

BUMPS IN THE NIGHT



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CALL of
ETHULHU

Illustrated by:
Samuel Araya, Heather
Hudson, Rhonda Libbey,
and Rick Sardinha



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Introduction

“From ghoulies and ghosties And long-
leggedy beasties And things that go bump
in the night, Good Lord, deliver us!”

- *traditional Scottish prayer*

Call of Cthulhu has been one of the great joys of my life for over twenty-five years. In this age of console and computer games, pen and paper RPGs are considered to be the equivalent of smearing paint on the walls of a Neolithic cave while regaling your fellow Neanderthals with the play by play of this afternoon's hunt. Nevertheless, good story telling never goes out of style, and *Call of Cthulhu* lends itself to magnificent story telling. It has been a nearly bottomless font of terrors, laughs, surprises, and fascination. Certainly I was lucky enough to have been surrounded with smart, imaginative people when it comes to playing RPGs, but the source material the game draws on, H. P. Lovecraft's Cthulhu Mythos, is a massively rich and deeply detailed narrative. Built over the decades of the Twentieth Century by literally scores of writers, this vast narrative continues to grow. It has been my singular privilege over the last decade to make some small contributions to this vast narrative.

More often than not, I have been an organizer and administrator here at Pagan Publishing, moving other people's work to completion, rather than writing new material of my own. Nevertheless, when the work is as good as what we get here at Pagan Publishing, it is still deeply rewarding. Especially when our stories come back to us. It's always good to hear how other people experienced these scenarios, because these scenarios really don't become stories until a group of people sit down around a table, pick up some dice, and make them live.

Play-testing these scenarios has provided me with some of my most entertaining moments in my nearly three decades of gaming. I am sure that they will do the same for you.

-A. Scott Glancy

Bumps in the Night

General Contents

The Westerfield Incident . . . by John H. Crowe III p.4

Illustrated by Samuel Araya

The Vengeful Dead by John H. Crowe III. p.24

Illustrated by Heather Hudson

The Bitter Venom of the Gods . . by John H. Crowe III p.48

Illustrated by Rhonda Libbey

Curse of the Screaming Skull . . . by John H. Crowe III p.76

Illustrated by Rhonda Libbey

An Unsettled Mind by John H. Crowe III p.102

Illustrated by Heather Hudson

Bibliography p.118



The Westerfield Incident

DETAILED CONTENTS

PLAYERS' INFORMATION	P.6
KEEPER'S INFORMATION	P.6
The Investigators	P.7
What the Investigators Know	P.7
The Gossip Network	P.7
WESTERFIELD, NEW YORK	P.8
RECENT EVENTS	P.9
THE CRIME SCENES	P.9
RESEARCH AND INVESTIGATION	P.12
The County Coroner	P.12
Library Research	P.12
The County Seat	P.12
Questioning Locals	P.13
The Hardrock Mining Company	P.14
ATTRACTING OR ENCOUNTERING THE CREATURE	P.16
THE LAIR	P.17
NEW CREATURE FOR CALL OF CTHULHU	P.18
THE SOLUTION	P.19
SAN REWARDS AND PENALTIES	P.19
NPCs	P.19
SCENARIO TIMETABLE	P.20
PLAYER AIDS	P.21
CREDITS	P.21
CALENDAR: 1915	P.23

Players' Information

It is May of 1915 and three horrific killings have occurred near the small town of Westerfield in the Adirondack Mountains of New York. Each victim has been completely stripped of flesh, leaving only bloody, gnawed bones for relatives and friends to find. What happened to the flesh is unknown, but the sheriff of Hamilton County has decided a large predator, most likely a wolf or cougar, is responsible. His solution was to levy a twenty dollar bounty on all large predatory creatures. People now lock their doors at night and all sorts of rumors circulate about the killings. It is up to private citizens, such as the investigators, to take action in order to solve this mystery before more people die.

Keeper's Information

Westerfield is a small, fictitious community in a rural part of northeastern New York state. Much of the local populace is affiliated in some way with the Hardrock Mining Company, either as miners or as shopkeepers and business owners supporting the mine and area residents. Hardrock is a small company which mines iron ore from shafts located approximately one mile from Westerfield.

On May 3, Hardrock had a problem with its Number 4 shaft, Tunnel #12. Miners following an ore vein expanded a lateral shaft into what appeared to be a natural cave. This was an unexpected, but not particularly unusual development and they took some time out to check the cave. They soon made a strange discovery. In a large niche in one wall was what

appeared to be a large box made of bark. One curious miner opened the box and the last thing his friends saw were skeletal arms reaching up and seizing their companion. They fled with the screams of their friend echoing behind them. Soon, six returned, this time with their skeptical foreman, Sherman Morris, who was angry that work in the tunnel had stopped. The first to enter the cave was immediately struck from the side and downed with one crushing blow. Next, a skeletal figure emerged and began to peel flesh from the prostrate miner. That was too much for the witnesses to bear and they immediately fled. Within minutes, the foreman set a small dynamite charge in the shaft and caused a cave-in, sealing the accursed cave forever.

Soon the mine's owner, Douglas Calhoun, was informed of the incident. By this time, all the miners knew what had occurred and were deathly afraid their boss would reopen the shaft. Calhoun could not afford to have labor problems at this point since the mine is running in the red. He chose to give the foreman the benefit of the doubt and left the lateral shaft sealed. It was only a minor matter since many other veins remain to be exploited and the loss of equipment was negligible, only a few picks and other hand tools. All were sworn to secrecy and Calhoun's solution seems to have worked.

What no one realized is that in his hurry to set the charge, Morris did a poor job and failed to completely destroy Tunnel #12. Much of it survived and an air shaft running from the surface into the supposedly sealed shaft remains open. This air shaft is narrow, having been bored through the earth and bedrock with a drilling mechanism. However, it is just barely wide enough for the creature to escape by climbing the rough walls

The Bark Coffin



to the surface. As it later takes on flesh, it will no longer be able to easily climb the shaft, but it has the ability to change into a demonic fox, reducing the size sufficiently to make the climb simple. Now, it roams loose during the hours of darkness, killing and consuming anyone it encounters. Before dawn, it returns to the air shaft and descends back to its dark lair. The miners encountered what is described in one Onondaga Indian tale as a Vampire Skeleton, detailed at greater length on page 18. It is a malevolent entity that feeds on the flesh of living humans. It cannot approach close to any good source of light, such as a bright campfire or carbide lantern, but has other powers and abilities that help make up for this. More on the creature is given later.

"The Westerfield Incident" is a non-Mythos scenario based on a real life Onondaga story and is set in 1915 in the area around fictitious Westerfield, New York. With some minor alterations, it may be set in another year or even another location. It is designed for three to five investigators of low to moderate experience.

The Investigators

An early problem the Keeper must contend with is what characters are appropriate for this scenario. Motivation is a main element in any scenario and "The Westerfield Incident" is no exception.

Three main types of character groups are appropriate here. The first is a group of vigilantes composed of local farmers and shopkeepers. Education levels are likely to be fairly low in such a group though that does not mean they are stupid or act rashly and unintelligently. Their objective would be to seek out what is killing the people of Westerfield, be it animal or human or otherwise. Their main advantage is access to the local gossip network that provides sometimes useful, but often exaggerated information.

The second type of group is a team of Hamilton County deputies, perhaps with deputized civilians tagging along in a sort of posse. Civilians would earn a ten dollar posse fee, a significant sum in rural New York of 1915. Their main advantage is the access they have to police records and their ability to use their badges to get by otherwise stubborn folks. People are much more likely to talk to police than a band of armed ruffians. Furthermore, they are more likely than vigilantes to use standard police tactics such as canvassing neighborhoods and questioning area residents.

The third group is a team of parapsychologists or paranormal investigators who have become aware of the events in Hamilton County. This may consist of characters with prior experience (perhaps from the Gaslight period) or newly created ones. The possibilities here are myriad and they have the advantage of education and perhaps a belief in the supernatural.

From this point forward, the scenario is organized with these three types of groups in mind, though the Keeper should not feel restricted to these. Thus, key words that should be watched for are "vigilantes," "deputies," and "parapsychologists."

What the Investigators Know

What the investigators initially know is dependent upon their motivations for entering the scenario. Locals who are vigilantes have a huge advantage. Through the local gossip network, they are aware of much of what is going on concerning the murders, but not the events at the mine. While much is exaggerated, the basic details are accurate. Because they are locals, they can easily contact relatives, deputies, and the like in order to get concrete information. Outsiders would have a decidedly tougher time, at least initially. Vigilantes must be careful how they interact with county law enforcement. Obviously, the sheriff will not appreciate their activities and if he learns of them, action will be taken against them.

If the group consists of deputies, some of which may be deputized civilians, they have similar advantages, but have little information to start with. They may lack access to the gossip network (unless deputized local residents are part of the group), but questioning locals can soon provide the biased information available through said network. More on the gossip network is provided in the next section.

Most other types of investigators, be they government surveyors, interested paranormal investigators (perhaps hired by the mine owner), private investigators (again, perhaps hired by the mine owner), or relatives of family members will have a harder time obtaining information. Little beyond the most basic facts is known initially. Outsiders such as parapsychologists will have the greatest difficulties since they will not have easy access to the gossip network nor will have previously established relationships and friendships with the locals.

Essentially, the Keeper must decide what information is known initially based on the makeup of the individual group of investigators being dealt with. This decision must be made prior to the start of the scenario since it requires some thought and perhaps some planning.

The Gossip Network

Throughout the scenario, the countywide gossip network can have an effect. It may be consulted indirectly or directly by virtually anyone simply by questioning or speaking with any number of people. The stereotypical gossip is a housewife or the like, but in all honesty, most everyone participates in some way. What follows is a sample list of rumors that will circulate through the county, particularly in the Westerfield area. Some are totally bogus or have only marginal basis in fact. Furthermore, some lack any relevance to the case at hand. On the flip side, some are quite relevant and the Keeper should feel free to sprinkle these in with red herrings of his or her own creation. Vigilantes will begin with the many rumors in hand while law enforcement will have only a few. Outsiders such as parapsychologists will have none. Rumors and gossip can be key to this scenario, but they are not indispensable and can be ignored or overlooked completely by otherwise competent investigators.

The Rumor: Bob Radcliff's large, mangy mutt is responsible. We should kill it.

The Truth: Bob's dog is truly huge. It is also fourteen years old and sleeps fifteen hours a day. When it does move, it is to the water bowl, not to a murder scene two miles away. Bob cherishes his old dog. Kill it and Bob gets violent. Real violent. Oh yeah, Bob is a Spanish-American War veteran with a 10-gauge shotgun and the knowledge of how to effectively employ it in most any situation.

The Rumor: A wandering hobo is responsible. Let's run all seedy looking outsiders out of town. Maybe we should lynch one as an example to all others.

The Truth: This is, of course, ridiculous. There hasn't been a "hobo" in town in months. Some will claim to have seen "tramps and hobos," but no concrete evidence can be found.

The Rumor: Ford Motor Company is buying out Hardrock Mining and will employ many of the locals.

The Truth: A nice dream, but untrue.

The Rumor: Twyla Wiggins and Sam Winters, two teenage children of families living north of town, are thinking about marriage.

The Truth: True.

The Rumor: A man-eating tiger escaped from a circus train that passed through Lake Pleasant a month ago. Somehow, it wandered up here and began killing people.

The Truth: False. There was no circus train to begin with, much less an escape from one.

The Rumor: Martin's General Store will close down by year's end to be replaced by a store owned and operated by Hardrock Mining.

The Truth: While Hardrock has considered opening a company store, it has no designs on Martin's and has no active plans to establish any store.

The Rumor: A cave-in at the Hardrock Mine occurred a couple weeks ago. Two or three miners died.

The Truth: This is in reference to the escape of the Vampire Skeleton. Calhoun played down the incident and reported the deaths as being accidental.

The Rumor: Douglas Calhoun is going to fire many local workers and bring in cheaper foreign labor.

The Truth: Utterly false. Furthermore, none of the miners even believe it.

The Rumor: The Molly McGuires (mine workers responsible for notorious violence late in the last century) are back and are killing people in an effort to cause panic.

The Truth: False.

The Rumor: Anthony Lake has run away from home.

The Truth: Anthony is a fourteen year old who was fascinated by the glamour of "city life." He did run away from home

about the time the killings started and is now lost in the streets of New York City. The investigators may suspect him to be a missing victim of the killer. His family, however, will be very concerned and may prove to be a distraction to the group.

Note: This could turn into an entire subplot on its own. Perhaps the father is glad his troublesome son is gone. This could be perceived by overly suspicious types that he did his son in and is killing others for nefarious reasons. His overanxious mother could harp on investigators and try to have them devote an inordinate amount of time on her son, time that would be totally wasted.

The Rumor: There are labor problems at the Hardrock mine and there may be a strike soon.

The Truth: There is no strike planned, but there are labor problems due to the incident with the Vampire Skeleton. The miners' fears have been soothed and Calhoun has managed to alleviate any problems the incident might have caused.

Note: This last rumor can be used to point the investigators at the mine if they are astray and need some guidance.

Westerfield, New York

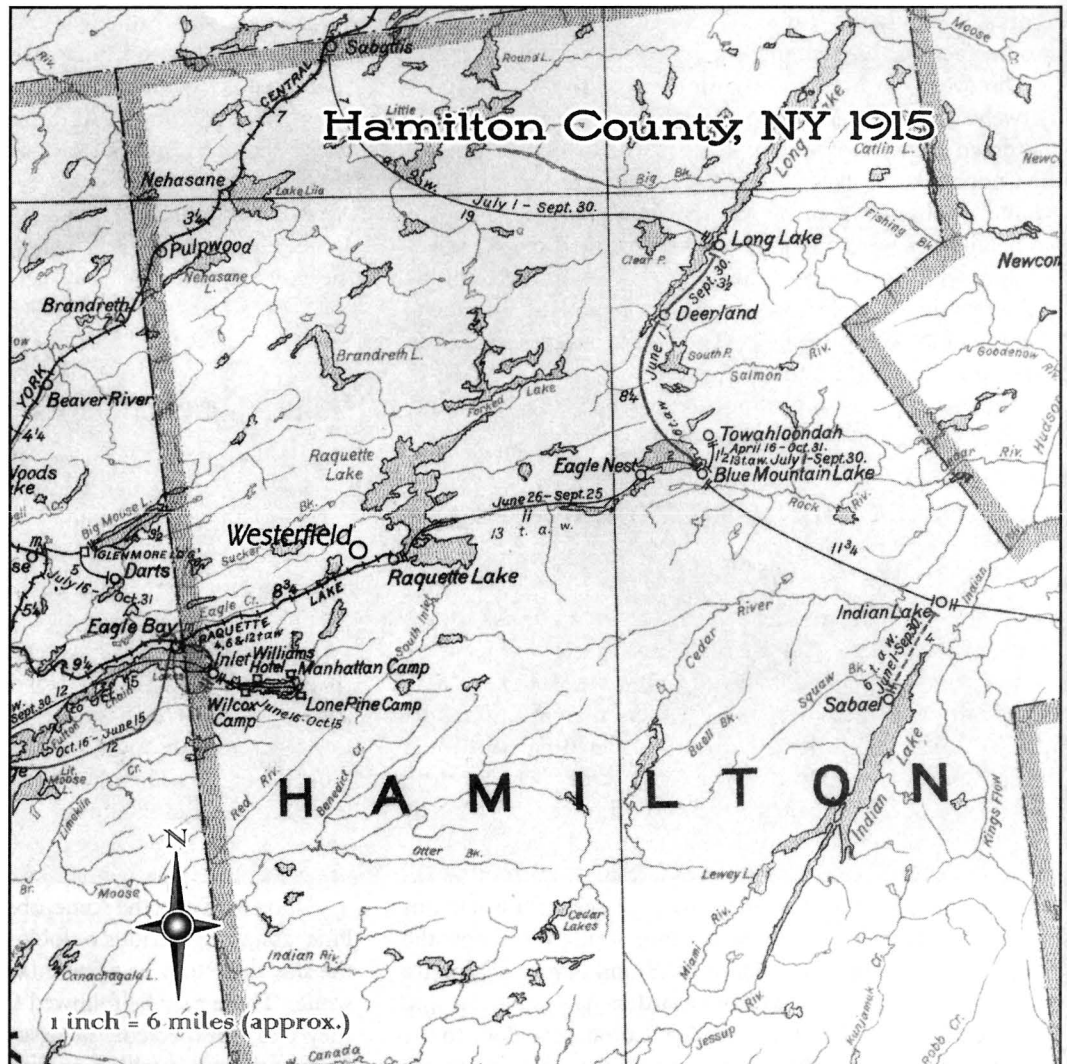
Westerfield is a fictitious town of 310 people located in the area of the Adirondack Mountains in northeastern New York. It is in northwestern Hamilton County west of Raquette Lake, south of West Mountain (2,919 feet). Almost all people in the area are associated in some way with the Hardrock Mining Company which operates an iron mine near the north face of West Mountain. The area also supports dozens of small farms. While Westerfield is a simple collection of shops and houses, a rail line passes through town and ends at the mine. No passenger trains come to the town though mail service is provided. The main purpose of the railroad is to remove iron ore, though a by-product of its presence is to remove agricultural products and bring in supplies. Not surprisingly, the town lacks most modern conveniences except a telegraph service that can be accessed at Martin's General Store (which also houses the post office). Motor vehicles are extremely rare, whereas horses and wagons are still the most common form of transportation. Law enforcement in this part of the county is virtually nonexistent. The Hamilton County Sheriff's Department is based far to the south in the county seat, Lake Pleasant. It mainly serves to operate the county jail and little in the way of patrols are carried out. Only a half dozen deputies are employed and these are poorly trained, paid, funded, and equipped. At any given time, only one or maybe two are actively patrolling the county outside the immediate vicinity of Lake Pleasant. The only consistent "law" in the Westerfield area comes in the form of several musclemen hired to ensure the security of the mine. Their function is not to intimidate the miners simply because there have not yet been labor troubles here. Instead, they watch for intruders and pilfering of company property by workers. In the event the miners choose to strike or otherwise cause Calhoun problems, the company would probably be forced to fold up since it is not in strong financial shape and available cash is scarce. Although coercion has not yet been a necessary

tactic, Calhoun is not above using it if the mine's operations are threatened.

Recent Events

Since the release of the Vampire Skeleton a week ago, the remains of three victims have been found. All that is left of the victims are gnawed bones and bits of chewed flesh. The deaths have been investigated by the county sheriff, Franklin McGregor. Sheriff McGregor dismissed the deaths as being the work of a marauding wolf or perhaps a cougar. Before departing, he set a twenty dollar bounty on all large predators. Nevertheless, many residents fear what may be out there. As a side note, almost all large predatory animals have long since been killed by farmers who erroneously believed them to be a great threat to livestock. The investigators will probably soon find evidence of the sheriff's blundering and incompetence since there were no signs of predators or scavengers at the murder sites. Note that if the investigators are deputies, they will arrive to investigate the third killing. By this time, public opinion would pressure the sheriff to take action even if he stupidly believes that it is only a marauding cougar.

The first victim was discovered on May 10. Bones found in a remote gully on the Cooper farm by young Billy Cooper turned out to be those of his uncle, Joshua Cooper. The only way he was identified was by the scattered belongings, among which was his silver pocketwatch engraved with the initials "JSC." The second victim, nine year old Emaline Fletcher, was found on May 16 in an outhouse behind the Fletcher family farmhouse. The door was wide open when Emaline's mother, Coletta, found her. Like Joshua Cooper, only bones and bits of rended flesh remained. The most recent victim was discovered the next day. The body has not yet been identified and has been turned over to the county coroner in Lake Pleasant. It was found under the overhanging branches of a solitary oak tree in a pasture southeast of Westerfield by a squirrel hunter, Cory Alsborg. This last victim is one of the Hardrock miners, Donovan Beardsmore, and the connection to him has not yet been made. If it were, Douglas Calhoun would do his best to cover it up fearing the effect it might have on his workers.



After all, few but the miners yet knows of the deaths of those in Tunnel #12 and Calhoun wants to keep it that way.

Note that later in the scenario, a Timetable is provided giving dates of important events prior to the scenario and during it. The Keeper should refer to this every so often to determine when and where the creature strikes next.

The Crime Scenes

What follows are descriptions of each of the scenes of murders for which the creature is responsible. It includes murders that can happen as the scenario progresses and the group conducts their investigation. The information here may be acquired firsthand (most likely by PC deputies) or be relayed via witnesses.

Scene of the Murder of Joshua Cooper (killed May 10, 1915)

The remains are skeletal with only a few scraps of shredded and chewed flesh remaining. They are totally unrecognizable even to experts and only dental records and examination of belongings tentatively identify them. Since there are no dental

records, it is only the scattered belongings which clue people into the fact that the remains are those of Joshua Cooper.

Discovered in a gully near the edge of the Cooper farm by twelve year old Billy Cooper, the remains are scattered up and down a sixty foot length of the dry ditch. Unfortunately, the Cooper clan walked all over the crime scene and the area around it, obscuring any tracks that may have been of help. No belongings were missing, not even Joshua's silver pocket-watch in which was engraved his initials. From the condition of the remains, it is obvious the attacker had plenty of time to strip the flesh and consume it. The family believes a wolf was responsible, but this is pure conjecture.

The sheriff personally examined the scene. His determination was that a prowling cougar or wolf was responsible.

Scene of the Murder of Emaline Fletcher (killed May 15, 1915)

By all indication, the murder occurred in the outhouse on the Fletcher farm. This is also where the remains were consumed. Only broken and gnawed bones and a few scraps of flesh were left. Blood traces here were more evident than at the Cooper killing since at the earlier site much of the blood soaked into the soil and was therefore obscured to some degree. Here, blood coats much of the interior of the outhouse, especially the floor. As with the Cooper case, well-meaning family members tramped all over the crime scene, obliterating any useful tracks that may have been in the area. Anyone seeing the remains of Emaline Fletcher will see the obvious similarity to how the Cooper remains appeared. Their condition is very distinctive and will be the same for all future murders.

When found by Emaline's mother, Coletta, the door to the outhouse was open. The odor was only then getting strong and flies were having a field day.

The sheriff also put in an appearance here. After examining the scene, his only action was to levy a bounty on large predators.

Scene of the Murder of Donovan Beardsmore (killed May 16, 1915)

Not yet identified as of the beginning of the scenario, this is a puzzling case. The remains belong to a Hardrock miner named Donovan Beardsmore. They were found by Cory Alsbury while he was squirrel hunting on a friend's farm. The site is easy to locate since it is the only tree in a pasture on the east side of the property. The bones general description matches those of the Cooper and Fletcher cases and were scattered over a one hundred foot radius. The greatest concentration was at the base of the tree.

Unfortunately, no one thought to check for tracks though some belonging to the Vampire Skeleton could have been found. This reflects poorly on the competency of the sheriff's department. Investigators reviewing this case may realize the error and take steps to ensure they don't repeat it.

Beardsmore's remains are in the possession of the county

coroner and can provide useful information. A competent forensicist will note human teeth marks on the broken and splintered bones and will be able to discount a predator. Unfortunately, no competent forensicist is in the county unless a player character qualifies as one.

If the player characters are deputies, the scenario may begin with this murder. Note that they will not be the first on the scene. In fact, the sheriff will dawdle and will assign them to the case only after the body has been removed by the coroner.

Scene of the Murder of Victor North (killed May 21, 1915)

This is the first murder after the scenario commences. It is the first in a string that happens every two days or so. After May 30, the string of killings will slack off somewhat since the creature will be somewhat sated and will probably come to the realization that it is being too overt. The site of Victor North's death will be the first chance for the investigators to get a firsthand look at a crime scene.

The remains of one Victor North, a local farmer, are discovered in a ditch adjacent to the main road a mile south of town. Lyle Madison, a postal carrier, finds the scene on the morning of May 22 and, after relieving his stomach of its contents, reports it to the sheriff's department via the telegraph in town. Of course, he blabs it to everyone along the way, allowing perceptive investigators the chance to hit the scene first.

Upon arrival at the scene, observers will note several things. First, assuming curious onlookers haven't beaten the group to the site, there may be a few intact tracks in the soil around the scene. These may be followed for perhaps half a mile. While they end unexpectedly at a stream and cannot be followed further, they do establish a rambling trail that leads roughly in the direction of the mine.

The scene itself is the usual grisly one left by the Vampire Skeleton. The remains appear much like those of Joshua Cooper and are scattered up and down the ditch for perhaps fifty feet. All larger bones are broken or splintered and little flesh remains. Even the skull was smashed and no brain matter or bone marrow can be found. Belongings are similarly flung about and enough can be collected to confirm the identity of the victim. A successful Forensics roll or a halved Medicine roll will reveal to the observer the presence of human teeth marks in the bones. The exact cause of death is not apparent. However, North was known to carry around a .22 caliber target revolver for "plinkin' snakes and varmints" and this is lying nearby. If examined, it is revealed that all six shots from the weapon were discharged. An in-depth search of the area finds, with successful Spot Hidden rolls at half the normal chance, two fresh, small caliber bullet holes in nearby trees. If the bullets are dug out, it is obvious to anyone familiar with firearms that these are .22 caliber bullets.

The latter clue should suggest one of two things to the investigators. Either North was too drunk or scared to hit his assailant or his assailant was somehow unaffected by the bullets.



Scene of the Murder of Jack Lloyd (killed May 23, 1915)

Jack Lloyd is killed while checking an injured cow on his farm. The scene is discovered by a neighbor, Richard Weston, on May 31. While looking for Jack, he saw a collection of buzzards and decided to see what they were circling. The scene is a poor one for investigators. The remains sat undiscovered for over a week and nature has not been idle in the mean time. Some bones are missing altogether and tracks have been washed away by rains. The remains are certainly those of Jack Lloyd since his wedding band can be found. It has his name inscribed in it.

Scene of the Murders of Fred and Sara Holden (killed May 25, 1915)

In some ways this is the most shocking scene. Two are killed in a single attack and this should serve as warning to the investigators. The scene is discovered on June 2 by a neighbor, Winthrop Cook. Tracks in the area are gone due to rain and wind.

The killings occurred within the Holden farmhouse, which is certainly a new development. The scene is, therefore, relatively fresh. The bones were picked completely clean, a fact that can be noticed if a successful Spot Hidden combined with a successful Idea roll is made. Not one bit of flesh is left, just large blood stains and spatters. It is as if the killer felt comfortable with the situation and didn't fear being disturbed (this

The Skeleton in Fox form

is the case). The mere boldness of this crime should serve to spur the investigators to redouble their efforts.

Scene of the Murder of John Hunter (killed May 27, 1915)

Lyle Madison finds a second set of remains on May 28. These belong to John Hunter, a local farmer. He was apparently killed near his front door as is indicated by a large blood spatter on the ground and where his shotgun is found. The shotgun, a 12-gauge double barrel type, is loaded and unfired. The remains are under the porch and appear much the same as with the other scenes. Their location is obvious in the daylight due to the buzzing of flies and the odor.

Tracks can be followed from this area, but they inexplicably stop at a farm pond a half mile away (yes, in the general vicinity of the mine). It is as if the creature waded into the pond and never came out. Dragging the pond is a useless gesture. What the Vampire Skeleton did was to shift into its fox form and slink away. Fox tracks are in the area and can be followed in the general direction of the mine for a few hundred yards, but eventually peter out. The investigators should make no connection between fox tracks and skeleton tracks unless they somehow possess special knowledge or intuition or have heard the Onondaga story about the Vampire Skeleton.

Scene of the Murder of Everett Corvus (killed May 30, 1915)

At dawn, Martha Corvus finds the gnawed remains of her husband who had gone out to do chores a few hours earlier. The site is undisturbed if the investigators arrive quickly. However, they will have to contend with a grieving and distraught Martha who will get in their way and pretty much scream bloody murder. A helpful neighbor, Maria Dolens, is there and can help calm her, but cannot handle the job alone.

The remains are scattered all around the interior of the barn and a few bones are even outside. The door to the barn is shut, indicating that something more than a natural predator is involved (unless, of course, the wind blew it shut). Some skeletal tracks are in the area, but most belong to a fox that must have happened by. Yes, the fox prints are those of the Vampire Skeleton. They can be followed only a few hundred yards before stopping.

Research and Investigation

Research may be conducted at the county seat in Lake Pleasant, New York, and at libraries in any university or sizable town. Most research outside of Westerfield should occur early in the scenario. Once in the area of the murders, they should have little reason to leave and every reason to stick around. To further confound and unnerve the investigators, the Keeper may arrange for a violent rainstorm sometime in the scenario. This can cause a mudslide south of town that will cut the rail line, telegraph lines, and road to towns to the south. Isolating the investigators in this way can make them feel even more vulnerable yet renew their resolve to solve the mystery. What follows are sources of information the investigators may check.

The County Coroner

In Hamilton county the coroner is an elected position. Currently holding it is a Lake Pleasant mortician named Miles Remington. Remington knows little about medicine and does almost nothing to earn his pay. The unidentified murder victim recently brought to him has been a great imposition. Using his meager knowledge of the human anatomy, he examined the remains and determined the sheriff's conclusions were correct, an animal killed and consumed the victim. Beyond this, his report only states that the victim was human, male, and probably a laborer. The latter was determined by an analysis of the victim's belongings which consisted only of dirty coveralls, boots, and a cigarette lighter. No autopsy was conducted and there is no one employed by the county at present who is qualified to carry one out.

Remington is a well-mannered, but cadaverous looking gentlemen who has yet to visit Westerfield. If the murders go on, he may be called there (probably by player character

deputies), but this will be resisted. He simply doesn't want to be inconvenienced and desires to do as little as possible to earn his salary as coroner. While in Westerfield, he may very well stay in the same boarding house as the investigators. They will find him to be a whining, and often complaining, individual in private. In public, he maintains a dignified and quiet air, and he exudes confidence in his ability to examine human remains. Never mind that he really isn't qualified. If Remington does visit town, he could be trapped there if the Keeper exercises the option of isolating the area.

Library Research

Any decent library can provide all sorts of useful information. In addition to the usual background information on Westerfield, Hamilton County, and regional iron mines, newspapers document all activities and events since pre-Civil War times. A search of newspaper archives reveals little. No murders or bodies matching the description of the current ones can be unearthed. However, two articles in the Lake Pleasant Herald-Examiner dating back to November of 1908 document a series of brutal, cannibalistic killings that occurred north of that community. More on these articles can be found in the section entitled "Questioning Locals." In addition, somewhere along the way research may be conducted on regional Indians and their folklore. More on that can be found in the section entitled "The Onondaga Indians."

Checking a library is an option best suited to paranormal investigators from outside the area. If such a group is involved or if somehow other investigator types come across the newspaper articles, the Keeper may want to allow extra time to run down the red herring. Since all of the murders are occurring in the immediate area of Westerfield, if more than a little time is spent checking on the story, the group is probably shirking its duties. The Keeper may want to emphasize the distance to the area where the red herring occurred. This alone may deter the group from checking it (or at least devote only a few members or minimal time investigating it).

The County Seat

Records on file at the county seat document the ownership of the Hardrock Mining Company by one Douglas Calhoun. Calhoun lives at the mine site and the company owns only that one mine, which has been operating since 1903. Output of iron ore is moderate at best. A government sponsored geological survey of the area dating back to 1894 is on file and documents the presence of iron ore deposits. It should be a while before these records are checked unless rumors of the deaths there reach the investigators' ears. Deputies in Westerfield have an advantage here. They can wire the county clerk and have him do the research. An answer would come in abbreviated form via telegraph within a day.

Questioning Locals

A campaign of interviews conducted in the Westerfield area can be useful. Folks with useful information can be encountered in a variety of ways...in bars, at farms, in stores, at the mine, *etc.* Some will come forward while others may avoid the investigators or be indifferent to matters at hand.

Native Tales

Initially, little can be learned beyond basic information already known. If questioning is active and intensive and many are contacted, there can be positive results. A few local Onondaga Indians have heard the story of the Vampire Skeleton and may notice the similarity with the current attacks to what they know from stories. They can refer the group to a tribal storyteller who can relate the entire legend (see Player Aid #1). This storyteller is an elderly gentleman named Ed Smith. An arthritic septuagenarian, Ed lives in a ramshackle, one room cabin west of town and survives off hunting and fishing. Occasionally, family members and concerned neighbors visit. The supplies they bring are essential to ensuring his comfort and continued survival. He will be happy to meet strangers as long as they are not threatening or bigoted. Storytelling is a passion with him and he can relate any number of fascinating tales to interested listeners. One of these is "The Vampire Skeleton" which is one of many he claims is true. He can tell little beyond what is in the story. If asked how to best combat the creature described in the story, he advises the use of bright lights to drive it off. He has no idea how it might be killed except perhaps prolonged exposure to light. It is a very elusive entity but is vulnerable if cornered by well-prepared hunters. Smith asks for no payment to part with this information though he would certainly not turn down token gifts. Note that he is a proud man who will not accept from strangers anything he perceives to be charity.

Theodore Mason

A local resident, Theodore Mason, has his own pet theory and may very well come forward (possibly rudely) with this information. He earnestly argues that an axe-wielding madman named Jim Wagner is loose in the woods and is killing and carving up victims for meat. He produces an article from a November, 1908 issue of the Lake Pleasant *Herald-Examiner* as proof. It documents an insane farmer who slayed and ate his family in early November of 1908. When deputies approached the house, they fired on him and reportedly struck him, but he escaped into the wilderness. It is believed he either bled to death or froze to death though a body was never recovered. Player Aid #2 provides the text of the article. Mason claims to have known Wagner and believes the current series of killings fits his pattern to a tee. Another article, Player Aid #3, provides a description of Wagner and observant investigators will notice similarities between him and Mason. While this may be dismissed as a coincidence, there is a connection between the two. Mason is a maternal cousin of the accused killer and is obsessed with the exploits of his relative. He is full of nervous energy, but is not insane and is genuinely concerned about the recent tragic deaths. Unless pressed, he will deny any relationship with Jim Wagner due to the shame he feels about his cousin. Note that Wagner did indeed bleed to death and thus is unconnected with current events.

Evangeline Plumber

Another person, Evangeline Plumber, knows something though she is loathe to part with the information. Late in the evening of May 15, while fifteen year old Evangeline was sneaking out of her house to visit her "beau" at an old, abandoned barn a mile from her house, she saw something strange moving through the trees. To her, it seemed to be a spectral figure that was human-like in appearance, but not quite human. She got no closer than eighty feet and took care to hide since she feared being discovered and turned over to her strict parents. No one had any business being there, but she wasn't about to

The Onondaga Indians

The Onondaga are one of the original five tribes comprising the Iroquois Confederacy and are one of only a few that remained on reservations in New York state. They number less than two thousand, divided between the Six Nations Reserve in Ontario and the Onondaga Indian Reservation south of Syracuse, New York. Pressure by European and American settlers caused many to sell their land in the mid- nineteenth century and move to Canada. Traditionally, they were farmers and hunters that supplemented these activities with gathering and fishing. It was the Onondaga village that was the site of the founding of the Iroquois Confederacy and was considered its capital. They sided with the British during the American Revolution and because of this were forced to cede most of their lands after the war. The Onondaga and the other tribes which comprise the Iroquois have a long and rich history and it is an Onondaga tale entitled "The Vampire Skeleton" (also known as "The Terrible Skeleton") that provided some of the early inspiration for this scenario. Like the classic vampire of Bram Stoker's *Dracula*, the Vampire Skeleton preys upon people in order to maintain its gruesome existence. It cannot approach or endure any form of light, even that from a large bonfire or bright lamps. Other similarities include the need to rest in a coffin or similar place of security from the light of the sun and the ability to transform into a canine. The latter is a red fox with fiery, glowing eyes and this form may be used to escape pursuit or stalk victims. Only in its skeletal form can it feed. Rather than drain the blood of victims, it consumes all flesh, going so far as to gnaw bones in order to strip every last scrap of meat. More on this entity is given in the section entitled "New Creature for Call of Cthulhu."

argue the point. Whatever it was, it was taking care to move quietly. Once it was out of sight, she continued on, but has not forgotten the disturbing vision. The most significant fact about her encounter is that it occurred fairly near the site of the third killing. She never reported it to the sheriff or anyone else out of fear that her parents would find out. The killings have scared her, however, and if she thinks the investigators will be discreet (and they promise to ensure her anonymity), she may relate her story to them. Alternatively, she might send them an unsigned note or series of notes if their investigation becomes public knowledge. In a town the size of Westerfield, it is difficult to prevent an investigation from becoming the focus of gossip. If the investigators are having difficulties, the description may be fairly good.

Thorough investigators may choose to contact Evangeline's "beau," Judd Baker. While this is a good tactic, he saw nothing and does not know of Evangeline's encounter. He will, of course, try to deny having met Evangeline that night and is very protective of her reputation. His stubbornness might lead to the investigators placing him on their list of suspects.

Miners

Key witnesses can be questioned at the mine or at their homes in and near Westerfield. The miners possess little concrete information about what occurred in Tunnel #12, but rumors are rampant. Some miners, of course, were there when the Vampire Skeleton escaped and they are the ones the group will be best served questioning. Unfortunately, they are very hesitant to speak to outsiders of any sort and even long time friends and associates will be stonewalled. After all, they know their jobs are on the line if they talk. Furthermore, who would believe such a story? If one can be coerced or browbeaten into opening up (bribery is another option), then the whole scene in Tunnel #12 can be laid out for the investigators. Ultimately, questioning miners can be the single key event that breaks the whole case wide open.

Note that publicly, all the miners will admit only that a tragic cave-in occurred in the shaft and that two of their friends died. Their bodies are still entombed in the shaft which is too dangerous to excavate. Psychology rolls that succeed on miners who are questioned reveal in many cases that they are nervous and withholding information.

Mine workers aren't the only ones with information. Families, particularly wives, can be interviewed. Information will be flawed since it is second hand and strangers will be stonewalled much in the same way as when they questioned the miners. However, a couple of the wives are more susceptible to advances for information.

One is Marion McCullough. Her husband, Gregory, was one of those who witnessed the actions of the creature first-hand in the mine. He revealed little except to mention there was something horrible in Shaft #4 and that the whole mine is cursed. Sadly, he has taken to drinking heavily lately, despite having his request to transfer to Shaft #2 approved. She is unaware of any connection between what her husband is obviously experiencing and the murders in the county.

Gregory McCullough can be questioned at the mine, while

he is walking to or from work, or at his home (he is home between 7:00 P.M. and 5:00 A.M.) on the edge of town. Once home, he immediately begins drinking and is usually in a stupor by 8:00 P.M. At best, he will be intransigent and will open up to no one, even when inebriated. Only two things will get him to tell his story- a credible threat to his life (e.g. an investigator puts a revolver to his head) or a bribe large enough to allow him to quit his job and leave town with his wife. While he may not say anything, his mere demeanor (a Psychology roll is appropriate) will suggest to the investigators that something is really wrong at the mine.

Hardrock Mining Company

Hardrock operates a single mine near the north face of West Mountain. Approximately 120 miners work in the five shafts. Another 55 workers operate equipment on the surface (elevators, motorized ore carts, air pumps, water pumps, etc.). Security comes in the form of six hired musclemen bearing billy clubs and .38 revolvers. They watch for employee theft and restrict access to the facility to authorized personnel only. In the event of an emergency, four 12-gauge pump-action shotguns and two .30-30 lever-action carbines can be obtained from the administration building where Calhoun works with several clerks and secretaries.

Records in the admin building reveal nothing out of the ordinary, but an accurate, up to date map of the mine shafts can be obtained from a locked file cabinet. It documents the closure of Tunnel #12 in Shaft #4 though doesn't provide the reason. An older map of the mine dated October, 1911, is framed and hanging on the wall of Calhoun's office. This office contains a large, locked, oak gun cabinet where the aforementioned shotguns and carbines can be obtained. It also contains two locked drawers of ammunition, two extra .38 revolvers, and one .45 revolver. All of these weapons are loaded. Investigators working for Calhoun may be provided these records early in the scenario. Deputies who demand records must succeed in a Persuade or Law roll in order to convince Calhoun to part with them. Otherwise, they will have to confront him with a written court order.

