

Trail of TSATHOGGUA



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CALL of
CTHULHU
ADVENTURE

By
Keith Herber



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CONTENTS

Introduction	3
I. The Trail of Tsathogghua.....	4
II. The Curse of Tsathogghua	23
III. The Haunted House.....	39

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Edgar Allan Poe*

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The names of persons actually living have been used referentially in this book but any resemblance of a text character to person living or dead is strictly coincidental.

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Introduction

"The Writing on the Wall"

This book contains three loosely-connected adventures for the *Call of Cthulhu* roleplaying game. The first, "The Trail of Tsathogghua," is involved with the prehistory of Greenland and the beings who lived there before the coming of man. The investigators will be given the opportunity to join an expedition from Miskatonic University and together they will attempt to trace the history of this frozen continent back through the first Viking settlers, prehistoric man, and even farther back in time, to the entities who came before man.

This adventure is tailored for the physically-fit investigator; the challenges include an expedition to the icy interior, the climbing of dangerous glaciers, and encounters with hostile humans and others. At the end of the journey the investigators will find themselves faced with an ancient stone temple guarded by an inhuman sentinel. If the investigators can gain entry to this building, they will find clues to the disappearance of the strange race that once worshiped here. For the less physically-fit, more-scholarly investigator, opportunities for quieter studious adventures also exist while in Greenland.

The second adventure, "The Curse of Tsathogghua," takes place mostly in British Columbia, Canada, where a strange hairy foot from an unknown type of animal is found in a hunter's trap. Purchased by the University of Vancouver, it first comes to the investigators' attention by means of a newspaper clipping. The investigators will find a trail that leads to the Canadian Rockies, here to learn the rest of the story that began in Greenland. Once again, physical skills could make the difference. Both this adventure and "The Trail" take place outdoors in cold weather.

In the third adventure, "The Haunted House" has

stood unoccupied for over a decade and the owner is offering a substantial reward to anyone who can exorcise the premises, making the property once again salable. Tempted by this lucrative offer, the investigators will travel to Grand Rapids, Michigan. While trying to unravel the mystery of the house they will be confronted by a growing mass of evidence against a well-respected, monied family—hints of suicide, murder, madness. In the old mansion itself, they will be terrorized by an entity who wants them to leave; wants them out before they can learn the real secret of the house.

The amount of physical danger in this adventure is rather small, but the investigators may be frightened away by the myriad horrors that confront them; deciding that no reward could be worth going mad.

Each adventure revolves around a rather complex history of events and it is necessary that the keeper read and understand the background before beginning play. Each adventure is complete but the investigators may follow up on a spurious clue or two. This is more likely in "The Haunted House" where a surviving relative of Maurice may be discovered. This character has no helpful information other than his or her role in the history of the house. If the investigators arrange an interview, the keeper will want to be at least a little prepared in advance. Other possibilities exist. The keeper may want to add extra material to the adventures presented.

In Greenland and British Columbia, investigators may suggest the use of dogsleds or other forms of transportation. It is not beyond imagining that a bush-pilot-styled investigator may want to employ a seaplane or other aircraft in Canada. Individual keepers should be prepared for these eventualities.

Greenland

I. The Trail of Tsathogghua

Investigators join a scientific expedition to Greenland to examine a strange wall found protruding from a glacier.

INTRODUCTION

This adventure is linear; the investigators are required to move from one phase of the adventure to the next almost regardless of their individual actions (a day-to-day synopsis of events is included). The investigators are not in charge of the expedition and are expected to follow the direction of its leaders. Also, this adventure secretly serves as an introduction to "The Curse of Tsathogghua" also contained in this book. It is intended that the investigators not realize the connection between these two stories until well into the second one so the keeper should plan a short adventure or two between "The Trail" and "The Curse."

Due to the location of this adventure (the edge of the Arctic Circle), it should begin about the end of May or beginning of June with an eye towards beginning "The Curse" in the fall of the same year.

INVESTIGATORS' INFORMATION

A startling discovery has been made: Eskimos hunting walrus on the east coast of Greenland have sighted a huge block of dark stone protruding from a glacier. The stone is thought to have been exposed during this year's spring thaw. The report is somewhat sketchy, but apparently the massive slab of stone is carved with a giant *bas-relief* representing what could be a god or hero surrounded by odd hieroglyphics. The stone protrudes from the end of the glacier, over a fjord.

Miskatonic University, which has a research vessel off the eastern seaboard, has announced plans to outfit an expedition to the area. The scientific team will be headed by Professor Curtis Mathieson, an archaeologist. The Miskatonic has already received permission from the Danish government to explore and conduct research in the area.

The investigators may read of this event in a newspaper or scientific journal and, assuming that they have connections at Miskatonic, offer their services to the expedition. More likely, the investigators could be contacted by a member of the University or the expedition and their participation requested.

KEEPER'S INFORMATION

The huge slab is actually a portion of a stone wall, broken loose from its foundations hundreds of millennia ago by

the slowly creeping ice, and pushed, inch by inch, toward the distant sea. The layer of ice that has covered it for thousands of years has recently broken off and fallen into the sea, exposing the wall, nearly vertical but upside down, to the first sunlight it has seen in ages.

This wall portion, two hundred feet long and nearly one hundred feet high, is a remnant of a culture that once lived on the land mass now comprising Greenland, then called Hyperborea. The hieroglyphics written on the wall will provide the expedition with clues to the location of an ancient, unknown city called Commorium. They also warn of some of the dangers of the place.

Throughout this adventure, the investigators will come across clues about the extinct Hyperboreans and a strange race of furry pre-humans that dwelt here before the coming of man.

"The Trail of Tsathogghua"

SYNOPSIS OF EVENTS

- Days 1-7: Voyage to Greenland.
- Day 8: First scaffolding installed.
- Day 9: First transcriptions made.
- Day 10: Attack by Hyperboreans.
- Day 11: Quiet.
- Day 12: Wall shifts abruptly.
- Day 13: Quiet.
- Day 14: Wall falls into sea.
- Day 15-19: Voyage to Godthab.
- Day 20: Arrival at Godthab.
- Day 21: Eskimo song duel. Meeting aboard ship.
- Day 22: Mountain-climbing lessons.
- Day 23: Quiet.
- Day 24: Expedition to the interior departs.
- Day 25: Sighting of Hyperborean tracks.
- Day 26: See Hyperboreans at a distance.
- Day 27: Difficult climb. Attack by Gnoph-keh?
- Day 28: Discovery of the temple.
- Day 29-32: Return to Godthab.

HISTORY

Millions of years ago, before the dawn of man, there walked upon the earth a race of ape- or dog-like beings. Possessed of an intelligence almost equal to the humans that were to follow them, these furry, fanged creatures, called Voormis, developed a primitive culture based upon the worship of a god who came from the bowels of the Earth and was called Zoth-Aqqua. With knowledge given them by their god, the Voormis built crude cities among the forests and jungles of prehistoric Greenland. These semi-apes spread across the face of the land mass and inhabited most of the high, central plateau of Greenland.

The most ancient ice yet found in Greenland is 1.7 million years old, and it is thought that it was at this time that the climate of the central plateau cooled and glaciers started to form. Accompanying this intense cold (or possibly bringing it) came a being that was called Adukwu, a monstrous horror bound to the frozen regions of the world. Some of the Voormis turned from their ancient deity, Zoth-Aqqua, and began to worship this new being. This worship called for bloody sacrifices and soon the followers of Zoth-Aqqua, led by their priests, began a zealous persecution of the heretics. A long period of civil war ensued with the followers Adukwu finally driven from the cities and forced to take refuge high in the frozen mountains. Some of those forced into the wilds left their home continent, some fleeing to the southeast, others to the southwest. Some remained, to grow fierce and savage in the frozen wilderness.

After this period of strife, the Voormis began a slow decline. Weakened by their internal wars, they were left to the mercy of the ever-changing climate. As the ice ages came and went between 1,000,000 and 100,000 years ago, they slowly succumbed to the encroaching glaciers.

During this period, perhaps a half-million years ago, the first humans arrived on the shores of Greenland. At first they lived in primitive huts and subsisted on a diet of fish and foraged plants. It was not long before the now-degenerate Voormis made contact with the people on the shore. Soon they were aiding the humans with their everyday endeavors, even taking some of them back to their remaining cities in the mountains, there to teach them half-forgotten arts and sciences, sorcery, and religion.

As the humans flourished and the Voormis continued to decay, contact between the two species declined until the Hyperboreans, as the humans now called themselves, came to consider themselves the rulers of the land. The dog-like Voormis dwindled to little more than a myth. Finally, the only Voormis left in Greenland were scattered tribes descended from the expelled followers of Adukwu, grown cruel and monstrous in their harsh environment. These beings dwelt among the high peaks while the advancing civilization of the Hyperboreans spread inland during the between-ice-age warming of the climate. The Hyperboreans eventually built their own great cities atop the foundations of ancient ruins that they found there.

The Voormis were almost totally forgotten by the Hyperboreans when, with the coming of the last great ice age, roving bands of the shaggy beasts, forced out of their high mountain retreats by the intense cold, began to raid and pillage small villages. The war against the beasts lasted for twenty years. It was a guerilla action; the humans pursuing roving bands of monsters through the twisting

passes and up and down the faces of glaciers, mercilessly slaughtering and being slaughtered in turn. Eventually, almost all of the ancient race were slain. Only a few pockets of survivors remained in frozen caves in the highest mountains.

The Hyperboreans has weathered the great beasts, but their victory soon meant little as the cold again worsened and the glaciers started to push toward the sea. Eventually the Hyperboreans were engulfed by the freezing ice age and were forced to change, though a few migrated. Most moved inland to the icy surface, hunting what few animals still survived. Resembling primitive Eskimos, the last handful of living Hyperboreans enter into this adventure.

These were the Skraelings encountered by Erik the Red; the last, dwindling remnants of what was once the first great human civilization on Earth. Some came into contact with the Eskimos, who were at that time entering Greenland from North America by boats and from the continent via ice bridges.

The Eskimos proved friendly to the Hyperboreans, helping them with the construction of small boats and teaching them what they knew of fishing and hunting, but eventually the Eskimos took offense to the Hyperborean practice of performing human sacrifice on the shores of the sea and once again the Hyperboreans were forced inland.

Early in the 10th century, Greenland's eastern coast was landed upon by Gunnbjorn, a Norwegian. In 982, Erik the Red, exiled from Iceland for three years for complicity in a murder, began exploring the coast and in 986 set out from Iceland with 25 ships laden with potential settlers. Only 14 of the ships survived the four-day voyage to finally reach the southwest coast where the first settlement, near present-day Julianhaab, was formed. Eventually other settlements were begun and at its peak the population is thought to have reached nearly three thousand.

When Erik first landed on Greenland, no evidence of humans was found, and it was not until the 11th century that Eskimos were encountered on the northwestern coast, apparently having entered Greenland from North America about the same time that the Norwegians were settling in the south. However, the first settlers did report meeting Skraelings, an unknown word thought to have meant fairies or elves, later interpreted to mean 'barbarian' or 'weakling.'

The Norwegians eventually came into close contact with the Eskimos and it is thought that the colonies survived at least into the early 15th century. When a ship arrived at the coast in 1490, the colonists had not been visited for over eighty years. The crew of the ship found little evidence of the colonists and only Eskimos inhabiting the shores. The fate of the settlers remains a mystery and the discovery of the frozen body of a Norwegian near a fjord in 1540 by a Dutch whaler did little to explain their fate. Some have blamed disease or emigration to America while others have thought that they began to intermarry with the Eskimos and were assimilated.

Under joint Danish-Norwegian control, a Lutheran mission was established near Godthab in 1721 and settlers were once again drawn to the island along with a number of criminals sent there by the government. In 1917, an oversight in an agreement with Norway gave Denmark full authority over the island which led to a heated

dispute between the two nations over fishing and hunting rights.

The 1921 population of Greenland was set at 14,355 including 275 Danes, 150 of which work at the cryolite mines near Ivigtut. All trade with Greenland is subject to a government monopoly and alcoholic spirits are forbidden by law.

BEGINNING PLAY

The investigators have only a week to prepare for the trip before the expedition must assemble on a Boston wharf to board the research vessel. Leased by Miskatonic University from a private company, the *Darlana* had been conducting a geological survey off the east coast of North America for the past several years. When word of the discovery in Greenland reached the University, the ship was quickly recalled to port.

Professor Mathieson is handling the outfitting of the trip so the investigators will only have to assemble a few special or personal items they may wish to take with them. This time might also be spent in a little research on Greenland.

The expedition consists of the leader, Dr. Curtis Mathieson; a noted British scholar, Dr. Henry Ethelrod; two graduate students—Chuck Granger and Terrence Bhule; and three French-Canadian mountaineers. The ship's complement consists of Captain Klaus Voorheim, Lieutenant Andrew Mott, Chief Petty Officer Gerald Maxwell, Louis the steward, and eight sailors.

SCENES:

The Voyage to Greenland

The stone was discovered at the head of one of the numerous fjords lining the east coast of Greenland. It is about halfway between Angmagssalik and Scoresbysund. The *Darlana* is a small freighter which has been rigged with cranes, winches, and drilling equipment for extended geological research. The team will find the ship to be crowded with gear, samples, and supplies left by the geology team. Space is at a premium and once the various members of the team have stashed all their equipment, they will probably find that their living quarters are less than they had hoped for. Only four small, two-man cabins are available. One will be occupied by Mathieson and Ethelrod along with scientific papers and a small library assembled by Mathieson. The three mountaineers will grab one of the rooms for their own, leaving Bhule, Granger, and all

PASSENGERS AND CREW OF THE DARLENA

The following are members of the scientific team that has been assembled to study the strange stone discovered in the glacier.

PASSENGERS

PROFESSOR CURTIS MATHIESON

Fifty-four years old, with gray, thinning hair, Mathieson is the head of the team and the acknowledged expert on matters of archaeology and anthropology; he is greatly respected by his scientific colleagues. His kindly manner, coupled with a vast knowledge

of human behavior, will soon cause the rest of the team and the crew of the ship to respect him.

Mathieson possesses some Cthulhu knowledge, garnered during an expedition to central Arabia in 1906, but will rarely speak of it. He himself has reasons to believe in the mythos, but from experience has learned to not discuss his theories with the uninitiated. He believes that the mysterious wall discovered in the glacier may be in some way tied into things hinted at in the *Elddown Shards* but has yet to share his ideas with anyone but Ethelrod. If an investigator should approach him on the topic while in front of the rest of the group, he will decline to discuss the possibility, saying that the primitive mythos being referred to has not been scientifically established as authentic but at this time is still a hodgepodge of archaeological oddities strung together by pseudo-scientific imaginings. He will express the belief (as he has publicly done in the past) that unestablished "theories" about such things constitute no more than a childish desire to indulge in superstition and magic.

However, if approached in private and convinced of the investigator's authentic experience, either through the use of Oratory or by presenting him with solid evidence of the investigator's past dealings with the Mythos, Mathieson will reveal his private theories about the wall. Although warning the investigator that his views may be completely misguided and that they will have to wait until he sees the wall personally before he can confirm his suspicions, he believes that the object may date back well before the beginning of recorded history and indeed may be far older than anything yet discovered by science. Mathieson will even hint that he believes that the wall might possibly be of non-human origin.

Although seemingly healthy, Mathieson suffers from some heart trouble and cannot engage in any strenuous activity. He will not accompany the group on the journey inland, and will not even work the wall, as the exposure to the hostile condition and the hazards involved might prove too much of a strain. Instead he will stay aboard ship, using his time to decipher the copies of the strange writings the other investigators bring in.

STR 8	CON 4	SIZ 10	INT 17	POW 14
DEX 11	APP 13	EDU 20	SAN 55	HP 7

SKILLS: Anthropology 85%; Archaeology 90%; Astronomy 15%; Bargain 45%; Botany 10%; Chemistry 15%; Credit Rating 75%; Cthulhu Mythos 12%; Debate 85%; Geology 20%; Library Use 90%; Linguistics 40%; Oratory 45%; Psychology 65%; Read/Write Arabic 60%; Read/Write Egyptian 60%; Read/Write Greek 60%; Read/Write Latin 60%; Zoology 10%.

DOCTOR HENRY ETHELROD

Ethelrod, an expert in Indo-European languages, holds a position with the British Museum in London but for the past six months has been at Miskatonic University where, with Mathieson, he has been trying to date some pottery fragments unearthed on the eastern Mediterranean shore and believed to be of Hittite origin.

Ethelrod is tall, slender, and distinguished-looking, about 45 years old and extremely well-educated. He is a British aristocrat and his cultured accent barely disguises the disdain he holds for those less educated or less well-disposed than he. Although on good terms with Mathieson, he finds most Americans vulgar and will avoid conversation with them whenever possible. If cornered by one of the investigators he will first try to be polite, then, if the investigator persists, he will attempt to brush him off. If this fails he will become sarcastic and insulting, but always wittily, leaving the investigator to wonder what he really meant by his remarks.

Ethelrod has gotten used to Chuck Granger, Mathieson's assistant, and despite the young man's drinking problem, has grown secretly fond of him, coming to think of him as a slightly wayward son. Although he does not personally know Alexander Bhule, it was Ethelrod that recommended him for the expedition, basing his decision on Bhule's pioneering efforts in the field of Indian and Eskimo cultural patterns.

As for the Frenchmen, Ethelrod will do anything in his power to avoid speaking with them or even going near them. He has an unabiding dislike for the "frogs," and if he thinks he detects similar feelings on the part of any of the investigators, he will approach them in private and begin making a slanderous attack

against the members of the climbing team, calling them the worst names imaginable, then moving on to attack the French nation as a whole and finally extending the argument to include anyone who would even bother to learn the filthy language. Why Ethelrod hates the French so much is unknown and is the only thing that can cause him to drop his well-practiced British reserve. If the investigator doesn't begin to jump into the conversation, railing against the French with the same enthusiasm as Ethelrod, the Doctor will realize that he has misjudged the situation and stop his tirade, slightly out of breath and somewhat embarrassed. He will apologize and make an excuse to retire to his cabin, leaving the investigator to wonder what that was all about.

The investigators will notice that Ethelrod walks with a slight limp, the result of a bullet wound suffered during the Boer War. Ethelrod was decorated several times for bravery. He has a natural leadership ability that will not become obvious until he is placed in charge of the expedition to the interior. Besides the ability to make cool-headed decisions in times of great stress, he possesses a number of guerilla warfare skills and has kept in excellent shape. Ethelrod has found no reason to mention his war experiences to anyone and would never think to brag about the many decorations he received in the conflict. These skills and abilities will become apparent on the expedition to the interior and if at this time Ethelrod should be asked about this, he may be moved to tell a few war stories.

STR 15 CON 16 SIZ 14 INT 16 POW 17
DEX 16 APP 12 EDU 19 SAN 85 HP 15

SKILLS: Anthropology 90%; Archaeology 65%; Bargain 20%; Botany 15%; Camouflage 60%; Climb 80%; Credit Rating 90%; Cthulhu Mythos 08%; Debate 80%; Diagnose Disease 35%; Dodge 75%; First Aid 80%; Hide 75%; History 55%; Jump 75%; Library Use 90%; Linguistics 75%; Listen 75%; Make Maps 65%; Oratory 65%; Psychology 25%; Read/Write Languages of Indo-European origin 50-95%; Ride 65%; Sneak 65%; Spot Hidden 75%; Swim 50%; Throw 65%; Track 60%; Treat Disease 40%; Treat Poison 25%; Zoology 15%.

DAMAGE BONUS: 1D4

WEAPONS: Although he does not normally carry a weapon, Ethelrod has the following abilities: Fist 90%; Head Butt 75%; Kick 80%; Knives 75%; Handguns 55%; Rifles 75%; Shotguns 85%.

CHARLES "CHUCK" GRANGER

Twenty-four years old, with red hair and freckles, once-robust Granger is a graduate student working under Mathieson. He originally went to Miskatonic to study pre-law but, impressed by Professor Mathieson's studies, gradually switched to archaeological and anthropological classes. Granger is a fine scientist and a dedicated worker but has a slight drinking problem. The elder professor has resolved that this expedition will be Granger's last chance to change his ways. Mathieson has no objections to alcohol, but too many times recently, Granger has drunk himself into a stupor in the evening and been too hung-over to get up the next morning.

Ethelrod has taken it upon himself to aid the young man to rid himself of the problem, but his help takes the form of a stern father reprimanding his son, a relationship that Granger misunderstands and dislikes. Granger has made good friends with the younger Bhule, a man who, while suffering no real problem with it, certainly enjoys a drink or two, or three, in the evening. Along with this, the three French mountaineers have their supply of wine which they are always more than willing to share with a friend.

These temptations may prove to be more than Granger can handle and if he begins once again to drink excessively, it will lead to noisy rows with Mathieson and/or Ethelrod. Granger does not become surly or mean when he drinks, just incapable of doing any work. Granger, once quite robust, has been drinking for some time now and it has begun to affect his health.

STR 13 CON 9 SIZ 13 INT 15 POW 7
DEX 10 APP 9 EDU 17 SAN 30 HP 11

SKILLS: Archaeology 65%; Anthropology 35%; Climb 75%; Fast Talk 35%; Law 15%; Library Use 65%.

WEAPONS: Although not very healthy now, Granger used to box. Fist 80%.

TERRENCE BHULE

This young Canadian grew up in Toronto and attended college there. He is only in his late twenties but has already garnered a certain amount of acclaim for his work among the Indians and Eskimos of Canada's east coast. His research has added much to what is known about Eskimo folklore and religion, and it was this research that caused Ethelrod to recommend adding him to the team. He has red hair and his years in the field have added a certain ruggedness to his already-handsome features. He makes friends easily and will quickly become tight with Granger, and the two are likely to spend the evening sharing a bottle of brandy in their cabin or in the company of the French mountaineers in their quarters on the deck below. In all ways he will prove to be a valuable and helpful member of the team unless there is danger of revealing his terrible secret.

Unknown to almost everyone, Bhule's body is covered with coarse reddish-orange hair that grows from his chest and shoulder area to thickly cover his back and upper legs. First making its appearance when he was only seventeen, Bhule has been careful to reveal his secret to no one. The only living human to have any inkling of the situation is a doctor that Terrence visited when the hair first began to sprout. The physician has read about people who were born with similar problems, either part or all of their flesh covered with a thick, animal-like fur and diagnosed Bhule's situation as the same; hypertrichosis, an incurable glandular deficiency.

Undaunted, Bhule went ahead with his life, attended college to study anthropology, a science to which he was inexplicably drawn. Embarrassed by his affliction, Bhule's social life in school was non-existent as he literally threw himself into his studies. Upon graduating, he committed himself to his work with even more enthusiasm than he had shown for his schooling. Deciding to undertake the study of some of the northeastern Indian tribes of Canada, he eventually came into contact with the Eskimos of the northern coasts and, fascinated by the egalitarian culture, turned his research to these people and their customs.

While working in the field Bhule discovered his knack for "hunches." At certain times, Bhule, for no apparent reason, would experience intuitional flashes regarding certain behavior patterns that he observed among the Indians and Eskimos which he had studied. Following these hunches with scientific research proved them accurate more often than not. It was while working with the Eskimos that he began to feel that their culture had somehow been influenced by one which pre-dated theirs and may have been immensely more sophisticated than the stone-age Eskimos. When Bhule was contacted through the University of Toronto by Ethelrod and Mathieson, he realized that the strange discovery in Greenland might prove his theory right. At the same time he could not help feeling that even more might be learned from the wall.

Bhule is the victim of mischance, and the growth of fur is caused by a pairing of recessive genes in his blood-line that can be traced back to the last surviving furry pre-humans who managed to live in Greenland until the 15th century. These last remaining beings mated with degenerate surviving Vikings whose colonies had been almost wiped out by a combination of the increasing cold and constant raids by the Hyperboreans, the Skraeling of the sagas. These small communities of Vikings and beasts were almost completely decimated by the cold and the Hyperboreans when, by chance, a Dutch whaler was forced into a fjord by a fierce storm where they found the remains of the last surviving Viking, his 'wife,' and children. Misunderstanding the situation, they killed the "orange-haired ape" they discovered in a cave and took the two orphans they found back to Europe. It is to these two foundlings that Bhule can trace his family tree and its genetic memories that provide his hunches.

Aside from an aversion to getting undressed in front of anyone, Bhule seems well-adjusted.

STR 15 CON 17 SIZ 12 INT 15 POW 13
DEX 14 APP 12 EDU 17 SAN 55 HP 14

SKILLS: Anthropology 90%; Archaeology 35%; Astronomy 15%; Botany 45%; Camouflage 25%; Chemistry 10%; Climb 80%;

Cthulhu Mythos 03%; Debate 35%; Dodge 75%; Drive Dog Sled 75%; First Aid 75%; French 55%; Geology 15%; Hide 25%; History 25%; Jump 65%; Latin 30%; Library Use 65%; Listen 65%; Make Maps 35%; Occult (Eskimo Lore) 35%; Read/Write Eskimo 80%; Sneak 30%; Speak Eskimo 85%; Spot Hidden 50%; Swim 75%; Throw 65%; Track 50%; Zoology 45%.

WEAPONS: Axe 50%; First 75%; Hatchet 50% (thrown 25%, range 5 meters); Head Butt 70%; Kick 75%; Knife 65%; Thrown Knife 45%; Pistol 45%; Rifle 80%; Shotgun 35%.

Bhule has been working in the wilds for some time now and will rarely venture far without some kind of weapon. His favorite is a .45 revolver that he wears in a buttoned holster, but even if he feels there is no need for a gun (for instance, aboard ship) he will never be seen without a large sheathed knife on his belt.

NOTE: It is essential that Bhule survive this adventure if the second adventure, "The Curse of Tsathogghua," is to be played as written. Bhule may lose SAN during the adventure but should not go more than temporarily insane. Remember that Bhule is generally helpful and friendly to everyone on the expedition and apart from a touch of doraphobia (this might be detected after a few days association combined with a successful Psychoanalysis roll) is probably the least-complicated member of the team.

If Bhule should view the mummified remains in the tomb, he will go temporarily insane. The effects of this insanity will last only a short time, but it will leave the young man shaken and the group will eventually have to help him out of the building. Bhule will seem to recover nicely, but if an investigator has done an earlier, successful Psychoanalysis on him, a second Psychoanalysis, performed before the team returns to New England and splits up, will reveal that he is suffering from some serious emotional disorder. Other than this, Terrence Bhule will seem fine.

THE FRENCH MOUNTAINEERS

These three men, all French-born, were returning home from a six-month climbing expedition in the northern Canadian Rockies when word of the discovery in Greenland was released. Realizing the problems that might be involved in such an exploration, the leader of the group, Phillippe Luvois, phoned the Miskatonic to offer the services of the climbing team. After experiencing a few language difficulties, he was connected to the Archaeology department where the phone was answered by Ethelrod who, with a sour face, quickly handed the phone over to Mathieson who was eager to accept the offer and saw to it that the necessary arrangements were made with the U.S. Government regarding their passports and travel permits.

The climbing team, not unexpectedly, is high-spirited, and after an initial confrontation with Mathieson over a large quantity of wine they intend to bring aboard ship (they will win this argument by refusing to go if they can't bring the wine), will prove to be a cheerful, if somewhat noisy group. The two younger men are not above playing a practical joke or two on the staid scientists. These pranks will include cold, dead fish in the bottom of the victim's bunk, ice down his back, or even a bucket of water rigged to dump over someone opening a door. Worse yet, they will choose one of the investigators as a favorite target, causing him no end of misery. If these problems are brought to Mathieson's attention, he will complain to Luvois, who will try to quiet the two younger men. Unfortunately, their behavior will prove irrepressible until reaching the glacier where they will have other activities to occupy their time and energy.

The mountaineers, while more than willing to aid, will prove useless in transcribing the writing found on the wall. They are just not careful enough. They will spend their time installing rigging and catwalks and later, when necessary, stand guard at the top of the glacier, alternating with the sailors.

PHILLIPPE LUVOIS

Phillippe is the leader of the climbing team and, at thirty-two, considerably older than the other two. He, like the others, sports a thick, bushy beard to protect his face from the cold and is strong and hardened by his many years spent climbing the mountain peaks of Europe. This has been his second trip to America and he is the only member of the group who can speak more than fragmentary English.

STR 16 CON 15 SIZ 15 INT 14 POW 14
DEX 17 APP 10 EDU 9 SAN 70 HP 15

SKILLS: Climb 98%; First Aid 85%; Geology 25%; Jump 95%; Make Maps 75%; Speak English 30%; Track 25%

MICHEL PONCELET

Michel is only 24 years old, but is an experienced, expert climber and skier, having placed fifth in the downhill behind four Norwegians at the 1924 Winter Olympics at Chamonix, France. He is the son of a well-to-do family and is also an expert marksman and fencer. Despite his aristocratic background, Poncelet is friendly and unassuming, his main interest now to return to the Olympics to be held in 1928 in St. Moritz, where this time he hopes to take a medal.

STR 15 CON 17 SIZ 13 INT 16 POW 14
DEX 18 APP 15 EDU 14 SAN 70 HP 15

SKILLS: Climb 95%; Credit Rating 95%; Dodge 85%; Jump 95%; Ride 75%; Speak English 10%; Speak Norwegian 20%; Swim 75%; Throw 75%.

WEAPONS: Fencing Foil 85%; Fist 65%; Kick 65%; Pistols 85%; Rifles 55%.

JEAN RAYMOND GOBINEAU

Only nineteen years old, Jean is the great-grandson of the French racial theorist, Comte de Joseph Arthur Gobineau. The elder Gobineau first composed theories about the innate superiority of the white race in the middle 19th century; these theories were later adopted by the Nazis.

Although appearing friendly and normal-enough, Jean disguises an acute xenophobia that expresses itself in a hatred for all races that he supposes inferior to his own. He will shun both the mulatto porter aboard ship and any Eskimos with which the party should come into contact. If for some reason Gobineau should go insane during the adventure, this phobia may express itself in an extremely violent manner, such as the murder of a friendly Eskimo followed by the mutilation of the body. An investigator sharing the ship with Gobineau for a few days and making a successful Psychoanalysis roll may receive just a hint of the man's problem. If a friend or companion is killed by a non-white, this may also cause Gobineau great anxiety and drive him to insane acts. This will not become apparent at first, but will manifest itself slowly over a period of days, finally exploding in an attack against some innocent party.

STR 15 CON 15 SIZ 16 INT 15 POW 10
DEX 16 APP 12 EDU 12 SAN 32 HP 16

SKILLS: Anthropology 15%; Climb 85%; Dodge 85%; History 25%; Jump 90%; Law (French) 20%; Speak English 10%; Throw 75%.

WEAPONS: Handgun 35%.

SHIP'S COMPANY

CAPTAIN KLAUS VOORHEIM

Fifty-eight-year-old Voorheim was living in, and sailing out of, America until 1913 when, feeling that war was imminent, he returned to Prussia. During the war he piloted merchant ships past the British blockades and had at least one sunk from beneath him, losing his left arm in the process. At the end of the war he returned to the U.S. and a couple of years later contracted to skipper the Miskatonic research vessel *Darlana*.

The Captain is aloof and does not approve of the large amounts of alcohol brought on board by the Frenchmen (the crew is forbidden to use alcohol while at sea). He may become friends with Ethelrod, the two men swapping war stories in the Captain's cabin or on the bridge.

Captain Voorheim is under contract to the Miskatonic and was responsible for the hiring of the officers and crew.

STR 14 CON 12 SIZ 15 INT 16 POW 15
DEX 12 APP 15 EDU 19 SAN 75 HP 14

SKILLS: Accounting 75%; Astronomy 35%; Law 25%; Make Maps 85%; Oratory 65%; Psychology 65%; Shiphandling 95%; Speak English 75%; Speak Norwegian 40%.

WEAPONS: .45 Automatic 45% (kept in locked box under the bed in his cabin).

LIEUTENANT ANDREW MOTT

Mott is a thirty-one-year-old American and a veteran of WWI. Despite having been on the opposite side during the war, he has developed admiration and respect for the Captain and will stand by him in any dispute.

STR 13 CON 15 SIZ 12 INT 15 POW 13
DEX 13 APP 14 EDU 17 SAN 65 HP 14

SKILLS: Accounting 65%; Astronomy 20%; Shiphandling 65%; Speak German 25%.

WEAPONS: .45 Automatic 65% (hidden in his cabin).

CHIEF PETTY OFFICER GERALD MAXWELL

A big, burly, thirty-five year old ex-merchant marine, Maxwell has spent most of his years sailing around the Philippines, New Guinea, and Indonesia. He is a tough fighter and a good shot. If volunteers are needed for dangerous work, Maxwell will be the first to step forward.

STR 17 CON 17 SIZ 17 INT 9 POW 9
DEX 10 APP 9 EDU 9 SAN 45 HP 17

SKILLS: Electrical Repair 65%; Mechanical Repair 85%; Operate Heavy Machine 75%; Shiphandling 55%.

DAMAGE BONUS: 1D6.

WEAPONS: Fist 90%; Head Butt 95%; Kick 90%; Club 80%; Knife 80% (always carries a large one); Handgun 65%; Rifle 70%.

LOUIS THE STEWARD

Louis is a mulatto from New Orleans and is charged with handling the lowest details on the ship; kitchen duty, cleaning, and waiting on the officer's tables are just some of his daily duties. On the other hand, he is well-liked by the Captain and the crew, and they afford him a respect usually not offered to one of his position. Louis knows a certain amount of Voodoo lore that he learned while growing up in New Orleans and with his small Cthulhu Mythos knowledge might be able to make some obscure connections with the finds the expedition will probably make. Of course, someone in the group will have to think to ask him; he would never offer his opinion.

Louis is also aware that for reasons unknown to him, Gobineau intensely dislikes him.

STR 12 CON 14 SIZ 14 INT 14 POW 14
DEX 13 APP 13 EDU 8 SAN 64 HP 14

SKILLS: Cthulhu Mythos 6%; Occult 20%; Speak French 35%.

WEAPONS: Knife 65%.

THE CREW

The rest of the ship's company consists of eight common sailors. They do not play a vital role in the scenario but may be called upon to serve as guards or even volunteer to journey with the expedition to the interior.

SAILORS

	No. 1	No. 2	No. 3	No. 4
STR	8	14	15	15
CON	6	12	12	11
SIZ	9	12	12	9
INT	12	14	16	14
POW	13	8	9	9
DEX	12	16	13	11
EDU	6	7	8	7
SAN	65	45	30	45
Hit Pts	10	14	14	12
	No. 5	No. 6	No. 7	No. 8
STR	9	8	16	14
CON	13	9	15	11
SIZ	13	11	15	13
INT	17	12	18	15
POW	6	13	12	7
DEX	12	10	9	6
EDU	8	6	7	7
SAN	30	65	60	35
Hit Pts	15	12	19	14

SKILLS: Climb 75%; Jump 75%; Swim 75%; Boating 75%.

WEAPONS: Fist 65%; Head Butt 70%; Kick 65%; Club 55%; Knife 50%; Pistol 45%; Rifle 35%.

the investigators to divide themselves among the two remaining cramped cabins. A person might request space with the mountaineers. They will gladly oblige, but let's hope the investigators can speak French and is in possession of a good sense of humor.

The voyage to the southeast coast will take a week. The conditions are crowded, water is at a premium (no showers), and boredom is a problem. The investigators can spend their time getting to know the different members of the team. The keeper can allow this time to pass quietly and quickly, or use it to develop some of the personalities aboard ship. The two younger Frenchmen are likely to go on a rampage of practical jokes, while Granger's drinking problem could become acute on the crowded ship. An investigator might witness a violent argument between Gobineau and Louis in loud French and Ethelrod's personality may begin to grate on everyone. Also there may be foul weather—investigators who have not earned their sea-legs may have to spend a certain amount of time hanging over the rail.

Facilities aboard the *Darlana* include a compact, but complete, chemical laboratory and the small library brought aboard by Mathieson. Any member of the team may have access to the library but it was chosen with space in mind and only covers certain essential topics. Due to this, these topics will have percentile limits on them. These percentiles represent the available knowledge in the library and the investigator must roll less than this number, as well as less than his Library Use skill, to successfully research a question. For example: The team has a geological question about the composition of the wall. If no one can answer it with a Geology roll, it must be researched in the library. The topic of Geology has a limit of 50%. If the researcher had a Library Use skill of 65%, his roll would need to be less than 50% to successfully answer the question. If his Library Use skill were 35%, he would need to roll less than 35 to successfully answer the question.

The library contains information on the following topics: Anthropology 75%; Archaeology 85%; Astronomy 20%; Botany 10%; Chemistry 80% (a large portion of this literature is contained in the chemical laboratory and was already aboard ship); Geology 50%; History 20%; Linguistics 65%; Occult 20%; Zoology 15%. Topics not listed are not contained in the library.

Additionally, Mathieson has stashed away a personal copy of the *Eltdown Shards*. This book contains what is purported to be an accurate translation of hieroglyphics found on fragments of broken pottery brought out of the interior of Greenland in 1903. The translation was made by a former associate of Ethelrod and it was questions regarding this translation that brought Ethelrod and Mathieson together in the first place. Both have read the book and though neither really knows what to make of it, they are convinced that the recent discovery in Greenland is tied to it. They, or course, have never expressed these theories to anyone else on the team. The *Eltdown Shards* contains the following three spells: Contact Formless Spawn of Tsathogghua; Contact Gnoph-keh; and Contact Tsathogghua.

The Wall in the Ice

The captain will not attempt to negotiate the fjord until

he is guaranteed at least four hours of good daylight to navigate by and will anchor off the coast until morning. This part of Greenland is badly charted and in the spring many icebergs are formed. Due to its Arctic Circle location, there is never a period of complete darkness in late spring and summer, just a long unbroken stretch of twilight as the sun travels along the horizon to serve as night. This does not provide enough light for accurate passage through unknown, dangerous waters.

It takes three hours to negotiate the twisting fjord back to its head where the huge rock is reportedly located. Though the fjord is at least a mile wide at all times, everyone on the ship feels hemmed in by the great walls of ice that rise to each side. Many icebergs, large and small, float lazily by.

As the *Darlana* rounds a last bend in the waterway, the object of the search suddenly comes into view, a scant two hundred yards from the bow of the slowly-moving ship. Nothing the team has heard has prepared them for the sight of this dark gray slab of massive dimensions and alien conception. At least three hundred feet long and over two hundred feet high—the Eskimos' estimate was short of the truth. They were correct in the description of the human figure wielding a short curved sword and bending over a slain animal. This figure is in the center of the object but upside down. The whole thing appears to be a wall or portion of a greater wall that has been turned and rolled over by the glacier to its present position, poised above the cold sea, upside down, and leaning outward a few degrees past vertical. Even upside down, it is obvious that the figure portrayed is unusual. Anthropology rolls show that the clothing is a type not known to any culture past or present and the facial features—the large, straight nose and the oddly lengthened earlobes—give the character an alien caste. Anyone viewing the massive object for the first time must make a successful SAN roll or lose 1 point. Any investigator making a successful Cthulhu Mythos roll will recognize the human being as fitting the description sometimes given of the mythical culture of Hyperborea.

As soon as the ship is anchored, Mathieson will have two of the small, wooden boats put over the side so the wall can be investigated at close range. Each boat will be rowed by two sailors and occupied by four members of the team. One boat will hold Mathieson, Granger, and Louis while the other will contain Ethelrod and Bhule. The remaining three places can be taken by any investigator who wishes to accompany the scientists.

From a distance it appears that the wall is one solid piece of rock, but upon closer examination, it is found to be comprised of individual blocks fused together by heat. The blocks themselves are of mammoth proportion, each measuring nearly ten by twenty feet. The individual blocks are covered with distinctive hieroglyphics of an unknown type. The top of the inverted slab reaches nearly as high as the glacier behind it and the wall forms almost the entire head of the slowly moving mass of ice. From above, ice melted by the sun-warmed stone forms a constant rainfall that will dampen the clothing (and spirits) of anyone spending much time around the stone. After a short visit, the boats will return to the ship where Mathieson and Ethelrod will confer on how to best deal with the gigantic artifact.

The Plan of Mathieson and Ethelrod

The two scientists have decided that the mountain-climbing team will be charged with scaling the wall and constructing a series of rope scaffolds that will allow members of the scientific team to cling to the surface of the wall and make hand-copies of the writings. This may prove difficult, but rubbings or other transferring procedures will not work here, due to wind, dampness, and the corroded surface of the stone. Mathieson and Ethelrod will stay aboard ship and attempt to translate the material while the sailors provide boat transportation between the wall and the ship.

Investigators will be able to choose, on a daily basis, whether they wish to work on the wall, or work aboard ship, attempting to translate the writings that have been brought aboard. Procedures for either of these activities are given below.

Translating The Hieroglyphics

Any investigator succeeding in each of an Archaeology, Anthropology, and Linguistics skill rolls will succeed in translating some of the work. A Cthulhu Mythos skill roll may be used to replace one of the three requisite skills. Investigators may attempt this every day until the language has been deciphered. If left unaided, Mathieson and Ethelrod will manage a translation on the last day that the stone remains accessible. Without a translation, the team will have to copy the writings at random, not knowing which portions may be more significant than others. If an investigator can crack the code it will allow those making copies to choose parts that seem to contain more pertinent information.

The language is exceedingly complex, and the translation sketchy and crude, and even after initial translations are made it will still be impossible to simply "read" what is on the wall. The odd, mathematical form of the language requires a form of decoding, trying various formulae until one is found to fit. This is a long and tedious process, each block of glyphs written to a different variation of one of seven formulae. To complicate things further, the stone that the intricate glyphs are carved into is badly corroded making some of the characters indistinguishable from others. Hence, each block successfully translated is the product of hit and miss.

