'					WEIGHT: 180						
FIRST APPEARANCE: ASTOUNDING HEX-MEN #4											
POWERS											
Weather Control	██████████				██████████						
Spectral Blast	██████████				██████████						
Force Field	██████████				██████████						
0 1 2 3 4 5 6 7 8 9 10											
SPECIALTIES											
Martial Arts										STAMINA <div style="border: 2px solid white; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;"> 14 </div>	

QUALITIES

DRIVEN BY REVENGE AGAINST DUNSMOUTH
 UNBREAKABLE BOND WITH SISTERS

CHALLENGES

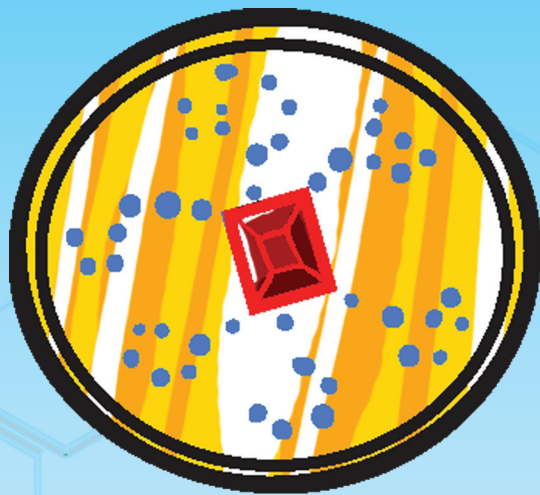
CONTROLLED BY PENDANT
 FORCE FIELD: ONLY WHEN IN PROXIMITY TO SISTERS
 CANNOT ATTACK WHILE USING FIELD.

While her siblings dabbled in the dark arts for the promise of metaphysical prowess, Hagatha Prim wanted to be tough. Hagatha stands 6 foot even and is a solid block of muscle. She'll use her Weather Control to pelt heroes with hail stones and zap them with lightning. Her Spectral Blast sends a frigid wave of energy through the target's body.

THE PENDANT

The pendant that dangles from Hagatha's neck is her locus of power. Without the necklace, she'll revert to her dour, bookish self—quite the opposite of her current confident and powerful form.

Once the heroes have taken possession of Hagatha's pendant, it will draw them towards the center of power—and Prim Sisters hideout. The pendant is a sort of metaphysical compass. The sapphire in the middle sparkles if the pendant is directed toward the northeast. As it nears its destination, it will shimmer brighter and brighter, a light in the center of the gem will burst to life, glowing brighter and brighter until they've reached one of the oldest houses in Dunsmouth: the Old Whubley Place.



DOWN, BUT NOT OUT?

From this point, the scenario assumes the heroes manage to snag the pendant by defeating Hagatha enough to remove her from the scenario. If the team used some other means of procuring the locus of power, such as freezing her in time then removing it, Hagatha will resort to her previous self and, after a few moments to fight through the fog, she will aid the heroes by escorting them to the Whubley Place and possibly pretending to have defeated the heroes in order to get them into the house's inner sanctum.

CHAPTER 6: PLANT OF ATTACK

Wherein the heroes get tangled on the path.

The pendant leads the heroes to the outskirts of town, down Pickman Ave (which, it turns out, is a very long road, to a place called Graveside Hill. With such an ominous name, you might expect the area to be rundown with sickly vines wrapped around wrought-iron fences and broken stones strewn about as a makeshift path that leads to a pair of tomblike doors set inside a ramshackle Tudor-style home with darkened windows and moldy wood siding. And you would be correct.

But before the heroes get there, they need to get up the somewhat steep hill and the dangers on its path.

GRAVESIDE HILL

On the path up Graveside Hill, the group glimpses another power: one or both of the remaining sisters has control over plants. The long road up Graveside Hill is dense with grabbing weeds and the barbed branches of giant trees. The path through them is narrow and it shifts so much that inattentive heroes will soon find themselves back where they started. Flying above the trail is best bet to navigate the others, or someone can use lasers, fire spray, or similar to make his own way through.