Behind the admin building is a small house in which Calhoun lives with his wife, Paula. It is a six room, single story affair with a parlor, kitchen, dining room, large bathroom, two bedrooms, attic, and basement. The latter two are storage areas. Set apart from the other buildings is an explosives shack. It is a padlocked, wooden structure reinforced with sandbags. It houses eight crates of dynamite (two dozen sticks per crate), ten kegs of blackpowder, and two demolitions kits (each includes plunger detonator, wire, wire cutter, etc.). Several spools of fusing cord are also in here. Other buildings shown on the map are self-explanatory and ordinary.

Each mine shaft is unremarkable. Several narrow and treacherous air shafts per mine shaft have been hacked or drilled through bedrock to the areas where miners work. Each main shaft is a vertical tunnel descending into the bedrock. Lateral tunnels extend out from these main shafts and follow ore veins through the rock. An elevator in each main shaft

transports ore, miners, equipment, and supplies and each is powered by a winch at the surface. Some lateral tunnels, usually those that bear rich deposits, have ore carts on rails that permit the swift removal of ore. Less productive tunnels have no carts and ore is manhandled to the elevator via wheel barrows. Shaft #4 is not unusual in any way. While Tunnel #12 was sealed by the cave-in caused by the explosion, most shafts have at least one or two tunnels so sealed. Some tunnels have collapsed due to poor shoring while others have been intentionally closed due to unstable ceilings and dangerous conditions. Ore is still plentiful enough that Calhoun doesn't feel the need to risk workers in an unstable tunnel or expend extra cash for more advanced shoring, especially in a shaft that is not highly productive to begin with.

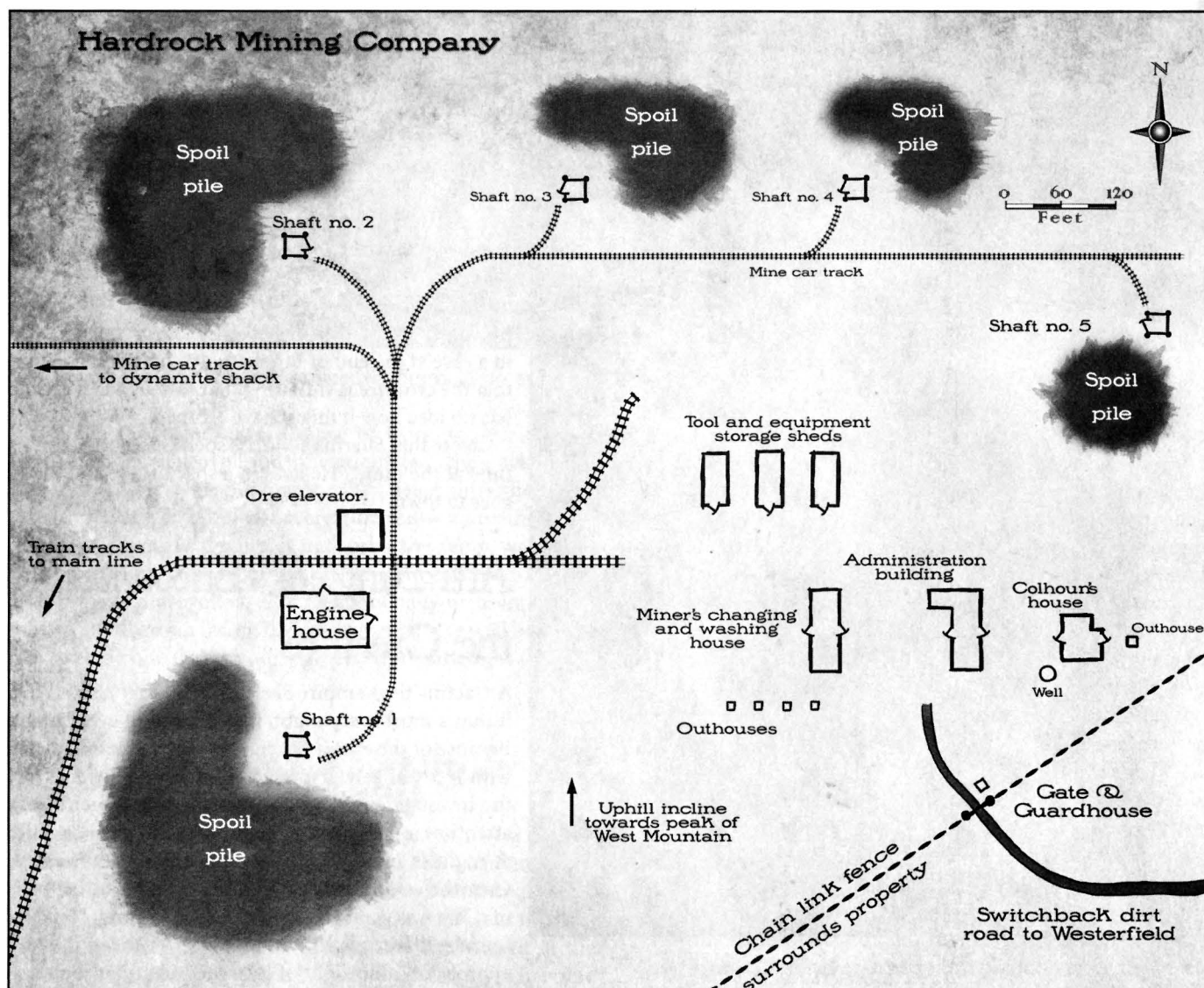
Tunnel #12 can be cleared by determined diggers who are willing to expend fifty man-hours of effort. The ceiling must be properly shored up, requiring the guidance of a competent engineer or mining foreman, but the process is reasonably safe. Only a fumbled group Luck roll (or fumbled Mining Engineering roll) indicates a cave-in. In even this case, creaking beams will warn miners of the impending collapse, allowing them to beat a hasty retreat if successful Idea or DEX x5 rolls are made.

No more than four may work in the tunnel at any one time. More on what is found once the rubble and debris is cleared is given in the section entitled "The Lair."

Watching the mine at night can be helpful. While nothing unusual occurs within the bounds formed by the perimeter fence, activity may be seen outside the fence. The Vampire Skeleton ascends the air shaft from its lair each night and this may be seen by observant investigators. Before dawn, the creature re-enters the shaft and returns to its resting place. How they deal with a sighting of the creature is up to the individual group.

Douglas Calhoun

Once a calm family man, Calhoun is now nervous and jittery. The pressures of the recent incident combined with the day to day problems of operating a marginal enterprise are taking their toll. Calhoun is not the stereotypical abusive, greedy company owner. He genuinely cares about his workers and feels that if they aren't treated well, they won't be as productive. While the wages he pays are no more competitive than those of other mines of the period, he doesn't force workers





to pay for their supplies or otherwise exploit or take advantage of them. However, he is not above using force to get them to work. His reasoning is that if the workers become troublesome, the mine will go out of business and everyone loses their jobs. Force for him is a final option, one he will only use if desperate. He realizes that if he is forced to employ strikebreakers or enforcers, the company will probably fold up.

Calhoun's solution to the current crisis was to cover it up. Those who were direct witnesses, including the foreman Sherman Morris, agreed to not say anything. All were soon transferred to other shafts and each is receiving a modest increase in pay.

This plan has worked. While some rumors circulate, the state authorities believed him when he said there was a cave-in. No inspectors came to bother him and the workers similarly accepted his story. Calhoun hasn't yet come to the realization that the murders near Westerfield are being perpetrated by the same creature that killed two of his men.

Sherman Morris

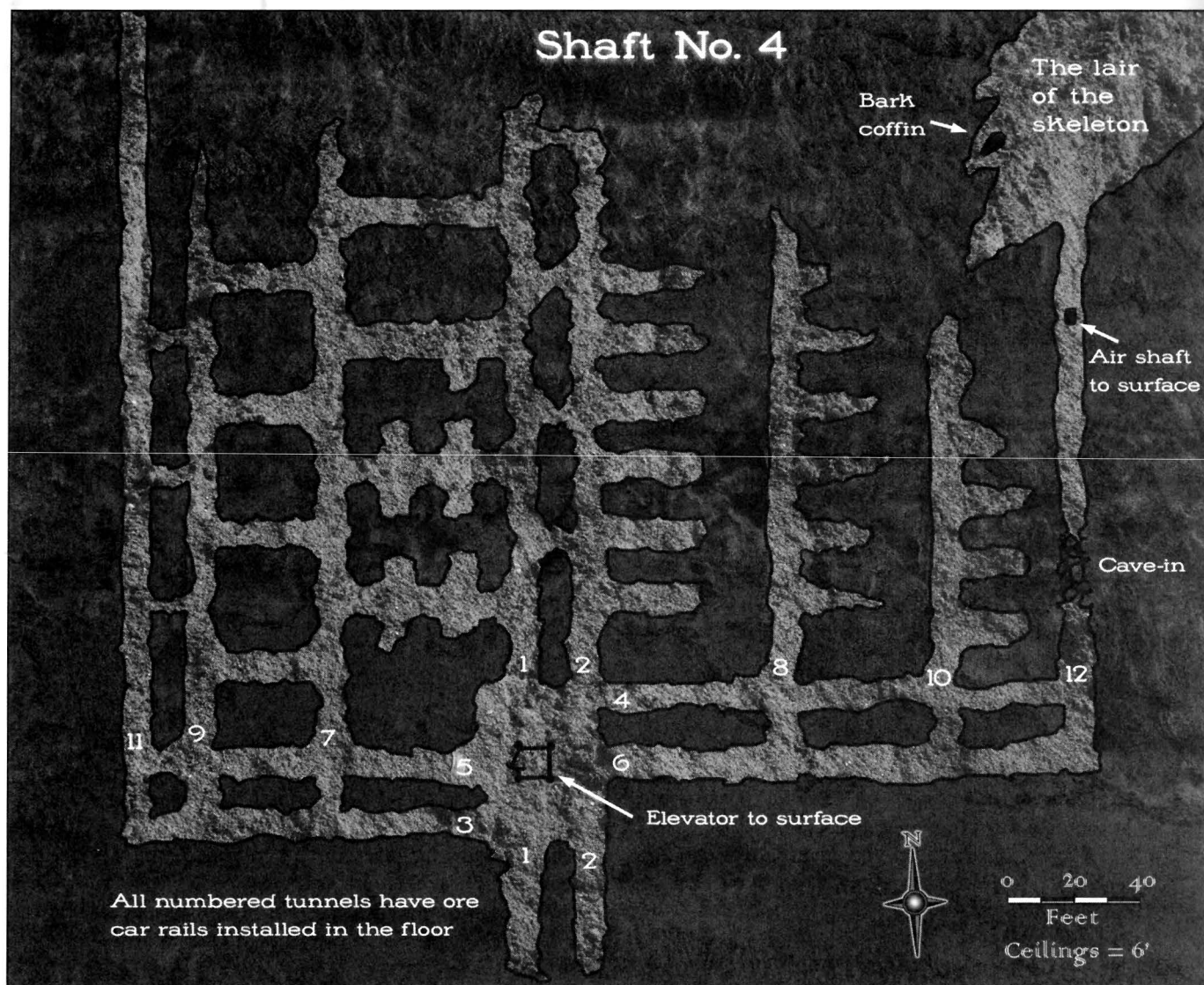
Morris is Calhoun's #2 man. He is the one firsthand witness who is most likely to realize what is going on. Questioning him is tough. He will avoid investigators and if cornered, will be very evasive. A successful Psychology roll reveals he knows more than the story was trotted out for public consumption.

An intelligent man, Morris will not admit under any circumstances that a monster killed the men. However, as the murders continue, he is more and more likely to reveal that the cave-in at Tunnel #12 was no accident. Ultimately, with suitable persuasion, he may indicate that whatever is responsible originated in a cave at the end of the shaft. It won't occur to him that the creature is still using that cave as a lair, and he has no idea how it might have escaped.

Note that Sherman Morris spends almost all of his time at the mine. He lives in a shack there and rarely goes to town.

Attracting or Encountering the Creature

Attracting the Vampire Skeleton is no easy task. While it hunts most every night, it does not kill every night. Because of the area it has to roam, a chance encounter with it is unlikely. However, it might be attracted by the investigators. Perhaps the best way of getting its attention is to build a large bonfire. Obviously, a fire at night is much easier to spot than an unlit camp. Over the centuries, the creature learned that the light of a fire was generally where its human prey could be found. It hates light, but that doesn't mean it won't approach within sight of it in the hope that someone



will stumble away from the protective illumination and into its clutches.

While this tactic has a chance of working, it is a slight one. A group Luck roll must be attempted (the Luck roll of the investigator with the lowest POW determines the group Luck roll). If it is fumbled, the creature shows up on the scene. While it will avoid the fire, it may orbit the camp, waiting to catch someone away from the firelight. In this way, a show-down may be provoked, either intentionally or unintentionally. A small group facing the creature may very well be killed, particularly one that is poorly prepared and attempts to shoot it rather than bludgeon it.

The Lair

The Vampire Skeleton was sealed into a cavern by a cave-in caused by a great earthquake that struck the St. Lawrence valley in Québec on February 5, 1663. Measuring level X in intensity on the Mercalli scale, this quake damaged buildings as far away as southern New England and caused the entrapment of the creature. Until recently, it has been at rest, waiting for the time

when it could be released on the world. The miners facilitated its release. Most of Tunnel #12 survived the explosion, including the air shaft to the surface. The cavern itself is fairly large and houses a bark coffin in a large niche in the wall.

If the creature is present, it can roam the cavern at will even during the daylight hours. However, unless it detects intruders, it will be in its coffin, making it vulnerable. Intruders entering via the air shaft can be very quiet, but those tunneling in will inevitably make considerable amounts of noise. However, the air shaft is narrow and treacherous and only people with a SIZ rating of less than 10 can fit without running the risk of getting stuck. Characters of SIZ 10 through 12 must succeed in either a Luck roll or a STR x5 roll (Keeper's choice) to fit through. Failure of the roll indicates the victim is stuck and must be assisted out by friends or consumed by the ever-so-helpful monster waiting below. Characters of SIZ 13 or greater have no chance of fitting down the air shaft. Unless the creature fails its Listen roll, it will leave its coffin and wait in ambush for the intruders descending the air shaft. Those who are tunneling in are automatically detected.

Aside from the coffin and the skeletal remains of several past victims (dating back over two hundred years), the cavern

New Creature for Call of Cthulhu: The Vampire Skeleton

"So he went out, and a little way off he, too, ran with all his might, and when he overtook his wife he caught her by the arm and they ran on together. By and by the fire went down, the skeleton came again, and when he found both were gone he started in chase. Soon they heard him howling terribly behind them and ran the faster for this."

- Reverend William M. Beauchamp, *Iroquois Folk Lore* (1922)

The Vampire Skeleton is a creature from the tradition and lore of the Onondaga people. The story of the creature has appeared alternately under the titles "The Vampire Skeleton" and "The Terrible Skeleton."

The creature can potentially arise for any reason that involves its spirit being angry or upset. In the case of the story, the remains of the person who became the monster were not properly buried, leaving his soul in perpetual unrest. Alternately, they may be evil demons or the spirits of humans who turned cannibal.

In appearance, the Vampire Skeleton appears to be a normal human skeleton that bears scraps of bloody flesh. It is difficult to destroy, moreso than the skeleton provided in the *Call of Cthulhu* rules. A blow from a heavy physical weapon is the best way to stop it; axes and clubs are suitable weapons for destroying the creature. Impales and critical hits have no effect and no part of the entity is any more vulnerable than another. Impaling weapons have only half the chance to hit since much of the creature's substance is air. Worse, bullets, arrows, and similar projectiles are ineffective against the creature as are light hand to hand weapons such as foils and epees. Instead, the blow of a heavy weapon has the percentage chance to shatter the skeleton equal to the number of hit points inflicted. In other words, a sabre doing three hit points of damage has a 3% chance of destroying the creature with that blow. Otherwise, the weapon bounces harmlessly off the creature, perhaps only chipping off a piece of bone. In the event destructive spells such as Shrivelling are used against it, the creature has hit points equal to its (CON+SIZ)/2. It regenerates such damage at the rate of one hit point per combat round. Since it is not brittle like the skeleton in the *Call of Cthulhu* rules, it will not hesitate to strike with claws or a forearm.

The skeleton lives by feeding off the corpses of those it slays. Flesh is stripped from the body and consumed and this process takes twenty to thirty bloody minutes. All that is ingested is instantly digested and adds gradually to the flesh already oozing from its bones. If the creature manages to consume enough victims in a short amount of time, it may be able to take human form though it must continue to eat flesh in order to maintain this guise. As a general guideline, for every ten hit points worth of human flesh it consumes, it grows one hit point of flesh. It can reach a maximum number of hit points equal to its (CON+STR)/2. The process of ingesting a victim in order to add flesh to the creature is very inefficient. Many victims are required to provide complete flesh to the creature and while this does provide internal organs and the like, none of these are required for the creature to survive. This newly grown flesh dissolves away at the rate of one hit point every week, forcing it to continue to eat humans as long as it wishes to maintain its fleshy covering.

Damaging newly grown flesh does nothing to threaten the creature's life. Remember, to kill it requires the skeletal structure to be shattered. Therefore, as it grows flesh, it becomes harder to kill. The flesh serves as armor. Every three points of flesh provides one point of armor protection on top of its other natural defenses. A fully flesh covered and regenerated specimen is a very tough foe to beat.

One final power the entity has is the ability to transform into a fox at will. This small canine has fiery red eyes that reveal its supernatural nature to even the most casual observer. The fox form allows the creature to elude pursuers and stalk potential prey in a more secure manner. Each time it changes its form, it must expend one magic point. If it reaches zero magic points, possibly due to the use of some sort of point draining spell against it, it automatically reverts to its skeletal form, but suffers no other ill effects.

Characteristic

Roll

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

Hit Points: n/a (except in special cases where hits are determined normally)

Damage Modifier: +1D4 (average)

Move: 9 (as skeleton) or 12 (as fox)

Armor: special (see above)

Spells: none

SAN Loss: 1/1D6

Skills: Hide 75%, Listen 75%, Sneak 75%, Spot Hidden 75% plus others at the Keeper's discretion

Attacks:

Bite 30%; 1D3+dm damage

Claw 50%; 1D6+dm damage

Grapple 50%; special effect

Small Club DEXx3%; damage 1D6+db (any convenient small, club-like object)

Special: At will, the creature may emit a loud, unearthly howl that inflicts 0/1D4 SAN loss to all who hear it. It can echo as far away as a mile and is generally used only when the creature is angered or pursuing a victim. Thus, it should be a rare occurrence.

is empty. The shaft opening into it has a scattering of tools on its floor. These were abandoned by the miners when they first fled the creature and can now serve as convenient weapons for ill-prepared intruders. Fresh scratches on the wall below the air shaft and on the walls of the air shaft itself show that the walls have been climbed recently.

If the cave is entered while the creature is away, the investigators may lie in ambush for it, especially if they realize the air shaft was used as an egress. A good plan here could keep the casualty level quite low.

The Solution

Simply put, to succeed in this scenario, the investigators must track down and destroy the Vampire Skeleton. Proper research and investigation can result in early victory. However, as the scenario progresses, the skeletal killer will strike again. If a fresh crime scene can be examined, bony tracks nearby will be food for thought. If an investigator is a qualified medical examiner, pathologist, or physician or remains are taken to such a person, certain important facts can be uncovered. A successful Forensics or a halved Medicine roll can determine the following:

1. Almost all flesh has been torn or gnawed from the bones
2. Even bone marrow and brain matter have been removed
3. Human teeth marks are on remaining bone and cartilage
4. Specific cause of death cannot be determined

For information on further murders, see the Scenario Timetable.

If the investigators fail to put an end to the killing spree, the beast will gradually gain in power. Flesh will begin to form and eventually, within a few months, it will be able to blend into society, having assumed essentially human form. Its exact appearance is a strange composite of the victims that have been slain (though it will be male since the entity was male when it was alive). If it can blend into human society, it will be able to become accustomed to its new environment. Note that it is at a great disadvantage initially because it is two hundred years behind the times. The higher technology will come as a great shock and it may make mistakes now that it would not make were it the early 1700s. It can only speak the language of the Onondaga Indians and has absolutely no knowledge of English. In answer to the inevitable question, yes...it can make verbal sounds despite the lack of vocal cords. Most likely, all the investigators will hear will be its angry and unearthly howling as it pursues them.

SAN Rewards and Penalties

Action or Event	Result
Destroy the Vampire Skeleton	+1D8 SAN
Destroy the Vampire Skeleton before it kills anyone else	+1D10 SAN
Fail to stop the killings	

(the monster escapes, perhaps

being driven from the area)	-1D10 SAN
Fail to stop killings, but county and state authorities step in and save the day	-1D4 SAN
Close friend or relative killed by the creature	-1D6 SAN

NPCs

The Vampire Skeleton

STR 16 DEX 15 INT 13 CON 17 POW 14
SIZ 14 Hit Points: n/a Magic Points: 14

Move: 9 (as skeleton) or 12 (as fox)

Damage Modifier: +1D4

Skills: Listen 81%, Hide 74%, Sneak 73%, Spot Hidden 70%

Attacks:

Bite: 30%; 1D3+dm damage

Claw 55%; 1D6+dm damage

Grapple 45%; special damage

Small Club 40%; 1D6+dm damage (any convenient small club-like object)

Armor: special, see page 18

Spells: none

SAN loss: 1/1D6

Special: At will, the creature may emit a loud, unearthly howl that inflicts 0/1D4 SAN loss to all who hear it. It can echo as far away as a mile and is generally used only when the creature is angered or pursuing a victim. Thus, it should be a rare occurrence.

Note: For further information on powers and abilities, see the description of the Vampire Skeleton previously given.

Douglas Calhoun, worried owner of the Hardrock Mining Company

Nationality: American

Age: 45

Date of Birth: December 31, 1869

STR 12 DEX 11 INT 15 CON 12 APP 11
POW 16 SIZ 12 EDU 15 SAN 74 Luck: 80

HP: 12

Damage Modifier: +none.

Education: B.A. in Economics from Boston College

Skills: Accounting 38%, Bargain 29%, Cartography 31%, Climb 59%, Credit Rating 21%, Drive Automobile 25%, Fast Talk 37%, Geology 40%, Jump 49%, Law 19%, Library Use 50%, Listen 56%, Mechanical Repair 43%, Mining Engineering 43%, Navigate 20%, Operate Heavy Machine 25%, Persuade 41%, Ride 30%, Spot Hidden 54%

Languages: English 77%

Attacks: none above base skill

Sherman Morris, senior mine foreman and shaken witness to murder

Nationality: American

Age: 39

Date of Birth: February 1, 1876

STR 17 DEX 12 INT 13 CON 17 APP 9
POW 12 SIZ 16 EDU 9 SAN 46 Luck: 60

HP: 17

Damage Modifier: +1D6

Education: high school

Skills: Climb 76%, Demolitions 41%, Drive Automobile 26%, Fast Talk 20%, Geology 24%, Hide 27%, Jump 40%, Listen 44%, Mechanical Repair 50%, Mining Engineering 40%, Operate Heavy Machine 29%, Persuade 30%, Ride 29%, Sneak 25%, Spot Hidden 60%, Swim 50%, Throw 49%

Languages: English 63%

Attacks:

Fist/Punch 87%; 1D3+dm damage

Large Club 45%; 1D8+dm damage (wooden beam or other large club-like object) or 1D10+2+dm damage (heavy pick axe or mattock)

Small Club 44%; 1D6+dm damage (small tool or other small club-like object)

Six Hardrock Mining Company musclebound guards

	Art	Bob	Cale	Dan	Ed	Finn
STR	13	14	17	16	18	15
CON	15	14	16	14	17	17
SIZ	14	14	16	15	18	16
INT	15	8	12	12	12	11
POW	12	8	10	9	12	16
DEX	17	12	10	7	10	12
APP	6	12	9	10	12	7
EDU	9	7	9	10	11	9
SAN	50	44	51	43	57	70
HP	15	14	16	15	18	17
DM	+1D4	+1D4	+1D6	+1D4	+1D6	+1D4
Age	20	23	27	27	19	30

Skills Common to All: Climb 50%, Dodge 10+(DEXx2)%, Hide 40%, Jump 40%, Listen 50%, Ride 25%, Sneak 50%, Spot Hidden 55%, Swim 35%, Throw 35%, plus others at the Keeper's discretion

Languages: English (EDUx5)%, minimum of 60%. Many have fluency or a working knowledge of one other language, most commonly German.

Attacks Common to All:

Fighting Knife 30%; 1D4+2+dm damage (large hunting knife or bowie knife)

Fist/Punch 70%; 1D3+dm damage

Handgun 35%; 1D10 damage (.38 revolver)

Rifle/Shotgun 35%; 4D6/2D6/1D6 damage (12-gauge pump-action shotgun) or 2D6+3 damage (.30-30 lever-action carbine); note that long guns are not normally carried

Small Club 45%; 1D6+dm damage (billy club)

Scenario Timetable

Wednesday, November 11, 1908

Jim Wagner kills, butchers, and partly consumes his wife and two young sons. He later dies of wounds received in a fight with deputies, but his body is never found. This is a red herring.

Monday, May 3, 1915

Miners inadvertently stumble on the Vampire Skeleton and unknowingly release it.

Monday, May 10, 1915

The first victim, Joshua Cooper, is killed as he takes a walk just after midnight. His remains are found later that day.

Saturday, May 15, 1915

Emaline Fletcher is caught in the outhouse behind the family farmhouse and is killed. The killing occurs around 11:00 P.M., but the scene is not discovered until the next day.

Sunday, May 16, 1915

Donovan Beardsmore is fishing in a stream late in the evening when he catches sight of the creature. It pursues him and soon catches and kills him. A rainstorm wipes out traces of tracks and the fishing gear is not found since it is hidden between two large boulders. The remains are found by a hunter the next day.

Tuesday, May 17, 1915

The scenario begins.

Friday, May 21, 1915

A fourth victim, Victor North, is claimed as he walks home in a drunken stupor around 10:30 P.M. His remains are found in a ditch next to the road into Westerfield by a postal carrier, Lyle Madison, around noon the next day.

Sunday, May 23, 1915

Victim #5, better known as Jack Lloyd, is killed as he checks on an injured cow in one of his barns. This scene is not discovered until May 31 unless an active and thorough search of the area is being conducted.

Tuesday, May 25, 1915

The creature becomes bolder. It strikes at a remote farmhouse, killing and consuming Fred and Sarah Holden. The scene is not discovered until June 2 unless an active and thorough area search for a killer is being conducted.

Thursday, May 27, 1915

John Hunter becomes the newest entry on the creature's menu. He is killed as he walks outside with his shotgun to check on a supposed prowler. He never even sees the creature or even gets to fire. The remains are found the next morning by the now jaded Lyle Madison, postman.

Sunday, May 30, 1915

Everett Corvus is killed around 4:00 A.M. as he goes outside to do the morning chores. His wife, Martha, discovers the gnawed remains a few hours later.

Any further slayings should be devised by the Keeper. They should be spaced irregularly, anywhere from one to five days apart. As the body count mounts, the chance of intervention by the county and state governments increases. It should be considered a failure on the part of the investigators if events progress to this level. The Vampire Skeleton will probably flee the area if it believes a massive hunt is being conducted. While it is ignorant of daytime activities, at night it may snoop about and see major activities such as wide, sweeping searches of the region.

Player Aid #1

THE TERRIBLE SKELETON

Onondaga

In old times the Onondagas lived on a much larger reservation than now - a great land- but they made hunting parties to the Adirondacks. A party once went off in which were an old man, his daughter and her husband, and their little boy. They went one day and camped, and another day and camped, and then separated. The old man, his daughter and her husband turned one way, but the little boy accidentally went the other with his uncle. The three kept on, and late in the day found an empty cabin in a clearing. There was an Indian bedstead on each side within, and as no one seemed to live there they resolved to stay for the night. They gathered plenty of fuel, stripping long pieces from the shag-bark hickory, built a fine fire, spread their deerskins on the rude bedsteads, and then went to sleep - the old man on one side, and the man and his wife on the other.

When the fire became low and it grew dark in the cabin, the young people were aroused by a sound like a dog gnawing a bone. They stirred about and the noise ceased, but was followed by something like rattling bones overhead. They arose and put on more fuel, and were going back to bed when they saw a dark stream from the other couch. It was blood and the old man was dead. His clothes were torn open and his ribs broken and gnawed. They covered him and lay down again. The same thing happened the second time, and this time they saw it was a terrible skeleton, feeding on the dead man. They were frightened and in whispers devised a plan of escape. They made a greater fire, and the wife said to her husband, "I am so thirsty; I must go to the spring and have a long drink." She went quietly out, but a little way off ran with all her might toward her own country.

When her husband thought she had a good start he made a very big fire, to last a great while, and then he said, "What has become of my wife? I am afraid she is drowned in the spring. I must go and see." So he went out, and a little way off he, too, ran with all his might, and when he overtook his wife he caught her by the arm and they ran on together. By and by the fire went down, the skeleton came again, and when he found both were gone he started in chase. Soon they heard him howling terribly behind them and ran the faster for this.

It happened that night that the Onondagas had a great dance and it now drew near morning. The fugitives heard the drum far away, tum-tum, tum-tum, and ran faster and shouted, but the skeleton did the same. They heard the drum again tum-tum, tum-tum, and it was nearer and they shouted again. Their friends heard the distress-hallo and came with all their arms. The skeleton fled. The fugitives fainted and did not regain their senses for four hours. Then they told their story.

A council was held and the warriors [sic] started for the dreadful spot. They found the hut and a few traces of the old man. In the loft were some scattered articles and a bark coffin. In this was the skeleton of a man left unburied by his friends. It was determined to destroy everything. Fuel was gathered and fire applied. The warriors stood around with bended bows and raised hatchets. The fire grew hot, the cabin fell in, and out of the flames rushed a fox with red and fiery eyes, dashed through the ranks and disappeared in the forest. The dead hunter was seen no more.

"But what had the little boy to do with all this?"

"O, that is to show it was well he went the other way."

Credits

"The Westerfield Incident" owes much of its early inspiration to the Onondaga Indian story previously mentioned. During research on this scenario, two versions were found. One, "The Vampire Skeleton," can be found on pages 236 through 238 of John Bierhorst's *The Red Swan: Myths and Tales of the American Indians* while the other, "The Terrible Skeleton," can be found on pages 13 through 15 of William Beauchamp's *Iroquois Folk Lore*. Player Aid #1 is a transcript of the Beauchamp version, though it is very similar to the Bierhorst version.

Player Aid #2

THREE SLAIN AT WAGNER FARM KILLER AT LARGE!

Hamilton County deputies discovered the scene of a triple homicide yesterday at the Wagner farm located six miles northwest of Lake Pleasant. Dead are Lillian Wagner and her sons, Timothy, age 12, and Morton, age 7. Deputies were forced to confront the killer and owner of the farm, Jim Wagner. Armed with an axe and a long skinning knife, the insane Wagner assaulted the deputies who were forced to shoot. Deputies report hitting him twice in the chest, causing him to flee into the woods.

Further examination of the murder scene revealed, according to Sheriff Karl Painter, that the victims had all been butchered like steers. There was evidence of cannibalism at the scene though Sheriff Painter declined to provide specifics.

Jim Wagner was a long time resident of Hamilton County and lived on the farm left to him by his father, John Wagner. He married Lake Pleasant native Lillian Mortimer in 1894 and for all appearances has had a happy and productive marriage. What caused him to commit such heinous acts is unknown, but anyone encountering him is advised to immediately inform the Sheriff. Wagner is white, 38 years old, 6'1", and 200 lbs. He has brown, thinning hair and brown eyes and may have a thin, faint scar on his left bicep. Deputies report that he was shot twice in the chest with their service revolvers and may now be seeking medical attention. If he does not receive immediate assistance, the Sheriff believes he will die of blood loss or exposure to cold. Anyone who sees Jim Wagner is asked to contact the Sheriff immediately.

*-Lake Pleasant Herald-Examiner,
November 12, 1908*

Player Aid #3

CANNIBAL KILLER STILL AT LARGE!

Jim Wagner, the notorious Cannibal Killer, remains at large despite a massive manhunt conducted last week. Sheriff Karl Painter believes that Wagner has died out in the wilderness somewhere and active searches have been curtailed. It has been confirmed that Wagner was wounded in a fight with deputies outside the Wagner farmhouse. A blood trail leading a short way into the woods indicates that at least one bullet fired by deputies struck the killer.

Further information has been released concerning the murders. The Sheriff has stated that all three victims, Wagner's wife Lillian and his two sons, Timothy (age 12) and Morton (age 7), were partly eaten. All had been butchered like cattle. Mrs. Wagner was found hanging from a tree limb behind the house and the two boys were hanging in a meat locker in the kitchen. The ice box and cupboards contained grisly steaks and filets, all apparently removed from members of the Wagner family.

All area residents are advised to remain on the lookout for Jim Wagner. He is a 38 year old white male with thinning brown hair and brown eyes. He is 6'1" and 200 lbs. and is a powerfully built man with a thin, faint, four inch long scar on his left bicep. At least one and possibly two bullet wounds are in his chest or shoulder area. Wagner is to be considered armed and extremely dangerous and should not be approached under any circumstances. A \$250 reward is being offered for information leading to his capture.

*-Lake Pleasant Herald-Examiner,
November 19, 1908*

Calendars, 1915

Dates circled are days of the full moon, while underlined dates are days of the new moon.

May						
S	M	T	W	T	F	S
						1
2	3	4	5	⑥	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	<u>28</u>	29
30	31					

June						
S	M	T	W	T	F	S
		1	2	3	4	⑤
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	<u>26</u>
27	28	29	30			

July						
S	M	T	W	T	F	S
				1	2	3
4	⑤	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	<u>26</u>	27	28	29	30	31



The Skeleton Sated



The Vengeful Dead

DETAILED CONTENTS

PLAYER'S INFORMATION	P.26
KEEPER'S INFORMATION	P.26
THE KILLER	P.26
GRANDVIEW LODGE	P.26
History	P.26
Description	P.26
Activities	P.27
GAGE	P.27
GUESTS AND STAFF	P.30
APRIL 28: ARRIVAL	P.35
While in Gage	P.35
The Body from the River	P.35
APRIL 29: THE LAST PEACEFUL DAY	P.36
Research	P.36
The Reporter	P.38
The Town Drunk	P.38
APRIL 30: THE CALM BEFORE THE STORM	P.39
WALPURGIS NACHT	P.39
The Defenders	P.40
Resolution	P.41
AFTERMATH	P.42
SAN Rewards and Penalties	P.42
NPCs	P.42
PLAYER AIDS	P.46
CALENDAR: MARCH THROUGH MAY, 1921	P.47

Player's Information

The investigators are on vacation at the Grandview Lodge, a rustic hotel located in rural Floyd County, Virginia. The Grandview features numerous outdoor activities including riding, camping, fishing, swimming, hunting, skeet shooting, tennis, and croquet. It is a popular vacation spot for many affluent people who are eager to escape the routine of city life. The area surrounding it is forested and hilly and absolutely stunning. It is a quiet and peaceful retreat.

Keeper's Information

Or not. One of the Grandview's current residents is homicidal. He or she is obsessed with black magic and the infernal powers and is acting on these violent urges. In an ill-conceived attempt to attract the favor of the dark gods, the killer has begun to conduct a protracted series of ritualistic homicides in the area around the lodge. Some two dozen people have been slain in the past eight weeks and only now are the bodies beginning to surface. The news story breaks just as the investigators arrive on April 28, 1921.

The killer's plan is chock full of flaws. Moral implications aside, it simply won't work. The rituals are being performed incorrectly. Unknown to the killer is that the rituals do have some potency. Their effect has been to greatly stir up the psychic forces in the area. The timing couldn't be worse. April 30 is Walpurgis Nacht (also known as Walpurgis Night) which is a date of great and dire occult significance. On the evening of the last day of April, malevolent forces in the universe are said to be at their most powerful.

This will be of no benefit to the killer who is at best a novice. What will happen is that his victims and many of the other recently deceased will rise and attack the lodge. Their objective is to kill the one who murdered them. They have no desire to harm anyone else, but will attempt to kill anyone who tries to hinder their progress. If they manage to do away with their target, all will simply return to their graves or drop lifeless to the ground.

When the walking dead assail the lodge, the investigators and other guests will not understand their motives. If they did, they might simply allow the revenants to haul the killer away. Instead, the killer will use the guests as a personal shield, working to convince them to resist the revenants. If this succeeds, many will die unnecessarily and it is possible that the true villain might even escape unharmed.

"The Vengeful Dead" is designed for several characters of low to moderate experience. Most any reasonable profession or character type may be represented and it is permissible to have one or two be members of the lodge's staff. The Keeper may allow the investigators to be known to each other (friends, family, college classmates, co-workers, etc.) or they may be unknown to each other entirely. Though it is set in southwestern Virginia in 1921, it can be relocated to another year and/or location with comparatively minor modifications.

The Killer

"The Vengeful Dead" is designed to allow the Keeper to determine who the killer is. Several NPC options are presented. Some Keepers may opt to have a player character be the killer.

For a PC to be the killer, the Keeper should quietly take a carefully selected player aside and ask if he or she is interested. Obviously, this is not a good option for all groups of players. If this is attempted, the chosen player should be a good roleplayer who is not inclined to vent personal frustrations, emotions, or grudges during a game. The player should create a character as normal then be briefed by the Keeper.

The briefing should consist of a basic overview of what the character has done and is doing and why. He or she should not be informed that the dead are going to rise from the grave and should not even be aware that this is possible. Once the revenants begin their attack, the affected character should periodically attempt Idea rolls to realize that the revenants exist because of his/her activities. Only at this time should the PC realize that he/she is the target of their wrath.

A better option may be to use one of the NPCs described in the section entitled "Guests and Staff" as the killer. Once the revenant attack starts, the NPC killer will almost immediately realize that he or she is the target. During the author's playtest, one of the NPCs was the killer.

Grandview Lodge

The Grandview Lodge is the focus of much of the scenario's action including the climax on the night of April 30/May 1. The Keeper may find it useful to create a larger version of the diagrams on pages 30-32 for personal use and perhaps player reference.

History

Constructed in 1895, the Grandview Lodge was established by Mortimer Franklin as a private estate. Franklin died in 1899 of liver cancer aggravated by alcoholism and an excessive lifestyle.

When his assets were liquidated by his heirs, the lodge was sold at auction to Charles and Marion Bardsley. The Bardsleys were (and are) shrewd investors and quickly converted the estate into a hotel catering to the wealthy. It was advertised as a peaceful and isolated retreat where vacationers could enjoy clean air, fine food, and wholesome outdoor activities.

The enterprise seemed promising, but has barely broken even each year. The Bardsleys have not yet recouped their original investment, but maintain the lodge because of their genuine devotion to the property. They often stay at the lodge though their normal residence is in Baltimore, Maryland. It was completely renovated last year.

Description

The lodge is situated on three hundred acres of forested land in rural Floyd County, Virginia. The area is hilly and very

picturesque.

Access is via a two lane gravel road that links to a county road one mile away. The only community of note is the village of Gage (population: 180) about two miles away. Gage and Floyd County are described later.

Due to its isolation, the Grandview is self-sufficient. Though there is no telephone service, it has all of the modern conveniences. There is hot and cold running water with the source being a well behind the structure. Electricity is provided by a well-maintained gasoline-powered generator.

The grounds are mostly forested, but the area immediately around the house is a well-manicured lawn. The lodge is a three story, stone building. Guest rooms are located on the upper two floors. The basement and attic are primarily devoted to storage. The outbuildings include stables, the generator shed, two storage sheds, two small guest houses, tennis courts, and a boathouse.