Working The Wall

This work is cold and hazardous but is the only activity to occupy an investigator's time if he is unable to help with the translating work. While no one will be forced to work on the wall, any young, healthy, male investigator will be considered something of a shirker if he doesn't spend at least some time here.

Anyone clambering up the catwalks constructed by the mountain climbers will find them ice-coated and slippery. Each member of the team is required to wear a life-jacket and leather safety harness that clips onto the ropes. There is enough usable daylight every day for one investigator to completely copy one of the blocks that make up the wall. Investigators will find the hours spent to be very miserable indeed; the cold wind blows the misty rain falling from the top of the glacier back onto the scientists, while occasional heavy fogs suddenly engulf the workers, and then, as quickly, dissipate.

It is impossible to keep the ropes and the scaffolding free of ice. Twice per day, when climbing up, and again

when climbing down, the investigator will be required to make a Climb roll. Failure to make this roll will mean that the investigator has slipped on some ice and will need to roll his DEXx3% to regain his footing. If the DEX roll is missed, he slips off the catwalk but will (let us hope) be saved by the safety belt (which will deliver 1 point of damage from the sudden jerk). These leather belts are old and dry and there is a chance equal to the investigator's SIZx1% that it will snap, plunging him into the sea where he will be fished out by a sailor who is stationed below in a boat. Falling from this height will cause 1D6 damage. If this should occur to an investigator while traveling back down from the wall, he will probably be carrying a full day's worth of copied writings. If he fails his DEX roll after slipping, whether the belt saves him or not, he will drop his notes into the sea—a day's work wasted.

An investigator falling into the sea, for this or any other reason, runs a grave danger from shock and exposure. He will be quickly returned to the ship and put to bed to rest. The next morning, upon awakening, the investigator will be required to make a CONx5% roll or find himself afflicted with a severe cold and unable to work outside for the next 1D6 days. If on the second day, the investigator fails a CONx5% roll, he will begin to show the first signs of pneumonia. There is medicine aboard ship, but it will require a successful Treat Disease roll to save the investigator from dying in 2D6 days. Up to three people can try one Treat Disease roll each.

Daily Events

In addition, the following events occur as scheduled below.

Day 1: The mountaineers scale the wall and begin installing the rigging that the scientists will be using.

Day 2: This is the first day that anyone will be able to make copies from the wall. The rigging is partially completed, allowing room for four transcribers.

Day 3: Sometime during the afternoon, while the transcribers are hard at work, a huge chunk of ice falls from the top of the glacier, and plunges toward the workers below—Bhule, Granger, the three mountaineers, and any investigators that may have chosen to work the wall this day. Anyone failing their Luck roll must succeed in a Dodge roll to avoid the plummeting block of ice. If he fails, he will be struck by the six-foot block and carried, along with whatever section of scaffolding he was on, into the sea. The body will not be recovered. If the Dodge roll succeeds, he will have managed to scramble onto a portion of the scaffolding that will remain after the block of ice has fallen. If any of the party looks to the top of the glacier, he will briefly see what appears to be four Eskimos standing at the top of the wall. A successful Anthropology roll will tell the investigator that there is something distinctively un-Eskimo about their facial features.

An investigator who has chosen to stay aboard ship this day (and makes a Luck roll) will be on deck when this event occurs and will witness the whole thing from the moment that the "Eskimos" first appear on top of the glacier. If the investigator thinks to grab a pair of binoculars (there are a few pair handy about the ship), he will be allowed time to train the glasses upon the figures atop the glacier. Through the powerful lenses he will see three humans dressed in garb similar to the Eskimos but posses-

sing unusual physical features: large, long noses and earlobes of exceptional length. These men will retreat soon after pushing the block over and if the investigator aboard ship goes to get binoculars or a weapon after the block has fallen, he will return to find that the mysterious men have vanished inland.

Work on the wall will resume the following day, but from this point on, one of the mountaineers (or sailors) will be posted at the top to the glacier with a rifle in hand.

Day 4: This day passes uneventfully.

Day 5: Late in the day, but while characters are still involved in the process of transcription, the wall, with a terrible groaning, splintering sound, will suddenly tilt forward a few more degrees and then quickly drop three feet straight down into the sea before coming to a stop with a sudden jerk. No injuries occur, but anyone on the wall at this time will be required to make their SAN roll or lose 1D2 points from fear.

That night, Mathieson and Ethelrod call a meeting of the expedition members and express the feeling that the wall has possibly become too unsafe to work on. On the other hand, the scientific discoveries that could be made from continued examination may prove of tremendous importance. Therefore, he is leaving it up to individual members of the expedition to make their own choice regarding this now, more than ever, dangerous enterprise. Mathieson will recommend that the wall not be approached again. Bhule, badly frightened by the shifting of the wall, will decline to work on it again, but Granger and the mountaineers are willing to continue. Investigators will have to make their own decision.

Day 6: This day passes uneventfully.

Day 7: Early in the morning, while the sun is shining brightly, the huge wall of stone shifts once again. Anyone on the wall this day will receive one warning shock that should let them know that it is time to leave. Before a minute is up however, the wall breaks loose from the glacier and, with a deafening, grating noise, slide directly down into the green water. Any investigator on the wall will be required to make a Climb roll to get off the wall in time, either helped to the top by the mountaineer stationed above, or into the boat manned by the sailor. Anyone missing this roll will be plunged into the sea along with the immense wall and be required to make an additional Luck roll. Success means the character is plucked from the freezing water by the boat (with the deleterious results mentioned earlier) while a missed roll means that he has perished.

Clues Found On the Wall

The huge wall contains a number of clues for the investigators, but how many is determined at least partly by luck. Each day, each investigator working on the wall will be able to transcribe one potential clue. Upon later translation, the writing chosen proves to be of value only on a result of 1 on a D6. If the roll is unsuccessful, the translated material is meaningless to the party. Transcriptions made after a breakthrough in translating the glyphs has been made will prove of value on a roll of 1-4 on a D6. This reflects the fact that, with some knowledge of the language, members of the team can choose writings that seem to contain more relevant material.

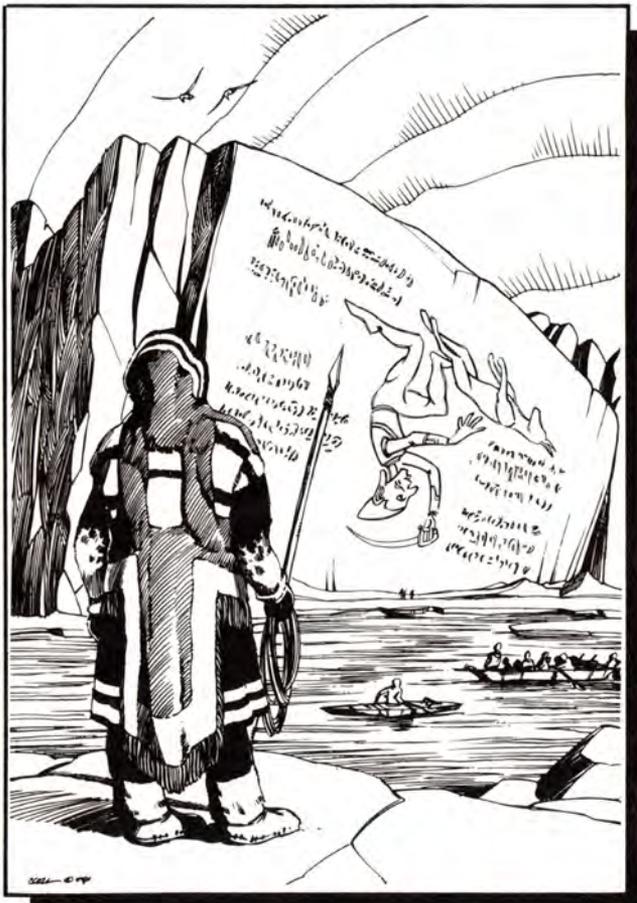
It is therefore essential that players keep a record

of the transcriptions made and if they were made before or after the writing was translated. If one of the investigators does not make the first translation, it will not be accomplished by Mathieson and Ethelrod until after the stone has fallen, causing only 1/6 of the translations to be of significance.

After the translation, at least one clue is provided even if none of the transcriptions contain significant material. This one clue identifies this wall as part of a city. According to figures given in the writings, this city would be located to the south and possibly about sixty miles inland. With this information in hand, Mathieson and Ethelrod will propose that the team voyage to the town of Godthab (located on the southwest coast) and outfit themselves there for an inland expedition. It will be put to the vote, but unless some investigators dissent, the resolution will pass unanimously.

If some of the other transcriptions contain clues, they may be chosen (or rolled randomly) from the following list:

1. This clue reveals the name of the city, Commorium, built by people who have migrated south from a place called Mhu Thulan. A successful Cthulhu Mythos roll will tell the investigator that Mhu Thulan was part of lost Hyperborea.
2. A description of Commorium, telling of its many parks and gardens. A successful Botany roll will reveal that the described plants could only be prehistoric cycads and palms.
3. This reveals that the people built their city on or near the ruins of another, older civilization.



4. "Commorium was built upon the children of Zoth-Aqqua!" is the only understandable portion of this transcription.

5. This tells of an ancient temple, square in shape and of prehuman origin, that stands near the peak of a mountain that borders Commorium. A successful Cthulhu Mythos roll will indicate that the described temple resembled those attributed to Tsathogghua.

6. This transcription tells of a six-legged horror sometimes seen in the vicinity of a prehistoric building on a nearby mountain. A successful Cthulhu Mythos roll may hint that the beast is a Gnoph-keh.

7. This mentions that a "hideous, formless guardian hides in the temple on the mountain."

8. This is a spell, Contact Zoth-Aqqua. A successful Cthulhu Mythos roll will identify this being as Tsathogghua. An INTx5% roll is needed to decipher the spell, and only those that can translate the glyphs can try.

9. Another spell, this time Contact Servant of Zoth-Aqqua (Contact Formless Spawn of Tsathogghua). A successful Cthulhu Mythos roll will also clarify the name of this spell and being. An INTx5% roll will decipher the spell, and only those that can translate the glyphs can try.

10. This inscription says that if one wishes to visit the ancient temple on the mountain, he will be required to speak with "the Servant within."

The keeper may draw additional clues from the "History" section at the beginning of the scenario.

Godthab, Greenland

The voyage around the southern coast and back north to Godthab on the west coast will require five days sailing time. Anyone capable of translating the writings can spend their time translating one clue per day. The ship will anchor in the bay and investigators wishing to go ashore will have to ride to the docks in one of the small boats manned by the sailors.

This town has a population of slightly less than two thousand people, almost all Eskimo. A few of the buildings are made of imported wood (there are very few trees on Greenland), and most are Eskimo huts of stone and turf. Downwind is the blubber-boiling establishment, its many racks filled with drying fish, seal, and walrus skins. Eskimos can be seen along the shore, preparing skins or repairing fishing boats, and on the streets of the town, carefully picking their way through the deep spring mud. The occasional person of Scandinavian descent can be easily recognized among the shorter, stockier Eskimos.

As soon as the boats make shore, Mathieson and Ethelrod will go to the large building housing the government inspector, or *colonibestyryer*. There are only two such inspectors in the whole of Greenland. Besides representing the Danish government, they also act as magistrates, settling disputes, dividing inheritances, etc. There is no police force. The investigators may accompany the two men to the government office, or strike out on their own. Godthab is the largest settlement in Greenland (it has one of only four operating wireless stations in the country) and there are several "public" buildings the investigators could look into. It will take Mathieson and Ethelrod four days (or maybe longer) to prepare the expedition and the

investigators will be allowed to spend their time as they wish. Investigators not desiring to accompany the team to the interior will have to wait behind in Godthab or aboard the *Darlana*.

The Government Office

This, the second largest building in Godthab, houses the wireless, the government records, and the office of Sven Bjerke, colonibestyrer, along with his assistant, Nels Osterburg. Only Bjerke speaks English but both men will warmly welcome the members of the Miskatonic expedition and will be more than happy to answer any questions the investigators may have about Greenland, Godthab, or the Eskimos.

The General Store

Denmark operates a monopoly in trade with Greenland and the general store is administered by a Dane named Oleg. The store carries supplies that would be useful for someone living in Greenland; canned foods, metal knives and gardening tools, rifles and ammunition, and even a few pairs of snowshoes, though most residents make their own. Anything more exotic than this is not found here. If an investigator attempts to purchase something, he will discover (if he hasn't found out earlier) that Greenland has its own currency and an exchange at the government office will have to be made. Once the exchange is made, the investigator will find that he has to pay approximately double normal prices for anything. The prices are set by the state and are, in part, to help offset Greenland's annual deficit. An investigator may believe the man is overcharging him, something Oleg will consider an insult.

Newspaper Office

This is one of two monthly newspapers published in Greenland, both of which are written in Eskimo. The one-man operation is run by an Eskimo who speaks no English but Speaks Danish at 25%. He will allow investigators access to the files if they can communicate the request. It will of course require a successful Read Eskimo roll and a half day's time to go through the files (Bhule could be of help here) but the old papers contain nothing of interest other than a story about the discovery of an old Viking settlement near Godthab two year ago by Nels Petersen, the local schoolmaster, and the excavation he is conducting.

The School

The one-room wooden building that is the public school is filled to capacity four hours a day, four days a week. Education is not compulsory, but the teacher is popular with many of the children and their parents.

The schoolmaster's name is Nels Petersen, only child of a Danish father and an Eskimo mother. Nels was educated in Copenhagen, but returned home to Godthab to teach school. While in Copenhagen, Nels studied archaeology and upon his return to Greenland set out to locate and excavate some of the many Viking ruins in the area around Godthab. For the past few years, he has been excavating a village thought to have been founded one of Erik the Red's original companions.

Nels is impressed by the international scientific team and, if not contacted by someone from the team, will seek

out Mathieson on his own and introduce himself. If the investigators do not make the initial contact, Nels will not gather up the courage to approach the eminent Professor Mathieson until the expedition to the interior has departed Godthab.

Nels is more than happy to share his finds with the group and will show them the two pieces of runic stone bearing the lost saga of Erik the Red (see "The Greenland Papers 2") along with several other items discovered in the same area. He has accurately translated the two sections of the stone (sections 2 and 3) and believes that other pieces of the stone probably lie buried somewhere in the site.

If the investigators fail to take up this vague offer from Nels, he will present it again to Mathieson after the expedition has left. If the writings taken from the wall have all been successfully translated, Mathieson will take this opportunity to explore the dig and will try to interest any investigators remaining behind to help him.

Nels will gladly show the group to the site, located a mile northeast of town.

The Seminary

This large wooden building houses the local minister, eight students, and one clerical teacher. It is located next door to a simple, wooden church. Graduates of this institution are sent to Copenhagen to be ordained.

The minister is Danish and speaks no English but if someone can communicate with him while making a successful Oratory or History roll, he will show off the collection of old books housed in his small office, some of which were brought here by Hans Egede who formed the first modern settlement in Greenland in 1721.

This library is very small but contains a number of older books in Latin and other, more modern languages, most of the pertaining to the history of Denmark and Greenland. If an investigator can read Dutch or German, his attention may be attracted to a slim volume in obviously bad condition. If the investigator reads this book, he will discover that it is a portion of a journal belonging to a Dutch clergyman who, at the time of the writing, was accompanying a Dutch whaler hunting off the shores of

OLEG ULFSSON

A friendly man and a lifelong native of Greenland, the proprietor of the trading post can supply the investigators with information on Godthab or the Eskimos of the area. He is aware of the work that the schoolmaster is conducting in regards to the old Viking site near the town, but will not think to bring it up unless the investigators bring some related topic into the conversation first.

If the investigators have made contact with Oleg, on the second day of the expedition's visit to Godthab, the storekeeper will seek them out to invite them to an Eskimo "song duel" to be held that afternoon on the outskirts of town.

STR 12 CON 14 SIZ 15 INT 12 POW 11
DEX 9 APP 10 EDU 9 SAN 55 HP 15

SKILLS: Accounting 70%; Anthropology (Eskimo culture only) 55%; Bargain 65%; Camouflage 10%; Credit Rating 85%; Electrical Repair 10%; Hide 55%; Mechanical Repair 20%; Pick Pocket 05%; Read/Write Eskimo 65%; Sneak 25%; Speak English 25%; Speak Eskimo 75%.

The Journal in the Seminary Library

This slim book, now badly worn with loose pages, was first brought to Greenland in 1721 with the first of the second wave of Scandinavian colonists. It is part of a collection of material pertaining to the first Viking colonists and their subsequent disappearance.

It was written by Pieter de Holst, a Lutheran pastor, aboard a Dutch whaler that briefly set ashore on the frozen coast of Greenland in 1540. Most of the journal is an uneventful day-to-day record of the ship's years-long voyage, but the two or three pages pertaining to the landing on Greenland are of special interest. It will require a successful Read Dutch (or one-fifth of a Read German) to discover the information in "The Greenland Papers 1" (see the handouts section).

Greenland in 1540. Most of the journal is mundane, but the later pages contain a record of events not recorded in the standard histories.

The Viking Village Site

At the site, Nels Petersen has marked off what appears to be the foundations of several buildings and has begun preliminary digging in a few spots. Making the work considerably more difficult is the glacier, now nearly a mile away, that has advanced and retreated from this area, churning up the ground and making accurate identification of structures difficult.

For each full day an investigator spends digging and sifting through the dirt, he will have one chance of discovering an artifact of significance. This chance is equal to the investigator's Archaeology percentile or POWx1%, whichever is higher. If an investigator makes a successful roll, he will discover either a fragment of the runic stone or some other object chosen from the following list, either by keeper's choice or randomly selected.

1. A badly rusted metal axe head. A History or Archaeology roll will identify it as Viking.
2. An Indian arrowhead. An Anthropology roll will identify it as a type used by the Indians of eastern North America—a souvenir of the Viking expedition to America.
3. A small odd skull. This is the skull of a Skraeling woman. An Anthropology roll will reveal that there is something odd about it but it will not be identifiable unless the team has had close contact with living Hyperboreans.
4. A Viking skull.
5. Remains of a wooden chair (Idea roll to identify).
6. Remains of a wooden chest (Idea roll to identify).
7. Remains of a wooden barrel (Idea roll to identify).

The Lost Saga of Erik the Red

This story can be found written on fragments of a runic stone buried in Nels Petersen's Viking village site (see "The Greenland Papers 2"). Each of the three sections represents a discovered portion of the whole stone. If Read rolls are successful, it will be the responsibility of the investigators to try to put the whole story together from the bits and pieces that they may discover.

8. Remains of a wooden loom (Idea roll to identify).

9. Remains of a wooden sled (Idea roll to identify).

10. A flat piece of stone with a map scratched on it. It shows Iceland, the southern coast of Greenland, and a long, jagged coast to the west that must be North America. Just north of Cape Cod, the coast is marked with an "X" and some runes. If the runes can be successfully read, it will be revealed as "mermaids."

The Eskimo Song Duel

This will occur on the team's second day in Godthab. The investigators will not be aware that the event is taking place unless they have made contact with Oleg or the schoolmaster, either of whom will invite them to the event. Should the investigators learn of it only when the shouting and cheering begins, by the time they make the half-mile trek to the location of the event they will be too late to witness anything, the victor already declared and the Eskimos beginning to disperse.

If invited to the duel by Oleg or Nels, it will be explained to the investigators (if Anthropology rolls do not indicate that an investigator already knows what it is) that this is an Eskimo method of resolving conflicts between tribe members and in Greenland it is applied to all offenses and disputes except murder. It is the main reason that no police force is required in Greenland.

Their host will explain that today's duel is over a minor matter—one of the men accuses the other of slander—but will be conducted in the same manner as any other duel. The two men face each other in a large circle described by the members of the tribe and take turns insulting and

THE GODTHAB ESKIMOS

It is thought that the Eskimos first entered Greenland from northern Canada between 1000 and 1400 AD. Calling themselves *Inuk* (plural: *Inuit*), most Eskimos share a similar culture and, with the exception of a few small groups in Siberia and Alaska, speak mutually intelligible dialects. The word Eskimo is a Jesuit corruption of the name the North American Indians gave them, *eskimantski*, meaning "eaters of raw meat."

The Eskimo has earned a reputation for fairness and generosity noted by even the first missionaries to contact them. Sharing with others of the family or tribe is natural for them, without requiring thanks or payment but with only the mutual understanding that whenever necessary, the act will be reciprocated. The Eskimo well-understand the fact that sharing strengthens the community, and a member not disposed toward this attitude will quickly find himself ostracized by the tribe.

Crime is still a problem in some Eskimo communities, one of the more common offenses being that of a jealous husband committing murder. In Alaska and Greenland all offenses less than murder are judged by song duels, while in the case of homicide, an executioner is appointed by the tribe who then, with the approval of the family of the accused, hunts down and slays the offender. Because of the efficiency of these methods, Denmark employs no police or law-enforcement agency in Greenland.

The Eskimos of southwestern Greenland are the most Europeanized, having been in contact with the continent for hundreds of years and lately becoming the recipients of support from the Danish government who helps to bolster their economy. The average resident of Godthab has a 30% chance of Speaking Danish with (20 + 1D20)% ability.



P. 1982 © 84

THE ESKIMO SHAMAN

First seen by the investigators at the Eskimo song duel held in Godthab, this man appears to be in his late twenties or early thirties. Although Eskimo shamans rarely dress differently than the norm, this man will stand out from the crowd standing slightly apart, leaning on a crutch made of whale bone. He will silently watch the duel, and then, at its conclusion, turn and limp slowly back to his hut, set slightly away from the rest of the town.

If an investigator should choose to attempt to interview the shaman, he will find that the man speaks only Eskimo. If Oleg or Bhule is along to translate, they will be able to communicate but find that the shaman has little to offer the group in the way of aid or information, but will state flat out that he could answer some of their questions if they would bring him a bottle of "spirits." He will claim that the consumption of alcohol aids his "visions."

Anyone coming in close contact with the shaman will not be able to help but notice his abnormal physical condition. The right side of his body seems to be partially paralyzed, as is the right side of his face. If Oleg is questioned about this he will tell the investigator that the shaman has been known to suffer attacks or fits during his "visions." After gaining the above information, an investigator making a Diagnose Disease roll will recognize that the shaman has had a stroke and suffers from epilepsy. A successful Anthropology roll will tell the investigator that a man suffering from a malady such as this is quite often chosen by Eskimo tribes for the role of shaman and the man is held in great respect by his people.

Neither Mathieson nor Ethelrod, if either happens to be present, will allow any of the expedition members to bring alcoholic beverages ashore. It is strictly forbidden in Greenland and they do not wish to offend the local administration in any way. Either Bhule or Granger will be willing to go along with smuggling the Eskimo some alcohol and Oleg would not mind sharing a few pulls off a bottle, but the risks are considerable.

If the shaman should be supplied with a bottle—and he will want an entire bottle for himself—he will begin drinking immediately, quickly growing friendly with the people who supplied him. Once under the influence of the alcohol, he will be able to supply the investigators with the following information—if they ask the right questions.

The shaman knows the true origin of the "orange hair" insult and will explain it in the following manner: When his people first came to this land from the west, they found people already living here, though few in number. It was from these people that the Inuit first learned of the insult of orange hair. When they questioned this strange people, they were told that it referred to a strange, man-like beast that lived in the highest, coldest mountains, and had lived there since before man. These beasts were said

to be covered in coarse, orange hair and once lived in a great city in the mountains, but this was long destroyed even then. The strange people themselves had once lived in great cities that covered the land, but with the coming of the long cold, most had died. They were the last few faithful of Kulu who had chosen to stay in their homeland. These people also warned the Inuit of another race of beings who had recently come to the far shore of the land. These people were red-haired and yellow-haired and very fierce. The odd people told the Inuit that they had tried to call their god Kulu to drive them off, but this failed and they were forced to migrate to the western shores.

The Inuit shared the shore with the strange people, but when they saw human sacrifice in their rites to the god Kulu, the Inuit drove them back into the mountains from which they never returned—though legend holds that they, and the orange, furry beasts, still live in the wind-swept heights.

If asked to describe these people, the shaman will tell them that they were said to be short, less than five feet tall, and of light complexion, almost white hair, and gray or straw-colored eyes. They dressed much as did the Inuit.

As the story wears on, the shaman will get drunker and drunker, eventually becoming incoherent, but at the same time more caught up in his story, occasionally grasping an investigator by his coat and drawing his face close to his own, babbling long strings of nonsense with alcohol-laden breath. If the investigator puts up with this behavior for about thirty minutes, the shaman will pass out and sleep peacefully until the next morning. If they should leave before he falls asleep, he will grow restless and wander into town where he will get into some kind of minor trouble.

If for this or any other reason it should come to the notice of the colonibestyler that the expedition has brought alcohol ashore (and he will know that this is the only possible source) he will call Mathieson into his office and threaten all sorts of actions against both him and the University. Mathieson will be able to calm the man, but only by promising to confine the guilty party to the ship for the rest of their stay in Greenland. It will be possible for one of the guilty members to take full responsibility for the offense and therefore be the only one confined to the ship. This investigator (and it will not be either Bhule or Granger, they will not confess unless implicated) has only one chance of getting his confinement rescinded; he will have to explain his actions personally to the colonibestyler while making a successful Oratory roll in Danish. If successful, the inspector will relax the "sentence" and the investigator will be allowed ashore once more. Otherwise, he will be out of action for the rest of the adventure.

STR 10 CON 7 SIZ 9 INT 13 POW 16
DEX 6 APP 7 EDU 12 SAN 55 HP 8

SKILLS: Anthropology 25%; Botany 35%; Cthulhu Mythos 10%; Occult 25%; Psychology 65%; Zoology 35%.

berating each other in song. No comment is too personal nor any facet of the opponent's life or family too sacred for use in the duel. As each opponent finishes his song, the crowd cheers in approval. As the duel wears on, the crowd will begin to side with one or the other, eventually, through unanimous approval, declaring one of the men the winner. The duel is over, justice served, and the matter is considered finished. Any continuation of this same dispute is looked upon with strong disapproval by the other members of the community.

It is unlikely that any of the investigators understand Eskimo and will require someone to interpret for them the improvised lyrics of the songs that they hear. The insults will be many and varied, but one in particular will be used once or twice by each of the men: a derogatory reference about the opponent's "orange hair." If Oleg or Nels is asked about this seemingly odd insult, they will reply that it probably originated as a derogatory reference

to the first Vikings but, with the passing of time, it has taken on a general meaning of 'stupid' or 'ineffectual,' and should not be taken too literally.

If at any time an investigator should announce that he is carefully looking over the assembled crowd of nearly two hundred Eskimos and makes a Spot Hidden, his attention will be drawn to the Eskimo shaman standing slightly apart from the crowd. Everyone in Godthab recognizes the shaman and will identify him and his home if asked.

The Expedition To the Interior

Ethelrod is in charge of this phase of the adventure and has already chosen the three mountaineers, Bhule, and Granger to accompany him. (At the keeper's choice, Ethelrod may wish to add additional force to the expedition in the form of sailors armed with rifles.) On the second evening that the ship is in port, Ethelrod will call a meeting and, after announcing that the planned

expedition will include the above named people, make the following statement:

“Professor Mathieson, for reasons of health, will remain here in Godthab. Any other members of the team who think they might wish to accompany the expedition to the interior should be well advised to the strenuous physical requirements of such an undertaking. The central plateau is cold and windswept and Phillippe assures me that there may be some climbing of glaciers or rock outcroppings involved in reaching our goal. We cannot discount the possibility of violence directed toward us. Our own experience shows us that there may still be pockets of primitive Eskimos hostile to outsiders.”

Ethelrod stands up from the table. As he gathers the papers scattered in front of him, he adds:

“Anyone still of a mind to join us must meet at the foot of the glacier north of town at daybreak for a requisite day’s training in climbing procedures with our friends from France. Thank you, that will be all.”

Ethelrod will then leave but may be approached later if an investigator feels that he needs more details before making a decision. Ethelrod will try to discourage any member of the team that he does not feel is as healthy and fit as he should be, and will try to make the expedition sound as tough as possible. However, Ethelrod will not deny the opportunity to any fit individual who truly desires to accompany them.

The Training Session

The mountaineers will start the session with the three scientists who have had some mountain-climbing experience and any investigator with a Climbing skill above 75%. They will be shown some specific techniques to be applied to the scaling of ice and rock. At the end of this short session, they will be allowed to leave along with Ethelrod, Bhule, and Granger, while the beginners remain for their session.

The beginners start by being shown some basic skills followed by sessions on the ice face that the mountaineers have selected as a training site. The Frenchmen have spent some time setting up three separate “courses,” each of varying difficulty, for the novice climbers to practice on, complete with safety ropes firmly secured at the top of the glacier to prevent injury. One of the mountaineers will remain stationed at the bottom to shout and encourage, while two will be at the top working the safety lines.

Any investigator completing the instruction will be awarded with two experience checks in his Climb skill, which he can take immediately.

The Expedition To the Interior

The expedition will leave on the morning of the fourth day that the team is in Godthab. They will be on snowshoes and outfitted with proper cold-weather garb, sunglasses, tents, sleeping bags, tools, provisions, and other supplies assembled by Ethelrod and the mountaineers. The journey to the temple is expected to take five days. Events on specific days are as follows:

Day 1: Nothing eventful occurs.

Day 2: In the early afternoon the party faces an easy climb requiring only one Climb roll. The mountaineers will scale the wall first, picking the easiest route, and then, after reaching the top, install safety lines for the less

experienced climbers waiting below. The climb consists of about 50 feet, but the difficult section (the one requiring the roll) is 30 feet above the ground. If, while attempting to negotiate this tricky section, an investigator should fall, the safety rope supporting him may pull loose from the ice above with disastrous results. Match that investigator’s weight against the attached safety rope’s STR of 20 on the resistance table. The mountaineers will be at the top to keep an eye on the safety ropes, but it will be impossible for one of them to stop a falling investigator if the rope should pull loose. Damage from falling is 3D6 normally, but an investigator falling can attempt both a Luck roll and a Jump roll. A successful Luck roll will mean that the investigator has fallen into snow, reducing the total damage by 1D6 points. A successful Jump also reduces damage by 1D6. Any investigator with 4 or more points or damage after First Aid is applied is considered disabled (sprained ankle, dislocated shoulder, etc.) and unable to continue with the group. He will be left with a tent, provisions, and possibly an armed companion if badly injured, to be picked up by the team upon their return.

At the top of the climb, the team will discover four sets of footprints in the snow. The footgear worn is of a primitive nature, but an Anthropology roll will identify it as non-Eskimo in origin. The team will be able to follow the tracks only a short distance before they disappear.

Day 3: Late this morning, the investigators will see atop a nearby ridge nearly three hundred yards away, four figures outlined against the sky. All investigators will briefly see the figures.

Day 4: This day will begin with another difficult climb. This nearly-vertical wall of ice-covered rock is 110 feet high and contains two difficult sections, each requiring separate Climb rolls. Admittedly, the obstacle could be circumnavigated by traveling to the west and around it, but this would require an extra day’s time, so the decision to climb the wall is made. The first hard place is 40 feet above the ground and falling investigators whose safety ropes break will take 4D6 damage (possibly reduced by a Jump or Luck roll). The second difficult section is at 80 feet, possibly causing 3D6 damage. In any case, see “Day 2” for details on falling from the icy wall.

Later that day the group will come across some large tracks in the snow, badly melted and deformed by the sun. A Cthulhu Mythos roll will identify them as belonging to a moderate creature of the Mythos.

That night, while camped, any investigator in the group that makes a successful Listen roll will detect the sound of strange chanting drifting in the wind. If the team does not locate the source of the chanting (it will require two additional successful Listen rolls to follow the sound to its source) they will, after a time, be attacked by a Gnophkeh. If the investigators track down the source of the chanting, they will find four Hyperboreans huddled in a low spot in the snow chanting their terrible spell.

Day 5: Near mid-morning, the expedition will pass between two mountain peaks, signifying that they are drawing near the presumed location of mysterious Comorium. Past these peaks supposedly lies a great, once-fertile valley, and across this valley, another range of mountains.

As the team reaches the highest point of the pass

THE HYPERBOREANS

These four men are among the last members of a once great race that built a fabulous culture that rose and fell before the dawn of recorded history. Masters of magic, science, and art, the heritage of these people was passed down to the lands of Mu and Atlantis and eventually found its way to ancient Egypt. *The Book of Eibon* was written by a great wizard who lived in Mhu Thulan in Hyperborea.

Small and slender, none of the Hyperboreans are more than five feet tall. Their hair is light blond to white and their eyes are gray or straw-colored. They have large, straight noses, and earlobes longer than most humans. Their clothing is similar to that of the Eskimos, and at a distance it may be difficult to distinguish between the two.

The Hyperboreans have spent centuries living in the wilds of Greenland, first on the coasts where they worshiped their deity, Kulu, then later, after the coming of the Vikings and the Eskimos, on the rugged central plateau. Here they were not only forced to compete with the last of the primitive Voormis, but also had to endure the rigorous climate. Over the centuries, their numbers have continued to dwindle.

They now have a stone-age culture, carrying spears and knives chipped from rock. With these primitive weapons and a few arcane spells they will try to keep the expedition (or anyone else) from reaching the temple to Tsathogghua. They still fear that, somehow, the Voormis will return. Consequently, they fear anyone who seems interested in locating the temple of Tsathogghua, and in particular, anyone with reddish hair.

The Hyperboreans realize that the team is far better armed than they and will limit their attacks to harassment and ambushes, fleeing at the first sign of danger. If cornered, they will fight fiercely to the death. If captured, they will not submit to their captivity nor will they respond to attempts to communicate with them. They will attempt to escape at every opportunity until successful or killed in the attempt.

YOUNG MAN 1

This is the largest and strongest of the Hyperboreans, brother to one and son of another.

STR 16 CON 17 SIZ 9 INT 13 POW 14
DEX 14 APP 12 SAN 55 HP 13

SKILLS: First Aid 55%; Listen 75%; Spot Hidden Object 75%; Track 60%; Camouflage 50%; Hide 75%; Sneak 55%; Climb 75%; Dodge 65%; Jump 65%; Throw 85%.

WEAPONS: Fist 70%; Head Butt 65%; Kick 55%; Stone Axe 85%; Thrown Axe 50%; Stone Knife 65% (Parry 45%); Spear 75%; Thrown Spear 60%.

DAMAGE BONUS: 1D4.

YOUNG MAN 2

STR 14 CON 15 SIZ 8 INT 15 POW 15
DEX 15 APP 13 SAN 75 HP 12

SKILLS: First Aid 85%; Listen 75%; Spot Hidden Object 75%; Track 80%; Camouflage 65%; Hide 75%; Sneak 75%; Climb 80%; Dodge 80%; Jump 80%; Throw 75%.

WEAPONS: Fist 65%; Head Butt 65%; Kick 45%; Stone Knife 55% (Parry 55%); Spear 70%; Thrown Spear 45%.

THE OLD MAN

This is the father of the two younger men. His wife, the last Hyperborean woman, died thirteen years ago and it is he who most realizes what this means his people. The old man is not as healthy as the two younger men, but if cornered and forced to give battle, he will leap to the front with a berserker-like scream and fight with unexpected ferocity, striking twice every round instead of once. Even if injured beyond his hit points, he will continue to fight for two additional rounds, before dropping dead.

STR 11 CON 14 SIZ 7 INT 15 POW 15
DEX 10 APP 9 SAN 32 HP 11

SKILLS: First Aid 85%; Listen 85%; Spot Hidden Object 80%; Track 85%; Camouflage 80%; Hide 85%; Sneak 65%; Sing 35%; Climb 65%; Dodge 63%; Jump 55%; Throw 55%.

WEAPONS: Fist 60%; Head Butt 70%; Kick 35%; Stone Knife 65% (Parry 65%); Spear 60%; Thrown Spear 55%.

THE HYPERBOREAN SHAMAN

This is the last Hyperborean priest of the god, Kulu. He will lead the other Hyperboreans in the chanting to Contact a Gnoph-keh. He is middle-aged and will stand out from the others at close range due to the brightly-colored designs on his clothing.

STR 10 CON 13 SIZ 6 INT 14 POW 17
DEX 11 APP 9 SAN 00 HP 10

SKILLS: Cthulhu Mythos 23%; First Aid 65%; Occult 25%; Pharmacy 15%; Zoology 35%; Listen 85%; Psychology 75%; Spot Hidden Object 35%; Track 55%; Camouflage 50%; Hide 75%; Sneak 65%; Sing 75%; Climb 75%; Dodge 55%; Jump 65%; Throw 65%.

WEAPONS: Fist 55%; Head Butt 45%; Kick 55%; Stone Knife 55% (parry 50%).

SPELLS: Contact Deep Ones; Contact Spawn of Cthulhu; Contact Cthulhu; Contact Gnoph-keh; Dread Curse of Azathoth.

The shaman has rarely used any of these spells in his lifetime. The Deep Ones have long departed, and Kulu has never come to him in his dreams. A Spawn has not been contacted since one sank several of Erik the Red's ships centuries ago. He will call the Gnoph-keh in an attempt to get it to attack the party, but unless cornered by the party, he will never venture close enough to use the Dread Curse of Azathoth.

NOTE: If killed or captured, an examination of the designs on his clothing will show them to have an underwater motif, complete with odd, octopoid beings dwelling in towering structures amidst dolphins and other sea creatures.

between the peaks, the far mountain range will come into view: a half-dozen rocky pinnacles that thrust up through the vast, wind-swept valley of Commorium. The team will realize that this ice must be a thousand feet thick!

Contact Gnoph-keh Spell

This spell costs 6 Magic points to cast along with a loss of 1D3 SAN points. The spell is only effective if cast in one of the few places in the world where the Gnoph-keh is known to exist. The spell must be successfully Sung, and before doing so, the caster must build a small effigy of the beast from ice and snow. In all other respects, this spell is identical to other Contact spells.

If one of the investigators makes a Spot Hidden roll while scanning the smooth flats before them, he will notice a large, circular, dark spot in the ice halfway across the valley. It can occasionally be made out when the swirling snow blows clear for a moment. Additionally, if an investigator should scan the far mountainsides with binoculars or similar instrument, he will notice a square building, possibly built of stone, standing on the lower part of the tallest peak, not far above the plain of ice. It will require one hour to travel across the slick ice to where the dark spot is, and an additional hour to continue on to the building seen on the side of the mountain.

The Tower in the Ice

The dark spot in the ice is approximately forty feet in

THE GNOPH-KEH

If the Hyperborean shaman's spell is successful, the beast will come to him. At this time the shaman will be required to make a Luck roll to convince the monster to attack the investigators. If the shaman is unsuccessful, the beast will attack and kill him and then turn on the rest of the Hyperboreans. With or without Listen rolls, the investigators will be able to hear the screams of dying humans accompanied by decidedly inhuman roars and howls. If the investigators go to check the source of the noise, they will find the mangled bodies of the Hyperboreans lying a short distance away in the blood-stained snow of a small hollow. Seeing this will cost any investigator failing his SAN roll 1D6 points, and 1 point even if he makes the roll. The Gnoph-keh will be lurking in wait and if none of the accompanying investigators makes a successful Spot Hidden before traversing the fifty feet to where the bodies lie, the monster will attack by surprise. If the group leaves without approaching the bodies, the Gnoph-keh will secretly follow the investigators back to their camp, and then attack.

If the Gnoph-keh attacks the investigators' camp, it will do so in the following manner: it will first expend 2 magic points to lower the surrounding temperature by 40 degrees and then quietly approach the camp. It will surprise the investigators only if their Listen rolls fail, otherwise its approach will be heard and the investigators will have 2 rounds in which to prepare themselves.

This Gnoph-keh knows no spells and will first attack a chosen victim directly with its horn. If the investigators should react physically, it will employ as many claws as possible to strike down the offending humans. If assailed by gunfire, it will expend another magic point and create a blizzard to blind its opponents. If the Gnoph-keh should lose half its hit points to damage, it will flee; if not, it will stay to ravage until all are dead or in flight. Once the camp is empty, the Gnoph-keh will follow the track of one of the investigators. If the chosen investigator is insane or, if sane, fails his Luck roll, he will be followed by the beast until it catches up

with him and most likely kill him. The monster will then wander off, not to be seen again.

Investigators scattered by the attack will probably be able to salvage enough equipment to continue. Those who fled the scene while insane will perish in 24 hours unless they are successfully Tracked down and rescued by other team members. Those recovering from their insanity in less than 24 hours will be able to find their way back to camp if they can trace their trail with a successful Track roll or, failing this, an Idea roll.

Investigators who did not go insane might return to camp to find the tracks of their less-fortunate comrades leading off in several directions. The keeper should take precautions to make sure that those attempting to Track their lost friends are not as yet aware of the level of insanity each individual may be experiencing. This way they will not know if they are searching for an individual who will only be lost for an hour or one that will wander in a daze until he dies of exposure or falls off the edge of a glacier. The individuals to be Tracked might be identified by their shoeprints, but this will require successful Idea rolls. It will probably be quite obvious if the Gnoph-keh followed one of the investigators out of camp. Following this trail will lead quickly to the sight of the investigator's demise. Seeing his dismembered body lying about the snow will cost any investigator failing his SAN roll 1D6 points while a successful roll will still cost 1 point.

Bhule should definitely survive this experience and, if at all possible, continue the expedition to the temple to bring back information to those who wait in Godthab.

STR 33	CON 24	SIZ 32	INT 13	POW 13
DEX 13		Move 9		HP 28
<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>		
Horn Gore	65%	1D10 (+5D6 on first round, +1D6 on succeeding rounds)		

Claw (4)* 45% 1D6 + 1D6

*Will not use claws during first round of combat.

ARMOR: 9 points.

SAN LOSS: 1D10 unless the SAN roll is successful.