However the heroes get through the maze, they will find themselves at the end and facing a large iron gate, covered in dense-yet-docile vines and various foliage. The sign above the fence bears the domain's official name: Horace Whubley Manor.

The gate opens to the front yard of the Old Whubley Place. Small gardens, full of herbs both culinary and medicinal, line the red brick walkway that leads to the large steps that terminate in even larger wooden doors. The yard is overgrown and broken, unkempt trellises line the western wall. A five and a half foot Venus fly trap sits limply in front of the house's front-facing bay window, the glass of which was broken by the branch of a fallen tree. The sky is quiet, except for those bothersome blackbirds that watch the heroes from their roofside perches.

VENUS DEATH TRAP!

As the group nears the house, something rustles through the ground like someone pulling something long and rope-like from the sod. Suddenly, the giant plant by the broken bay window screams and whips a tendril toward the nearest hero. The plant pulls itself from the ground, unleashing another battle cry as it prepares to unleash its fury upon those who have unwittingly stepped into the lair of Hannah Prim!

HANNAH PRIM



ABILITIES

PROWESS	0	1	2	3	4	5	6	7	8	9	10
COORDINATION	0	1	2	3	4	5	6	7	8	9	10
STRENGTH	0	1	2	3	4	5	6	7	8	9	10
INTELLECT	0	1	2	3	4	5	6	7	8	9	10
AWARENESS	0	1	2	3	4	5	6	7	8	9	10
WILLPOWER	0	1	2	3	4	5	6	7	8	9	10

HEIGHT: 5'6" **WEIGHT:** 150
FIRST APPEARANCE: ASTOUNDING HEX-MEN #4

POWERS

Plant Control	0	1	2	3	4	5	6	7	8	9	10
Transformation: Giant Flytrap	0	1	2	3	4	5	6	7	8	9	10
Force Field	0	1	2	3	4	5	6	7	8	9	10

0	1	2	3	4	5	6	7	8	9	10
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SPECIALTIES

Occult

STAMINA

10

QUALITIES

*DRIVEN BY REVENGE AGAINST DUNSMOUTH
 UNBREAKABLE BOND WITH SISTERS*

CHALLENGES

*CONTROLLED BY PENDANT
 FORCE FIELD: ONLY WHEN IN PROXIMITY TO SISTERS
 CANNOT ATTACK WHILE USING FIELD.*

In her human form, Hannah cuts no imposing figure. She wears a thick brown frock, a big pair of glasses as out of date in fashion as they are in prescription, and she carries a large book in both hands. As with Hagatha, a shimmering gold pendant dangles from her neck, adorned in sapphires and a big ruby. The gems are arranged with the ruby in the middle and the sapphires arrayed like tentacles.

In her alternate form, Hannah will use the plant's **Strength (7) teeth** to bite at the heroes while whipping them with her **Strength (6) tendrils**. Her pendant is embedded in her thick stem. A hero would have to beat a **Strength (8) challenge** to remove it.

When defeated, Hannah will collapse onto the ground, transforming into her human form as she does. If her Stamina has been depleted, she will mutter a plea for them to be gentle on Henrietta before falling unconscious. If she is still in a position to talk, she will thank the heroes for saving her and tell them to hurry to the house, if Henrietta is still inside.

ENDING THE CHAPTER

The chapter ends when Hannah has been defeated and the group is free to enter the house.

CHAPTER 7: THE OLD WHUBLEY PLACE

Wherein the heroes are directed elsewhere.

The group has fought through the maze, taken down the second sister, so now it's time to take down the third and celebrate! A fine idea, and the heroes would be able to do that—if Henrietta was in the house. Unfortunately, she is not—but her pendant is.

Don't tell the group know this yet, though! Let them earn it. They've just tackled a pair of back-of-back fights so let them rest a bit and screw the tension a little tighter as they explore the house.

