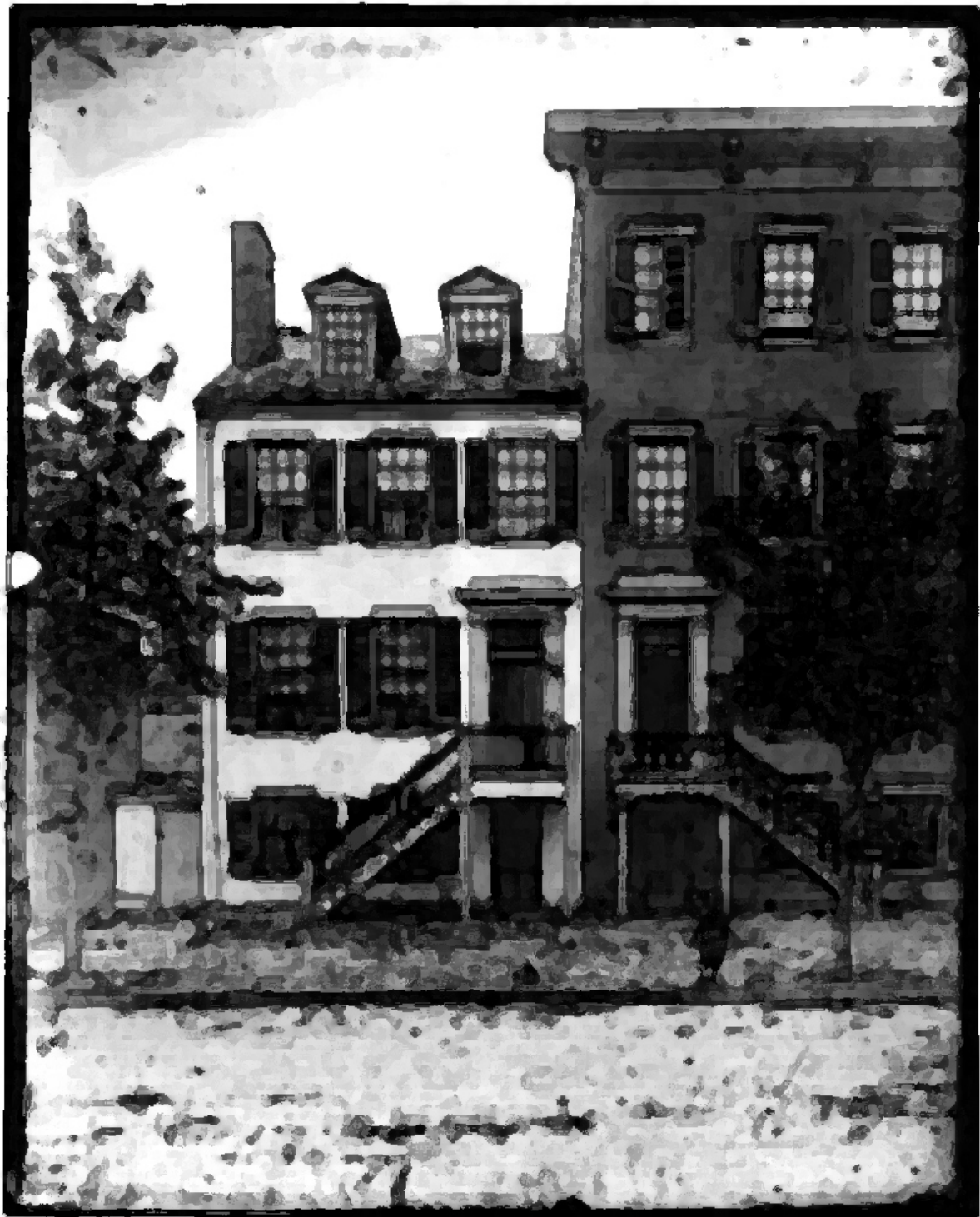


THE BOARDING HOUSE AT ARKHAM STREET



A PULP HORROR SCENARIO INSPIRED
BY THE WORKS OF H.P. LOVECRAFT AND OTHERS...

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THE BOARDING HOUSE AT ARKHAM STREET

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INTRODUCTION

The Boarding House at Arkham Street is a scenario for Horror RPGs inspired by the works of H.P. Lovecraft and his circle, which aims to represent the Pulp genre proper from the 30's in the United States (you will tell if we have managed to!).

Since it is not written for any game or gaming system, we think it should be easy to adapt to your preferred one with little effort. Below are some notes and remarks on how we are going to define the characters, and the die rolls we recommend during play to make your work easier.

We have also included four pregenerated characters. Some of the details of these characters have been intentionally left blank (their names for a start) for your players to finish them and adapt them to their tastes (give them clothes, an accent or a quote).

In this adventure the characters are guests at a boarding house during the Great Depression in the United States. The winds of war can be heard in Old Europe (a potential topic of conversation for the players to begin interacting, since their players have only known each other for the few weeks they have been living under the same roof).

On the second night (after using the first to familiarize the players and their characters) the party will find one of the other guests dead. The murder appears mundane, and the investigators might suspect the other guests, an acquaintance

of the victim, or a stranger who entered the house through the rear patio. The police will not put much effort into the case, and it will be left unattended. The next day one of the PCs will return from work to find his room ransacked – meaning that something must have happened during that day. On the fourth day (or third if you are in a hurry) the landlady will die in the same circumstances as the previous victim. Now are only the PCs and a teacher remain as potential targets, so the time is running out to solve the mystery. They may suspect the landlady (until her death), or the old teacher on the second floor, who sleeps so soundly... and maybe they will notice the painting in the hall offering clues about what is happening.

The adventure does not take place in any specific city. If you are going to play it as a one-shot and do not care, Boston could work.

ADAPTING THE ADVENTURE TO A DIFFERENT TIME OR PLACE

This adventure takes place at the beginning of the 30's and calls for a Pulp flavour. However, as it happens in a very specific and limited environment (basically all the action takes place inside the boarding house) and short duration, it is easy to adapt to other places or times or even use it as part of an ongoing campaign.

If you decide to do this, you will need an excuse for all the PCs to share lodging at the boarding house for several weeks.



NOTES FOR THE GM

The Boarding House at Arkham Street is not a typical scenario in its gameplay. The players are not going to follow a trail of clues to the final confrontation. In fact, they are going to find very few clues, and it is going to be difficult to solve the case before the climax. The goal of the scenario is more to create a suspenseful mood than to solve the murders. They will have enough time to solve the murders, but they will face a complicated decision. This scenario has a definite theatrical mood: a closed environment, a fixed and small group of characters, and all the action taking place continuously in a short time. It is important to remind the players that they are going to carry the burden of the game, and they will have to do it by role playing their characters (whether their usual characters, our offered pregenerated ones, or new characters created specifically for this game). We hope that the characters' unfamiliarity with each other heightens the mystery, and even makes the players suspect each other. To further this goal, a GM might meet separately with each player to give him the information about his character, as if there would be something 'else' in each background. It is also relevant to point that the supernatural plays a small role in the game, at least until the end. The guests are everyday people, and after a murder their first reaction

Pregenerated Player Characters

At the end of the book you can find four pregenerated characters (defined with Descriptive Statistics) that can help you play this game as an independent one-shot (or if you do not feel like risking your usual characters' lives). There is no problem if your players prefer to create different new characters, or to use ours as a basis for new investigators. In the same sense, there is no problem if you want to change their genders (for example, the former soldier could become a nurse by changing some skills and erasing the firearms experience, but keeping the emotional hardening) or give them additional experience or skills.

If you do not use the pregenerated characters, we recommend you create ones who have not met each other before arriving at the boarding house. This will undoubtedly help create the mood of paranoia and mistrust the scenario calls for.

A note on gender: During this scenario we will be referring to both the GM and the players using the male pronouns (He, His...). This is made just for simplicity's sake. Thankfully, in the last years more and more women are becoming roleplayers.

should be to look for an everyday answer. The logical thing would be to suspect other human beings, like one of the other guests.

LET'S AGREE ON THE GAME TERMS

As we are not using a specific gaming system, we have chosen to use the words and acronyms that most widely appear in RPGs. Thus, you will find these terms in the adventure:

PC = Player Character, each of the investigators represented by the players.

NPC = Non Player Characters, the rest of the persons that appear in the game, that are not represented by a player.

GM = Game Master, the player in charge of directing and conducting the scenario, introducing and representing the NPCs when necessary.

Attributes = each of the main values that define each character in a general way. Usually attributes are Strength, Agility, Intelligence...

Skills = Each of the values that define players' abilities to face more specific tasks, like Driving, Jumping, Observation, Chemistry...

Check = A die roll against the value of an attribute or skill/difficulty factor to determine whether a character is successful at trying something. Examples include checks for Strength, Astronomy, Driving...

USING THE DESCRIPTIVE STATISTICS

We wanted this scenario to be playable by as many groups as possible, so we decided not to limit it to a certain game or gaming system. Investigative games have the virtue of requiring few die rolls, so it should not be difficult to use the situations and advices that we offer here with your favourite gaming system (or to forget the system at all!).

To suggest an Attribute or Skill Check, we will note it clearly in the scenario text, giving a generic name for the attribute or skill.

The Attributes we will be using are Strength, Agility, Intelligence and Soul.

The Skills can be of any type, from the Sciences (Biology, Botany, Astronomy, Psychology...), to the ones related to a learned discipline (Driving, Swimming, Mechanics), or the psychological ones (Intimidate, Realize, Convince...).