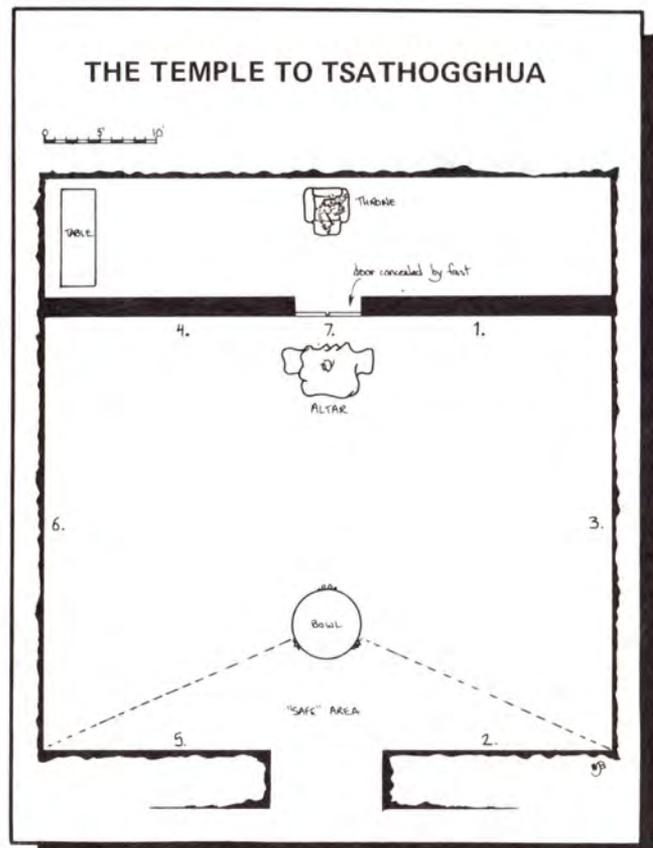
diameter, but the image is so badly distorted by the thick ice that it is difficult to make out exactly what it is. An investigator that succeeds in a Spot Hidden roll will realize that this is the top of a tower—a cupola—with windows and doorways and a railed balcony. It is fixed atop a narrow stone spire stretching down into the dark ice. There is at least fifteen feet of ice between the top of this structure and the surface, making any attempts to reach it unfeasible. If the team should somehow manage this feat, they will find the tower room empty and the spiral staircase leading down choked with hard ice. To seriously explore the rest of the tower would require an expensive, major undertaking.

At this location, any investigator scanning the mountains with binoculars, will see a square, stone building on the side of the tallest peak, about an hour's walk away.

The Temple

As the group approaches the temple, they will see that it is simple; perfectly square, with a few high, narrow windows and an open, square doorway. The whole structure is built of some dark, basaltic stone and stands only a few feet above the ice plain, easily reached by a short, winding path on the side of the mountain.

Standing close enough to peer in the doorway, the team members will see that the inside of the building is coated with long, spikey hoar-frost completely covering the inside—walls, floors, and high ceiling—with a 5-6 inch bristle of ice. The interior is nearly fifty by forty feet and



THE FORMLESS SPAWN OF TSATHOGGHUA

One of these monsters has dwelt in the temple in the large, bronze bowl ever since the temple was constructed over one million years ago. The Spawn will kill any who attempts to defile the temple. To gain safe entry to the temple, someone in the party must use a Contact Formless Spawn of Tsathogghua spell to communicate with the being before the temple is entered beyond the safe area. If an investigator properly casts the spell before entering, the Spawn will rise up from the bowl, forming a slimy, rippling, black column six feet high topped by a smooth, bulbous "head" that stares down at the party with a single large eye. All seeing this will have to make their SAN roll or lose 1D10 points. A successful roll will still mean a loss of 1 point.

Without leaving its vessel the monster will communicate with the caster telepathically, first asking if they are pilgrims come to worship mighty Tsathogghua. If the investigators answer yes, the being will ask if they are enemies of Tsathogghua come to defile his house of worship. Hopefully, the investigators will answer "no" and the being will allow the group to enter the temple. The Spawn will remain in this form, continually sliding about the bowl and watching all that the party does while inside the temple. It will make no move to interfere with the party's actions unless they disturb the small statue of Tsathogghua or make an attempt to break into the burial chamber behind the altar, in which case the Spawn will attack unmercifully. It will not prevent the team from clearing the walls of ice and frost but further attempts to communicate with the thing will prove fruitless unless another Contact spell is cast.

If a Contact spell is not cast before entering the temple, the

Spawn will suddenly rush up out of the bowl and attack with a bludgeon the first investigator to cross beyond the safe area. The Spawn will also attack other investigators unless they move out of its reach (3 yards), at which time the Spawn will slide out of the bowl and quickly slip across the floor to corner and kill whoever it can. Unless the Spawn is slain, it will continue to employ whatever attacks seem most effective until everyone is dead or has fled the temple. If all the survivors have left the temple, the Spawn will drag any corpses over to the bowl and swallow them up to its SIZ limit. (Witnessing this banquet will result in a loss of 1D4 SAN points if the investigator fails his SAN roll.) The Spawn will be unable to move from the bowl until its meal has been digested. This will take 24 hours and any investigator entering the temple during this time will be safe from the monster's attacks so long as he stays at least 3 yards from the bowl.

STR 27	CON 15	SIZ 35	INT 13	POW 12
DEX 22		Move 12		HP 25
<i>Weapon</i>		<i>Attack</i>		<i>Damage</i>
Whip (x1D3+1)		90%		1D6
Tentacle (x1D3)		60%		3D6
Bite		30%		Special
Bludgeon		25%		6D6

ARMOR: The Spawn is immune to all physical weapons. It can be harmed by spells as well as fire or chemicals.

SPELLS: This monster has no spells assigned to him, but if the keeper wishes, he may supply the being with whatever is felt necessary.

SAN LOSS: 1 point if the investigator makes a successful SAN roll and 1D10 points if the roll is failed.

empty save for an immense, six-foot bronze bowl only ten feet in front of the door, while near the back wall is a tall, two-tiered altar of obscenely-fashioned metal. The bronze bowl is nearly six feet in diameter and stands on three legs, each ending in a taloned claw.

The large bowl contains a guardian Formless Spawn of Tsathogghua. If any of the team members proceed past the marked area on the Temple map, the Spawn will attack.

If the team gains entrance to the temple, they will find that the metal altar in the back of the temple supports a small figuring carved from onyx. This thing has a fat furry body, a toad-like head with bat ears, and a tongue that lolls from its open mouth. Seeing the six-inch figure will cause a SAN loss of 1D2 points if the investigator fails to make a SAN roll. If not already known, a Cthulhu Mythos roll will identify the obscene object as a representation of Tsathogghua. At the keeper's discretion, additional Mythos rolls may reveal more information about Tsathogghua, his temples, or the Spawn that guard them.

Walking across the frost-covered floor, the team will find that the coating of ice is quite fragile, and easily broken away to reveal the polished, five-sided flagstones beneath. The same is true for the walls, and if one of the group scrapes even a little frost away he will discover that the stone panels covering the walls are written with glyphs similar to those first discovered on the wall in the glacier—except that these seem to be of an earlier, cruder form. If the walls are scraped clear, and the revealed writing translated, the team will be able to discover some of the history of the furry pre-humans of Greenland.

The Story of the Voormis

Each portion of the following story(s) is contained on one of the stone panels found in the temple to Tsathogghua.

1. The Voormis came to this valley from far away to the south and built a great city dedicated to their god, Zoth-Aqqua.

2. This panel describes the building of this, the last temple to Tsathogghua and tells how the high priest, after calling and binding a Formless Spawn to defend the building, was dressed in high ceremonial robes, perfumed and anointed, and then sealed alive in a burial chamber located behind the altar. This is a standard form of consecration for a temple dedicated to Zoth-Aqqua.

When uncovering this panel, the investigators may also notice something hand-written in the same language style as the wall. "Satampra Zeiros was here," reads the ante-deluvian graffiti.

3. This panel tells how, after many years, as the climate grew colder, the people fell away from Zoth-Aqqua and began to worship heathen gods of the wilds, in particular one who came from the north called Adukwu.

4. A great civil war ensued when the priests of the temples of Zoth-Aqqua tried to suppress the heretics of Adukwu. The heretics were eventually forced from the city and later hunted down and killed. A few of the pagans, now turned nearly wild, continued to survive in the nearby mountains to the south, eking out a meager survival in the harsh conditions while trying to avoid the patrols sent from the city to eliminate them.

5. This tells of the later discovery of a strange, hairless people that landed on the northern shore in small boats made of skin. The Voormis made some contact with them, learning their language and teaching them some of their own. In the meantime, although the humans had little to offer in return, the furry things began to trade with them and were quite pleased at how quickly the hairless beings learned the subtler details of economics and government.



II.

The Curse of Tsathoggua

Investigators follow a trail of clues that leads them to the last survivors of a mythical race.

INTRODUCTION

This is the second part of the adventure that started in Greenland. Beginning with the discovery of a strange animal foot found in British Columbia, the investigators follow a trail of clues that lead to the last of a mythical race, a group of beings now led by a man whom the investigators first came to know while in Greenland. Discovering and surviving the encounter with the 'monsters' will not be the only problems to overcome. The final decision regarding the continued existence, or complete destruction, of the race may be left in the hands of the investigators, with all the ramifications that holds.

INVESTIGATORS' INFORMATION

One of the investigators, either through a clipping service or by way of a letter from a friend, receives a newspaper story cut from a September issue of *The Vancouver Daily Province* ("The Sasquatch Papers I" in the handouts section should be given to the investigators at the start of this adventure). This article is three to four weeks old when it is received.

The foot's description sounds somewhat similar to those of the mummified being found in the temple in Greenland.

KEEPER'S INFORMATION

The orange, shaggy foot found in the trap belongs to one of the descendants of the race that once dwelt in pre-historic Greenland. These primitives were driven from their cities, and eventually migrated far away from hostile humanity.

Out in the wild, the trappings of even their crude culture rapidly fell away, replaced by half-remembered myths and legends. Active worship of Ithaqua dwindled until all that remained was an occasional leaving of animal sacrifices in the tree-tops. This was for protection from Ithaqua rather than through any true devotion. The technique was later adopted by some of the Indians who came to live in the area.

As the humans multiplied and the first migrations into Canada began, the sasquatch (as these humans came to call them) found themselves not only competing for living space with the hairless ones but also the target of their hunters' spears and axes. Many died, but a few survivors

climbed high into the mountains where humans feared the great cold and the winds that blew through the peaks.

A few months ago, a Canadian anthropologist named Terrence Bhule was a member of a scientific expedition that penetrated to the interior of frozen Greenland. Aside from many of the amazing discoveries made (not all made public), Bhule drew certain conclusions of his own, and began researching the mystery of the pre-humans that occupied Greenland before the coming of man. This research began with the acquisition of a certain book, a copy of the diary of Pieter de Holst, which Bhule found in the seminary in Godthab. Later clues led to the yeti of Tibet and similar beings reported in northwestern North America.

As the damning evidence mounted, Bhule was forced to face the terrible truth of his bizarre situation—the trick that fate and genetics had played on him. Strange thoughts plagued his mind and suicide seemed imminent when a series of chance meetings brought him into repeated contact with a young girl named Donna Lester, nearly his own age, and suffering from the same awful affliction. Sharing their fate made life tolerable for both of them. For the first time, each felt they had someone with whom they could share their feelings. When the story of the strange foot discovered in a trap in British Columbia reached the notice of Bhule, they both felt compelled to investigate.

Realizing instinctively that they might choose not to return, Bhule packed carefully, including a small number of books that he felt might prove essential. After stealing the yeti scalp from the University of Toronto, Bhule and his companion took a train to Vancouver where, after examining the strange foot and interviewing the professor charged with its safekeeping, the couple departed, supposedly to return to Toronto. Their trail ends here.

Bhule and his companion resurfaced in Kamloops, where they assumed the identity of a young couple planning a honeymoon camping in the mountains. They tried to keep a low profile for the two days they stayed at the hotel, but on their last night there, Bhule became involved in an altercation and seriously injured one of the locals. The Mountie district headquarters there has a report on the incident, and also on the investigation into the couple's disappearance a week later while camping in the area of the Caribou Mountains. For these reasons, the two are somewhat well-remembered in town.

“The Curse of Tsathogghua”

TIMELINE

Aug 15: Bhule befriends Donna Lester.

Oct 30: Newspaper story on strange foot appears.

Nov 3: Bhule steals yeti scalp and leaves for Vancouver with Donna.

Nov 9: Interview with Dr. Lantilla at the University of Vancouver.

Nov 15: Bhule and Donna appear in Kamloops under assumed names.

Nov 16: Bhule seriously injures a trapper in a barfight.

Nov 17: Bhule and Donna take an early morning train to Dogfork. After only a couple of hours in town, they hire two guides and strike out west for the Caribou Mountains. The first morning there, they are attacked by Indians and captured by the sasquatch.

Taking the train north, the pair disembarked at the small town of Dogfork, about halfway between Kamloops and Jasper on the Thompson River. After hiring two guides, they struck out west toward the foothills of the Caribou Mountains. About ten miles out, near Murtle Lake, the group stopped and met with Morris Handelman, a resident trapper who, along with his partner, has a local reputation as a kind of “sasquatch expert.” Bhule was unable to persuade the man to divulge much information and following the directions the secretive man gave him proved to be disastrous.

Following Handelman’s directions, they camped that night about fifteen miles west of the lake—at dawn they were set upon by a savage band of renegade Athespaskan Indians. One of the guides was killed while the other, severely wounded, scrambled away from the camp into the nearby pine forest. Donna was also severely wounded and Bhule knocked cold. The battle lasted no more than twenty seconds and the Indians were pursuing the slowly escaping trapper when the whole encampment again was overrun; this time by eight large sasquatch who, with loud howls and hurled rocks, drove the Indians away. As the wounded trapper carefully watched from the cover of the forest, the sasquatch carried Bhule and Donna off leaving the dead guide where he lay.

The wounded man, delirious from exposure, wandered into Dogfork two days later and was taken by train to the hospital in Kamloops where he was interviewed by the Royal Canadian Mounted Police. The trapper told his story, but left out the part about the sasquatch. Patrols were sent to track down and apprehend the Indians but these were unsuccessful and, lacking the necessary manpower, the search has all but officially been halted.

The sasquatch had been watching the party since the evening before and had recognized, even at a distance, the kinship of Bhule and Donna Lester to themselves. When the Indians attacked, the sasquatch, who normally avoid the Indians, were moved to protect the two that they felt were their own. Bhule and Donna were carried back to the den of the sasquatch where the beasts cared for them as

best they could. Bhule recovered quickly but Donna, gravely injured, lingered on for three days and finally succumbed to her wounds.

Bhule, from the first, was the natural leader of the sasquatch, who instinctively felt Bhule’s kinship, and respected his superior knowledge. Retrieving his belongings from the ruined camp, Bhule set about to help the sasquatch develop beyond their fearful, sustenance-level existence. Bhule has taught them the use of more sophisticated weapons for hunting along with devising a sort of pidgin-English to make it easier for him to communicate with them. Bhule ultimately hopes to lead his people to the north where the land is less densely-populated, ferreting out small pockets of sasquatch still living in remote mountain ranges, and eventually establishing a large community where they can exist in peace and privacy. He realizes that the area the sasquatch now inhabit is destined to be overrun by humans who may eventually cause the extinction of the furry pre-humans. Bhule will attempt to kidnap any human who discovers their existence and force him to remain with them. Failing this, with regret, Bhule will attempt to kill any human that he feels is a threat to the sasquatches’ secret.

The situation is fairly quiet now and Bhule and the sasquatch plan on staying put for the next few months. Investigators will be able to travel back and forth between Vancouver and Toronto in an effort to gather clues. Once seriously disturbed however, the sasquatch will soon disappear into the northern wilds.

SCENES:

TORONTO

This is the city of Terrence Bhule’s childhood—the investigators may or may not think to look for clues here. Traveling here by train from Boston will take eighteen hours while the ride from Vancouver takes ninety hours. Investigators may also attempt to obtain information by mail or telegraph.

Bhule’s Father: A widowed, retired factory worker, Abner Bhule has rarely seen his son these last few years, Terrence spending most of his time working in the field and studying Indians. Bhule’s father will provide the phone number of Professor William Petrie at the University, explaining that this was Terrence’s professor, a man who he worked with often.

Unless the investigators can convince Abner that they are Bhule’s colleagues, they will have to make a successful Oratory roll to get the older man to respond to other questions. He can tell them that his son was a normal boy, though subject to bursts of temperment when he reached adolescence. About this same time he also became a loner, shunning his boyhood friends and spending hours in his room reading history books. At eighteen, the family scraped together enough money to send him to the University of Toronto where he studied archaeology and anthropology, mostly with Professor Petrie. At the same time, Terrence, normally very healthy, started to visit the family doctor for treatment of a “minor skin disorder.” Abner can provide the address of the doctor if asked, but explains that the man died of a heart attack several years ago and the office is closed. Since graduation, Terrence has spent most of his time working in northern Canada, studying Eskimos.

Abner adds that the last time he saw his son, he was accompanied by a young lady named Donna Lester, the first young woman his son had taken an interest in since high school. Abner ate dinner with the young couple several times while Terrence was in Toronto and can provide the group with the address of the boarding house where Donna lives. He didn't really like the young woman, but accepted her as he has always wanted grandchildren.

The University of Toronto: The investigators will be able to arrange an interview with Professor Petrie who will tell them that Terrence Bhule was a gifted young student with a natural flair for anthropology. He has nothing but praise for his young protegee but a Psychology roll will reveal that some doubt about Bhule is on the professor's mind. If questioned further, it will require a Debate or Oratory roll to persuade Petrie to admit his misgivings about Bhule. Last summer, after returning from Greenland, Bhule came to study at the University for a few weeks before returning to the Eskimos. While here, Petrie showed Bhule an interesting specimen that had come his way. This was the tanned scalp of an orange-haired ape-like animal, supposedly stolen from a monastery and smuggled out of Tibet by a professional collector. Petrie had examined the object and, unable to identify the species, had paid the collector an exorbitant sum taken out of the department's funds. Bhule was fascinated by the scalp and continued to study it even after Petrie had returned to his regular work.

A few days later, Bhule, announcing his intent to return to his Eskimo studies, bid the professor farewell. Three days later Petrie discovered that the scalp was missing. He is sure that Bhule took it but he can not imagine for what reason. He has not reported the theft and is still unsure of what actions he should take. It will be difficult enough to explain the large expenditure without also having to explain that the expensive object has already been lost.

In connection with this, Petrie will tell the group that Bhule was accompanied on these occasions by a young woman named Donna Lester, whom Bhule introduced as an anthropology student he was taking into the field with him. Petrie admits that he doubted this story and when Bhule was out of the room, casually posed a couple of very basic anthropology questions to the girl, neither of which she understood. Petrie says that he didn't give this much thought until after the disappearance of the scalp; he now wonders if the mysterious young woman is not somehow involved with the theft.

Petrie can supply the home address and phone number of Abner Bhule, Terrence's father. Bhule usually stays there during his infrequent visits to Toronto.

Donna Lester's Boardinghouse: A phone call here will get the landlady, Rebecca Pierce. She will not talk with strangers about her boarders unless a successful Oratory roll is made in person. She won't answer any mail questioning her about former tenants and terminates any personal interviews if the Oratory roll fails. However, if the investigators are accompanied by Bhule's father, she will tell them all she knows about Donna. She is single herself and views Abner as extremely eligible; a view he does not share.

Mrs. Pierce will describe Donna as homely, and exceptionally shy and polite. She told Rebecca that she was

raised in an orphanage and never knew her parents. She worked in a local cannery and seemed to have no friends until she met Terrence Bhule this past summer. He came to visit quite often, sometimes accompanied by his father, Abner, and the two youngsters seemed quite close. Donna moved out a month or two ago, at the same time that Terrence Bhule returned to his Indian work; Mrs. Pierce thinks that Donna went with him.

Rebecca disapproves of this sort of behavior, "It's a sin! But I should have known when I first met her." She continues, "Working in a factory is unlady-like enough, but I swear, I never once saw that young woman in a dress, always in trousers."

The Cannery: The investigators will find that her former employers thought her an excellent worker, never late and never took a day off sick. She had worked at the plant for almost eight years and their records show her to be 27 years old.

The Orphanage: If access to the records can be gained, the investigators will find that Donna was a foundling, discovered on a doorstep by a Toronto policeman. Donna Lester left the orphanage on her seventeenth birthday and has not been heard from since.

Bhule's Doctor: The widow of the Bhule family doctor can be located through the Canadian Medical Association or simply by mailing a letter to the old office address which will then be forwarded to the late doctor's home.

The widow will not release any of the doctor's records unless a Law roll is made or she is served with proper legal papers. Once again, if the group is accompanied by "that handsome Abner Bhule," she will make an exception. He is also considered quite desirable by the doctor's widow. He can persuade her to allow the investigators to peruse his son's medical records. This takes an hour and a Know roll to understand. If an investigator has medical training, the roll is unnecessary.

Aside from normal childhood diseases, of which Terrence seems to have suffered few, they discover that he made a series of appointments around the age of eighteen for a skin condition. The report states that young Bhule had begun to grow a thick, coarse hair of an orange color that had quickly spread to cover most of his chest, groin, and upper legs. The physician studied the problem as best he could and finally diagnosed it as hypertrichosis, a rare genetic disorder that causes an affliction not unlike Bhule's. Treatment was impossible, and the visits stopped, but the doctor noted in the file that Bhule was, understandably, concerned that no one should find out about his condition.

If the investigator reading the report can make a successful Diagnose Disease roll, he will discover errors in the doctor's diagnosis, though he cannot tell what Bhule was really suffering from.

VANCOUVER

The University of Vancouver: This is located in Point Grey, a suburb to the south and west of Vancouver. Here, in the biology department, the newly-discovered appendage is kept frozen. The head of the department is Dr. Harvey Lantilla, a specialist in zoology. If he is contacted, he will grant an appointment with visiting journalists or scientific colleagues interested in the strange specimen.

Dr. Lantilla is a charming individual who gladly discusses any aspect of the specimen, including how it was acquired. The trapper who brought in the foot has returned to his cabin ten miles west of a small town on the Thompson River called Dogfork. The trapper's name is Warren Cotswald and he and a partner have spent the last ten years futilely trying to capture a sasquatch. Cotswald promised the professor he would return as soon as they captured a live specimen, or at least got an entire carcass.

The professor will tell them that Cotswald was tall and strongly built, with a myriad of tattoos that covered both of his arms. The professor may mention that although uneducated, Cotswald seemed very well versed in the lore and legend surrounding the sasquatch.

Lantilla explains that the foot was brought to him in a frozen condition and has been kept this way until recently when a gradual thawing of the specimen was begun in preparation for dissection. Preliminary examinations have been made, but no conclusions have as yet been drawn. The dissection is scheduled for the day after tomorrow.

Lantilla tells the group that not long after making the acquisition public he was visited by the well-known Canadian anthropologist, Terrence Bhule, who had brought with him an odd scalp from Tibet, supposedly taken from a yeti. Bhule was accompanied by his fiance, a young girl named Donna, and the two were only able to stay for a couple of days—Bhule was in a hurry to return to the University of Toronto. Lantilla can tell the investigators that the couple stayed at a hotel in Vancouver called The Belton Arms.

While conversing with the doctor, an investigator making a Zoology roll realizes that while well-intentioned and personable, Lantilla is not a very good biologist. He has, in fact, reached his present position mostly through charm and by dint of his admirable administrative abilities. If the group would like to examine the specimen, a successful Debate or Oratory roll will convince him to unwrap the partially-thawed foot. Lantilla is quite proud of his find and each investigator in turn can try either or both of these forms of communication in an attempt to be allowed to see the frozen foot.

Successive Zoology rolls will reveal the following facts about the foot:

1. The foot, contrary to the speculation in the newspaper article, is definitely not that of an orangutan.
2. Further examination shows that the foot is developed for walking in an upright stance and is no better adapted for grasping and climbing than the human foot.
3. A third roll allows the investigators to approximate the mass of the animal from the size and structure of the foot and remaining portion of leg. The animal was something less than five feet tall and probably weighed 80-90 pounds.

If an investigator assists at the dissection, he can discover that the foot belongs to a juvenile—the tendons and joints are not fully-developed. If not aided by one of the group, Lantilla will miss this observation in his report.

If the investigators are unable to view the foot, Lantilla will apologize and offer to send them a free copy of the report that he intends to write based on his findings. If asked how long that will take, he will reply that four months seems reasonable. He will actually put off writing the report until six months after the examination and

then mail out copies. Most of the information will be of little use to the investigators by then.

The Belton Arms: If the investigators talk with the desk clerk, and make an Oratory roll or bribe him with a five-dollar bill, he will remember Bhule and his pretty companion as honeymooners on their way north. He never spoke to them directly about it, but he overheard plans for a camping trip in the Caribou Mountains. They needed supplies, but had decided to wait until their arrival in Kamloops to make the necessary purchases.

The Vancouver Public Library: If old issues of the *Vancouver Province Journal* are perused, three successful Library Use rolls will turn up three interesting articles. (See "The Sasquatch Papers 2," "3," and "4.")

KAMLOOPS

This is a major town (pop. 4500+) located on the junction of the north and south branches of the Thompson River. It is served by both the Canadian Pacific and Canadian Northern Railways, the latter traveling north through Dogfork and on to Jasper. It is arid and receives less than a foot of rain per year. Most residents are employed in the local brewing or fruit-canning industries. It also serves as the 'big city' for many of the nearby trappers, miners, and Indians.

The downtown district is small. The major buildings include a hotel/saloon, a combination RCMP district office and postal station, a small hospital, and a few retail merchants.

The Royal Canadian Mounted Police: This district office was in charge of the search for the missing honeymooners believed killed by renegade Indians. The investigators may interview the head of the post, Captain Swainson, but he can tell them only that the search expeditions have found the raided camp, but no trace of survivors. Subsequent expeditions followed but little was discovered. The Captain interviewed the surviving guide, Bill Paragent, while he was in the hospital. The Indians involved are part of a renegade band that has isolated itself from any contact with white men or other Indians. Their totem animal is a hairy man. The Captain is perfectly satisfied with the trapper's version of what happened and explains that he lacks the manpower to get involved in a long search for the supposed killer.

The Captain mentions an incident that occurred in Kamloops involving the young couple. While in the saloon, one of the local trappers having had a little too much to drink, made a pass at the young bride of Mr. Bhule. The trapper became belligerent and a fight between him and Mr. Bhule erupted. Although the trapper is a huge man with a reputation for brawling, in seconds he was flat on his back howling. Later examination at the hospital showed that his shoulder had been dislocated. The patient stated that it felt like he "had been mauled by a bear."

Investigation by the RCMP established Bhule's plea of self-defense. As the trapper had a reputation for bullying, the matter was dropped. The next day, the young couple boarded the train headed north along with camping supplies they had purchased while in town.

If an investigator wishes to read either of the RCMP's reports, he needs a successful Law or Oratory roll—if he is a Canadian citizen. Citizens of other countries must

THE MOUNTIE

The Captain of the Mountie post in Kamloops is Ronald Adler, an eight-year veteran who knows the Athepaskan Indians, but not the particular band involved in the killing of the campers.

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

SKILLS: Anthropology (Atheaskan Indians) 55%; Camouflage 35%; Climb 50%; Dodge 46%; First Aid 55%; Hide 25%; Jump 35%; Law 55%; Listen 35%; Make Maps 50%; Ride 55%; Sneak 30%; Speak Atheaskan 45%; Spot Hidden 35%; Track 40%; Treat Poison 25%.

WEAPONS: Fist 65%; Head Butt 35%; Kick 35%; Grapple 55%; Knife 35% (parry 25%); .45 Pistol 55%; .30-06 Rifle 65%.

make their rolls at half-normal percentage. It requires one successful roll to obtain each report. The reports turn out to be as unsatisfying as the Captain's stories—only lengthier. No additional information is obtained.

The Kamloops Hospital: This one-story wooden building houses fifteen beds, four nurses, and one doctor. The records are closed to the public and a successful Oratory roll is needed to get the doctor to release the files or even discuss either of the two cases the group might possibly be interested in. If the investigator attempting to roll Oratory is a medical man, he has twice normal chance.

The report on the trapper injured at the saloon shows that he was treated for a dislocated shoulder and released. Professional terminology is used to describe the injury, but if an investigator has medical training or can make a Know roll he realizes that the dislocation was not the result of a twisting or levering action, but that the arm was actually pulled straight out of the socket. Discussing this case with the doctor reveals the same information. He will remark that he doesn't understand how the injury could have taken place. "It would require a tremendous strength to pull a man's arm straight out. Especially a man as large and as strong as the one I treated."

The file on Bill Paragent, the survivor of the Indian attack, states that he suffered many bruises and abrasions along with a concussion, plus a generally weakened condition caused by shock and exposure. The rest of his file records a boring day-to-day recovery pattern until his discharge eight days later. Only if the investigators discuss the case with the doctor can they discover that through the course of his hospital stay the man was plagued by nightmares, nightmares in which he was attacked and eaten by wild animals.

Webster's General Store: This is one of three retail outlets in downtown Kamloops and the only one in which the honeymooners did any business. If the investigators check with the proprietor, he remembers the pair and tells how they had planned to hire a couple of guides in Dogfork and spend their honeymoon camping in the wilds of the Caribou Mountains. He will remark that they bought enormous amounts of supplies. "In fact," he'll add, "you'd think they were planning on staying a couple of years rather than a couple of weeks."

The Hotel/Saloon: The only place to stay at Kamloops (the other establishment in town burned down last spring), the Salinger House rents rooms to the rare visitor.

The downstairs saloon is a favorite watering hole for many of the trappers and prospectors who visit Kamloops to trade or buy. Here, the fight between Bhule and the trapper took place. The story of the fight is still big news in the saloon and the investigators should experience little difficulty in persuading one of the locals (with the aid of a beer or two) to relate the details. There is little to be added other than a more vivid description of how the visitor "yanked George's arm straight out of his shoulder, just like it was easy." The investigators may also learn that the injured trapper returned to the wilds not long after the occurrence and is unavailable for interview.

DOGFORK

This small town, about halfway between Kamloops and Jasper, has less than a hundred permanent residents living in small shacks. Many of the residents are of at least part Indian heritage and the only public buildings are the small train station and telegraph office next to the water tower and a slightly larger trading post that serves the residents and trappers of the area.

The Trading Post: Owned by Gilbert Croft, a short, balding man with a perpetually sour expression. Investigators may expect the post to be a natural gathering spot for residents, but they will find the place nearly empty at any time of the day. After speaking with Gilbert for a moment or two they will discover why. If an investigator tries to strike up a conversation with the man it is obvious to Gilbert that he is not there to purchase anything. Gilbert will respond only in monosyllables and grunts. Unless the investigator starts to act like he is going to make a purchase, Gilbert's attitude will grow increasingly abrupt until he pointedly asks whether the investigator intends to buy something or not. Purchasing a few dollar's worth of goods will improve Mr. Croft's personality and he will answer the investigator's questions.

He knows that the 'sasquatch experts,' Morris Handleman and Warren Cotswald, live in a small log cabin at the northern tip of Murtle Lake about ten miles due west of town. He has never been there himself, and has never ventured more than half a mile from the town. If asked about the honeymooners, he says that he spoke with them only briefly. They set off for the mountains within two hours of their arrival on the morning train.

If asked about the two guides, he says that Bill Paragent works for him, sweeping out the store and living in a small shed out back. Croft hints that Bill has been a bit soft in the head since his accident. He'll ask the investigators not to press him too hard about what happened.

The investigators should be able to get the above information from Croft whether they buy anything or not; the only difference will be the manner (friendly or crude) in which it is given. If the investigators should spend money in the store (without haggling too much about the price)

GILBERT CROFT

STR 8 CON 10 SIZ 14 INT 12 POW 7
DEX 6 APP 9 EDU 12 SAN 35 HP 12

SKILLS: Accounting 82%; Bargain 85%; Credit Rating 75%; Law 25%; Mechanical Repair 33%.

and ask him about the local Indians, he will show them an odd object he possesses. This is a small wood carving that was traded to Croft by a nameless Indian. An Anthropology roll reveals it to be a totemic carving. The animal depicted in this carving is a strange ape-like thing covered with coarse hair. Croft knows nothing about it.

The Surviving Guide: Bill Paragent is a half-breed Indian in his late thirties who has spent most of his life in and around Dogfork, occasionally working as a guide and doing a little trapping whenever he needed the money. Since the incident involving the supposed deaths of the young couple and another guide, Bill is thought to have suffered some insanity and the whole town treats him fairly gently, as evidenced by the actions of Croft. Anyone who presses Bill too hard for information may find himself warned off by someone interested in protecting Bill.

In reality Bill is just as alert and responsive as ever although he puts on a good act. He is afraid to tell the truth about the attack of the sasquatch. He is aware that Dogfork and the surrounding area have been under close observation by the sasquatch since shortly after the incident occurred. He figures that if he keeps acting like he doesn't know anything, they will take no action against him. In the meantime, Bill is trying desperately to accumulate enough money to leave the area for good. He plans to move to Montreal, or maybe even San Francisco.

When talking with Bill, the investigators find that it helps to speak slowly and clearly or the man gets confused and the investigators have to repeat or rephrase their questions. If questioned about the attack, he grows excited, but relates the events that took place exactly as he has in the past, purposely omitting anything about the sasquatch. He will not, under any circumstances, lead the group to the cabin of the "sasquatch experts," but for \$5 he will draw a good map.

Any investigator making a Psychology roll while listening to the story about the Indian attack will realize that Bill is omitting something from the tale, but he cannot tell if the omission is purposeful or a result of Bill's partial loss of mental faculties. If an investigator attempts to take

BILL PARAGENT

Bill is the only survivor of the ill-fated expedition led by Terrence Bhule. He has been under constant surveillance by the sasquatch since that time. If the investigators speak with Paragent, the sasquatch kidnap him that night.

The next time Bill is seen, he is in the company of the sasquatch. Having completely lost his mind, he believes himself to be one of the band and behaves as though he were some kind of a chimpanzee, running about the campsite on his knuckles and in general behaving in a much more primitive manner than his sasquatch 'family.' Bill is now intensely loyal to the band and they tolerate his sometimes obnoxious behavior with good humor. Bill may help pursue the investigators and, though armed only with rocks, is a desperate and suicidal attacker.

STR 14 CON 16 SIZ 14 INT 11 POW 10
DEX 15 APP 9 EDU 5 SAN 16 HP 15

SKILLS: Camouflage 45%; Climb 66%; Dodge 62%; Hide 35%; Jump 55%; Listen 45%; Make Maps 60%; Swim 65%; Throw 45%; Track 60%.

WEAPONS: Fist 70%; Head Butt 55%; Kick 65%; Grapple 75%; Club 35% (parry 30%); Knife 45% (parry 25%); Handgun 35%; Rifle 60%.

FRANCES McDERMOTT

The investigators may wish to hire a guide. The only man in Dogfork who knows the area and is willing to go is McDermott. He will charge them \$25 per day.

STR 14 CON 15 SIZ 16 INT 11 POW 12
DEX 14 APP 11 EDU 8 SAN 60 HP 16

SKILLS: Camouflage 45%; Climb 65%; Dodge 44%; Hide 35%; Jump 45%; Listen 55%; Make Maps 30%; Sneak 60%; Speak Athepaskan 55%; Spot Hidden 45%; Track 65%.

WEAPONS: Fist 75%; Head Butt 65%; Kick 55%; Grapple 65%; Hunting Knife 65% (parry 45%); .30-06 Rifle 70%.

advantage of Bill's condition in bargaining over the price of the map, he will find Bill immovable on the subject of money. A successful Psychology roll at the same time reveals a cunning not consistent with his supposed mental condition. After interviewing Bill for at least twenty minutes, any investigator making a Psychoanalysis roll is convinced that the whole thing is a blatant act and that the man suffers from no mental illness at all.

THE DISAPPEARANCE

The first night after the investigators speak with Bill, the trapper is abducted by the sasquatch. If the investigators are still in town the following morning they awake to an abnormal quiet. A little asking around discovers that some of the townspeople heard cries in the night and, upon investigating, found the door to Bill's shed hanging open and the man gone. Large naked footprints were found in the snow around the cabin and some of the older members of the village claim that they belong to the sasquatch.

If the investigators search the area they find footprints, blurred by the lightly falling snow. They lead off in a westerly direction, but quickly become lost in the drifting snow. The investigators probably already have guessed the origin of the tracks but a Zoology roll made while examining them will assure the group that they were made by the same sort of foot that they examined in Vancouver—only the tracks in the snow are considerably larger. If an investigator should make a Spot Hidden roll he will discover a large stone axe dropped into a snow bank. The investigator may note that it seems extremely large and heavy but an Anthropology roll will tell that it is not of Indian manufacture.

MURTLE LAKE

The cabin of the sasquatch experts lies near the northern shore of a lake located ten miles west of town. The cabin stands in an open area, well away from the dark pine forests that spread across the foothills of the mountains to the north and about a hundred yards from the lake. Lining the shores are huge, broken slabs of ice, forced by the pressure of the freezing water into small, jagged mountains covered with drifting snow.

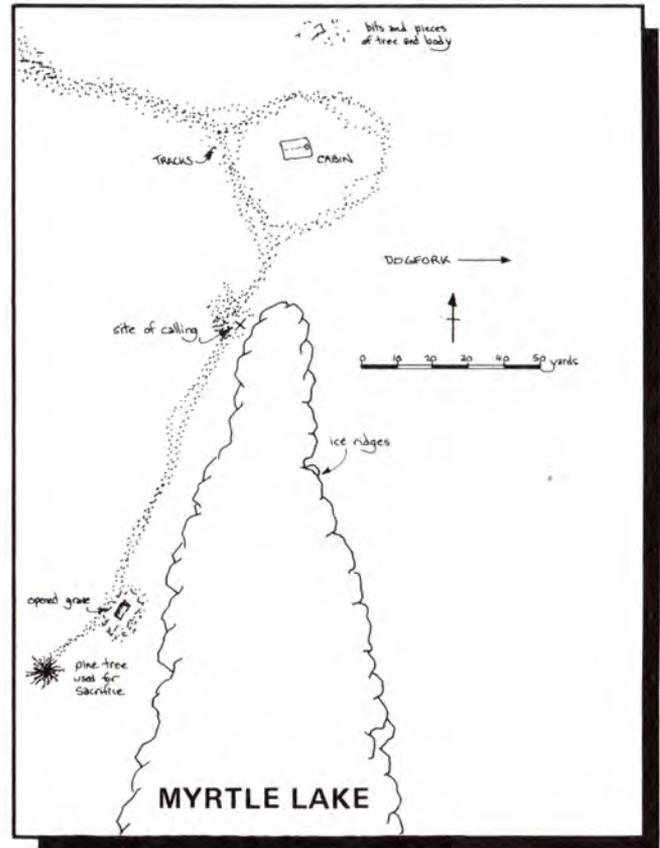
The snow in the clearing around the cabin has drifted heavily, forming large, swirling designs and hills and gullies that are difficult to traverse even with snowshoes. From a distance of about 150 yards, the investigators will be able to make out some details of the cabin. It is coated with a thick layer of white frost. The front doorway is open to reveal the darkened interior. As the group approaches

more closely, they see that the door is missing, ripped from the hinges as are the shutters from the small south window. Tracks of sasquatch are all around the cabin and lead away in several directions.

When about fifty feet from the cabin, the investigators will experience a sudden drop in temperature of about 10-15 degrees. From this distance the investigators can see that the door and shutters seem to have been blown outward, as if from an internal explosion. A Spot Hidden reveals that the explosion even lifted the roof a few inches, leaving a detectable gap. Through the open door, furniture and other items can be seen strewn about, all covered with the same thick coat of frost.

If the investigators enter the ruined cabin they find, as they approach nearer, that the temperature continues to drop until it reaches 50 degree below zero (elsewhere the temperature is at freezing) when very near or inside the cabin. Every five minutes that an investigator spends in this intense cold, he will lose 1 point of damage to frost-bite. It will take three days for the cabin to return to normal temperature.

The Cabin: Stepping inside the 20'x15' log building, the investigators find the whole interior coated with a thick frost. Blowing snow has filled the cabin to a depth of 6-8 inches in most places. Cots, tables, chairs, boxes of clothing, and other belongings are scattered about the



THE ATHEPASKAN INDIANS

Athepaskan is a language group including many Indians in British Columbia; among them the Chipewyan, Kaska, Slave, and Beaver bands. Little is known of their culture as it was disrupted under the auspices of the fur-trading companies who came to this area in the 18-19th centuries, but it is thought that they were based on clans linked to specific totemic animals. They lived in conical skin tents and built toboggans rather than dogsleds. Clans owned specific hunting territories that were closely guarded but it is believed that this is a result of the over-hunting encouraged by the fur companies who soon had most of the Indians in debt to them.

As a result of this sudden culture shock, a small group of the Indians retreated to the foothills, alternately avoiding the approaches of white men and the small band of 'hairy men' who they came to hold as sacred. Any white men found in this area are ruthlessly attacked by these Indians and the bodies placed high in trees for Ithaqua. The Indians do not worship the Great Old One, but fear him and leave sacrifices of humans and game animals in an attempt to appease the being.

There are only six members of the clan left—all adult males capable of fighting. The Indians flee if one of their number is gravely wounded or killed. If captured, they refuse to speak, making every possible effort to escape. They possess bows, but prefer to charge suddenly from the cover of a nearby wood hoping to overwhelm the investigators.

TYPICAL INDIAN

STR 15 CON 15 SIZ 11 INT 12 POW 11
DEX 15 APP 11 EDU 0 SAN 55 HP 13

SKILLS: Camouflage 65%; Climb 80%; Dodge 66%; First Aid 70%; Hide 75%; Jump 75%; Listen 75%; Sneak 70%; Spot Hidden 75%; Swim 75%; Throw 65%; Track 90%; Treat Disease 25%; Treat Poison 25%.