Immediately inside the front door is a large parlor room. That flows into a living room with a small rabbit-eared television and some threadbare furniture. A couch, once bright yellow with pink roses, is now a dull tan, the once vibrant flowers nothing more striking than wine stains. A red chair sits on three different styles of legs, a rack of wooden TV dinner trays next to it.

The dining room is ornate, as is the heavy oak table. Finials accent every place you could think to put one and the wood is all painstakingly worked. No solid colors, the walls are all papered in patterns that were old when radio was new.

There are three floors above the earth: a stairway connects the ground floor to a second floor consisting of bedrooms and closets. The third floor is accessed through a latch and ladder, and while there are two rooms on the top floor, it's all being used for storage.

The bedrooms have char marks along the entryways and strange runes carved into the walls. The interiors are ransacked with the beds overturned and books, clothes, and sheets strewn about the floor. The other rooms on the second floor are unremarkable. The top floor has a large book set upon a wood and gold pedestal. The pages are blackened.

The downstairs adds a new level to all this. The stairwell down is in the mud room off the back kitchen. Going down that way is like descending into Hell. There's no light switch until you reach the bottom and after you flip it, you'll wish you hadn't.

The basement is fairly large—the full expanse of the ground floor—with earthen walls and a floor packed with small stones. Carboys full of fermenting brews line the walls. A hole, about six feet in diameter, pits the floor. A good three feet deep, it is filled with dead fish and various bodily remains. The walls are covered in graffiti. While it's mostly runes and concentric circles covered in arcane iconography, there are the English words "The Old Fellow Awakens" mixed in the bunch.

The last pendant sits in the corner of the basement, nestled inside a small golden disc.

The pendant is Henrietta's, the final sister. Or appears to be anyhow—it's hard to say how good a look the heroes got at it. The disc is another story.

The disc is covered in etchings that match the arrangements of the gems on the pendants. They're definitely tied together somehow.

HENRIETTA'S PENDANT

Henrietta's pendant looks a lot like others. It's a golden circle with an emerald in the middle. Tiny diamonds circle the rich green stone like a swirling vortex.

BEHIND THE HOUSE

If the heroes venture out back, here's what they will see:

The Backyard

A toolshed sits a couple hundred feet behind the house. It has what you expect: a walk-behind gas-powered lawnmower, a manual push mower, gardening tools, five gallon gas can, weed pellets, grub poison, and so on. A stone patio extends from the house to it where you will find a drum-style charcoal grill and old red plastic cooler full of unflavored sparkling water.

Further Back

The backyard goes out about an acre before it's less yard and more the back half of the hill. This part isn't as steep as the upward path and leads eventually to some woods. Any heroes who explore won't find much beyond animal scat and old trees.

TYPICAL DIGS

If there's anything to be learned from the house and surrounding green, it's that these women were pretty normal before, as Joe says, "the devil came to town." All the weird stuff is new. Some of the graffiti is still sticky to the touch. Sure, some modern folks may scoff at the bottles of home remedies and handknit socks and the calendar of Wiccan holidays on the fridge but there are no signs the Prim sisters were she-devils. If anything, the crumpled up death threats in the trash and signs of discoloration on the wood siding (most likely the result of eggs, bleach, or other such homebrewed shame grenades) speak more about the intolerance of the other citizens than any wickedness on the sisters' part). But that's hindsight. The fact is, something in the Prim sisters had boiled over, enough so they accepted a deal they didn't fully understand. This changed everything and put the whole town at risk.

ENDING THE CHAPTER

The chapter ends when the heroes find the third pendant and the strange disc.



CHAPTER 8: THE BEGINNING OF THE END

Wherein the heroes see the sights of the coast.

With all three pendants in close proximity, they fuse together, forming a three-cornered stone that glows hot white and pulses in a steady heartbeat. If you stick your ear close, you'll hear the screaming of a thousand fallen civilizations suddenly being silenced.

Then the sky opens up, dropping buckets on the entire town. An explosion from out by the docks sends a ray of searing white light into the sky. It's the best lead the heroes have so let's take them there.