Activities

The Grandview has much to offer its guests. For those inclined towards outdoor sports and activities, there is hunting (in season), fishing, skeet shooting, swimming, hiking, camping, tennis, and assorted lawn sports (croquet, baseball, etc.). Parties and dances are held once or twice a week and guests can also take advantage of the rather large library located in the west wing. Any reasonable type and amount of camping and sporting equipment can be signed out at no charge from the manager's office on the ground floor. This includes a small number of shotguns and sporting rifles (note that these are not so easily available to guests if the scenario is relocated to the 1970s or later).

Because Prohibition is now in effect, the lodge does not serve alcoholic beverages. Guests are welcome to bring their own since it is not illegal for an individual to possess or consume liquor. It is merely illegal to sell or serve it. If the scenario is relocated outside of the Prohibition period, the lodge will certainly offer beer, wine, and liquor to guests who order it.

Guests who want to travel to Gage will find it to be an easy walk of two miles. Those who wish to drive or ride can borrow one of the lodge's three automobiles or eight horses. One of the lodge's staff, Warren Murphy, can serve as a chauffeur, if the need arises.

Gage

Gage is a fictitious village located in Floyd County, Virginia. Its population varies between 170 and 200. It is the only population center of consequence in the immediate vicinity of

the Grandview and is one of the smallest of only a few towns and villages in the county.

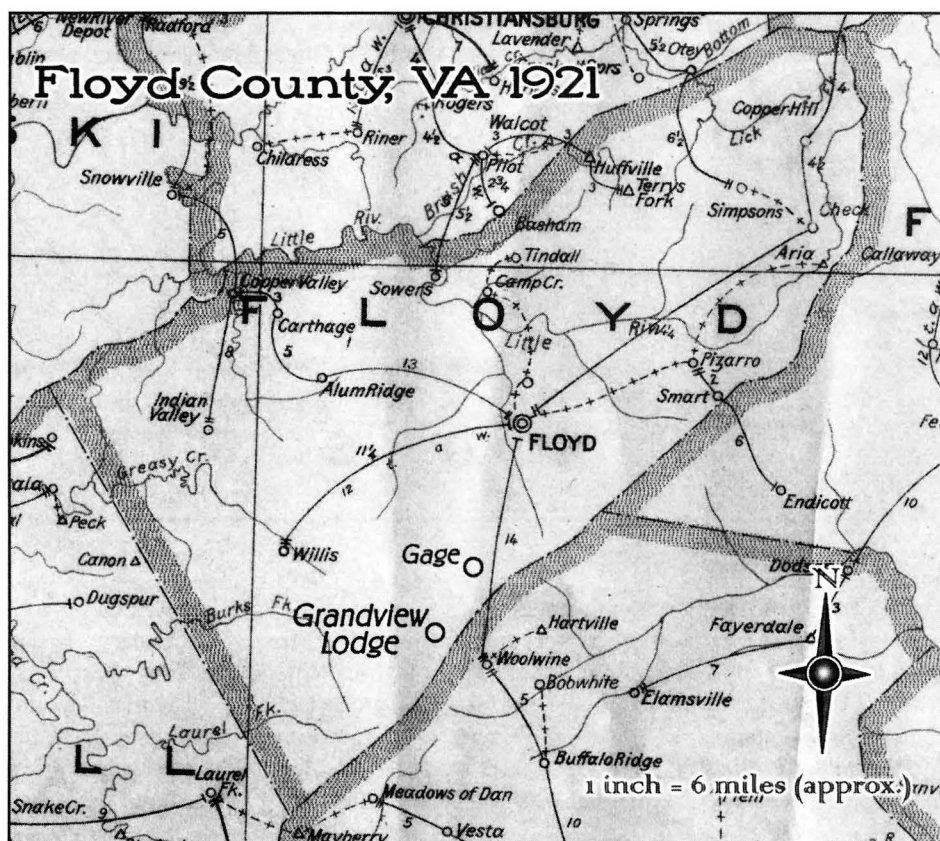
Floyd County is a rural and sparsely populated area in southwestern Virginia. The largest town is its county seat, Floyd, which has a population of only 450. The next largest community is Willis which has a population of approximately two hundred.

The area around Gage is agricultural. Though the county is heavily forested, there are a fair number of small farms producing corn, soybeans, cattle, and turkeys. The county's infrastructure is rather limited. The state government is working to construct modern roads, but most in Floyd County are at best surfaced only with gravel. Side roads and private lanes are usually made of packed dirt only.

The primary employers for the people in and near Gage are the local farms, merchants in Gage, and the lodge. A small gravel quarry is located north of town and provides some employment. The quarry was the source of the limestone used to construct the lodge. It now provides gravel for road building.

Gage is a close-knit community where everyone knows his neighbors. Strangers and hotel guests stand out from the locals. Everyone is genuinely friendly to outsiders. Visitors are made to feel welcome and many of Gage's merchants have realized that tourism could one day be a good source of income for the community.

Visitors to Gage will not find it difficult to get around. All of the stores are located on the village's one and only street. Telephone service is extremely limited. Only the general store and constable's office possess telephones. There is no electricity or running water.



The Grandview Lodge

The lodge is built in Victorian style. Interior ceilings are fourteen feet high except for the basement which has seven foot high ceilings. Oil lamps and candles are present in most rooms since the generator occasionally fails or is shut down for maintenance. The diagrams on pages 30-32 are self-explanatory. Several rooms are described here. The Keeper should provide suitable descriptions for others if the need arises.

Kitchen (Ground Floor)

This large kitchen is usually occupied by the lodge's chef, Winnifred Bauer. It is well equipped and modern, and Miss Bauer is often assisted by one of the maids in preparing and serving food. The kitchen has all of the normal appliances for the period including a large, insulated icebox. It is also the only room in the building to have a fire extinguisher. This is sitting in plain sight next to the door to the outside. Adjacent to the kitchen is a well-stocked pantry. Obviously, the kitchen is a good place to find all sorts of knives and other destructive implements. Some of the revenants may procure weapons here if they overrun the room.

Manager's Office (Ground Floor)

Lodge manager Laurence Knowles or his assistant, Warren Murphy, occupy this office during normal business hours. The space is actually two rooms with the second being for storage. The office itself is a well-furnished room with a leather swivel chair, large oak desk, several oak file cabinets, and other assorted furnishings. This is where Mr. Knowles conducts the lodge's administrative affairs (payroll, accounting, billing, etc.). Nothing unusual or incriminating is in here. The storeroom is filled with office supplies, cleaning supplies, sporting equipment, and a few tools (a fire axe, a hatchet, and a carpenter's tool box). There is also a locked rifle rack affixed to one wall. It contains four 20-gauge double-barrel shotguns, one 20-gauge pump-action shotgun (five shot capacity), two 12-gauge double barrel shotguns, two .30-06 bolt-action rifles (five shot capacity), and two .22 single shot bolt-action rifles. A nearby locked steamer trunk contains boxes of ammunition for all of the above calibers totalling: 146 20-gauge birdshot rounds, 81 12-gauge birdshot rounds, 52 .30-06 rounds, and 701 .22 rounds. The birdshot cartridges inflict 75% of the damage of a regular buckshot round (75% of 2D6/1D6/1D3 for 20-gauge and 75% of 4D6/2D6/1D6 for 12-gauge). Knowles and Murphy each have keys for the trunk and the rifle rack. Both are easily broken in to if a crowbar, hatchet, or similar tool is used.

The sporting goods include equipment for several lawn sports (baseball bats, croquet mallets, cricket bats, etc.) as well as tennis gear, fishing equipment, clay pigeons, and a hand thrower for clays. There is also a selection of camping supplies: lanterns, tents, cooking kits, blankets, etc.

Storeroom (Basement)

The basement storeroom is neat and tidy with boxes and bundles of items carefully stacked on tables and shelves. Useful or semi-useful items include carpentry tools, gardening implements, clothes, linens, blankets and bedrolls, candles, lanterns and oil lamps, lamp oil, carbide, kerosene, canned food, cots, and even a dozen wooden duck decoys. The Keeper can add in anything that seems logical, perhaps based on the result of a group Luck roll.

The Outbuildings

There are several structures on the grounds of the estate. These will be largely ignored by the revenants unless the killer seeks refuge in one of them.

Fence

The perimeter of the estate is fenced. This is a split-rail fence that is sufficient to keep horses and other livestock on the grounds, but will not impede the revenants.

Stables

The stables were built at the same time as the lodge. In addition to a tack room, there are fourteen stalls. The lodge maintains eight saddle horses that are kept in here during inclement weather. There is no loft so empty stalls are used to store bales of hay. A well worn dirt lane leads from the stables to a small pasture nearby. A corral is attached to the south side of the stables.

(continued...)

Stanley's Goods

Owned by Harold Stanley, this business serves as both a general store and the local post office. It is open from 10:00 A.M. to 6:00 P.M. every day except Sundays and holidays. Most any reasonable goods can be acquired here including groceries, tools, clothing, stamps, and medical supplies. Ammunition in most major calibers is stocked in at least limited quantities (a few boxes of each), but there are only a few used rifles and shotguns available for sale.

Town Hall

The town hall is a kind of combined community center and constabulary. It contains the mayor's office, police station, meeting hall, and a small public library.

The mayor's office is a few rooms devoted mostly to storage of records. A file clerk, Jason Putnam, is usually on duty during normal business hours on weekdays, but the office is closed on weekends.

The police station is confined to a single large office. Gage

has only one commissioned police officer, Constable Lyle Hatchett. He is a former Floyd County sheriff's deputy. The office contains little more than a few file cabinets and a desk. He is usually out in the community and is more commonly found at Wedge's Café than here. A small rifle rack is bolted to one wall. It contains an old 12-gauge double-barrel shotgun and a bolt-action .30-06 rifle. Ammunition for these weapons and for Constable Hatchett's sidearm and carbine can be found in his desk. There is no jail cell. When the need arises, prisoners are immediately transferred to the sheriff's office in Floyd. Statistics for Constable Hatchett are in the NPC section.

Note that if the sheriff's office is contacted, it has fairly minimal resources. The sheriff is thirty-nine year old Daniel Watson. He is uneducated and boorish, but is also dedicated and persistent. Suspects arrested for major crimes (particularly violent crimes) will not be treated with anything other than contempt, but neither he nor his deputies will physically abuse those they arrest. Though he may be slow to react to a case, once he gets going, he is tenacious and stubborn. Technical details are usually beyond him, but his personal drive makes him reasonably effective for the area and time period. It is highly unlikely that he or his men will play any role in the scenario. In its aftermath, he will vigorously investigate the case. Giving its fantastic nature, he will almost certainly reach no conclusions and will be left with an essentially unsolvable mystery.

The public library is open from noon to 5:00 P.M. Monday through Saturday. It is run by Lois Peters, the older sister of the local schoolteacher, Anne Peters. It has several hundred

volumes, most of which are classic literature, popular novels, common reference materials, and high school textbooks. Back issues of the *Floyd Republic* are also here.

Wedge's Café

Gage's only restaurant is owned and operated by Fred and Mona Wedge. It is the most important center of local social activity. The food is of decent quality and the Wedges are very friendly.

Oakes' Agricultural Supplies

Supplementing the general store is Oakes' Agricultural Supplies. Established in 1919 by Benjamin Oakes, it caters mostly to the needs of area farmers. Agricultural implements, fertilizer, and similar supplies and equipment are stocked in quantity. Up to several cases of dynamite and associated accessories are available for sale at reasonable prices. The dynamite is not prominently displayed, but is available if asked for.

A friendly rivalry exists between Benjamin and his only Gage competitor, Harold Stanley. Prior to 1919, most area farmers purchased agricultural supplies and equipment from him.

Gage Cemetery

Located on the eastern edge of town is the Gage Cemetery. It is surrounded by a split-rail fence. Though it is technically closed

Guest Houses

There are two small guest houses on the grounds. Each is a cozy, four room, single story stone cottage. The layout includes a small kitchen, living room, and two bedrooms. There is no bathroom, but an outhouse is located near each. Though they lack plumbing, they have electricity provided by the estate's generator. Heating is provided by space heaters and a large stone fireplace in the living room.

Wood Shed

This single room wooden shed is used to store firewood. It is stacked neatly and there are also smaller bundles that are reasonably convenient to carry.

Tool Shed

This single room wooden shed contains tools, gardening implements, ladders, automotive supplies, and several cans of fuel (gasoline, kerosene, and carbide). It is padlocked. Jim Greenacre, Laurence Knowles, and Warren Murphy have keys for this lock. Persistent use of a crowbar or stout knife can defeat the flimsy lock in 1D3+1 rounds without a die roll.

If the revenants are unable to gain access to the first floor, it is possible they will have sufficient motivation to acquire tools and ladders here to gain entry. Tools can be used to break through doors, walls, and barricades while ladders can be used to gain access to upper floor windows. Only revenants with INT 4 or greater will have sufficient intellect to accomplish this though they can be assisted by their duller cohorts.

Generator Shed

The generator shed is a single room wooden structure. It contains a large, gasoline powered generator and several steel fuel drums. Light is provided by a single electric lamp. Supplementing this is a half-fueled carbide lantern.

Tennis Courts

A pair of clay tennis courts is located behind the lodge. They are surrounded by a low iron fence.

Boathouse

The boathouse is a single story, wood structure. The main room houses two large rowboats and a small skiff. Oars, paddles, life preservers, and coils of rope hang from nails and pegs in the walls. A second room is devoted to storage and contains fishing tackle, assorted tools, a pair of self-lighting carbide lanterns, several cans of carbide, several collapsible cots, a chest containing blankets, and a few miscellaneous odds and ends. There is no plumbing or electricity here. A wide wooden walkway leads from the main doors to a wooden jetty. Adjacent to the jetty, there is a concrete ramp for launching small watercraft.

at night, there is no one around to enforce this regulation. A nearby farmer, Evan Drummond, is paid a monthly stipend to care for the cemetery in his spare time. He does an excellent job, in part because his entire family is buried there.

Matthew Quardley

Forty-two year old Dr. Quardley is something of a jack-of-all-trades. He is Gage's one and only doctor, dentist, veterinarian, and mortician. His medical career began as a medic in the Army in the Spanish-American War. Since then, he has obtained no formal medical training and his only exposure to modern medicine has been through reading textbooks.

As a physician and veterinarian, Dr. Quardley is a quack. Fortunately, he knows this. Simple diagnoses and treatments are well within his capability. He is able to deliver babies, stitch up minor wounds, prescribe medicines for minor ailments, and so on as long as there are no unusual complications. Because he is aware of his many limitations, he will usually refer sufferers of any disease or injury beyond his capability to Dr. Hiram Madison in Floyd. Dr. Madison is a University of Virginia educated doctor and is well qualified to handle most general cases.

As a mortician, Dr. Quardley is reasonably skilled and knowledgeable. He is a qualified embalmer, but has no expertise in conducting autopsies.

Despite his many limitations, Dr. Quardley is trusted by most area residents. Patients who die are usually ones who are expected to perish. Only rarely has he bungled a case.

His home is a two story house on the north side of town. The back of the house is his doctor's office and the basement is a kind of mortuary/funeral home. His prices are very reasonable and he is willing to accept barter in exchange for his services.

On the personal level, Dr. Quardley is a kind, soft-spoken

man who is very easy to like. He has had a comparatively rough life. After the Spanish-American War, he worked a number of jobs out west before becoming a "doctor." He returned to Gage, his hometown, in 1916 and established a practice. Statistics for him are in the NPC section.

The Floyd Republic

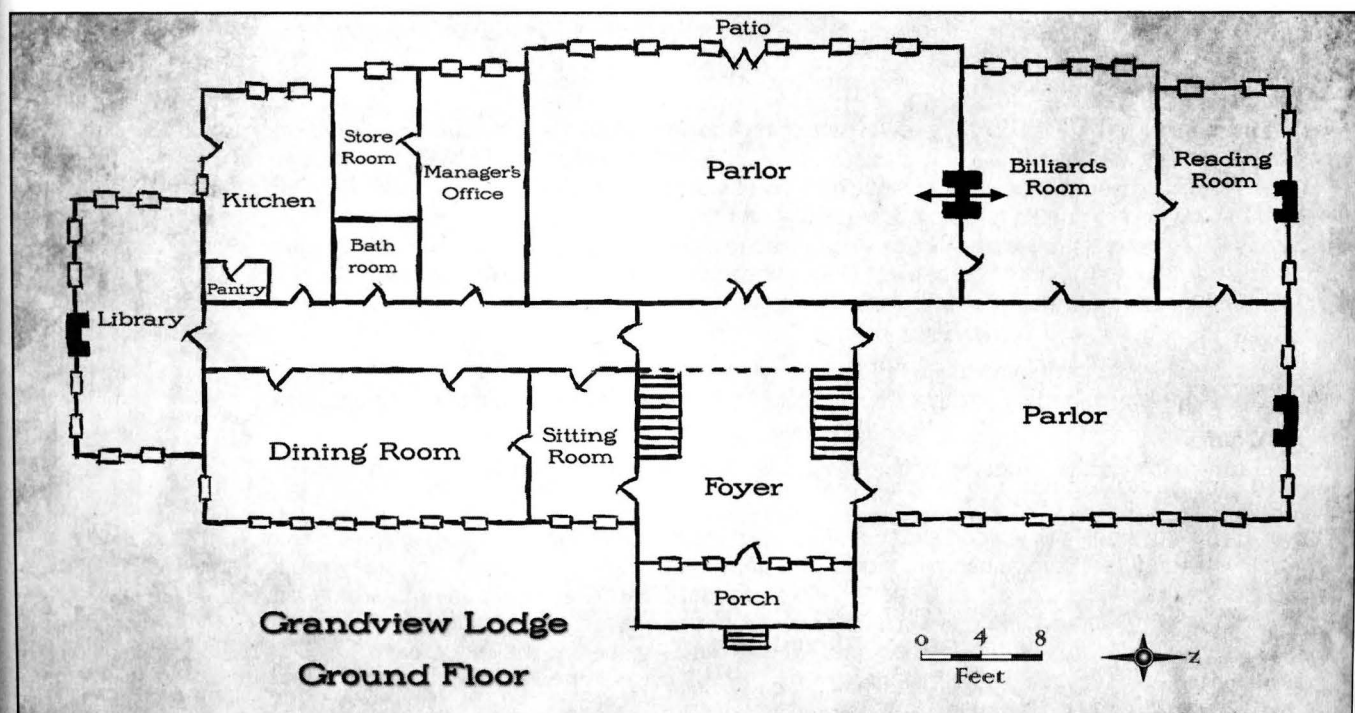
Founded in 1904, the *Republic* is a weekly (and fictitious) newspaper that is printed and published in the county seat. A new edition appears every Wednesday morning and by the afternoon, copies are delivered to residents in and near Gage. Back issues of the *Republic* can be found by visiting the newspaper's office in Floyd or at the public library in Gage.

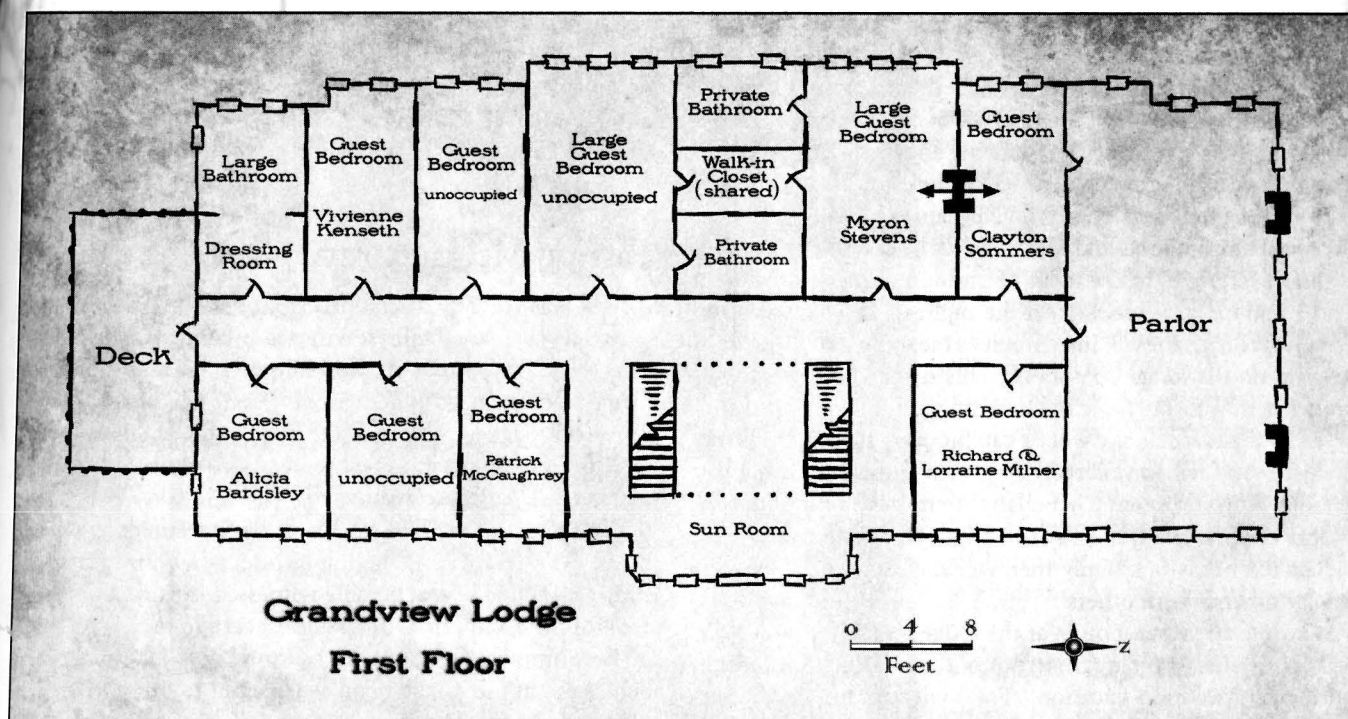
Grandview Lodge Guests and Staff

The investigators are not the only ones at the Grandview. What follows are profiles of some of the NPCs currently at the lodge. All have statistics in the NPC section as well. The Keeper should feel free to reduce or increase the number as needed. These characters are listed in alphabetical order.

Alicia Bardsley, guest

Alicia is the seventeen year old daughter of the lodge's owners. Intensely intelligent and sharp of wit, she graduated from high school last June and is taking time off before she starts classes at William and Mary College in Williamsburg, Virginia, in August. Like her parents, she loves the Grandview and spends much of her time riding and enjoying the outdoors. Though she has no official standing at the lodge, her relationship to the owners means that she can potentially take charge of the staff in an emergency. Gaining her confidence early in the scenario could help matters greatly on April 30.





An expanded description of Alicia is in "The Bitter Venom of the Gods" (page 31). She plays a central role in that scenario. If the Keeper intends to run it after this scenario, Alicia should be subtly shielded from death or crippling injuries. She should not be the killer.

Winnifred Bauer, chef

Thirty-one year old Winnifred Bauer is a widow who moved to Gage from Boone Mill, Virginia, after her husband died in a farming accident. She has been the lodge's chef since 1917 and has performed admirably in this role.

Winnifred is a possible candidate as both the killer and as a red herring. As the killer, she probably began her killing spree back in 1917 by hacking her husband, Miles, to death and making it look as if he got entangled in a thresher. She renewed this hobby when voices in her head started telling her to court the dark side by murdering people in a specific way. Evidence of her guilt might be found by carefully examining some of the meats she puts in her stews and meat pies. A successful Medicine or Forensics roll would reveal that the meat is of questionable origin. Laboratory analysis would confirm it is human.

As a red herring, Winnifred could be implicated by her reading habits in the library. She seems unduly fascinated with gothic horror and the occult. A perceptive investigator might also note that she carries a paring knife concealed under her skirt. If asked about this, she will deny everything. The reason is that she has always carried a concealed knife since she barely escaped a rape attempt as a young girl.

James "Jim" Greenacre, gardener

Jim is responsible for the lodge's landscaping and ensuring the grounds are always neat and tidy. He is a robust thirty year old

who is rarely seen inside the lodge. Most of his time is spent mowing the lawn, trimming hedges, and performing general outdoor chores. He also arranges for sheep from a local farm to be brought in periodically to graze on the lawn (before the days of power mowers, sheep were sometimes employed as veritable living lawn mowers).

Jim always has one or more death-dealing implements at his disposal. At the very least, a utility knife is on his belt. Hedge clippers, hoes, sickles, scythes, and similar instruments are usually within his grasp. Fortunately, Jim is an amiable and decent fellow who limits his fury to plant matter.

Of course, the Keeper can change this a bit. Perhaps Jim is the killer or a red herring. Close examination of one or two of his tools might reveal dried blood. Jim can claim it is animal blood or can even plead ignorance of the matter. Without supporting evidence, the local constable will do nothing. Jim might have a few personality quirks. One possibility is that he talks to himself when out of earshot of a known listener. Someone watching him from a distance might see his lips moving as he trims a hedge. His conversation with himself (or invisible entities) might become rather animated, thus leading the observer to question his sanity. If Jim is the killer, he will prefer to use a sickle or knife to do his dirty work. If he is a red herring, dried blood on his knife might be from a fish he caught in the lake and subsequently gutted and cleaned.

Vivienne Kenseth, guest

Vivienne just concluded a divorce from her husband, Otto Kenseth, and is celebrating the occasion with a vacation at Grandview Lodge. Her interests are aligned toward social events and shopping rather than outdoor activities. She attends every party and is the most elegantly dressed NPC present. When not attending parties or social gatherings, she travels in a rented automobile and seeks out art, local crafts,

and other knick-knacks for her personal collection of semi-useless bric-a-brac.

Part of the reason for Vivienne's divorce is her devout belief in the spirit world. She reads tarot cards (performs cartomancy) every evening before retiring and will attempt to get like-minded or interested guests to join her in ouija. The latter may make her an ideal red herring. Because she is a bit outside the social norm, she should probably not be the killer since she is almost certain to be the focus of undue attention.

Vivienne's tarot reading on the night of the 29th will be very disturbing. She will interpret it as meaning that death will descend on the lodge very soon. This disquieting event will bother her all throughout the morning and afternoon of the 30th. By the evening, she will be caught up in preparations for the party and will have largely forgotten the previous night's reading. Anyone noticing her change in mood on the 30th can ask her about it (a Psychology roll might be required to notice her altered behavior). Only then will she share the results of her cartomancy with others.

Anyone attempting ouija at the lodge on the 29th or 30th will not be able to get anything out of the board. It is as if the spirit realm were on vacation. For Vivienne, this has never happened and will also be cause for mild distress.

Laurence Knowles, lodge manager

Laurence has been the Grandview's manager for four years. This well-groomed and personable forty year old has had a long career in hotel management. He particularly enjoys the environment and atmosphere of this establishment and has done a very respectable job.

The guests' comfort is Laurence's primary concern. He genuinely wants everyone to enjoy themselves. He treats his staff with respect and courtesy.

Though he has a strong sense of customer service, he is also

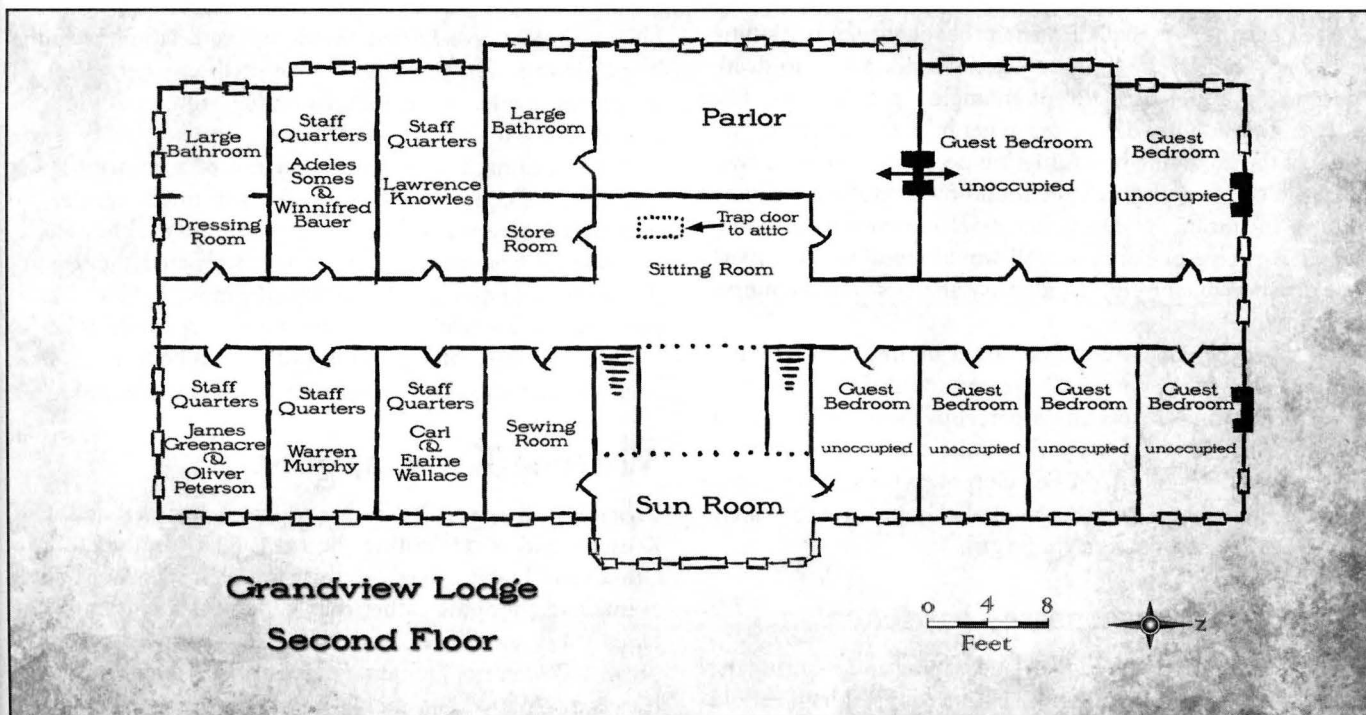
strong enough to resist the demands of patently unreasonable patrons. He will politely decline any unusual, bizarre, or unreasonable requests, particularly if they would adversely affect other guests. If, for example, several inebriated patrons were to demand shotguns so they could go skeet shooting, he would deny their request.

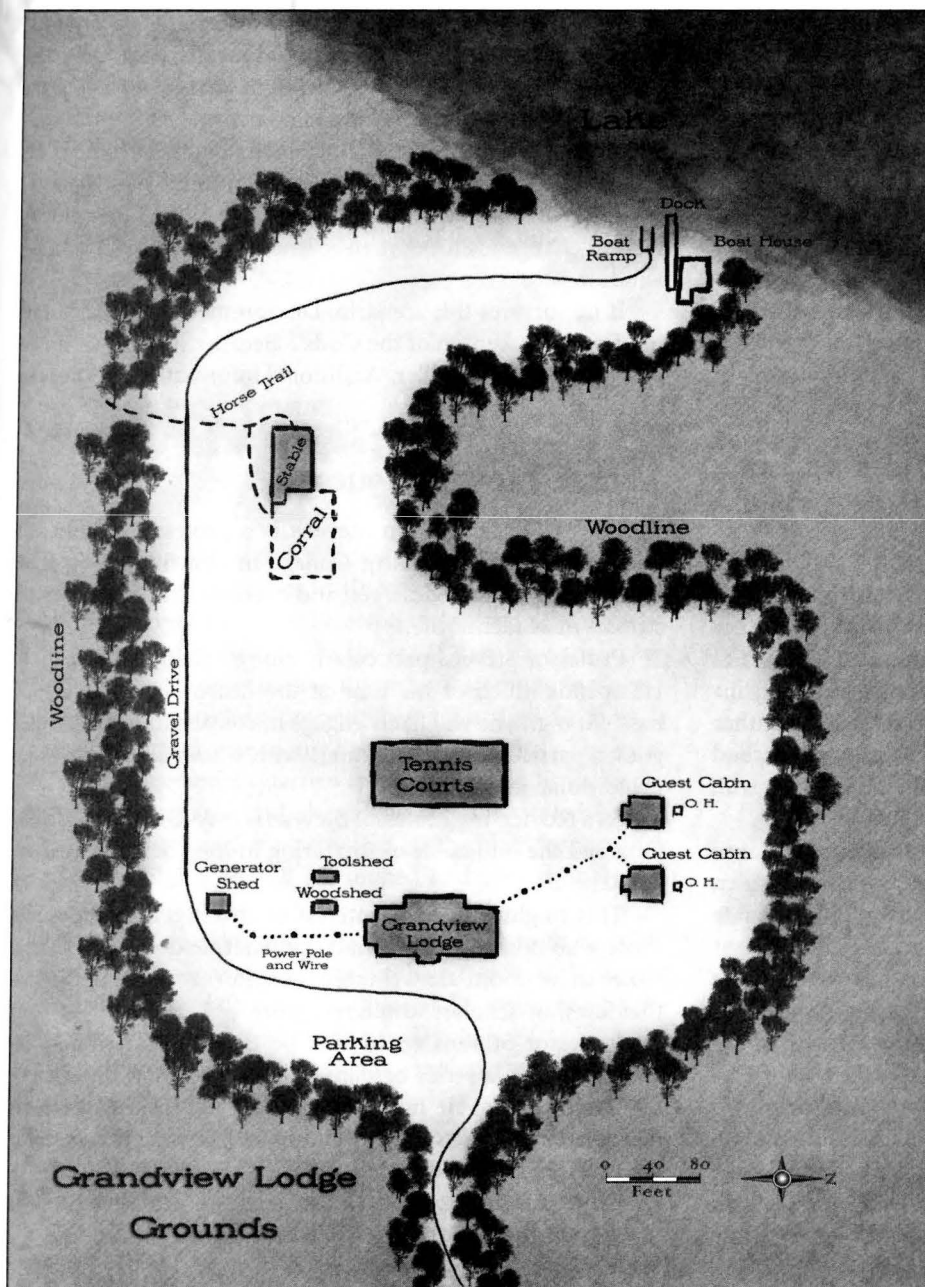
Patrick McCaughrey, guest

Patrick was recently discharged from the United States Army where he was a captain serving as a company commander in an infantry brigade in the Philippines. He is a physically fit, immaculately groomed twenty-nine year old with a thin moustache. He only recently returned to the U.S. and is enjoying a prolonged vacation before he begins work as a mid-level manager for a steel company in Pittsburgh.

The Keeper can use Patrick as either a red herring or as the killer. As a red herring, he might discuss with unusual relish some of the tribal practices he witnessed in rural and remote areas of the Philippines. He is almost certain to be interviewed by Dr. Sommers (see below). His knowledge of strange pagan beliefs might prove sufficiently suspicious to cause the investigators to check him out.

As the killer, the source for his interest in and knowledge of the black arts would have come from numerous sources, including, perhaps, some unsavory characters in the Far East. Physical evidence of his dark nature might include ritual scarring or tattoos that are concealed by his clothing. His discharge from the Army might have been dishonorable, perhaps due to occult activities. Learning of his dishonorable discharge, something which he will not readily admit to, can be done only by searching his personal belongings and finding a document pouch. Most of the papers in this pouch are mundane (passport, currency, birth certificate, unremarkable letters from his parents, etc.), but Army documents pertaining





to his discharge could be here as well. In the author's playtest, this was the killer.

At the Keeper's discretion, Patrick may have a handgun among his personal belongings. It is a Colt M1911 .45 pistol for which he has a total of three loaded seven-round magazines.

Richard and Lorraine Milner, guests

The Milners were married on April 15 and are honeymooning at the Grandview. Richard is a thirty year old engineer from Philadelphia. Lorraine (age 24) is the sister of his secretary. The couple favors boating and swimming at the lake.

Unknown to Richard is the fact that Lorraine is mildly psychotic. She has always talked in her sleep, but she is doing so now virtually non-stop. Normally, anything she says is fairly nonsensical. Since arriving at the lodge, she blurts out isolated and

mildly disturbing phases like "they'll be here soon" and "the day of reckoning is near." She never remembers what she says. As it gets closer to the 30th, these outbursts will be associated with nightmares of increasing intensity. If she goes to sleep on the 30th before the revenants arrive at the lodge, it will be impossible to awaken her. She will enter a cataleptic type state and remain so until dawn. When she awakens, she will remember nothing.

The problem posed by this is if the investigators want to abandon the lodge, they must either drag along Lorraine or leave her behind. There is no way for them to know that the revenants will not harm her because she is inert and no hindrance to their intentions.

Warren Murphy, clerk

Warren is Laurence Knowles' personal assistant. He is from Floyd and recently graduated from high school. His position with the lodge is temporary. He is just starting the application process for college and hopes to enter the University of Virginia in the 1922/23 academic year. Right now, the job is a means of earning money and gaining valuable work experience.

Warren is a handsome and articulate seventeen year old. He is talkative and energetic, too much so for some of the clientele. Despite this, he is well-liked and a dedicated worker. When not assisting Mr. Knowles, he assists other staff members in their duties and often is assigned to accompany guests as a personal guide or helper. He is an accomplished driver and sometimes acts

as a chauffeur for guests.

There is nothing sinister or unusual about this young man. If he is to be the killer, the Keeper must provide a suitable backstory.

Oliver Peterson, butler

At 6' 5" in height, Oliver towers over his peers on the staff of the Grandview Lodge. He is a powerfully-built thirty-two year old and is an imposing figure. His grooming and manners are impeccable, perhaps too much so for a rustic lodge in southwestern Virginia. He is very distinctive and many guests recount stories of him almost as if he were some monument or attraction.

Oliver is a dignified gentleman in the best sense of the term. He works hard to make the guests as comfortable and happy as

possible. As butler, he is the senior staff member and is second only to Laurence Knowles. He has worked at the Grandview since the spring of 1912.

It is, of course, possible to make Oliver the killer. He possesses such physical strength that he would not really need a weapon to crush the life out of someone. His motivation could be to gain such power from the dark forces in the universe that he might return to life his beloved mother, Julia, who died of cholera in 1911.

As a red herring, evidence could be something as simple as a Psychology roll attempted on him. Such a roll should be made in secret by the Keeper. If it fails, the observer might incorrectly perceive Oliver's demeanor as a false front concealing a hidden, violent side. If it is fumbled, the observer would be certain that Oliver is as phony as a three dollar bill.

Adele Somes, maid

Adele has worked as a maid for the Grandview for almost a year. She is a somewhat stout thirty-eight year old with a rather severe physical appearance and personal demeanor. This belies her genuinely jolly and happy nature. Her duties generally involve cleaning and maintaining the interior of the lodge rather than dealing directly with the clientele. If directly approached by customers, she will do her best to serve their needs, but will, if possible, refer them to another staff member.

Adele's reserved nature and general demeanor could cause her to be a red herring. If the Keeper wants her to be the killer, her general personality could be altered slightly to incriminate her further. Adele could demonstrate two radically different sides to her nature. When in the presence of guests, she is very pleasant and friendly. With staff members, she is surly and rude. Investigators who perhaps witness her treatment of co-workers might have their curiosity aroused.

If Adele is the killer, she might simply be a serial killer who moves from job to job when her ritualistic crimes become too much of a public mess. Her attempts to court the dark side might extend back a decade or more. As the killer, Adele will almost certainly carry a concealed knife. She will otherwise be unarmed.

Clayton Sommers, guest

Dr. Clayton Sommers is a University of Pennsylvania graduate with doctorates in anthropology and history. His lifelong fascination with ancient religions, folklore, and the occult have hampered his success in his field of study. He has consistently failed to obtain a professorship with any college or university. Though he is a published writer, his many books and articles have been of limited success and paid little. He has been fortunate to have the support of wealthy family members including two brothers who sponsor his work.

Dr. Sommers is a tall, thin forty-five year old with wire-rimmed spectacles and a slight lisp in his voice. His room is very much a library and personal study containing several dozen books he brought with him. He is at the Grandview to experience peace and quiet while he works on his latest book, *The Role of the Witch in Colonial America*. Much of his time

is spent in the lodge's library and in his room. He seems to have little interest in any of the outdoor activities the lodge advertises. Those who pay attention to him might notice the types of books he reads. This could later make him into a red herring as it is likely that some will affix blame to him for the dead walking around the house. Dr. Sommers has a genuine interest in the occult, but does not believe in the supernatural. He will change his tune when revenants start knocking on his window.