WEAPONS: Fist 80%; Head Butt 80%; Kick 75%; Grapple 85%; Club 75% (parry 45%); Knife 75% (parry 75%); Bow 75%.

single room in tangled heaps, as though a whirlwind had hit the place. Frozen above the doorway, out of sight of the investigators as they first enter, is the body of a man, a frost-coated shotgun clutched in his right hand and a look of horror literally frozen onto his face. All seeing this must make their SAN roll or lose 1D6 points. The body is about seven feet above the floor and so solidly frozen to the wall that it will prove immovable unless the investigators apply some sort of thawing heat to it. The man has a heavy beard and wears a wool shirt of red plaid. Searching the body while it is frozen is impossible and the man bears no identification anyway. It is impossible to remove the frozen shotgun from his hand without a hammer and saw.

Searching the rest of the cabin the investigators find the normal sort of food supplies, ammunition, traps and other items associated with men who live in the wilds. A large number of books, newspaper clippings, and magazine articles are strewn about or frozen to the walls. Each and every one examined by the investigators has some connection with the sasquatch—whether sightings of 'Big-foot' in northern California or a scientific explanation of the yeti of the Himalayas. The investigators may recognize some of this material from their own personal reading. Most of it is spurious, written by cranks or con-men.

If any investigator spends at least fifteen minutes searching through the remains of the men's belongings he will be allowed to make a Spot Hidden roll. A successful roll indicates that he has stumbled upon the notebook kept by Handelman. It is hand-written in ink and thickly coated with frost. If the investigator fails his roll, he should be allowed another roll for every fifteen additional minutes he spends searching until the notebook is found or the investigator is forced to leave due to the cold.

A number of clues are contained in the notebook but, due to frost damage, a Read English roll will be required for each one. (Note: Any thawing of the notebook whether on purpose or by accident will cause the ink to run, destroying any information.) (See "The Sasquatch Papers 5.")

THE TRACKS

The cabin is surrounded by many footprints. They lead off in two main directions. If followed (no Track rolls needed due to the soft snow) they lead to a number of different clues in the immediate area.

A large number of the tracks lead to and from one of the larger heaps of snow and ice on the shore of the frozen lake. If closely investigated, the snow surrounding this mound is found to be heavily trampled. A few pairs of tracks lead south along the shore about a hundred yards before stopping at a small area cleared of snow. In the center of the cleared area the investigators will see a shallow pit dug into the now refrozen soil. Surrounding the pit are the remains of a large fire. Any investigator taking a close look at this and making an Idea roll may realize that he is looking at a recently opened grave. The fire was used to thaw the frozen ground so whatever was buried there could be unearthed.

From the shallow pit, tracks can be followed fifty feet to the base of a tall pine tree that stands alone near the western shore of the tip of the lake. Here lie a noticeable quantity of broken branches and scraps of bark, evidence that someone or something has recently climbed the tree. If they should make a Spot Hidden roll, the investigators may notice that the very top of the tree has been snapped off.

Reaching the top of the tree can be accomplished with a single Climb roll. Just as the climber reaches the top and peers over it, he will discover to his horror a decayed human head, frozen solid and wedged in a forked branch. The head is snapped cleanly off at the neck. The sudden sight of this thing costs 1D6 SAN points if a SAN roll fails. If an investigator goes temporarily insane while in the tree-top, he will release his grip and (with a long drawn-out scream) fall fifty feet to the ground, taking 4D6 points of damage (this has been reduced for the soft snow). If the investigator does not lose control, he will still be startled by the sight, losing his hold on the tree. He can regain his grasp on the trunk with a quick Climb roll, but failing this, he will fall. A Jump roll will reduce damage an additional 1D6.

Many tracks lead to the northwest. The beasts walk in a single file, to disguise their numbers. They travel in this manner for some two hundred yards until reaching the nearby pine forest where they split into two groups, one traveling north along the edge of the woods toward the mountains, the other heading west along the southern border of the forest. The investigators must choose which group they wish to follow, if they wish to follow at all. A light snow is beginning to fall, and the tracks will not last forever.

While halted at the point where the tracks diverge, one of the investigators, while looking across the vast expanse of undisturbed snow that lies due north of the cabin notices a number of small, dark objects scattered across the field. There are no tracks either human or sasquatch in this area. If someone walks out to check on this

he will find a number of small pine boughs, splintered and broken, strewn across the plain. Near one of the larger ones, the investigator will be horrified at the sight of a badly decayed human arm, frozen solid and broken off neatly at the shoulder lying in the clean, white snow. (This requires a SAN roll or lose 1D4.) The arm is dressed in the remains of a flannel shirt and is nearly covered with crude tatooes. If a Spot Hidden is made, it is revealed that the sleeve and arm are pierced by a number of small holes. A Know roll or Shotgun skill above 30% will identify these wounds as the kind that result from shotgun pellets.

If an investigator, after examining the many clues found here, makes a Cthulhu Mythos roll, he will realize that this area has been recently visited by a Great Old One.

If the investigators choose to follow the trail heading west they will travel for four hours, and arrive at "The Body in the Tree." If they follow the group headed north, they discover some footprints among those of the sasquatch that could only have been made by a barefoot human. Another four hours of travel brings the party to the foot of a snow-covered rock wall (see "The Rock Wall") where the trail will suddenly stop.

THE BODY IN THE TREE

After four hours the trail turns and heads north through the forest on the right. This turn is not made smoothly; the tracks show the group suddenly stopped and milled around before turning to the right and plunging uphill through the dark woods. It is obvious that if the sasquatch had continued on for another quarter mile, they could have turned north through a natural break in the trees. Due west of where the party stands is another large forest, its edge about a half mile away. The reason for the sudden change of direction is not obvious. An investigator who makes a Spot Hidden roll while scanning the forest to the west will notice a human body, arched awkwardly in the top of one of the far trees and outlines against the sky. Spotting the corpse, even from this distance, costs the investigator a point of SAN if he misses his roll.

From this point the group may follow the sasquatch trail which emerges from the other side of the dwindling forest and then turns northwest to arrive at the south entrance to the "Sasquatch Dens" four hours later. If the investigators choose to travel west then turn north through the break in the tree, they soon pick up the sasquatch trail and can follow it northwest. If the group investigates the body in the tree they need to travel to the edge of the forest a half mile away. Here, with a successful Climb, they discover an almost completely decayed corpse, reduced to little more than a skeleton and dressed in the rags of a trapper's clothing. Papers on the body identify the man as Douglas Makelhenny, the other guide hired by Bhule. His body was placed here as a sacrifice to Ithaqua, who returns soon on the cold north winds, bringing winter. The frozen corpse has lain here for quite some time in wait for the Great Old One but will be taken tonight when Ithaqua passes this way. If the group is within five miles of this spot tonight, they will hear the howling of Ithaqua.

If the investigator atop the tree makes a Spot Hidden roll, he will see what appears to be a small Indian village, in a clearing on the side of a hill. While here there is a

40% chance that they will be attacked by 1D6 Indians who will break off if any are killed or seriously wounded.

THE ROCK WALL

Investigators following the tracks leading north from Murtle Lake go on a long uphill climb bringing them, after four and a half hours, to a near-vertical rock face where the trail abruptly ends. Among the footprints at the base of the cliff are those of the human that accompanies them. Obviously, the sasquatch climbed the rock wall. Climbing this 75 foot wall requires three separate rolls, one each at 20, 40, and 60 feet. At the top the investigators find a cave about fifty feet deep occupied by a large cairn of stones. The snow atop this mountain, which is the most southerly of the range, is scanty and drifting but the trail of the sasquatch is discernible. This trail leads to the north entrance of the "Sasquatch Dens" in three hours.

If the group dismantles the cairn (takes one man-hour), they need SAN rolls when they find the corpse of a young woman whose drying body bears the coarse, orange hair of some kind of animal. Failure to make this roll costs 1D8 SAN points. The investigators may or may not be able to identify this woman as Donna Lester.

THE SASQUATCH DENS

These are located in a hidden valley between two sheltering peaks. This pass can be approached from either the north or the south, with widely differing results. From the north the investigators approach the dens from high ground and get a glimpse or two of it before actually entering the valley proper. From a vantage point, the investigators may Hide and observe events below. Hearing any dialogue at this distance requires a Listen roll. From the south, unless the group uniformly succeeds in at least one of a Listen, a Hide, or a Sneak roll, they will turn the

last bend to find themselves exposed to the view of everyone in the dens. At least the first three members of the party are suddenly exposed to view and need Luck rolls to scamper back out of sight before being noticed. They are only about 25 yards away from the central part of the cave village but an investigator making a Hide roll will be able to peek around and observe events.

If the investigators approach during daylight hours, most of the band are out foraging. The only ones in camp are two older females, a half dozen youngsters, and the kidnaped Bill Paragent, doing the most ridiculous imitation of a chimpanzee the investigators have ever seen. Hopping about, occasionally scratching his ribs, Bill plays and wrestles with the young while the two older females sit nearby watching. One of the youngsters, a half-grown male, is missing a foot. Witnessing the mass of sasquatch costs the investigators 1D8 SAN if they fail a SAN roll. If attacked, this group offers no resistance, fleeing at the first sign of humans or at the sound of the first gunshot. They will run out of whatever pass is open and then circle around to locate the tribe's hunters. Bill will flee with the rest. Twenty minutes later, the whole tribe will return.

If the group approaches at night, they will come upon nearly the entire tribe consisting of eight large males, three smaller males, and eleven mature females of varying ages plus those present during the day. Witnessing this group going about their almost human-like activities, will cost anyone failing his SAN roll 1D6 points.

If this scene is observed for a short time and a Linguistics roll made, the investigators realize that the beasts occasionally speak to each other in rudimentary English. Three of the males sit, carefully chipping pieces of flint to be used in the manufacture of the stone axes that they carry.

Three caves open on the western side of the small

THE SASQUATCH

These descendants of the furry Voormis of ancient Greenland have grown large and strong over the years. The average male now stands over seven feet tall. They are covered with a thick orangish-red hair that is thinner or absent on the forearms, lower legs, and face. The exposed skin is a light tan color and of a leathery texture. Their long legs end in broad feet with ridged pads. These adaptations allow them to move quickly through deep snow. They are also good climbers, sometimes storing food in trees or on rock ledges.

The sasquatch, although experimenting with primitive bows, possess no missile weapons other than hurled rocks, clubs, or stone axes. They are basically vegetarians but relish meat when an occasional kill is made, eating it raw. They have learned the use of fire from Bhule but do not make a practice of keeping a fire burning in the valley. The sasquatch speak in a simple language consisting of guttural sounds and gestures, but recently some have been taught pidgin-English by Bhule. At least six or eight of the adults speak crude English.

With the coming of Bhule, the sasquatch have once again become active worshipers of Ithaqua, out of the desire to defend themselves from man. Bhule discovered the Calling spell, written on the walls of the cave of the priest, and taught it to some of the sasquatch. The only time they have used it was to kill the 'sasquatch expert' who lived by Murtle Lake. They will use it again against the investigators if other methods fail.

TYPICAL ADULT MALE SASQUATCH

STR 4D6+6 CON 4D6 SIZ 4D6+6 INT 2D6+3
POW 3D6 DEX 3D6

Move: 8 on normal ground, but are slowed by deep snow.

Weapon	Attack	Damage
Fist	65%	1D3+1D6
Grapple	75%	—
Stone Axe*	70%	1D10+1D6
Thrown Axe	50%	1D8+1D3

*The stone axe can be thrown 15 yards.

ARMOR: The sasquatch's thick hide and hair give 3 points of protection.

SPELLS: Other than the individuals that have been taught Call/Dismiss Ithaqua by Bhule, the sasquatch possess no magic.

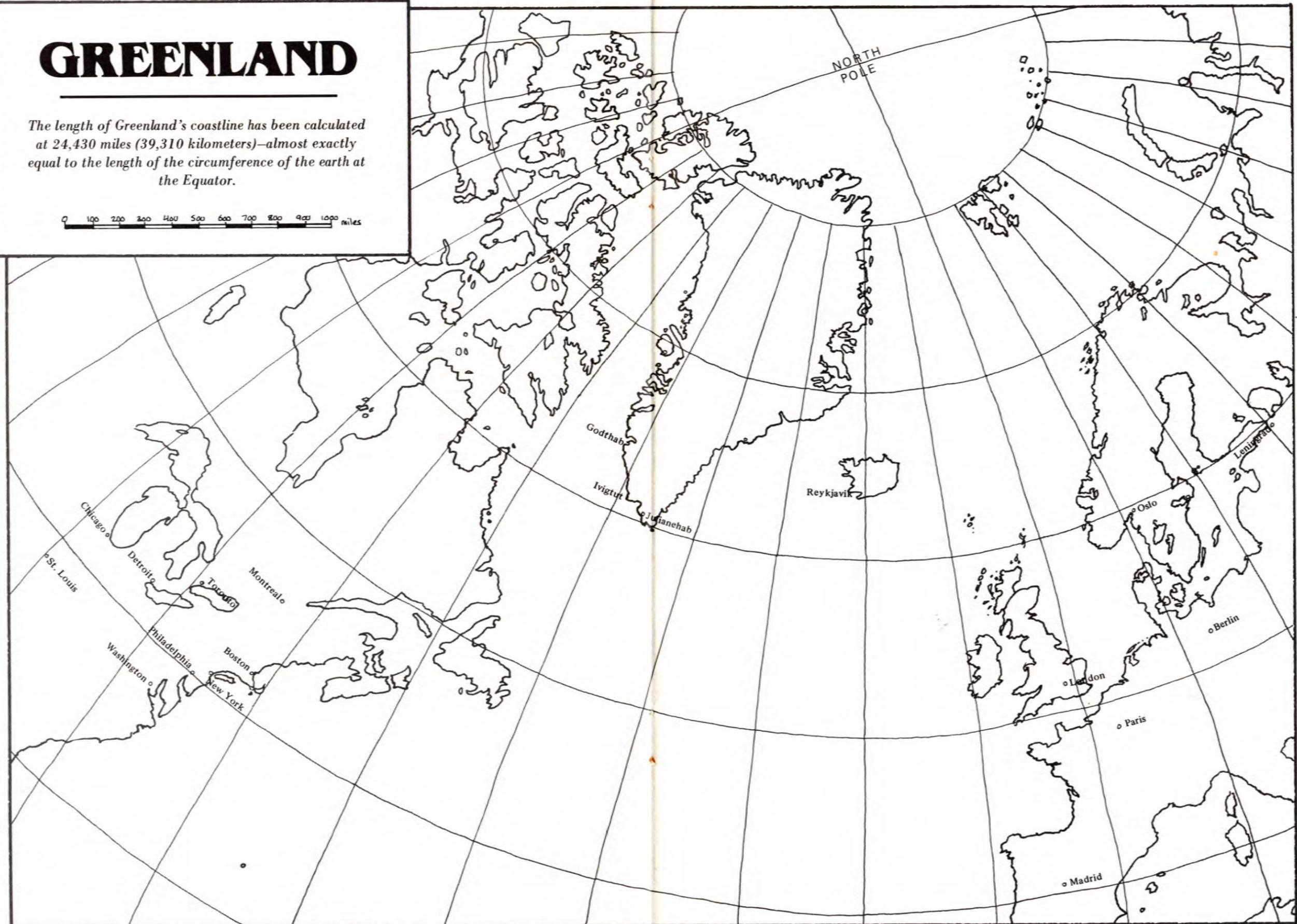
SKILLS: Climb 80%; Hide 55%; Jump 55%; Listen 65%; Sneak 55%; Speak English 25%; Spot Hidden 55%; Throw 50%; Track 60%.

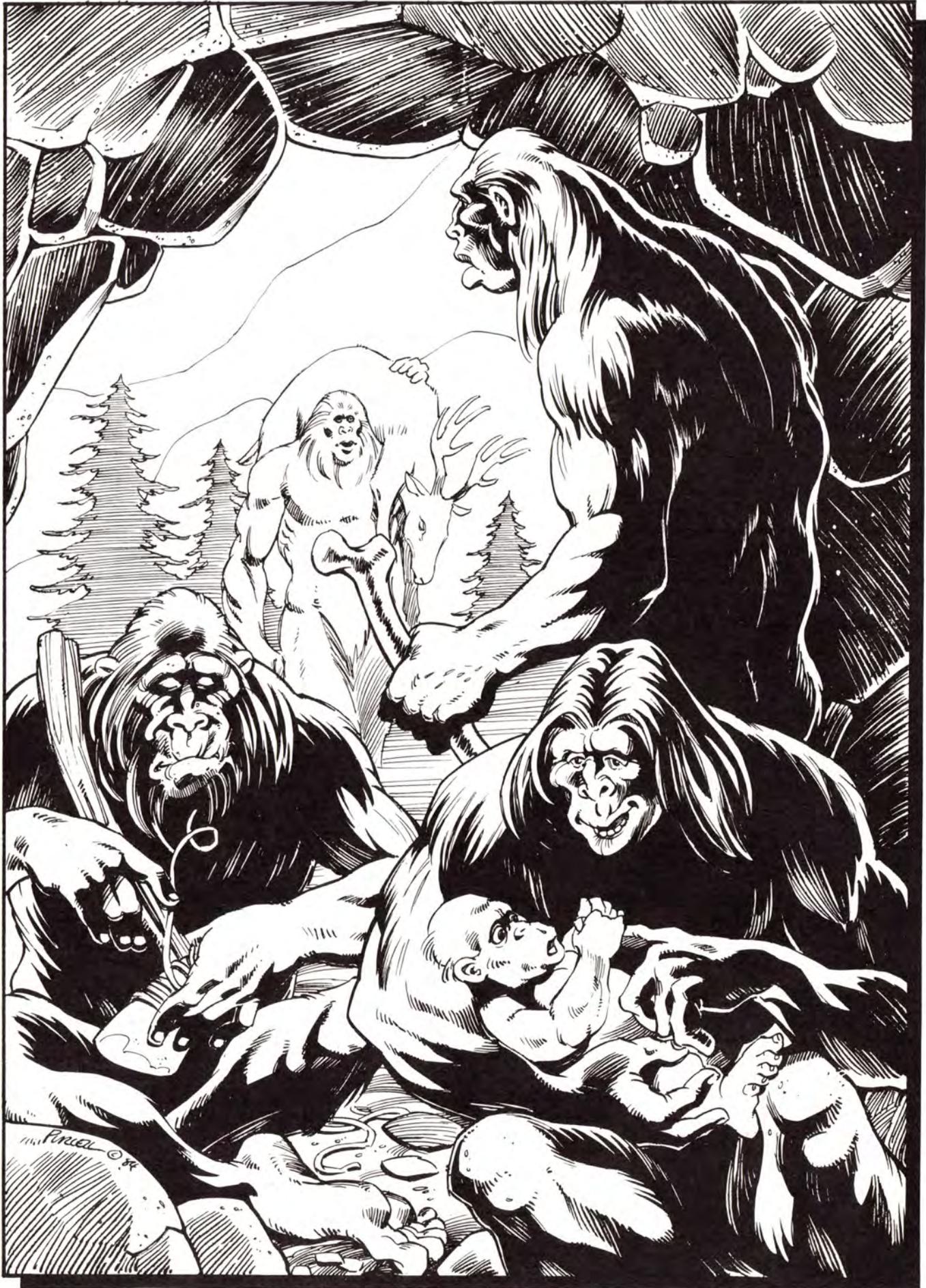
SAN: Seeing a sasquatch costs 1D8 SAN. A successful SAN roll indicates no loss. Although frightening in appearance, the sasquatch are considered to be more natural beings and SAN losses are reduced as the investigators gain more experience with the beasts. Seeing a sasquatch father at gentle play with his children would certainly not be as frightening as meeting him at the edge of a snowy forest at night. The keeper needs to make judgments as the adventure progresses, but as long as the sasquatch are believed to be some kind of horrible monsters, the SAN loss will remain at 1D8. This ends when the investigators reach an understanding of the situation that confronts them.

GREENLAND

The length of Greenland's coastline has been calculated at 24,430 miles (39,310 kilometers)—almost exactly equal to the length of the circumference of the earth at the Equator.

0 100 200 300 400 500 600 700 800 900 1000 miles





valley; two large openings near the floor of the pass, and another, smaller cave about twenty feet above these. After ten minutes a figure will emerge from the smaller, high cave and stand for a moment on the ledge before descending to the valley floor. Investigators missing their SAN roll lose 1D6 points at the sight of Terrence Bhule standing barefoot and naked to the waist, arms folded across a chest matted with coarse, orange hair and the tanned scalp of the Tibetan yeti upon his head. After gazing serenely down upon the tribe, Bhule carefully climbs down the rocky face to the valley floor, to assemble the sasquatch for a short meeting. He addresses the group with grunts and gestures, occasionally interspersed with a word or two of English. A few of the sasquatch listen attentively. In less than five minutes, the meeting ends and, gathering their crude weapons, the sasquatch move out the south end of the valley on a foraging trip that will last for three hours unless events bring them back sooner.

If the investigators are hiding in this end of the pass, they may attempt to flee, but the sasquatch spot their tracks and follow, beginning "The Pursuit." The party could attempt to parley with Bhule. If the party is at the north end of the pass, they can wait quietly until the band has gone, leaving behind only the few members of the tribe present in the day.

If the investigators explore the cave dens of the sasquatch, they can find that the two larger caves, near the floor of the valley, are communal living quarters. There is quite an accumulation of rocks and branches with large comfortable 'nests' placed in corners of the caves. Each cave and the items contained can be thoroughly examined in twenty minutes time or quickly perused in five with two separate Spot Hidden rolls. In the cave on the left the investigators may discover, in a dark corner, a crude, wooden crib, complete with rockers. The second Spot Hidden turns up a small cache of toys; crudely carved animals, one mounted on nearly round wheels.

The cave on the right also contains two items of interest. One is a crude bow complete with a half dozen arrows. The execution is not good but shows promise. The second item is even more surprising. Tucked under the edge of one of the nests is a rolled piece of paper and a quill. Written on the top of the paper, in ink, is a short quotation from the *Eltdown Shards*. On the bottom written in red berry juice, is the same quotation, in a much cruder, child-like hand.

The smaller cave located twenty feet above takes a Climb roll to reach. The cave forks about ten feet in. The short fork on the right opens into a small chamber obviously tenanted by Bhule, and the left fork leads back into darkness. Exterior light reaches Bhule's chamber for most of the day giving it at least minimal illumination.

Bhule's cave is much smaller than the caves below and takes only ten minutes of intensive search to turn up everything of value. Besides the remnants of the camping supplies brought by Bhule (among these a compass, sleeping bag, preserved foods, etc.) is a small collection of books; an odd thing to bring on a camping trip. These include *The Decline and Fall of the Roman Empire* by Gibbons, Frazer's *The Golden Bough*, *Celestial Objects for the Common Telescope* by the Reverend T.W. Webb, *The Book of the Dead* translated by E.A. Wallis Budge, *Hoyle's Rules of Games*, *Robert's Rules of Order*, a small collection of medical books and herbal medicines, a book

on primitive metallurgy, a world atlas, a copy of the *Eltdown Shards*, a collection of Shakespeare, a book of Greek and Roman Myths, and a copy of the diary found at the Greenland seminary school. Among these books is Bhule's notebook. (See "The Sasquatch Papers 6.")

In Bhule's atlas, the map of British Columbia has an area circled in red pencil. This spot is about 150 miles north of their present location and (though the investigators won't realize it) is the area earmarked by Bhule as the future home of the sasquatch.

If the investigators follow the dark cavern back into the side of the mountain, they will discover, after traveling fifty yards, a narrow opening that must be squeezed through. The opening is SIZ 13. Someone of SIZ 14 or 15 may attempt to squeeze through but becomes stuck if they fail a DEXx5% roll, remaining wedged helplessly and completely blocking the opening. The investigator is trapped with a resistance STR of 20. If his friends are unable to free him, he has to wait for the inevitable return of the sasquatch. Yanking the investigator free gives 1D4 points of damage from bruises and abrasions. An investigator who successfully negotiates this tight squeeze does not have to roll to pass through the opening again.

If the investigators make it past the narrow spot, they will find that the cave extends only another 25 feet before ending in a small chamber. Ten feet away, propped up against the back wall of the chamber, is the dried, parchment-like body of a small sasquatch dressed in ceremonial garb complete with feathered headdress. Seeing this mummy and failing a SAN roll costs 1D6 points. The body is flanked by two stone tablets carved with the hieroglyphs of the Voormis. A portion of the wall of the chamber has some additional writings on it.

The body is one of the renegade, pre-human priests of Ithaqua and the one who led the final remnants of his people to this location in North America. When he died, he was enshrined in this cavern along with the tablets that carried the history of the sasquatch migration. The death of this last priest trained in the rites of Ithaqua, combined with the fact that the evolving sasquatch became too large to visit the shrine, contributed to the loss of their cultural heritage. Bhule rediscovered this cave and its secrets.

If the tablets are taken and later deciphered, they are found to contain the history of the great migration away from Greenland. (See "The Sasquatch Papers 7.") If the writings on the wall are deciphered, they are found to include a prayer to Ithaqua and a version of the Call/Dismiss Ithaqua spell. This can be learned in a half hour's time with a roll of INTx2% or less.

The sasquatch, if alerted to the presence of intruders in their valley, return quickly, entering the valley from both directions in an effort to trap the investigators. They are very quiet. If the party has posted guards, they need a successful Listen or Spot Hidden roll to avoid being suddenly grappled from behind by a sasquatch.

THE PURSUIT

If the investigators are discovered by the sasquatch they are immediately pursued. The sasquatch stay out of sight or range of the group most of the time, traveling along the party's flank and harrying them. The flight to Dogfork takes 10 hours. Roll 1D6 each hour:

1-2. Rock Attack. A small group of 1-4 sasquatch have managed to get within 50 feet of the group without being seen. Each throws a rock, capable of doing 2D3 damage with an accuracy of 25%. Investigators not actually hit by a rock have a chance to fire one shot before the sasquatch melt back into the snow.

3. The investigators spot a sasquatch exposed to fire. If guns are at the ready, investigators can fire normally for one round. Weapons not at the ready get only one shot. The investigators can tell if they hit the sasquatch, but are unlikely to know if it has been killed or not.

4. Full Scale Assault. The emboldened sasquatch (*sans* Bhule) charge. Gunfire, even over their heads, causes them to retreat. But if unwounded, they will press their charge harder the next time.

5. Bhule appears at a distance (two hundred yards) and demands that the investigators surrender. He promises them safety and good treatment. If an answering investigator can make a successful Oratory roll while asking for a meeting, Bhule will agree (see 6 below).

6. This event only occurs once. If it fails or the investigators refuse to meet, future rolls of 6 are treated as "no result." Bhule appears at a distance and requests that he be allowed to negotiate with the investigators. He points out that he is unarmed except for a hand axe. He will only come if the group allows him to be accompanied by one of the sasquatch.

It can be assumed that the investigators have already seen at least some of the sasquatch and possibly Bhule. Therefore, the sight of Bhule wearing the scalp of the yeti and accompanied by the huge, shaggy beast requires only a 1D3 SAN loss if a SAN roll fails.

Bhule parleys as outlined in his character description.

If the negotiations are a failure, Bhule leaves and the harassment by the sasquatch continues. He won't violate the terms of the truce unless they are first broken by the investigators. During the course of these negotiations, the accompanying sasquatch suddenly interrupts the conversation to interject a point (up to the gamemaster) on a subject in a halting, guttural voice. His point is well-made, but the idea of the sasquatch speaking to them in their own language costs all investigators failing their roll 1D2 SAN.

Each time a sasquatch is wounded during the pursuit, there is a 10% chance (plus an additional 10% for every wounding thereafter) that Bhule will lose his temper and attempt to Call Ithaqua to destroy the party. If a sasquatch is killed, Bhule will automatically do this. If the Calling is successful, Ithaqua arrives, possibly killing or carrying off members of the group while the sasquatch return to their valley. If the Calling fails, the sasquatch continue the pursuit to the limits of town. If the group is close to Dogfork when Ithaqua is Called, the small town may also fall victim to the Great Old One.

CONCLUSION

Bhule plans to lead the band of sasquatch north to a less inhabited area. If he has succeeded in kidnaping or killing all those who threaten to expose the existence of the sasquatch (or has been convinced by the group that they will keep his secret) this move will begin next spring. If Bhule fears exposure, he will, despite the risks, empty the caves of all evidence and immediately move the band north along with any prisoners.

Unless the investigators noted the location marked in Bhule's atlas, the sasquatch can live in their new home for years. If Bhule is killed or captured, the sasquatch, with-

TERRENCE BHULE

Bhule was injured by the Indians, but before he lost consciousness, he saw the band of sasquatch loping down the hillside to drive the Indians away. When he awoke, he found himself in the valley of the sasquatch, comfortable and well cared for. Donna died several days later and was buried beneath a cairn of rocks in a cave a few miles away.

Upon meeting Bhule again, the investigators may notice that he has grown a little stronger and healthier. He has also put on some weight, making it necessary for him to send the younger sasquatch in and out of the cave shrine when he wants to study the tablets contained therein. After speaking with Bhule, an investigator making a Psychology roll notices something changed in his personality. He is now mildly insane. The only manifestation of this insanity is his obvious allegiance to the small band of sasquatch. He feels more kinship toward these beasts than he does toward the human race. Investigators realizing this may attempt to capture and return him to society for treatment. He may be cured, but in the future remains susceptible to the same influences and could be drawn back to this area again to seek out his distant relatives.

If the investigators parley with Bhule, he seems fair and honest, though his terms are harsh. He insists that the investigators return to live with him and the rest of the band—forever! He understands that this is a hardship but feels that to allow someone to return to civilization with this knowledge would prove a disaster to the sasquatch. He can guarantee the investigators a position of respect within the tribe as teachers and assures them that neither he nor

any of the tribe bears a grudge for any injury or killings that have occurred. "My people are not vengeful," Bhule states.

It is likely that these arrangements are unacceptable to the investigators. They have one chance of changing Bhule's mind. An investigator must convince Bhule of the investigator's sincere desire to keep his secret safe from the world with a Debate roll. Bhule's position is quite strong and he knows the facts. He will Debate against the investigator. If the investigator wins the argument, Bhule is persuaded to allow them to return to Dogfork unmolested. If the investigator loses the Debate, or should he attempt Fast Talk or other trickery, Bhule dismisses them as untrustworthy and continues with his attempts to kill or capture the party. If the parley fails, Bhule and his companion will take up the pursuit once again.

STR 17	CON 18	SIZ 16	INT 15	POW 15
DEX 15	APP 9	EDU 17	SAN 30	HP 17

SKILLS: Anthropology 90%; Archaeology 35%; Astronomy 15%; Botany 45%; Camouflage 25%; Chemistry 10%; Climb 80%; Cthulhu Mythos 18%; Debate 35%; Drive Dog Sled 75%; Dodge 75%; First Aid 75%; Geology 15%; Hide 45%; History 25%; Jump 65%; Library Use 65%; Listen 75%; Make Maps 35%; Occult (Eskimo lore) 35%; Read/Write Eskimo 80%; Read/Write French 55%; Read/Write Latin 30%; Ride 45%; Sing 35%; Sneak 55%; Speak Eskimo 85%; Speak French 75%; Speak Sasquatch 75%; Spot Hidden Object 65%; Swim 75%; Throw 65%; Track 65%; Zoology 45%.

WEAPONS: Fist 75%; Head Butt 70%; Kick 75%; Knife 65%; Thrown Knife 45%; Hatchet 50% (thrown 25%, range 5 yards); Axe 50% (thrown 25%, range 5 yards); Pistol 45%; Rifle 80%; Shotgun 35%.

out leadership, will return to their secret valley.

If the investigators alert the public to the existence of the sasquatch, these beings may be discovered and exterminated by hunters, scientists, or others. Even those meaning no harm to the beasts may frighten them with attempts to observe them. If this occurs, the investigators should lose 1D10 SAN each when they realize that they are responsible for the extinction. If the investigators choose to take no action against the leaderless sasquatch, and allow them to peacefully live out their lives in the valley, they are awarded 1D6 SAN. If the investigators leave Bhule alive and also stay quiet about the matter, they re-

ceive an award of 1D8.

Investigators who attempt to bring the matter to the attention of the Canadian government are invited to an interview with William Lyon McKenzie, who served as Canadian Prime Minister through most of the years 1921-1948. It was discovered after his death that McKenzie was a secret spiritualist who spent time gazing into crystal balls. McKenzie, more than anyone, realizes the significance of the party's discovery and assures them that all steps will be taken to keep the beasts a protected secret. This brings the investigators an award of 2D6 SAN.



Pizzelli ©84

Michigan

III. The Haunted House

*Investigators travel to Grand Rapids to ghostbust a house
haunted by strange and deadly events.*

INTRODUCTION

It is not the designer's intention that this mystery be solved on the first attempt—spurious clues abound, and the strange goings-on in the house may prove too much for an investigator's sanity to bear. It may even require the efforts of more than one group of investigators to finally exorcise the mansion. This adventure also allows the keeper a chance to pit himself directly against the investigators in the persona of the 'haunt,' a spirit that wishes to be left alone in the peace of its home.

The adventure resembles the traditional haunted house found in books and movies and allows the keeper to apply many frightening cliches to lead the investigators away from the rather atypical source. Although certain limits are imposed, the timing and placement of these ghostly occurrences are left to the discretion of the keeper. Suggestions are offered, but it is the responsibility of the keeper to know what scares the investigators and to apply this knowledge.

INVESTIGATORS' INFORMATION

The most recent edition of *Occult Review* magazine contains an article entitled "Haunted Houses of Ohio and Michigan," written by Arthur Lampkin of Toledo, Ohio. The article covers six different houses, each reputedly haunted, and reports the author's findings. One home, located near Grand Rapids, Michigan, may be of singular interest to the investigators.

This house, owned by a certain Maurice Van Laaden, is over one hundred years old. It has been haunted as long as the present owner (a descendant of the original builder) can remember. Maurice wishes to sell the house and its furnishings but has been unable to do so because of its reputation. In an attempt to make the house more marketable, the owner has offered 10% of the sale price as a reward for any person or persons capable of exorcising the structure. The building is a three-story home of a design more common to New England and is filled with a large number of expensive antiques and *objects d'art* that would bring a hefty price.

From the information given in the article, the investigators should be able to contact the magazine editor and through him the author of the article or write directly to Maurice Van Laaden in Grand Rapids.

KEEPER'S INFORMATION

Although the investigators will discover and follow up on a number of clues, they will be hard pressed to discover the true source of the haunting—and may find it even more difficult to exorcise it once located. The malevolent spirit of the house dwells in a great block of ancient oak that serves as a mantel for one of the home's two great fireplaces. This spirit is actually that of a druid who, over a thousand years ago, merged his body with the living wood of a young oak tree. This oak lived in Scotland for over a thousand years and grew to an enormous height and girth.

In 1843 this tree was cut by Brandon Van Laaden of the Van Laadens of Grand Rapids, Michigan. The family, grown rich off their large fruit orchards, sent Brandon, an adventurer by nature, on a long trip through Europe, the Middle East, and Africa. His purpose was to choose antiques, furnishings, art objects, and expensive woods and carpets with which to completely refurnish and refurbish the home. While in southwest Scotland, Brandon saw the huge oak tree, and decided that this single tree could be used to completely redo the interior of the family home. It was large enough to provide all the wood needed to replace the floors and moldings of the home and even provide some larger pieces that could be used decoratively. Brandon had the tree cut down, sawn into large blocks, and shipped to America.

Problems were experienced by the crew sent to cut down the great tree and a death occurred in the actual felling. The family never learned of the death of the Scottish workman and so never drew a connection between that occurrence and the accident that took place in front of the house when the workmen were attempting to carry the great oak mantle through the front door. The man was not killed but was terribly maimed and left crippled until his death.

The heart of the tree, where the druid's soul dwelt, contained the finest grain. This block was thus chosen to be carefully milled and finished to serve as one of the two great fireplace mantels gracing the remodeled home. Within this block resided the druid, semi-comatose from the death of the tree but still alive and occasionally waking from fitful nightmares to momentarily realize what has happened to him.

Soon the druid, warmed by the fires kept burning be-

neath him, began to heal and regain consciousness. The druid perceived what was thought or taking place about him through psychic channels and as his powers returned, He found that he could extend himself throughout the wood of the house to observe the people who lived there. As the years went by, the druid felt more and more that the house was actually his, and that the people living in it were intruders. Thus began his campaign of fear, designed to drive the human inhabitants away.

HISTORY OF THE HOUSE

In 1819, a successful sea captain, Erich Van Laaden, sold his interest in a large East Coast shipping firm and moved his family from Massachusetts to Michigan. Settling in Kent County near what was to become the city of Grand Rapids, he invested a considerable portion of his money in the local fruit industry as well as beginning construction of a large family home. This house was in a secluded area a good distance from town and was built in the New England style Erich loved. The house was completed in 1821 and Erich, along with his three sons, Brandon, Henry, and Jonathan as well as Jonathan's wife, Eleanor Dugan and their eighteen-year-old son, David Dugan Van Laaden, moved in.

By 1830, the head of the family was the oldest son Jonathan, who took over when the elder Van Laaden's health began to decline. Upon Jonathan's death in 1842 Henry took over and, withdrawing most of their money from the fruit business, began investing in a number of small local furniture mills. Henry also invested in the rich timberland and real estate in Kent County. The last of the cash was given to Brandon, who used it to finance a trip abroad. On this trip, Brandon collected and shipped home most of the items that furnish and decorate the home today.

Brandon died of a mysterious illness in 1847 while Henry lived until 1863. Before Henry died, his son Aaron took over the family business and skillfully turned the holdings in the furniture mills into a new and burgeoning industry that was to affect the economic development of the entire area. Aaron, along with his father, was instrumental in incorporating their town into the growing city of Grand Rapids. Aaron was considered a pillar of the community and was well-liked by most of the people in the county. In 1854, Aaron built a secret stairway that led from the upstairs study to the basement. This was used as part of the "underground railroad," used by slaves escaping from the South. Aaron constructed this himself, and was able to keep its existence and purpose safe from most of the family. His father and wife knew, but Aaron concealed it from his unlikable second-cousin Allen.

Aaron died in 1866 and the fortunes of the Van Laaden family soon turned downward. The business was left in the hands of his wife Beatrice, who was ill-equipped for the task. Selling off most of the family's interests, she lived in the old mansion with her two daughters, Deborah and Virginia. Deborah eventually married and moved to Detroit, never to be heard from again, and in 1893 the unmarried Virginia gave birth to a son, Maurice. In 1898 Beatrice, now insane, died in a fall, and Virginia and her son continued to live alone in the huge house, supported by the dwindling Van Laaden fortune. Virginia died in 1911 and Maurice, uncomfortable in the empty house, took an apartment in the city where he still lives. Upon

leaving the house, Maurice hired two German caretakers named Karl and Hildegard to keep the house clean and safe from vandals.

HISTORY OF THE VAN LAADEN FAMILY

Erich Van Laaden was twice-widowed before moving his family to the midwest. His first wife was Lydia Bishop Parker, by whom he fathered his eldest son, Jonathan. Lydia died in 1793, and it was ten years before Erich remarried. This time his bride was the young and pretty Elizabeth Collins who gave birth to Henry Wordsworth and Brandon before dying alone of smallpox in 1812 while her husband was running the coastal blockades set up by the British.

The reason that Erich suddenly sold out and left New England was never clear, but it seems he had received a severe shock on his last voyage aboard the ship *Tanager*.

Senile and confined to a wheel-chair for the last years of his life, Erich died in 1848 at the age of 86.

Jonathan, though possessed of a sour disposition, proved himself an able administrator of the family's fortunes. Under his guidance their holdings grew. When he died in 1842 at the age of 65 his wife, Eleanor Dugan, returned to New England. His son, David Dugan Van Laaden, now 39, continued to live in the Van Laaden family home.

Upon Jonathan's death, responsibility for the affairs of the family passed on to his half-brothers Henry and Brandon. Henry was married to Priscilla Longley of Massachusetts to whom he had been engaged at the time of the family's move to Michigan and who had joined the Van Laaden family in 1823. They had two children, a son Aaron, born in 1827, and a daughter, Elizabeth, in 1832. Brandon was a confirmed bachelor and adventurer, and his brother, Henry, proved even more able at financial affairs than the late Jonathan. Soon he had doubled the fortune of the family and begun to refurbish the family house. Henry died in 1863, four years after his wife, victim of a heart attack.

Brandon Van Laaden was the youngest son of Erich and had the adventurous streak of his father. After completing his world travels, which consumed the years 1842 to 1846, he returned home to Michigan and wrote a book about his journeys. In 1847 he was laying plans for another, longer trip when seized by a mysterious illness, wasted away, and died. It was generally believed that the disease was contracted while touring the Near East.

David Dugan Van Laaden was the only child of Jonathan and Eleanor and was nearly seventeen by the time the family moved to Michigan. He was not well-liked by his grandfather, Erich. In fact, Erich spitefully cut David out of his will and what David believed to be his rightful share of the family fortune. Henry, a kind man, never questioned David's right to remain living in the family home and the disinherited son of Jonathan never lacked for money. Nonetheless, David nursed a secret hatred for the old man that eventually transferred itself to everyone on that side of the family.

David married a local girl, Mary Gottler and moved her into the house. Not long after, she gave birth to their daughter Sarah in 1828 and later to Allen in 1832.

Born to Henry and Priscilla in 1827, Aaron Van Laaden grew up to exhibit the finest characteristics of the Van

Laaden family. Tall and handsome, Aaron had an instinctive love for all mankind and worked most of his life to help his fellows while, at the same time, providing ably for his family.