Likewise, with respect to the shocks to the mental stability of the characters (Sanity or Stress system), we will indicate the power of the shock in an easy and clear way: Minimum Loss, Minor Loss (these two first losses should not have an immediate effect on the character), Important Loss, Major Loss, or Final Loss.

We hope that this allows you to easily adapt the scenario to your usual gaming system.

Character Sheets

On the character sheets for both PCs and NPCs, we will define their attributes in respect to the average human:

PHYSICAL ATTRIBUTES

STRENGTH: Physical power of the character.

AGILITY: Speed and flexibility, as well as reflexes.

We will add some flavour data to aid to the description and role playing.

MENTAL ATTRIBUTES

INTELLIGENCE: Rational and intellectual capacity.

SOUL: Intuition, willpower and non-rational mental abilities.

We will add some flavour data to aid to the description and role playing.

SKILLS

Skill descriptions will have three levels of proficiency:

Skill Weaknesses: labels skills which the character has below the average level.

Skill Familiarities: labels skills the character uses on a daily basis and where it is more probable to be successful in a check than to fail it.

Skill Specialities: labels skills in which the character has a certain degree of experience (they need to have a better skill level than those skills with which the character is only "familiarized"), usually these will be the ones related to the character's profession.

Mental Stability: you are probably using some kind of system for Sanity or Stress. Here we will point in a descriptive way the resistance to psychological impacts.

Weapons: The ability to handle and use firearms, and whether he owns one.

Quote: a quote or a pet phrase that gives flavour to the character. The players can use their discretion to define their characters to their own tastes.



THE BOARDING HOUSE AT ARKHAM STREET

THE TRUTH

Charles Szymczak (pronounce "SHEM-chak") lost his wife, Virginia, to tuberculosis. He saw her body consuming itself, slowly, before his own eyes, beginning on the day she abruptly stopped playing the harp and vomited blood (yes, it is a homage). This experience destroyed him. From then on, his mood became sad and taciturn. Some months after his wife's death, he sought answers in Spiritualism, as the only way to recover contact with Virginia. Soon he became a frequent visitor to a little known medium from New Orleans, a Mme. deVerois, relying on this new obsession to temper his mood and pain. These appointments became weekly chats with his wife.

Almost two years later, the medium was arrested for fraud. The teacher had to seek his own way to contact his wife's spirit, which brought him to

the world of occultism. Through the references he had got from Mme. deVerois, he investigated and searched until he found a way to contact his deceased wife. But his approach did not come for free. Without him realizing, he was communing with a spiritual Creature, which uses the human beings as doors to materialize in our world. And once here, to feed upon the vital energy of men.

After observing strange phenomena around him and experiencing short term memory losses, Mr. Szymczak began to suspect that he had encountered something dangerous. The being used the teacher's sleeping body to materialize in our reality and assuage its murderous hunger. Only after it departed could Szymczak wake, without any clue of what could have happened.

Slowly, he began feeling responsible and tried to control the Creature. Nothing he found, no expert he consulted, could rid him of it.

Nowadays, Charles is perfectly conscious of the creature using his body to access our plane of existence, but he has no control over the process, and cannot avoid sleeping. He has learned to live with the creature and, simply in self defence, tries not to reside for more than a few months in one place. In this way, until now, he has avoided any suspicion or murder investigations. Unfortunately, the creatures hunger for blood, which once required a victim every three or four months, has been growing stronger.

This creature has accompanied him for more than five years. Mr. Szymczak knows that severing the connection with the creature would kill him, and he is not strong enough to take that step. A sort of unwritten agreement protects the survival of both beings.



BEGINNING THE ADVENTURE

The player characters do not know each other when the adventure begins (although, as mentioned above, it is not a problem if they do). They have been residents of a boarding house for several weeks to a few months. Each one of them has their own reason for staying there, and their own job (if you are using characters from an existing campaign it will not be difficult to adapt this start to your own group). The fact that they do not know each other previously can lead to, if correctly role played, the players suspecting one another as soon as the creature's activities begin.

The adventure takes place mainly inside the house, during the times when all the characters are present.

The Residents

At the beginning of the adventure, besides the player characters, there are three persons living in the house:

Miss Petula Woliwski, the Landlady. A charming old lady that takes care of all the needs of the boarders.

Dolores Aguirre, a young Cuban dancer with an astonishing body and busy night life.

Charles Szymczak (read "SHEM-chak"), a quiet sixty year old sciences' teacher in a girls school.

THE CREATURE

The creature does not have a physical form, as it does not need it in its home plane. However, to access our world it must materialize through the physical mass of a human being. In this case, its nexus with the Earth is the teacher. When he sleeps, the Creature has full powers to use his body and appear in our world. A few minutes after Szymczak reaches deep sleep, an ectoplasmic mass leaves his mouth - carefully as not to suffocate him and sever its bond with the Earth - reaching an approximate size of 70% of its host. A bystander would see a giant black centipede, longer than six feet, smooth and shiny. As it is not a physical body in a strict sense, it can alter its shape to pass under closed doors, or fit in places smaller than its normal circumference. This would remind an observer of a magician's trick.

While the creature wanders in our universe, the teacher remains asleep, and can not be awakened in any way. His vital signs are normal. Once it returns, Charles abandons his deep sleep state and reverts to a normal sleep, from which he can be awakened normally (by touching and shaking him, making a loud noise, or simply if he does not need any more sleep). He does remember when the creature appears, but he can notice traces of the beast by moved furniture, fallen objects, etc.

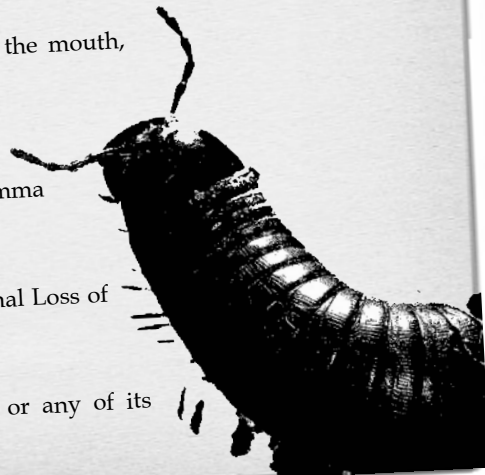
The Creature is not immune to physical damage, but its husk is really hard and can resist shots up to a .45 bullet. Characters might manage to kill it by beating, burning it, or by other traditional means they imagine. However, this would leave the teacher in a permanent coma, as his departed life force is what gives the Creature its physical form.

Its usual way of killing human beings is entering the body through the mouth, causing asphyxia.

The only way to avoid the Creature manifesting in our world is to end its bond by killing Charles Szymczak. We leave this ethical dilemma to the players' consciences.

Seeing the creature in the form of a giant centipede provokes a Minimal Loss of SANITY.

Seeing the Creature entering or abandoning a body (the teacher's or any of its victims') provokes a Minor Loss of SANITY.



A BOARDING HOUSE IN THE 1930's

Boarding Houses used to be large houses with several vacant bedrooms whose owners would rent as inexpensive B&Bs. Boarders usually paid for lodging plus breakfast for short stays (traveling salesmen who need to stay for a couple of days) as well as longer terms (industrial workers, actors, journalists...)

Besides paying rent, boarders might assist with minor housekeeping (small repairs, cleaning, ironing, gardening...). Privacy was lacking. Often, the residents had no way to lock their rooms while they were away and it was unimaginable to return with someone of the opposite genre. A resident normally received such visitors in the living room or, if the weather was nice, on the patio or backyard - but rarely inside the room. Residents did not have a key to the front door, which was usually locked by 10.00 pm.

THE BOARDING HOUSE AT ARKHAM STREET

At the Boarding House at Arkham Street, managed by Miss Petula Woliwski, most of the residents sleep, have breakfast and dinner within its walls.

The front door is locked at 10.00 pm (Dolores rings the bell to enter, and Miss Petula always stays up waiting for her). Visitors can be entertained in the dining room or the makeshift lounge in the corridor upstairs.

Breakfast consists of coffee or tea, eggs, bacon and sausages. Boarders can also ask for cereal or pancakes (usually just for kids).

Midday lunch, if any, is a light meal: A main dish with vegetables, meat or fish, often as a pie, or perhaps just soup or a sandwich.

Dinner is a bit larger. It can include an appetizer of soup, pasta or salad, and a main course with vegetables, meat or fish (meat and fish are still expensive for a lot of homes, so they would not be expected in a daily basis). Dessert is available afterwards.

The breakfast is served Monday to Saturday at 7:00 am, and Sunday at 7:30 am.

Dinner is served Monday to Saturday at 6:30 pm.

Residents who want lunch at the house have to arrange it with Miss Woliwski during the previous day.

The Sunday formal dinner will take place at 12:30 pm.

On Sundays, the supper will be served at 7.00 pm.

For all meals, boarders are expected to observe the basic rules of decorum and to dress accordingly, especially during Sunday dinner.

FIRST DAY (TUESDAY, MARCH 14TH, 1933)

The characters will be in the dining room, roughly at 6:00 pm, preparing themselves to enjoy the dinner. As usual, Dolores will not be present, as she goes out after lunch and does not come back till late in the night. Mr. Szymczak will be there and, presumably, all the player

characters. Conversation runs around the daily news, without much depth. If the chosen era for the game is the 30's, the topic could be the imminent war climate in Europe since the arrival to power in Germany of one Adolph Hitler.