If he survives this scenario, Dr. Sommers may play a role in "The Bitter Venom of the Gods". Because of this, he should probably not be the killer. Additional information on him can be found in that scenario.

Myron Stevens, guest

Sixty year old Dr. Myron Stevens is a professor of Ancient Languages from Lynchburg College in Lynchburg, Virginia. He is taking a much deserved and overdue vacation from the stresses of academic life.

Professor Stevens particularly enjoys fishing and boating. He spends much of his time at the nearby lake fishing for bass. At night, he will likely engage in conversation with other guests, particularly Dr. Sommers with whom he shares some professional interests.

As a red herring Professor Stevens is easy to exploit. He has long had the odd habit of muttering in long dead or obscure languages.

This might pique the interest of investigators, especially those who don't bother to find out what he does for a living. Notes in his room are written in cuneiform and other scripts that few non-scholars would recognize.

Professor Stevens could also be the killer. As such, he has discovered a series of diabolical rites written on ancient Sumerian tablets. He hopes to replicate the results of rituals described in the texts out of a desire for personal power, rejuvenation, and fame.

Except for perhaps Patrick McCaughrey, Professor Stevens is the only guest who possesses a firearm. In his luggage is a loaded .41 caliber double-barrel derringer. He has no spare cartridges for it.

Assuming he survives this scenario, Dr. Stevens may play a role in "The Bitter Venom of the Gods". Though he may be a good candidate for the killer, he should probably not be if the second scenario is to be played. Additional information on him can be found in that scenario.

Carl Wallace, carpenter

The carpenter and general handyman for the Grandview is Carl Wallace. He is a strong and healthy thirty-two year old who maintains all of the structures on the property. He is currently focused on repairing the roof of the stable. Though he is a skilled craftsman, Carl is largely uneducated and barely literate. His wife, Elaine, is one of the lodge's maids.

Carl is very mundane. Unless the Keeper wishes to alter him greatly, he should not be the killer nor is he a red herring.

Elaine Wallace, maid

Elaine married Carl Wallace three days after she was hired by Laurence Knowles and only two days after she met Carl. The whirlwind romance has developed into a strong marriage. Elaine is the newest maid and assists Winnifred Bauer in the kitchen as needed. She is good at her job, but is uneducated. Like Carl, she is very mundane and should probably be neither the killer nor a red herring.

Thursday, April 28: Arrival

Late in the morning of the 28th, the investigators arrive at the Grandview Lodge and check in. Presumably, they will arrive in Gage and are met by Oliver Peterson or Warren Murphy who will guide or drive them to the lodge. If they have their own vehicles, they can drive in directly without stopping in Gage.

During the check-in process, they are assigned rooms at random or may choose them (Keeper's discretion). The location of their personal quarters can be of tactical importance later in the scenario and should be carefully noted by the Keeper. They are told of a party that is scheduled for Saturday evening (April 30) and all are invited and very strongly encouraged to attend.

What they do from this point forward is up to them. Certain events will occur that may move them to action. If they sit on their hands and do nothing, they will be ambushed by the horrors of Walpurgis Nacht only two days hence.

Throughout the day and into the evening, the investigators will meet each other (if they didn't arrive together) and many other guests and staff. Like the guests who preceded them, some may immediately choose to exploit the opportunities provided by the lodge.

While in Gage

If the investigators spend an appreciable amount of time in Gage on the 28th or the 29th, they will probably hear the latest news. The village is abuzz about a corpse found washed up on the banks of the Little River a few miles north of town. The body has not been identified and was only partially clad. All that is known is that the victim was male and probably white.

As part of this, many will recount the unusually large number of locals that have gone missing or have died under tragic or mysterious circumstances lately. Several residents on local farms have simply disappeared. If it were only one or two, people might not be very concerned, but the number is well beyond that. Some are easy to explain away. A few had logical reasons for leaving the area voluntarily (debts, broken romances, shattered aspirations, etc.). Others are harder to explain. If the investigators choose to look into this in more detail, the boxed section on page 37 provides an appropriate background for each "victim."

The Body from the River

On the morning of the 28th, children discover a bloated corpse on the banks of the Little River north of Gage. Dr. Quardley and Constable Hatchett are notified. They recruit a few helpful volunteers and retrieve the body. It is brought into Dr. Quardley's office shortly before noon on the 28th. The county coroner in Floyd is notified by telephone and Dr. Quardley conducts a cursory examination. His inexperience and general incompetence prevents him from reaching any conclusions. His log book simply notes that a male corpse, probably white, was discovered in the Little River on this date.

The body is that of Kevin Hill who has been missing since the 24th (see page 38). Aside from the damage inflicted by the killer, exposure to the river and the elements has left the body in appalling condition.

If the investigators wish to view the body, they need the constable's permission or must convince Dr. Quardley that it is in his best interest. In either case, Persuade skill must be successfully applied. Criminally-minded investigators might decide to break into the office to view the remains. Since Dr. Quardley doesn't bother to lock any doors, this is easily accomplished. However, this is an unreasonable tactic for most law-abiding characters to employ early in the scenario and the Keeper is justified in prohibiting it.

Anyone who is a qualified physician, pathologist, or homicide investigator has an excellent chance of discovering evidence of foul play when examining the corpse. A Forensics roll may be attempted. Medicine skill can also be used, but only if the character has at least 30% in the skill. If either is successful, any one or more of the following pieces of information are gathered.

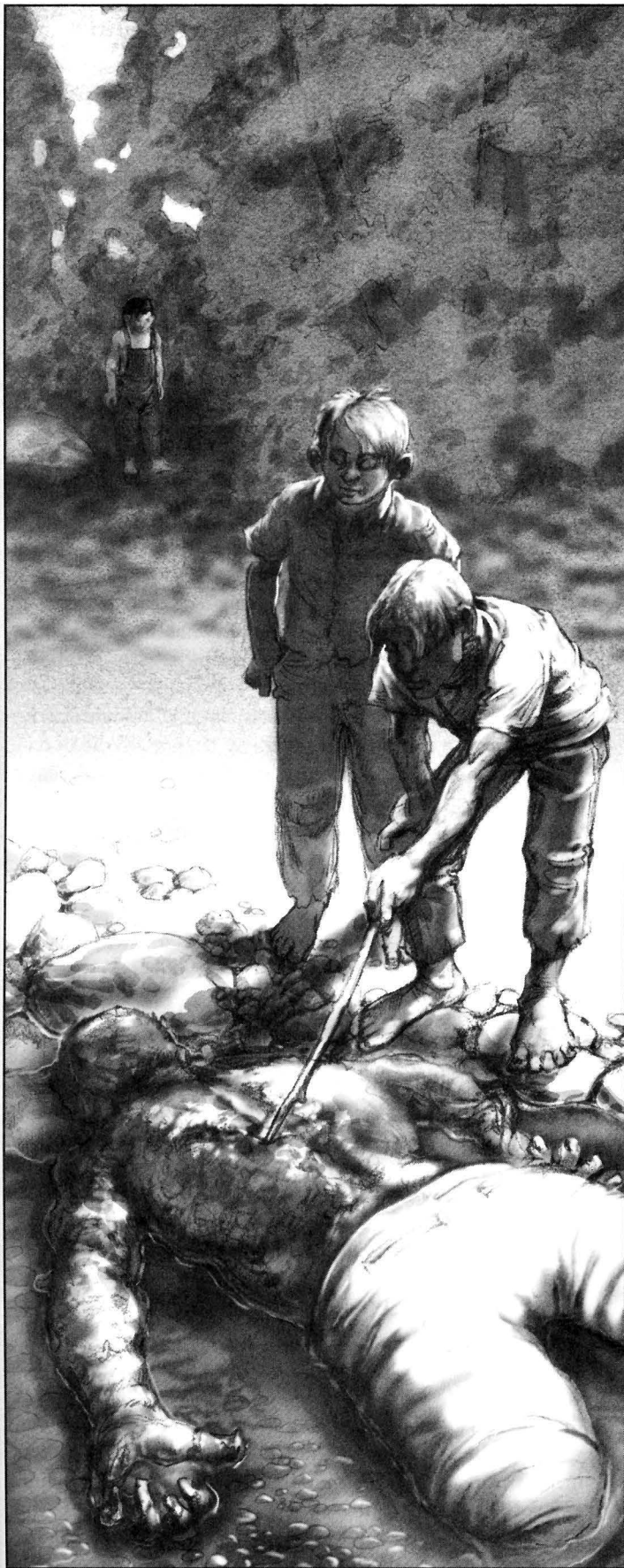
1. Ligature marks are on the wrists and ankles, strongly implying that the body was bound with a coarse kind of rope.
2. Several of the wounds on the body appear to have been inflicted with a razor sharp implement such as knife or straight razor. Such wounds are inconsistent with what one would expect scavengers might inflict.

3. Apparent bite marks are probably the result of coyotes and are probably not evidence of foul play.

4. If an autopsy is performed (highly unlikely, but possible in extreme cases), it can be quickly learned that there is no water in the lungs. The victim did not die of drowning, but was killed and later placed in the river. Strangely, the victim's heart was carefully removed by someone reasonably familiar with anatomy. However, the perpetrator was not a professional surgeon.

It is easy to learn from the doctor, constable, or local residents where the body was discovered. Locating one of the volunteers who helped move the body is easy. Some are at the café and a few might even loiter at the doctor's office for a while on the 28th. Any of these men will helpfully guide the investigators to the site if they are politely asked. None require any sort of payment or bribe for this and most will decline such offers. Unfortunately, a trip to where Kevin was found is a wasted effort. Nothing of use can be learned.

Kevin will remain in Dr. Quardley's custody for the duration of the scenario. Though the county coroner may visit on



The mortal remains of Kevin Hill

the 29th, he will not remove the remains. Kevin will later rise from Quardley's slab as the "River Revenant" and join the assault on Grandview Lodge. This might cause the doctor more than mild stress if he witnesses the event.

Note that if the group completely ignores Gage, they will still learn of the discovery of the body before (or during) dinner. News will reach the lodge via staff or guests that did visit Gage on this day. They might, however, give inaccurate statements about the case, perhaps quoting unfounded rumor or embellishing the tale themselves. The details are in the hands of the Keeper.

Friday, April 29: The Last Peaceful Day

April 29 is the last day the group has to enjoy themselves. Some may choose to completely ignore the events around them. This is certainly understandable and logical. After all, they are here for a vacation and not to investigate local crimes and mysteries.

Those who like nosing into local affairs may find themselves better equipped when the proverbial balloon goes up on the evening of the 30th. At the very least, they might be more watchful and perhaps have taken some steps to equip or even arm themselves.

Research

Paranoid or thorough investigators might want to try some background research. The only information source of any use is the *Floyd Republic*. The public library can provide back issues going back at least several years. Nothing of use appears in issues pre-dating March. However, articles of potential relevance, including unrelated red herrings, are provided as Player Aids #1 through #5. It is easy to get through a large number of copies of the *Republic* in a short period of time. Each issue is only four to eight pages and there are only four issues per month. It requires only an hour to go through all issues dating back to the beginning of the year. A successful Library Use roll made by one searching for unusual articles will earn all five player aids. Failure means the researcher still gains three of them (at random). A fumbled roll means nothing is learned.

Player Aid #1: SILO EXPLOSION INJURES ONE. This glaring front page headline appears in the February 9, 1921 issue. It documents the explosion of a grain silo on the farm of Maxwell Sands. His farm is located near Willis. The article smacks of the bizarre, but the incident is mundane and

Murder Victims

Tuesday, March 15: Donald Wilkes (age 19).

Donald was a farm hand working for Lawrence Smith, a farmer who raises turkeys on a farm one mile northeast of Gage. Donald was known as a kind of drifter. He is missing, but most have assumed he simply moved on to a more attractive job. Farmer Smith has failed to mention that Donald left his belongings behind. An interview with him will reveal this. Among Donald's belongings are a silver pocketwatch and thirteen dollars in cash. Such items are unlikely to be simply abandoned. Donald was buried in a shallow grave near Gage.

Sunday, March 20: Adrian Palmer (age 50).

Mr. Palmer was a so-called Tall Grass Magician. He was an entertainer who moved from town to town to entertain the locals with sleight of hand and other minor amusements. He was last seen in Rockymount, the county seat of nearby Franklin County. No one in Floyd County remembers seeing him and his killer simply ambushed him one night as he trudged toward Gage. He was dumped in a local farm pond where his body remains until the 30th of April.

Monday, March 21: Ronald Scott (age 21).

Ronald was a worker at the gravel quarry where he operated heavy digging machinery. He was the last one to leave work when the killer got to him. His death was made to look like an accident. His mangled corpse was found beneath an overturned steam shovel. He is now buried in Gage Cemetery. Had he been autopsied by a qualified pathologist, evidence of foul play would have been obvious.

Wednesday, March 30: Wilma Frye (age 23).

Wilma was the wife of farmer Samuel Frye (age 88). The Frye household was known to be an abusive one and most believe Wilma simply fled the terror of her much older husband. She was secretly buried in the Gage Cemetery in the middle of the night at the site of a recent burial. The killer opened the grave, dropped in her body, and covered it over. The killer made an error for if there are heavy rains, the soil could conceivably be washed away to reveal her mutilated corpse.

Friday, April 1: John Hart (age 25).

Mr. Hart worked for the Department of Revenue and was investigating allegations of moonshiners in the area. He was working undercover and his presence was barely known to anyone. He found no moonshiners, but did encounter the killer. His rotting corpse is jammed inside a large, dead oak south of Gage. Because he didn't inform his superiors of his whereabouts, no one knows he was ever in Floyd County.

Friday, April 8: John and Elizabeth Kiel (ages 42 and 36).

The Kiels owned a small farm near Floyd where they raised chickens and soybeans. The killer used the night of the new moon to good advantage. After murdering the couple in their beds, their bodies were quietly transported to the area of Gage where they were worked on at leisure. Once the gruesome task was complete, they were dumped into a shallow grave west of the village. The Floyd County Sheriff's Department began investigating their disappearance on Monday, April 11. The killer covered up evidence of the crime, leaving law enforcement with the difficult task of determining whether there was any foul play. The case is still open.

Tuesday, April 12: Clara Raines (age 23).

Clara was the wife of George Raines, a local farmer. Her disappearance has puzzled the community and the sheriff's department is still looking for her. Her body was dumped in an old well on a derelict farm east of Gage.

Saturday, April 16: Sean Doohan (age 25).

Sean was an Irish immigrant working on the farm of Jonas Plummer, a cattle farmer near Floyd. He was intercepted on the county road near Gage. His body now graces a drainage pipe under the county road halfway between Floyd and Gage. The sheriff's department has a missing persons report on file about him, but is not vigorously investigating the case.

(continued...)

unrelated to the scenario.

Player Aid #2: THEFT AT FLOYD MERCHANT. A report on the last page of the March 2, 1921 issue covers law enforcement issues and crimes in Floyd County. One brief entry may catch the eye of a perceptive reader. It involves the theft of a case of dynamite from a retailer in Floyd. The theft did indeed occur, but is completely unrelated to events in the scenario.

Player Aid #3: ACCIDENT KILLS GAGE MAN. Appearing on page 1 of the March 23, 1921 issue, this documents the accident in the gravel quarry which claimed the life of employee Ronald Scott. The article appears mundane enough, but the "accident" is actually one of the homicides (see pg 46).

Player Aid #4: LIGHTS IN SKY. This appears on page four

of the April 6, 1921 edition. It documents reports made by witnesses in the area of Simpsons of lights they saw in the sky around 10:00 P.M. on Saturday, April 2. Though they didn't know it, they were seeing a barnstormer who was foolishly making a night flight to Rockymount in neighboring Franklin County. They didn't hear his engine due to his altitude and wind direction. The passenger was using a bright carbide lamp to illuminate a totally ineffective map. The pilot managed to bring his aircraft to a safe landing in a pasture near Rockymount. The incident is, of course, unrelated to events in the scenario, but might be connected with the February 9 article in the PCs' imaginations.

Player Aid #5: FLOYD COUPLE MISSING. This page two

article appears in the April 13, 1921 edition. It briefly documents the disappearance of John and Elizabeth Kiel (see page 47).

The Reporter

Joseph Woerth is a reporter for the *Floyd Republic* and arrives in Gage on the morning of the 29th. His job is to do a story on the body found the previous day and to see if other local affairs are newsworthy.

Joseph is one of two staff writers working for the *Republic*. The job pays comparatively little so he supplements his earnings as a free lance novelist. He has written several dime novels of little or no literary merit. As a reporter, he is poor and is of limited talent. He is inquisitive and perceptive enough to be able to properly sound out a story, but he will never enjoy any real success in the profession. Joseph's presence in the scenario is nothing more than a distraction. He will interview local residents and will visit the lodge for the same purpose. At the Keeper's discretion, he might be present at the lodge when the revenants attack.

Not surprisingly, he can be quite a nuisance. If he believes the investigators are up to something worth reporting, he might try to shadow them. This might restrict the investigators if they intend to do anything illegal or that they want kept secret. It is not easy to reason with him once he believes he

is pursuing a good lead. Simply asking him to go away won't work. Bribery will also fail and a bribe attempt might be reported in an article submitted to his editor, Mervyn Welles. Welles is also the newspaper's owner.

One way of getting Joseph off their backs is to visit or telephone the offices of the *Republic* in Floyd. An eloquent complaint about his conduct made by a well-dressed and seemingly prominent or affluent individual will impress Mr. Welles as long as a Persuade or Credit Rating roll succeeds. In such a circumstance, he will recall his errant reporter to Floyd.

Failing this, Mervyn Welles is one of the few people in the scenario who can be bribed. The *Republic* is not making money and is in danger of going bankrupt. A reasonably substantial bribe (\$20.00) could convince Mr. Welles to assign Joseph to cover the third annual tulip festival in Willis.

The Town Drunk

Caleb Hacker is a veteran of the Great War who returned from France a broken and shattered man. He was horribly disfigured by wounds and is mentally unbalanced. Were it not for the fact that he has alibis for the times most of people have disappeared, he would be a likely candidate for accusations.

Caleb survives off of handouts and odd jobs. What little money he makes is spent on liquor purchased from illegal sources in Floyd. Though he was once able to buy booze in Gage, no one here is willing to contribute to his decrepit

Murder Victims (cont.)

Wednesday, April 20: Robert Pate (age 18).

Robert made the mistake of letting the entire village of Gage know that he was going to enlist in the Army. As he bicycled out of town in the morning heading toward Floyd, the killer clotheslined him and took his bound body to an abandoned farm near the lodge. After nightfall, Robert became the latest victim. His remains are in a well-camouflaged shallow grave on the farm. Because it was known that he was leaving Floyd County, he is not yet missed. His bicycle might eventually be found in the weed-choked field of the farm where he died.

Friday, April 22: Daniel, Marka, and Stephen Moses (ages 38, 27, and 8).

The Moses family were enjoying a family outing near Willis. Having travelled from Richmond, they were touring the state in a brand new Model T, taking time to camp in fields and at roadsides. Daniel was an avid hunter and former Marine Corps gunnery sergeant. His wife, Marka, was also fond of the outdoors and the couple was exposing their son, Stephen, to the wonders of nature. The killer bludgeoned them as they slept.

Emboldened by the full moon and the various occult implications associated with it, the killer carried out this risky attack within sight of an occupied farmhouse. There were no witnesses, but the killer failed to take the Model T from the crime scene. Only the unconscious bodies were removed. When an attempt was made to recover the Model T, a barking dog scared the killer away.

The Moses family was soon butchered and buried in the general vicinity of Gage. The Model T has been impounded by the sheriff's department who is still investigating the case. This fact has not reached the attention of the newspapers, but is a topic for local gossip.

Sunday, April 24: Kevin Hill (age 15).

Kevin was snatched away from his father's turkey farm south of Gage as he was doing some pre-dawn chores. His parents, Norman and Jean Hill, are frantic, but some local gossips have suggested Kevin simply ran away. The killer dumps his weighted corpse in the Little River the next evening. It is Kevin's body that washes onto the riverbank and is discovered on April 28.

Wednesday, April 27: Elliot and Cheryl-Anne Hartley (ages 29 and 25).

The Hartleys were en-route to the Grandview Lodge for a planned two week vacation. The killer feigned an accident on the road in the early morning hours and when they stopped to help, he/she had them. After finishing with them, the killer pushed their Model T into a ravine to make it look as if they suffered an accident. Any decent pathologist will realize that they were murdered and that "accident injuries" were inflicted post-mortem. Their "accident" has not yet been discovered.

condition any longer. He returns to Gage periodically because he knows he can get a free meal and make money shoveling tables and cleaning barns.

On the 29th, he returns, having walked from Floyd. For the duration of the scenario, he is a babbling idiot who neglects himself and talks incessantly about the "impending doom." He subconsciously senses the disruption in the area's psychic energies. If approached by the investigators, he may alarm one of them by grabbing him or her and screaming nonsense. He will inflict no harm and if struck or shoved away, will run away howling like a banshee. At dawn on May 1, he will return to his normal pathetic state.

Saturday, April 30: The Calm Before the Storm

The morning and afternoon of the 30th are the final hours before the evening's scheduled assault. The day should be run in a free form manner based on plans and actions from previous days. Dreams and other unusual phenomena experienced overnight may be discussed and acted on. Joseph Woerth, the reporter, might put in an appearance and may, at the Keeper's discretion, loiter at the lodge long enough to be caught up in the catastrophe to follow. Some investigators may make some tentative defensive preparations or may investigate possible suspects in their midst. Some might even doggedly pursue sporting activities and social events in defiance of the strange events surrounding them.

One possibility the Keeper may face is that some of the investigators may choose to go camping. This is rather foolhardy if they have learned about the disappearances. To herd them back into the area of the lodge, inclement weather including powerful wind gusts may turn a pleasurable night out camping into a mild nightmare. Most reasonable campers would return to the lodge and wait until the weather clears. The weather does clear, but the revenants use the rain as a means of approaching the house with stealth.

All of the investigators should be reminded of the party scheduled for Saturday evening. It is uncharacteristic of most people of means to dodge such a social event, especially considering the location and time period.

Walpurgis Nacht

At dusk on the 30th of April, Walpurgis Nacht commences. Of all of the lodge's NPC residents, only Dr. Sommers knows the occult significance of the date, but it won't occur to him unless someone inquires. As the sun descends below the horizon, the deceased murder victims as well as many others who were recently buried in and near Gage return to life. Each is a walking corpse with limited (or no) intellect. Their single-minded

purpose is to crush the life out of the one who so greatly wronged them.

Though the players will likely call them zombies, the walking dead in this scenario are more properly termed "revenants." A revenant is commonly viewed as a person who returns to life to exact revenge on a specific living person. The term "zombie" has not been popularized in the United States at this time and should not be in the vocabularies of most investigators.

The revenants automatically know where the killer is. They will zero in on him or her unerringly. Since the killer is residing at the Grandview Lodge, the revenants will converge on that spot. The main bulk will come from Gage where they have arisen from Gage Cemetery and some of the killer's shallow graves in that vicinity. Others will approach from other directions. The walk is only two miles, but because they are slower than healthy living humans, the travel time is approximately ninety minutes to two hours.

Some of the residents of Gage will undoubtedly witness the undead procession and will simply flee to their homes. None will run to warn the lodge. Even if they were so inclined, many of the revenants are using the main road and getting through them is something few would dare attempt.

Though they are not bright, the revenants are cunning and will not merely shamle towards the house. They will take steps to encircle it in order to prevent the escape of their quarry.

By 10:00 P.M., they will have established a perimeter around the lodge. The evening is overcast and it is very dark. Unless someone goes out to investigate, there is no way to know they are present until they approach to within tens of yards of the building.

It is Saturday night and the weekly party is already underway. All of the investigators will likely participate, requiring them to be appropriately attired. Most of the NPC guests will join the gathering except for a few that are in the library or are in their respective rooms. Most of the staff is present though some, such as Jim Greenacre, are in their quarters.

Barring some unforeseen circumstance giving the lodge's residents some measure of advance warning, the first time the revenants are seen is when someone looks out and sees a large group of them advancing toward the front of the house. It is entirely possible (if Spot Hidden rolls are failed) that the revenants will actually reach the house (which is what occurred during the author's playtest). They might be bold enough to politely knock on the front door. The person who opens it (an NPC of the Keeper's choosing) would be yanked outside and hauled into the darkness. Only in the morning would it be learned that this unlucky person was simply knocked out and left propped up against a tree in the yard. Meanwhile, some revenants would start pouring into the house through the front door while others would attempt entry through the back door and windows. Others that initially remain outside will take time to disable any motor vehicles in the area.

The revenants intend to take little offensive action except against the killer. The killer, in the mean time, will urge guests and staff to fight for their lives, dramatizing the situation to the maximum.

Note: revenants with INT 0 are loose cannons. They will



A Quiet Dinner Among New Friends

attack anything they can since their lack of functional brain matter disrupts their ability to distinguish targets. They disregard unconscious and dead people. Their actions will likely cause the investigators to conclude that all of the revenants are trying to kill them. Because the guests and staff will probably fight back, the revenants will use force, including lethal force, to fight their way to the killer.

The attack should be played out in a free form manner. Throughout this portion of the scenario, the location of the killer must be carefully monitored by the Keeper since this will strongly influence where the bulk of the attackers concentrate their efforts. A sizable number of revenants are provided in the NPC section, but the Keeper should feel free to reuse them as needed. Revenants who came to life at greater distances from the lodge will continue to trickle in throughout the night. During the course of the fight, the revenants will have a picket line set up around the lodge in an attempt to prevent the killer from escaping. Investigators and NPCs who are attempting to flee may see this perimeter security and decide to turn back. If they wish to run through it, the revenants will not make any aggressive moves. They are simply there to stop the killer and no one else.

The Defenders

The initial appearance of the revenants might cause some of the PCs and NPCs to go temporarily insane. In the case of PCs, the Keeper should not permit any to be incapacitated for more than just a few minutes. Die rolls pertaining to the length and type of insanity should be made in secret and, if necessary, modified. This will prevent a player character from being taken out in the opening moments of the climax, thereby excluding one or more players from the game before the action seriously starts. NPCs, on the other hand, should go insane as dictated by the game mechanics. If a few suddenly start behaving erratically, this can be an extra challenge for the PCs to deal with.

There are a wide range of tactics available to the investigators. If the PCs fail to take charge, one or more of the NPCs will attempt to do so (and hopefully inspire the investigators). The ones most likely to do so aside from the killer are Alicia Bardsley, Laurence Knowles, Patrick McCaughrey, and Oliver Peterson. This assumes, of course, that they haven't lost so much SAN as to be nonfunctional.

Simply fighting back with available hand-held weapons is probably not ideal. Instead, defending individual doorways and corridors so the revenants cannot take advantage of their numerical superiority is best. Tools in the basement can be used to barricade doors and windows. Interior doors and furniture make excellent impromptu barriers.

Paranormal Activity

As the scenario approaches Walpurgis Nacht, a few paranormal effects and unusual occurrences may, at the Keeper's discretion, begin to plague the guests and staff at the Grandview. These occur for much the same reason that will cause the dead to return to life on the evening of the 30th. Most are of the type where one can try to explain them away using logic and scientific deduction. At the very least, comments like "there's surely a rational explanation for this" can be applied to these unusual effects.

Dreams and Nightmares

All PCs and, at the Keeper's discretion, NPCs should attempt POWx2 rolls on the 29th. Those who succeed are more psychically sensitive for the next few days and will experience unusual dreams or nightmares after they retire for the evening. The Keeper has several options for this.

1. Some will suffer acute nightmares, but awaken with no memory of their content. If they mention this to others who have also had nightmares, they might (correctly) deduce that they all awoke at the same time. SAN loss is one point if a SAN roll is fumbled. The Keeper should select a specific time the nightmares awaken everyone. Many within the lodge might be roused if some of the disturbed dreamers scream simultaneously.
2. One might have a dream of being buried alive and struggling to get to the surface. The dream is vivid and is actually a precognitive vision of the perception of one of the revenants who will rise the following night. When the dreamer awakens, he or she will be in a cold sweat and will find his/her fingernails bloodied as if they had been used to scratch at a coffin lid. There is no sign of anything that the person has scratched. SAN loss for the dream and its aftermath is 0/1.
3. A person who does not have a history of sleepwalking may do so at this time. This individual might roam the corridors and rooms, muttering under his breath things to the effect of "they'll be here soon." There is no SAN loss for this.
4. One might have a dream where he or she is a cadaver suffering through an autopsy. Unlike most dreams, this one is vibrantly real and the pain of the procedure is piercing. Worse, the dreamer cannot awaken and endures the entire process, witnessed the removal and examination of organs. From the point of view of the dreamer, the process is both agonizing and humiliating. The nightmare ends when the dreamer perceives the brain being removed from the skull. He or she awakens screaming and loses 1/1D3 SAN. Another 0/1D2 SAN is lost when a livid Y-shaped weal-mark is noticed on his/her chest in the morning. Throughout the day, the victim has a headache and feels as though a terrible beating has been sustained. By the late afternoon, all symptoms, including the weal-mark, are gone.
5. Another vivid nightmare involves the dreamer perceiving him/herself being buried. After what seems to be an eternity in a coffin, scrabbling sounds are heard from below. The nightmare concludes with the sound of rending wood and the feel of cold, damp, and powerful hands pulling the body into some foul-smelling tunnel below. The victim awakens in a cold sweat and loses 0/1 SAN.
6. One dreamer might mutter in his or her sleep. Anyone paying attention to the words will realize the person is speaking in a foreign language. The language is Gaelic, one which the dreamer should not be familiar with. In fact, it is unlikely any in the lodge except perhaps (by coincidence) a player character will even recognize the language. The dreamer is obviously disturbed by some nightmare, but awakens without any memory of it. What was being experienced were the final moments in the life of murder victim Sean Doohan (see page 37).

(continued...)

Unless they are forewarned, attempting to flee is not practical unless the group deduces the revenants are not after them. However, the INT 0 revenants will attack any human and some revenants will seek to grapple victims and bludgeon them into unconsciousness in order to get them out of the way. Such non-lethal attacks might be conducted on those not specifically impeding the revenants' progress toward the killer. Such attacks would be perceived in a wholly different light by the investigators who are almost sure to assume that the revenants are trying to kill them.

Resolution

There are several potential endings for "The Vengeful Dead." Fortunately, one of them, total destruction of the investigators, is unlikely simply because the revenants don't particularly want to kill them. The other possibilities are:

1. Hold out until dawn. If the killer has not been slain by then, the revenants will drop lifeless to the ground. They will

not return to life the next evening and the killer is very likely to have fled Floyd County by then.

2. Destroy all of the revenants. This is very unlikely due to the numbers involved and how they are arrayed against the lodge. However, if the Keeper places a limit on the number of revenants that are available, it is feasible to destroy them all. The best way to destroy a large number of them in one blow is to burn down the lodge while dozens of them are inside. Of course, this may also lead to deaths among NPCs and PCs who are probably holed up in various rooms in the structure.

3. The killer dies. If the killer dies, the revenants will all return to their graves. Any who have failed to reach their burial spots by dawn will drop lifeless to the ground. While they are attempting to return to their graves, they will take no offensive action and can be destroyed with comparative ease.

4. The killer escapes. If the killer perceives a likely avenue of escape, he or she will take it. If this succeeds, the revenants will shamble off in pursuit. Once the killer is beyond the picket line of revenants, he or she can keep ahead of most of them at

a simple walk. However, since more revenants are converging on the area all night, one might be able to throttle him/her at a considerable distance from where the attack commenced.

Aftermath

The nightmarish vision with which the people of Gage are greeted with is sure to make headlines throughout the state. Many of the recently buried dead at Gage Cemetery and at private plots on area farms will have been involved. Some of the deceased from as far away as Floyd have risen or attempted to rise. Even if the walking dead returned to their graves, they didn't rebury themselves. Most will be in frightful condition and exhibit signs of damage suffered in the fight at the lodge. It will take days to rebury them all and the sheriff's department will be at a loss to explain the catastrophe. Ultimately, outsiders will try to find logical explanations for the incident, but the people of Gage will be scarred for years. The Grandview Lodge's image will be permanently tarnished and it will quickly close once the current crop of guests has departed. All of the guests, including the investigators, will not be charged for their lodgings and will be reimbursed for transportation to their respective homes. If civil law suits are pursued, the details are up to the Keeper.

SAN Rewards and Penalties

Action or Event	Result
Bring the killer to justice	+1D6 SAN
Destroy a revenant **	+1D8 SAN
Witness the destruction of a revenant (this is not cumulative with "Destroy a revenant")**	+1D3 SAN
Survive with no humans being killed	+1D10 SAN
Each human killed (maximum of six SAN lost)*	-1 SAN
A close friend or relative is slain*	-1D8 SAN
Come into physical contact with a revenant.	-1D3 SAN

* Only one of these should be applied per character. However, the worst of the two results should be applied.

** Maximum SAN gain for each of these events is 8 and 3, respectively. If Investigators perform both, no more than 8 points can be gained in total.

NPCs

Lyle Hatchett, Gage constable

Nationality: American

Age: 29

Date of Birth: March 3, 1892

STR 15	DEX 14	INT 14	CON 16	APP 10
POW 11	SIZ 14	EDU 13	SAN 50	Luck 55

Paranormal Activity (cont.)

Mirror

In the lodge, one bathroom mirror of the Keeper's choice has an unusual effect. This will only be noticed if the mirror is being used, presumably by an investigator who is shaving or applying cosmetics.

There is a subtle change in one's reflection in the mirror. Anyone succeeding in both a Spot Hidden and an Idea roll will notice that the reflection is not a true reflection. It is, in effect, as if an exact duplicate of the person staring into the mirror were standing on the other side of the glass looking out. If a SAN roll is fumbled, one point of SAN is lost. The mirror remains in this bizarre state until dawn on May 1 when it returns to normal.

Drains

All throughout April 30 and until dawn on May 1, all drains (toilets and sinks) drain clockwise. This is the opposite of what is normal for the northern hemisphere. Because there is no running water or toilets in Gage, it is more likely that someone in the lodge will notice this than someone in town. The effect is confined to the several square miles around Gage and the lodge. Of course, if this is pointed out to others, many will likely disagree and state that there is nothing amiss. There is no convenient way to look this up in any book available at the lodge or in Gage.

Telephones

At dusk on the 30th, both of Gage's telephones short out as if they were fried by a power surge. There is no way to repair them. They must be replaced entirely. There are no spare telephones in Gage.

Power Failure

As the revenants approach the house, the lodge's generator will short out and cannot be repaired. The damage is so extensive that it must be replaced entirely.

HP: 15

Damage Modifier: +1D4

Education: secondary education, rudimentary law enforcement training

Skills: Boating 40%, Climb 51%, Conceal 44%, Drive Automobile 27%, Fast Talk 43%, First Aid 40%, Forensics 6%, Hide 69%, History 26%, Law 30%, Library Use 27%, Listen 50%, Natural History 26%, Land Navigation 43%, Persuade 46%, Psychology 38%, Ride 66%, Sneak 54%, Spot Hidden 55%, Swim 60%, Throw 57%, Track 11%, Zoology (of Virginia) 32%

Languages: English 71%

Attacks:

Handgun 38%; 1D10 damage (.38 revolver)

Rifle/Shotgun 36%; 2D6+4 damage (.30-30 lever-action carbine)

Fist/Punch 59%; 1D3+dm damage

Large Club 54%; 1D8+dm damage (carbine)

Matthew Quardley, Gage physician

Nationality: American

Age: 42

Date of Birth: January 16, 1879

STR 10 DEX 12 INT 13 CON 12 APP 11

POW 10 SIZ 12 EDU 14 SAN 45 Luck 50

HP: 12

Damage Modifier: +0

Education: secondary education, military training, personal studies

Skills: Accounting 16%, Anthropology 9%, Bargain 28%, Climb 45%, Conceal 38%, Dentistry 19%, Drive Automobile 25%, Embalming 61%, Fast Talk 44%, First Aid 56%, Forensics 8%, Hide 46%, History 27%, Law 10%, Library Use 51%, Listen 33%, Medicine 19%, Midwifery 67%, Occult 8%, Persuade 37%, Pharmacy 16%, Psychology 40%, Ride 38%, Sneak 20%, Spot Hidden 31%, Surgery 5%, Swim 45%, Throw 34%, Veterinary Medicine 23%

Languages: English 79%, Spanish 10%

Attacks:

Handgun 29%; damage dependent on what he obtains

Rifle/Shotgun 33%; 1D6+1 damage (single shot .22 bolt-action varmint rifle)

Joseph Campion Woerth, reporter for the *Floyd Republic*

Nationality: American

Age: 28

Date of Birth: December 2, 1892

STR 11 DEX 12 INT 15 CON 12 APP 12

POW 13 SIZ 11 EDU 14 SAN 59 Luck 65

HP: 12

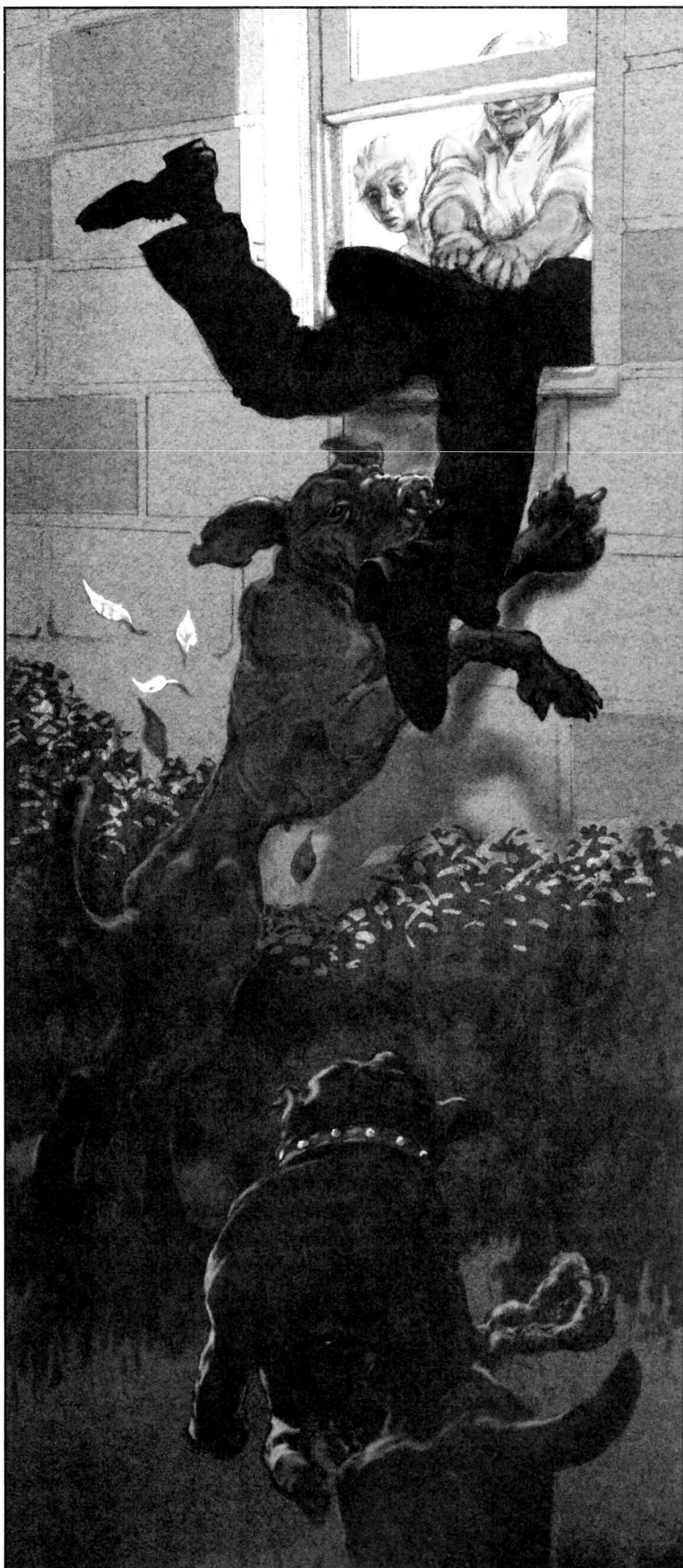
Damage Modifier: +0

Education: high school, personal studies

Skills: Accounting 21%, Bargain 50%, Fast Talk 68%, Hide 50%, History 29%, Law 11%, Library Use 35%, Listen 54%, Persuade 50%, Psychology 53%, Ride 28%, Sneak 30%, Spot Hidden 50%, Swim 27%, Throw 29%

Languages: English 79%

Attacks: none above base skill



No Escape

Grandview Lodge Staff

Name	Gender	Age	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	DM
Winnifred Bauerfe	male	31	12	13	12	15	10	11	14	12	50	15	+1D4
James "Jim" Greenacre	male	30	16	13	11	16	11	10	15	12	46	16	+1D4
Laurence Knowles	male	40	12	12	15	14	15	13	13	14	61	14	+1D4
Warren Murphy	male	17	15	14	14	16	16	14	14	12	68	15	+1D4
Oliver Peterson	male	32	18	14	15	18	14	14	17	14	68	18	+1D6
Adele Somes	female	38	13	11	12	12	8	10	15	10	42	14	+1D4
Carl Wallace	male	32	16	12	12	16	10	16	14	7	75	15	+1D4
Elaine Wallace	female	19	10	13	12	13	15	11	9	6	52	11	+0

Skills Common to All: at the Keeper's discretion

Languages Common to All: English (EDUx5)% (minimum 70%)

Carl and Elaine Wallace: English 60% (spoken), 20% (written)

Attacks Common to All: at the Keeper's discretion

- Winnifred Bauer:
 - Knife 40%; 1D3+dm damage (paring knife)
- James Greenacre:
 - Large Club 49%; damage dependent on weapon acquired
 - Small Club 57%; damage dependent on weapon acquired
 - Knife 50%; damage dependent on weapon acquired
- Laurence Knowles:
 - Rifle/Shotgun 36%; damage dependent on weapon acquired
- Oliver Peterson:
 - Rifle/Shotgun 40%; damage dependent on weapon acquired
 - Large Club 44%; damage dependent on weapon acquired
 - Small Club 46%; damage dependent on weapon acquired
 - Fist/Punch 56%; 1D3+dm damage
- Carl Wallace:
 - Large Club 45%; damage dependent on weapon acquired
 - Small Club 63%; damage dependent on weapon acquired

Grandview Lodge Guests

Name	Gender	Age	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	DM
Alicia Bardsley	female	17	11	15	18	14	18	15	10	13	75	12	+0
Vivienne Kenseth	female	26	10	11	14	12	13	9	10	13	40	11	+0
Patrick McCaughrey	male	29	15	14	14	17	14	11	14	15	49	16	+1D4
Richard Milner	male	30	13	10	12	12	11	12	13	13	57	13	+1D4
Lorraine Milner	female	24	9	11	12	12	12	11	9	12	53	11	+0
Clayton Sommers	male	45	10	12	15	11	10	12	12	21	54	12	+0
Myron Stevens	male	60	8	9	15	10	10	13	12	20	59	11	+0

Skills Common to All: at the Keeper's discretion

Languages Common to All: English (EDUx5)% (minimum 70%)

- Alicia Bardsley: English 79%, French 48%
- Clayton Sommers: English 105%, Old English 88%, Middle English 100%, French 69%, German 80%, Latin 20%
- Myron Stevens: English 100%, Demotic Egyptian 71%, Hieratic Egyptian 45%, Hieroglyphic Egyptian 54%, Greek 77%, Latin 70%, Phoenician 41%, Sumerian (cuneiform) 67%

Attacks Common to All: at base level only

- Alicia Bardsley:
 - Rifle/Shotgun 29%; damage dependent on weapon acquired (she has experience at quail hunting)
- Patrick McCaughrey:
 - Handgun 43%; 1D10+2 damage (if he has his .45 pistol)
 - Rifle/Shotgun 39%; damage dependent on weapon acquired
- Myron Stevens:
 - Handgun 30%; 1D8 damage (.41 derringer)
- Richard Milner:
 - Rifle/Shotgun 31%; damage dependent on weapon acquired



Revenants

The statistics for revenants provided here can be used and reused as necessary. The Keeper should also feel free to adjust them or add revenants of his/her own creation for more variety.