As they near the docks, the storm gets worse and worse. Hagatha's not around to control the weather, so there are no hailstones to avoid, but the air is thick and bristling with static. Even though the clouds are dark and it's hard to see, that pillar of light by the docks is as fine a beacon as anything.

Turns out, Henrietta is at the bottom of that pillar. The light is either coming from around or inside her. She is entranced, hovering above the raging water in a stupor. No longer bound by the pendant, she has absorbed the abilities it bestowed and can use them without needing a physical object for a power source.

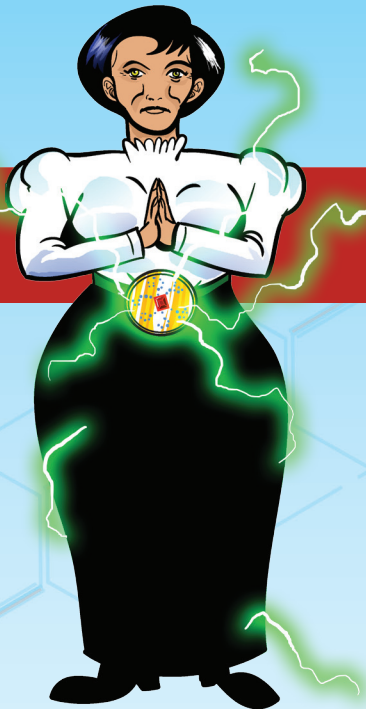
WHAT HAPPENED TO HENRIETTA

Back at the house, Henrietta completed the ritual to awaken whatever it is resting at the bottom of the sea. Doing so has made her that being's avatar; only one final step remains before the being can crest the surface of the ocean and enter our world to claim its place of dominance—human sacrifice. Blood must be spilled into the water and the heroes may unwittingly give the being what it needs by taking out Henrietta. A fact they won't learn until it's too late.

This chapter can end one of two ways: the heroes stop Henrietta and save the town, or Henrietta succeeds and the elder one awakens.



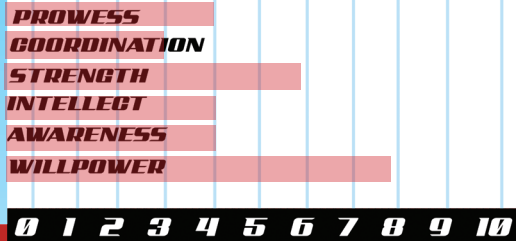
HENRIETTA PRIM



QUALITIES

*DRIVEN BY REVENGE AGAINST DUNSMOUTH
UNBREAKABLE BOND WITH SISTERS*

ABILITIES



HEIGHT: 5'8" **WEIGHT:** 140
FIRST APPEARANCE: ASTOUNDING HEX-MEN #4

POWERS



SPECIALTIES

Mental Resistance

STAMINA

10

CHALLENGES

*CONTROLLED BY THE OLD FELLOW
FORCE FIELD: ONLY WHEN IN PROXIMITY TO SISTERS
CANNOT ATTACK WHILE USING FIELD.*

A cross between a wrestler and a school marm, Henrietta rides the middle between Hagatha's intimidating physique and Hannah's dour visage. Henrietta wears a long black dress and white blouse with sleeves past her wrists. Her bob cut frames her expressionless face, eyes as cold as the wind cutting through the trees.

CHAPTER 9A: CLEAR SKIES AND SUNSHINE

Wherein the heroes saved the day and all is well.

If the heroes manage to subdue Henrietta or use some other means to knock her unconscious, the connection will be severed and the day is saved. In that case, the following happens:

The storm over Dunsmouth dissipates. The thundering rain lightens to a drizzle before stopping altogether. Blue returns to the sky, the clouds become white and fluffy, and the sun shines again. The cultists snap out of it. The sisters are freed from their servitude. The army and gathered civilians give a cheer as the heroes fly triumphantly out of town in search of another city to save. Bring up the strings, fade to black. Roll credits.