This first evening allows the players to get to know the PCs, the Landlady and the teacher, as they should know each other from living together for some weeks in the houses. Take

THE PAINTING

At the house's hall there is a painting (check this book's cover) that represents the Boarding House as it was some years ago, before it caught fire in 1890. The fire started in the attic and spread to the two top floors. The owners rebuilt it without the attic, due to cost constraints, so today the house has one less storey than it used to.

The fire was accidental, caused by a cigarette someone failed to extinguish. However, the Police's investigations were inconclusive. A scorched body of a woman was found but never identified. The corpse was a female friend of an attic tenant (the house was already a Boarding House at that time) present without the landlord's knowledge who fell asleep with her last cigarette on the bedside table. This event was the result of an oversight and bad luck. The original boarder from that room fled and was never found.

The investigation on the fire could not determine its origin.

The house and the fire have no special or occult aspect at all. The resemblance between the doll in the painting and Dolores is mere coincidence (See the section on the Second Day). The objective of the painting is to serve as a giant red herring. It also has a figure drawn at one of the upper windows that the characters, in time, will take for the teacher. It is also possible, if the characters are especially nervous, that they will observe how parts of the painting change (faces appear or disappear, objects change, a lighted room was dark the previous day...). The idea is to use the painting as the vortex of the characters' paranoia while the really paranormal events take place.

for them, perhaps by hiding them in a vase or feeding them to the cat under the table). As there is no other objective in this first session, this is a way for the players to show their personality and peculiarities.

The evening goes by normally. Late at night, if one or more characters are still awake and reading in their rooms, they will hear Dolores come home at about 11:00 pm and go straight to her room. The characters fall asleep and wake up the next morning to go to work.

SECOND DAY (WEDNESDAY, MARCH 15TH, 1933)

advantage of this time by asking the players to introduce themselves, inviting them to give some basic data about their characters (how they are perceived by others), traits on their demeanor, typical mannerisms and clothing - anything that could help other players get an "image" of them and further the mood of the game. Once everyone has been introduced invite the players to write a line about what they think of each of the other residents. Someone might comment on the Cuban dancer and her carefree habits or reputation (she has a decent normal job, but it would not seem that way in the 30's!). The GM can use the moment to show the teacher's reaction towards insects, having him kill a centipede or bug that has wandered into the house. His reaction should be violent and nervous up to the point of surprising the players - maybe crushing it with a book in a noisy way and then shuddering.

Miss Woliwski will serve the dinner, including her renowned Brussels sprouts (invite one of the players to role play his character's distaste

If no player decides to engage in any special activity (they should not have any reason to do it, but we know how horror games work, they never trust anything or anyone!), the game is retaken the second evening, at dinner finishing time. At about 7:00 pm. Make a REALIZE CHECK for each player (hide the rolls). The players who roll successfully (or the closest if they all fail) will comment, after finishing the meal, that the doll from the girl at the painting in the hall resembles Dolores surprisingly. Miss Woliwski will add that she had already realized it, and that today it is especially true considering how Dolores was dressed. If anyone goes to check it, it is all true. The doll has a red and black dress (characters ignore how Dolores was dressing today, but they will have the opportunity to discover it during the night). It can also appear in the conversation the fact that, as the house is represented in the painting, it has one more floor. Miss Woliwski will explain about the fire. (See sections on "The Painting" and "Line of Investigation: The Fire").



Line of Investigation:

THE FIRE AT THE BOARDING HOUSE

As it is explained in the section "The Painting", the house suffered a fire in 1890. One of the guests in an upper room snuck a female friend in his room. Several hours later, the woman smoked a cigarette, stubbed it out, and left it on the bedside table. Unfortunately, the cigarette was not completely extinguished, and while the occupants were asleep, it lit the lampshade. The tenant fled but the woman was not so lucky.

The firemen appeared in a few minutes but before they could control the fire it had destroyed the attic and most of the second floor. Except for minor injuries and smoke inhalation, none of the other guests were hurt. The irresponsible tenant, worried about explaining his role to the police and landlord, never came forward.

At the local newspapers' files, characters can find most of this information: how the fire happened, that the Police considered it an accident -lacking better evidence- and that a female body was found. Stories also mention the disappearance of the original guest from the upper room.

The Police's files (maybe the best way to gain access to them is to get friendly with the Irish Policeman that visits the house after Dolores' murder) have more information. They confirm the presence of a female corpse, and suggest the victim might have been a prostitute or menial labourer (like a weaver or machinists). The tenant who fled was named John Boddy, 35 YOA. He worked as stagehand at a near theatre that does not exist any more, and had a record with petty crimes such as robbery or intimidation.



Characters say Good Night and go to bed. Later at night, again, any character not yet sleeping will hear Dolores coming home and entering her room.

In the middle of the night (at about 2:00 am) all the characters will wake up abruptly, each one in his own room, to a scream by Miss Woliwski. The woman is near the staircase by Dolores' bedroom, and she is having a nervous breakdown. The door is open. Dolores lies unconscious (actually dead) on the floor. The characters who had never seen a human corpse (if you are using the pregenerated characters, all of them but the ex-Army and the Journalist, specifically, if you feel cruel enough about it, you can ask for a CONSTITUTION CHECK for the lawyer character, if he sees the corpse, to avoid vomiting and sickness). They will all suffer a Minor SANITY loss.

From that moment on, the players should, behaving like real gentlemen, calm Miss Woliwski down and contact the Police (by the way, there is no telephone in the house). If they prefer to take the initiative, they can search the crime scene on their own.

The teacher will arrive some minutes later and ask what happened. If anyone calls at his door (which is bolted from the inside) he will not answer. If asked, he will assure anyone that he was deep asleep. A successful PSYCHOLOGY CHECK made by the GM for every present PC, indicates that Mr. Szymczak seems uneasy (a normal reaction to a corpse in front of him), but it appears, also, as if he were looking for something. He seems more worried about what he does not find than about the murder.

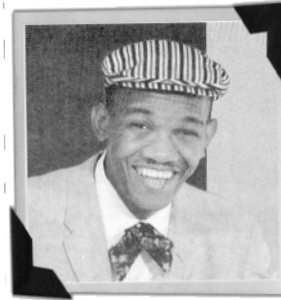
A DEATH IN THE NIGHT

Dolores' room is similar to the players', except that it is in a state of chaos (once Miss Woliwski is calmed down she can confirm that this was the usual condition of the room - check the room's description in the section "Plan of the House" for more details-). There are no signs of a struggle (nor were there any noises that would indicate a fight), but there is

Line of Investigation:

DOLORES' WORKPLACE

Dolores works six nights a week (she has one free night, which changes with her shift) in a Night Club not far from the Boarding House. It is called "Danza" ("Dance" in Spanish) and offers dinner plus a show at popular prices, every night of the week. The owner is another Cuban named Marcos López, about 45 YOA, who has been living in the United States for more than 20 years. Marcos has no other interest in Dolores besides a professional one, and has never sought anything with her or the other dancers. By the time the players reach him, he will already be aware of the news and will have talked to the Police. In fact, the players should find proper reasons for Marcos to speak to them about Dolores - if they are not Policemen or investigators hired by the family he does not understand what interest they have in the matter.



The establishment and its workers are all operating legally.

If they visit the restaurant, they can also talk to any of Dolores' co-workers, who are preparing the tables or cleaning up (it depends on the time at which the characters arrive). The girls perform double up shifts as dancers and waitresses, so they can collect a better salary at the end of the week.

Dolores had been employed for a short time and had few friends but certainly no enemies. They can talk to the players about Julio, a violent Dominican man with whom Dolores had a short relationship and who insisted calling to talk to her too often (Did they want a suspect?).

You can check the section "Events" for more on Julio.

one small round table that has tipped over, next to the remains of a broken jug and glass lying in a puddle of water. Dolores' body lies looking at the ceiling, by this table. The body has no wounds or other injuries. Anyone familiarized with medicine (succeed in a MEDICINE CHECK if the skill level is below average, otherwise treat it as an automatic success) can conclude that the purple color of her lips and fingernails indicates that she died from asphyxia.

Once they have all entered the room, Miss Woliwski's cat will step in between someone's legs, smell the cadaver, and, suddenly, rush behind the curtains. There it catches a centipede in its claws and kills it.

Miss Woliwski, after calming down, will inform that the door to the backyard is never locked ("This is a quiet area, there are no bad people"), but she hears everything that happens inside the house. Actually, she went to Dolores' room as she had heard a falling piece of furniture inside. She opened the door and saw her on the floor.

The truth is that Dolores suffocated as the Creature entered her through the mouth, blocking her throat. Dolores woke up out of breath and immediately realized she had an enormous animal crawling inside her, but with more than a yard still hanging outside. She began to struggle, stepped up, leaned on the table but tumbled, making it fall as well with her. She could resist no longer and fell unconscious. The Creature, its meal finished, went back to the teacher's room and entered him again. As usual, the teacher did not notice anything during his sleep.

THE POLICE

After a while, (if the PCs do not call them, the Landlady or the teacher will propose it, but remember that there is no telephone inside the house) the Police will appear. Captain Valentino DiLuca will introduce himself asking for the landlord, and accompanied by his assistant, a young Irish fellow by the name of John O'Keeffe.

Line of Investigation:

MR. SZYMCAK'S SCHOOL

He works at St. Helen's School for Young Ladies (14 to 18 years of age). Investigators can speak to the Headmaster, Paul Kelly. The teacher has been working there for a bit more than two months, teaching Mathematics and Biology. There are no complaints about his performance.