	Gender	STR	DEX	INT	CON	POW	SIZ	HP	DM	Move	SAN Loss	Notes
Armless Revenant	male	10	5	3	18	1	11	15	+0	5	0/1D8	can only Bite
Autopsied Revenant	male	11	2	0	14	1	11	13	+0	4	1/1D8	
Bald Revenant	female	12	15	2	15	1	8	12	+0	9	1/1D6	
Bleated Revenant†	male	13	3	1	15	1	18/12	14	+1D4	3	1/1D8	see Special
Bog Revenant*	female	8	8	3	16	1	9	13	+0	7	1/1D8	POT 7 Bite
Confederate Revenant	male	14	6	2	14	1	14	14	+1D4	6	1/1D8	see Special
Decrepit Revenant	male	15	6	1	16	1	14	15	+1D4	4	1/1D8	
Dessicated Revenant	male	3	2	1	3	1	8	6	-1D6	4	1/1D8	POT 1 Bite
Drooling Revenant	male	18	6	1	19	1	15	17	+1D6	6	1/1D8	POT 14 Bite
Elderly Revenant	female	9	4	1	14	1	8	11	+0	4	1/1D6	
Fresh Revenant	male	18	15	5	16	1	14	15	+1D4	9	0/1D6	POT 1 Bite
Fungal Revenant*	female	14	4	1	14	1	14	14	+1D4	4	1/1D8	POT 10 Bite
Gamy Revenant*	male	16	6	2	15	1	15	15	+1D4	5	1/1D8	POT 8 Bite
Ghost Revenant	male	14	14	5	17	1	14	16	+1D4	10	1/1D8	
Ghoul Revenant	male	25	13	2	26	1	15	21	+2D6	6	1/1D8	see Special
Great Dane Revenant	male	9	7	0	10	1	8	9	+0	10	0/1D6	see Special
Groaning Revenant	male	15	12	2	17	1	13	15	+1D4	6	1/1D8	
Headless Revenant	female	23	2	0	22	1	18	20	+2D6	3	1/1D8	Spot Hidden 0%
Howling Revenant	male	18	13	2	17	1	15	16	+1D6	8	1/1D8	
Juicy Revenant*	male	11	3	1	13	1	13	13	+0	5	1/1D8	POT 8 Bite
Lake Revenant	female	13	3	2	15	1	13	14	+1D4	6	1/1D8	
Limping Revenant	male	16	2	3	15	1	14	15	+1D4	4	1/1D8	
Naked Revenant	male	20	8	4	19	1	13	16	+1D6	9	1/1D8	
One-eyed Revenant	male	19	3	2	19	1	13	16	+1D4	5	1/1D8	Spot Hidden 25%
Putrescent Revenant†	female	10	5	1	12	1	12	12	+0	7	1/1D8	see Special
River Revenant	male	17	4	1	17	1	13	15	+1D4	6	1/1D8	
Rottweiler Revenant	female	9	8	0	10	1	8	9	+0	11	1/1D6	see Special
Shrieking Revenant	female	10	14	1	15	1	11	13	+0	9	1/1D8	
Skeletal Revenant	unknown	4	5	1	6	1	8	7	-1D6	4	1/1D8	
Skinless Revenant	female	16	8	3	17	1	14	16	+1D4	6	1/1D8	
Slavering Revenant	male	19	5	2	19	1	15	17	+1D6	5	1/1D8	POT 10 Bite
Tall Revenant	male	19	5	3	20	1	18	19	+1D6	8	1/1D6	
Thin Revenant	female	16	6	3	18	1	12	15	+1D4	8	1/1D6	
Toothless Revenant	male	15	5	2	17	1	15	16	+1D4	6	1/1D8	cannot Bite

Skills Common to All: Disguise Witnesses 100%, Listen 30%, Relentlessly Pursue the Killer 100%, Spot Hidden 35%

Attack Common to All:

- Fist/Punch Attack 35%; 1D3+dm damage
- Bite Attack 30%; 1D3 damage plus infection (see special)
- Bludgeon Attack 30%; damage dependent on what type of club or club-like object is used
- Knife Attack 30%; damage dependent on weapon
- Grapple Attack 35%; see special

Armor:

- Impaling weapons do one point of damage
- Shotguns do minimum damage
- Small impaling weapons (penknives, hat pins, and perhaps even small caliber bullets) do no damage

Special Common to All:

- Revenants are impervious to most environmental extremes and cannot be poisoned. Acid and fire have normal effect, but will not slow a revenant's progress until the damage reaches a catastrophic level.
- Revenants with INT of 0 have little or no functional brain matter. They are operating on instinct alone. They will not act independently and simply travel and attack as part of the pack. They will attempt to kill anyone (except other revenants) they can reach, but will choose the killer over other targets in their proximity. Unconscious and deceased people are ignored as are people who feign death.
- Infection. Revenant bites tend to cause infection. Each time a victim is bitten for more than one hit point of damage, a roll on the Resistance Table must be attempted, pitting the victim's CON against a POT rating of 6. Some revenants have different POT ratings. Failure on this die roll means that the wound becomes infected. If not properly treated, gangrene or something similar may set in (Keeper's discretion based upon post-scenario CON rolls) leading to major surgery, prolonged hospitalization, amputation, or death.
- Grapple Attack. If a target is successfully grappled, in each subsequent round the revenant will automatically bite its victim unless it fumbles a die roll. The target may struggle free if he or she wins a STR versus STR contest on the Resistance Table. Others may assist the

victim in this which adds their STR to the victim's for the purpose of this roll. Conversely, if one revenant has successfully grappled a victim, those nearby can automatically strike the victims in subsequent rounds and automatically hit unless they fumble their attack rolls.

• Nausea. All of the revenants are pretty nasty, but a few are especially vomitous. Those highlighted with an asterisk (*) are nauseating. In these cases, anyone in close proximity to such a revenant must attempt a CONx5 roll due to the odor and sight. Failure means the victim spontaneously vomits and loses one round of action for every ten percentiles (or fraction thereof) the roll was missed by. Those highlighted with a cross (+) are especially nauseating and force humans to attempt CONx4 rolls to avoid the same effects as above.

Special Revenants:

• Bloated Revenant. This fine fellow contains copious amounts of gas generated by the bacteria that is facilitating his decomposition. If he suffers more than one hit point of damage, he will burst and expel these noxious fumes with an audible squeal. All within thirty feet will be caught in this minor blast. SAN loss is 1/1D6. Victims must also succeed in CONx4 rolls or be overcome by the noisome odor for 1D6 rounds.

While incapacitated, the revenants (including those with 0 INT) will ignore them. Anyone who fumbles the CONx4 roll loses one hit point. Worse, the Bloated Revenant is not destroyed by this gas. He is simply renamed Flabby Revenant and continues on his merry way.

• Canine Revenants. Two of the revenants are dogs. They are the Rottweiler Revenant and the Great Dane Revenant. They can only Bite, but inflict 1D6 damage (plus infection) when they do so. They are affected by the problems with INT 0 described above.

• Confederate Revenant. This is a Confederate cavalry officer who has risen from the grave. He is the oldest revenant, but is unusually well-preserved. Wearing the tattered remnants of a Confederate uniform, he is armed with a corroded, but still effective sabre. His Sabre Attack is 28% and the damage inflicted in 1D8+1+dm. If he fumbles an attack roll, the blade breaks due to the corrosion. He also has an old percussion dragoon revolver in a flapped holster, but it is rusted solid. Keepers should feel free to terrorize the PCs with the pistol wielding revenant nonetheless.

• Ghoul Revenant. This is a ghoul that has risen as a revenant. Physically, he is the most powerful one in the scenario. He is treated like the human revenants except for two things. First, his attacks are Claw Attack 40% and Bite Attack 35%. The Claw Attack does 1D6+dm damage and the Bite Attack does 1D6 damage. He will not "worry" his victims like a normal ghoul. Both his Bite and his Claws have a POT ratings of 8. He also has a thick hide. In addition to the inherent armor rating provided revenants, damage from firearms is halved.

• Putrescent Revenant. Through no fault of her own, this particular revenant is foul and disgusting beyond all imagining. The infection POT rating for her bite is a whopping 15. Anyone simply coming into physical contact with her must still attempt at least one roll on the Resistance Table. To avoid getting some sort of mild disease (common cold, influenza, or whatever), the victim must pit his or her CON versus the revenant's general POT of 4. Failure (fumbled rolls always fail) means the victim will contract a debilitating, but probably not life threatening disease that takes effect within forty-eight hours of contact. This is in addition to the possibility of her inducing nausea in those around her (see above).

A Note from Playtesting

During the author's playtest, the killer was Patrick McCaughrey. As night descended on the lodge, no one saw the advancing horde of revenants. Their presence was announced when several simply knocked on the front door. Warren Murphy answered only to be unceremoniously yanked outside. Within moments, revenants were pouring into the lobby and were attempting to break through more than half of the ground floor windows. An attempt by one player character to flee the house out a back window was foiled when undead dogs showed up.

After an initial struggle, the investigators and many of the NPCs holed up in the manager's office. Doors and windows were barricaded and the storeroom was plundered of useful items. The group wisely decided to cut their way through the ceiling and try to escape to the second floor. This plan worked though the group was never able to escape the house. They ultimately ended up in the attic. They were more than mildly disturbed when the walking dead started using tools to batter down doors and ladders to try to get into the attic.

The group also deduced from the revenants' pattern of movement and attacks that Patrick McCaughrey was something special. At one point, they found evidence of his crimes (trophies from victims such as pickled human hearts) in a blanket chest in his bedroom. Though they were ready to feed him to the undead, he was able to instill reasonable doubt by claiming the contents of the chest weren't his. He argued that they must belong to a previous guest or perhaps one of the missing hotel staffers. His lies succeeded in duping the group, but only extended his life by an hour or two. Patrick was later killed, but by the revenants, not by the investigators. With his death, the undead tide receded.

Player Aid #3

ACCIDENT KILLS GAGE MAN

Late Monday afternoon, a piece of heavy equipment at the Gage gravel pit and quarry overturned, killing worker Ronald Scott. Mr. Scott was the last worker at the site and his remains were found the next morning. This is the first serious accident to have occurred at the quarry. Mr. Scott has no next of kin and is scheduled to be buried today in Gage.

-Floyd Republic,
March 23, 1921

Player Aid #2

THEFT AT FLOYD MERCHANT

Edgar Simon of Simons & Sons Goods in Floyd reported to the sheriff the theft of one case of dynamite from his store. The incident occurred sometime on Saturday evening or early Sunday morning.

-Floyd Republic,
March 2, 1921



The Ghoul Revenant

Player Aid #1

SILO EXPLOSION
INJURES ONE

Monday afternoon, a silo located on Maxwell Sands' farm one mile south of Willis exploded. The accident occurred as grain was being loaded into a wagon for transport to Floyd. Caleb Sands, 19, son of Maxwell, was injured slightly by flying debris. The silo and its contents were a total loss. Maxwell Sands later claimed that he witnessed an "orb of fire" in the vicinity of the silo shortly before the blast, but would not elaborate.

-Floyd Republic,
February 9, 1921

Player Aid #5

FLOYD COUPLE
MISSING

John and Elizabeth Kiel of Kiel's Farm near Floyd have been missing since Monday, according to Floyd County Sheriff Daniel Watson. The disappearance was reported by a neighboring farmer, Frank Brooks, who regularly assisted John Kiel with chores since an accident three years ago left him with a crippled left leg and arm. Sheriff Watson has asked the public to report anything pertaining to this case to his office in Floyd.

-Floyd Republic,
April 13, 1921

Calendars, 1921

Dates circled are days of the full moon, while underlined dates are days of the new moon.

March

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	<u>9</u>	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Player Aid #4

LIGHTS IN SKY

Several people in Simpsons and on nearby farms reported seeing a strange light in the sky around 10:00 P.M. Saturday. Most described it has a single bright white light though a few reported seeing a pair of such lights. All were certain that they were not seeing an airplane since there was no engine noise and the light was moving too fast. Most agree that the light was visible for five to ten minutes before disappearing into the distance.

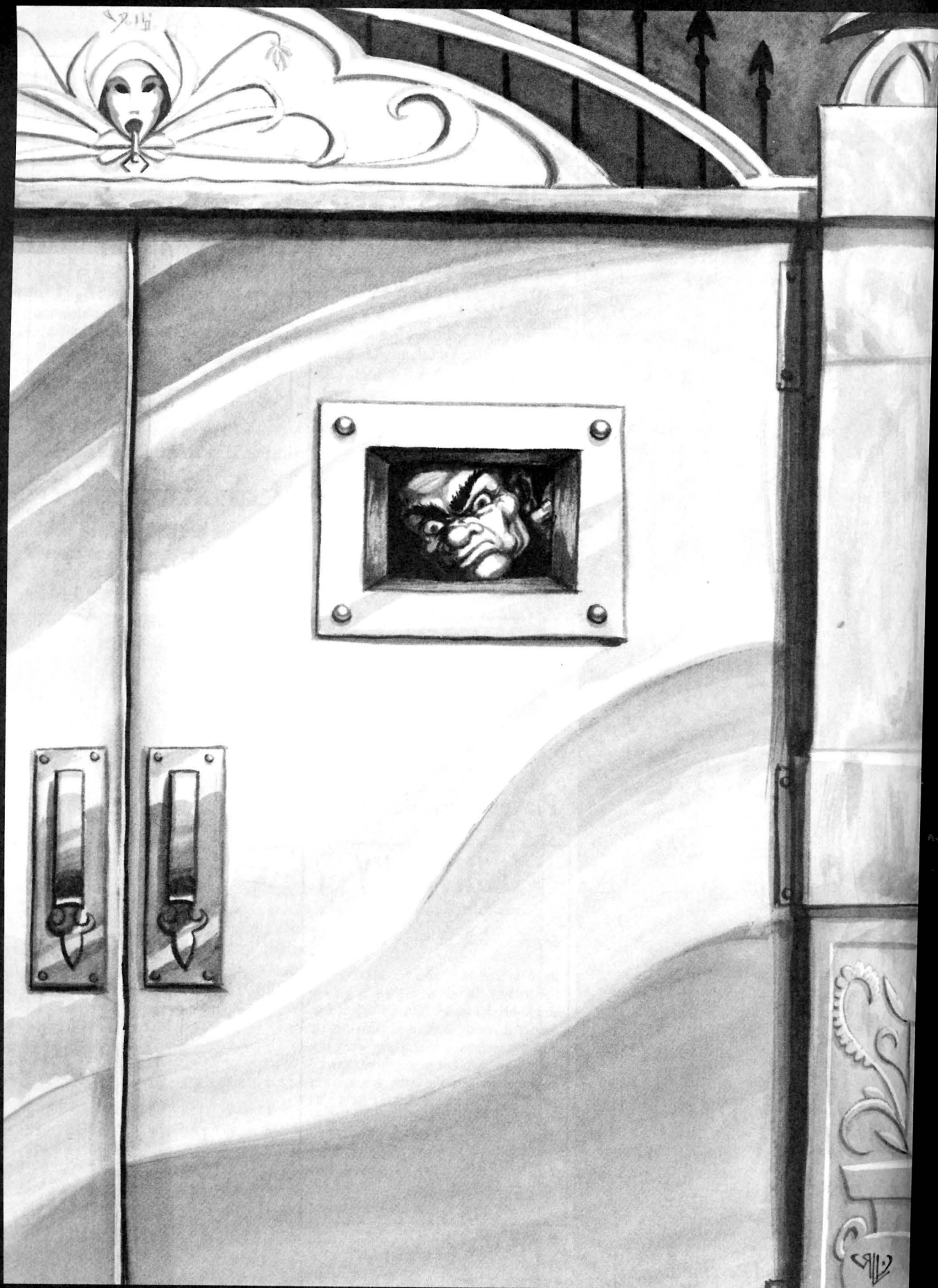
-Floyd Republic,
April 6, 1921

April

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	<u>8</u>	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

May

S	M	T	W	T	F	S
1	2	3	4	5	6	<u>7</u>
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				



The Bitter Venom of the Gods

DETAILED CONTENTS

INTRODUCTION	P.50
Transition	P.50
The Gallery Family	P.51
PART I: ALICIA'S PLIGHT	P.56
Research	P.56
Meeting Alicia	P.58
Gallery House	P.58
PART II: THE DAMSEL IN DISTRESS	P.63
Investigative Options	P.63
Reinforcements	P.63
Intrusion	P.63
Obvious Surveillance	P.64
Subtle Surveillance	P.64
The Sheriff	P.64
Hiring Private Investigators	P.65
Background Investigation	P.65
The Midwife	P.68
PART III: THE LONG FIGHT	P.69
The Gallerys Respond	P.69
Harold's Spells	P.69
Destroying the Statue	P.71
SAN REWARDS AND PENALTIES	P.71
NPCs	P.71
DISEASES	P.74

Introduction

The Bitter Venom of the Gods" is designed to be a kind of sequel to "The Vengeful Dead". The basic setup makes several assumptions which may not pertain to all player groups. In the aftermath of "The Vengeful Dead", some or most of the surviving NPCs will want to maintain some sort of contact with each other and the investigators. A sense of comradeship generated by a common experience, combined with most being of similar social standing will engender some element of friendship in them. This assumes, of course, that the investigators acted honorably during the revenant attack. Those who acted in a cowardly or otherwise dishonorable manner will be ostracized by other survivors of the incident. If all of the investigators were less-than-honorable, they will be unqualified for this scenario.

Virtually any player character can take part in this scenario. The basic qualifications are that at least one be a trusted friend of Alicia Bardsley and, if possible, be of similar social standing. The scenario's initial portions should set the stage for the introduction of other characters.

The scenario opens with Alicia Bardsley contacting one or two of her PC friends from "The Vengeful Dead" (or other

PCs that fit the aforementioned qualifications). It is Monday, July 3, 1922, and the selected investigators each receive her telephone call. She makes an unusual request. She explains that on May 1, she accepted a marriage proposal from a man named Robert Gallery. Over her father's objections, she went so far as to move into the Gallery home at the end of the semester (in June). This is highly inappropriate behavior for the time, but she insists she was chaperoned and that her actions were in no way scandalous. Socially conservative or even mainstream individuals would likely disagree. After a month in the Gallery home, she reconsidered her decision to marry Robert and abruptly left. She is rather vague about her reasons, but they involve, in part, her desire to complete her education. It seems this would not have been possible were she to marry into the Gallery family. A successful Psychology roll during the conversation makes it clear that there are more reasons, but the situation is too private or embarrassing for her to discuss openly with even her closest friends.

Though she has left Gallery House, she wants to return to retrieve some personal effects and settle a few lingering affairs. She does not, however, want to go unescorted. She wants one or two of her trusted friends to accompany her to the Gallery plantation. They will likely have to remain at the gate, but

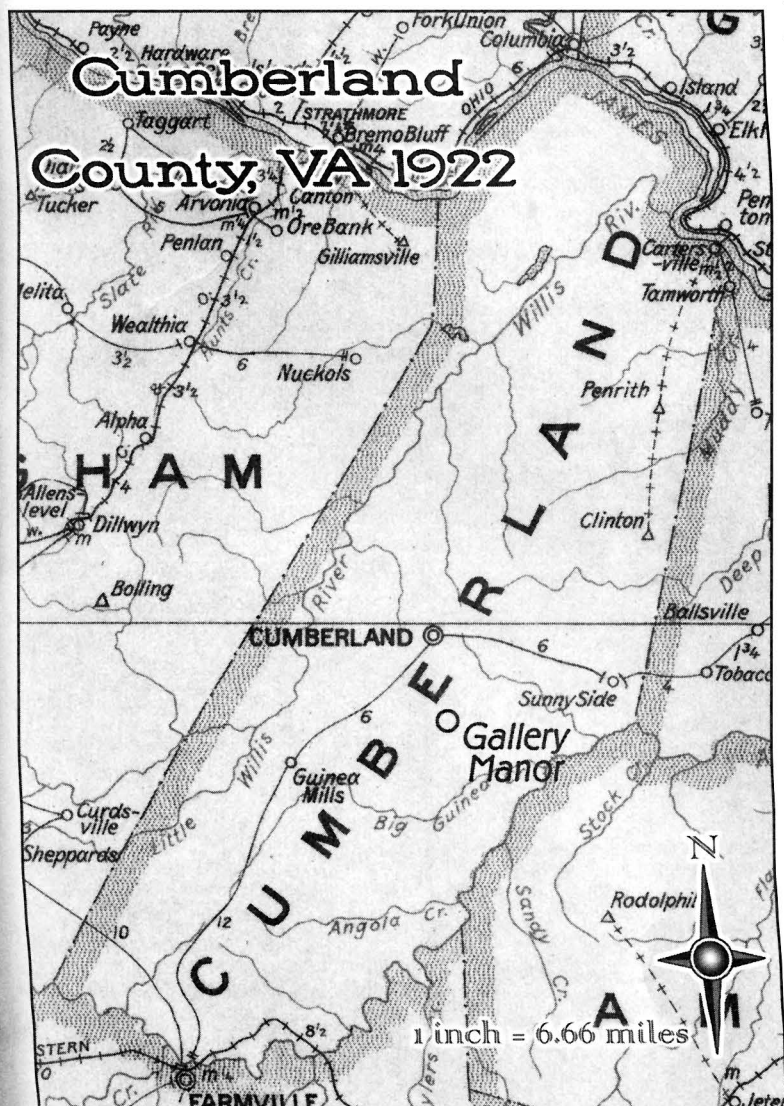
their presence will help preserve what remains of her personal reputation. A second successful Psychology roll will reveal that she may be mildly concerned for her own safety, though she never mentions any specific threat or suspicion. Any attempt to get her to provide more details will fail. At the very least, it is apparent Alicia is very embarrassed by this whole affair and wants to put it behind her as soon as possible.

Transition

More than a year passes between the end of events in "The Vengeful Dead" in May of 1921 and the beginning of "The Bitter Venom of the Gods" in July of 1922. Events take place during this time that the Keeper can use to help enhance the relationship the PCs have with survivors of the revenant attack at the Grandview Lodge. Three of the NPCs from that event are of special importance. They are Alicia Bardsley, Clayton Sommers, and Myron Stevens. The information here assumes, of course, that all three survived "The Vengeful Dead" and that none were the killer in that scenario.

Alicia Bardsley

In August of 1921, Alicia entered William and Mary College where she is studying European languages and history. She has proven to be a superb student, excelling in all areas of study. At the same time, she has been popular and deeply involved in campus social activities. Though exceptionally busy, she still finds time to maintain contact with her family and friends, including those who survived the revenant attack. She is an avid letter-writer and will, where possible, visit friends and relatives who are within a reasonable distance (Keeper's discretion). At no time will she strike up a romance



with a player character.

Several prospective suitors have pursued Alicia. The most significant is twenty-five year old Robert Owen Gallery. He is the youngest surviving son of Noah Gallery and a member of the prominent and wealthy Gallery family. Robert is something of a dilettante and met Alicia during a French class they shared. After a whirlwind romance, he proposed marriage on May 1, 1922, and she accepted. After the close of the semester (early June), Alicia moved into the Gallery home in anticipation of an August wedding. This was done over her father's objections. He was concerned about her reputation and the fact that he barely knew Robert. Only a few weeks later, she fled the Gallery home. She never imagined the kind of household it was. The family was run in an autocratic manner by Robert's grandfather, Harold. Female family members were treated as mere lackeys. The few servants on the premises were treated even worse. Wives and daughters were denied all forms of education and Alicia gradually came to the conclusion that they were little more than baby factories. Within the walls of Gallery House, even her beloved Robert became a hateful fiend. A brief encounter with the abused Penny Gallery was the final straw. Alicia was unwilling to tolerate this and quietly left in the middle of the night.

Clayton Sommers

Dr. Sommers is a superior scholar whose personal interest in folklore and the supernatural has hampered his professional career and interfered with his ambitions to become a university professor. He is an author and lecturer and has seen sufficient success to make a living, though not a lavish one.

Since the events of last year, Dr. Sommers has taken to writing pulp fiction to help pay the bills. Writing under the pen-name of Stephen Waldis, he has written several weird fiction short stories that, not surprisingly, feature the living dead. He has been careful to keep his true identity separate from his fiction, fearing the effect it might have on his scholarly efforts.

If the investigators maintain some sort of close relationship to him, they will be aware of his fiction writing. They should also know he is something of an authority on ancient religions, folklore, and history. He is ideal to seek out as a consultant on the religions of Sumeria, Babylonia, and Assyria. Though he has not studied these religions lately, he has a strong background in the subject and can answer many general questions. His personal library includes most major works on the subject, making research swift and comparatively easy. Dr. Sommers will be genuinely concerned for Alicia and will offer to assist the investigators if he learns she is in danger.

Dr. Sommers owns a 1919 Ford Model T. He lives in a small house in Lakeside, Virginia, a small town just north of Richmond. Should he choose to drive to Cumberland County, he can cover the sixty or so road miles in approximately half a day.

Myron Stevens

Dr. Stevens returned to his position as a professor of ancient languages at Lynchburg College. He is now considering retirement, but remains very active both physically and mentally.

Nothing of note has happened to him since May of 1921.

Dr. Stevens' knowledge of ancient languages, especially Sumerian, could be of great importance in the scenario. If the investigators recover some of the ancient clay tablets (described later) or learn of their existence, he is a logical person to seek out. He is known to the group, has a preexisting relationship with them, is conveniently located, and is inclined to help them. Like Dr. Sommers, he will be genuinely concerned for Alicia and will want to assist if she seems to be in danger.

Dr. Stevens owns a 1920 Ford Model T. Since he lives in Lynchburg, he is likely to make the drive to Cumberland which is only three counties away. The straight line distance is approximately forty miles, but the road distance is nearer sixty. Given the road conditions, a drive would take half a day.

Personal Development

The Keeper should ask each player to account for the activities of his character during this transitional period. Two skills checks of the player's choice may be applied to his or her character in skills that were used during this period. The Keeper has the final say on which skills are affected. In most cases, they should be applied to skills that are part of the character's chosen profession.

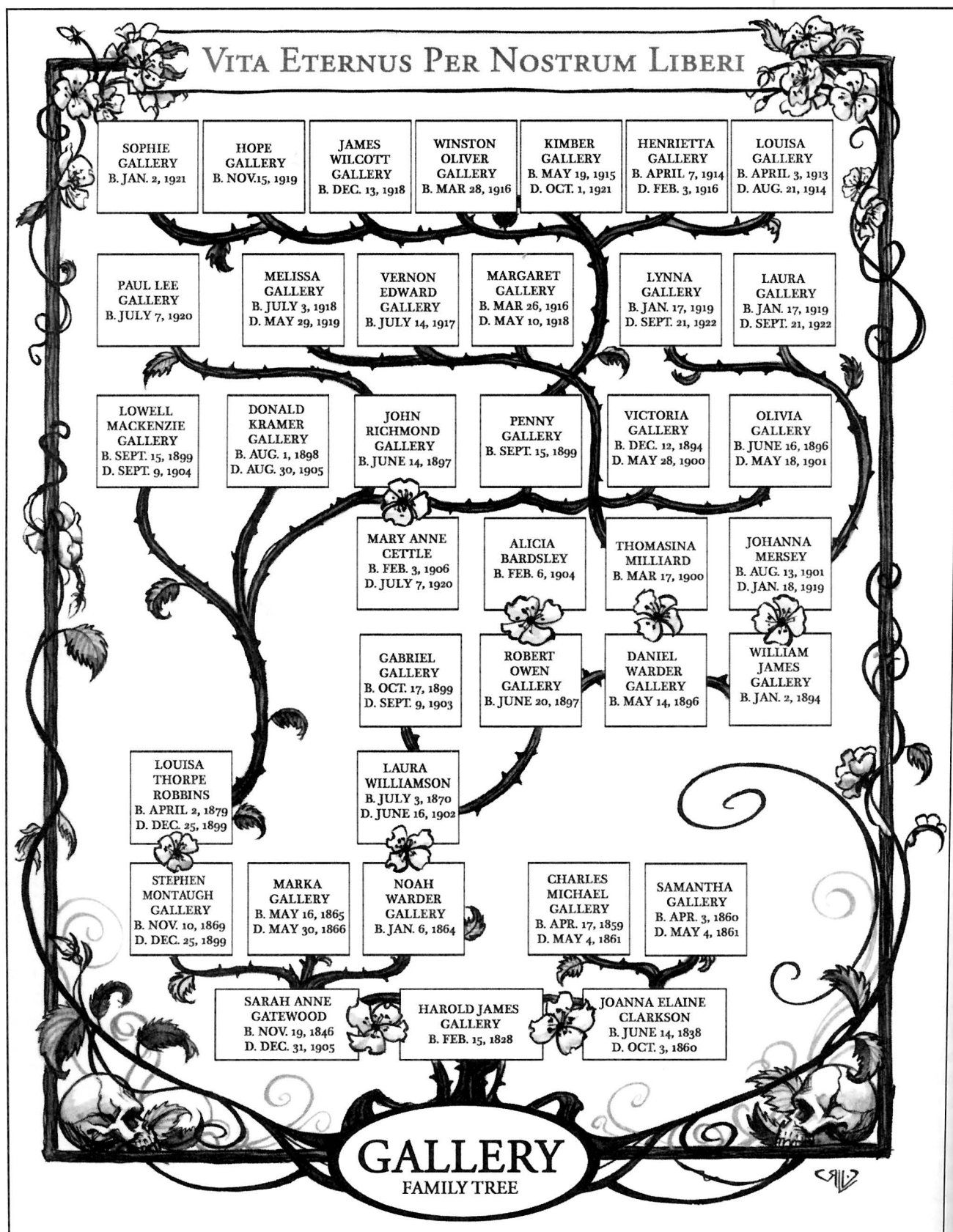
In addition to character development, the Keeper should require each player to note his or her character's city or town of residence, what family or dependents he or she has, and what career or job duties may conflict with Miss Bardsley's request. Family members might later be targeted, causing some investigators to spend time protecting them rather than pursuing the enemy.

The Gallery Family

The Gallery family has been prominent in business and banking for the past four decades. The family's roots predate the American Revolution and up until the Civil War, they were wealthy landowners. Their fortunes changed when Harold James Gallery became the family patriarch.

Harold Gallery was born in 1828 and was provided all of the advantages available to an affluent Virginia family. He attended William and Mary College from 1845 to 1848, achieving top grades and earning a degree in history. Indulging his fascination with ancient history, he joined the privately funded Warder Expedition to Mesopotamia. The expedition explored and surveyed Babylonian, Sumerian, and Assyrian ruins from 1850 to 1853. During the winter months, most expedition members spent time in Palestine, Alexandria, and Athens. In August of 1853, all contact with the Warder Expedition was lost. It was last known to be in the area of the ruins of Erech (Uruk) near the river Euphrates.

In 1854, Harold Gallery unexpectedly disembarked from a British ship in New York City. He quietly returned home bearing with him several tons of crated goods. These turned out to be antiquities brought from Mesopotamia with great difficulty and at great expense. Hundreds of clay tablets, statues, pottery, carved stones, and myriad other artifacts were carefully and discreetly transported by rail and wagon to the Gallery planta-



tion in south-central Cumberland County, Virginia.

The fate of the Warder expedition has never been explained. Most of the next of kin are British citizens and are unaware that Gallery survived. The expedition was lost in part due to Gallery's deliberate betrayal of them to local bandits. Discov-

eries made in the desert were of such personal importance that he was unwilling to allow witnesses or competitors to live.

During the expedition, Gallery and some other expedition members were exposed to long-dormant supernatural elements. One of their greatest discoveries was a ruined temple

buried under a massive pile of debris. When it was unearthed, they discovered a large library of mostly-intact clay tablets. Many were mundane administrative documents, but others were literature and religious texts.

In Sumerian tradition, statues of deities were believed to, in the literal sense, house the spirits of the entities they represented. In their earliest forms, deities were demons rather than gods and goddesses of later European tradition. As centuries passed, these demons developed into the more familiar forms that are known today.

While in Mesopotamia, Harold Gallery became obsessed with the Sumerian, Babylonian, Hittite, and Assyrian pantheons. He began to quietly study and, later, worship various entities, particularly those of greatest antiquity. His command of ancient Sumerian was nonexistent at this time. After a brief stay in Virginia, he resumed his travels. He returned to Europe where he attended universities in Paris, Berlin, and Rome. His studies were primarily in the areas of ancient languages, religions, and archaeology. Benefitting from a natural aptitude for languages, he became fluent in ancient Greek and learned what little was known about Sumerian. This combined with

his intense interest in the subject, led to a comparatively swift learning process. Though he never earned any degrees, he is a bona fide authority on the civilizations of the region of Mesopotamia from the beginning of recorded history through the Roman period.

In the summer of 1858, Harold's father, William, died. Harold quickly returned home to assume his position at the head of the family. Though this interrupted his studies, he had been anxious to return home and re-examine his Mesopotamian artifacts. Of special interest were the hundreds of clay tablets which turned out to be a fount of knowledge on Sumerian religion and magic. One of his greatest frustrations was his inability to read them. If he had been able to, his knowledge of the black arts would have increased dramatically in a short span of time.

Another major event in Gallery's life in 1858 was his marriage to Joanna Clarkson, the only daughter of a wealthy plantation owner near the Gallery estate. The romance seemed to the public to be idyllic. The reality is Gallery simply wanted access to Phillip Clarkson's wealth. Joanna was the sole heir to his estate.

The Warder Expedition

The Warder Expedition to Mesopotamia was named for and funded by Nigel Morgan Warder, the son of a wealthy British wool merchant. Nigel was something of an adventurer. His education was limited to a year in Cambridge after which he left to pursue his many personal interests. The expedition to Mesopotamia was to be a combination of several of these: travel, archaeology, history, ancient cultures, and danger.

The expedition was intended to be a four year endeavor. It was to take a team of like-minded men into Mesopotamia to explore the region's many ruins and archaeological wonders. Legitimate science was barely a part of this. Though they intended to explore and survey, their accomplishments were more akin to looting and pillaging.

Led by Nigel Warder, it consisted of four Englishmen, a Canadian, and an American (Harold Gallery). The group arrived by ship in Basra in April of 1850. They spent the next several months exploring the ruins of Ur and Larsa. During the winter months, they traveled through Egypt, Palestine, and Syria, acting more like tourists than adventurers or scholars.

In the spring of 1851, the group returned to Mesopotamia where they explored and surveyed the remnants of Nippur, Kish, Ctesiphon, and Babylon. They also visited Baghdad where they purchased a number of antiquities on both the open market and the black market. Many of these were shipped back to England. In the final months of the year, they traveled to Constantinople and spent the winter months there.

Returning in 1852, they ventured to Erech (Uruk) where they lingered for most of the year. At this time, they actually began to excavate a mound which concealed a collapsed temple structure. From the ruins, which required much of 1852 and part of 1853 to excavate, they extracted hundreds of clay tablets. Their source appeared to be a temple archive. Those that were severely damaged were left behind; only specimens in comparatively good condition were taken. They even went so far as to remove great statues, inscribed bricks, and other artifacts. Though they were cloaked in the guise of scholarship, the men of the Warder Expedition were still little more than looters.

Unbeknownst to them, the temple was dedicated to the god-demon Ura. This entity's main function was to inflict disease and death on humanity. Sumerian tales (untranslated in the 1850s) of Ura state that he genuinely wanted to destroy humanity, but was convinced by other entities not to. He agreed to spare any who venerated him, but to continue to inflict disease, suffering, and death on those who failed to properly acknowledge him.