Aaron, in 1850, helped to incorporate the small town into the city of Grand Rapids, and at about the same time, he became involved with the "underground railroad," and secretly used the Van Laaden home to shelter slaves escaping to Canada.

In an unrelated incident in 1853, a stranger, of East Indian birth and seriously ill, died in an upstairs bedroom. Due to the unknown nature of his disease, the decision was made to close the room and plaster over the door.

During the Civil War, Aaron enlisted and served as an officer in the G.A.R. distinguishing himself in several battles and earning a number of decorations before returning home upon the death of his father Henry in 1863. Two days later, Aaron and his cousin Allen became involved in a heated argument in the third-floor study of the house when apparently the hot-headed Allen drew a pistol and a struggle ensued. In the struggle, the gun discharged, striking Allen in the stomach. The younger man dropped the gun and staggered from the study. Bleeding profusely, he died before Aaron could reach his side. Shocked by the death of his beloved father and the accidental killing of Allen, Aaron resigned his commission with the Union Army.

From this time on, Aaron became increasingly withdrawn, even neglecting his wife Beatrice. In 1866 he shot himself in the nearby woods.

Aaron's younger sister Elizabeth was born to Henry and Priscilla in 1832. A shy quiet girl, she was the natural favorite of their father and he tried valiantly to spoil her. Despite this indulgence, Elizabeth was as kind and thoughtful as her older brother, though possessed of a more introspective personality. She often spent afternoons in the front parlor, sitting in the sun, working on her embroidery, or reading her favorite poets. It was in this room when Elizabeth was only thirteen, that she first heard the Voice. This Voice that spoke to her was actually the druid, now fully conscious. Recognizing in the young girl someone that he could manipulate, he began a long campaign against the poor girl. By the time she reached twenty he had convinced Elizabeth that he was the spirit of another, higher world and that he had chosen her as his bride. Fearing that she would be thought mad, Elizabeth never told anyone about the Voice. One night, at the urging of the Voice, she quietly climbed the stairs to the attic.

The next morning Elizabeth had vanished. By late morning the family had grown concerned and a search of the house and grounds was initiated. Henry discovered the young girl's body hanging from a rafter in the attic, her face black and swollen and a suicide note pinned to her dress.

Sarah was born in 1828 to David Van Laaden and his wife Mary. A quiet young girl, she was continually berated and punished by her brutal father. In 1845, estranged from both father and mother, Sarah eloped with a local boy and was not heard from again.

Allen was born to David and Mary in 1831 and inherited all the spite and venom of his father. Disliked by the rest of the family, Allen lived in the house after the deaths of his parents, but did not associate with his re-

latives. Tension between Allen and his well-respected cousin Aaron grew until the two men avoided each other and almost never spoke.

Allen suspected Aaron's work on the underground railroad and resented the use of the family home in this manner. He feared to publicly expose Aaron's activities but his enmity grew.

When Aaron went to war, he reluctantly placed Allen in charge of the family affairs. Left to his own devices, the raging, alcoholic Allen soon had the family in a state of constant fear. He feared to actually strike Beatrice or her daughters, but a continual barrage of threats coupled with displays of a violent temper kept the three women in a state of panic with the aging Henry Van Laaden powerless to intervene.

Mentally unbalanced, Allen had become obsessed at an early age with the writing of Edgar Allan Poe. Learning of Henry and Beatrice's plan to house several slaves in the basement for a week, he fulfilled a black compulsion he had carried for years. He learned the details of the operation and led the slaves to the secret room in the basement. While his unsuspecting victims crouched in the darkness and the family slept above, the mad Allen sealed the escape tunnel with rocks and earth and then bricked up the basement doorway, the only remaining exit from the room.

Allen convinced Beatrice and Henry that the family's activities had become suspect and that he had been forced to help the slaves escape in the night. He had then sealed the escape tunnel and the door in case someone should come to investigate. Two weeks later, with a leering grin, he told Henry and Beatrice the truth. Henry's heart was too weak to take this latest shock and he was stricken by a heart attack while he sat listening to the crazed Allen. He died almost immediately and the next day Beatrice wrote Aaron, pleading with him to return.

Aaron did not get home until after his father's funeral. After he had been home a few days, Beatrice told him what had taken place since he had left for the war. The next day Aaron confronted Allen in his study on the third floor. An argument ensued and Allen tried to draw a small pistol he had hidden inside his shirt. Aaron leaped upon him and in the struggle, Allen was shot and killed. Wishing to avoid public scandal, Aaron said that Allen had accidentally shot himself while cleaning the gun. As Allen was decidedly disliked by most of the community and Aaron well respected, the investigation was perfunctory, eventually confirming the story as told by Aaron.

Beatrice was a local girl who married Aaron in 1850. She was as well-liked as her popular husband. Through the 1850's she aided her husband with the underground railroad and gave birth to their two daughters, Deborah and Virginia.

When her husband went to war, she was left at home with the two girls and her aging father-in-law. Beatrice was terrified of Allen and his rages and the time she spent with the madman wore badly on her. By the time Aaron returned from the war, Beatrice had already begun to slip into emotional disorder.

Upon her husband's death in 1866, Beatrice slipped further and further into insanity while her two young daughters did the best they could to maintain the family estate. By 1875, Beatrice had become totally incompetent. She posed no real problems, but her strange mut-



Van Laaden Time-Line

1819: Erich Van Laaden returns from extended voyage to the far western Pacific Ocean. Without explanation, he suddenly announces his retirement and sells all the family interests in the shipping company. Within the year, Erich and his sons have sold all their holdings in the New England area and have moved to Michigan, eventually settling in Kent County. Here they invest their money in fruit orchards.

1821: Construction of the Van Laaden mansion is completed and the extended family moves in.

1823: The marriage of Henry Wordsworth Van Laaden to Priscilla Longley of Boston, Massachusetts, takes place in the Van Laaden home.

1826: David Dugan Van Laaden, son of Jonathan, marries a local girl, Mary Gottler, and moves her into the home.

1827: Aaron is born to Henry and Priscilla.

1828: A daughter, Sarah, is born to David and Mary.

1832: Elizabeth is born to Henry and Priscilla, followed shortly by the birth of Allen to David and Mary.

1842: Jonathan dies, leaving Henry in charge of the family business. Henry begins to divest the family of the orchard holdings and uses the capital to invest in small furniture mills. The remainder of the money is set aside to refurbish the home and to finance a long trip for his younger brother, Brandon.

1843: Brandon locates ancient oak tree in the south of Scotland and makes arrangements to have it cut down and shipped to America.

Later that year, the widow of Jonathan, Eleanor Dugan, returns to her family in New England. She does not see any of the Van Laadens again.

1845: Sarah, the daughter of David, disappears mysteriously in the middle of the night and is never seen or heard from again.

1846: Brandon Van Laaden returns home from abroad.

1847: Brandon dies suddenly from an unknown illness.

1848: Erich, feeble-minded and confined to a wheel-chair dies of old age. Henry commissions a statue to be sculpted and placed in front of the family home.

The old man had purposely cut David out of his will but Henry graciously allows him to stay on at the house. David remains bitter over the insult.

1850: The marriage of Aaron and Beatrice.

1852: Elizabeth, daughter of Henry and Priscilla, commits suicide at the age of 20 by hanging herself from a

rafter in the attic. It is several hours before the body is discovered.

1853: A stranger of foreign birth shows up lost at the Van Laaden home one rainy night. The family puts him up, but in the morning he is dead. Unable to identify the man, the family has him buried in the family plot.

Later that year, David dies of natural causes. His wife, Mary, moves out of the house and back with her family in town.

In November, a daughter is born to Aaron and Beatrice. She is named Deborah.

1854: Aaron, now an active member of the underground railroad, remodels the family home, adding water to the kitchen and installing an upstairs bathroom. At the same time, he constructs a secret stairway leading from the third-floor study to the basement. A greenhouse is added for Beatrice.

1857: A daughter, Virginia is born to Aaron and Beatrice.

1859: Priscilla Longley Van Laaden dies of pneumonia.

1861: Aaron enlists in the Union Army to fight in the Civil War. He is commissioned an officer and begins a short but distinguished career.

1863: Henry dies of a heart attack and Aaron returns home. Two weeks later, Aaron engages in a heated argument with his cousin Allen and the latter is accidentally shot and killed.

1866: Aaron dies "as the result of a hunting accident."

1872: Deborah Van Laaden marries a local man, Bertrand Hancock of Grand Rapids.

1873: A son is born to Deborah and Bertrand. They name him Henry in honor of Deborah's grandfather.

1878: Bertrand begins to lay plans to excavate an Indian mound discovered on the property. While working on the site, Bertrand is severely injured in a freak accident and left permanently crippled. He abandons work on the mound but it is completed by the University of Michigan.

1880: Bertrand, a business graduate of the University of Michigan, is offered a position in Detroit. He moves to Detroit, along with Deborah and their son, leaving Virginia to care for the house and the aging Beatrice.

1893: Maurice is born to Virginia.

1898: Beatrice is killed in an accidental fall on the stairs.

1911: Virginia dies of natural causes. Maurice, now alone, moves out of the house and never sets foot inside again.

terings and nocturnal roaming of the house caused the girls to fear her.

Beatrice died in 1898, the result of a fall from the second-floor staircase. She was 68 years old.

The oldest daughter of Aaron and Beatrice was Deborah, who grew up in the mansion helping her sister care for their unstable mother. The two girls had little contact with the people of Grand Rapids but Deborah somehow attracted a beau and in 1872 married Bertrand Hancock, giving birth to a son a year later. When her husband was offered a position in Detroit a few years later, she moved with him and has lived there ever since. She presently lives in Grosse Pointe. Her existence is unknown to Maurice.

Bertrand Hancock was educated at the University of Michigan in Ann Arbor and had an amateur's interest in archaeology. In 1878 he discovered what appeared to be an Indian mound on the Van Laaden property and began plans to excavate it.

During the first week of the work, an accident occurred. A large block and tackle had been hung from a heavy iron tripod set atop the mound. Improperly braced, the

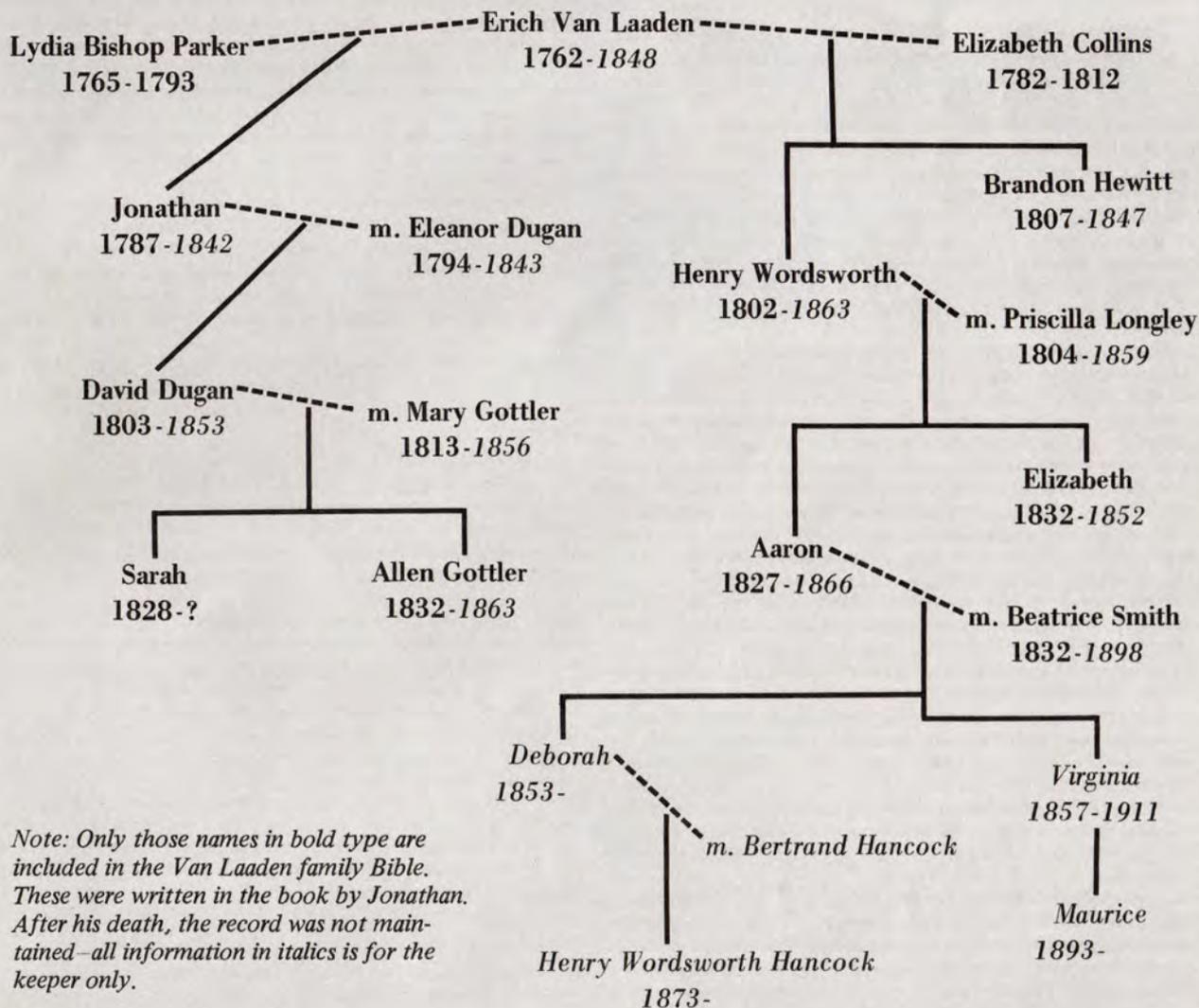
tripod slid down the side of the mound and overturned, maiming the unfortunate Bertrand. He was left with only one good eye and a permanent limp. He never returned to the site of the mound, leaving the excavation to be completed by a University team, and a year later moved his family to Detroit, accepting a position with a manufacturing firm. Bertrand died in 1915, survived by his wife and son.

Virginia was the younger daughter of Aaron and Beatrice and it was her fate to remain in the family home caring for Beatrice until her mother's death in 1898.

Resigned to her duties, Virginia never married. Consequently, when she gave birth to a son in 1893, some scandal was raised. Virginia rarely ventured far from the house and so was immune to most of the gossip spread by the tongue-wags of the city. She raised her son Maurice in the nearly-empty house, simultaneously caring for the feeble-minded Beatrice.

Virginia died in 1911 leaving the entire family estate to her son. She never revealed the identity of Maurice's father.

THE VAN LAADEN FAMILY TREE



CLUES AND INFORMATION

The local newspaper, *The Grand Rapids Herald*, dates back to 1873. Each successful Library Research roll yields one of the following stories or announcements:

1. A birth announcement dated 1873 for Henry Wordsworth Hancock, son of Bertrand and Deborah Van Laaden Hancock.
2. A story written in the summer of 1878 tells of an unfortunate accident that left a local man, Bertrand Hancock, severely injured. He was injured while aiding a team from the University of Michigan excavate an Indian mound discovered on a remote portion of the old Van Laaden property. (See "The Van Laaden Papers 1.")
3. A birth announcement in 1893 tells of the birth of a son, Maurice, to Virginia Van Laaden. The father is not named.
4. A story dated 1898 relates the death of Beatrice Van Laaden in a fall from a staircase in her home. Her late husband Aaron is mentioned in connection with his Civil War commendations. (See "The Van Laaden Papers 2.")
5. An obituary dated 1911 announces the death of

Virginia Van Laaden from natural causes.

An earlier newspaper, the *Kent Clarion*, folded in 1872. The local public library has filed editions of this paper dating back to the library's founding in 1852. Each Library Use success reveals one of the following facts:

1. An obituary for Elizabeth Van Laaden, who died in 1852 at the age of 20. No cause of death is given.
2. A birth announcement for Virginia Van Laaden, born of Aaron and Beatrice in 1857.
3. An obituary dated 1859 for Priscilla Longley Van Laaden. Death was attributed to pneumonia. She is survived by her husband, Henry, and her son, Aaron.
4. A paper dated 1861 lists men who have joined the Union forces. Captain Aaron Van Laaden is among them.
5. A story dated September, 1862, tells of Captain Aaron Van Laaden's citing for heroism at the second Battle of Bull Run.
6. An 1863 obituary announces the death of Henry Wordsworth Van Laaden, "from a mercifully brief illness."
7. A story dated shortly after the obituary of 1863 tells

MAURICE VAN LAADEN

Maurice is in his late twenties/early thirties and lives in a small apartment in downtown Grand Rapids. He is of medium height and although reasonably healthy, he is a little pudgy, due in part to the fact that he has never worked a day in his life. His dark hair is kept a little on the long side for this day and age, and his pencil-thin moustache, beret, and cigarette holder give him an affected, Bohemian look. He is part of a very small clique that look upon themselves as poets and political radicals. The locals have tolerated Maurice's simplistic ideas and bad poetry for years, simply because of his access to the Van Laaden fortune. Maurice is capable of calling for radical socialist reforms at the very same time he is worrying about his dwindling bank account. The threat of true poverty is what has inspired Maurice to sell off the family property.

Born in 1893, Maurice never learned who his father was and was raised in the huge mansion by his mother and lunatic grandmother. Maurice was only five when Beatrice died, but she made a deep impression on the young boy's mind. He would often awake in the middle of the night to find the aged woman, eyes bugging from her head, and white frizzy hair standing out in all directions, gibbering and leering at him from the foot of the bed. Maurice would scream and cry for his mother who would come and lead the old woman back to her bedroom on the third floor, there to put her back to bed. Maurice remembers little about his childhood, and nothing about grandma Beatrice. In fact, Maurice knows little if any of the history of the Van Laaden family or the house and can shed little light on either subject. He knows that his grandfather, Aaron, was a Civil War hero and he is aware that the great-great-grandfather, Erich, was a sea captain from New England. The investigators will find him severely lacking in any facts regarding any black sheeps in the family and he knows nothing of the suicides or murders that took place in the house. Neither is he aware that he has an aunt still living in Detroit.

If one of the investigators makes a Psychology roll while talking with Maurice about the house or the family, he will realize that the man is unconsciously hiding facts about events that have taken place in the house. This information came to Maurice in the form of disjointed stories that his grandmother would tell him at night while he slept in his bed. A successful Psychoanalysis performed by one of the investigators (with Maurice's consent, of course) will bring these facts to light. Beatrice told him many things about the house including the truth about the crimes com-

mitted by the deranged Allen and how he was later murdered by her husband Aaron. Most importantly, she told him about the strange voice that she heard in the night; a voice that would seem to float into her head. This voice would sing a strange song or chant to her. Under psychoanalysis, Maurice can sing a little of this song that was taught to him by his grandmother and if an investigator makes a successful Linguist roll while listening, he will recognize an archaic form of Celtic. Beatrice also told Maurice that once upon a time, her sister-in-law Elizabeth was supposed to marry this voice but "the poor girl died instead."

If the investigators wish to explore the house and Maurice agrees to this, he requires them to sign a contract that spells out the conditions of employment. While not exactly dishonest, Maurice is not above using the legal procedure to adjust the situation in his favor. To this end, Maurice and his attorney have left several areas in the contract quite vague. If none of the investigators succeeds in a Law roll, and they are unwise enough to sign the document without having it checked over by a qualified professional, they may find themselves getting less out of the deal than they expected. Details of this document are listed under "The Contract."

If the investigators reach an agreement with Maurice, he will provide them with a ring of keys for the house. This ring contains over a dozen keys of varying design and manufacture and opens most doors in the house. However, a couple of important keys are missing and there are a number of useless keys which don't pertain to anything in the house. Maurice informs the group that there is no key for the main gate. That is in the possession of the caretaker, Karl, and he is solely responsible for locking the gate at night. Karl is instructed to leave it open during the day. Maurice insists that he escort them any time that they travel to or from the property (though he will drop this stipulation if he comes to trust the investigators) and reserves the right to inspect their persons or vehicles if he feels he has reason to suspect that they are removing articles from the house. (The contract stipulates that nothing may be removed from the premises.)

If the investigators lack proper transportation, (remember, the house is located 15 miles north of the city) he offers to drive them out in his automobile and return at a day and time that they all agree upon. Under no circumstances will Maurice enter the house or even set foot past the gate.

STR 7 CON 9 SIZ 13 INT 12 POW 10
DEX 8 APP 10 EDU 9 SAN 32 HP 11

SKILLS: Credit Rating 85%; Drive Automobile 40%; Read/Write French 45%; Sing 15%; Speak French 55%.

THE CONTRACT

This is an eight-page document prepared in advance by Maurice and his attorney. It is a standard form that is presented to and signed by all potential "ghostbusters." It is written in the finest print available and the wording has been made as complicated as possible. Looking it over, the investigators will find that basically it states that if the "haunt" is removed from the house, the investigators will receive a 10% share of the sale price. It states that the signers will not engage in malicious destruction remove from the property any item or items found in the house without the express approval of the owner. The signers will be held responsible for any damage deemed excessive that they may cause in the course of their investigation.

There are four "loopholes" designed into this contract that could prove costly to unwary investigators. It will require four separate, successful Law rolls to discover these items.

Point 1: The contract calls for the investigators to prove the haunt has been expelled. No mention is made of what would be deemed proof. Later in the document is a rather vague mention of ten years being a fair amount of time to prove the absence of the "haunt" if no other proof can be offered.

Point 2: As written, the signers can be held responsible for any damages that the property should incur. This could become quite expensive.

Point 3: The signers are held responsible for any missing items.

There is no inventory of the property provided to prove what is really there.

Point 4: This is a provision that allows Maurice to deduct certain expenses from the fee that will be paid to the investigators. Once again, this part of the contract is written in a purposefully vague manner to confuse the issue.

If the investigators should choose to consult with a lawyer in regards to the contract, they may have to choose one practicing in Grand Rapids. To determine an individual lawyer's Law score, roll 3D6x5%.

If the investigators should discover the tricky parts in the contract and confront Maurice with them, he will back down on these issues and agree to rewrite portions of the contract in clearer, more equitable terms.

Maurice does not really intend to cheat the investigators, but is merely trying to protect his own interests. If he believes that the haunt has truly been exorcised, he will pay the investigators upon the sale of the property without trying to make them wait the ten years. Neither would he try to cheat them on damage charges but merely desires a legal lever should he feel that the group has been destructive without good reason. If the investigators are successful, Maurice will see that they get at least half of what they think they deserve. If for some reason Maurice has grown close to the group (solved some of his personal psychological problems or discovered the name of his father or the existence of his surviving aunt) Maurice may actually overpay them a bit. No matter how good a job the group may do, Maurice cannot possibly pay them before the property has been sold; he has very little money.

of the accidental death of Allen Van Laaden in a firearms accident in the home. (See "The Van Laaden Papers 3.")

8. A story dated 1866 describes the accidental death of war hero Captain Aaron Van Laaden while hunting near his home. (See "The Van Laaden Papers 4.")

The library also contains a number of specific books that may be of interest to the investigators. In the local history section is *History of Kent County, 1836-1912*, published in 1914. This holds a number of references to the Van Laaden family including notice of the efforts put forth by Henry and Aaron toward the incorporation of the city of Grand Rapids in 1850 along with their early interest in furniture manufacture which came to prominence in the area in 1859. Most of the information is of a civic nature and holds little interest for the investigators. However,

one story about the war hero Aaron Van Laaden mentions that it was thought that he had once been a link in the underground railroad and had kept a secret room in the basement of the Van Laaden home to this end.

If the group should somehow gain access to the locked, rare book section of this library, they will find a rather disappointing collection with the possible exception of one old, fraying volume entitled *The Voyages and Journeys of Brandon Van Laaden, 1842-1846*. This is the same book found in the Van Laaden home library. (see "The Van Laaden Papers 5.")

In the archaeology section is a volume published in 1880 by the University of Michigan Press. It holds a scientific report on findings made in the excavation of a small Ottawa Indian mound located north of Grand Rapids. Anyone reading this book will find that the discoveries made at the site were of a singularly unspectacular nature. However, the book is dedicated to a Bertrand Hancock, who is credited with first discovering the mound—located on the old Van Laaden family property—and who was severely injured during the course of the excavation.

The volume was written by Dr. Richard Pendergast. If the investigators contact the University for further information, they can find that Pendergast died in 1881 (he was 68). Records of the students who assisted on the dig are lost.

At the Kent County Hall of Records a successful Law roll is required to gain access to the records. Here the investigators can locate complete birth and death records for the Van Laaden family. These records date back to 1836 and do not contain any information of a 'secret' nature. In other words, there are no special clues pertaining to any of the suicides, mysterious deaths, or disappearances. It is simply a straight-forward record of the citizens of the county.

INSANITY

The following effects are appropriate for anyone going mad while investigating this scenario.

The keeper should choose one effect from the following each time an investigator goes insane. An investigator will suffer from only one of the listed effects.

1. **White Hair:** The investigator's hair turns completely white within 6 hours and remains this way.

2. **Chronic Dendrophobia:** This character will suffer for the rest of his life a certain slight queasiness about the trees around him.

3. **Nervous Tic:** The investigator cursed with this malady suffers from a constant twitching of the muscles of the face causing permanent loss of 1 point of APP and corresponding losses of 5% in each Communication skill.

4. **Recurrent Nightmares:** This unfortunate will suffer from chronic nightmares about the house. Sleeping badly thus causes him to lose 1 point of CON permanently.

SCENES

The following descriptions contain sections in italics. These sections contain what the investigators will see or otherwise sense upon entering the area and may be read directly to them from the text. The paragraphs following the italics section contain additional information and clues that the keeper should read to himself, revealing specific details to the investigators as they are discovered.

THE GROUNDS

You are being driven to the mansion by Maurice Van Laaden. Traveling north from Grand Rapids on the two-lane state road, Maurice begins to slow his car, as if not sure of where he is. After driving in this manner for some two hundred yards, he turns left and carefully steers the vehicle into a narrow and rutted dirt road—barely more than two cars wide—that winds slowly uphill through land shaped by ancient glaciers. The towering oaks and maples form an arch above the road, blocking the sun, and a damp chill settles.

Maurice slows the car to a crawl as he comes to a low spot in the road. Water from a recent rainstorm has formed a muddy pool across the path. The car feels as though it may bottom out as Maurice slowly picks his way through pot-holes hidden by the puddle, but then he pulls up onto dry land again and a long, slow bend to the left brings you face to face with the Van Laaden mansion. (Note: This dip in the road is not easily visible traveling from the direction of the house. If a driver fails to remem-

ber this hazard while fleeing the house at high speed, it takes a Drive Automobile roll to avoid a smash-up.)

Silhouetted darkly against the gray sky, the three-story house crouches behind an iron fence, surrounded by dead and dying trees, the last remnants of paint blasted from its surface years ago by the harsh Michigan winters. Its shutters are closed against the outside world and the uninviting path to the front door chokes with scrub. In stark contrast, the white marble statue of an old mariner, complete with ship's wheel and anchor, stands halfway between the old house and the rusting iron fence that surrounds the property. To the right stands a large carriage house of design similar to the mansion, the sag of its roof telling its age.

Outside the fence is a small building, made of brick and sturdily constructed. Standing near its front door is an older man, gray-haired and stooped. He peers at you curiously through small, steel-rimmed spectacles.

This fellow is Karl, the caretaker. Maurice explains to Karl why they are there and introduces him to the investigators. At some point, Hildegard emerges from the house to see what the commotion is about. In halting English she insists on being introduced too, and then stands watching nervously, trying to understand the conversation.

Maurice explains that Karl has the key for the main gate and will leave it unlocked for the investigators during the daylight hours. At nine o'clock Karl retires for the night and will lock the gate at that time. If the investigators wish to leave at night, they will have to shout for Karl. Maurice wants to keep the property secure at night

KARL AND HILDEGAARD

This couple is of German descent and are in their late fifties. Hired by Maurice in 1911 to care for the property, they have lived in the small gatehouse outside the fence since that time. Maurice pays them fairly and in return they are supposed to keep an eye on the place, make repairs as necessary, and go inside to clean and dust every week or so. The investigators will be introduced to the couple by Maurice.

The couple has not entered the rambling mansion since Hildegard suffered a terrible fright shortly after they were hired. One day, while Karl worked on the small garden surrounding the statue of Erich, Hildegard was alone in the house, scrubbing the marble tile in the foyer. Looking up from her work for a moment she saw the ghost of the mad Beatrice cackling at her from the staircase. Hildegard ran screaming from the house and into the arms of the startled Karl. Karl cautiously entered the home but saw nothing and returned to comfort his shaken wife. Hildegard eventually recovered from her fright but neither has entered the house since that day. They fear that if Maurice discovers that they have not been cleaning as expected, he will fire them and throw them off the property. Consequently, Karl's answers about the house are somewhat guarded.

Karl, like his wife, is of simple, peasant stock, and is used to a life of hard work. Considering his age and the size of the property involved, he has done a fair job of keeping it up over the years. Karl feels some concern for the welfare of the investigators and if, in the course of their stay at the home, he should hear gunshots or screams he may be moved to come and investigate their source, armed with the .12 gauge shotgun that he keeps in the gatehouse. To overcome his fear of entering the house, he will be required to make a Luck roll. If he fails the roll, he cowers inside his home, desperately hoping that the whole thing will blow over.

Karl

STR 14 CON 15 SIZ 13 INT 14 POW 12
DEX 12 APP 9 EDU 6 SAN 60 HP 14

SKILLS: Electrical Repair 50%; Mechanical Repair 75%; Speak English 35%; .12 gauge double-barrel shotgun 45%.

Hildegard has been married to Karl for over 35 years now and is still in love. She impresses the investigators as a nice, honest woman, even though she speaks little English and is rather shy. If an investigator should make an Oratory roll while talking with her (in German of course) she will express her fears about the fate of her pet cat, Klaus. If the investigator should make a successful Oratory roll while speaking with Hildegard, she will tell him about her experience with the ghost a few years ago, at the same time trying not to reveal that she and Karl have not been inside the house since.

Hildegard won't enter the house under any circumstances; not even to help Karl.

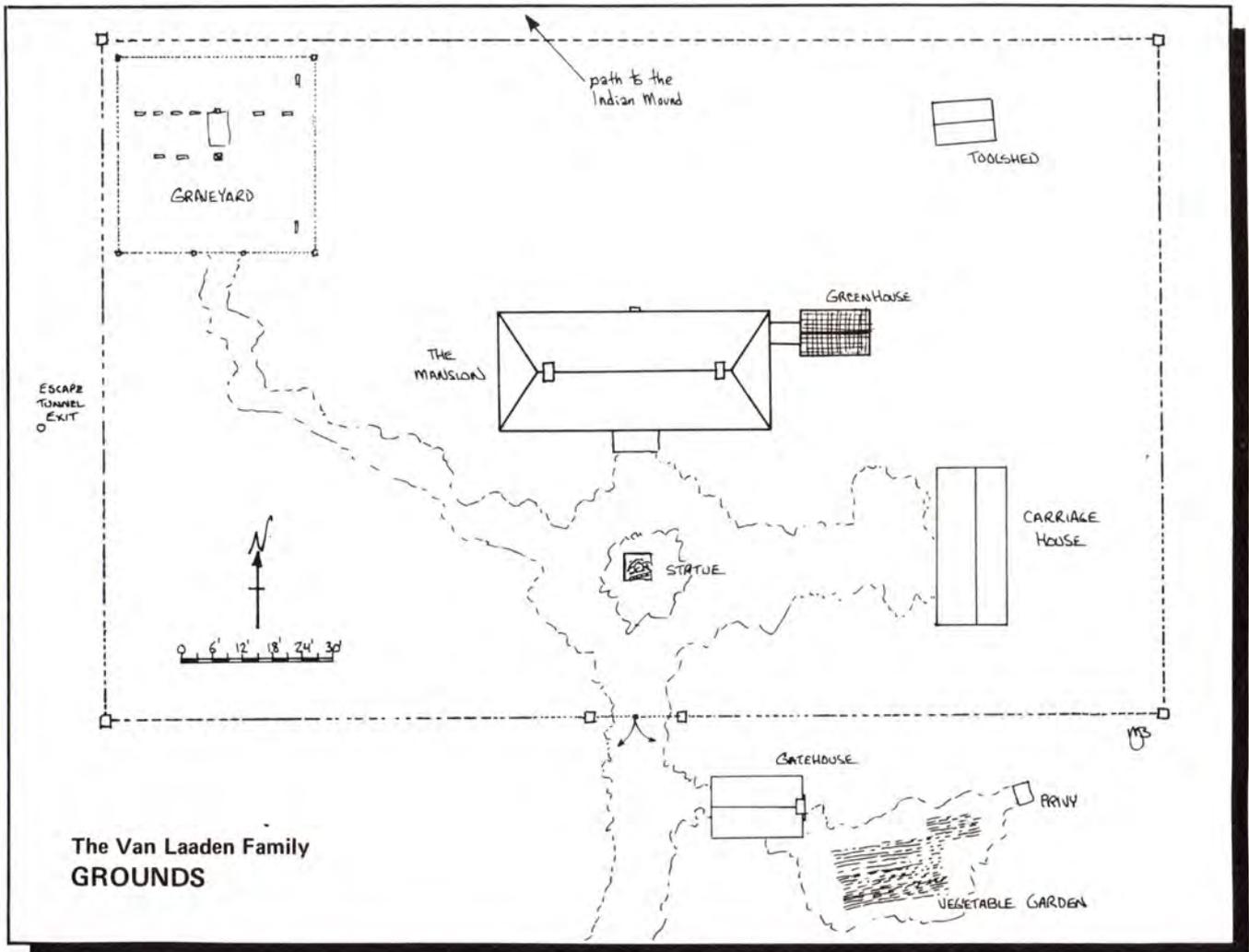
Hildegard

STR 11 CON 16 SIZ 14 INT 10 POW 15
DEX 10 APP 14 EDU 6 SAN 53 HP 15

SKILLS: First Aid 65%; Speak English 15%; Treat Disease 25%.

Although they are devoted to one another, the couple has a tendency to argue loud and often. During the investigators' stay, an argument will break out between the two. It will take place inside the couple's home and the investigators will hear shouting and yelling. A successful Speak German roll tells the listener that it is simply a domestic quarrel of no real significance.

The couple retires early, and a watchful investigator may notice the lights go out in the gatehouse promptly at nine o'clock. The couple falls asleep immediately. It will have been explained to the investigators beforehand that Karl locks the gate at night before bed. The investigators do not possess a key for the gate and if they wish to leave after dark, they need to yell for Karl who will awake and let them out, unless he fails a Listen roll.



and insists on this condition.

If any investigator makes a Psychology roll while conversing with Karl, or while listening to Karl speaking with Maurice, he will notice that Karl seems quite nervous. (Note: Both Karl and Hildegard fear that the investigators will find that they have not cleaned the inside of the house in over a decade. This, they fear, could cost them their jobs.)

A. The Iron Fence: This fence, eight feet high, is rusted but still completely surrounds the property, silently warning off intruders with its sharp, pointed finials.

A successful Climb roll is needed to exit the property without using the gate. If a player states specifically that he is being careful when climbing he must roll his DEXx 5% or less to avoid a puncture wound (1D6 damage). If the investigator fails to take special care, he needs a POWx 2% roll to avoid injury. If an injured investigator fails a roll of CONx 5% or less, he will contract blood-poisoning and be laid up for 1D6 weeks.

B. The Statue: This is a carved marble figure, standing on a small pedestal, dressed in the traditional gear of a New England mariner. In his hands is clenched a ship's wheel and at his feet rests a ship's anchor.

A worn inscription on the pedestal reads: "Our father, Erich Van Laaden. 1762-1848." If an investigator should make a Listen roll while tapping this pedestal, he will realize that it is hollow. Inside is an old ship's clock with

the name 'Tanager' inscribed on it, along with the dried remains of a wreath placed here by the family upon dedication of the sculpture. It will require heavy equipment to carefully move the statue off the pedestal.

C. The Carriage House: This sagging building is of the same vintage as the house. It has three sets of double doors in the front and could serve as a garage for an investigator's car if the doors were not jammed shut by the pressure exerted from the bowed roof. The pairs of doors on either end have a resistance STR of 25 and the center pair of doors has STR 32. Two investigators may grab any door and try to yank it open using their combined STRs and continue pulling until the door opens. If an investigator should make an Idea roll while trying to open the center doors, he will realize that these doors hold up the building and that opening them could cause it to collapse. If the group should force the center doors open, the building collapses. Anyone standing next to it must make a Dodge roll or receive 2D6 points of damage.

If the investigators successfully open the doors, they will find that the carriage house is filled wall-to-wall and floor-to-ceiling with boxes, crates, trunks, and all manner of old, stored items. It takes 10 man-hours to haul all this stuff out and give it even a cursory inspection. If the investigators do this, the keeper may wish them to attempt various skill rolls as they unpack the junk, but aside from a few unimportant family heirlooms, there is no

thing of value here. It will require an additional 10 man-hours to pack all the stuff back in.

D. The Greenhouse: Easily visible near the carriage house, the glass panes are coated with dirt and grime but, surprisingly, none seems to be broken. If an investigator should attempt to wipe or scrape the film off to peer inside, he will find that the inside surface of the glass is just as badly coated and that he can see nothing. The door to the greenhouse is locked, but one of the keys provided by Maurice fits. (See "The House Interior: First Floor" for further details.)

E. The Tool Shed: This is unlocked. Inside is the usual assortment of wheelbarrows, watering cans, garden tools, etc. It is obvious that Karl uses this building occasionally (he still does some yard work) as it is reasonably neat and free of cobwebs.

If one of the investigators should examine the garden tools, he will see that the shovel has a brown, crusty stain on the blade, which looks like dried blood. If an investigator can make a Zoology roll while testing it at the proper facilities, it turns out to be the blood of a rodent. It is actually that of a woodchuck killed by Karl a few weeks ago in his garden.

F. The Family Burial Ground: Standing far back on the property and obscured by a forest of tall weeds and overgrown shrubs is the tall, spire-like monument that marks the grave of Erich Van Laaden and that serves as the centerpiece for the small family cemetery.

On closer inspection it is found that the fenced graveyard is one of the few areas that has been well-tended by Karl. Although some of the older stones are weathered and hard to read, and some are tilted at odd angles, the graves themselves are neat and well-defined, the paths between them clear and free from weeds.

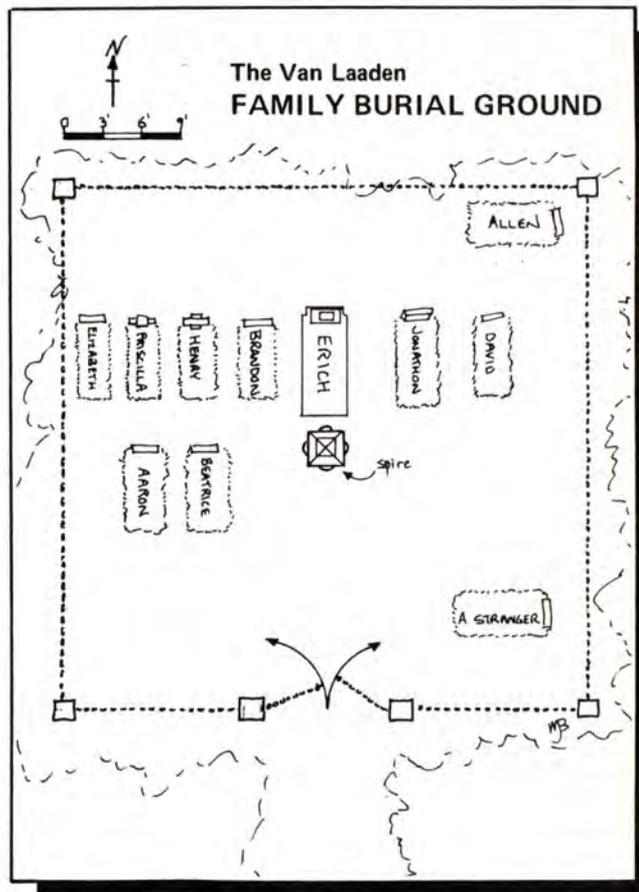
With a little squinting the investigators can make out the names and dates of those buried here. In the center, beneath the gray-veined marble spire, lies Erich Van Laaden, 1762-1848. To his immediate right is Brandon, 1807-1847; next to him, Henry, 1802-1863; Priscilla, 1804-1859; and Elizabeth, 1832-1852. At the foot of the graves of Henry and Priscilla are two more, Aaron, 1827-1866; and Beatrice 1832-1898.

On Erich's left are buried Jonathan, 1787-1842; and David, 1803-1853. In the southeast corner of the little cemetery there is a small, plain tombstone, inscribed only as "A stranger-1853." In the northeastern corner of the graveyard, buried far away from the rest of the Van Laaden family, is Allen Van Laaden, 1832-1863.

G. The Escape Tunnel: Someone investigating this area who makes a Spot Hidden roll, notices a circular low spot in the ground, partially obscured by a thick growth of wild forsythia.

If the investigators dig out this area, removing the bush reveals that the low spot is filled with large rocks. These rocks are wedged in, and choke off a tunnel dug into the earth and supported by wooden beams. If the tunnel is cleared (taking 30 man-hours) the investigators can gain access to the sealed room in the basement.