Szymczak's office contains nothing of interest, and unless the PCs have the authority that would grant them access to it (a Police badge, law degree...) the Headmaster will not have any reason to let them in. They will have to devise their own way in.

His office is sparsely equipped with furniture, and besides some documents on school administration, there is only a bookshelf with works on teaching. There are no books on Occultism (Charles would not leave his precious books here, reachable by anyone). At the chair there is an old dark sweater, which he uses on cold days.



Depending on when they call at the school, Mr. Szymczak may be teaching there. It is logical to think that they should visit after classes are through. The Headmaster has few pressing duties, so it is more than probable that he can talk to the players at any time. On the other hand, the players should realize that if they visit the school asking about Mr. Szymczak, he will be informed of it the next morning. Once again, the players will have to think of a plausible story to cover their tracks.

If they make a good impression with Mr. Kelly, he will remember something "that probably is of no relevance, but...": On the first day Szymczak visited the school's laboratory, he began sweating and fainted. If the players decide to visit the place they will find that two of its four walls are decorated by enormous panels full of dessicated insects.

Captain DiLuca has much more important things to do than solve the murder of a young immigrant in an irrelevant district of the city, so he will not be helpful at all. He will try to find an easy suspect among the people who would have interacted with Dolores on a daily basis (ie, the guests here or her co-workers at the Night Club). He can become especially inquisitive towards any player that does not seem trustful – in these days, any non white person, immigrant, or person with a liberal profession. Being dragged here on the night shift has not helped his mood either.

The young Irish man is a friendly and cheerful sidekick to the Captain. However, Valentino will immediately stop all his initiatives (he considers him more of a nuisance than a helping hand), and unless O'Keeffe finds himself alone with any of the characters (far from DiLuca's gaze) he will not show friendship towards the investigators. He has been on the force for a short time and needs to act by the book if he wants to assure his future there.

The Police will preliminarily conclude that Ms Aguirre died of asphyxia due to the blocking of her windpipe (by something introduced in her mouth, as there are no signs that she was strangled.).

Captain DiLuca or his assistant will interrogate all the residents in the house. Every PC will be asked the same list of questions.

- How and When did you met Ms Aguirre for the first time?
- Have you ever met her outside the house?
- Have you ever been to see her at her workplace?
- Did you have any friends in common, or did you know any of Ms Aguirre's friends?

At the moment there are no charges against anyone, but the tenants will be asked not to leave the city in the following days. The Captain also hands them his card in case "you remember anything that could be useful".

During the questioning, uniformed Policemen will search the rooms of the guests and Landlady.

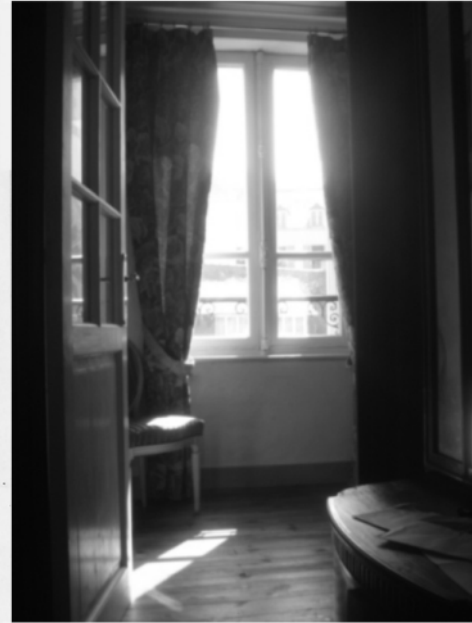
If the GM is feeling especially cruel, maybe the lawyer character (See the pregenerated characters), who is secretly in love with Dolores,

may have bought a present for her or had been watching her at the Night Club on the night of her death, so that he will become a main suspect for the Police.

THIRD DAY (THURSDAY, MARCH 16TH., 1933)

Early in the evening (the teacher stayed at home as he was feeling sick) the Creature is going to visit one of the PC's rooms (Room 12, the one that was below the attic where the fire started).

When returning that same evening, the chosen PC finds his room has been rummaged through. Curiously enough, nothing that was above a handful of inches high from the floor has been touched. Thus he should find moved chairs, scattered books if any were piled on the floor, unpaired shoes... The door does not seem to have been opened, and Miss Woliwski does not think anyone entered the house through the front or back doors. She has not left the building in the whole day, as she has been cooking, and she claims she has not heard anything. The truth is that the Creature passed beneath the door by modifying its body. If you think that these signals are not enough, the Creature could have climbed to an easy place (like the curtains). The



teacher stayed at home this day because he felt sick, and has not heard anything either. He admits to staying in bed during most of the afternoon.

Prior to going downstairs for dinner during the third day, have the PC whose room was ransacked (make if you wish a SANITY CHECK but regardless of the result) notice something strange on the painting. He will think he sees a face in one of the rooms in the attic (the floor that

BUGS

If you prefer to guide the players towards clues, and to make them a bit nervous, you can use these events.

The character in the room number 12 will wake up in the middle of the night, as he feels a tickling on the forearm. When he looks, he sees a big centipede running up his arm. After shaking it off, if he looks for it he will realize that the whole room is full of bugs! The floor, the furniture, the curtains... immediately he wakes up. It was just a nightmare. He may still feel a chill through the spine but will shortly fall asleep again.

Another PC, in the morning, when at the bathroom, will see a centipede appearing from the interior of the loo.

The third PC, when arriving at work, will leave his briefcase on the table. When pulling out the documents he needs, or his lunch, or whatever he needs from it, a centipede will appear in it and flee.

Finally, the fourth PC will arrive to his room after a working day, and will find a pile of pressed clothes (by Miss Woliwski) on the bed. From among the various garments a centipede will appear as the PC enters the room.

All these centipedes are perfectly normal (save the ones in the dream, of course, that do not exist).

burnt down and was never rebuilt). Of course, he does not remember seeing that face on the painting previously (the truth is that he never paid attention to that detail, the painting has not changed at all). And observing it more thoroughly, it may have some resemblance to Mr. Szymczak... Obviously this is a red herring that is intended solely to raise the stress level of the characters and, mainly, the players.

NEXT NOCTURNAL ATTACK

Depending on the current pace of the group, you can accelerate and put this attack during the night of the third day; if they are distracted with other things, looking for clues and discussing theories, you can wait until the fourth night. The next attack in the night will be against Miss Woliwski. The Modus Operandi of the Creature will be the same used with Dolores. The PCs will be startled by Miss Woliwski's screams and maybe some shots (from the .22 revolver she keeps hidden in the chest). They will find the Landlady's corpse lying, face up, with the same signs Dolores' body presented. In the room there is a strong odour to alcohol, a puddle of whiskey on the floor (HISTORICAL NOTE: the Prohibition was scaled back on the 23rd of March 1933 and finally repealed in December that same year, so if you are using the dates proposed in this adventure, the prohibition is still in force) and a broken bottle by her side. Part of her robe is sodden with whiskey. There is no sign of the cat.

Obviously, the characters that stay in the lower floor rooms will be the first ones to reach her. Then, the ones from the upper floor will arrive and, of course, the teacher will not yet appear.

The general condition of the room is in order, the only mess being some clothes waiting for the iron on a chest of drawers. You can refer to the description of Miss Woliwski's room in the section "Plan of the House" for further details. Nothing else is out of place.

If any character rolls a successful LISTEN CHECK he can hear to the cat in the upper floor. The cat is waiting in front of the teacher's door, growling, scratching the door and meowing (a

THE HARDWARE STORE

At the basement (street level) of the building where the Boarding House is located, there has always been a store. Currently, it is used as a hardware store. This is a option for adventuresome groups of PCs who will opt for direct confrontation. In this place, whether they purchase things or break in, they can find any type of tools easily usable as weapons. Hatchets, hammers, saws, picks, fire accelerants, ropes... any logical thing they ask for should be there (75% chance), but unusual items may not be (lowering the chance to 50%, 25% or directly impossible as needed).

different way to have this clue reaching the characters is for them to see the cat leaving her owner's room and heading towards the teacher's door, staying there scratching and meowing). If they knock at the door, in a few seconds they will hear it unbolt, and Mr. Szymczak will appear, in his pyjamas, clumsily putting on his glasses. He will asking what has happened, claiming that he was deeply asleep (which is true). If they do not go upstairs to reach him or do not hear the cat, the teacher will not go down to see what happened.

* * *

If the players threaten him in any way (since by now it should be reasonable to consider him a suspect) the Creature, feeling menaced, will opt for fleeing. (Remind any players who consider harming him, with a successful SANITY or SOUL CHECK, that he is trying to attack a defenseless human being and should stop.) The teacher becomes ill and The Creature will materialize. Observers think that Szymczak is suffocating until the Creature emerges from his mouth (MINOR SANITY Loss). From that moment on, the Creature will try to flee, heading downstairs and then to the backyard. Mr. Szymczak will remain unconscious after this manifestation, so the PCs may think he was to be the next victim.

If the Creature reaches the backyard, it will try to avoid capture by climbing up the house's exterior. If the party loses it (plausible in the darkness) and no one has been assigned to guard

EVENTS

Below we list a series of events you can use in an unorganized way to keep the mood, or if the pace of the game is slowing down.

The Cat

At the time when one PC is entering back into his room he can notice something moving behind the curtains. If he pays attention and goes to investigate, Miss Woliwski's cat will jump trying to attack him. Depending on the moment chosen for this attack, it could mean a Minimal Lose of SANITY for that PC.