The spirit of Ura, or an entity masquerading as him, was lodged within one of the great statues removed from the broken structure. The entity began to exert an influence on a few of the expedition members including Harold Gallery. Eventually, Gallery acted on this influence. Without knowing exactly why, he betrayed the expedition to a group of bandits by telling them that the foreigners had discovered a cache of gold and silver in the ruins. The bandits swept down on them on one fateful night in August of 1853, killing all and looting the camp. Having no use for the bulky (and apparently valueless) statues, tablets, and other antiquities, the bandits left these behind. Harold was careful to watch the entire scene from a place of hiding several hundred yards away.

With the destruction of Nigel Warder and his comrades, Gallery had no competition for the items he coveted. He managed to eventually get the entire lot along with other items acquired in Baghdad and Basra transported to the United States. No news of the expedition ever reached England and it is believed that all were slain by desert bandits. None of the next of kin in England or Canada learned what Gallery did or that he survived.

The couple quickly had two children, Charles in 1859 and Samantha in 1860. When Phillip Clarkson died on September 9, 1860, Gallery found little reason to keep Joanna around. She was a willful woman who he could not easily control. Among his concerns were that she would provide information about his unusual interests and activities to Virginia society. She became his first sacrifice to the dark gods.

Her sacrifice was the first step toward true power. His ability to benefit from it was severely limited because of his ignorance of Sumerian mythology, magic, and language. In a failed attempt to gain the favor of dark gods and demons, he sacrificed his children at the base of a statue of the plague-demon Ura. Nothing was gained by this though Harold sensed that he was on the right track.

Gallery's second marriage was to Sarah Anne Gatewood in 1863. Sarah was a pliant, submissive, and easily controlled woman. Before her death from liver cancer in 1905, she gave birth to two sons and one daughter. Her daughter, Marka, died of influenza shortly after her first birthday. Her sons, Noah and Stephen, lived to adulthood.

Harold Gallery maintained a respectable public front. He managed the family's assets well and in the 1870s and 1880s succeeded in diversifying his wealth. Departing from the family's tradition of agriculture and land speculation, he invested in businesses and banks. The family's finances are in the peak of health by 1922.

Privately, Harold continued his pursuit of knowledge about Sumerian lore and language. By 1900, scholars had largely mastered the language though there remains some areas of difficulty even to this day. Harold was able to obtain a strong personal knowledge which enabled him to finally read many of the tablets he looted from the ruin site in Erech.

After gathering much knowledge of Sumerian lore from his personal library of clay tablets, Harold was able to properly contact and converse with the plague-demon Ura. He even permitted the entity to possess him at times. He has no memory of what transpired during these episodes, some of which

lasted for days, but benefitted by gaining near total fluency in Sumerian. In the autumn of 1899, he decided to commence human sacrifices once again.

Believing that the only proper sacrifice to Ura was one's own blood relations, Harold demanded that his sons give some of their children to him for the purpose. Aside from wanting to please his god, Harold was testing his family's loyalty. He had long ruled over them as a despot, controlling virtually every aspect of their lives. He approached his most strong-willed son, Stephen, and demanded the life of his oldest daughter, Victoria. Stephen and his wife Louisa understandably balked at this idea. Unlike his older brother Noah, Stephen was not a

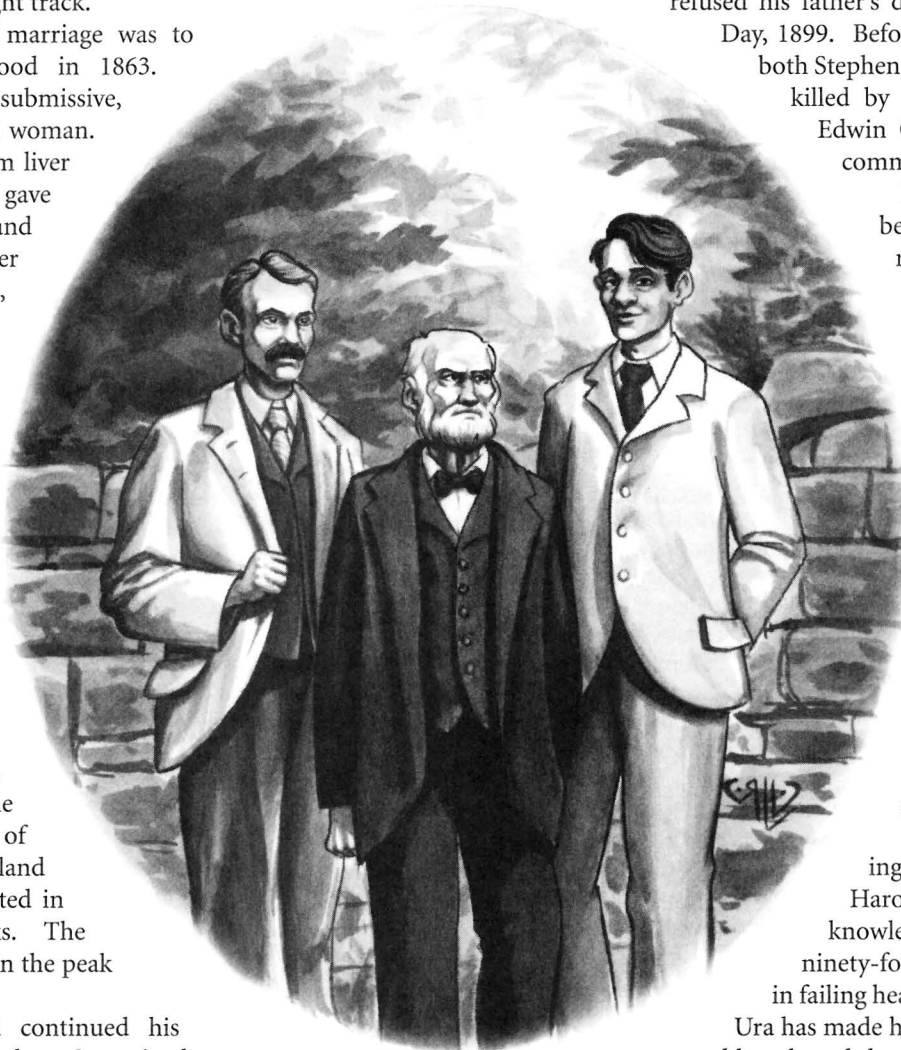
complete toady. After some consideration, he flatly refused his father's demand on Christmas Day, 1899. Before the end of the day, both Stephen and Louisa were dead, killed by Noah and a servant, Edwin Qualls, at his father's command.

Harold believes that to best please Ura, children related to the priest must be slain before the great statue during the time of a total solar eclipse. Victoria was the first child to die, being sacrificed on May 28, 1900. Since then, a child has been murdered during every solar eclipse to date. A complete list of when sacrifices took place and who was killed is given on page 56.

Since commencing this cycle of death, Harold has grown in knowledge and power. Now ninety-four years old, Harold is in failing health. His veneration of Ura has made him immune to disease and has slowed the aging process, but it is only a matter of time before his body finally gives out. Now that he has proven himself a devoted disciple, the entity has provided its priest with a possible solution to the problem. Though immortality and rejuvenation

are not possible, the transfer of one's life essence into another body is. The transfer is easiest if the living body of a blood relative is used. Harold has chosen as his new host three year old James Wilcott Gallery. James is actually his own son whom he fathered through his granddaughter, Penny.

The transference is scheduled to take place during the



*Noah, Harold, and
Robert Gallery*

Family Members

The Gallery family is a bizarre group that maintains a carefully groomed front of respectability. Were anyone to closely examine them, quite a number of strange and unusual things would come out about them. This is covered in detail in the investigation section on page 65.

Harold James Gallery

This despotic patriarch of the Gallery family plans to conduct a mind/soul transference to the body of his great-grandson, James Wilcott Gallery. Harold is discussed in detail in the introduction.

Physically, he is of average height and looks to be about twenty years younger than he actually is. He is in good general health and will likely survive another decade or even two if no accident or calamity befalls him. Of slender build, he has white hair and pale blue eyes.

Noah Warder Gallery

Noah is Harold's only living son by his wife, Sarah. This fifty-eight year old toady is the family's public front. He manages the Gallery family's businesses, stock portfolios, and properties and is a reasonably competent businessman. He is also completely devoted to his despicable father to the point of total blind faith. His participation in black magic and human sacrifice is willing. Noah is built much like his father and has brown hair and blue eyes.

Robert Owen Gallery

Robert is a dilettante and dabbler. Like his father, he is totally devoted to Harold's plans and whims. His marriage to Alicia Bardsley was Harold's idea. Robert is very much a social butterfly and knows how to properly court ladies in his general age group. He also has the tendency to fail in completing anything he starts. Though he has attended several colleges and universities since the age of seventeen, he has never earned a degree. He is nevertheless very well-educated and is fluent in French and Italian.

Robert is twenty-five years old, 6' 2", and of average weight and build. He has brown hair and blue eyes. He is very handsome and is always immaculately groomed and dressed.

Penny Gallery

Penny is one of only two surviving children of Stephen and Louisa Gallery. Under normal circumstances, she would have been a sacrifice to Ura like four of her five siblings. Instead, Harold had a special, and exceedingly disgusting plan for her. She was to become a veritable baby machine. Virtually every child she produced was intended for sacrifice to Ura. Penny was never permitted to marry and has never left the confines of Gallery House. In fact, her very existence is unknown to outsiders. Most of her children have been sired by Harold personally though two, Winston and Sophie, were fathered by Noah. Penny's function within the house is known by all. She is accorded no special respect and is, in fact, treated like trash. At no time is she permitted exposure to outsiders. She is completely uneducated and illiterate and can barely express herself with the spoken word.

At twenty-three years of age, Penny has already given birth to two sons and five daughters. The oldest four have already been sacrificed and of the surviving three, James is the intended focus of September's transference ritual. Penny has had a brutal existence and looks ten to fifteen years older than she actually is. If not rescued from this environment, she is not likely to see her thirtieth birthday. She is currently seven months pregnant and will give birth to a daughter she will name Lyla in September. Due to her confined existence, she is pale to the point of being a virtual albino. She poses no physical threat or impediment to intruders.

John Richmond Gallery

Penny's brother, John, is very low in the family hierarchy. He dutifully married Mary Anne Cettle in June of 1919 in a marriage that was carefully arranged by the family. Mary Anne died in childbirth on July 7, 1920, but their son, Paul, survived. Paul could very well become a sacrifice.

John is a tall, lanky, and somewhat awkward young man with sandy brown hair and blue eyes. At 6' 5" and 225 pounds, this handsome twenty-five year old is the tallest member in the family. He is soft-spoken and obeys every command to the letter. He will never question orders, even those that are in total opposition to conventional wisdom, morality, or conduct. If asked by Harold or Noah to fling himself off a cliff, he would do so without hesitation. If asked to murder or rape by them, he would do this as well. However, he lacks a will of his own and will never initiate such actions on his own. Only if directly attacked will he defend himself. Similarly, he will defend family members who are attacked. Left on his own, he is very easily manipulated, even by outsiders.

Daniel Warder Gallery

Daniel (age 26) is being groomed to replace his aging father, Noah, when he reaches retirement age. A petty, cruel man at heart, Daniel bows and scrapes to Harold and Noah believing if he does so, he will one day inherit the Gallery autocracy. His favorite pastimes in public are riding, hunting, fishing, and business matters. His favorite private pastimes are abusing those who are weaker than him, intimidating and frightening relatives and servants, and drinking.

Physically, Daniel is very much a carbon copy of Noah, except that he is clean shaven. He is married to Thomasina Gallery and has fathered two daughters and one son. Both daughters have been sacrificed.

Thomasina Milliard Gallery

Thomasina is the abused twenty-two year old wife of Daniel Gallery. She is just under five feet in height and weighs approximately ninety pounds. Her health is failing due to the stress of three pregnancies and the near-constant physical and emotional abuse inflicted on her by the family (especially Daniel). She is not likely to survive until her twenty-fifth birthday and will almost certainly die if she becomes pregnant again. Not surprisingly, she lacks the will and physical strength to pose a physical threat to intruders.

next total solar eclipse (September 21, 1922). It will involve the sacrificial murder of the twin daughters of his grandson, William. If the sacrifice cannot take place at this time, it can be postponed to any future total solar eclipse. A timetable of past sacrifices and potential future sacrifices is provided in the boxed text on this page.

Part I: Alicia's Plight

Alicia will work to convince one (or perhaps two) PC survivors of "The Vengeful Dead" to escort her to Gallery House. Her companions can meet her in Williamsburg where she has reoccupied her old apartment in preparation for the upcoming semester. If this is inconvenient, they can meet her at the Welcome Hotel in Cumberland, the nearest large town to the Gallery family estate. She wants to get this out of the way as soon as possible, preferably before the end of July. Except for her initial calls on July 3 and the sacrifice scheduled for September 21, there is no firm timetable for this scenario. It is intended to be run in a fairly freeform manner within a loose structure.

An investigator who wants to be of greatest assistance to Miss Bardsley will immediately drop everything and rush to her at the earliest possible time. However, some may want to delay departure by a few days in order to do a bit of background research or perhaps settle personal affairs. Research is inappropriate for most characters since there is little or no reason to be suspicious. However, some who are more paranoid or jaded might take this precaution.

Research

From a conversation with Alicia, all that is known is that she was to marry Robert Owen Gallery. Most investigators will likely be satisfied with this cursory information, but unusually thorough ones might attempt a bit of research prior to meeting Alicia. Time constraints will limit what they can do before the trip to Cumberland County.

Checking prominent business figures, society pages in newspapers, and the like reveals little beyond the superficial. Robert Gallery is barely mentioned anywhere. The Gallery family is well known. They own several banks in Richmond, Norfolk, Baltimore, and Philadelphia and the Gallery Machine Tool Company of Pittsburgh. Less known is their ownership of large amounts of stock in coal mining firms in Pennsylvania and West Virginia and a cloth manufacturer in New York City. In addition to their Virginia plantation, they own a fair amount of range land in Texas and Oklahoma. All of their business dealings are legitimate and aboveboard. Tracking down all of their holdings requires a sizable amount of research time and expertise probably beyond the ability of most investigators. As far as the public is concerned, the head of the Gallery

fortune is fifty-eight year old Noah Gallery. Were there time for detailed research, it might eventually be learned that there is no record of Noah's father's death. Even if this were learned, it would only suggest that the elder Gallery may have retired from public life.

Cumberland County

An hour of library research can turn up the basics about Cumberland County. The county's population is around 8,000 and the town of Cumberland has a population of

The Timetable

Sacrifices are performed on days in which a total solar eclipse has occurred. Such days are always days of the new moon.

May 28, 1900	Victoria
May 18, 1901	Olivia
September 21, 1903	Gabriel
September 9, 1904	Lowell
August 30, 1905	Donald
January 14, 1907	
January 3, 1908	
June 17, 1909	
May 9, 1910	
April 28, 1911	
October 10, 1912	
August 21, 1914	Louisa
February 3, 1916	Henrietta
May 10, 1918	Margaret
May 29, 1919	Melissa
October 1, 1921	Kimber
September 21, 1922	Lynna and Laura
September 10, 1923	to be determined
January 24, 1925	to be determined

Between 1907 and 1912, the Gallerys acquired infants from their accomplice, Hester Wilz. Lacking suitable progeny of his own during this period, Harold decided the children of others might serve his purposes. These failed to produce results, but he didn't want eclipses to be wasted.

Harold's Plans for Alicia

Harold's original intent for Alicia was for her to become a baby factory just like other women in the family. New blood is what he sought. He is well aware of the menace of inbreeding and was hoping to avoid this by promoting a marriage with an outsider. His choice of the strong-willed, independent Alicia was very poor.

Because she has resisted, she is useless for his plans. Since she may know too much, she is marked for death. So, too, are all who the family believes may have learned too much from her. If the investigators fail to act, Alicia is sure to die. Under such circumstances, her murder will be deftly covered up. Their sorcery will make her death appear as nothing more than natural causes.

Family Members (cont.)

William James Gallery

Twenty-eight year old William is the father of Lynna and Laura Gallery who are scheduled to be sacrificed in September. His wife, Johanna, died one day after giving birth to them. Lynna and Laura are identical twins; Laura was born several minutes before Lynna.

Once an athletic young man, William is now dull and silent and has taken to drinking to escape the horrors of Gallery House. Abuse from his father and grandfather are heaped on him, but he is so out of touch with reality that they are on the verge of simply ignoring him. This is of special annoyance to Harold who wants his indolent grandson to remarry as soon as possible.

William is of average height and build, but is gaining in corpulence. He has brown hair, blue eyes, and a mottled complexion. This gives him a somewhat diseased appearance. He rarely leaves the house.

Such is William's condition that he is likely to ignore events around him. For instance, at most times, an intruder could walk right by him without him taking notice (determined by the result of the intruder's Luck roll). In extreme situations, he is likely to do whatever Harold and Noah say.

The Gallery Children

The seven Gallery children are a subdued and cowed lot. Only male children benefit from any form of education. The following inhabit Gallery House:

Name	Age	Gender	Parents	Notes
Sophie	1	female	Noah and Penny	
Paul	1 • 2	male	John and Mary	Paul will have his second birthday during the scenario
Hope	2	female	Harold and Penny	
James	3	male	Harold and Penny	James is the focus of the transference rite
Laura	3	female	William and Johanna	Laura is Lynna's identical twin sister
Lynna	3	female	William and Johanna	Lynna is Laura's identical twin sister
Vernon	4 • 5	male	Daniel and Thomasina	Vernon will have his fifth birthday during the scenario

Servants

The Gallerys have five servants who live upon the estate, four within the household and one in a shack on the grounds. All are intensely loyal, either out of fear or because they are willing participants.

Edwin Qualls

Forty-five year old Edwin Qualls has worked for the Gallerys for twenty-four years and is their most loyal servant. He functions as a butler, valet, and general manservant for the house and for Harold and Noah specifically. There is nothing he won't do for them. Of all of the employees, he is the only one who is permitted routine access to firearms. He carries a concealed knife at all times.

Donna Simpson

Donna is a fifty-one year old maid and nanny who is completely and totally controlled by her employers. Fear of them prevents her from leaving. In the thirty years she has worked for them, she has never left the property. Donna's duties include cleaning the house, caring for children, and serving meals. She will do nothing to stop police or intruders and is prone to hiding when danger is perceived. At no time will she pose a threat. If attacked, she will shrink from her own defense.

Royal Boutell

Thirty year old Royal is one of two handymen working for the Gallerys. He is a skilled carpenter and can perform most types of repairs needed in the house. A basement workshop provides everything he needs to keep the structure in good order. Royal has worked for the Gallerys for fourteen years.

Though he is good at what he does, Royal is of limited intellect. He is uneducated and only semi-literate. He is rather oblivious to what is going on in the house and takes abuse as a matter of course. If told to defend the house, he will do so without question. He has never used a firearm and will choose his fists or any convenient club over a handgun or rifle.

Andrew Logan

Andrew has worked for the Gallerys for only three years. He assists Royal in his duties and works as a gardener and groundskeeper. His predecessor, Peter Knox, died of pneumonia in 1916 and the Gallerys were slow and methodical in choosing a replacement.

Andrew is very much a willing and avid participant in the Gallerys loathsome activities. He answers personally to Harold and Noah and is available as muscle in the event brute force is needed. A physically fit twenty-four year old, Andrew is six feet tall and weighs two hundred pounds. His education ceased at the end of 10th grade.

Hester Wilz

Hester is a nasty crone who resides in a disgusting shack well away from the house, but still within the area protected by the wall. She is the family's midwife and is described in detail on page 68.

around 2,500. Approximately two-thirds of the population is of European ancestry. Most of the remaining citizens are of African descent. Most area residents live on modest incomes and perhaps twenty percent could be characterized as being impoverished. The F&P Railroad serves the county and parallels the main county road. Cumberland is the county seat and is the county's only significant town. It contains the county courthouse, sheriff's department and jail, post office, railroad station, and an assortment of merchants.

The area is hilly and forested except where land has been cleared for agriculture. It is well-watered and contains numerous creeks. The Appomattox River forms its southeast boundary and the James River is its northern boundary.

Meeting Alicia

Any reunion with Alicia should be tempered by the seriousness of the current situation. She is eager to end the affair as quickly and quietly as possible. Her personal reputation is on the line and already rumors abound about the breaking of the engagement.

Alicia is understandably reluctant to divulge any details of the matter. Normally, she is open and forthright on virtually every issue so her current demeanor seems a bit out of character. No amount of persuasion will get her to discuss anything more than the superficial. She will only explain that she needs to visit Gallery House one final time to recover some personal belongings, settle some personal affairs, and see Robert one

last time. She cannot be deterred from this.

Assuming the investigator(s) are supportive friends, he/she/they will escort her to Gallery House. The trip will involve a drive to Cumberland. The plantation is a little more than five miles south-southwest of town (about seven road miles). Perhaps two-thirds of the drive is via the main county road, but the remainder is by a single lane dirt road.

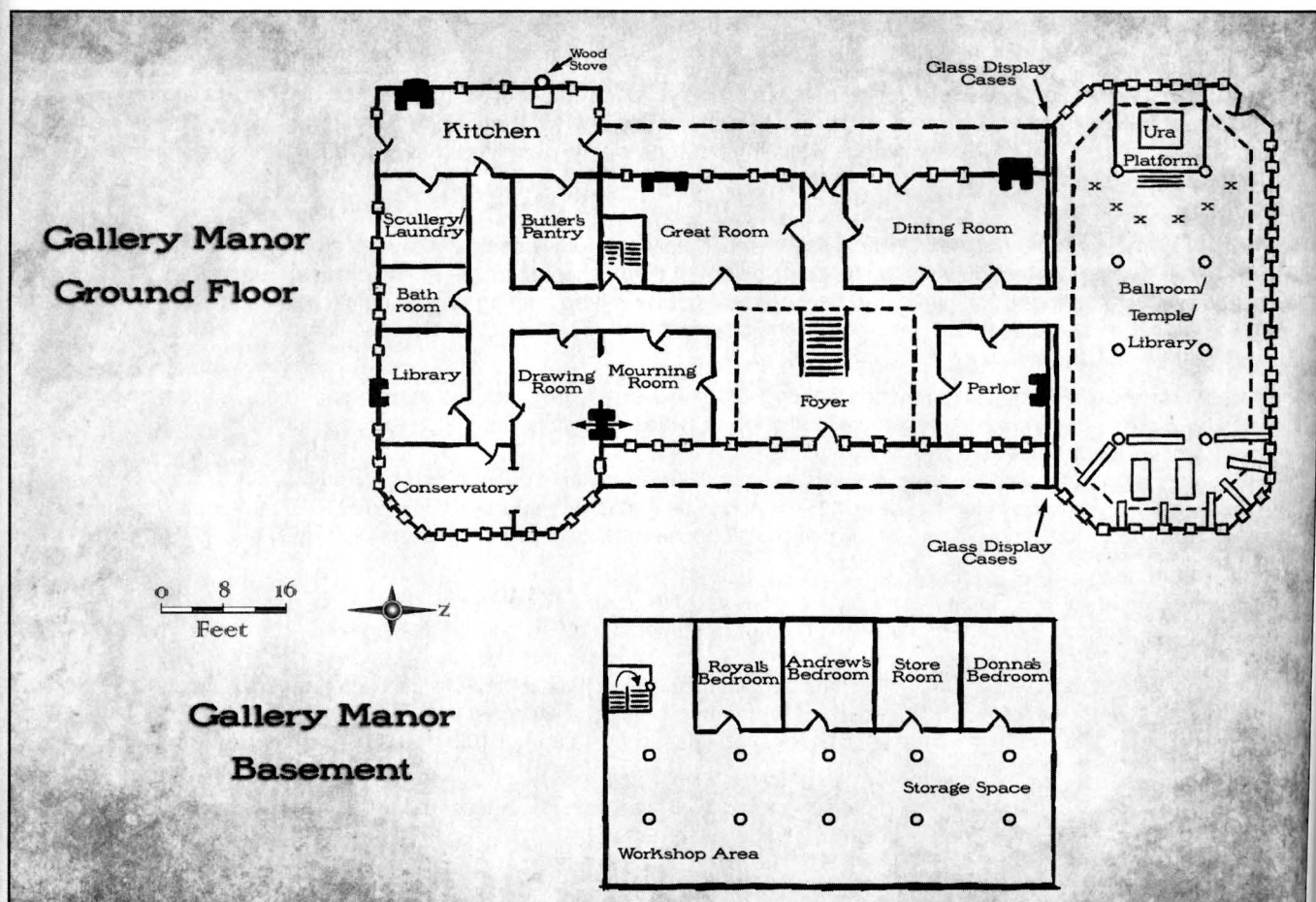
Of course, it is possible that no player character will agree to escort her. In this (hopefully unlikely) event, Alicia will proceed on her own to Gallery House, never to be seen again. This option is discussed later.

Gallery House

Once an operating tobacco plantation, the Gallerys' land has been idle for some thirty years. Much of it is wooded, but there are pastures where the family keeps nine saddle horses.

Gallery House is three story antebellum mansion with a full basement. It lacks telephone service and electricity, but has internal plumbing. Water is provided by a water tower which is fed by a nearby well. In a concession to modernity, a gasoline powered pump is used to keep the tank filled.

Though many farms and plantations are fenced, this one is unusual in that the house and its grounds are surrounded by a twelve foot high stone wall. The main gate consists of a pair of heavy, ironbound doors which, when open, can admit most any size vehicle. A small guard shack is near the gate, but is rarely occupied. The gate is always closed and locked with



Gallery House

Gallery House is a three story antebellum mansion. It is a well-built, well-maintained brick structure that has been modified several times over the years. It still lacks electricity and telephone service, but has internal plumbing and running water.

Ground Floor

The North Wing

The north wing of Gallery House was once a large ball room. It has a twenty foot high ceiling and an internal balcony that overlooks the entire room. Harold Gallery converted it into a kind of museum, library, and temple between 1866 and 1870. It is now where the great statue of Ura is housed and where most ceremonial activity occurs.

The main area is devoted to the bulk of the artifacts Harold brought from Mesopotamia. All of the statuary and inscribed bricks are here. The statues are arranged in a semicircle (marked by Xs on the floor plan) surrounding a particularly large piece. Each statue is of an anthropomorphic being, combining the general human form with elements of animals and mythic creatures. They range in height from four-and-a-half to seven feet. The central figure depicting Ura is exceptionally large, towering to a height of just under thirteen feet. It has a leering, rodent-like face, bat-like wings, and an insectoid torso and limbs.

All of the statues are in passable condition and show distinct evidence of their immense antiquity. Harold has made no attempt to restore them. His efforts were limited to cleaning and preserving them. The statue of Ura and its malign effects are described on page 66.

Glass-covered display cases line the south wall. They contain an assortment of artifacts recovered from Erech or purchased in Baghdad. Inscribed bricks are carefully arranged on a table and on shelves on the wall nearby. The only items that have been restored are a series of clay vases that have been carefully reassembled and glued together. These grace shelves and tables all over the room.

The east end of the north wing is a library. Eight foot tall bookcases have been used to partition this area from the rest of the room. A single four foot wide gap between the cases allows access to the library from the museum/temple area.

The bookcase-lined walls of this area are loaded with an assortment of books, periodicals, clay tablets, maps, and curios including some lesser items brought from Mesopotamia. An assortment of common texts on Sumeria other civilizations of Mesopotamia are here (some are listed in the bibliography at the end of the scenario). Two long tables, several chairs, and a roll-top desk complete the furnishings. Tablets, books, and maps are usually scattered across the tables. The desk contains writing supplies.

Kitchen

This large kitchen contains a wood burning stove, large fireplace, and the usual accoutrements. A butcher's block loaded with assorted cutlery is in plain view. Knives obtained from here and elsewhere in the kitchen will do 1D6+dm damage (cleavers and carving knives) or 1D4+dm damage (steak knives and silverware). Though it is in generally good order, the kitchen is not as clean as one would expect in the home of a wealthy and affluent family.

Adjoining the kitchen is a walk-in pantry. It is well stocked with food as well as silverware, dishes, and other mundane items.

Parlor

The parlor is opulently furnished and is generally reserved for formal family gatherings. These are few and far between and the room sees little use.

Great Room

This room is often a center of activity for the men of Gallery House. The furnishings are worn, but the room is otherwise reasonably neat.

Library

This is a general library. Bookcases line the walls. Perhaps one thousand volumes are here. Typical subjects include books on history, geography, biology, geology, anthropology, archæology, folklore, and art. Classic literature rounds out the collection. Furnishings consist of two long tables and several chairs.

First Floor

Master Suite

Occupied by Harold Gallery, this is actually a series of rooms consisting of a pair of bedrooms, a walk-in closet, and a private bathroom. The floors are graced by fine Persian carpets dating from Harold's trip to Mesopotamia in the 1850s. Fine furniture and antiques including an eighteenth century sterling silver tea service are here. Harold sleeps in the northern room. The southern room has been converted into a kind of personal study and office.

Northern Room. This is a combination bedroom and lounge area. Furnishings include a large bed, wardrobe, desk, rifle cabinet, blanket chest, nightstand, coffee table, dresser, and several chairs. Mesopotamian artifacts are on display on the dresser. A brass oil lamp is on the desk and a candle holder is on the nightstand.

A search reveals a number of interesting items and useful clues. The first is a walnut rifle cabinet. Located in the north-westcorner, it contains one 12-gauge semi-automatic shotgun (four shot capacity), one 16-gauge pump-action shotgun

a heavy oak bar, chains, and a pair of padlocks. The chains and locks secure the gate on the inside, making them inaccessible to those who might want to employ blotters on them. A tarnished brass bell suspended from a post next to the gate can be rung to summon a servant from the house.

The rear gate is set up much like the main gate, but lacks the bell. There is no direct access to it from the county road. It is intended to permit the house's occupants to reach the pastures and outbuildings behind the grounds.

Arrival at Gallery House

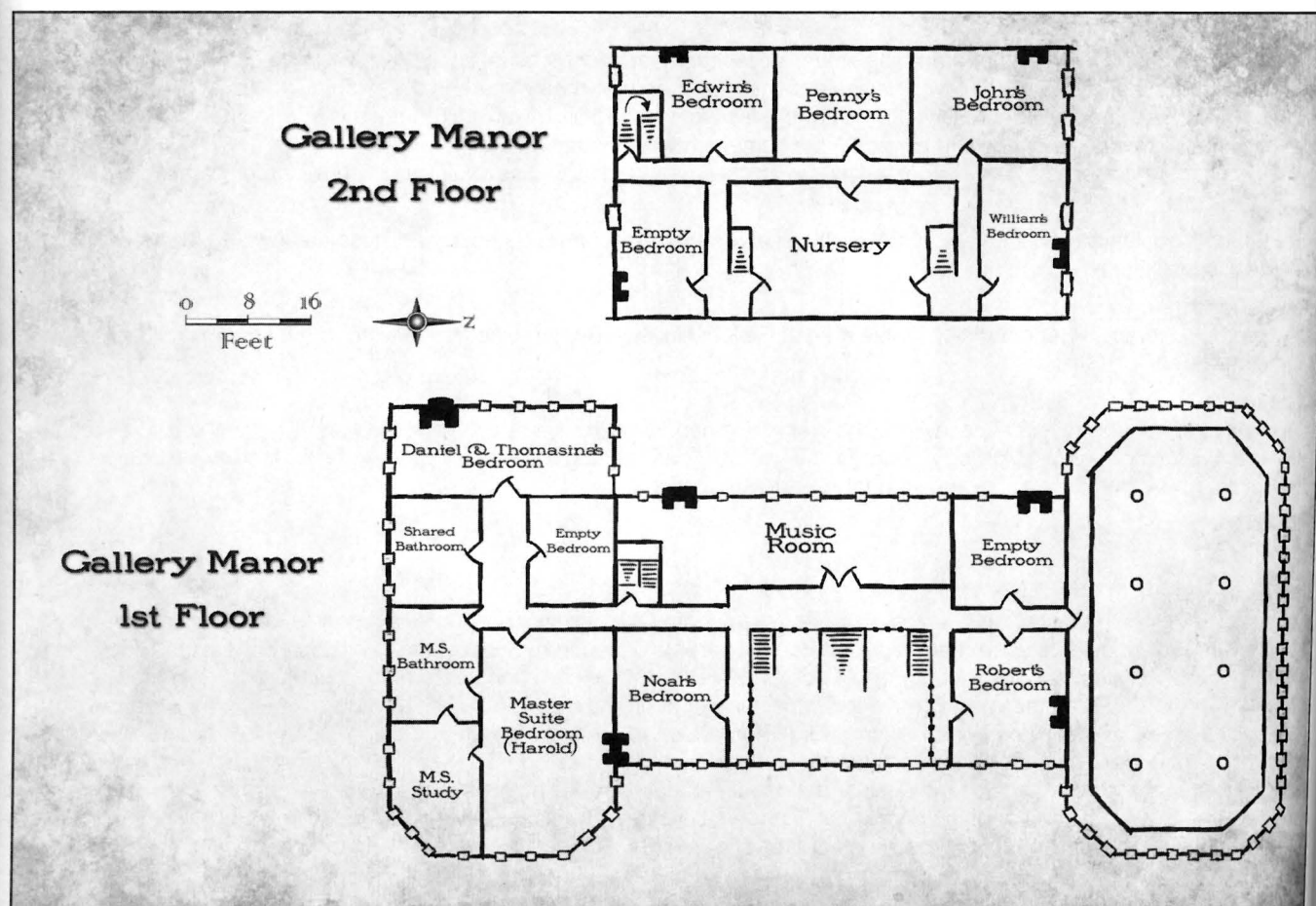
The drive from Cumberland to the plantation is mundane. The terrain flanking the county road is fairly heavily wooded. The single lane, dirt secondary road leading past Gallery House provides access to perhaps a dozen farms before it finally ends. Gallery House is located at the end of a one hundred foot gravel lane that meets the road around three miles from the county road. The lane is a circular drive ending at the main gate. The property line is clearly marked with "No Trespassing" signs.

When Alicia and her companion(s) arrive, they must ring to gain entry. A servant, Edwin Qualls, responds within a few minutes and admits entry to Alicia only. No amount of persuasion will make him allow others through the gate. Physical threats (which are unwarranted and out of place at this time) are useless since Qualls will converse through a small, barred window in the gate. The only time he is exposed is when he briefly opens the gate to admit Alicia. At this point, Alicia will

object if her companions act in a rude or ungentlemanly manner toward Qualls.

Alicia will willingly enter and will politely ignore any persuasion or pleas her companion(s) may have. She will, however, ask for him/her/them to wait in order to take her back to town. Her final words will be something to the effect of telling her friend(s) that she will be back out in less than half an hour.

A half hour passes. Then an hour. In fact, days could pass if one possessed sufficient patience and decided to camp out in front of the gate. Assuming an investigator rings the bell, a taciturn Edwin Qualls will emerge from the house and greet the ringer. In answer to the obvious questions, he will brusquely claim that Alicia has decided to stay and that she is grateful for her friends' concern. He will further claim she said they are to return home and not to worry about her. Any objections, questions, accusations, or threats will be ignored. At most, the person(s) will be told to go away and that they are trespassing. An attempt at a lie-detecting Psychology roll indicates that Qualls seems to be telling the truth. At this point, he thinks he is since he has not yet been told the family's plans for Alicia.



Gallery House (cont.)

(five shot capacity), one .30-30 lever-action carbine (six shot capacity), one .44-40 lever-action rifle (fifteen shot capacity), and one .38-40 lever-action rifle (six round capacity). All of these are loaded. A drawer in the base of the cabinet contains cleaning kits, miscellaneous supplies, and between twenty and one hundred cartridges for each of the above calibers.

One other weapon is in here. It is a loaded .380 semi-automatic pistol (nine shot capacity) in the nightstand drawer. Ninety .380 ACP rounds and two spare magazines are in the drawer of the gun cabinet.

The antiques on the dresser include several clay tablets, a stone cylinder-seal, a small statue of Ura (strongly resembling the large one downstairs), a reconstructed Sumerian vase, and several small figurines. The cylinder-seal's use or purpose can be determined by anyone who succeeds in an Archæology or 50% of a History roll. This one is of particular importance to Harold and he may be carrying it should he believe there is a chance it might be stolen or damaged. It is further described on page 68. Clay seals made by it bear a curse which is described on the same page.

Underneath a thin cotton blanket in the bottom of the wardrobe is a polished mahogany box with brass fittings. It is fourteen inches long, ten inches wide, and eight inches deep and weighs a bit more than six pounds. The hinged lid is held fast by a small padlock which is encased in a clay seal. The seal bears the curse of Ura (page 68).

Avoiding the curse is as simple as cutting through the sides of the box. So long as the clay remains undamaged, the curse will remain dormant.

The box contains a bundle of ten fifty dollar bills, six photographs of the statue of Ura, the deeds and titles to the Gallery Estate and various properties around the country, and a gold pocket watch. The latter bears an inscription: "For our comrade and mentor, Nigel Morgan Warder. Scholarship is boundless."

Southern Room. Harold uses this as a private study. It is off-limits to all family and servants without his prior consent and knowledge. Sturdy oak bookcases line the walls. Each is loaded with an assortment of books, curios, and Sumerian artifacts. In the room's center is a large oak desk flanked by a pair of small tables. The furnishings are completed with a large, leather swivel chair.

An important clue is here in the form of a framed family tree, a copy of which is on page 52. Examining the tree reveals both the bizarre breeding habits of the Gallery family and that death dates, set on specific dates in the future, have already been selected for Laura and Lynn, despite the fact that they are still alive. Copying the tree by hand is cumbersome and would take several minutes or more. Stealing it is easy, but Harold would immediately notice it is missing when/if he returns to the room. Note, the strange nature of the family tree should be discovered by the players when they view it. It is inappropriate to rely on die rolls from their characters since the evidence is plain to see.

Noah's Bedroom

Noah's bedroom is large and well-furnished. A fine Persian carpet covers the floor. The nightstand drawer contains a loaded .38 revolver and thirty loose .38 cartridges. An unloaded 20-gauge double-barrel shotgun is in the wardrobe along with a box of twenty-five cartridges (birdshot, doing 75% of the usual damage). A hunting vest in the wardrobe contains another six cartridges (buckshot, doing full damage) plus a folding pocketknife.

Robert's Bedroom

This well-furnished room contains a large bed, wardrobe, chest, and assorted other pieces. A small bookcase contains two dozen college textbooks, a dictionary, and a full set of the 1911 edition of the Encyclopedia Britannica. In the space behind the encyclopedias can be found a long stiletto (1D6+dm damage) in a leather sheath. A framed photo of Alicia Bardsley is in a waste basket next to the bed. Under the bed is a long leather case and a suitcase. The case contains an epee; the suitcase contains fencing attire.

Daniel's and Thomasina's Bedroom

The central feature of this comfortably furnished room is a large canopy bed. Observant visitors may notice a set of steel shackles affixed to the bedposts in such a way as to prevent one who is shackled from getting out of the bed. Daniel is so overbearing that he usually shackles his wife so she cannot leave the room while he sleeps. This is not evidence of some unconventional sexual activity, but is mute testament of his power and dominance over her. There are no weapons in the room besides those of convenience (candlesticks, chairs, etc.).

Second Floor

John's Bedroom

This austere and very orderly bedroom contains only a simple bed, dresser, chair, waste basket, and chest. John keeps the room very clean because he has been told to do so.

William's Bedroom

In contrast to John's room, William's is untidy and disorderly. There are two beds, one of which serves as a makeshift table for any object William is too lazy to put away. The waste basket is overflowing with litter including several empty liquor bottles. The furnishings are mundane and one of the two dressers still contains clothing belonging to William's deceased wife.

Penny's Bedroom

The bulk of Penny's time is spent in this slovenly hovel of a room. It is furnished with a twin-size bed, nightstand, dresser, chamberpot, and chair. A tattered throw-rug covers part of the floor.

Gallery House (cont.)