H. Path to the Indian Mound: If this path is followed into the woods for about a quarter of a mile, the investigators can find a large, earthen mound about twenty feet in diameter. An Anthropology roll identifies it as an Indian



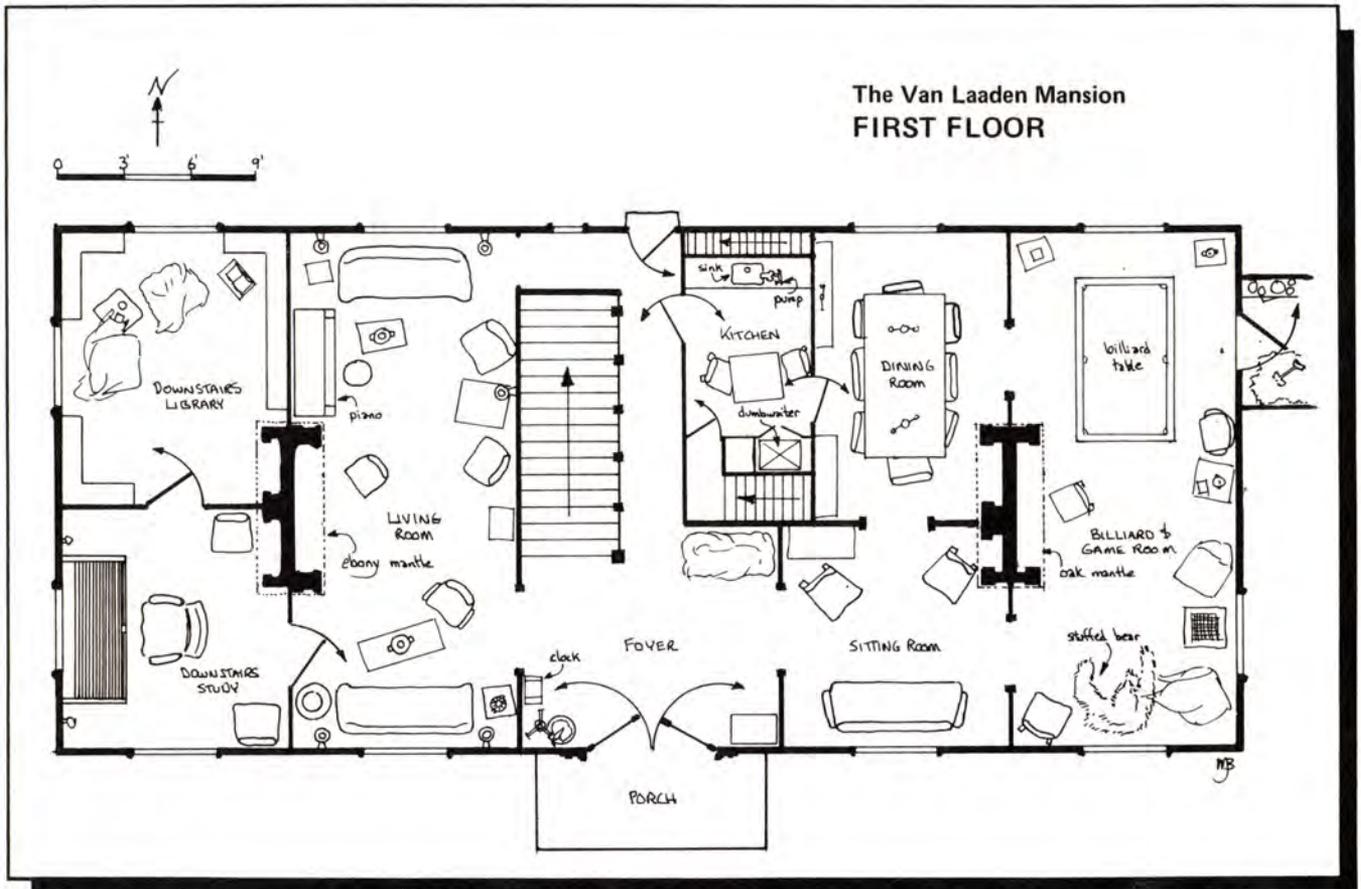
mound, probably of the Ottawa tribe. A successful Archaeology roll will reveal that it was thoroughly excavated at one time, and then the earth replaced. (A full report on the findings made in 1878 can be obtained from the University of Michigan.) If the investigators dig up the mound in hope of finding something, allow each a Luck roll daily for a chance of discovering some overlooked arrowhead or shard of pottery. Anything found is useless to the investigation at hand.

THE HOUSE EXTERIOR

The house itself seems to have an air of the forbidden. You sense malevolence as you draw closer. The windows are sealed by hinged, wooden shutters and, along with the locked doors, seem to silently refuse you access to its secrets. As you approach closer, you can see the remains of the whitewash that once protected its wooden clapboards. It is obvious that no one has cultivated or cleaned the garden beds that once decorated the home. Rampant weeds and scrub grass partially cover the first floor windows all the way around the house. The three-story structure is topped by a hipped roof pierced by two massive chimneys of crumbling brick.

The front walkway has been kept partially cleared by Karl and leads to the small porch. The main entrance to the house is closed by a pair of very large, oak doors decorated with iron knockers and surmounted by a wide fanlight. As you step onto the front porch, you feel a sudden urge to flee; but this passes.

There are three entrances to the house; the front door, the back door, and the greenhouse. All three entrances are locked, but the necessary keys are contained in the collec-



tion given by Maurice Van Laaden. Karl possesses an identical set of keys. Investigators may even decide to enter through one of the windows. This can be easily achieved by prying open the latched shutter with a crow-bar, and then either forcing up the latched, double-hung window, or simply breaking the pane out. This sort of action attracts Karl's attention, but he won't say anything to the group.

THE HOUSE INTERIOR

The following is a general description of the interior of the house and applies to most areas the group may investigate.

As the door to the house creaks inward and the rays of your light pierce the gloom, the whirling dust, dancing in the yellow beam, tells of the general condition of the interior. Everywhere you swing your light you find thick coats of dust and great cobwebs, heavy with grime, stretched across archways and hanging from ceiling fixtures and furniture in sticky webs. You can smell the musty odor that pervades the structure, an odor of age and containing an unnatural cloying dampness.

A quick glance around gives you the feeling that the house was left in haste some years ago. Tables are set, candles stand ready in their holders, and each fireplace is set with logs and tinder, ready for lighting.

Any investigator making an Idea roll can realize that, despite the fact the Maurice told them that Karl and Hildegaard clean once a week, no one could have entered the house for years.

At this time, all the investigators experience the same

feeling that somehow "the house doesn't want us," and each investigator is required to make a SAN roll as they step across the threshold. Anyone failing the roll loses 1 SAN point but as the house is entered, the feeling of intense dread subsides.

THE FIRST FLOOR

The Foyer

You stand in the main entrance hall of the home. Two large, oak doors on the south wall open to the front porch, while directly across the room to the north is a great, wide staircase of polished wood leading to the second floor above. To the right of the staircase, a long, dark hallway, criss-crossed by cobwebs, disappears into the darkness at the back of the house while on either side of the room are open archways through which you can see other rooms, each decorated with furniture and paintings.

To your right, in a corner, is a display case filled with porcelain birds and other wildlife, while on the other side of the doors is a coat rack and umbrella stand next to a silent grandfather clock. A long, black coat, filthy with dust, hangs from the rack, and a folded umbrella rests near it in a stand made from an elephant's foot. On the other side of the room is a small couch, protected by a linen sheet, and hung near it is a full-sized mirror mounted in an ornate, gold-leaf frame. Overhead is a large chandelier hung from a chain, its crystal teardrops dull and dust-coated.

Anyone making a Know roll will recognize the porcelains as objects of value, the whole collection worth approximately \$250 at current market prices. The elephant-foot

umbrella stand is authentic, a relic of Brandon's world trip. The coat on the rack has a name tag on the inside collar, and if checked, is found to be the property of Maurice.

SPOOKY EVENTS

The haunt, among other things, can cause the chandelier to swing by flexing the boards to which it is attached at the ceiling. In a drastic situation, it can even break the boards that hold the fixture loose causing 2D8 damage to anyone beneath it that fails to make a Dodge roll. The haunt can also cause the clock to begin to tick when the investigators are out of the room by flexing the floorboards beneath it and setting the pendulum in motion. The mirror is of course usable for making faces at the party.

The Kitchen

Bare-floored, its cupboard doors hang open and empty. The kitchen seems the most deserted of the rooms you have found on the first floor. The sink is stained and dry, and thick cobwebs shroud the pump on the counter overhanging it. There is a small, wooden table of simple design, set with two chairs. To one side of the table is a narrow, wooden door with a keyhole. On the other side is a smaller door, of different design and measuring only three feet high and two feet wide, set about four feet above the floor. Swinging doors are mounted on both exits from the room.

The normal-sized door is locked, but the investigators can open it with a key to discover the basement stairs behind it. The smaller door opens to a dumb-waiter. An investigator of SIZ 13 or less could fit into this mini-elevator and, using the hand ropes, travel from here to the second and third floors of the house. In the bottom of the car is a large, brown stain, soaked deeply into the wood. A Zoology or Botany roll will identify it as the juice from a meal spilled in the car a long time ago. Rummaging through the cupboards and cabinets turns up little other than a few forgotten cooking and eating utensils along with a few candles. Beneath the sink is another manual pump, used to move water to the upstairs bathroom. The leather gaskets are now dried and crumbling, rendering the pump unusable. The pump mounted above the sink, however, is operable.

SPOOKY EVENTS

The haunt might hurl around a wooden-handled knife or some of the furniture, but more often causes the dumb-waiter to start running up and down its shaft for no apparent reason. It can also cause the water from the pump to turn to something resembling blood.

The Living Room

The first thing you notice here is the central fireplace that dominates the long, west wall. It could hold a log up to six feet in length, and a man could walk around in it while barely crouching. The mantel is a single piece of hand-finished wood, completely black in color. A number of

small objects are placed upon it. The walls are white-painted wood paneling, which stops halfway up from the floor to be replaced by fading, peeling wallpaper of a floral design.

The floor is nearly covered by several large rugs and the walls are decorated with many oil paintings, the largest of which is a fall landscape hung above the fireplace. There are two main groupings of furniture, one at each end of the room. Each is dominated by a massive couch and includes a number of smaller chairs and tables. A large, hand-carved upright piano stands next to the fireplace and a few chairs are placed about the room. To the south of the fireplace is a closed door. Next to this door, atop a cylindrical pillar of polished marble almost four feet high, rests a glass sphere, open at the top and hollow. This globe is nearly a foot and a half in diameter. Even from a distance you can see that the inside is nearly half-filled with dust. A number of hurricane-style lamps can be seen on the tables and others are mounted on the walls.

If an investigator makes a successful Botany roll while examining the mantel, it proves to be of ebony, a dense black wood found in Africa. Pieces as nice as the one over the fireplace usually come from Gabon. At either end of the mantel are framed photographs—tintypes—mounted in small, ornate frames. One of the photographs is of a handsome, middle-aged man in a Union Army uniform. The other picture is of a pretty woman of similar age. (These pictures are of Aaron and Beatrice, taken just before he left to fight the war.) In the center of the mantel lies a large rock. A successful Astronomy or Geology roll suggests that it is of meteoric origin. The paintings consist of mundane landscapes and family portraits. One on the east wall between the arches, is of the stern, religious Jonathan and is dated 1838. The other family painting is dated 1842 and depicts a boy of about fourteen or fifteen and a younger girl probably aged about ten. Neither of the children are identified, but from the date given on the painting the investigators may be able to conclude that the two are possibly Aaron and Elizabeth.

SPOOKY EVENTS

As for special manifestations, the haunt sometimes uses the piano, a self-playing type, for effect. The player-piano (purchased in 1879 by the widowed Beatrice) is already set up with a roll of punched paper and contains any number of wooden parts that the haunt could set into motion. The piano only plays for a short time and if an investigator examines the interior of the instrument while at the same time making a Mechanical Repair roll, he can find a spring mechanism for storing energy. In theory, the investigators may have set the piano off for a few bars simply by walking by it and jarring loose the ratchet that held the pressure. The choice of the tune played is left to the discretion of the keeper.

If the strange globe is investigated, the dust in the bottom of the bowl is seen to contain several small but obvious lumps. If someone attempts to remove them, they can be easily pulled loose. Cleaning the dust off of a lump reveals it to be the dried remains of a goldfish, accidentally forgotten by Maurice in his haste to leave the house.

The Study

You have entered a room paneled completely in dark

wood, sparsely decorated and containing only a large roll-top desk with matching chair plus two smaller chairs placed against the wall. There is a window on each of the exterior walls, and a door to the north. On the east wall toward the north corner of the room is a small fireplace and you notice that the mantel is of the same black wood as the one found in the living room. It is in fact the same massive piece, extended through the wall to serve both rooms.

This room was used for conducting business and was last extensively used by Aaron. The desk is locked, and none of the keys work. Prying up the roll-top will unavoidably damage it, but permit access to its contents.

Inside are the family business records, dating back to 1821. It takes 3 hours to read through the accumulated files. If an investigator chooses to read all of this, he will learn the business history of the family—how they bought into orchards after first moving to Michigan and how they later switched to the furniture manufacturing business. Toward the end of Aaron's life, he sold off most of the family's holdings, retaining only the house and the few hundred acres of hilly woodland that surround it.

These records also contain a number of items pertaining to the refurbishing and redecorating of the house including receipts, shipping bills, etc. Among these items are two clues that may or may not arouse the investigator's suspicions. One is a letter, addressed to Henry Van Laaden, from the foreman at one of the family's mills. The other is a copy of a letter sent by Henry to an employee. (See "The Van Laaden Papers 6" and "7.") These items appear innocent and should not be brought to the investigator's attention unless he or others in the group have begun to suspect the truth behind the mysterious haunting of the house.

Also in the desk is the journal of Aaron Van Laaden, kept from the time of his return home from the Civil War until his death in 1866. (See "The Van Laaden Papers 8.")

The Journal of Aaron Van Laaden

This diary was kept from early 1853 until Aaron departed to fight in the Civil War. It is in a generally deteriorated condition, the yellowed pages coming loose from the bindings and the faded ink difficult to read. It will require 4 hours time and a successful Read English roll to uncover the one clue in the diary. If the roll is unsuccessful, the investigator will still be able to read portions of the book, but these references will be of no use, mostly pertaining to business and/or civic interests in Grand Rapids.

The Library

The walls of this room are lined floor to ceiling with bookshelves, absent only where it is necessary to allow for the two windows and the door that leads to and from the study. Two comfortable chairs, draped with sheets, flank a small Moroccan table set with a glass ashtray and a crystal goblet. In the near corner of the room is a fireplace sharing the same black mantelpiece found in the other two rooms while in the opposite corner, across the room, rests a large, black book atop a stand made of red maple. The floor is decorated by a large Persian rug that reaches almost to the walls. Oil lamps, long unused and

dry, are set in a chandelier that hangs from the center of the ceiling.

This library was used for the entertainment of guests. The selection of books here leans heavily toward poetry, travelogues, and the classics. If an investigator makes a Spot Hidden while perusing the volumes, he can spot a fair-sized black book in the section reserved for travelogues. This book is noticeable for its lack of title on the binding and if examined will prove to be *The Voyages and Journees of Brandon Van Laaden*. (See "The Van Laaden Papers 5.")

The large black volume on the bookstand is the family bible, brought from New England by Erich Van Laaden. On one of the front pages is a family tree, beginning with Erich and his two wives and kept up to date until the 1830's. (This family tree was maintained by Jonathan and was not used after his death in 1842.) The dates and names found in this bible can be taken from the bold type found on the keeper's copy of the family tree in the hand-outs section. Those names and dates in italics are not found in the bible. If an investigator looks through the Bible he will discover a yellowed, hand-written note. This is the suicide letter of Elizabeth Van Laaden, placed here by her grieving parents. (See "The Van Laaden Papers 9.")

The Voyages and Journees of Brandon Van Laaden

This book can be found either on the shelves of the downstairs library of the mansion or in the rare books section of the Grand Rapids Public Library. It will require no Read English rolls, but due to its size and amateurish style, an investigator will need 8 hours to read the volume cover-to-cover.

This large book, bound in expensive-looking leather and printed in heavy paper, was published privately by the Van Laaden family in 1848 in honor of the memory of Brandon, who died of a sudden illness before completing the book. The copy found in the rare books collection was donated by the Van Laaden family, who were instrumental in establishing Grand Rapids' first public library.

The investigators may use the library for reference, but there is only a limited selection of books here.

Any question researched by an investigator in this small library must be classified by topic and is restricted by the limit set for that topic, regardless of the investigator's actual skill. This reflects the library's incompleteness. Few, if any, books have been added to the shelves since the death of Aaron in 1866. This may also affect the possibility of answering a specific question.

The limits are as follows: Anthropology 30%; Archaeology 25%; Astronomy 05%; Botany 55%; Chemistry 15%; Geology 10%; History 75%; Law 05%; Occult 05%; Zoology 30%.

The Sitting Room

This small room is simply furnished with a medium-sized couch and two light chairs. In one corner stands a large wooden cabinet with glass doors while another corner is occupied by a fireplace overhung with a large, bulky mantel of rough-hewn oak. A colorful braided rug covers most of the floor and the walls are papered with a design

bearing depictions of Greek-styled temples populated by frolicking nymphs and cupids.

SPOOKY EVENTS

This room was most often used to entertain guests before dinner. Because of its southern exposure, it was also popular as a daytime gathering place. In this room the young Elizabeth used to sit and have conversations with the spirit of the house.

The haunt fears creating too much interest at this end of the house and keeps manifestations here to a minimum.

The Dining Room

This room is decorated in a combination of white-painted wood panels and wallpaper while the center of the room is dominated by a large, wooden dining table made from dark maple and set with linen, china, crystal, and silver. A number of dining chairs rim the table, enough to seat twelve, while on the north end of the west wall is a long, low buffet that matches both the tall china cabinet at the other end and the great table. On the east wall, you see a fireplace, built into the corner of the room, and topped by an oversized mantel of rough-finished oak. Next to the fireplace, practically concealed by a thick net of cobwebs, is an archway that leads into another dark room. Light for dining was provided by the large, crystal chandelier that hangs suspended above, along with the silver candleabra that are set on either end of the table and on the buffet.

Although the table is set as if someone were expecting visitors, the plates and glasses bear a heavy coating of dust and grime. A moment's inspection shows that there is no old food present. The larger pieces of silver are stamped with the name Revere, and any investigator making a History roll can identify them as authentic, pre-Revolutionary items.

Further checking of the breakfront and buffet turn up additional pieces of silver, pewter, fine Scottish lines, and antique china made in Dresden.

The Billiard and Game Room

This is a large room that stretches from the front to the back of the house and was once warmed by the large fireplace that is centered on the west wall. It is mantled by the same large piece of oak you say in the dining and sitting rooms. Above it are mounted a pair of crossed spears with broad, wicked-looking tips and a large shield decorated with colorful designs. The floor is covered with a number of colorful, imported rugs and the natural-finished wooden paneling is hung with the mounted heads of at least a dozen different trophy animals. At the south end of the room stands a black bear, mounted in a standing position while the north end of the room is nearly filled by a large billiard table with moth-eaten green felt. There is also a chess table set between a pair of comfortable chairs, and other groupings of chairs and small tables. Oil lamps and the occasional book or humidor rest upon these table tops.

If any investigator should make a Know or Zoology roll while looking over the stuffed heads, he can tell that all

the animals (with the exception of the bear, which was shot locally) are from Africa. Each bears a small brass plaque. If the grime is wiped away, it is discovered that all of the trophies were bagged by Brandon Van Laaden between the years 1843 and 1844. An Anthropology roll while examining the shield and spears reveals that these are also of African origin. Atop the mantel is a small wooden effigy, demon-like and studded with metal nails. This effigy, like the spears and shield above it, is from Africa.

The books in the room are of no importance. The humidors are half-full of dried, crumbling cigars.

The Potting Room

This small room runs between the greenhouse and the house proper. The northern wall contains a number of shelves lined with terra-cotta pots, some wooden flats, and a few bushel baskets. On the other side is a fair-sized pile of top-soil, heaped on the floor and with a space thrust into it.

The door to and from the house is locked (the investigators have a proper key) but the door to the greenhouse has nothing but a simple latch. Look as they might, the investigators will find no clues in this area.

The Greenhouse

As you enter the greenhouse you become aware of an aura of death and decay. The plants that once lushly filled the trays and tables are now nothing but withered, brown sticks; ancient, dried blooms hanging down or broken off and lying on the soil-caked floor. Near the exterior door, set into the floor, is a trapdoor, two feet square and with a wooden pin thrust through the hasp to keep it tightly shut.

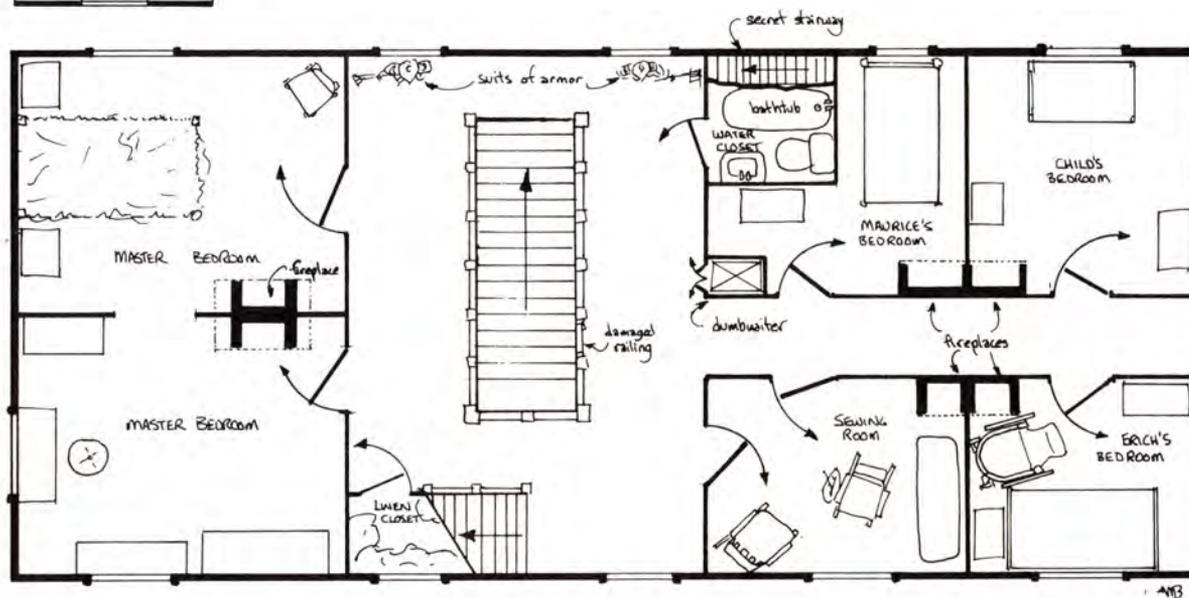
All the plants in the greenhouse (a Botany roll identifies them as vegetables and common annuals) are long dead. The last person to care for them was Virginia, who died in 1911. If an investigator opens the trapdoor, he sees a short flight of rickety, wooden stairs leading down into a gloomy, earthen-walled room hardly more than six feet by eight feet. At the same time, anyone bending over to peer into the opening is greeted by a rush of stinking, fetid air, heavy with the scent of decaying flesh. Anyone exposed to this odor and failing a roll of CONx5% is overcome by nausea and vomiting, leaving them partially incapacitated for the next 5-10 minutes. If an investigator enters the small, subterranean room, he will have to make an additional CONx5% roll if he does not take the precaution of covering his mouth and nose with a handkerchief or rag.

At the bottom the investigator can discover that the room was once used as a pantry. Two of the walls are lined with shelves containing spoiled canned goods. Beneath one of the shelves, curled up on the floor, is the rotting body of a cat, apparently starved to death and

SPOOKY EVENTS

Besides possibly attacking the intruders with the plants, the haunt may also try to push an investigator when he descends the stairs, afterward slamming the trapdoor and latching it with the wooden mechanism.

The Van Laaden Mansion SECOND FLOOR



dead for at least a couple of weeks. This is the pet of Hildegard and Karl. Six weeks ago, the unfortunate animal was tricked down here by the druid and the trap-door sealed, leaving the cat to starve to death. Hildegard and Karl think the cat simply ran away.

THE SECOND FLOOR:

The Hallway

Walking slowly up the creaking stairs to the second floor, the beam from your light falls upon a huge portrait hung from the north wall at the top of the stairs and flanked by two mounted suits of armor bearing long pole-arms. Wiping away the cobwebs you see an oil painting of Erich Van Laaden, posed at the wheel of a ship, a far-away look in his eyes.

To the right of the stairs is a door, standing half open to reveal the small room behind it. In that direction you see the glint of metal and shiny porcelain. Farther down the east wall is a wood-framed archway that opens into a long, dark hall, carpeted with a worn, narrow runner. Next to the archway is another door, this one closed. At the south end of the hallway is a narrow flight of stairs obviously leading to the third story of the house. A tall, thin door gives access to the area beneath the staircase and very near it, on the west wall, is a larger door, also closed.

The walls of the central hallway are decorated with numerous framed drawings and paintings.

If any of the investigators make a successful Spot Hidden while roaming around the central hallway, they will notice that a portion of the railing on the east side of the stairwell has been broken off and then crudely repaired with

glue and over-sized nails. (This is the portion of railing broken away by Beatrice when she fell to her death in 1898. The repair work was done by Virginia.)

The framed paintings are a series of watercolor landscapes dated between 1847 and 1852 and signed by Elizabeth Van Laaden. Viewing these for any length of time leaves an investigator with an odd feeling of unease, despite the innocent subject matter. If an investigator is clever enough to spend a day and night studying the paintings while at the same time making a successful Psychoanalysis roll, he can discover certain clues pertaining to the life and death of Elizabeth through otherwise unrecognizable symbols placed in the paintings unconsciously by the troubled girl. The exact nature of the clues is left to the discretion of the keeper, but the investigators should be rewarded with a clue or clues of particular use to them.

A Know roll will identify the suits of armor as being of 16th century French manufacture. They are decoratively styled—the type of armor used at tournaments or other public events. The halberds that they hold may make the investigators nervous or they may wish to use the eight-foot long weapons as tools. In either case, anyone attempting to remove one from a suit of armor will be required to roll DEXx5% or less to avoid toppling the suit or armor over, causing it to bounce into pieces that clatter and bang down the long, wooden stair.

The Water Closet

You see a small bathroom containing a porcelain toilet, sink and bathtub. All are dusty, dirty and brown with old stains. The paint is peeling badly and large flakes have

fallen from the ceiling onto the thick dust of the floor. The paint on the walls is also slowly dropping off. Large chunks of plaster have fallen off the north wall, revealing the wooden slats behind, and the wall itself has a perceptible bulge to it, as though it were sagging into the room.

This is one of the modernization projects undertaken by Aaron in the 1850's along with the addition of indoor water to the kitchen and construction of the greenhouse. Water for the bathroom must be pumped by hand from the kitchen below. The additional humidity in this part of the house was more than the building could absorb without damage, and Aaron was continually patching and repainting. After his death, this repair work was neglected and the bathroom had reached its present condition by the time Maurice moved to the city. The room is quite dry now, having had no water pumped up to it for many years.

If an investigator chooses to examine the north wall—the one in the worst condition—he can pull the plaster away easily by hand, revealing the rotten slats beneath it. If the investigators open a hole through the wall, they will see a flight of stairs 20 inches wide running from the floor above down to the first floor or lower. The air in this secret staircase is quite stale.

Maurice's Bedroom

Opening the door you see an L-shaped room containing only a bedframe with a bare mattress, a small chest-of-drawers, and a fireplace. The floor is bare, without rugs or carpets.

This was once the bedroom of Maurice; the room where he spent his childhood. There is little of interest here, Maurice having taken most of what was in this room when he permanently moved out.

If an investigator makes a Spot Hidden while looking at the wall facing the door, he can just barely see, beneath the paint, the vaguest outline of a crudely drawn, horrific being. It is extremely difficult to make out what it is—the paint must be removed to see it clearly. An investigator making a successful Chemistry roll can buy and mix ingredients to remove the paint without disturbing the drawing beneath. A failure on the Chemistry roll means that the solution removed not only the paint, but the drawing as well.

If the investigators remove the paint they can find not only the rest of the drawing, but a date and the signature of the 'artist as well. A childish scrawl reads: "Maurice Van Laaden—1898." A simple drawing in wax crayon made by a young child. Maurice was actually trying to draw a picture of the horrible monster that would sometimes come and visit his bedside late at night. This was, of course, the insane Beatrice who left an impression on Maurice that he bears to this day.

Child's Bedroom

You have opened the door to the bedroom of a child. You see a small bed, a tiny wardrobe, and a beat-up looking, wooden chest.

This is the room that was occupied by the young son of Bertrand and Deborah before the family moved to Detroit. There is nothing of real interest in the room—all useful belongings were taken by the Hancocks when they

moved in 1880.

Lifting the lid on the small wooden chest reveals it to be empty except for a small doll, its china head smashed into fragments.

The Sewing Room

Opening either of the two doors of this room reveals a sitting room, decorated with floral wallpaper and furnished with a small couch and two rocking chairs. Near one of the chairs is a large handbag from which protrude several skeins of yarn and a pair of wooden knitting needles.

This sunny room (when the window is open) was often used by Virginia in her later years and the knitting bag was hers. It contains a half-finished sweater that she was knitting for Maurice when she died suddenly, right between a knit and a purl.

SPOOKY EVENTS

A favorite trick of the haunt is to set Virginia's chair in motion before the investigators open the door. It creates a soft, creaking noise that can be heard by anyone making a Listen roll at the door. If no one hears it, the haunt may leave it in motion for the party to see when they open the door and then let its movement halt naturally. The wooden knitting needles can be used as flying weapons to cause 1D3 points of damage. Investigators must make a Dodge roll to avoid the flying weapons.

Erich's Bedroom

The door to this bedroom is locked and the investigators will find no key to fit it. They may attempt to pick the lock or, failing that, break the door down. It has a resistance STR of 18.

As you open the door you immediately notice the staleness of the air. Looking about the room you find that the ever-present coating of dust is even thicker in this room, as though it were closed and locked long before the rest of the house was abandoned. It is sparsely furnished with a bed and dresser, both of a rustic, New England style and the walls are decorated with drawings of sailing ships and framed nautical maps. A large sea-chest stands at the foot of the bed, and in the corner rests a dusty wheel-chair of antique design.

This is the bedroom of the family patriarch, Erich Van Laaden, exactly as it was on the day he died, kept this way by the family as a memorial tribute. Although Erich's sons sometimes visited the room, in later years the door was locked to keep the children from playing in here. As Erich's sons died, the memory of the Captain began to fade and after the key to the room was misplaced no one bothered to open it again. It has been locked for over fifty years.

The dresser contains the old man's clothing, mildewed and rotting, but nothing else. The sea-chest is locked and the key lost long ago, forcing the investigators to either pick it or pry it open with a crow-bar. Inside the chest the investigators will find, carefully folded and placed on top of the contents, a dress uniform that was owned by the Captain, and, laid carefully atop that, a small brass telescope engraved with the name 'Tanager.'

Under the uniform is a large book, closed with a hasp. The cover reads: "The Log of the Tanager." (See "The Van Laaden Papers 10.") Underneath the book are two objects, one slightly larger than the other and both wrapped in silk. Beneath these objects is an old harpoon tip, the point inexplicably bent back into a curve.

The larger of the two objects is a primitive statue of a half-man, half-fish creature (not a Deep One) and a small key to unlock the ship's log. An Anthropology roll identifies the wooden carving as a minor sea-god worshiped by many islanders in the south and west of the Pacific Ocean. If an investigator unwraps the smaller object, it proves to be a particularly abhorrent version of Great Cthulhu; anyone looking at it must roll SAN or lose 1 point.

SPOOKY EVENTS

The haunt can use his power over wood to set the ancient wheel-chair in motion, causing it to suddenly roll forward out of its corner and down the hall to stop somewhere near the stairs going to the third floor. This can cause a SAN loss of 1D3. Alternatively, if the haunt feels threatened by the investigators, he can propel the chair at high speed, attempting to scoop a member of the group into the seat on its way by. If an investigator fails his Dodge roll, he is captured by the chair and has one opportunity to make a successful Jump from the speeding wheel-chair before it plunges through the railing and crashes to the stairway below. Any investigator going over the edge in the chair suffers 3D6 damage.

The Linen Closet

Opening the small door in the third floor staircase produces a rush of warm, humid, putrid-smelling air. Shining your light around the dark chamber, you discover it to be the linen closet, the sheets and pillowcases literally covered by a thick, slimy layer of black mildew.

Investigators may check through the shelves if they wish, but they will find only ruined bedclothes.

The Master Bedroom

You have stepped into a large bedroom—actually two rooms connected by an archway—decorated in a feminine style. Bright, flowered wallpaper covers the walls and the floors are softened by thick, comfortable rugs. The south end of the room contains a dressing table and other small pieces of furniture, while the north end is given over to a massive canopy bed and matching nightstands that flank it. Gauze curtains are drawn around the bed, preventing you from seeing if anything lies therein.

This room belonged to Virginia and is virtually the same as it was on the day of her death. Maurice moved out immediately following his mother's death and could not bring himself to go through her belongings. If the investigators search the room, they may turn up a few things of interest. The dressers and wardrobes contain only old, outdated clothing but atop one is found a small jewelry box containing an assortment of bracelets, necklaces and pins worth \$400. In the right-hand nightstand is the diary of Virginia Van Laaden. (See "The Van Laaden Papers 11.")

THE THIRD FLOOR

The Stranger's Room

The door to this room was locked and plastered over by Aaron in 1853 shortly following the death of the mysterious Asiatic stranger who died of an undiagnosed illness while sleeping in this room. If the investigators don't surmise the existence of this room from their exploration, they may notice a certain unevenness to the plaster that underlies the wallpaper here (with a Spot Hidden). Feeling around, they can trace the outline of the doorframe. Also, making a Listen roll while tapping the wall here reveals a certain hollowness in the area of the hidden wooden door. To gain entrance, the plaster will have to be torn down and the door battered in (the lock is filled with plaster).

As the door collapses inward with a splintering sound, you stumble forward into the room only to find yourself unable to draw a breath. Retreating back to the hall, you stand gasping for oxygen while the stale, dead air of the room mixes with that of the hallway. Looking through the empty doorframe into the room beyond, you see what appears to be a guest room with bed, small bookcase, and mirrored dresser complete with a set of hairbrushes neatly laid on its surface.

If the party should decide to enter and investigate, they will find the dresser devoid of any contents and the bookcase filled with a couple dozen volumes of the most general-styled popular works. In fact, unless the investigators pull the bed away from the wall they will miss the only piece of evidence to be found here. This is a small slip of yellowed paper bearing writing of foreign origin. This writing is Sanskrit and takes a successful Read or Linguist roll to identify it as some sort of chant. A successive Anthropology roll will identify the translated material as a Hindu prayer to Vishnu.

The Guest Room

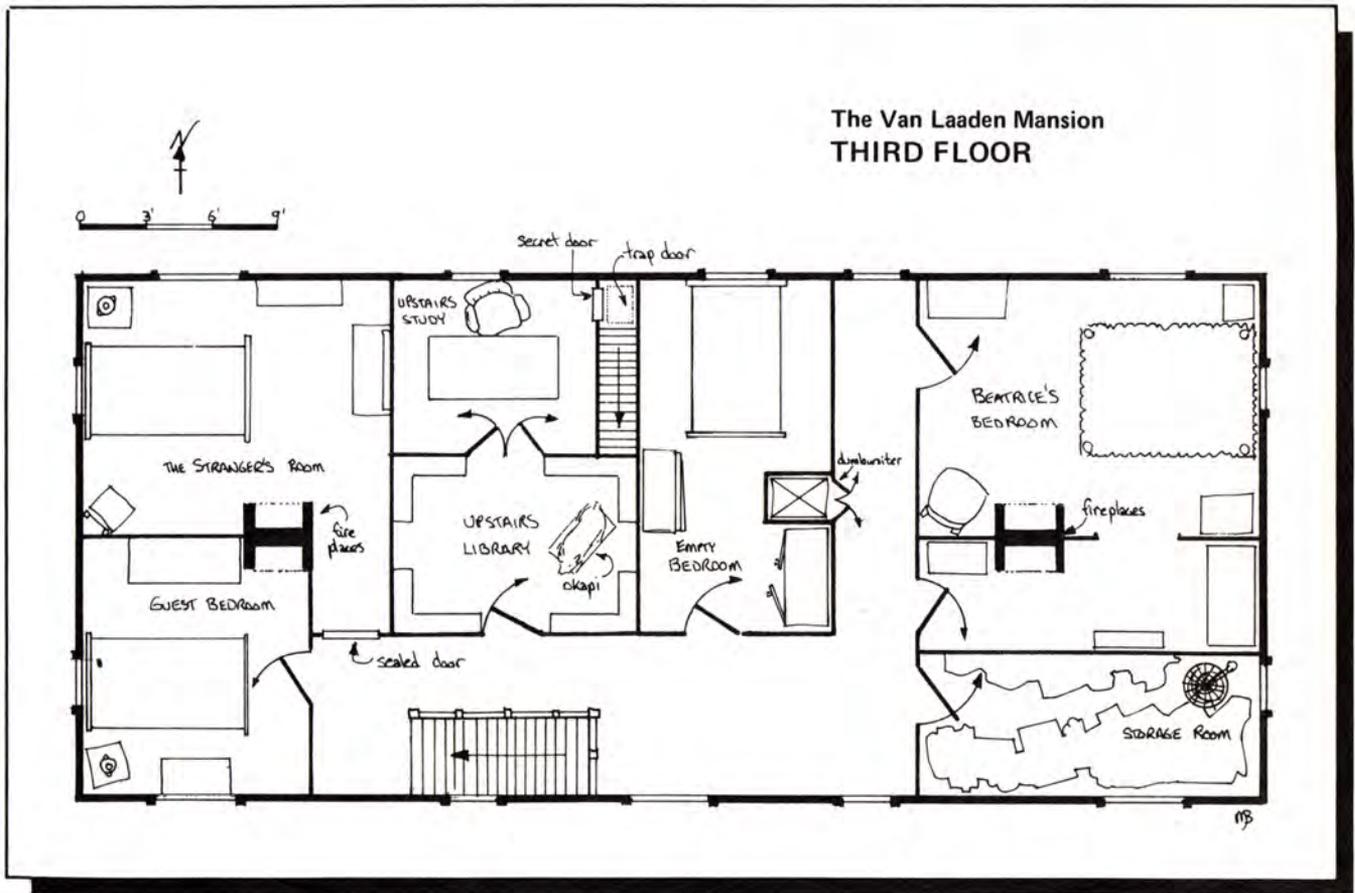
Opening the door you discover a large bedroom, dustier than most of the rooms you've already seen but neatly prepared with bedspread turned back and a stack of folded towels on the dresser.

This was used as a guest room for friends and family but was little used after the death of the mysterious stranger in the next room. Searching the drawers of the dresser or the wardrobe reveals them to be empty.

The Library

You find yourself staring into an impressive library containing at least a couple thousand books on a wide variety of subjects. A single oil portrait hangs on each of the east and west walls while the north wall is broken by a great pair of polished oak doors with brass handles. The only other object in the green-carpeted room is a stuffed animal mounted on a pedestal and positioned in a far corner of the room. This odd-looking, four-legged beast is nearly five feet high and of a strange purplish-brown color with black and white striped legs. The head is something like that of a deer, but with oversized ears and two stumpy horns.

On closer examination, the two portraits are found to be likenesses of Henry Wordsworth and Brandon Van Laa-



den, both dated 1832. The mounted animal has a small, bronze plaque mounted on the base identifying it as another trophy of Brandon Van Laaden. A successful Zoology roll identifies this weird animal as an Okapi, a creature of equatorial Africa not identified by science until 1901.

The investigators may find this upstairs library more suitable for research than the "guest" library on the first floor. It will require two hours to research any given question with the following limitations on specific topics: Anthropology 55%; Archaeology 50%; Astronomy 35%; Botany 45%; Chemistry 25%; History 65%; Law 35%; Occult 15%; Pharmacy 20%; Zoology 45%.

SPOOKY EVENTS

If an investigator is researching an Occult question (not unlikely, given the situation he is in) he may come across an early collection of the tales of Edgar Allan Poe. The copy is quite worn and if allowed to fall open of its own accord will always open to "The Black Cat." On the front flyleaf is the name of Allen Van Laaden dated 1853.

One of the haunt's favorite tricks is to slowly push one of the books off its shelf while the investigators look on. This book can be on any topic but is usually chosen in an effort to mislead the group.

The Study

The floor is neatly covered by the same green carpeting that you found in the outer room while the walls are covered by carved, wooden panels of Flemish design.

Alone, in the center of the room, stands a large, antique desk and chair. A framed painting hangs on each wall.

The desk is unlocked, the top drawer contains a number of papers and letters showing that the desk was probably last used during the 1870's by Bertrand Hancock. Among the papers are a series of letters from the University of Michigan and a slim, hand-written journal. (See "The Van Laaden Papers 12" and "13.")

The desk is quite deep and if the investigators should pull all the drawers completely out, they will discover that the lower right-hand drawer is several inches shorter than the rest. Inside the desk, at the back of this drawer, is a false panel that can be easily removed, revealing a small space containing two books: one, the journal of the madman Allen Van Laaden, and another, untitled volume. (See "The Van Laaden Papers 14" and "15.")

If an investigator makes a Spot Hidden roll while examining the east wall, or a Listen roll while tapping this same area, he can discover that one of the carved panels is actually a hinged door that opens outward to reveal a narrow flight of rough, wooden stairs that lead up, presumably to the attic.

At the foot of the stairs is a small landing area. If an investigator should tap or knock on this floor while making a successful Listen roll, he will discover that the center of the landing contains a trapdoor. A Spot Hidden roll while visually examining the landing reveals a loose piece of moulding between the floor and one of the walls. This piece of woodwork is hinged at one end and easily pulls outward to reveal a small, metal ring, normally hidden by the moulding. This ring is just large enough for a single finger to slip through. If given a tug it will unlatch the

trapdoor with a soft click. Under the trapdoor is an extremely narrow flight of stairs that descends, within the wall of the house, down to the basement.