CHAPTER 9B: THE AWAKENED

Wherein the heroes didn't save the day and all is not well.

If the heroes attack Henrietta, enough so that even a point of damage is done, the following happens:

Henrietta's blood hits the water. Bubbles erupt from the site of impact and quickly the entire surface of the ocean, as far as anyone can see, roils into a massive boil. Fish plop to the top of the water, dead. Bits of sunken boat and treasure bob to the surface.

The water in the distance parts and up from its split comes to largest, roundest, greenest head ever seen by man. Beady eyes, black as the void, peer from slits in the middle of its face. A hundred writhing tentacles jut from where its mouth should be. The head is attached to a manlike body, but severely humped over and twice as thick. Its arms are straps of muscle upon muscle, as are its legs. In lieu of hands or feet, it has suckers as big as utility vans.

The Old Fellow has awakened.

IF THE HEROES DEFEAT THE OLD FELLOW

If the hero manage to send the beast back whence it came, the creature will fall backwards into the sea, sending a tidal wave over the coast. Slowly, it will descend beyond the murky depths back to its ancient prison where it will sleep the dreamless sleep until someone else manages to summon it.

You may have heard this before but what happens next is:

The storm over Dunsmouth dissipates. The thundering rain lightens to a drizzle before stopping altogether. Blue returns to the sky, the clouds become white and fluffy, and the sun shines again. The cultists snap out of it. The sisters are freed from their servitude. The army and gathered civilians give a cheer as the heroes fly triumphantly out of town in search of another populace to rescue, another city to save. Bring up the strings, fade to black. Roll credits.

THE OLD FELLOW



ABILITIES										
PROWESS	10	9	8	7	6	5	4	3	2	1
COORDINATION	8	7	6	5	4	3	2	1	0	0
STRENGTH	10	9	8	7	6	5	4	3	2	1
INTELLECT	8	7	6	5	4	3	2	1	0	0
AWARENESS	8	7	6	5	4	3	2	1	0	0
WILLPOWER	8	7	6	5	4	3	2	1	0	0

HEIGHT: 40' **WEIGHT:** A LOT
FIRST APPEARANCE: ASTOUNDING HEX-MEN #4

POWERS										
Induce Madness	8	7	6	5	4	3	2	1	0	0
Mind Control	8	7	6	5	4	3	2	1	0	0
Force Field	6	5	4	3	2	1	0	0	0	0

SPECIALTIES										
Mental Resistance	10	9	8	7	6	5	4	3	2	1
Physical Resistance	10	9	8	7	6	5	4	3	2	1

STAMINA

20

QUALITIES

OLDER THAN THE EARTH
THE MADNESS FROM BEYOND TIME

CHALLENGES

SERVITOR OF THE OUTER DARK
NOT YET FULLY MANIFEST

IF THE HEROES ARE DEFEATED BY THE OLD FELLOW

The world ends.

Okay, that would suck. No, the world doesn't end but the eldritch entity will shuffle north along the coast. To what end, it is not known. The sky will darken to absolute black and a single bolt of lightning will strike the center of Dunsmouth, setting it ablaze.

The heroes may have a chance to escape the town but everything will be in anarchy. The cultists are mad, ripping out their hair and throwing stones at each other's faces. No longer able to wait, the military has moved in, trying to subdue the cultists and contain the situation. But nothing can, as madness spreads along the Eastern Seaboard like a virus, slowly turning everyone it infects into a crazed and delirious cultist.

Cue theremin music. Fade to black. Bring up, slowly, THE END? Roll credits.

INDUCE MADNESS

When the Old Fellow attempts to drive a hero mad, the target hero rolls a Willpower test against the Old Fellow's **Induce Madness** power. If the hero fails, his Intelligence drops one point and he begins to experience hallucinations ranging from seeing the walking dead to hearing calls for help from inside fire hydrants. This lasts until the Old Fellow is defeated.

Coming to Stores this April:



 **ADAMANT**
ENTERTAINMENT