Edwin's Bedroom

Comparatively spartan in character, Edwin's quarters are nevertheless reasonably comfortable, particularly when compared to those of other servants. It is furnished with a twin-size bed, desk, chair, chest of drawers, and wardrobe. An unloaded, single barrel 20-gauge shotgun is in the wardrobe behind some clothes. A box containing eighteen 20-gauge cartridges (buckshot) is also in the wardrobe.

Nursery

The nursery is more of a pen for the children than a real nursery. The only adults who spend any appreciable time here are Penny Gallery and Donna Simpson. The environment is dull and uninspiring, but Donna keeps it clean and tidy. Threats, intimidation, and beatings have made the older children unusually subdued.

Basement

Donna's Bedroom

This spartan room is neat and tidy. Its furnishings consist of a cot, chest of drawers, and chair. Totally out of character for the house is a "Home Sweet Home" sign posted above the door.

Royal's Bedroom

Like Donna's room, Royal lives in spartan conditions. It is nowhere near as tidy, but is mundane nonetheless. There are no weapons here beyond makeshift ones such as chairs and candlesticks.

Andrew's Bedroom

Andrew's sparsely furnished room contains a bed, wardrobe, small desk with chair, and a chest. Clothes in the wardrobe are used for work and are usually dirty. At the Keeper's discretion, there might be one or two gardening implements in here that can be employed as impromptu weapons.

Workshop

This small workshop contains an assortment of tools (carpentry, metalworking, etc.) and materials. It is primarily used by Royal Boutell. Tools stored here are convenient weapons.

Attic

The attic is a disused storage area that is only rarely entered.

The Escort Acts

Once Alicia is inside, she is in almost-immediate danger. Only in the very short term is she safe from harm. Harold Gallery believes she knows too much and worse, has some terrible plans for her. It is at this point that events in the scenario can take any of numerous different directions based on the decisions of the one(s) who escorted Alicia. The most likely options are briefly described below.

Depart in Peace

The first option involves law-abiding characters who are willing to accept Qualls' word at face value. They will simply depart and leave Alicia to her fate. No further description is required. Such a callous attitude will lead to great SAN loss later if/when Alicia's fate is learned. The same applies to those who declined to assist Alicia and let her come unescorted to the plantation.

Inform the Sheriff

The second option involves law-abiding characters who go to the local sheriff. They will report the matter to him, but then leave it entirely in his hands, perhaps without even inquiring into his intentions. Since the sheriff is reluctant to get involved in family matters, particularly involving people of such prominence, nothing will be done. If the PCs leave it in the sheriff's

hands and do no follow-up, they will suffer substantial SAN loss later for their laziness (the same as if she were simply abandoned at the house).

Harass the Sheriff

The third option involves law-abiding characters who report the matter to the local sheriff. They go on to persistently dog the sheriff into action. This may or may not work, but if they fail to move him to action, they may be motivated to take matters into their own hands.

Attempt an Immediate Rescue

The fourth option is to immediately risk arrest or even death by boldly attempting a rescue. This would involve scaling the wall or breaking through the gate. Tactics vary and could include the subtle approach or a reckless assault. Either way, this might save Alicia, but could lead to legal problems or worse. Immediate action might lead to a rather swift conclusion to the scenario.

The Grounds

The grounds within the walled compound are well maintained by gardener Andrew Logan. A four foot high hedge encompasses a small family cemetery. The cemetery has gates in the front and back, but neither the low gate nor the hedge pose much of a barrier to intruders.

Aside from the house and cemetery, there are only two other buildings within the perimeter formed by the wall. One is a gardener's shed containing an assortment of tools useful in maintaining the grounds and structures. The other is a stable that was converted into a garage in 1917. It can accommodate two vehicles. Neither building is locked except at the Keeper's discretion.

The cemetery contains some important clues. Examining the tombstones reveals the names, dates of birth, and dates of death of everyone on the Gallery family tree. Harold established this cemetery. His parents and other ancestors are interred in the main cemetery near Cumberland. Though the grave markers are terse and provide no information on who is related to whom, there is one important thing to notice. Two more grave markers have been prepared and are under a tarpaulin near the rear gate. They read:

Lynna Gallery
Born 17 January 1919
Died 21 September 1922

Laura Gallery
Born 17 January 1919
Died 21 September 1922

This is obviously important if the markers are discovered before the date the girls are scheduled to be sacrificed. Neither girl is ill, yet the Gallerys already know the exact dates the girls will die.

Part II: The Damsel in Distress

Once the investigators have realized they are caught up in events they didn't anticipate, they must decide when and how to act. Part II discusses an assortment of options many player groups will consider or execute. It also covers the various options the Gallerys may employ against the investigators.

Investigative Options

The investigators have a host of options they may consider in their mission to rescue Alicia. Once an option is selected, there are numerous possible outcomes. This section describes some of the most likely.

Reinforcements

One likely option is to summon friends who know Alicia and were presumably survivors of "The Vengeful Dead". This is as simple as going to Cumberland or some other community and using a telephone to call them. This doesn't solve the problem, but a larger group is better able to handle the situation. Both PCs and NPCs are eligible for such calls. The weakness in this tactic is the time it takes for such reinforcements to arrive.

Of the NPC survivors of "The Vengeful Dead", Clayton Sommers and Myron Stevens are the most likely to agree to help. Each should be easy to contact by telephone or telegraph and both can reach Cumberland County reasonably promptly

(within one to three days). Other survivors are less likely to be available or to be able to arrive swiftly. The specifics are in the Keeper's hands.

Intrusion

An attempt to sneak onto the Gallery plantation, either to rescue Alicia or gather information, is fraught with peril. However, it also possesses great potential for success and could bring about a comparatively swift end to the scenario.

If someone slips onto the plantation within an hour or two of Alicia's entry, they might be able to rescue her. Depending on how they execute their plan and what variables take effect, there are three main outcomes.

The first is the Gallerys detect the intruders and summon the sheriff. This could result in the arrest of one or more intruders, but might force the family to release Alicia. This is especially the case if they have taken no action against her yet.

The second is that the Gallerys react violently. If the intruders act violently, the family will use lethal force to defend themselves. If they believe all of the intruders were captured or killed, Alicia is doomed. If one or more intruders are believed to have escaped, Alicia might be released. A captured investigator could claim friends know where he or she is. If this seems convincing (Fast Talk skill is vital here), Alicia and the investigator might be released. The investigator might face criminal charges, but this is far more preferable to what the Gallerys would do.

The third is that the intruders pull off their harebrained scheme and manage to either rescue Alicia or elude the residents. All sorts of clues can be discovered in the house, not to mention strange things that can be seen and witnessed. More on this is given in the house description beginning on page 59.

Outbuildings

Behind the compound are three outbuildings and a fenced pasture. The buildings consist of:

1. A large stable housing nine good saddle horses. It also has a fully stocked tack room.
2. A small stone cottage. It is disused, but fully furnished. It has two bedrooms, a kitchen, and a parlor.
3. A wood shed. It is packed with firewood.

None of the buildings are normally locked. They are kept in good repair.

Obvious Surveillance

Strangely, this option has an excellent chance of preserving Alicia's life in the short term. If one or more investigators simply remain near or at the front gate, the Gallerys will be reluctant to harm Alicia. Avoiding public scrutiny is of great importance to the family.

This is where having two investigators can be instrumental. If one remains while the other gets the sheriff, it is possible Alicia can be extracted peacefully.

Conversely, Alicia is bound to talk to the Gallerys before she realizes her true plight. She might mention who she came with and who she spoke with before coming. Harold could then work to have Alicia's escort slain. He might even consider eliminating those she said she spoke with prior to her visit. This would smother potential threats and permit him to kill Alicia without fear of public scrutiny. In such a case, the fight could be taken directly to the homes of Alicia's friends and family elsewhere in the country.

Subtle Surveillance

Monitoring activities at Gallery House from a place of concealment is rather difficult. Because the grounds are protected by a high wall, there is no way to directly view the house or the grounds surrounding it. The area is forested which makes it easy to hide. Unfortunately, this also means that any surveillance would have to be done within a fairly short distance of

the property.

The only real benefits of watching the house in this manner is that it allows one to know who enters and leaves and when, as well as when the household is asleep at night. Otherwise, it is a waste of time.

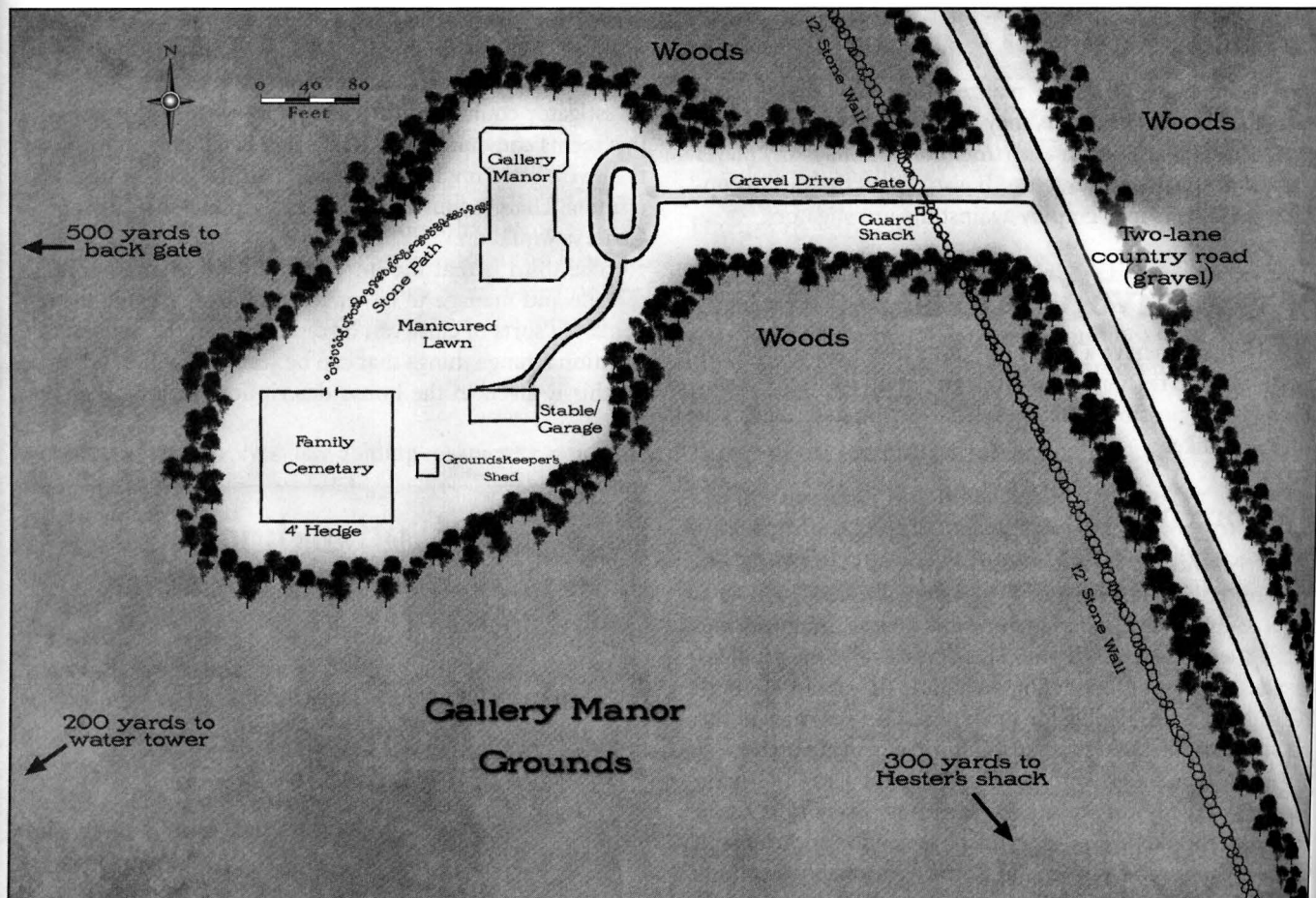
The Sheriff

The Cumberland County Sheriff's Department (CCSD) is headed by Sheriff Edward James Banks. He has at his disposal three deputies and recently completed acquisition of two new Ford Model T automobiles. Sheriff Banks is very happy about the modernization of his department.

Unfortunately, though he is an excellent administrator, he is an elected official with little real law enforcement experience or training. He is very reluctant to get involved in anything he perceives to be personal family affairs. Therefore, domestic abuse, family quarrels, and the like are deliberately ignored or avoided. This policy is in step with the prevailing public opinion of the time.

The situation between Alicia Bardsley and the Gallery family firmly falls into this category. He will not get involved nor will he permit his deputies to get involved. However, there are a few ways to get him to act.

First is to simply lie to him. He can be fed some sort of plausible story (Persuade skill is instrumental here) that gets him to go to the Gallery plantation. However, the story must also hold up when challenged by the Gallerys. If they are able





to debunk it before he even gets through the gate, he is likely to turn to the investigators for an explanation. Lying to law enforcement is frowned upon. The irritated and embarrassed sheriff will happily charge file a charge of “deceiving an officer” or “filing a false police report” against PCs he believes are lying. This may result in brief incarceration in the county jail unless they pay ten dollars in bail. A summons to appear in court is issued, requiring the affected individual(s) to experience a (brief) trial in front of Judge Alfred Hirsch on a weekday of the Keeper’s choosing. If convicted, each affected PC will probably not be fined more than ten dollars. Bail money is refunded unless the investigators jump bail to avoid trial.

The second is to provide profound evidence of nefarious activity at Gallery House. This most likely means the group entered the house (illegally) to gather it. The evidence would have to be very convincing for the sheriff to risk annoying such a prominent family.

The third is to commit some sort of crime at the plantation that is brought to his attention (trespassing, assault, etc.). For this to work, the arrest would have to be made at the scene of the crime. This is risky because he is very likely to accept whatever explanation the Gallerys give rather than really investigate.

Hiring Private Investigators

An often ignored possibility is hiring private investigators. In many situations, they are better equipped to deal with the investigation than are more mainstream characters. Private investigators may be found in most any large community and large cities often have private investigator firms.

There are two options for this. The first is to hire an NPC private investigator and have him either do a background

The surest way to predict the future is to invent it.

investigation or even work to help free Alicia in a more direct manner. A sample investigator, Nolan Goodwin, is provided in the NPC section. If Nolan takes direct action without the personal assistance of player characters, he should probably simply vanish without a trace or suffer from a fatal “accident.”

The second is to hire player character private investigators. This will swell the ranks of the group and permit players to employ characters that are distinctly different from those used in “The Vengeful Dead”. Further, it gives them the advantage of having people who are completely unknown to Alicia and, therefore, unknown to the Gallerys.

The obvious downside to hiring outside investigators is the time it takes to make the arrangements. Transit time and other delays might be fatal to Alicia.

Background Investigation

Though there is likely to be insufficient time to conduct an extensive background investigation of the Gallerys, it might occur, especially if the scenario develops into a more protracted conflict. What follows are sources that are the most likely to be consulted and subjects that are likely to be researched.

Society Columns

Newspapers commonly keep tabs on socially prominent families. A comprehensive study of the society columns of major Virginia newspapers takes days or even weeks if such research is to cover a long period of time. Nothing unusual comes out of this research. The few times any of the Gallerys are mentioned are mundane entries that are not noteworthy. What is unusual is there is very little on them in the papers. A comparison with

families of similar standing in the region reveals fairly regular discussion of them in at least their local newspapers. Though socially active, the Gallerys seem to avoid the proverbial lime-light.

Public Records

Land records on file in Cumberland (the county seat) reveal the Gallery family has owned the plantation since 1804. There is nothing unusual about the records or about the land itself (no documented caves, ruins, or bizarre terrain features).

Birth, marriage, and death records for the Gallerys are scant. A successful Library Use roll reveals that almost nothing is on file for nearly an entire century. The most recent records are a birth certificate for Harold James Gallery (February 15, 1828), a death certificate for his father, Phillip Andrew Gallery (June 28, 1858), a marriage certificate for Harold James Gallery and Joanna Elaine Clarkson (July 7, 1858), birth certificates for Charles Michael Gallery (April 17, 1859) and Samantha Gallery (April 3, 1860), a death certificate for Joanna Clarkson Gallery (October 3, 1860), and a marriage certificate for Harold James Gallery and Sarah Anne Gatewood (March 3, 1863). Further genealogical research can trace the Clarkson and Gatewood families, but not the Gallerys.

Business Reputation

Any check on the Gallerys' business dealings will reveal them to be legitimate and above board. There is no way to realize that

business rivals and other obstacles are sometimes eliminated by demonically-induced diseases. Anyone dying because of this seems to perish from known and understandable causes. A check of business records and contacts requires specialized expertise and may be very time consuming depending on how thorough the group wants to be. However, the unusually high death rate among the Gallery business rivals (as well as the convenient timing of these deaths) might be noted if weeks of research was devoted to the task.

Historical Society

The Cumberland County Historical Society is a privately funded group administered by retired University of Virginia history professor Merle Brownmiller. Dr. Brownmiller and Dr. Myron Stevens know each other by reputation, but have never met.

At eighty years of age, Dr. Brownmiller was once an eminent historian and continues to hold the respect and admiration of colleagues. He is still bright, though is physically very weak and will likely succumb to some disease of aging within a few years.

As the officially recognized County Historian, Dr. Brownmiller has made it a point to learn as much as possible about the history of Cumberland County. He is perhaps the only expert on the county's role in Virginia history and is familiar with the genealogy of most major families in the area. If interviewed, he will have a few choice words to say about the Gallerys.

His commentary is of a general nature only. The Gallerys, he says, have occupied their plantation for over a century. Most recently, it was a tobacco plantation, but its lands are now idle.

The Great Statue

The great statue of Ura described on page 59 is no mere piece of carved stone. It houses a potent malevolent entity capable of influencing and even harming people in its vicinity.

Superficially, the statue appears to be a genuine Sumerian piece that is in passable condition. It bears no writing and Harold has done nothing to alter it other than to clean it of centuries of debris.

So long as the statue remains intact, the entity will remain housed within it. If it suffers extreme damage (an hour of work with a pickaxe is sufficient), the statue can no longer be a host to the entity. Shattering or pulverizing the statue will dispel the entity. A single stick of dynamite is sufficient to blast the stone apart.

The entity's influence is confined to the north wing and adjacent rooms only. Animals will avoid the rooms it affects. They will be driven insane or die if forced to remain in its presence for more than an hour. Humans that lack psychic sensitivity will probably not perceive anything is amiss. Intruders should attempt POWx1 rolls. Those who succeed will sense any or all of the following at the Keeper's discretion:

1. The sense of being watched.
2. The sense of a malevolent presence.
3. Mild nausea.
4. Mild chills.

Anyone who fumbles the POWx1 roll is in for a rude surprise. Such individuals must attempt a roll on the Resistance Table, pitting their POW ratings against the entity's POW of 19. Success means no ill effects other than momentary chills are experienced. Failure means the victim suffers any one of the following effects at the Keeper's discretion:

1. An unfocussed sense of terror. Lose 1/1D4 SAN.
2. Extreme nausea. If a CONx3 roll fails, the victim vomits for 1D6+2 rounds and loses one point of CON for one day. While vomiting, the victim is almost totally helpless.
3. Contract a contagious disease of the Keeper's choice. How incapacitating or dangerous the disease is may be determined by a Luck roll. A list of suggested diseases begins on page 74, but the Keeper should feel free to research more as appropriate.

In the event the resistance roll is also fumbled, the victim may be subject to a crippling or fatal disease or may be possessed by the entity. The specifics are in the Keeper's hands.

The above effects only occur upon the first encounter with the statue. Future visits will not require such die rolls except in special circumstances as determined by the Keeper.

The family prospers on other ventures including investments in banking and private enterprise. Prior to the Civil War, they were among the most prominent and socially active families in the area. Around the time of the Civil War, Harold Gallery became the head of the family. In subsequent decades, the family has become rather insular and isolated. Only males take part in any social activities and most of this seems to take place outside of the county. Dr. Brownmiller believes they are unusually reclusive, but there is nothing overtly sinister or bizarre about them. He might reconsider his opinion if confronted with unusual observations or evidence of wrongdoing. If, for example, he is informed that female family members are almost never seen outside the plantation, he will admit this is strange. It is something he has neither considered nor noticed. So far as he knows, Noah Gallery is the current head of the family. Dr. Brownmiller believes Harold is still alive, but is in his nineties and is likely an invalid.

Aside from Dr. Brownmiller's testimony, there is little that can be learned at the historical society. It is a private residence in Cumberland that has been turned into a small library and museum. There are no records, books, or documents of relevance here.

Interviewing Area Residents and Neighbors

A half dozen small farms are within a few miles of Gallery House. All are owned and operated by families that are just scraping by. No one who might be considered a neighbor of the Gallerys is even remotely close to their social class. Not surprisingly, none have any dealings with the Gallerys and none have ever been within the walled compound. Despite this, most neighbors and many others in the general vicinity can share information of relevance or apparent relevance to the investigation.

One thing that virtually everyone agrees upon is that the Gallerys are reclusive. The Gallery women are almost never seen in public. Exactly how many people live there is unknown and only a few of the men are seen regularly. Of these, one or two are servants who drive to Cumberland for supplies. The others are well-dressed men who are usually seen driving through Cumberland on the way out of the county or enroute to Gallery House.

Cumberland merchants will acknowledge they sell to Edwin Qualls, a servant at Gallery House. The purchases are mundane...food, gasoline, clothes, and the like. Major purchases are infrequent and are also unremarkable (e.g. furniture, automobile tires, horse tack). Cumberland's sole doctor, William Packwood, does not count any of the Gallerys among his patients nor does the town's veterinarian, Gregory Ludlow, tend to their animals. If the group learned from Alicia of the presence of children in Gallery House, they should be puzzled that the doctor knows of no children. They should, therefore, question who is delivering them. A reasonable, but completely incorrect explanation, of course, is that the births occur in some hospital outside the county.

Cumberland County is home to a handful of midwives and folk healers who provide their services as a supplement to their regular jobs. Near Cumberland are two midwives, Diane Jordan and Hannah Garred. The investigators can be referred to them

by Dr. Packwood or by perhaps one third of the town's residents. Both will deny being involved with the Gallerys in any way. Both appear to be normal women with families of their own.

At the Keeper's discretion, the investigators might come across some unfounded gossip and rumors concerning the Gallerys. This should be little more than red herrings. The specifics of such gossip are left to the Keeper's devices.

Alicia's Parents

Alicia's parents, Charles and Marion Bardsley, are beside themselves with worry over what Alicia has been doing. Neither has ever met Robert Gallery and they were infuriated when Alicia told them she was moving into the Gallery House.

Assuming the Bardsleys are on good terms with some or all of the investigators, they are likely to be willing to assist them in recovering Alicia. The Bardsleys are an excellent asset. They can provide ample funding and social, economic, and political pressure on authorities in both Richmond and Cumberland County. The Bardsleys reside in Richmond.

Unfortunately, if they get to be too much of a hindrance to the Gallerys, they are likely to be marked for murder. This is certainly the case if the Gallerys believe Alicia told them too much. Given the opportunity, Harold can use his influence with ancient demons to make it appear that the Bardsleys succumbed to a sudden contagion.

Research on Sumerian Mythology

Looking into Sumerian mythology is likely only if someone manages to get into Gallery House to see the artifacts stored and displayed there. This is perhaps most likely to occur in the group manages to drive the Gallerys out of their house (presumably with the help of the sheriff), but a few remain at large.

Such research can be accomplished at most any major city or university library. Ideal consultants who are likely to immediately cooperate are Dr. Clayton Sommers and Dr. Myron Stevens. Both can provide accurate general information on the subject and can provide informed commentary on at least some of the more obscure points. If the name Ura is later brought to their attention, both will need time to research this rather obscure name. The Keeper can use some of the older volumes listed in the bibliography as both personal references and player aids if copies can be acquired from libraries or bookstores.

Alicia's Apartment

Alicia lives in a four room apartment in Williamsburg. It consists of a living room, bedroom, kitchen, and bathroom. Located above General Hardware in the central business district, the apartment is locked. Unless the investigators want to break in, the only way to gain entry is to borrow the spare key from Alicia's parents. The apartment's owner is Harold Soloway who owns and manages the hardware store. He is a stubborn man who will not admit anyone to Alicia's apartment without her prior consent.

Investigators who search the apartment will find it to be tidy and in order. Only two clues are present. The first is a portrait photograph of her with Robert Gallery. It is prominently displayed on a coffee table in the center of the living

room. The other clue is Alicia's personal diary. This is located in a blanket chest in her bedroom. A thorough search of the contents of the chest will automatically uncover the diary.

Reading Alicia's diary takes less than an hour. The first entry is dated January 1, 1922. The first mention of Robert Gallery is in the entry dated January 22, 1922. It is a comment about a "good looking young man" in her French class. Later entries document the blossoming of their romance...dinners, dances, quiet walks. Nothing prurient is recorded.

The May 1 entry documents Robert's proposal and her acceptance. Her feelings for Robert appear to be genuine. The next major event is covered in the June 3 entry when she records her arrival at Gallery House. There are only four more entries. The June 5 entry appears very reserved. It states she has met the family, but only lists Noah Gallery by name. The diary's tone has switched from bright, positive, and happy to somber and withdrawn in the course of only one entry.

The June 9 entry mentions briefly the children being in the house and how Robert "doesn't seem to be the man I first met." The June 12 entry is an unemotional observation about how Noah is an autocrat and how the women of the house are second-class citizens. The fourth entry made in Gallery House is dated June 22. Alicia states Robert is a terror whose demeanor is very much like that of Noah. She states clearly her intent to leave if the situation doesn't improve quickly.

The diary's final entry is dated July 1, 1922. In it, Alicia reveals she left Gallery House in the dead of night on June 29. She further states her intent to call some "friends" (she does not give names) to help her wrap up her association with the Gallerys. It is quite clear she broke off her engagement with Robert. Almost as an afterthought she laments the treatment the children of the house must be suffering in the oppressive environment fostered by Noah Gallery and his father. Note that this is the only reference to Harold Gallery in her diary.

The Midwife

Residing in a ramshackle shack in the forest southeast of Gallery House is Hester Wilz, a seventy-seven year old midwife. Kind observers would likely consider her to be at best a hideous crone. Unkind observers would perceive her to be physical proof of the existence of Satan.

Hester is physically healthy and strong, but is profoundly ugly. Her unsightly appearance is exacerbated by the total absence of grooming habits, filthy apparel, and quite possibly the foulest body odor to ever soil the North American continent. She has one client only...the Gallery family. In exchange for ensuring the children sired in his house survive the birthing process, Harold provides her a secure place to live and immunity from diseases which should have put an end to her decades ago. His influence will keep her going for three to five more decades before it is beyond even his power to keep her alive.

Hester occasionally serves one other function for the family. For a time, they lacked sufficient progeny of their own for their required sacrifices. Hester's knowledge of the region enabled her to quietly steal children for the family's rites. She has not had to do this since 1912 (see page 56). Her ability to break into houses and move with stealth is still excellent. However, she is so pungent at this point that it is difficult for her presence to remain unnoticed.

Though she is a competent midwife, she is in all other respects one of the most loathsome human beings the investigators are ever likely to meet. If encountered, she is extremely dangerous. She is skilled with knives and has trained herself to lash out unexpectedly with a blade that only moments before was concealed in her ragged clothes.

Hester is totally unhinged and actually revels in her destitute existence. Her presence on the Gallerys' property is not public knowledge. Rumors of the "witch of the woods" circulate among local children and are known to parents who heard them when they were young.

The location of Hester's shack is indicated on the map on page 64. She may be encountered there, anywhere on the estate, or (occasionally) in Gallery House itself. Her presence in the house is almost certainly to be related to the children there or to Penny. The shack itself contains nothing of importance. Visitors who insist on a search or prolonged visit may contract scabies, fleas, or some other parasite which has nothing to do with Ura's influences (Keeper's discretion).

It is entirely possible Hester's existence will never be known. If the Gallerys are wiped out, she will succumb to any of several degenerative diseases within weeks of being cut off from Harold's influence.

The Cylinder-Seal

Throughout several centuries of Mesopotamian history, the cylinder-seal was an important and widely used item. Made of carved stone, images on it were unique and could include well-rendered figures or abstract designs. When pressed into and rolled across moist clay, it would create an image which could be used to sign or seal official documents.

Harold's seal comes from the ruins of the temple of Ura in Erech. Originally used to seal important temple documents, the seal bears a powerful enchantment. Seals created by this item bear the curse of Ura. Anyone who breaks such a seal without invoking Ura's name must pit their POW versus the seal's POW rating of 14 on the Resistance Table. If the roll fails, the victim contracts a disease of the Keeper's choice. The potency and lethality of the disease is determined by how much the roll is missed by. The disease may eventually be fatal, particularly if the victim is in a weakened state. Each time the cylinder is employed, the user loses one point of SAN.

Seals made by this item do not bear the curse forever. The magic degrades over time. For every ten years the seal ages, the POW rating of the curse diminishes by one point. Therefore, the curse abates after 140 years.

Through the entity within the statue, Harold has learned of the power of the cylinder-seal. He has used it to place clay seals on several items in the house in order to better protect them.

Physically, this cylinder-seal bears images of Ura in several poses around its circumference. It is a grayish piece of marble that has been fashioned into a cylinder measuring 7/8 of an inch in length. It weighs approximately two ounces and can easily fit into a normal size pocket. An expert would date it from sometime between 2200 B.C. and 2000 B.C.



Part III: The Long Fight

Rescuing Alicia does not end the threat posed by the Gallerys. If the investigators do not crush the Gallerys at the same time they save Alicia, Harold will almost certainly launch an offensive against Alicia, her parents, known investigators, and anyone else representing a perceived threat. This potentially includes the families of investigators.

The Gallerys Respond

Having already gotten to know Alicia well, the Gallerys are generally familiar with who her closest friends and family are.

They definitely know where her parents live and may know enough about some of the investigators to track them down. Her parents are the most likely first targets unless the investigators have blatantly revealed themselves early in the scenario.

Their best tactic is to use their influence with Ura to eliminate threats. The Command Ura spell is known to both Harold and Noah. It is ritualistic magic that requires the priest or sorcerer to have a possession of the targeted individual in order to work. The spell has several other functions, all of which are described later.

Because they require items from targeted individuals, use of the ritual will be preceded by burglary attempts or petty theft. Simply acquiring a hat, coat, pocket watch, or other items from

The Abominable Hester Wilz

an investigator is enough to allow him to then suffer the wrath of Ura. Defending against such seemingly petty crimes can be important. It can lead to a Gallery family member or servant being caught or arrested or even followed back to Gallery House.

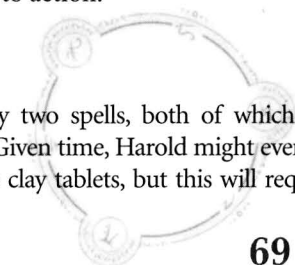
If the ritual is successfully conducted, the targeted individual will be struck with a disease of the Keeper's choosing. The priest/sorcerer cannot select what the sufferer is afflicted with. Ura makes the choice. Any disease will be debilitating on some level and many will be fatal if left untreated.

The Gallerys can also strike against the investigators conventionally. Arson, nighttime ambushes or attacks, and the like are all possible. They will only attack if they are reasonably certain they won't be caught or revealed to the public. Again, the purpose of any action against Alicia's friends and family is to eliminate them as potential threats. It is not out of pure meanness or some desire to collect sacrifices for their god.

In all likelihood, the deaths of Alicia's parents to some mysterious and out-of-place disease (such as sleeping sickness) should shock the investigators into action. They may have some difficulty in grasping what is afoot, but are more likely to make some connections if they learn who/what Ura is. Even if they can't put the pieces together, continued attacks via disease should move them to action.

Harold's Spells

At present, Harold knows only two spells, both of which are ritualistic non-Mythos magic. Given time, Harold might eventually learn more magic from his clay tablets, but this will require



decades of effort.

Harold's spells are described below. Neither can be learned by the investigators though extensive study of the correct tablets in Harold's collection could impart the information. This requires a strong knowledge of the Sumerian language, a genuine belief in the power of the rituals, and years of study. Further, the first spell requires the presence of the spirit of Ura, something which is unlikely unless the investigators choose to not destroy the great statue.

Command Ura

This ritual must take place at night and requires approximately one hour of chanting and prayers in front of the great statue of Ura. It can have any of the following effects:

1. Summons Ura's powers and influence to inflict disease and other harm. An item belonging to the individual to be targeted must be placed before the great statue. The spirit uses this as a means of tracking its quarry.

To inflict disease, the target must be present for the greatest chance of success. The spirit's POW if the target is nearby (within a few dozen yards) is 22 for the purpose of the ritual. At greater distances, the POW drops to 17. If the item was only owned briefly by the target, the spirit's POW is halved. Conversely, a treasured belonging or one that was of special importance (eyeglasses, a favorite shirt or tie, etc.) will push the POW to 19. For an item to have any effect in the rite, it must be placed before the statue within seven days of it being taken from its owner.

Ura's disease-inflicting power can reach anyone on the planet. Distance does not limit its potency. Note that Ura may inflict targets with diseases that are out of place in the area where the target resides. Ura tends to choose diseases prevalent in southern and southwest Asia and central and northern Africa. While this can in-

clude familiar diseases such as pneumonia, influenza, tuberculosis, small pox, and cancer, it can also include ones not normally found in North America or well developed countries (e.g. sleeping sickness/African trypanosomiasis, schistosomiasis/bilharzia, rickets). Ura can inflict most any sort of disease including those that are bacterial, viral, parasitic, and genetic.

2. Command Ura can also be used for informational purposes. This application does not require one to have a item or other physical component. Again, the rite must be performed at night in the presence of the great statue. If the spellcaster succeeds in a POWx4 roll and expends five magic points, Ura imparts some rudimentary clairvoyance or remote viewing to the worshipper. The specifics are in the hands of the Keeper.

3. The ritual can also be used for healing and life extension. The spellcaster can cure most any disease by having the sufferer lie at the base of the statue during the ritual. The caster expends eight magic points and the targeted individual loses a point of POW. If the caster then succeeds in a POWx4 roll, any disease(s) is/are cured. To cause one to cease aging, the process is similar except the caster must expend ten magic points.

4. The spell has effects not yet known to Harold. Given time, he may be able to fully exploit the rite. Most notably, it can (with a suitable sacrifice of magic points and POW), rejuvenate a target and even provide some level of immortality. Such a potent effect would likely require some sort of human sacrifice in addition to the loss of POW.

Transference

This is a non-Mythos equivalent of the Mind Transfer spell in the

Penny and the Food of the Gods



Call of Cthulhu rules. It results in the spirit of a host body being cast into oblivion and replaced with the spirit of the caster. The caster's original body dies during the procedure. See the *Call of Cthulhu* rulebook for spell stats.

Destroying the Statue

Destroying the statue of Ura has some important effects. First, any benefits it provided to the Gallerys or their servants (such as Hester Wilz) are lost. Hester, for instance, will die of some horrible disease within weeks of the statue's destruction.

Second, any diseases inflicted by Ura will quickly subside. If an investigator is suffering from terminal stomach cancer, the tumor will disappear quickly and no long term ill effects will be suffered. Anyone who is so cured gains anywhere from 1D3 to 1D8 SAN depending on how severe the illness was and whether the sufferer knew his or her potential fate. Permanent disfigurement or maiming already suffered is not restored.

Note that destroying the statue will probably have one unanticipated effect. Hester Wilz will psychically perceive the loss of power and that her life is being cut short. She will not know that it is impossible to restore the spirit's influence over her so she will proceed to Gallery House as swiftly as possible. If she has been in the shadows until this time, as she was during the author's playtest, she will reveal herself now. A bold, desperate attack is very possible. It can be something of a shock to intruders at the house to have this apparently frail old crone hobble up to them only to pirouette through their ranks like a proverbial ninja. At close quarters, Hester is very dangerous with a knife.

SAN Rewards and Penalties

Action or Event	Result
Kill Harold Gallery*	+1D6 SAN
Eradicate the Ura cult (requires Noah and Harold to die)*	+1D8 SAN
Destroy the great statue of Ura.	+1D8 SAN
Salvage Penny Gallery	+1D4 SAN
Salvage the Gallery children	+1D6 SAN
Rescue Alicia Bardsley (only if the level of danger to her is perceived)	+1D6 SAN
Refuse to escort Alicia to Gallery House and she disappears or is known to have died	-1D8 SAN
Take no action when Alicia fails to exit Gallery House (i.e. abandon her to her fate)	-1D8 SAN
A PC or close NPC associate is killed	-1D6 SAN
Family members, additional close friends/PCs, or other innocents are killed.	Keeper's Discretion

*Use one or the other, but not both, benefits.

NPCs

Harold James Gallery, cult leader and sorcerer

Nationality: American

Age: 94

BUMPS IN THE NIGHT

Date of Birth: February 15, 1828

STR 13 DEX 11 INT 16 CON 19 APP 9
POW 18 SIZ 12 EDU 20 SAN 0 Luck 90

HP: 16

Damage Modifier: +1D4

Education: B.A. in history from William and Mary College; extensive personal work

Skills: Anthropology 12%, Archaeology 40%, Bargain 44%, Boating 30%, Cartography 43%, Climb 50%, Conceal 47%, Fast Talk 75%, Geology 5%, Hide 70%, History 66%, Law 11%, Library Use 54%, Listen 71%, Mathematics 16%, Land Navigation 41%, Occult 60%, Persuade 51%, Psychology 62%, Ride 39%, Sneak 42%, Spot Hidden 50%, Swim 38%, Throw 29%, Zoology 4%

Languages: Arabic 59%, English 100%, Farsi (Persian) 21%, French 97%, German 94%, Greek 46%, Sumerian (cuneiform) 71%, Turkish 51%

Attacks:

Rifle/Shotgun 34%; damage dependent on weapon acquired

Handgun 33%; damage dependent on weapon acquired

Knife 40%; damage dependent on weapon acquired

Spells: Command Ura, Transference

Robert Owen Gallery, cultist

Nationality: American

Age: 25

Date of Birth: June 20, 1897

STR 15 DEX 13 INT 14 CON 15 APP 15
POW 12 SIZ 14 EDU 15 SAN 0 Luck 60

HP: 15

Damage Modifier: +1D4

Education: some college education

Skills: Anthropology 21%, Archaeology 23%, Bargain 39%, Boating 28%, Cartography 15%, Climb 45%, Dodge 30%, Drive Automobile 44%, Fast Talk 70%, First Aid 31%, Hide 50%, History 32%, Law 9%, Library Use 55%, Listen 32%, Occult 38%, Persuade 61%, Psychology 47%, Ride 34%, Sneak 38%, Spot Hidden 46%, Swim 36%, Throw 35%, Zoology 3%

Languages: English 88%, French 78%, Italian 69%

Attacks:

Rifle/Shotgun 31%; damage dependent upon weapon acquired

Handgun 27%; damage dependent upon weapon acquired

Fencing 30%; damage dependent upon weapon acquired

Fencing Parry 23%; special effect

Knife 40%; damage dependent upon weapon acquired

Spells: none

Noah Warder Gallery, cultist

Nationality: American

Age: 58

Date of Birth: January 6, 1864

STR 12 DEX 11 INT 15 CON 12 APP 13
POW 12 SIZ 14 EDU 16 SAN 0 Luck 60

HP: 13

Damage Modifier: +1D4

Education: B.A. in Accounting from the University of Virginia

Skills: Accounting 41%, Anthropology 21%, Archaeology 15%, Bargain 67%, Boating 25%, Conceal 30%, Fast Talk 51%, Hide 43%, History 35%, Law 11%, Library Use 44%, Listen 33%, Occult 37%, Persuade 57%, Psychology 60%, Ride 36%, Sneak 29%, Spot Hidden 57%, Swim 31%, Throw 34%

Languages: English 91%, French 4%

Attacks:

Rifle/Shotgun 30%; damage dependent upon weapon acquired

Handgun 32%; damage dependent upon weapon acquired
 Knife 41%; damage dependent upon weapon acquired
Spells: Command Ura

Alicia Bardsley, damsel in distress

Nationality: American

Age: 18

Date of Birth: April 3, 1904

STR 11 DEX 15 INT 18 CON 14 APP 18

POW 15 SIZ 10 EDU 14 SAN 72 Luck 75

HP: 12

Damage Modifier: +0

Education: some education at William and Mary College

Skills: Anthropology 11%, Archaeology 18%, Boating 27%, Climb 44%, Dodge 33%, Drive Automobile 25%, First Aid 37%, Hide 44%, History 39%, Law 8%, Library Use 49%, Listen 46%, Mathematics 17%, Occult 10%, Persuade 56%, Psychology 17%, Ride 38%, Sneak 40%, Spot Hidden 50%, Swim 38%, Throw 30%, Zoology 3%

Languages: English 83%, French 60%, Italian 23%, Latin 9%

Attacks:

Rifle/Shotgun 31%; damage dependent on weapon acquired (she has experience in hunting quail)

Special: SAN rating may be lower if Alicia lost SAN during "The Vengeful Dead". Her experiences in Gallery House gradually eroded three points of SAN from the amount she had at the beginning of the previous scenario.