If an investigator makes an EDUx1% roll while examining the paintings he will recognize them as previously unidentified works of 16th century Flemish painter Pieter Brueghel. These paintings are of scenes of the local peasants of Brueghel's time and each would bring a large sum if auctioned. They have been in the possession of the family for centuries and their true value was never realized by anyone. The investigator that makes this identification also knows that Brueghel's son, Pieter the Younger, later came to be reknowned for his terrifying depiction of Stygian scenes.

Empty Bedroom

You are standing in the doorway of what was once a large, sumptuous bedroom. It is now nearly empty, the bedframe stripped of its mattress and linens and the drawers of the various cabinets hanging partially open and empty.

This room was last occupied by Deborah and Bertrand and is in the same condition that they left it when they moved to Detroit in 1880. All the drawers are completely empty and the room devoid of any clues.

Beatrice's Bedroom

You have found another large bedroom complete with massive wardrobes and a large, four-poster bed. The remains of rotting curtains hang from the dust-laden rods.

This is the bedroom of Beatrice, left undisturbed since her death in 1898. If the investigators search the room they will find, besides rotting clothes, a handful of letters tucked inside yellowed envelopes in the top drawer of the nightstand. These are letters written to Beatrice by Aaron while he was away at war. If someone in the group checks underneath the mattress, they will discover a diary kept by the woman in the last years of her life. (See "The Van Laaden Papers 16" and "17.")

The Storage Room

Unlocking and opening the door you will find yourself confronted by a small, narrow room packed with the stored and discarded items of decades. Boxes, crates, even a Victorian-styled birdcage are among the items you can see at first glance.

It takes three man-hours to unpack this room and search through the contents. Each hour, a Luck roll is made. If the roll is successful, the investigator stumbles upon the diary of Aaron Van Laaden, kept from shortly after the time he returned home until just before his death. (See "The Van Laaden Papers 18.") Along with this book, the investigators can find a number of Civil War items including an officer's uniform, a saber, and a carefully folded American flag.

The Attic

Due to the design of the roof, this space is somewhat cramped and an average investigator can stand up straight only when in the center of the attic. Most of the available space is filled with boxes and trunks packed with stored belongings and memorabilia.

A Letter to Mary Gottler

This short letter was written to Mary Gottler by her mother in 1826, shortly after her marriage to David Dugan Van Laaden. It can be found in the attic of the Van Laaden mansion.

The letter seems to indicate that the Van Laadens may be devil-worshipping heretics or even worse. The fact of the matter is that Katherine is a fanatically devout catholic and her apprehensions about the Van Laadens are based solely on the fact that they are Protestant; and dor that matter, rarely, if ever, attend church. She has somehow gotten into her head that the Van Laadens are secret Anabaptists or worse.

Mary eventually reconciled with her mother, but it was not until several years later.

Due to the cramped conditions, it will take 8 man-hours to search through all the junk and there is but a single item of interest. This is a letter written to Mary Gottler by her mother. (See "The Van Laaden Papers 19.") Investigators may continue to search as long as they wish but nothing else will be discovered.

SPOOKY EVENTS

In this attic, young Elizabeth took her life, tying the rope around a beam and then hanging herself over the stairwell. The haunt likes to bring her back for repeat performances.

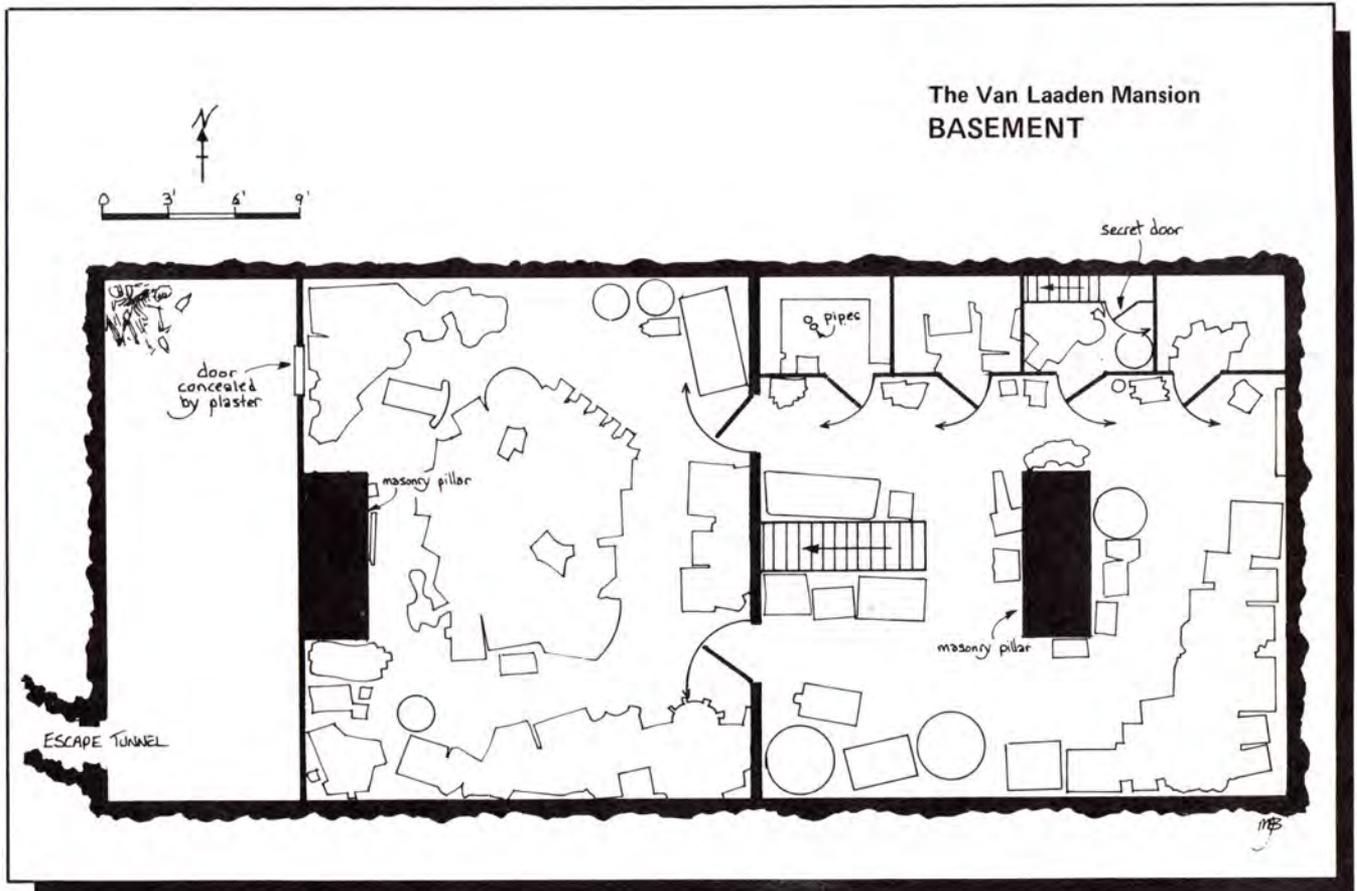
The Basement

The east end of the basement is given over to storage and is filled with more crates and boxes. The investigators can see four doors in the north wall which give access to storage areas, and two doors in the east wall.

Searching through the heaps of stuff takes 5 man-hours. The piece of evidence to be discovered this time is a coroner's report dated 1853. This document is in regards to the death of the "Asiatic stranger" that expired one night while staying under the Van Laaden roof. (See "The Van Laaden Papers 20.") The cause of death is listed as consumption.

If an investigator should decide to check out the small storage rooms on the north wall and makes a Spot Hidden roll while examining the room third from the left, he will discover a concealed door that gives access to the secret stairway that connects to the third-floor study. From this direction the investigators cannot open the trapdoor at the top of the stairs.

If the investigators should choose to enter the west end of the basement, they will find that it is likewise filled with stored items. This area takes 3 man-hours to search and holds nothing of interest. However, any investigator spending more than a few minutes in this area is allowed an Idea roll. An investigator succeeding realizes that the basement is significantly shorter than the house above it. This is due to the concealed room contained in the west end of the basement. The only way to discover the old doorway, now covered with stucco, is to tap along the wall while making a Listen roll. Each investigator attempting this has one chance. If successful he will discover the



location of the door. If the investigators cannot discover the location of the door they have to attack the wall randomly, tearing off the plaster until they find the entrance to the room.

If the door is found, it will have to be smashed down (resistance STR of 22) as the investigators do not possess a key that fits the lock.

Foul, stagnant air fills your nostrils as you step forward into the gloom, the soft sound of dripping water in the distance. The beam of your light plays around the far corners of the old, cement room then slowly moves downward toward a shadowy object, streaked with white and seemingly crouching in the corner. Your flashlight begins to pick out the details; ragged strips of white cotton draped over naked human ribs. You see two skeletons here, seated on the floor and clinging to each other. Across the room is a dark, earthen tunnel, supported by large, wooden beams. From here comes the sound of dripping water.

Anyone seeing the skeletons in the room must make a SAN roll or lose 1D4 SAN points. If the investigators have become aware of this possibility beforehand, they stand to lose only 1D3 SAN points as the suspicions are confirmed.

Examination of the skeletons turns up no identification but the investigators will notice that neither is wearing shoes. Near the bodies are two empty wine bottles. The bottles are dry, but any one making a Spot Hidden while examining them notices a gray residue; something besides mere dust. Analyzing this substance, which requires proper laboratory equipment and a suc-

cessful Chemistry roll, reveals that it contains traces of opium.

If the investigators enter the tunnel, they find that it twists and turns in a generally westward direction for at least two hundred yards. Collected moisture drips continually from overhead and large puddles of muddy water fill low spots in the floor. As the tunnel begins to ascend the investigators will discover that it is completely filled with large rocks and muddy soil. While examining this area, one of the investigators will trip over what appears to be a rock partially protruding from the muddy floor. A little digging will reveal it to be a human skull. More digging turns up the rest of the skeleton and the remains of a second human as well. (Keeper's Note: These are the remains of the other two slaves who died of starvation while futilely trying to dig their way out.)

CONCLUSION

As stated earlier, locating and destroying the source of the haunting is difficult. The oak mantle that houses the druid is mounted so that it protrudes through the wall and into other rooms of the house. It is firmly anchored and a group trying to remove it will find that the job takes two man-hours and requires sledge-hammers and axes. If the investigators succeed in the removal and keep the mantle separated from any of the wood in the house (setting it on the wooden floor will put him in contact again) he loses his powers over the house and the objects in it. He does, however, maintain his ability to cast spells.

Another possibility is for the investigators to attempt to destroy the druid as he lies sealed within the mantle by using spells. He will respond with spell attacks of his own.

THE HAUNT

The haunt is a living druid who, nearly a thousand years ago, sealed himself within a live oak tree growing in the southwest of Scotland. Sharing life forces with the tree, the druid survived for centuries and even when the tree was felled in 1843, he managed to somehow survive and continues his strange existence within pieces of the wood that comprise the Van Laaden mansion.

Druids were the religious and social leaders of the Celtic tribes that inhabited much of Europe and Britain and during the Roman era that were variously described by Julius Caesar and Pliny. Besides settling disputes within the tribes and making legal judgments regarding ownership of land and other property, the druids were said to make divinations by watching the migratory patterns of birds or studying the writhings of victims tortured for this specific purpose. The druid practice of human sacrifice was detested by the Romans. In Britain they were forced to the island of Anglesey off the northwest coast of Wales and subdued by Julius Agricola, then Roman governor of Britain. Some few of the druids did escape, eventually finding their way to Scotland. Agricola also pushed northward, finally clearing north Britain of Celtic resistance. His attempts to take Caledonia were fruitless and in 85 AD he built a line of forts stretching from Forth to the Clyde. The Romans continued to meet with heavy resistance from the Scots and between 123 and 127 AD Hadrian's wall was built to hold them within their own territory.

During this period, a small cult of the escaped druids, managing to survive in the wilderness, began to establish a certain amount of control over the tribes of the area. Although many attempts to take Caledonia were made by the Romans, it remained under the control of the Scots and Picts. In 360 they crossed Hadrian's wall and invaded Britain, holding parts of the north until 369. In 383, the wall was again breached when one Magnus Maximus, a local Roman official, was named Emperor by his disaffected troops before they crossed the channel and conquered parts of Spain and Gaul. Maximus was defeated by Theodosius and the Roman presence in Britain was reinstated until 410 when the troops were recalled to help defend Rome against invading barbarians. The legions returned about 418 but were never again a serious force on the British Isles.

Through this time, the druids continued to spread their influence through the south of Scotland and Merlin, mentor to Arthur, was thought to be a druid. Invasions by Saxons and Danes proved troublesome for the remnants of the druids but the beginning of the end was spelled out when St. Columba arrived at Iona in 563 to begin the conversion of the Picts to Christianity. In 843 the Picts and Scots coalesced (with the help of the church) into the country of Scotland in an effort to withstand the attacks of the Danes. This was the end of druidic influence in the British Isles and the few remaining members moved to the south of Scotland, now considered merely a sect of heretical pagans. Persecuted by the church, their numbers dwindled until 988 when, buffeted by attacks from an angry church and harried by raiding Danes, the last supreme druid called his few followers together to announce the disbanding of the sect. Disheartened, the druids dispersed to the countryside, their fates lost to history. One retired to a sacred grove near the present-day Dumfries. Here, he chose a young, sturdy oak and, by use of ancient spells, merged his being with that of the living tree, sealing himself forever within, to dream and to explore realms of existence otherwise impossible.

The tree grew tall and old, undisturbed until 1843 when it was felled under contract to Brandon Van Laaden of Kent County, Michigan. The ancient oak, now nearly a thousand years old, was chosen to provide lumber to be used to refit the Van Laaden family home with new doors, woodwork, and flooring. After all this time undisturbed, the druid was unprepared for a sudden assault by axe- and saw-wielding workmen and the great tree was cut nearly through before he managed to gather his powers. His last act before losing consciousness was to cause the tree to fall opposite from the way the men had cut it, killing one of the workers. The shock of the cutting caused the druid to slip into a deep coma from which he could only occasionally fitfully awaken.

The tree was hauled to Dumfries where it was cut into large blocks prior to shipment to the U.S. Once in the states, the Van Laaden family had it cut into boards and moldings for the family residence. Because of the beautiful grain pattern, the heart of the tree was chosen to provide a huge mantel that would top one of

the great fireplaces that graced the first floor of the mansion. Unfortunately for the Van Laadens, the piece chosen happened to contain the body of the druid, unconscious but still alive inside the tree.

The mantel was installed with only one incident, involving the injury of one of the workmen moving the piece into the house. Warned by the fires kept burning below him most of the time, the druid slowly recovered his strength and powers. It was some time before he was able to understand all that had happened to him and it required more time for him to learn the strange language spoken around him. Feeling stronger, the druid began a subtle campaign, exerting his will against certain members of the family in an attempt to drive the noisy humans from what he considered to be his home. His efforts were finally rewarded in 1911 when the last of the Van Laadens left the house for good. The druid has been at peace since then, only occasionally having been forced to frighten off a nosy caretaker or ghost-hunter.

The druid presently is at rest within the mantle but will automatically be aware of the presence of strangers near the house. He will not tolerate interference in what he believes to be his domain. While his body remains sealed in the mantle, the essence of the druid is capable of traveling throughout the wood of the house and can see and hear everything that takes place. He will use his magic abilities to attempt to frighten the investigators away, steadily increasing the intensity and danger of the manifestations until at last the intruders leave. The druid is unlikely to kill or cause grave injury for fear of pushing things too far. He is aware that unexplained deaths might eventually bring investigation from authorities and he does not want to be discovered; nor does he want the house demolished by angry mobs of frightened owners. Therefore, his attacks are as moderate as possible, saving the most powerful spells for defense of his existence. He may also use his abilities to lead the investigators off in the wrong direction. The manifestations can be used to lead the investigators to believe that a more traditional source is at work. The design of the scenario point to any number of "typical" haunts: bodies sealed in the basement, an old Indian mound, etc. These can be used by the haunt as red herrings; wild goose chases designed to wear out the investigators physically and mentally. More than one band of "ghostbusters" have thrown their hands up in defeat, victims of frights and/or frustration.

STR 14 CON 16 SIZ 10 INT 18 POW 32
DEX 6 SAN 0 HP 13

MOVE: 5.

WEAPON: Claw 60% (1D6+1D6 damage).

ARMOR: While encased in the mantle, the druid is impervious to any physical damage other than fire. If the investigators should free him, he can operate his new wood-like body freely. He is immune to gunfire. He might be set afire, but he is composed of a very dense substance and it would require a large amount of heat to set him ablaze. An oil lamp tossed at him would cause 1D3 points of damage before going out and may start an uncontrollable blaze within the house. The best attacks against the druid if he is freed from the mantle are spells or, not surprisingly, the use of axes or hatchets, which do full damage against this walking horror. Other hand-to-hand weapons do half damage.

SKILLS: If the investigators should free the druid from the mantle and then leave before destroying him, he will lurk about the house in wait for them to return. Listen 95%; Hide (anywhere near wood) 90%; Sneak 10% (he makes a lot of creaking noises).

SPELLS: See "Magic."

SAN: The druid has lived encased in wood for nearly a thousand years and in the course of that time, his body has come to develop a fibrous, wood-like structure of its own. The only event that will allow the investigators to see this thing is the forcible breaking of the mantle. The druid will resist this intrusion by using his most powerful spells, but if the group persists he will break loose from the remnants of the tree to do battle with the intruders.

The druid is dark brown in color with much the appearance of a piece of old, discolored wood. He will pull himself free of the surrounding mantle with a popping, snapping sound like that of a knot being forced from a board, move toward the terrified investigators with a lurching, creaking gait. Witnessing this stumbling nightmare costs 1D8 SAN if the roll is unsuccessful and 1 point even if the SAN roll is good.



FRANCO 84

MAGIC

MANIFESTATIONS

The druid can cause a variety of "ghostly" effects within the confines of the house. This is due to the fact that the essence of the druid is wood. Because of the druid's ability to control the forces and objects of nature, combined with illusions created by a type of hypnosis, he can create a large number of different effects to fool, frighten, or injure the investigators. Magic costs for the use of these abilities are fairly minor and the druid uses these rather than spells whenever possible. Lists of these manifestations, along with their costs in terms of magic follow. The effects of these manifestations on the SAN of the investigators follow that.

The following manifestations cost the druid 0 points and can be performed by him anytime at any or all places in the house.

1. The druid may watch and listen to anyone within the house itself. The druid accomplishes this merely by looking out from the wood that he lives in.

2. Additionally, the druid may close or open any door, window, or shutter directly connected to the house. There is not much force to this action and this can be prevented by wedging a door open. Locking a door prevents the druid from opening it.

The following effects cost the druid 1 point each to use and are generally intangible or "just beyond the range of perception."

1. **Cold Spots.** These are small (1-2 feet in diameter), unmoving areas and are usually about 20 degrees Fahrenheit. The druid will sometimes place one in a hallway, or in front of a door. Once placed by the druid, the spot will remain for approximately 24 hours.

2. **Extinguish Fire.** If the investigators should attempt to use candles to light the house, the druid can cause them to wink out, usually when the characters are out of the room. The druid can extinguish an entire candleabra with a single point of magic. Other candles will cost 1 point each. The druid can also use this ability to slowly put out flames in any of the fireplaces in 7-10 rounds or to make it impossible for an investigator to light a fire or even a match.

3. **Alter Weather.** By expending a single point, the druid can cause cloudy weather to slowly mount into a small, localized thunderstorm that will inundate the area for a few miles around. Conditions permitting, the druid is likely to whip up a storm if he feels that it will help to unnerve the investigators. It is unlikely that they would suffer any SAN losses for this one.

4. **Decay Food.** Any food brought into the house is subject to the druid's abilities. By expending a single point, he will be able to cause the rapid decay of any uncanned or unbottled food. This extends to all food items in a single package and renders them completely inedible.

5. **Rapping or Creaking Noises.** The druid can cause any of the wood in the house to emit soft sounds by expending a magic point to flex the wood. He sometimes uses this to create the sound of footsteps on one of the floors above, or to rap back at an investigator knocking for a secret door or hollow wall.

6. **Terrible Odor.** This manifestation is often applied when the group opens a sealed door or other similar situation. The odor does not affect the investigators adversely and dispels in a minute or two.

The following manifestations cost the druid 2 points each to use and are of a more physical or visual nature.

1. **Cold Breeze.** Of short duration (1-2 rounds), this wind is strong enough to ruffle hair or blow out candles. Often the druid has it blow out from beneath a locked or sealed door in order to confuse investigators.

2. **Minor Telekinesis.** This effect lasts for only one round and can only be used on objects that contain a large percentage of wood or plant material. There is little force to the movement and it can only be used to slide small objects across tables, turn the pages of a book, or cause a book to fall off a table or shelf. Investigators witnessing this can stop any movement by simply grasping the object.

3. **Spirit Writing.** This has a duration of 2 rounds and the druid can cause a "message" to appear before the investigators eyes on any wooded surface, such as a table, wooden panel, or bare floor. The message may be written in English, Dutch, or possibly archaic Gaelic (the only tongues the druid knows) depending upon the content of the message and the effect that the druid wants it to carry.

4. **Jammed Door, Window, or Shutter.** This allows the druid to hold open or shut any closure in the main structure. To force open a jammed door the investigator has to apply his strength against the POW of the druid in a resistance struggle. It costs the druid 2 points for each round he performs this feat so he most often lets go just about the time someone is charging the door at full tilt. An investigator suddenly hitting an easily opened door at full speed may carry through into the next room, possibly damaging items or himself.

5. **Smoke from Corners of Room.** This effect lasts for 3 rounds and is unaccompanied by heat. Trickle of gray smoke merely curl from any corners found in the room. The druid most often uses this one while an investigator is reading deeply into some mysterious book.

6. **Cause Fire.** As mentioned before, all the fireplaces contain wood ready for lighting and if the mood strikes him, the druid may light a fire in one of them. The wood spontaneously bursts into flame before the investigators' eyes. This takes 3 rounds.

7. **Mysterious Sounds.** These take the form of chants, mumbled conversations, or heated arguments. They are usually applied when investigators are listening at the door or in similar situations. The druid can cause these sounds to be quite loud, allowing investigators to hear them behind a closed door while exploring an adjacent hallway.

The most powerful of the manifestations in the druid's arsenal cost 3 points each to use and are described below.

1. **Cause Interior Wood to Glow.** All the woodwork, floorboards, and anything else made of the oak tree will begin to luminesce with a soft, green light. This effect will last for 2 minutes. Its major drawback is that the oak mantle glows more brightly than anything else, allowing clever investigators to pinpoint the possible source. Consequently, the druid uses this when the ghostbusters are not likely to enter this part of the house. Once the wood begins to glow, it continues until it fades of its own accord; the druid cannot stop the process. He often uses this at the climax of an investigation.

2. **Major Telekinesis.** Similar to minor telekinesis this effect also lasts a single round and can only effect materials derived from wood or plants. The biggest difference is that this version has considerable force behind it and can be used to move large, heavier objects. Examples would be sliding chairs that could cause damage or push an investigator out a window; a flying paperweight or wooden-handled knife; or the drapery cords wrapping about an investigator's neck and strangling him. A large bookshelf could be tumbled atop an investigator failing to make a Dodge roll but moving any object heavier than an average chair requires the expenditure of additional magic points. A heavy armchair or small loveseat requires 4 points, and an exceptionally large sofa could use as much as 6 points. Damage, of course, increases with the size of the object. This power can be used to cause wooden objects to warp drastically and explode into splinters.

3. **Plant Growth.** This is usually limited to use in the greenhouse, which is filled with dead plants. By issuing an order to the plants, the druid can cause them to grow and twist toward the investigators causing a SAN loss of 1D3 points if they fail their roll. The plants do not have much strength but will reach toward the investigators, attempting to twine about their wrists and ankles. The investigators can easily break the growths away but being grasped by them takes an additional SAN roll to avoid losing another 1D3 points each time.

4. **Push.** The druid uses this to knock one investigator off his balance while he ascends or descends a stairway; or anytime that the druid recognizes that an investigator is in a precarious position. This can also be used when two investigators are carrying a heavy

object or perhaps when one person is lowering another on a rope, or anytime where a temporary loss of balance could prove disastrous.

5. Darkness. This lasts 5 rounds and fills a room with an inky blackness that a flashlight cannot penetrate more than 2-3 feet. The druid uses this when the investigators have just opened a mysterious room.

6. Frightening Faces. These are illusions that the druid can cause to appear on any reflective surface such as windows or mirrors. They are generally horrible and ugly if not maimed and rotted. Some show pieces of skull through the decayed flesh and others are hardly more than skulls with eyes in them. Any investigator witnessing one of these apparitions must roll SAN or lose 1D6 points. In addition to the SAN loss, if the investigator fails his roll, he will also be startled by the sudden appearance and may do something wrong. For instance, the druid could have a gruesome face appear in the windshield of the car being used by the investigators to flee the house. If the driver misses his SAN roll, the vehicle may smash into a tree injuring all the passengers. The druid also uses this when an investigator is looking at his own reflection. There is a potential loss of 1D8 points of SAN if an investigator fails his roll while watching his own face dissolve and rot before his eyes. These illusions disappear as soon as the SAN roll is made, successful or not.

7. Water and Blood. This is another illusion. This is aimed against a single person either pumping water in the kitchen or raising a glass to his lips. It does not matter if the liquid is from the house and may even be a bottle of beer brought by one of the investigators. At any rate, the investigator suddenly realizes that the liquid has turned to obviously warm blood and must make a SAN roll or lose 1D3 points. As with the illusionary faces, the liquid will then change back to whatever it was before it became blood.

Using the Manifestations

Manifestations are different than normal magic spells in that the druid is able to manipulate as many as he wishes at any given time. For instance, feeble rapping sounds and muffled groans might be used to convince an investigator that someone or something is trapped within a wall or behind a door. An interior door that begins to bulge and split while being accompanied by terrible sounds and even worse odors may make the investigators believe that they are being attacked by a Cthulhoid monster. Used creatively in combination the manifestations can simulate any number of cliché haunted house situations to confuse and baffle the investigators. Keepers may also wish to add their own manifestations, keeping in mind the guidelines already given.

SAN Losses Due to Manifestations

The scariness of each situation requires judgment on the part of the keeper. A properly-timed and -placed minor manifestation might prove more horrifying than a more powerful one in different circumstances. It pays off if the keeper has enough knowledge of his players to know what actually scares them, and a little time spent in planning frightening occurrences for the proposed group helps immensely. SAN losses for viewing manifestations should never exceed 1D8 points and the following guidelines are offered to aid in judging SAN losses.

1 point: Things that prove unnerving. Almost intangible, the investigators will be unsure of how to judge it. Was it caused by a ghost, or is it merely an over-active imagination distorting some natural event?

1D2 points: A startling event. It's more tangible, an investigator can point at it and say "Look!"

1D3 points: This loss is reserved for truly frightening or physically threatening events such as moving furniture, attacks by flying knives, etc.

It is important when running this adventure to not overuse the manifestations and to start small and gradually work up to the more frightening effects. Most of the manifestations are harmless and as the investigators come to realize this, they will be less and less inclined to be frightened. Continual repetition of the same effect also tends to breed contempt for the haunt. It is really not fair (or fun) to charge a player's investigator SAN losses when the

player himself is not frightened. Keep the effects minor and as sparse as possible. Use them to mislead the investigators and when they start to get cocky, push one of them down the stairs or out a window.

SPELLS

The druid also has spells that he may use against the investigators.

Summon Spirit of the Dead: The druid has a special control over those who died as a result of his doing; this includes Elizabeth, who committed suicide at his urging, and Beatrice, whose fall was the final result of the fear and insanity that the druid was causing her. This spell costs 6 magic points and allows him to force the spirit to appear anywhere on the immediate grounds to perform any action or actions he desires.

The spirit will only appear for a short time (1-2 rounds) and must go through movements made before the person's death. In the case of Beatrice, she often appears running down the third-floor staircase dressed in a nightgown, eyes bulging and mouth open in a silent scream as she turns down the hallway and then plunges through the railing to fall to the floor below. When the investigators arrive to look over the edge, they find that the railing is undamaged and that there is no body on the floor below. The aged Beatrice, her terrified face framed by the floating wisps of her stark white hair, is frightening apparition and any investigator failing a SAN roll loses 1D6 SAN points.

Elizabeth is even more frightening; her face is swollen and black, her tongue forced to protrude from her mouth by the pressure of the rope around her neck. Elizabeth hung herself in the attic and here she is most likely to be seen. A fellow exploring the attic could see her body, slowly turning on the end of the rope, hanging silently from a beam above the stairwell. The horrible face of Elizabeth may twist into an awful smile just before the apparition disappears. Other times, the druid has caused her to appear slowly walking up a stairway with a rope over her arm, her back to the investigators and her face unseen. Seeing Elizabeth's face costs 1D8 points if SAN roll is unsuccessful, and 1 point if successful.

The spirits themselves are immaterial and thrown objects, bullets, or even fists will pass right through them. The druid can cause them to walk through walls, floors, etc. The spirits will never physically harm the investigators but merely serve to frighten them.

The druid will use this spell infrequently as it is costly in magic points and may also provide the investigators with a clue or two. These two spirits know more about the haunting of the house than anybody, alive or dead. Although neither is aware that there is an ancient druid residing in the mantelpiece, either of the spirits, if summoned using a spell found in the third-floor study, can supply the investigators with at least some information. The exact nature is left to the keeper, based on what the party may already have discovered, but should be valuable.

Summon Ghost: This spell requires 5 magic points and costs the caster 1D3 SAN points. The casting must be performed at night and the blood of a mammal poured upon the gravestone or the ashes of the dead that the caster wishes to contact. The spirit will not wish to enter this world and the caster will have to best it in a POW vs. POW struggle to force it to appear. SAN losses for seeing the spirit are described above. Each question costs the caster an additional 1 magic point.

Implant Fear: By means of this spell, the druid can cause an investigator to be suddenly gripped by a soul-chilling fear. This sudden, unexpected feeling of dread costs the investigator 1D6 SAN points unless he succeeds in a SAN roll.

Casting this spell costs 6 magic points. Most often, he will use this spell on an individual just as he is about to perform a particular action such as picking up an object to examine it, opening a door to a previously unexplored room, sitting in a particular piece of furniture, opening a book, etc.

Nightmare: The druid can use this magic on anyone foolish enough to sleep in the house. It costs 4 magic points to cast this on a sleeper. He awakes with a scream and loses 1D3 SAN points. He cannot remember the contents of the dream unless another

member of the group can perform a successful Psychoanalysis. Under analysis, the investigator can recall the dream; one of being confined in a wooden cage while white-robed men set fire to the huge mound of faggots upon which the cage rested. The investigator can recall the flames licking upward to sear his flesh before the terror drove him awake.

Mental Suggestion: This powerful spell costs 8 magic points and requires the druid to engage in a POW vs. POW struggle with the chosen victim. If the unfortunate investigator loses the struggle, he falls under the druid's control for 1 round, doing whatever is commanded of him. This can include direct attacks on other investigators or even suicide attempts. The druid will only use this spell in drastic situations.

Death Spell: This is the druid's most powerful spell and is only employed when his hiding place has been discovered and the inves-

tigators are threatening him with destruction. He will use it against the first investigator to lay an axe into the mantel.

It costs the druid 10 magic points and requires him to win a POW vs. POW struggle with his chosen victim. If the victim loses, the investigator breaks out in large blisters and suffers 1D3 points of damage in the first round. On the second round, the investigator's clothing begins to smolder and he takes another 1D4 points of damage. On the third round, he bursts into flames, receiving 1D10 points of damage this round and every round thereafter. It is impossible to extinguish the fire as the unfortunate victim is burning spontaneously from the inside out.

The blaze is intense and it is possible that the victim, while thrashing around the room, will become entangled in draperies or other dry, flammable items. This could possibly set the house afire. Consequently, the druid will use this spell only in the most extreme of situations.

Shriving spells may prove effective against the wood-like druid, as might the Dread Curse of Azathoth.

Other investigators might choose to attack him physically, either firing bullets into the mantel, or trying to chop it open with an axe. Either method will cause the druid to respond with spell attacks. If the mantel is broken open, the druid will drag himself out and being attacking the investigators physically and with spells.

The safest method is to simply burn the house down with the mantel and the druid still in it. Of course, Mau-

rice will then see to it that the investigators are prosecuted to the full extent of the law.

SAN Awards

Locating the druid and destroying him gives each of the investigators involved a reward of 1D10+4 SAN points. This rather high award is due to the extreme difficulty of this adventure and the potential for high, cumulative SAN losses.

—The End—



WINNING THIS SCENARIO

This scenario is primarily one of atmosphere and spooky fun. Though the druid is certainly malignant, he is not really a threat to humanity—all he wants is to be left alone. The investigators may well fail to discover just what haunts the Van Laaden house. This is fine.

There are numerous clues leading to such connections as the City Without a Name and Innsmouth's tie to the Deep Ones. A clever keeper can use this scenario as a jumping-off point for other adventures.

Despite the great powers of indirection the druid possesses, there is quite a bit of evidence pointing towards him. At first, the investigators may be snowed under by the wealth of misinformation, but they must discover that, unlike some scenarios, not everything they learn is cogent. They must learn to separate the wheat from the chaff.

The fact that the tree used to build the mantelpiece caused the death and crippling before installation should

imply that something was wrong with the tree from the start. If the investigators have dreams about burning wooden cages (a druid sacrifice technique) or notice the references to old Gaelic, they may also begin to suspect the mantel, as its wood came from Scotland. The investigators may notice that a great number of the house's manifestations have to do with wood. With time and ingenuity, they may finally comprehend that something is wrong with the mantel. The druid naturally, will attempt to mislead them with his weird manifestations.

If your players are both persistent and intelligent, they are likely to solve the mystery, though it may take them several nights of play. This is an extremely difficult investigation, though it is not particularly dangerous, and the keeper should not assist the players.

If the investigators do manage to discover the druid and defeat him, they deserve congratulations. They should be rewarded by becoming well-known in occult circles, which can lead to future investigations as potential clients contact them for help or as evil occult groups single them out for punishment.

The Greenland Papers 1: "The Trail of Tsathogghua"
The Journal of Pieter de Holst

It was later that day that we were set upon by a great storm that sorely tossed our ship about, the timbers groaning in such a manner as to make one think they would come apart.

The Captain pulled the ship about and sure that we were lost if we did not, struck for the coast of Vinland to the north. Pitched high by the waves, we soon came within sight of shore, looming cold and forbidden, great walls of ice and snow rising out of the dark sea. Making for a narrow channel between two of the great ice-walls and avoiding a huge piece of floating ice (I'm certain that had we collided, it would have sent us to the bottom) we anchored in a protected cove and spent the night in relative peace.

The following morning, a sailor, from his vantage point atop one of the masts, spied a dark object in the snow on the other side of the bay in which we had chosen to rest. The Captain ordered one of the longboats put over the side and, accompanied by a group of ten sailors, made the short passage across the now quiet waters. Reaching the other side, the men leaped ashore and, after securing the small boat, made their way to where the dark object lay in the snow.

From my distant position on the gently rolling ship I could make out little of what my companions were doing, but I could see them kneel beside the object and when they turned it over it looked like nothing other than a small log, somehow washed ashore on this treeless place.

The sailors then began examining the snow around the object and some gestured to a small pass that led out of sight between two of the smaller ice-walls. They then struck out in this direction and were soon lost from view. Moments later the whole ship was roused to its feet by the distant shouting that carried across the ice and water to where we waited. We could hear the hoarse shouts of the men, a loud cry, followed by a terrible shriek, the like of which I hope to never hear again, and will spend the rest of my life trying to forget. It was the dying shriek of an animal, like that of a swine when the butcher's hand is unsteady and the first stroke of his knife has missed its mark.

The shriek was the last we heard. As the echoes slowly fell into silence we waited quietly, knowing not what to do next. At the time it seemed much longer, but it was only moments later that the crew returned from the narrow pass and we could see that all of the men were present, though one, obviously bloodied, was being helped to the boat by his companions. Two of the men were carrying small objects wrapped in blankets and while they boarded the longboat, two other men stooped to lift the stiff, wood-like object from the snow and began to carry it also toward the waiting craft. As it was lifted clear of the ground, the light snow fell away and it could be clearly seen to be the body of a man, frozen stiff as a log. We waited anxiously as the boat pulled toward the ship.

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The Greenland Papers 2: "The Trail of Tsathogghua"
The Lost Saga of Erik the Red

SECTION 1

On his first voyage to Vinland, Erik spent three years sailing up and down the coasts, exploring the deep fjords.

In the second year, while exploring up the east coast, they sighted a small band of Skraeling men along the shore. They seemed to be following the progress of the ships, but when Erik's men camped upon the shore, no trace of them was found.

Later that year, the Skraeling were again seen along the shores. The Vikings put into shore and camped, but the Skraeling did not appear. The next morning the body of Magnus, one of Erik's chiefs, was found a few hundred feet from camp, the back of his skull brutally caved in. The Vikings attempted to track the Skraeling into the mountains, but lost the trail after a short time and gave up the chase.

When Erik the Red set out again for Vinland, this time with his colonists, he left Iceland with 25 ships. The first day out to sea, the sky turned black and the small galleys were battered by a great storm and scattered about by the raging winds, losing sight of each other as the great storm continued to drive them further apart. The ships regrouped the next day but it was found to the dismay of the colonists that only 14 of the ships remained, the other 11 presumed to have gone to the bottom of the sea.

One of the men of Erik's ship, who had sat in the pitching stern of the ship all night, peering into the darkness in hope of catching a glimpse of some of his comrade's ships, claimed to have seen something else.

He spoke of great black ropes that rose up from the foaming waves and, grasping a ship, pulled it beneath the water as though it were a straw. The man raved and drooled as he told his story to Erik and the crew.

As the day wore on, the man's ravings became insistent and finally, his madness weaving a spell of fear over the crew of the ship, was picked bodily up off his feet and pitched over the side by Erik.

READ THIS SIDE ONLY

The Greenland Papers 2: "The Trail of Tsathogghua"
The Lost Saga of Erik the Red

SECTION 2

Colonies were established, but within the year, attacks by the Skraeling occurred. When two women were murdered while gathering water at a nearby spring, the Vikings once again set into the mountains in pursuit of the mysterious people.

This time they cornered the Skraeling in their crude mountain village and slew nearly the entire population saving only one, a young girl, who was taken prisoner by one of the Vikings.

This young girl became first the slave and then the wife of the Viking who had captured her and, after learning to speak some of his language, told him many stories about her people.

She claimed her tribe to be one of the last of a once-great race that lived in a warm land to the north called Mutuland.

She also told the man that her people worshiped a god called Kulu, but as the world kept growing colder, their god answered them less and less. After a while they rarely prayed or offered sacrifices to him. The last big ceremony was held over a year ago, just before the Vikings arrived.

She says that her tribe had a legend that a long time ago, some of her people had built ships, like the Vikings, and sailed south to where it was thought to be warmer and they could worship their god Kulu.

After the men had boarded, I, the Captain, and the two bundled objects carried by the two sailors retired to a cabin below. Here the bundles were unwrapped and to my great surprise discovered two beautiful children, a boy and a girl, squirming and healthy. Bewildered, I questioned the Captain and he told me that they were found in a nearby cave where the men had discovered them being threatened by a wild beast of an unknown type. He described this beast as covered with a thick orange hair and resembling a bear, or perhaps, a kind of ape. The men dispatched the animal, which died with a horrible shriek (the one we had heard while we waited aboard ship) but not before she (the animal discovered to be a female) has injured the head of one of the men with a swipe of her paw. The children were then rescued, and the crew decided to leave the body of the beast where it lay.

The frozen body discovered on shore turned out to be a Norseman, probably a member of the rumored Viking settlements began here hundreds of years ago (though how humans could possibly live in this land, I don't know) and we think that he was probably the father of the two children, the red hair they all shared seeming an unmistakable means of identification. I myself examined the body and it would appear that he died from some ravaging disease brought on by the harsh climate of this land. The absence of the children's mother seemed odd and, after committing the man's body to the sea, the captain remained anchored in the bay for two more days, a watch always on duty for any sign of the children's mother. Finally deciding that the

woman was probably an unfortunate victim of the same disease or harsh conditions that killed her husband, we once again set sail, leaving the frozen coastline behind us.

The two orphans are now my responsibility and I must admit the two bring a joy to my heart and are the source of much pleasure for the sailors aboard ship. They are just learning to crawl and I have taught the girl a few simple words and she has shown herself to be a quick learner. The two have become so dear to my heart that I'm sure it will be difficult to part with them when the time comes. The Captain has decided the voyage is concluding and we should be home in a fortnight. I have already decided upon a couple who I think will take the children and raise them as their own. They are childless, having lost their own son and daughter to a sudden plague of illness. I will miss the two, but I know I must return to the sea.

As for the beast that was killed in the cave, I have no idea what it might have been and I feel that once I return home and consult texts on the subject, I will not find them to be any more enlightening. I requested the Captain to have some of the men fetch the body to the ship, but he refused. Neither would he let me, or any other person set ashore for that purpose and would not explain his reasons. I suppose that it shall remain a mystery, but I will always remember the sound of that dying scream; its piercing quality and the way the wind twisted it through the ice pass making it sound so strange, as though someone screamed "Harald!"

READ THIS SIDE ONLY

The Sasquatch Papers 3: "The Curse of Tsathogghua"
Article from the Vancouver Daily Province,
found in the Vancouver Public Library.