Miss Woliwski's attack

At a given moment, Miss Woliwski will have a hysterical breakdown, she will take her old .22 revolver (this is also a way to inform the players that there is at least one firearm inside the house, besides the rifle at the hall, see the section on the "Plan of the House") and will threat one of the PCs (the first one to arrive at the house that day, for example). She will shot once (roll the dice behind the screen, but she is

going to miss) and will hit the ceiling. If the PCs stop her, she will fall down weakened and break into tears.

The ex-Boyfriend

At a time when nothing relevant is happening, during the day (before 22.00 at least), someone will barge into the house through the front door, which is not locked, shouting. The intruder is Julio, Dolores' ex-boyfriend. He has not heard from her for several days and is consumed with jealousy (oh, the inner fire of the Latinos!) At first, he will not want to hear anyone and will try to head to the dancer's room. Once he discovers that she is not there, he will begin to accuse those present of having influenced her to disappear from his life. If they manage to calm him down and explain what happened, he will deny the PC's version. Then, he will begin crying.

They had a relationship for no more than a few weeks, so Julio can not add any relevant data to the investigation not already offered by Dolores' workmates at the "Danza" Club. "Dolores had but a few friends, but certainly, she has no enemies".

the teacher, the Beast will go back to him. In this event, Szymczak will be awake when the characters return to his room. They will find him agitated, leafing one of the books of his shelf. He is looking for information on the Creature that will let him confront it (since it has never appeared while he was awake). He may be babbling "I must have overlooked something, there must be a way...".

If the PCs search the room, you can check the extensive description from the section "Plan of the House". Mr. Szymczak is especially nervous; no CHECK is needed to notice that.

If anyone stayed behind to guard him, the Creature will come back after some time (after escaping the backyard by climbing the wall), taking the guard by surprise and coiling around his neck. At that precise moment, the appearance of the other players would be of interest. After the struggle, the Creature will go back to the inside of the teacher.

ENDING

Mr. Szymczak will tell the players the truth at this point (See the section entitled "The Truth"). The next move is up to the players. Are they going to kill an innocent man to avoid a bigger evil? Are they going to ask the teacher to go away from them and risk future murders somewhere else?

Other Endings

If the proposed ending appears too straight through or "not epic enough" for you, we offer two other ideas to solve the game. A direct confrontation and a manhunt.

Final Fight

Mr. Szymczak, desperately, decides to kill himself to free the world of his curse. He heads to the chest in his room and takes a jar of pills. He plans to kill himself with an overdose of tranquilizers. He thanks the PCs for their understanding but he explains that this is the



only solution he sees as of any use. If the PCs were threatening to kill him, he asks for mercy and for them to let him do it himself. He does not want a violent death. If the PCs try to help (talking about looking for a paranormal solution to his possession), the teacher will regret that he has been searching for one for years and nothing has worked.

The immediate effect as he swallows the pills is that the Creature will feel threatened and will step out again. If you feel in a gorey mood, you can say that, in the hurry, it does not bother to materialize through the mouth but tearing through the man's abdomen. You can describe how its movements can be seen through his clothes to writhe in his belly, looking for the weakest point to break out, until the skin rips open. Minor Loss of SANITY. From here on, the Creature needs a new host. And who better than one of the present PCs? We remind you that the exterior husk of the Creature is extremely hard. Its way of attacking will be to try and suffocate its victim. If it considers that it has no time or opportunity to enter someone's mouth, it will crush the target's chest like a constrictor snake. Until the victim is weak enough for the Creature to be able to step in through the mouth and take that new body as a host. Fire could be one solution, but if someone plans to set the Creature on fire while it is attached to another PC, he will need a SANITY or SOUL CHECK, if successful, his humanity will not permit him to set someone alive on fire and will step back.

One by One

A different way to plan the ending is having the Creature escaping, running around the house, and taking the approach of stalking each

Handouts

On the last page of this book you will find handouts to photocopy/print and give to your players, the timetable and rules of Miss Petula Woliwski's Boarding House, and a reference table for the three main NPCs to help the keeper handle them.

character one by one. In this case, you have the Plan of the House and, for sure, a lot of horror movies to use for inspiration.

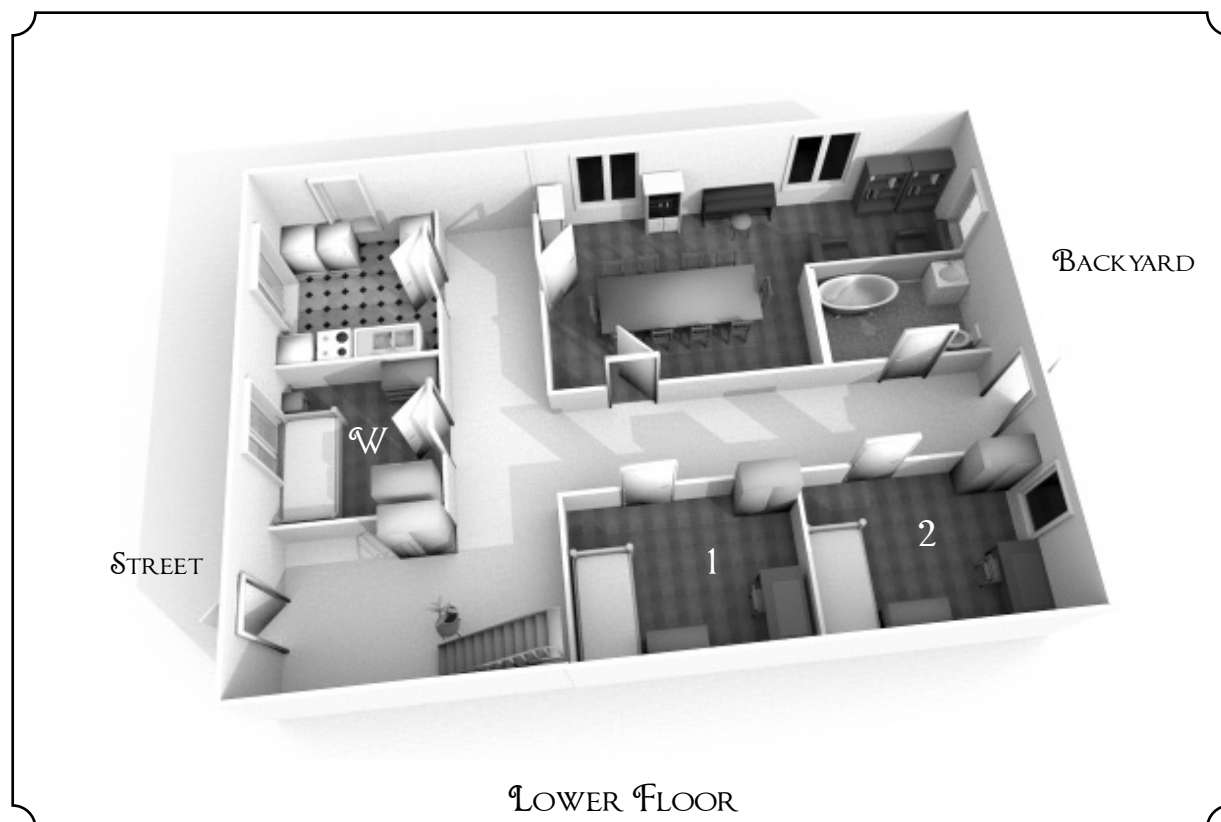
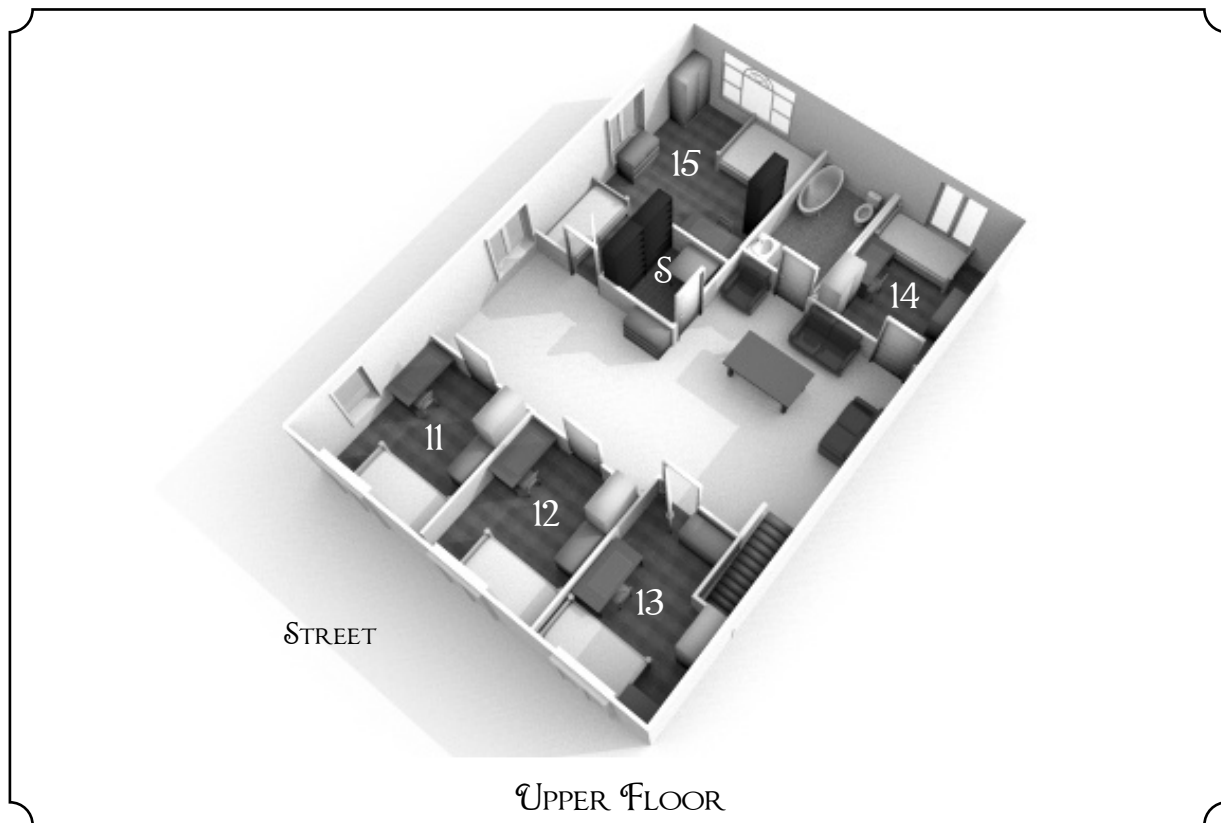
On the other hand, you have to take into account that if the PCs choose to kill or permit the teacher's death, they will have a lot of things to explain to the Police when they arrive. "Two corpses in the house and stories about a gigantic centipede that lives inside a person? Uhuh? Go on, please...".

SANITY REWARDS

If the gaming system you are using proposes SANITY rewards as a prize to solve an investigation, it will be hard to gain any on this occasion. If they save the life of an innocent person they are dooming others to be victims of the Creature. If, to avoid a greater evil they kill the teacher, they will always have doubts as to whether assassinating an innocent man was the only solution...

Arkham, February 11th, 2010

PLAN OF THE HOUSE



The Boarding House occupies two floors of the building. The ground level (at street level) hosts a hardware store. The penthouse burnt down and was never rebuilt, so that currently the building has one less floor than it used to.

All the guests' rooms have a bolt in the inside and a lock on the door, but are never locked during the day. By the guests, they can only be bolted from the inside.

LOWER FLOOR

Hall

It is the welcoming area of the house, it opens onto to several of the rooms and to the staircase that leads to the upper floor. There is a wardrobe for coats and shoes.

Hanging from the wall, on a wooden frame, there is an old hunting rifle. In fact, it was rendered useless many years ago and, additionally, there are no shells of that caliber in the house, but the PCs do not need to know that. If they ask directly to Miss Woliwski she will tell that she thinks that the rifle does not work and that she keeps no ammunition for it.

Miss Woliwski's Room

(marked W in the map)

It is the smallest in the whole house. It holds a single bed, wardrobe, and a chest. There are always some clothes waiting to be ironed or put away. In one of the lower drawers of the chest, among a bunch of files and documents, there is a .22 revolver and a half empty box of ammunition (48 shells left).

Kitchen

Equipped for cooking meals for up to the ten people who can live in the house at any given time. This is the place where Miss Woliwski spends most of the time during the day and where the cat has its dish and toys. If there are few people in the house, or if she thinks she will not bother anyone, Miss Woliwski is usually listening to the radio turned on in the living/dining room, leaving all the doors in the way open and with the volume unnecessarily high.

Living/Dining Room

Features a sturdy wooden table which has seen better days, and which can seat ten diners. Miss Woliwski, who has also lived in the house during better times (we are in the Great Depression) pays careful attention to the details when preparing the table three times a day (though few residents are usually present at midday for lunch). In turn, she expects the same courtesy from her guests. This space works equally as dining and living room, because the old living room became one more bedroom for guests.

Full Equipped Bathroom

Here is a full equipped bathroom: legged bathtub and WC. There is a low closet, but Miss Woliwski asks her residents not to leave their toiletries there, but take them with them when needed. In this bathroom (lower floor), the pipes are not in good condition and when the hot water is pumped, there is a characteristic sound of old pipelines and there is a delay between turning the tap and the water flowing.

Guest Room #1

(marked 1 in the map)

As all the single rooms for guests, it includes a big bed, a tall wardrobe, a chest, a desk and only one wooden chair. It is occupied by one of the players.

Guest Room #2

(marked 2 in the map)

As all the single rooms for guests, it includes a big bed, a tall wardrobe, a chest, a desk and only one wooden chair. It is occupied by one of the players.

UPPER FLOOR

Guest Room #11

(marked 11 in the map)

As all the single rooms for guests, it includes a big bed, a tall wardrobe, a chest, a desk and only one wooden chair. It is occupied by one of the players.

Guest Room #12

(marked 12 in the map)

As all the single rooms for guests, it includes a big bed, a tall wardrobe, a chest, a desk and only one wooden chair. It is occupied by one of the players. This is the room that lies exactly below the penthouse room where the fire started in 1890. If you are playing with less than four PCs, it is mandatory that this room be one of the occupied by one of the players.

Guest Room #13 (Charles Szymczak)

(marked 13 in the map, the doors are not numbered in the House, so no one receives room number 13, it is only numbered so for identification purposes in the plan)

As with all the single guestrooms, it includes a

big bed, a tall wardrobe, a chest, a desk and only one wooden chair. Additionally, the teacher has recovered an old bookshelf (from the own house's Storeroom) for all his books. Most of the volumes are relevant only to his teaching, but searching through (LIBRARY USAGE CHECK or spending enough time if they are not in a hurry) two volumes on General Occultism can be found. "From my conversations with the dead", by Mme. deVerois, is a treatise and guidebook on spiritualism, written with an evident lack of skill by the medium who worked for Mr. Szymczak and shortly thereafter was detained (Check the section "The Truth" for more details). There are several paragraphs underlined, mainly ones referring to the process of contacting spirits and avoiding undesired encounters with evil entities. "Creatures from the other side", by Antoine de la Foret is an encyclopaedia, more or less exhaustive, of evil paranormal Creatures with which one can enter into contact through spiritualism and black magic. This second tome is much more used and weathered than the first one and there are only handwritten notations in the sections about "Infernal Possession" and "Exorcisms".

Guest Room #14 (Dolores)

(marked 14 in the map)

As all the single guestrooms, it includes a big bed, a tall wardrobe, a chest, a desk and only one wooden chair.

This room is in a constant state of chaos and absolute disorder. Dolores owns so many clothes that the wardrobe already full there are still pieces on the bed, chair and in piles on the floor. In a drawer of the chest she keeps her original documents from Cuba, including some rights to a manor near Santiago (it is necessary to read Spanish to recognise the document, but anyone familiar with LAW can try a LAW CHECK with a penalty).

There are also several cosmetic products and a portable gramophone carelessly left in a corner. It seems Dolores lived above her means (it is not the purpose of this scenario to determine whether Dolores comes from a rich family, or whether she spends her spare time on extra jobs of unknown kind, but all these details should be given to the curious players to feed their

capacity to develop stories and theories. As in real life, you never know which detail is relevant to solve the case and which one is just a mere anecdote. Let's remember that at the time of the murder there is nothing that could seem unnatural, so it is necessary to present theories based on mundane motives as robbery, revenge, envy...).

Storeroom

(marked S in the map)

Storage for unused furniture (usually valuable pieces of furniture but with no use in the guest rooms), pantry, and for storing bric-a-brac. Besides the two larders for food, the rest of the place is only slightly in order.

Full Equipped Bathroom

Here is a fully equipped bathroom: legged bathtub and WC. There is a low closet, but Miss Woliwski asks her residents not to leave their toiletries there, but take them with them when needed.

Guest Room #15

(marked 15 in the map)

It is the biggest room, and it was the old living room (located at the second floor to take advantage of the better view). It is better equipped than the rest (two beds, big and small; double wardrobe, desk, two chairs, and a mirror). It is usually rented to couples or families but it is currently unoccupied.

BACKYARD

(Not represented on the map)

A small garden area with a clothes-line, rusty deck chairs (an especially delicate guest has reached the point of covering one of them with a sheet before sitting), a wooden fence in bad condition, and a rickety swingset (at times, the kids from the neighbourhood break into through the wooden fence to use the playground and Miss Woliwski scares them threatening them with Misi). The laundry area is also located at the yard, by the back door.



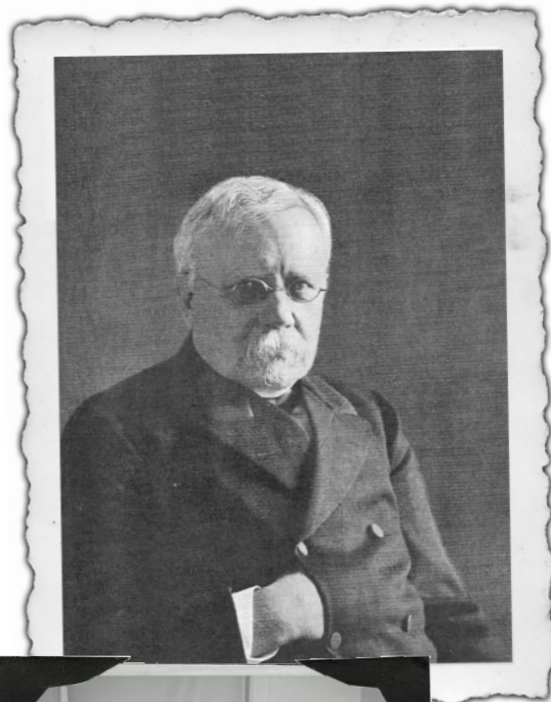
NON PLAYER CHARACTERS

THE TEACHER

Charles Szymczak (pronounced "SHEM-chak") is a high school science teacher in his early sixties. He has taught at several schools around the city over the course of his career, usually as a general science or mathematics teacher, but he has taught extra classes in both Botany and Geology.