VANCOUVER, B.C.—March 12, 1898. A frozen body, discovered twenty miles north of Vancouver, has been tentatively identified today. The body, found last week by two local Indians, appears to be that of Father Jacques DeCasque, a Jesuit priest who spent most of his life converting the Indians of British Columbia to Christianity during the late 17th and early 18th centuries. Father De-Casque disappeared during the winter of 1814 while living among a primitive band of Indians in the Caribou Mountains and was never heard of again.

The discovery of the body, found frozen solid and thrust headfirst up to the waist into a sand bank, throws little light upon the priest's fate. The Indians, who travel this hunting path often claim that the body was not there the month before but was dropped from the sky by a "spirit." No marks of violence were found on the body but portions of the anatomy were injured by severe frost-bite before the man died.

It is difficult to understand how the body was so completely frozen and well-preserved. The examining physician stated that if it were not for the positive identification made, he would guess that the man died not more than a few days before his body was discovered. Why, over a period of nearly 85 years, the body did not naturally decompose, remains a mystery.

The earthly remains of Father DeCasque will be interred in the churchyard at Our Mother of Grace Church here in Vancouver.

READ THIS SIDE ONLY

The Greenland Papers 2: "The Trail of Tsathogghua"
The Lost Saga of Erik the Red

SECTION 3

These people found their place, and dwelling on the shore of the sea, near a great city of gold called Yonnith Lei, built by other followers of Kulu, those of the sea who had dwelt there forever. Although they once visited Hyperborea often, these people have not returned for a long time.

Told of a city of gold, Erik laid plans to set sail for the south to discover this "land of the Skraeling" and to make this gold his own.

First sailing east, this land was soon discovered and Erik's ships sailed for many miles down the coast in search of the fabulous city.

Finally, after many days at sea, the ships, carefully negotiating a dangerous reef, were put ashore, camps were made, and the gathering of provisions begun.

Within the hour, Skraeling in great numbers suddenly poured out from the nearby forest and set upon the Vikings.

Erik's men fought with great courage, but the overwhelming, almost desperate ferocity of the Skraeling threatened to overcome them.

It was at this time that a large band of black-haired men numbering more than the Skraeling and Vikings combined, emerged from the same forest and with frightening shrieks, charged into the battle.

It became quickly obvious to the Vikings that the newcomers were intent on killing only Skraeling as, in their rampage, they seemed to completely ignore the Viking warriors.

The Skraeling were soon destroyed and Erik tried to speak with the one who appeared to be the leader of the black-hairs. He asked of Yonnith Lei.

The leader of the black-hairs would only answer with a single word, and point out towards the sea, in the direction of the reef.

Soon after, an argument broke out between some of the Vikings and the black-hairs over treasure found on the Skraelings and Erik had to order his men to quickly push the ships out to sea.

Erik decided that the city of gold must be a lie and returned home to Vinland, this, his latest voyage, lasting over a year.

The Sasquatch Papers 5: "The Curse of Tsathogghua"

Handelman's Notebook: This is a record of the two men's attempts over the last ten years to capture one of the sasquatch that are thought to live in the area. The handwriting is almost illegible but successful Read English rolls will provide the following, numbered clues for the investigators. Even if the investigator is unable to Read a single clue he will learn enough to understand what Handelman

1. Our lucky day! Last night, after dark, Morris and I were awakened by the most terrible howling coming from the direction of the woods. We recognized the voice immediately and knew it to be one of the beasts that had finally blundered into one of our traps. Grabbing our rifles we hurried out with lanterns and rifles only to discover that our capture was gone, apparently chewing off its own leg to escape. We followed the bloody trail for a short distance but then, sure that we could hear the sound of more beasts than the one that had found our trap, we lost courage and returned to the cabin with our trophy.

2. Morris is a fool. He wants to take this foot and sell it to the professors in Vancouver. Says we need the money. I told him that if we let the rest of the world know what we've found here, the place will be overrun with folk out to make a quick buck and cheat us out of all the work we've put in. I insisted that we keep the foot here and not tell anybody until we can capture a live one, then

and his partner's plans were. In brief, the two men had absolutely no scientific interest in the beasts at all. Their goal was to capture one of the shaggy beasts and transport it back to civilization to be exhibited in America and Europe. The earlier parts of the journal are confined to recording tracks discovered, or sightings made by the men. Things do not get interesting until this past summer. Each clue following requires a Read English roll.

we'll make a lot of money. I woke up this morning to find that fool gone. Left me a note saying he had taken the foot to Vancouver and that he would be back in two weeks. That fool! I'll be waiting for him.

3. Morris came home today, or almost. It must have been just after noon when I looked out the window and saw him walking across the field of snow toward the cabin. I was ready for him. When he opened the door with that big grin, I let him have it, both barrels right in the chest. I don't think he ever knew what hit him 'cause when I got outside he was laying on his back in the snow, deader than a doornail. I buried him down on the west side of the lake where no one will ever find him. If anyone asks, I'll tell them that Morris came back all right but then left on a trip to the mountains. When he doesn't come back, everybody'll blame it on the Indians. I found \$200 in his pocket. Probably what he sold our foot for.

Continued other side

The Sasquatch Papers 6: "The Curse of Tsathogghua"

Terrence Bhule's Notebook: This journal dates back to the date of announced finding of the sasquatch specimen in Vancouver. The entries are not dated and the book requires no Read rolls.

I, Terrence Bhule, in light of the discoveries recently made by me and others while on expedition in Greenland, and in light of recent events, have come to some kind of understanding of myself. I have discussed this issue with Donna and she agrees with me in all details. At first frightening, the information contained in the diary found in Greenland seems to confirm by long-growing suspicion that my ancestry is not strictly human. It is my belief that if either Donna's or my family tree were traced, we would find in our lineage the two orphans rescued from Greenland by the Dutch whalers. These children were the offspring of a Viking father and a pre-human mother. I would guess that her genes were recessive and the children manifested none of their mother's characteristics, but this is only conjecture. Through chance, these genes have been reinforced in both Donna and I, and while at first this discovery seemed horrible, it came to assume a feeling of relief for the both of us, a sudden realization of who we really were. With the discovery recently made in British Columbia, Donna and I have decided to seek out our

other people and perhaps we shall choose to live with them, I don't know.

The rest of the journal was written after Bhule was taken to the sasquatch dens.

I'm feeling well enough to write now, and bring things up to date. Donna is dead as a result of the injuries inflicted upon her by the Indians. It has been explained to me that they were only attempting to defend the territory belonging to the sasquatch (they call themselves Oh-man), the Indians holding them in some kind of reverence. I have already made plans to inter her in a cave some few miles away from here. In the meantime, my hosts have treated me well, almost in a manner reserved for respected guests. Although the loss of Donna is saddening, I feel a warmth and gladness that abounds here despite what hardships these beasts may suffer.

Continued other side

4. A stranger visited today. Just the type of thing I was afraid of. He said his name was Berringer and that he and his wife were on a camping trip. They had Paragent and Makelhenny with them as guides. I could tell right off that this fellow was lying and I was sure that he was looking for sasquatch just like I told Morris would happen. I was pretty careful and pretended not to know too much about the things. Told him I've seen tracks a couple of times but didn't know much and think about it even less. He asked me where I'd seen these tracks so I told him to the west and sent him in the direction of the Indians. I thought Paragent or Mak would maybe know this and tell Berringer, but apparently they didn't know that's where the Indians are camped now. Neither one of them gets out of Dogfork often enough I guess. With any luck, the Indians will kill them or at least drive them out of this area.

5. I'm surrounded. I looked out the window early this evening and I could see them, at least a half-dozen of them, hiding behind the blocks of ice down near the lake. I don't know what they want.

6. Later. It's terrible. Berringer, the stranger, is with them. I looked out the window and I could see him standing there, nearly naked in the cold wind. Then he spoke to me. Told me come out of the cabin without any weapons and I wouldn't be harmed. Said he only wanted to talk. Fat chance. He was an easy shot, but I was nervous and think I jerked the trigger. Anyway, he ducked down real fast and I couldn't be sure if I hit him or not. He's not hurt bad at any rate cause I could hear him ordering the beasts around, though I couldn't make out what he was saying.

7. 10:30 pm. I can see a good-sized fire burning down by the shore of the lake. It's too far away for me to tell what's going on but I can see the beasts every once in awhile throwing more wood on the blaze. They must be very near where I buried Morris. Would they dig him up and eat him?

8. Midnight. God help me. The fire finally burned down and went out and even with the moonlight I could not see what was taking place. It was only late that I happened to notice one of the beasts climbing the tall pine tree to the west of the lake. If not for the bright moon behind the tree I would not have noticed him at all, but with that light I could perceive that the beast was carrying some large object with him, slung under one arm. It was only when the beast reached near the peak of the tree that I could see that it was carrying Morris's frozen body, unearthed by the monsters after they had thawed the grave with that fire. The beast left Morris hanging in the top branches of the tree and then climbed down. They're all assembled now down near the lake somewhere and I can hear them singing and chanting, and above all of it I can hear the voice of Berringer, leading them on with a screaming voice. Even now this sound is being drowned out by the whistling of a great wind and in the distance I can hear a tremendous storm coming. I have latched the shutters and door tightly, but the wind blows through them anyway. The temperature is dropping so quickly my fingers are numb and it is hard to write. That terrible screaming of the wind! The whole cabin is rocking. . .

Continued from other side

Donna has been buried beneath a cairn of stones in the chosen cave. I shall visit her from time to time. In the meantime, my new family and I have come to learn many things from each other. Their language is quite primitive, but they learn English fast enough, almost seeming starved for the kind of abstract words that they need to describe what they feel and perceive. They also show themselves to be quite mechanically minded—good tool makers—and although they seem to have little use for it, they quickly learned the principles of building a fire. I think that it would be a grave mistake to consider the intelligence of these creatures too lightly.

A discovery. One of the Oh-man took me up to the small cave above and in the back. After squeezing through a narrow opening, I discovered a shrine, placed here by the Oh-man thousands of years ago. In the small cavern I found a mummified body of one of the Oh-man, dressed in a similar fashion to the mummy found in Greenland. The walls were written with a prayer to Adukwa, but most interesting were the two stone tablets that flank the body.

Contained on the stones is the story of how the Oh-man came to this place after being driven from their homeland. I now often meditate in this cave and the Oh-man claim I am the recipient of visions. I would not like to think this myself, but I do know that I and my people cannot remain here much longer. Man comes and when man comes the Oh-man must leave or die. This is how it is. I intend to lead an exodus to the north. Somewhere we will discover a place untouched yet by humans where the Oh-man can live in peace.

We are keeping watch on our possible enemies, those that fear us without knowing us. Paragent I am unsure of. It seems that he remembers nothing of the Oh-man, but I am inclined to think that he knows more than he is telling anyone. If we should discover otherwise, he will have to be eliminated as a potential hazard.

As for Handelman, I don't hold a lot of hope. Knowing the man as I do, I doubt that he will consider the offer to come and live with us. If he doesn't he dies. I will do what I must to ensure the survival of my people.

The Sasquatch Papers 1: "The Curse of Tsathogghua"
Article from the Vancouver Daily Province.

POINT GREY, B.C.—A spokesman for the University of Vancouver announced today that a specimen brought here from the Caribou Mountains may indicate that an unknown species of primate may inhabit the unexplored wilderness of northern British Columbia.

Dr. Harvey Lantilla, head of the zoology department, said the specimen, an ape-like foot severed a few inches above the ankle, was purchased by him from a trapper who claims to have found the frozen appendage near the foothills of the mountains. Although the specimen is not ready for public viewing, Dr. Lantilla describes the foot as human-sized, but with distinct structural differences that eliminate the possibility that it is of human origin. The foot is partially covered with coarse, orange hair.

According to Lantilla, extensive examination and dissection of the specimen is due to commence soon. It will most likely be shown to belong to an orangutan or chimpanzee, possibly escaped from a traveling circus or carnival and now living in the wilds of the mountains.

No plans have as yet been made for the final disposition of the specimen.

The Sasquatch Papers 4: "The Curse of Tsathogghua"
Article from the Vancouver Daily Province,
found in the Vancouver Public Library.

KAMLOOPS, B.C.—September 16, 19--. An official announcement from RCMP district headquarters here has confirmed the disappearance and possible deaths of three people on a camping trip south of the Caribou Mountains. Thomas Berringer, his wife, Dora, and a local guide, Douglas Makelhenny are all believed to have been killed when their campsite was suddenly attacked by renegade Indians. The sole survivor of the attack, William Paragent, was severely wounded but escaped into a nearby pine forest and eluded his pursuers. Paragent showed up in the small town of Dogfork only three days after the campers had left, suffering from loss of blood and severe exposure. Delirious, he was rushed, by rail, to the hospital in Kamloops where, after regaining consciousness, related the story of the savage attack to the RCMP.

Captain Swainson, head of the local district office, has announced plans for a search of the area but hold little hope for the missing members of the party. The Athepaskan Indian band believed responsible for the attack is a small group who, shunning contact with all white men and other Indians, have pursued a primitive existence in and around this part of the mountain range. They are considered extremely dangerous. However, these are the first murders actually attributed to the band.

The Sasquatch Papers 2: "The Curse of Tsathogghua"
Article from the Vancouver Daily Province,
found in the Vancouver Public Library.

YALE, B.C.—July 3, 1884. In the immediate vicinity of No. 4 tunnel, situated some twenty miles above the village, are bluffs of rock which have hitherto been insurmountable, but on Monday morning last were successfully scaled by Mr. Onderdonk's employees on the regular train from Lytton. Assisted by Mr. Costeron, the British Columbia Express Company's messenger, a number of gentlemen from Lytton and points east of that place, after considerable trouble and perilous climbing captured a creature who may truly be called half-man and half-beast. "Jacko," as the creature has been called by its captors, is something of the gorilla type standing about 4 feet 7 inches in height and weighing 127 pounds. He has long coarse orange hair and resembles a human being with one exception, nearly his entire body, excepting his hands (or paws) and feet are covered with glossy hair about one inch long. His forearm is much longer than a man's forearm and possesses extraordinary strength, as he will take hold of a stick and break it by wrenching or twisting it, which no man living could break in the same way. Since his capture he is very reticent, only occasionally uttering a noise which is half bark and half growl. He is, however, becoming daily more attached to his keeper, Mr. George Telbury, of this place, who proposes shortly starting for London, England, to exhibit him. His favorite food so far is berries and he drinks fresh milk with relish.

The Sasquatch Papers 7: "The Curse of Tsathogghua"
The Tablets in the Cave: These were written by the priest whose body will be found with them. They are written in a version of the language first found on the wall in Greenland and if translated, the following tale will be discovered.

I am Knaarrl, the last of the priests of Adukwa, and I die in the temple to my god. This is what I write:

Long ago, my people, driven from their homeland in the north, came here with their master Adukwa and were told that they should follow his cold winds south and that he would, in turn, follow them with his winds. His people did this and they are here. Still my heart questions: why bring us here where there is nothing? Why does our god's very being, his great cold, hurt and kill his people? These are the questions that my heart has asked me and I have answered my heart as only I could. I will be the last priest of the god Adukwa. I have trained no youngsters to perform his ceremonies or to call his prayers. For this Adukwa has promised to feed on my soul, but I know he no longer feeds on my people. No longer do my people kill their own to place on high for Adukwa. I have shown them how to sacrifice animals to appease him and he must be satisfied with these. He cares not anyway for any but blood and flesh and I will not teach his prayers to my people. Though these be inscribed here on the wall of the temple, they will soon be forgotten.

On the day of my death,
Knaarrl

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The Van Laaden Papers 1: "The Haunted House"
Article from The Grand Rapids Herald dated 1878.

An accident yesterday, at the site of an archaeological excavation north of Grand Rapids, has left one man seriously injured and two others suffering from minor cuts and bruises.

Bertrand Hancock, who is credited with the discovery of the Indian mound being excavated, is resting in Grand Rapids Hospital recovering from multiple injuries and broken bones stemming from the accident. Apparently, a large iron tripod, used to support a heavy block and tackle, slipped down the side of the earthen mound, tropped over and trapped the unfortunate Mr. Hancock beneath it. Workers at the site can give no explanation for the accident but a spokesman for the University of Michigan, which is in charge of the dig, has announced that despite the accident, work will continue as scheduled.

Mr. Hancock, a business graduate of the University, is married to Deborah Van Laaden, daughter of local Civil War hero Aaron Van Laaden and presently resides on the Van Laaden property where he first discovered the mound. Doctors have not released details regarding his injuries, but he is listed in fair condition and expected to recover.

READ THIS SIDE ONLY

The Van Laaden Papers 3: "The Haunted House"
Article from The Kent Clarion dated 1863.

Allen Van Laaden, of the Grand Rapids Van Laadens, died yesterday in his home, the result of an accidental, self-inflicted gunshot wound to the stomach. The accident was reported by Captain Aaron Van Laaden, a cousin of Allen presently home on leave from the Union Army.

According to the report, Mr. Van Laaden was cleaning the pistol in an upstairs room of the Van Laaden mansion when the weapon accidentally discharged, striking him full in the stomach. He expired before a doctor could be summoned. Graveside services will be held at the family home.

READ THIS SIDE ONLY

The Van Laaden Papers 2: "The Haunted House"
Article from The Grand Rapids Herald dated 1898.

It was announced today that Beatrice Van Laaden, wife of the late Aaron Van Laaden, died yesterday as the result of a fall in her home. Her daughter Virginia Van Laaden said the older woman had been in poor health for the last few years and was kept confined to the house. She apparently stumbled and fell while descending the staircase in the family home.

The Van Laaden name is well-known in Grand Rapids. Earlier members of the family were instrumental in the incorporation of the city, and the name Van Laaden can be found on many public buildings including the library and art museum.

Mrs. Van Laaden is survived not only by her daughter Virginia, but by a grandson, Maurice, and another daughter, Deborah, now residing in Grosse Pointe, Mich. Private services are scheduled for tomorrow and the body will be interred in the family plot located on the Van Laaden property.

READ THIS SIDE ONLY

The Van Laaden Papers 4: "The Haunted House"
Article from The Kent Clarion dated 1866.

It was learned today that Captain Aaron Van Laaden is dead. His body was found late yesterday evening in the woods near his home, apparently the victim of a freak hunting accident. Having left the home earlier in the day, the family became worried when he did not return in time for dinner. A gunshot had been heard earlier in the afternoon, but was thought that Mr. Van Laaden had been firing on game. The grim discovery made later showed that Van Laaden, while stepping through a tangle of briars, had apparently fallen, causing his rifle to discharge, and killing him instantly.

Aaron Van Laaden, besides being well-known for his military exploits in defense of the Union, is also well-remembered for his intensive efforts to incorporate the city of Grand Rapids and his unfailing devotion to public causes. These include helping to establish the city's first library and its first art museum.

Captain Van Laaden's widow was unavailable for comment. Funeral arrangements have not yet been made.

The Van Laaden Papers 5: "The Haunted House"

A condensed version of The Voyages and Journees of Brandon Van Laaden.

Introduction: This is written by Henry Wordsworth Van Laaden in tribute to his younger brother, "a hale and hearty man who could never resist a challenge," and, among other things, tells of Brandon's sudden death in 1847. It mentions that the book was incomplete at the time of Brandon's death and that a limited edition of fifty copies will be printed and distributed to friends, family, and public institutions.

Foreward: From here on, the book is written by Brandon, and in this section describes how he was "commissioned" by his brother to travel to Europe and beyond in search of antique furnishings, works of art, fine woods and carpets, tapestries, and anything else that would add to the value and prestige of the family home. At the same time, he hoped to find time to do some exploring and hunting.

Chapter 1: This chapter describes the trans-Atlantic voyage by clipper ship. Brandon tells of a gigantic water-spout seen by the crew and passengers on the third day of the voyage.

Chapter 2: Arrival in London. The early parts of the chapter are concerned with the time spent at auctions of art and furniture while in the city. Later in the chapter he describes some of the finer dining establishments to be found in the city.

Chapter 3: Leaving London, Brandon writes of a short trip to the north of Scotland where he investigates an ancient oval enclosure built of granite rocks. It is presumed to have been built by a Celtic tribe, the mystery being its vitrified interior. Inside, the granite has been melted by intense heat into a glass-like glaze. This would require temperatures in excess of 1300 degrees C. No normal fire could possibly produce this effect. While returning through the south, Brandon stops near Dumfries where he selects a huge European oak from a stand of trees about two miles west of town. This lumber will be used to refurbish portions of the house.

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The Van Laaden Papers 6: "The Haunted House"

Letter dated June, 1844, addressed to Henry Van Laaden, from the foreman at one of the family's sawmills.

James Leski, Foreman
Blake River Mill No. 1

June, 1844

Dear Mr. Van Laaden,

In regards to the delay surrounding the milling and cutting of the lumber recently received in the shipment from overseas, I regret to inform you that the delay has increased. When I last wrote you in May, I had expected the work to be finished before the end of the following month and explained the delay then to the fact that the saws would have to be frequently reset to make all the different cuts that you required. Since that time, another problem has occurred that will, I fear, increase the delay again. The main saw, used to make the initial cuts on the larger pieces has been accidentally damaged. I personally oversaw the operation and the man operating the saw is our most skilled employee. Nonetheless, the main blade has fractured and will need to be replaced. The manufacturer, located in New York, has assured me that shipment will take no longer than four weeks at which time we will be able to proceed with the job. In the meantime, I would recommend specifically against trying to cut these large pieces at another of the mills. All of their saws are less accurate than the one here and I believe that the problem stems from the operator's initial unfamiliarity with the strange and exotic woods that you would use. Therefore, I would suggest that the added delay of waiting for the shipment of the new blade, to be followed by the cutting, here, of the rest of the shipment would be rewarded.

Humbly yours,
James Leski

Chapter 4: Sailing across the English Channel, Brandon arrives in Paris. Here he chances to meet a rare book dealer he describes as a “very mysterious fellow.” Brandon purchases an unnamed volume from the man and makes an appointment to meet him the following evening to view some other rare volumes. The next morning, the book dealer’s shop is discovered open and looted, and the old man’s body later found floating on the Seine.

Chapter 5: This chapter contains a lengthy description of Brandon’s travels through central and eastern Europe on his way to the Near East. While in Transylvania, he receives an opportunity to visit a mysterious castle high in the mountains, but at the last minute is forced to decline due to time considerations.

Chapter 6: While in Beirut, Brandon meets an old Muslim who tells him the legend of a nameless city constructed long before people walked the earth, and now forgotten to mankind. The old man claims to know its location and Brandon briefly considers mounting an expedition before dismissing the idea. Brandon spends several weeks in and around Syria and Palestine, collecting carpets, tapestries, imported woods, and many other items for the household of the Van Laadens.

Chapter 7: While in Cairo, Egypt, Brandon visits the Sphinx and experiences a vision. He does not describe what he saw but does mention that the night before he had taken the opportunity to sample a small bit of hashish purchased from his hired guide. From a dealer in Cairo, Brandon purchases a shipment of exotic woods brought from the interior of the continent. Among these pieces is large blocks of dense, black wood called ebony. Brandon also tells of the purchase, from this same dealer, of a fetish, stolen from one of the tribes of the interior. Brandon describes it as being about a foot tall, carved of wood, and studded with metal nails. It is in the likeness of an ugly, squat demon.

Chapter 8: In this chapter, Brandon describes the first portion of a safari to equatorial Africa in search of big game. He is particularly interested in reports of a strange, purple-brown, deer-like animal said to be known to the tribes of the interior.

It was at this point in the writing of the book that Brandon was stricken by his fatal illness and his story ends rather abruptly while halfway through the hunting expedition.

The Van Laaden Papers 10: “The Haunted House”

The log of the “Tanager.” This old record can be found in the sea-chest of Erich. It is a record of the voyages he made while captain of the ship and a memento of his life at sea. It is quite detailed and lengthy, most of it dull and along with its archaic script, quite tedious to read, requiring 14 hours of study. It will also require successful Read English rolls to note the following ‘interesting’ passages contained in the latter portions of the log.

READ THIS SIDE ONLY

1. **June 21, 1817:** Left Samoa today. Intend to sail north. A ship was spotted near the horizon, the watch identified it as possibly the ‘Columby’ out of Innsmouth. It would be captained by Obed Marsh if it is. Winds are fair and we will set course for the Solomons.

2. **January 8, 1818:** Saw Marsh’s ship again today, headed easterly. He must be coming out of the Caroline Islands, he has been doing a lot of trading in that area the last few years and I think that it is somehow connected with the family’s seemingly replenished financial resources. The ‘Hetty’ and the ‘Sumatry Queen’ both have made voyages there. I would not mind learning the source of their new-found wealth myself.

3. **February 12, 1818:** A stroke of luck today. One of the crew, while ashore, discovered in a tavern one of Obed Marsh’s men. This sailor apparently jumped ship while the ‘Columby’ was here in port and is of the lowest type, addle-headed and addicted to rum. Nonetheless, he knew the port in which old Obed has been trading, a primitive native village located not far from the island of Ponape. It cost me but little money to persuade him to indicate the tiny island’s position on the chart, but no amount of persuasion could get him to agree to accompanying us. For this reason I distrust the man, thinking that he has pur-

posely sold me bad information. But if that is so, why would he sell it for the price of a few bottles of rum? I also had to promise not to reveal his existence to anyone for he fears reprisals from Captain Marsh, so again, I doubt his reason to do me wrong. I have decided to set sail in the morning.

4. **March 14, 1818:** Have left the Carolines today, God help us all. We have discovered the source of Obed’s wealth and have paid with some of our lives and souls. I pray for those of us left and ask a merciful God to cast down his wrath upon the accursed Marsh and those things with which he consorts. I have lost six men, some to the blasphemous thing that rose out of the sea, and some to the madness that beset most of my crew afterward. Mate Hannigan, I must say, deserves as much praise for saving us as any. Without his able help I don’t believe that I could have brought the ‘Tanager’ out alone. I fear now for his soul. He has grown increasingly quieter and now refuses to speak at all. Perhaps that madness has beset him now that it has left most of the crew. Heaven help provide a safe passage home for us. I would return home, if I might, and there make arrangements to move my family. Move them somewhere far from the sea and the things that I have discovered living there. God save us all.

The Van Laaden Papers 7: "The Haunted House"

A copy of a letter sent by Henry Van Laaden to an employee permanently injured while helping to carry in the large block of oak that was used as a mantle over the east fireplace.

To Peter Cartwright:

I and my family were very sorry to learn of the permanence of the injuries you received while in our employ. The fact that it happened in our home grieves us even more.

While by no means can I or the company accept responsibility for the accident (I, myself, had told the foreman that more men would be needed for the job; that the large blocks of wood were very heavy and maneuvering them through the doorway would be difficult and dangerous work), we would not wish your family (my foreman tells me you have a wife and four children) to suffer unduly from your further inability to earn a proper living. Please accept the enclosed draft for \$250, the least our family can do for yours in gratitude for the years of service you have given.

Sincerely yours,
Henry W. Van Laaden

The Van Laaden Papers 8: "The Haunted House"
Excerpt from the journal of Aaron Van Laaden.

READ THIS SIDE ONLY

June 12, 1853

A strange event took place last evening. About eight o'clock, as I sat reading Gibbons in the living room, I was aroused by a weak, but seemingly urgent knocking upon the front door. Quickly marking my place, I hurried to the foyer and pulled open the door to find a man, of dark skin and obviously foreign birth, dressed in a dark cloak, huddled against the driving rain. I invited the poor wretch in and as he stepped across the sill, he was set with a wracking cough so dreadful, I was compelled to take him by the arm, for without support, I am sure that he would have fallen to the floor.

At this same moment, Beatrice appeared, and seeing the poor man's condition, insisted that he be taken upstairs immediately and put to bed in one of the guest rooms. Despite his weakened condition, it was necessary that he climb the stairs all the way to the third floor, all the rooms on the lower floors presently being occupied, and as I helped the man, I tried to talk with him only to discover that he knew not a word of English. I could not begin to guess what strange, Asiatic tongue he used, but I'm sure it was an expression of sincere thanks that he gave to us that evening before his passing. Refusing all and any offers of food, we left him to rest and the wracking cough soon came to a stop and we assumed that he was sleeping peacefully. It was this morning that it was discovered he was dead, passing away some time quietly during the night, God rest his soul.

Allen has been sent to town to bring the doctor but not until after I was forced to listen to his raging about the "bringing of foreigners into our home," although this time I would have to admit that he may have been the wiser last night when, upon learning of the stranger's presence, protested loudly and vehemently, the wisdom of my decision. I must admit I am at a loss to explain the man's mysterious illness and upon checking the pockets of clothing, I find that he carried almost no money and absolutely nothing that would identify him. As for the disposal of the body, I have already talked this matter over with Beatrice, and we have decided that if it proves impossible to identify the man, we will have him given a proper Christian burial in the family plot. I am sure that Allen will protest the decision, but it has been decided that it is the only proper thing to do.

The Van Laaden Papers 20: "The Haunted House"

Letter addressed to Aaron found with the coroner's report on the death of the stranger in the Van Laaden home in 1853.

Dear Mr. Van Laaden,

In regards to the unfortunate demise of the unidentified asiatic in your home I would recommend the following precautions be taken in light of the unknown nature of his fatal disease: The room should be thoroughly aired before anything else. After proper airing remove and wash all bedclothes before cleaning and white-washing the room. As an extra precaution I would advise avoiding inhabiting the room for the next six months if at all possible. This would apply in particular to children, older people, or the chronically ill. I am sorry if I am unable to shed any further light on your particular problem.

Respectfully,
Lucas Bradshaw, M.D.,
Coroner, Kent County

READ THIS SIDE ONLY

The Van Laaden Papers 13: "The Haunted House"

The journal of Bertrand Hancock. This slim volume was kept from near the date of his marriage to Deborah in 1872 until he moved his family to Detroit in 1880. The entries are sparse and it reads more like a scientific journal than personal memoirs. It will require no Read rolls and only three hours time to thoroughly digest the contents. Reading the journal, the investigator will discover that Bertrand, although in possession of a business degree,

fancied himself a scientist and the book is filled with his observations on all facets of the natural world including studies of the local fauna and flora. Preferring this to regular employment, he was content to live off his wife's inheritance and the notebook is clearly intended to be used as source material for a future book. In addition, the investigator may find the following entries of specific interest.

1. August 28, 1875: Last night, while standing at the back door, my attention was attracted by a sizzling, rushing sound that seemed to come from above and behind me. Looking over my shoulder I was just in time to see a large ball of fire, sparks trailing in its wake, arc across the heavens over the roof of our house. I did not see it travel far before it seemed to explode with the sound of a far distant cannon, pieces streaking off in all directions from the sudden demolition. Most of these pieces seemed to burn up and disappear but one, apparently larger than the rest, survived the explosion and as it fell into the woods north of the house I could hear the sound of breaking branches. My attempts to locate it by lamplight last night were unsuccessful but this morning, by the light of day, I was fortunate enough to locate the object, laying in a deep furrow in the earth, still warm from its passage across the heavens. It was not as large as I had thought, measuring only eight or ten inches across, but its glazed surface spoke of the high temperatures that it had endured. Time has not allowed me full and proper study of the object but in the meantime I have placed the celestial remnant on the mantle in the living room where it adds a touch that the room otherwise lacks.

2. March 25, 1878: A day of discovery! While walking through the north woods today I discovered what all evidence leads me to believe is a mound, perhaps a gravesite, left here by Indians. It is odd that I never before took notice of the oddly circular hill in the woods, but it is covered with a quite dense growth of trees and I probably wouldn't have noticed it if it had not been for the melting snows. It was so obvious as I passed through, the bare, circular mound surrounded by snow-covered ground all around. I will write Professor Pendergast at once and hope that I can interest him in verifying and excavating the find.

3. July 5, 1878: The major part of the excavation of the mound begins tomorrow. Initial digging is completed and the students have erected a large tripod, fitted with a block and tackle, to lift the huge flat stones that seem to roof the anticipated chambers below. Although we have as yet to discover anything of real significance, our finds being limited to a few arrowheads and unidentifiable clay shards, the high spirits of the students does not fail to lend an air of excitement to the whole undertaking. I find myself barely able to wait until tomorrow.

The Van Laaden Papers 14: "The Haunted House"

The diary of Allen Gottler Van Laaden. This book can be found behind a secret panel of the desk in the third floor library. It was kept secretly by Allen from 1853 until his death in 1863 and is quite lengthy. Reading the

1. **1853:** Allen excitedly writes of his anticipation of the delivery of a volume of fiction he has ordered from a New York publishing firm. It apparently is a book of short stories by an author named Edgar Allan Poe.
2. **1854:** More references to the writer named Poe. Allen pays particular attention to a couple of stories. One is "The Black Cat," and the other is "The Cask of Amontillado."
3. **1854:** Allen is upset. It seems that he overheard Henry and Aaron discussing plans in the third floor study to remodel the house—apparently, the convenience of the family is not the only thing they have in mind. Allen believes that they are intending to use the house to help smuggle escaping slaves north to Canada; an idea that he disapproves of intensely.
4. **1857:** Allen has had a serious argument with his cousin. He has confronted Aaron with the fact that he knows what he has been doing in regards to the smuggling of escaped slaves. Apparently, Aaron told Allen that if he tried to expose the activities of the family, he would kill him.
5. **1859:** Allen has discovered a book that once belonged to his father. It is a book of dark secrets and strange tales that was originally purchased by Brandon Van Laaden while traveling in Europe. Somehow David came into possession of the mysterious volume, for he signed his name on the inside cover, beneath a number of other, unknown signatures. Allen writes that, after reading it, he has likewise decided to sign the book.
6. **1861:** Aaron has enlisted in the Union forces and gone to war. Allen feels that due to the weakened condition of

book will take an investigator 6 hours and he will find that most of it is a rambling discourse against other members of the family. The investigator will be required to make a successful Read English roll to gain each of the following clues.

- Henry, he is now in charge of the household. It is obvious that Allen is in a vengeful frame of mind and will begin by winning the senile Henry's confidence and then offering to help him in the smuggling of the slaves.
7. **1862:** After terrorizing the family with threats and curses for the last year, Allen has finally committed his heinous plan, sealing four escaping slaves in the secret room of the basement and leaving them to die. In the meantime, he has assured Henry that they escaped during the night and that he had to seal off the room and destroy any evidence of their presence due to suspicions being raised by certain, unsympathetic, circles in town.
8. **1863:** Triumph! In a drunken rage, Allen has confronted Henry with his dark deed, causing the old man to be stricken with a fatal heart attack. Allen gloats after the old man's death.
9. **1863:** One of the last entries, Allen tells how Beatrice must have overheard his last conversation with the old man and written to Aaron. Aaron will be arriving home soon. Allen is very fearful of what Aaron may do.

Any investigator making a Psychoanalysis roll after reading the complete book, regardless of how many specific clues were obtained, will come to understand some of the character of the madman, Allen Van Laaden. His progressively worsening alcoholism and an obsession with being buried alive will become obvious. The keeper may wish to add, as he deems appropriate, an additional clue or two regarding the personality or behavior patterns of this man. These additional clues may be supplied in an effort to aid or mislead the players, as desired.

The Van Laaden Papers 16: "The Haunted House"

The letters of Aaron Van Laaden. This is a bundle of old, yellowed envelopes, tied with a blue ribbon, and containing the letters written home to Beatrice by Aaron, her husband gone off to war. They can be found in the nightstand of the east bedroom of the third floor.

It will require 1 hour to read through all the letters and the investigator who does so will discover almost nothing of interest, most of the letters being no more than Aaron's expressions of longing for his wife and home. The one exception is the last letter written by Aaron announcing his imminent return home in response to his father's death. In this letter he expresses his hatred for his cousin, Allen, and vows to take revenge upon the man.

The Van Laaden Papers 17: "The Haunted House"

The diary of Beatrice Van Laaden. This slim volume will be found tucked between the mattresses of the bed found in the third-floor bedroom last inhabited by Beatrice. It will require 1 hour's time and a successful Read English roll to discover that the woman who wrote the book was completely unhinged. There is no information of value to be found here and the only clue the investigators may notice will be the odd symbols or doodles that Beatrice chose to decorate the edges of the pages with. If an investigator makes a Linguistics or Anthropology roll while examining these, he will find that they are Celtic in origin.

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The Van Laaden Papers 15: "The Haunted House"

The Secret Book. This untitled Mythos volume is a rambling text written in English and claims to be a study of necromancy taken from a 'Book of the Dead' that originated in either ancient Persia or Afghanistan. It takes a Read English roll to successfully read the work, and the investigator faces a loss of 1D4 SAN points along with a potential gain of 4% added to his Cthulhu Mythos score. The book contains one spell, Summon Ghost, which may be learned with a roll of INTx5% (see page 62 under "Spells."

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The Van Laaden Papers 9: "The Haunted House"
The suicide letter of Elizabeth Van Laaden

My dearest Mother and Father,

Please try to understand what I am about to do and remember me in your prayers. I know God has written that it is wrong, but I have been assured by a voice from another world that death in this world will be followed by rebirth in another, more glorious and beautiful than can be imagined. I have made the decision to join this voice in the other world.

I have never told anyone about this voice for fear that the family would think me mad, but I have been "talking" with it since I was but a little girl. I first heard the voice while in the sitting room and it came to me all of a sudden and I was scared at first. But later I heard it again, calling my name, and this time I answered; not with my voice, but somehow just by thinking what I wanted to say. This voice has told me many things over the time I have spent in its company and he has now invited me to join him. The time has come for me to leave this mundane existence.

Tell Aaron I am sorry I won't see him for a while and give my love to the rest of the family.

Your loving daughter,
Elizabeth Van Laaden

The Van Laaden Papers 19: "The Haunted House"
A letter to Mary Gottler

My Dearest Mary,

Please try to find it in your heart to forgive my actions on the day of your wedding to David. You must understand that it was only a mother's love for her only daughter that made me say the things I said. Your wedding day should have been happy and I am sorry if I have upset the Van Laadens and hope that they will also be able to forgive me someday.

I hope you will come to visit your father and I soon, for we both miss you very much. Perhaps you could make plans to spend a day or two at home with us again. Please say you will. It has been almost three months since your wedding and we have not heard from you. Please write and say you forgive me.

Your father made me promise not to bring up the issue again, but if you will come to see me, even for an hour, I can show you proof of my accusations. It is a fact that the Van Laaden family was forced to come to America after being accused of heresy by the Church. They are without God, Mary, and you risk your very soul by associating with them. Say you will renounce your marriage and come home to a family that loves you and will help you turn back to your salvation. Living with these people will condemn your soul to hell!

Your loving mother,
Katherine Gottler

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The Van Laaden Papers 12: "The Haunted House"
Letter to Bertrand Hancock from the University of Michigan

Dear Bertrand,

How kind of you to write. Of course I remember you, you were one of my favorite students and I still think that you should have followed your instincts and pursued a career in archaeology. I think that it would have suited you far better than the business education you choose.

But enough of that. In answer to your questions, yes, your discovery sounds authentic. As you describe it, it would sound like a mound as sometimes built by the Ottawa tribe, but there are some rather odd details you mentioned that I would like to see for myself before making a final judgement. As for the chances of undertaking an excavation this summer, I would say that if the mound proves authentic, that chances are good. It would require little funding from the University as I would choose to use some of my students who, although untrained in some aspects, are willing and able workers. Of course I am willing to accept your offer of aid in the project and in light of the general inexperience of the students I would be using, even your admittedly limited experience should prove valuable.

Sincerely yours,
Professor R. Pendergast

The Van Laaden Papers 11: "The Haunted House"
The diary of Virginia. This book was kept only intermittently and spans the years 1889 to 1911. It requires no Read rolls but it will take an investigator 4 hours to thoroughly read. It contains only two clues.

The first information found is the general chronicling of the steadily increasing insanity of Beatrice. Besides revealing the old woman's tendencies toward somnambulism, there is also an attempt to phonetically spell the strange mouthings and mutterings of the sleep-walking woman. A successful Linguist roll reveals the words to be old Gaelic.

The second revelation contained is the identity of Maurice's father as Harvey Rawson, a young man who Virginia employed for a few months as a handy man. A little investigation around town will turn up Harvey, now a skid-row wino with half a mind. He never knew Virginia had a child and upon learning he has a son will seek out Maurice to be "re-united with his family." Maurice's reaction will be similar and the investigators can expect to be the recipients of some kind of consideration from Maurice.

The Van Laaden Papers 18: "The Haunted House"
The Diary of Aaron Van Laaden. This can be discovered in the third floor storage room among other belongings of Aaron placed here by the widowed Beatrice. It spans the years between Aaron's return home in 1863 until his death in 1866. The ink is somewhat faded, requiring successful individual Read English rolls to elicit each of the following facts. It will require 2 hours time to read the small diary.

1. In a very early entry Aaron describes how his cousin died. Aaron is obviously remorseful, wishing that he had waited and figured a way to turn the matter over to the authorities. He also describes how he covered the death to make it look like Allen had accidentally shot himself in the stomach.
2. Aaron describes making arrangements with a clergyman from a church in Grand Rapids to secretly perform religious rites upon the sealed room wherein the bodies of the slaves lay.
3. Sometime in 1864, Aaron makes note of his wife's increasing emotional instability. He writes that she is restless at night, tossing and turning, and mumbling strange words. Aaron says that sometimes it almost sounds like old Gaelic, but not always.
4. The last entry. Aaron has decided to end it all. He is preparing to go hunting but writes that he does not intend to return. The last thing he writes is "God help us all."

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Horror Stories

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Tsathogghua's curse awaits the unwelcomed investigators of the occult and unknown. What grim secret lurks on the sterile Greenland icecap? What living horror grows behind the "Bigfoot" legend? TRAIL OF TSATHOGGHUA contains a mini-campaign in two scenarios as well as a third, unconnected, scenario—"The Haunted House."

This scenario pack is suitable for beginning keepers and investigators. It serves well as an introduction for the game and exposes new players to both the Cthulhu Mythos and the occult.

For Keepers Only