He does not involve himself very much in the day-to-day routine of the running of the Boarding House. In consideration of his age - Charles is always talking about buying a cane to ease his walking - Miss Woliwski usually just asks him to do small jobs around the house such as putting the library in order or throwing away the old newspapers. Otherwise, he just likes to spend his evenings reading the paper.

Szymczak always dresses correctly for the occasion, but is never seen in less than a dark coloured three piece suit. Charles is so fastidious about his clothes that he will not let anyone iron his shirts as he likes his cuffs and collars to be exact.



He will correct anyone who gets the pronunciation of his surname wrong, usually saying, "It's from Eastern Europe and its pronounced 'SHEM-chak,' as when you say shhh to shut up a kid." When he addresses anyone under the age of 50, Charles will always call them "kid." Not just because of the age difference, but also because of the years he has spent teaching children. Beyond mentioning the Eastern European origins of his surname, Charles does not talk about his past.

While he likes to give a good impression, Charles can be a pedant, and his educated manner can be off putting for the less well educated. His most irritating habit that of clearing his throat loudly and spitting into his handkerchief.

PHYSICAL ATTRIBUTES

STRENGTH below average, **AGILITY** bad

MENTAL ATTRIBUTES

INTELLIGENCE slightly above average, **SOUL** low

Skill Familiarities: Occult, Spiritualism.

Skill Specialities: Botany, Mathematics, Geology, Teaching, Child Psychology.

Weapon Familiarities: A Sharp Word.

Quote: "They have found a dead girl in the river, oh my God! But what is this world we live in!"

DOLORES AGUIRRE, THE CUBAN DANCER

At the age of 15, Dolores Aguirre fled her homeland of Cuba to make a life of her own as a dancer. Her Latin temperament and highly attractive athleticism meant that when she got to Boston she received many offers, some for her to be a dancer, others of a less than salubrious nature. The latter offers she turned down, and in the four years that she has been in the city, Dolores has struggled to be considered as being more than a just a pretty face and to gain respect as a dancer. The once happy and cheerful personality of the teenager living with her parents in Cuba has become very much more reserved and it will take a while before Dolores is prepared to trust someone new.

She is a new resident at the Boarding House, only having moved in three weeks ago. As yet she has not spent much time with the other residents, her job at a Caribbean themed restaurant called "Danza" ("Dance" in Spanish) requiring her to work night shifts. The restaurant is run by another Cuban immigrant, Marcos López, a married man whom Dolores is glad not to have taken more than a professional interest in her.

Her usual routine is to leave the house after lunch at about 12.30 and walk to the restaurant, returning at about 11pm after her shift has finished. It is not uncommon for her to sleep in late, missing breakfast, before getting up and completing any of the duties assigned to her by the landlady, Miss Woliwski.

Dolores usually dresses in a provocative manner, and even inside the Boarding House, does not always button her dressing gown up fully when she slips out of her room to go to the bathroom at night. Although her English is good, it has a strong Spanish accent, but most of the time her reserved nature means that she will rarely reply to questions in anything other than monosyllables, and then not even to questions of a personal nature.

PHYSICAL ATTRIBUTES

STRENGTH average, **AGILITY** noteworthy
Provocative body, very flexible.

MENTAL ATTRIBUTES

INTELLIGENCE average, **SOUL** average
Hard personality due to the difficulties she has lived through, not easily frustrated.

Skill Familiarities: Farm Work, Horse Riding,
North American Literature.

Skill Specialities: Dancing, Seduction.

Weapon Familiarities: A woman's wiles.

Quote: "Yes, I suppose. I prefer not to talk about that."



MISS PETULA WOLIWSKI, THE LANDLADY

Miss Petula Woliwski is the owner of the Boarding House on Arkham Street. It was once her family home, but she has been running it for guests since before the turn of the century. Unmarried and in her early fifties, she is never seen without Misi, an overweight (12lbs.) Russian Blue cat that suffers from arthritis and has one eye after having got into a fight with a dog two years ago. The scar across the empty socket of Misi's right eye always causes people to start when they see it for the first time.

Miss Woliwski strokes the cat compulsively and spoils him like a child. It is not uncommon for the animal to break into a guest's room and chew at the heels of their boots or shoes left lying around or to urinate in inconvenient places around the house. Much to the consternation of the guests, neither action earns the feline miscreant any kind of reprimand from its mistress.

Her daily routine begins with her rising early to prepare breakfast. This is served promptly at 7:00 am in the dining room and guests are expected to be properly dressed. She spends the rest of the morning doing housework until 11:00 am when she begins cooking lunch ready for 12:00 pm, except on Tuesdays when she goes out shopping. Most of the guests work in the city and so do not usually return home to eat lunch except on special occasions and public holidays. Miss Woliwski always checks with the residents each evening to see if any of them going to return home for lunch the next day. Once she has cleaned up after lunch, Miss Woliwski likes to attend to her needlework, listen to the radio, or engage in conversation with the present residents. Dinner is begun at 5:30pm and served an hour later.

Miss Woliwski dresses simply and when cooking or cleaning she wears an apron. First thing in the morning or last thing at night, it is not unusual to see her wearing a robe, but she never appears untidy. She is large woman, and suffers from and suffers from rheumatism, but it would run against her cheery nature to complain. While not a gossip, Miss Woliwski is a talkative woman, always fascinated by the smallest of details.

PHYSICAL ATTRIBUTES

STRENGTH above average

AGILITY below average

Fat, (but she does not complain). She can raise weights that would seem impossible for a person in his physical condition.

MENTAL ATTRIBUTES

INTELLIGENCE average

SOUL below average

suspicious, easily collapsible (very nervous)

Skill Familiarities: Etiquette, Radio Novels, Hair Styling.

Skill Specialities: Cooking, Housework, Rumours Form The Neighbourhood.

Weapon Familiarities: Broom, Hot Teapot, Misi.

Quote: "Reeeally? Youuuu? I can not believe it! It's fabulous!"



VALENTINO DiLUCA,

Police Captain



The younger son of Italian immigrants, Valentino DiLuca grew up in one of Boston's poorer neighbourhoods. As teenagers, he and his older brothers were members of a gang, but the family priest persuaded him to leave and join the local police force. His brother though, could not be persuaded to leave, and as Valentino has risen through the Police ranks, so has his brother risen in importance in the criminal underworld. While this gives Vincent an insight in the city's underworld, his brother's criminal activities continue to embarrass him. Worse, he has been forced to cover for his brother on the odd occasion.

Captain DiLuca is a firm believer in having respect for the law, particularly in these troublesome times. He is ambitious though, and believes that he should be assigned to more interesting and more high profile cases. This means that he will want to solve the murder of just another immigrant like Dolores as quickly as possible.

PHYSICAL ATTRIBUTES

STRENGTH average, **AGILITY** slightly below average
Some pounds over his right weight, tires easily.

MENTAL ATTRIBUTES

INTELLIGENCE slightly above average, **SOUL** average
attentive to detail, no patience.

Skill Familiarities: First Aid, Forensic Medicine, Library Use.

Skill Specialities: Investigation, Intimidation.

Weapon Familiarities: .38 S&W Police Special Revolver (Good Shooter), Police Baton.

JOHN O'KEEFFEE,

Jolly Assistant to the Captain



When the Captain is present, O'Keeffe is serious and diligent, though the Captain's presence can fluster him and make him a bit clumsy when it comes to following orders. Conversely, when the Captain is away, O'Keeffe relaxes and is smooth and suave, always trying to gain everyone's trust. If necessary, O'Keeffe will spend his time trying to gain that trust.

PHYSICAL ATTRIBUTES

STRENGTH average, **AGILITY** noteworthy
Tall and slim, agile but not very strong.

MENTAL ATTRIBUTES

INTELLIGENCE below average, **SOUL** high
Slow (mind), patient, kind.

Skill Familiarities: City Lore, Underworld Contacts.

Skill Specialities: Ornithology (personal hobby), Library Use.

Weapon Familiarities: .38 S&W Police Special Revolver (Average Shooter).

PREGENERATED PLAYER CHARACTERS

AMATEUR WRITER

NAME: _____, 43 YOA, __ft __in, __ lbs

Proposed background and traits (add and delete at will):

Dozens of pulp stories inhabit your mind, but you know that if you want to make yourself a name you need first to be known among publishers. Your work at the newspaper is the first step. At the GLOBE you are treated with respect because they value your bravery, initiative and resources to get stories where others do not in the accident and crime reporting section.

Personality: Jolly, hotheaded.

PHYSICAL ATTRIBUTES

STRENGTH average, AGILITY average-low

Short, Overweighted, Untidy appearance. Clumsy.

MENTAL ATTRIBUTES

INTELLIGENCE average, SOUL high

You need just an excuse to begin inventing stories and theories.

Skill Weaknesses: Women.

Skill Familiarities: Bureaucracy, Publishing World, Printing.

Skill Specialities: Literature, Tracking, Clue Finding, Getting Contacts, Finding Solutions on your Own.

Weapons: You have access to a pistol kept at the request of the paper, you are an average shooter. Fortunately you have never had the need to use it in a real situation, but you has taken it a couple of times to practice shooting and get familiarised with it.

Mental Stability: You are used to seeing many kind of things on the streets, so you are not usually affected by shocking scenes.

YOU HAVE BEEN LIVING AT THE HOUSE FOR 6 weeks (one month and a half)

Quote:

Customise the character adding a quote that shows the personality you want for him.

STOREHOUSE WORKER, EX-ARMY

NAME: _____, 46 YOA, ___ft___in, ___lbs

Proposed background and traits (add and delete at will):

A veteran from the Great War in Europe, you have experienced everything in life. Now you have to survive working at a textile store. You lack three fingers on your left hand (you still have the thumb and the index finger) lost due to the explosion of a bomb in a trench. You are disappointed with the solution found to the conflict and does not trust anyone who is not a United States citizen, after all the efforts you made, you did not got anything out of it. And signing the peace was almost free for the Germans.

You never got married and are a lone wolf. From time to time you use the services of young ladies, when you can gather enough money for it. You have been living at the house for eight weeks and occupies one of the lower floor rooms (slightly bigger than the ones on the upper floor).

You are beginning to have better luck in life and have recently moved to this, a more luxurious Boarding House.

Personality: Talkative, Resentful. You like telling tales of the war to the young ones, because you think that social values are getting lost and you are in part responsible of assuring the continuity of the American Way of Life, teaching the youth. You participated in politics in the Republican Party when back from the war, but after a short time as you were disenchanted by the bureaucrats.

PHYSICAL ATTRIBUTES

STRENGTH average, AGILITY low

Slovenly, Fat, Breathe loudly every time you have to sit or stand up.

MENTAL ATTRIBUTES

INTELLIGENCE average, SOUL average-high

Used to follow orders from when you were a kid (spent your childhood in a home with a very strict father). You have not had any time to think, you are a man of action and not of planning.

Skill Weaknesses: Anything related to hand dexterity (you lack three fingers).

Skill Familiarities: Politics, Do-it-yourself (with the left hand limitation).

Skill Specialities: Military Environment, Driving, Investigating, Intimidating, Interrogating.

Weapons: You are a good shot but does not own a gun.

Mental Stability: You have seen almost everything and it is difficult for anything to surprise you.

YOU HAVE BEEN LIVING AT THE HOUSE FOR 8 weeks (two months)

Quote:

Customise the character adding a quote that shows the personality you want for him.

POSTGRADUATE STUDENT IN BIOLOGY

NAME: _____, 26 YOA, ___ft___in, ___ lbs

Proposed background and traits (add and delete at will):

You are close to finish your doctorate in Biology on organisms that live in extreme conditions (in frozen areas or in volcanoes). Due to the economical situation, probably your only professional option will be to stay in the university as a Professor. It is not a plan that you really dislike, but you would prefer to engage in investigation for longer (it is difficult to find funds nowadays) and try to be seen in the Museum of Natural Science as often as possible. You prefer to be alone and quiet working in your office or in the field than in the company of other people.

You have just arrived to the city to study on your project in depth for some months, and with your grant you have been able to afford this Boarding House.

Personality: Quiet. Intellectual air, Sometimes you do not realise that you are using a vocabulary that is difficult to understand for the rest of the people.

PHYSICAL ATTRIBUTES

STRENGTH average, AGILITY average

Average body with a bit of overweight. Glasses (needed to see close objects).

MENTAL ATTRIBUTES

INTELLIGENCE above average, SOUL average-low

Intelligent, Logical Mind. Not suspicious (you need facts, not intuition).

Skill Weaknesses: Mechanics, House Tasks.

Skill Familiarities: Bureaucracy, University Environment, Medicine.

Skill Specialities: Biology, Geology.

Weapons: You have used pistols and rifles sometimes in your expeditions, but you do not own any. You are not a good shot.

Mental Stability: You will always seek a logical answer to anything that happens, usually you will keep your cool and will want to look for the logical answer. When reaching the point of seeing your schemes broken, you loose your mind. If you finds that your rationality is not able to find the cause to a situation, you will enter into a total out of control state and will try anything at hand to negate the existence of whatever is happening. You can even get violent and threaten the persons who defend the opposite theory.

YOU HAVE BEEN LIVING AT THE HOUSE FOR 3 weeks.

Quote:

Customize the character adding a quote that shows the personality you want for him.

BEGINNING LAWYER

NAME: _____, 25 YOA, ___ft___in, ___ lbs

Proposed background and traits (add and delete at will):

You are a graduate of Suffolk University Law School in Boston, having studied part time night while working as an automobile mechanic. Although you did not graduate with very high marks or with any honours, you managed to secure a place in the offices of a commercial law firm. You have been there for just over a year now and feel that you have begun to gain the trust and respect of the partners. As the last person to enter the firm, you are usually given all of the secretarial tasks as the partners believe that employing a proper secretary would be an unnecessary expense. Your daily hours are from 9am to 5pm, Monday to Friday, with one hour break for lunch.

You were recently given a raise, which enabled you to move into a Boarding House closer to the office. Located on Arkham Street, it has much better facilities than your old lodgings and is in a far nicer neighbourhood. The feature of the Boarding House that you enjoy greatly is the presence of Dolores Aguirre, and you would not mind getting to know her some more.

You like to spend your time reading about history and politics, and when cajoled will show off the occasional card trick as you are fascinated by magic. You are still a good mechanic, and earn a little on the side by fixing the cars of both friends and your employers. One weekend out of every month you travel out of State to spend a couple of days with your mother.

You are a reserved character, quite humble and shy, and whenever you introduce yourself, you are usually holding your hat in both hands to hide your nervousness.

PHYSICAL ATTRIBUTES

STRENGTH average-low, AGILITY above average
Thin but Healthy. Moderately Agile.

MENTAL ATTRIBUTES

INTELLIGENCE above average, SOUL average
Shy, Numerical Mind.

Skill Weaknesses: Social Skills

Skill Familiarities: History, Politics, Automobile Mechanics, Driving

Skill Specialities: Law, Accountancy

Weapons: Never used or owned one.

Mental Stability: Not much, more a nervous and squeamish person.

Quote:

Customize the character adding a quote that shows the personality you want for him.

We hope you enjoy your stay in Miss Petula Woliwski's Boarding House.

Most of our residents use the house to sleep, have breakfast and dinner.

The front door is locked at 10.00 pm. Visitors can be entertained in the dining room or the lounge in the corridor upstairs.

Breakfast consists of coffee or tea, eggs, bacon and sausages. Boarders can also ask for cereal or pancakes (usually just for kids).

Midday lunch, if any, is a light meal: A main dish with vegetables, meat or fish, often as a pie, or perhaps just soup or a sandwich.

Dinner is a bit larger. It can include an appetizer of soup, pasta or salad, and a main course with vegetables, meat or fish. Dessert is available afterwards.

The breakfast is served Monday to Saturday at 7:00 am, and Sunday at 7:30 am.

Dinner is served Monday to Saturday at 6:30 pm.

Residents who want lunch at the house have to arrange it with Miss Woliwski during the previous day.

The Sunday formal dinner will take place at 12:30 pm.

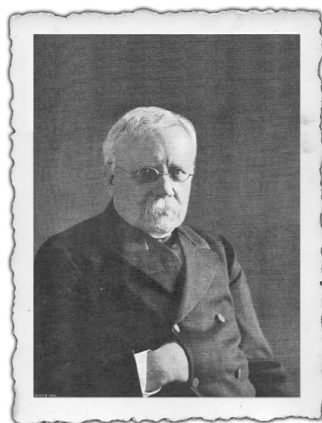
On Sundays, the supper will be served at 7:00 pm.

For all meals, boarders are expected to observe the basic rules of decorum and to dress accordingly, especially during Sunday dinner.



Petula Woliwski

is the Landlady. She is just over fifty, very talkative and gay, and she compulsively strokes her cat, Misi. The cat is a Blue Russian, overweighted, and a disgusting scar across his hollow right eye.



Charles Szymczak

(say "SHEM-chak") is a high school science teacher in his early sixties. He teaches general science or mathematics. He always dresses correctly for the occasion, usually in dark suits.



Dolores Aguirre

is a young (19) cuban girl, that left the island at the age of 15. Her latino personality and privileged appearance got her a lot of offers when she arrived to Boston. She dresses provocatively all the time.

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Plans from the XXth Century (From 1850 till Today) is a Gaming Aid that makes the GM's life easier, offering a selection of public places that are usually visited during a horror, investigative, or action game. From the common hotel room where to look for clues, till the unavoidable end in the local Police Station, this book covers fifteen places that, sooner or later, your PCs will have to visit.

All plans have been created to be usable in the different eras covered by different games. For the cases in which the change in size or distribution makes the use of one single plan impossible, several versions of the place's plan are presented (an office before and after the introduction of computers, for example).

A MURDER...

A PAINTING THAT SPEAKS OF THE PAST...

AN UNEXPECTED VISITOR...

A Boarding House is a meeting place for strangers. When one of the tennants appears murdered, everyone is a suspect.

An intricate pulp horror scenario where the players will face their own humanity to give a solution to the enigma.



DESCRIPTIVE STATISTICS:
USABLE WITH ANY GAMING SYSTEM.

Genre: Horror.

Number of Player Characters: 2-6 (4 pregenerated characters are included).

Gameplay: 3-5 hours.

Recommended for mildly or highly experienced players.



Action ●
Investigation ●●
Interaction ●●●
Occultism ●●



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