Clayton Sommers, helpful scholar and friend

Nationality: American

Age: 46

Date of Birth: January 26, 1876

STR 10 DEX 12 INT 15 CON 11 APP 10

POW 12 SIZ 12 EDU 21 SAN 54 Luck 60

HP: 12

Damage Modifier: +0

Education: Ph.D.s in history and anthropology from the University of Pennsylvania

Skills: Anthropology 61%, Archaeology 54%, Cartography 20%, Drive Automobile 29%, First Aid 34%, Hide 40%, History 65%, Library Use 70%, Listen 36%, Occult 69%, Persuade 46%, Psychology 21%, Ride 25%, Sneak 21%, Spot Hidden 33%, Swim 30%, Throw 29%

Languages: English 105%, Old English 88%, Middle English 100%, French 69%, German 80%, Latin 20%

Attacks: none above base skill

Special: SAN rating may be lower if Clayton lost SAN during "The Vengeful Dead".

Myron Stevens, helpful professor and friend

Nationality: American

Age: 61

Date of Birth: March 17, 1861

STR 8 DEX 9 INT 15 CON 10 APP 10

POW 13 SIZ 12 EDU 20 SAN 59 Luck 65

HP: 11

Damage Modifier: +0

Education: Ph.D. in Linguistics from Yale University

Skills: Anthropology 40%, Archaeology 77%, Art History 30%, Boating 33%, Cartography 45%, Climb 42%, First Aid 37%, Geology 11%, Hide 41%, History 66%, Law 12%, Listen 27%, Occult 35%, Persuade 55%, Psychology 43%, Ride 34%, Sneak 13%, Spot Hidden 50%, Swim 27%, Throw 30%, Zoology 14%

Languages: English 100%, Demotic Egyptian 71%, Hieratic Egyptian 45%, Hieroglyphic Egyptian 54%, Greek 77%, Latin 70%, Phoenician 41%, Sumerian (cuneiform) 68%

Attacks:

Handgun 30%; 1D8 damage (.41 derringer)

Special: SAN rating may be lower if Myron lost SAN during "The Vengeful Dead".

Nolan Goodwin, private investigator

Nationality: American

Age: 30

Date of Birth: December 30, 1891

STR 14 DEX 12 INT 13 CON 16 APP 9

POW 11 SIZ 14 EDU 13 SAN 47 Luck 55

HP: 15

Damage Modifier: +1D4

Education: primary and secondary education

Skills: Bargain 33%, Climb 50%, Conceal 39%, Dodge 37%, Drive Automobile 40%, Fast Talk 54%, First Aid 33%, Forensics 10%, Hide 60%, History 23%, Jump 30%, Law 16%, Library Use 31%, Listen 65%, Occult 8%, Persuade 32%, Psychology 50%, Ride 27%, Sneak 41%, Spot Hidden 59%, Swim 35%, Throw 41%

Languages: English 66%

Attacks:

Handgun 34%; 1D10 damage (.38 revolver)

Rifle/Shotgun 30%; damage dependent on weapon acquired

Fist/Punch 81%; 1D3+dm damage

Edwin Qualls, loyal servant

Nationality: American

Age: 45

Date of Birth: June 3, 1877

STR 14 DEX 13 INT 12 CON 15 APP 8

POW 8 SIZ 12 EDU 13 SAN 18 Luck 40

HP: 14

Damage Modifier: +1D4

Education: primary and secondary education

Skills: Bargain 44%, Boating 34%, Carpentry 30%, Conceal 45%, Dodge 33%, Drive Automobile 65%, Fast Talk 51%, First Aid 35%, Hide 59%, History 25%, Jump 36%, Law 7%, Listen 38%, Occult 24%, Psychology 37%, Ride 30%, Sneak 41%, Spot Hidden 52%, Swim 53%, Throw 52%, Track 15%, Zoology 2%

Languages: English 66%

Attacks:

Handgun 32%; damage dependent on weapon acquired

Rifle/Shotgun 30%; damage dependent on weapon acquired

Knife 48%; 1D6+dm damage (medium size concealed knife)

Fist/Punch 56%; 1D3+dm damage

Hester Wilz, decrepit midwife

Nationality: American

Age: 77

Date of Birth: April 13, 1845

STR 8 DEX 15 INT 13 CON 18 APP 2

POW 13 SIZ 9 EDU 15 SAN 0 Luck 65

HP: 14

Damage Modifier: +0

Education: self-taught, no formal schooling

Skills: Boating 27%, Carpentry 13%, Climb 42%, Dodge 70%, Fast Draw—Knife 68%, First Aid 51%, Hide 67%, Cumberland County History 50%, Listen 45%, Medicine 25%, Midwifery 70%, Occult 33%, Pharmacy 33%, Psychology 21%, Sneak 61%, Spot Hidden 66%, Swim 26%, Throw 27%

Languages: English 63% (illiterate)

Attacks:

Knife 77%; 1D4+2+dm damage (large cleaver) or 1D6+dm damage (concealed filet knife)

Small Club 57%; 1D6+dm damage (cane)

Fist/Punch 54%; 1D3+dm damage

Special:

- Fast Draw—Knife: If she succeeds in this skill, she is able to draw a concealed filet knife and attack with it in the same combat round.

A successful roll reduces her DEX for the purposes of initiative by two points. An unsuccessful roll means she gets the blade out, but cannot attack in the same round.

- Body odor: Hester is rank. Though she has excellent Hide and Sneak skills, the Keeper should take her stench into account. Though she might be well hidden, she might be betrayed by her odor.

The People of Gallery House (servants and family)

Name	Gender	Age	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	Damage Modifier
Penny Gallery	female	23	7	9	12	6	8*	7	9	3	12	8	-1D4
John Richmond Gallery	male	25	15	8	12	15	16	9	15	12	19	15	+1D4
Daniel Warder Gallery	male	26	14	12	15	15	14	13	14	13	33	15	+1D4
Thomasina M. Gallery	female	22	7	10	13	6	9**	8	8	12	21	7	-1D4
William James Gallery	male	28	15	14	11	15	13	10	14	12	25	15	+1D4
Donna Simpson	female	51	7	12	12	9	9	7	11	11	12	10	+0
Royal Boutell	male	30	16	11	8	17	9	10	16	7	22	17	+1D4
Andrew Logan	male	24	16	13	13	17	10	9	15	12	0	16	+1D4

Skills Common to All: Keeper's discretion

Languages Common to All:

Penny Gallery: English 44% (illiterate)

Royal Boutell: English 54% (24% Read/Write)

All others: English (EDUx5)% (minimum 60%)

Attacks Common to All:

All have base attack skills except for the following:

Daniel Warder Gallery:

Rifle/Shotgun 47%; damage dependent upon weapon acquired

Handgun 30%; damage dependent upon weapon acquired

Royal Boutell:

Fist/Punch 75%; 1D3+dm damage

Large Club 48%; damage dependent upon weapon acquired

Small Club 57%; damage dependent upon weapon acquired

Andrew Logan:

Fist/Punch 66%; 1D3+dm damage

Knife 60%; damage dependent upon weapon acquired

Large Club 36%; damage dependent upon weapon acquired

Small Club 50%; damage dependent upon weapon acquired

Special:

* Penny's APP rating increases to 13 if she is cleaned up and brought back to health.

** Thomasina's APP rating increases to 14 if she is cleaned up and brought back to health.

Sheriff and Deputies

Name	Gender	Age	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	Damage Modifier
Sheriff Edward Banks	male	51	13	11	13	13	12	10	13	13	45	13	+1D4
Deputy Jack Browne	male	24	12	12	12	12	12	12	12	12	59	12	+0
Deputy Paul Gaskett	male	32	11	12	15	15	10	11	14	13	51	15	+1D4
Deputy Bill Grover	male	20	14	14	12	14	7	10	13	11	50	14	+1D4

Skills Common to All: Boating 30%, Climb 50%, Conceal 30%, Dodge 40%, Drive Automobile 35%, Fast Talk 30%, First Aid 35%, Hide 55%, Jump 35%, Law 15%, Listen 50%, Land Navigation 40% (80% in Cumberland County), Persuade 35%, Psychology 30%, Ride 35%, Sneak 45%, Spot Hidden 55%, Swim 40%, Throw 45%, plus any other skills the Keeper assigns them

Languages Common to All: English (EDUx5)% (minimum 60%)

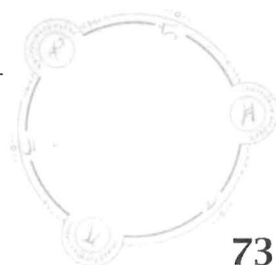
Attacks Common to All:

Rifle/Shotgun 35%; 2D6+4 damage (.30-30 lever-action carbine) or damage 4D6/2D6/1D6 (12-gauge pump-action shotgun)

Handgun 35%; 1D10 damage (.38 revolver)

Fist/Punch 65%; 1D3+dm damage

Small Club 40%; 1D6+dm damage (billy club)



Diseases

The following is a brief listing of sample diseases Ura may inflict on the investigators and their associates. Note that normal disease vectors (such as mosquitoes) do not have to be present for the victim to be affected. Normal gestation periods can be disregarded; the first symptoms should appear soon after the curse has taken effect. The disease is supernatural in origin, but can be treated conventionally. The Keeper can consult medical dictionaries and online resources (such as emedicine.com) for additional ideas.

Acromegaly

This genetic disorder occurs when the pituitary gland begins to excrete excessive amounts of growth hormone. This difficult to diagnose disease progresses slowly. It leads to a number of symptoms including swelling or enlarging in the hands and feet, protruding brow or lower jaw, enlarged tongue, enlarged nose, increased body hair, wide spacing of the teeth, arthritis, diabetes mellitus, weakness/fatigue, and headache. Both colon and breast cancer are more common among its victims. The symptoms can lead to reduction in the quality of life and tend to also shorten the victim's life expectancy markedly. There are few useful treatments available at the time of this scenario. In any cases caused by supernatural means, the symptoms (which normally manifest over the course of years) may appear fairly quickly, perhaps over days or weeks. Whether or not the physical changes subside after the breaking of the curse is up to the Keeper (or perhaps a roll on the Resistance Table). Actors Rondo Hatton, Richard Kiel, Carel Struycken, and André the Giant are/were all affected by this disease.

Cholera

This common bacterial disease is usually contracted when the victim eats or drinks something that is contaminated with *Vibrio cholerae* germs. It is found worldwide and is most common in areas that are lacking in modern sewage treatment. The symptoms are upset stomach and massive watery diarrhea. Other symptoms can include fever, vomiting, and terrible stomach cramps. Death due to dehydration can occur within one day. Cholera can be extremely deadly with 10% to 50% of patients dying soon after the first symptoms manifest. Hospitalization and ingestion of water is the only treatment available in the 1920s. Otherwise healthy and fit victims who are quickly hospitalized have a good chance of survival.

Dengue Fever

Generally found in tropical regions, this viral disease is spread via mosquito bites. Symptoms include severe headache, fever, joint and muscle pain, and a bright red rash. The latter usually starts on the lower limbs and chest, but can spread over most of the body. Additional symptoms can include diarrhea and nausea. The disease generally lasts six or seven days and is unlikely to be fatal to an otherwise fit and healthy patient. Hospitalization will reduce the chance of death to near zero.

Influenza

Commonly call the flu, this common disease is found worldwide and affects both birds and mammals. Because of the terrible epidemic of Spanish flu in 1918/1919 that killed millions around the world, doctors and sufferers are likely to recognize the symptoms quickly. These include sore throat, coughing, severe headache, fever, muscle pain, and fatigue. The disease is passed through bodily fluids such as saliva, blood, and feces. Coughing expels the contagion into the air, potentially exposing people nearby to the disease. Influenza comes in numerous types of varying lethality. An otherwise healthy, well-nourished sufferer should survive.

Leprosy (Hansen's Disease)

This notorious communicable disease is caused by a bacterium, but is the least contagious of any known disease. To have a chance of being infected, one must usually live in contact with sufferers for a prolonged period. Leprosy has long had a strong stigma about it and victims are commonly thought of as being unclean.

The disease's cause has been known since 1873 though the means of transmission remains unknown even today. Normally, it has a very long incubation period, but this can (should) be short in a supernaturally induced strain. No cure is available in the 1920s (the first effective cures appear in the 1940s).

Leprosy affects the skin, nerves, and mucous membranes of sufferers. Skin lesions and nodules are common. Muscles atrophy and sensory nerve endings cease to function. This often leads to victim's suffering injuries and not detecting them. Such untended injuries can then become infected, leading to an abscess or gangrene. It is this last fact that led many uninformed people to incorrectly believe that leprosy sufferers (often called "lepers") are rotting. It is up to the Keeper to determine if any of the physical damage caused by the disease reverses after the curse is broken.

The disease, in itself, will not normally cause immediate death. However, it can cause disfigurement and disability and can reduce the victim's quality of life. Ultimately, it can hasten a person to the grave who might have otherwise fought off some other life-threatening ailment.

Diseases (cont.)

Malaria

This common disease is usually found in tropical and subtropical areas of Africa, Asia, and the Americas. It is a single cell parasite transmitted to the victim via a mosquito bite. These parasites reproduce inside red blood cells, causing the victim to suffer from the symptoms of anemia (light headedness, shortness of breath). Other symptoms include chills, fever, and nausea. In the 1920s, quinine can be used to prevent the disease and treat it after it has been caught. There is no cure and sufferers can expect to endure periodic recurrences of the symptoms. Death is possible, but unlikely given the health care available in the region.

Rickets

This disease is most common in regions where the population lacks proper nutrition. It is most commonly caused by a lack of sufficient Vitamin D in the diet, but can also be caused by calcium deficiency. Children are most commonly affected. It leads to a softening of the bones which can cause deformity or fractures. Symptoms include bone pain, bone fractures, skeletal deformity, dental problems, and muscle weakness. Treatment in the 1920s is limited to modifying the diet by adding calcium and Vitamin D and spending time in sunlight (exposure to ultraviolet radiation leads to Vitamin D production in the body). Rickets is unlikely to kill a victim in this scenario, but can lead to injuries or even maiming/deformities.

Schistosomiasis (Bilharzia)

This disease is found in tropical regions in Africa, East Asia, the Middle East, and parts of South America and the Caribbean. Though little known to Americans, it is the second most common tropical disease after malaria. It is transmitted to humans via any of five different species of flatworms. These are encountered when one swims or bathes in a river or lake inhabited by these parasites.

Symptoms include abdominal pain, cough, diarrhea, fever, and fatigue. Though it is unlikely to result in death, it is debilitating.

In Virginia in 1922, it is unlikely to be properly diagnosed. Actual treatment options are limited. Ingesting antimony in limited quantities can have some therapeutic effect.

Sleeping sickness (African trypanosomiasis)

This parasitic disease is spread via the bite of the tsetse fly and is therefore confined to sub-Saharan Africa. The first symptoms are headache, fever, and joint pains. Later, swelling occurs in the lymph glands at the back of the neck. The disease then begins to attack various organs and finally strikes the brain. It is this second, neuralgic phase which makes the disease famous. The sufferer becomes confused, has reduced coordination, and has long periods of fatigue intermixed with periods of insomnia. Mental deterioration continues until the victim lapses into a coma and dies. Untreated patients have little chance of survival. Fortunately, the drug Suramin was introduced in 1920 and can effectively treat patients in the first stage. In 1922, a second drug, Tryparsamide, was introduced. When combined with Suramin, it can effectively treat patients in the second (neuralgic) stage. However, given how obscure this disease is, it is unlikely to be properly diagnosed by a physician in Virginia.

Tuberculosis (Consumption)

Commonly called TB, this bacterial disease most commonly affects the lungs and is both highly contagious and deadly. Pulmonary (lung) TB's symptoms include chest pain, a prolonged cough, and coughing up blood. Other symptoms include chills, night sweats, appetite and weight loss, and fatigue. It is an airborne illness that is spread by inhaling air which has been exposed to the coughing of one who is infected. Due to the small size of the droplets expelled by coughing, the disease can remain airborne for a lengthy period.

Tuberculosis is an ancient disease and is found worldwide. It is well-known to doctors in Virginia. Anyone diagnosed with it is likely to be placed in a hospital isolation ward. Since no modern antibiotics are available, the patient must endure an extended hospital stay.

Yellow Fever

This terrifying disease has long plagued parts of Africa and Central and South America. It is a virus spread to victims via mosquito bites and has an incubation period of three to six days. Symptoms include fever, muscle pain, headache, loss of appetite, nausea, and vomiting. It is this last symptom that is the best known, leading to one of the disease's nicknames... black vomit. In the 1920s, it is rare in Virginia though epidemics in U.S. urban areas (New York, Boston, Baltimore, and Philadelphia) did occur in the eighteenth and nineteenth centuries. Even in areas where it is endemic, it can be difficult to diagnose. It shares its symptoms with several other diseases including malaria and viral hepatitis. Otherwise healthy victims are likely to recover after several days, but some 15% will enter a "toxic" phase where the disease worsens. This acute stage is characterized by vomiting, abdominal cramping, and bleeding from the eyes, nose, and mouth. Blood appears in the vomit and feces and the victim suffers from jaundice. There is a 50% chance of death within ten to fourteen days. Survivors can expect to recover with no long term damage. A vaccination will not appear until 1937.



Curse of the Screaming Skull

DETAILED CONTENTS

PLAYER'S INFORMATION	P.78
KEEPER'S INFORMATION	P.78
Jacob Withering	P.78
The Skull and the Mummy	P.78
PART I: THE LEPROUS HOUSE	P.79
Meeting John Withering	P.79
Research and Interviews	P.80
The Housekeeper	P.81
Vermont in 1923	P.82
The Lodge	P.84
The Occupants	P.89
PART II: GIVING UP THE GHOST	P.90
Further Investigation	P.90
Lot #33	P.92
The Screaming Skull	P.94
The Mummy Bundle	P.95
The First Death	P.97
Marybeth's Involvement	P.97
DISCOVERIES AND RESOLUTION	P.98
Exorcizing the Skull	P.98
The Source of the Problem	P.98
SAN REWARDS AND PENALTIES	P.99
NPCs	P.99
PLAYER AIDS	P.100

Players' Information

It is May of 1923 and the investigators are contacted by John Withering, the nephew of the late Jacob Withering. John is seeking a small group of parapsychologists and paranormal researchers to investigate mysterious happenings at his uncle's remote lodge in Vermont.

Keeper's Information

Antiquarian Jacob Withering died on February 1 at the age of 88. Given his age and isolated lifestyle, the authorities concluded he died of natural causes. Case closed.

In truth, Jacob died due to the effects of supernatural influences he unknowingly brought into his house. These same influences continue to plague the structure and are the reason for John Withering contacting the investigators.

Jacob Withering

Jacob was born on January 21, 1835, and was the eldest son of Harold and Abigail Withering. The Withering family has long been affluent, having built a sizable family fortune in farming and, later, banking. Upon the death of his parents, Jacob inherited the bulk of the fortune. A comparatively small portion went to his only surviving sibling, Daniel.

Though Jacob attended Yale University for three years, he never graduated and has never held a paying job. Aided by the substantial inheritance, he indulged his interests in anthropology, folklore, religion, and the occult to the exclusion of all else. He took over the family's lodge in Essex County, Vermont, and turned it into a personal museum. The extensive three story structure has been devoted to over five decades of Jacob's work. So absorbed was he in this obsession that he never married and never had a family life. He was active within academic circles, but that was the limit to his interaction with mainstream society.

Jacob was in good health and maintained an active lifestyle. In addition to his scholarly interests, he engaged in outdoor activities, particularly hunting and fishing. When he died, everyone assumed it was due to natural causes or an age-related disease.

Jacob's death is directly related to Lot #33, a consignment of antiquities he purchased from the estate auction of anthropologist Richard Zerrien. The auction took place on November 20, 1922 at the auction house in Hartford, Connecticut. Delivery of the consignment to Withering Lodge occurred on December 6.

Like Jacob, Richard was a collector of curiosities and oddities. In a lifetime as an anthropologist and ethnologist, he visited many remote lands and encountered numerous obscure cultures. Many of his artifacts were of great historical and cultural value, but many others were worthless. More on Richard Zerrien is given later in the scenario.

Two of the items Jacob acquired were to alter his perspec-

tive. One was a human skull complete with jawbone. Though obviously many hundreds of years old, he considered it to be insignificant. One of the great prizes in the consignment was an Andean mummy bundle. This is a naturally mummified human who was wrapped in textiles, usually with an assortment of ornaments and other burial goods. Mummy bundles are from the Andean areas of South America. This specimen is a pre-Inca example from the south-central Andean highlands of Perú. It is never been properly examined or studied and has not been unwrapped. Jacob viewed this as one of the top three or four pieces in Lot #33.

What he didn't know is that both the skull and the mummy are home to powerful spirits. The skull houses a fairly benign entity that is protective and beneficial to those in its proximity. The mummy's spirit is very different. It is decidedly malevolent and works to disrupt lives, instill terror, and inflict harm. Its influence and the actions of the spirit of the skull led to the deaths of Richard Zerrien and Jacob Withering and the mental breakdown of Jacob's housekeeper. The problems posed by the artifacts may be exacerbated by the investigators rather than resolved by them.

The Skull and the Mummy

Though beneficial, the spirit of the skull is alarming. When it perceives malign supernatural influences at work in its vicinity, it emits a terrifying scream or shriek that strikes fear into the hearts of people who hear it. The spirit intends this anguished cry as a warning, not as a threat. No two screams are precisely identical, but all appear to be from the same male voice. There is no intention to cause fear, but this is usually the result. The spirit is that of an ancient Celtic shaman from what is today Wales. It has a highly skewed vision of the physical world and cannot interpret what is going on around it. Its view of its nonphysical realm is crystal clear. Any sort of supernatural activity, including spellcasting, that occurs within a few hundred feet of it is perceived regardless of any intervening physical barriers. The skull may then scream, but only if the spirit believes the activity is malevolent in nature. More on the skull is given later in the scenario.

The mummy's spirit is that of a malevolent sorcerer from a lost pre-Incan civilization. The sorcerer was a pariah to his people, but gathered a loyal cadre of followers. Upon his death, he was given a traditional burial. Centuries later, his mummy bundle was found in its hidden cave by grave robbers. It was sold on the black market and ultimately found its way into Richard Zerrien's collection.

The spirit of the mummy exists only to cause mayhem. Though it has some vague desire to be returned to its cave in the high Andes, it is not a goal it actively seeks. Instead, it uses a variety of powers to cause nightmares, hallucinations, and insanity. Weak-willed and weak-minded people are particularly susceptible to its influences. Every time the mummy becomes active, the screaming skull issues its terrifying warning. To date, no one has comprehended the importance of the mummy. Anything it does is attributed to the skull. More on the mummy is given later.

Part I: The Leprous House

"Immediately violent disturbances broke out in the house. Loud knockings and thumpings were heard, and the beating of an invisible drum."

—Lewis Spence, *An Encyclopedia of Occultism* (1920)

Meeting John Withering

John Alexander Withering is the fifty-eight year old son of Jacob's younger brother, Daniel. He works as an engineer for the state. He is currently conducting an inspection of the Vernon Dam on the Connecticut River near the town of Vernon, Vermont. His wife, Marybeth, is forty-five and lives a mundane life as a traditional housewife. The couple is childless and Marybeth has turned to hobbies to fill her free time. They maintain a home in Montpelier, though John's duties take him all over the state. Due to the family crisis, he has arranged to take time off from his work at the dam.

John will initially contact the investigators by telephone or letter. They can be from anywhere in New England or the industrial northeast. At the Keeper's discretion, investigators from further afield might be contacted. Before they are officially hired, he will require them to travel to his home in Montpelier for the customary interview. Their travel expenses will be covered so the only thing the group might lose if they aren't hired is time. Everyone is expected to gather at John's house for lunch on Wednesday, May 9.

In their first meeting with their employer, the group is assured of being hired unless they turn out to be abrasive boors or crazed fanatics. The initial portion of the meeting will likely be filled with small talk and a rundown of the investigators' qualifications. Once John is satisfied with them, he will present them with his problem and payment offer.

The Will and the Haunting

Were it not for Jacob's will, John could simply sell the property and absolve himself of the hassles of dealing with a haunting. Unfortunately, it is necessary for him to confront the problem. This is where the investigators come in.

The terms of Jacob's will are a frustration to John, but he has resigned himself to them. The will states that the lodge and its contents must remain in the family. They must be kept intact and maintained for the next ninety-nine years. The house can still serve as a residence and the will even provides that it can be turned into a museum. The document is very clear and precise. No item may be sold, given away, or destroyed. The collection can be added to, but there are limits on what structural changes may be made to the lodge. A substantial sum of money was set aside to ensure the upkeep of the premises for the foreseeable future.

The will also had an assortment of other, mundane provisions. Funds amounting to several thousand dollars were bequeathed to several universities and museums in New England. The balance was left to John and Marybeth.

Since John became a millionaire upon the death of his uncle, he is unwilling to risk violating the will's terms. If any provision is violated, the main portions of the will are voided and a codicil goes into effect. This states that the entire estate, except for the aforementioned charitable donations, is to be donated to the University of Vermont. A Montpelier attorney, Madison Birchard, is the will's executor and is charged with enforcing its provisions.

Except where it pertains to his inheritance, John has no interest in the lodge. He has visited it perhaps a dozen times in his life and only once since Jacob's death. His relationship with Jacob was distant and he never shared the man's interest in history or folklore.

Marybeth, on the other hand, is fascinated by the lodge and in Jacob's activities. She only met him three times, but was highly impressed by his accomplishments. Her visit to the lodge after Jacob's death did much to influence her views. As a practicing spiritualist, she was particularly interested in the occult aspects of his work. Pressure from Marybeth motivated John to contact the investigators.

The problem John is facing is the lodge is quickly developing a reputation. Jacob's housekeeper unexpectedly quit several weeks prior to his death amid rumors of ghostly activity. Though Jacob never commented on anything in the house, an archivist who was hired six weeks ago to catalog the collection quit after only three days. He said little except to claim the house was haunted. Two more archivists are now working there and they, too, are complaining about strange things: noises, screams, unexplained movement of objects, a sense of being watched.

John thinks it is all nonsense and he will say so when he is briefing the investigators. The mission he provides seems simple. Go to the lodge, investigate the matter, find answers, and make the problem stop. In the process, they are not to damage or destroy the building or its contents. He will provide a basic background of his uncle and what he collected. Finally, he will provide the keys to the house, directions on how to get there, and a two week advance on their pay. They are paid their usual set rates (if they have any) or \$50.00 per week per investigator. Any job-related expenses are paid for provided John is given proper receipts. He reserves the right to dismiss them at any time for any reason. The implication is that he expects them to take not more than a month to complete their work. Depending on how the conversation is roleplayed out, John might mention his wife's interest in the occult, but she is not expected to become involved in the investigation.

Intelligent investigators will attempt to get more information from their employer. He can provide the basic history of the house (see page 80), a general background of his uncle (already provided), the terms of the will (already provided), and his interest in the house (already described). He will not provide them a copy of the will since he considers that to be a private family matter. If asked, he might admit to suspecting that one or both of his archivists are playing a hoax.

Research and Interviews

Many investigators will want to proceed directly to the spooky lodge in the woods. Those who don't might try some preliminary research or interviews in order to be better prepared. There is no timetable and John does not insist or imply that they must go directly to the lodge. He will not micromanage their activities. In fact, he will do little to monitor them unless something catastrophic occurs and comes to his attention. Since he will return to work within a few days of his initial meeting with the investigators, his wife will be the group's primary point of contact.

Some of these investigative points might come up later in the scenario. They are presented here since some groups may anticipate the need.

Jacob Withering

Jacob Withering's recent activities should be the subject of the investigators' scrutiny. Because he was such a private man, little detailed information on his final few months of life can be had from public sources such as newspapers. Interviews are the best option.

Though none of his relatives can provide clarity, his housekeeper is a logical source to seek out. John Withering can only say she left under unusual circumstances and cites rumors of ghost activity as her excuse. The best he can do is to provide her name, Margaret Davis. Neither John nor Marybeth ever learned that she was placed in a sanitarium within days of her departure from Withering Lodge. More on Margaret and how to find her is on page 81.

Locating the executor is as easy as checking with John Withering or consulting the Montpelier telephone directory. Madison Birchard is a forty year old attorney working in private practice in partnership with Edward Hoysradt. Birchard & Hoysradt is a prominent Montpelier law firm which provides a full range of legal services. Madison will not reveal the specifics of the will without John Withering's consent. If asked, he will say he

has had Jacob Withering as a client for eleven years. They were not friends, but he did respect him. He cannot provide any insight into the case.

Interviewing the original archivist, Benjamin McCreery, is prudent. John can provide his address in Burlington. Though he has no telephone, he can be contacted in person or by mail. Ben's commentary is provided on page 83.

Analyzing Jacob's personal papers requires a trip to the lodge. Clues available among these include documentary evidence of his purchase of Lot #33 and payments for Margaret Davis' health care. This is described in the next section. The circumstances of Jacob's death should be the subject of the investigation. This should take the investigators to the *Burlington Free Press* (see page 81) and Essex County Sheriff's Office (see page 83). If asked, John and Madison can reveal that Jacob was buried in the small family plot on the lodge grounds.

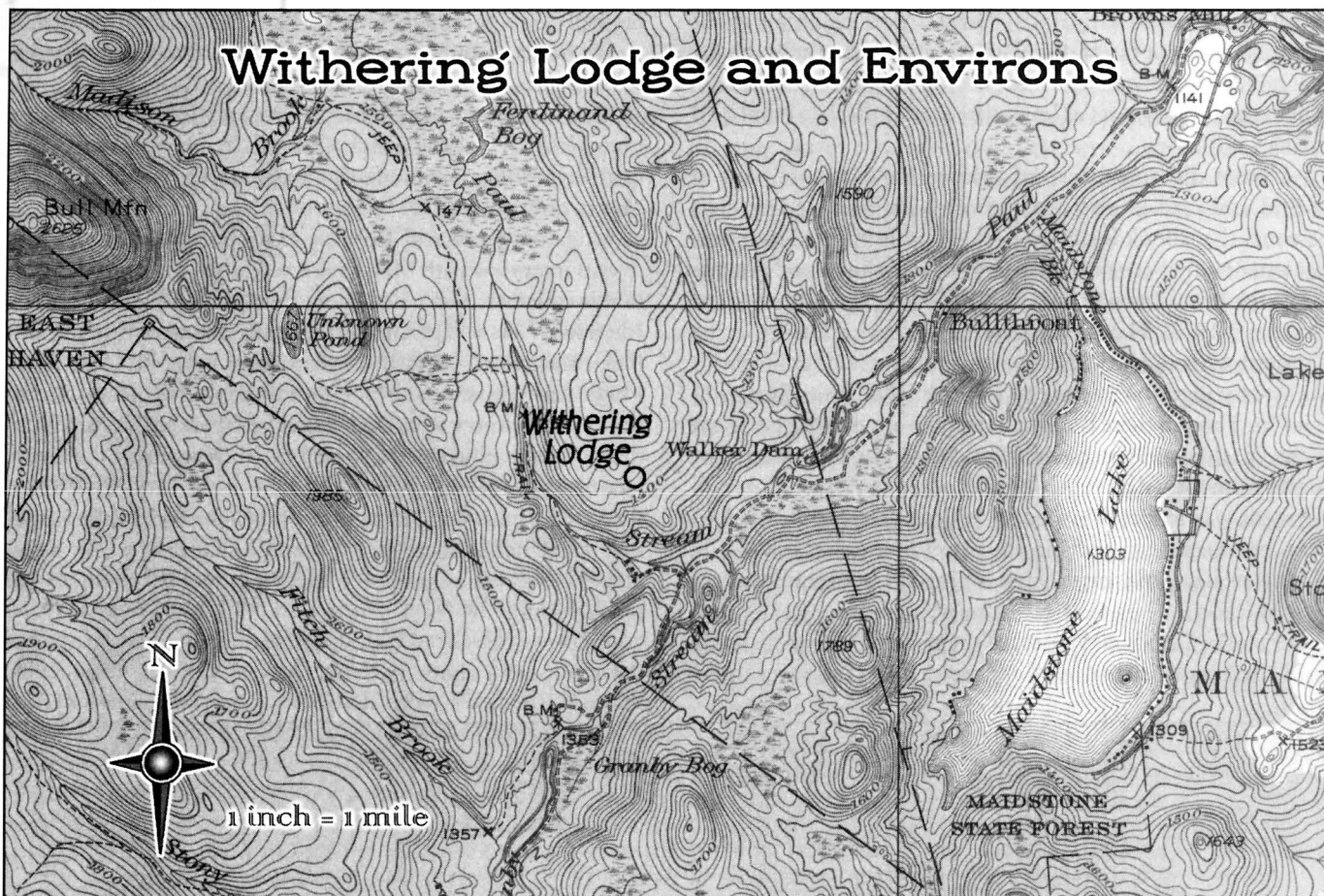
Two other possible information sources are the café and general store in Maidstone, the village nearest Withering Lodge. Jacob patronized both fairly frequently. At Maidstone Café, waitress Quality Summerville can recall that she last saw "Mr. Withering" sometime in November. He was in good health and spirits then. A similar story can be had from the clerk at Maidstone Goods, Tom Johnson. Both Quality and Tom have positive opinions of Jacob. If at some point they are asked about Margaret Davis (see page 81), they will admit that local rumor has it she left because of ghosts at the lodge.

Withering Lodge

Withering Lodge is located a few miles west of Maidstone Lake, a deep, clear lake created at the end of the last Ice Age. It is in a remote, forested area near a pond located southeast of Bull Mountain and northwest of where Granby Stream empties into Paul Stream. It is reached by a single lane dirt road. During winter months, the lodge is often isolated by deep snow. At other times of the year, heavy rains often wash out the road, preventing access to the lodge. There are no neighboring farms, houses, or inhabited properties.

Construction began in 1840 and was financed by the Wharton family of Montpelier. The





desire was to create a comfortable vacation home in an isolated wilderness environment. The poor roads and lack of county infrastructure resulted in ballooning costs and delays and it wasn't until the autumn of 1844 that the lodge was complete.

The Whartons were wealthy landowners with properties throughout much of New England. Unfortunately, the family died out by the 1850s and the lodge was put up for sale by the executors of the estate of Thomas Wharton in 1856. Harold Withering purchased the property and intended for it to be a vacation home and perhaps even a place for him to retire.

There is nothing sinister or unusual about the history of the house or its construction. The Whartons were once well known in Vermont and New Hampshire and their names are prominently mentioned in regional historical records and newspapers of the first half of the nineteenth century.

The basic history of the house can be had from John Withering though he won't recall specific years or names. Pinning down the details requires research at the Vermont Historical Society in Barre. The chief historian, Hyman Fischer, can assist in locating records that confirm the story. Investigators who insist on doing their own research must succeed in Library Use rolls and spend one to three hours at the Society. Much of this information is also available in 1856 issues of the *Burlington Free Press*, but locating relevant articles is an inefficient use of time. Unless they know to consult only 1856 issues, many hours or even days might be spent looking for the information.

Land records on file at the county courthouse in Guildhall

document the acquisition of the lodge on March 10, 1856. No other information on the lodge or the Withering family is available there.

The Housekeeper

Forty-three year old Margaret Davis was Jacob Withering's full time, live-in housekeeper for fourteen years. She cleaned the house and arranged for contractors to perform needed repairs and structural maintenance. Jacob relied heavily on her to care for the mundane day-to-day needs of the property. Jacob considered her to be a valuable friend and associate.

It was something of a surprise to area residents and to John Withering when it was learned that she had unexpectedly quit. The two were always good friends and Jacob paid Margaret very well. The circumstances leading up to her departure were never made public, but events after Jacob's death have led to rumors that she left because of the alleged haunting.

The rumors are nothing more than conjecture, but are nevertheless accurate. Margaret was unable to bear the increasing amount of supernatural activity. The screaming skull particularly unnerved her and this led to a nervous breakdown. Margaret left Withering Lodge and checked into the Brattleboro Retreat, a state run mental hospital in Brattleboro, Vermont. Jacob provided a substantial sum to the hospital to ensure she was properly cared for.

There are two ways to learn of Margaret's fate. The county sheriff, Phillip Döhring, knows what happened to her and can

reveal this to the investigators. There is nothing secret about it, but he does not freely discuss the matter out of concern for Margaret's reputation. If asked, he will provide the information to the investigators as long as he knows they are employed by John Withering.

A more difficult means of discovering Margaret's fate is to find and read Jacob's most recent accounting ledger. His personal checkbook is still in the desk in his office. The ledger documents what checks he has written and shows one is made out to the Brattleboro Retreat for \$1,000.00. The entry is dated January 9, 1923. The Brattleboro Retreat is also known as the Vermont Asylum for the Insane. Investigators unfamiliar with Vermont will probably have to ask what the "Brattleboro Retreat" is. Though there is no explanation for what the payment is for, it is certainly unusual. Perceptive investigators might notice from the ledger that Margaret quit a few days before this payment was made. This ledger is described further later in the scenario and can provide other useful information.

Interviewing Margaret Davis is possible, but requires a trip to Brattleboro. The investigators must then convince her psychiatrist, Dr. Edmond Wallace, of the need. She is sufficiently stable to accept visitors, but he wants to avoid inducing stress.

He will not discuss the details of her condition with anyone and is not susceptible to bribery or coercion. Gaining access requires the group's spokesperson to succeed in a Persuade roll at 20% of the normal chance of success. If any deaths have occurred at Withering Lodge since the arrival of the investigators, Dr. Wallace is more likely to agree. Persuade skill in this case is only halved. He will automatically grant access if the investigators get Sheriff Döhring to support them.

An interview with Margaret is revealing, but provides little that is concrete. She will explain that the house is haunted by "demons." She will graphically describe the terrifying screams that continue to haunt her nightmares. Because she never sought answers, she cannot pinpoint the source of the screams nor does she know what is responsible. If asked, she will recall that the screaming started sometime in December of last year. Her nerves gave out by the end of the month and she quit on January 2 of this year. Placing too much pressure on Margaret may cause her to snap, prompting the staff to eject the interviewers from the premises. Merely recalling the events is not too stressful.

There is one bit of hard information she can provide. If the group asks about Lot #33, she can reveal it is from the

Vermont in 1923

Depending on how active the investigators are, they may find it necessary to travel over much of Vermont. Action is primarily set at the lodge in Essex County, but investigation should take them outside the county.

Vermont at this time is mostly rural with some seventy percent of the population living outside of urban areas. The region is heavily forested and features several mountain ranges including the famous Green Mountains of central Vermont. Railroads serve all significant population centers and Burlington is an important port on Lake Champlain. Investigators who wish to travel in the state will probably rely on trains, but efficient bus services are available in and to all counties. Vermont was the first state to actively promote tourism and this is increasingly important to the economy. Roman Catholicism is the most common religion and 99.8% of the population is of European ancestry. The illiteracy rate is 2.2%, the lowest of any state in the eastern United States. The principal industries are marble and granite mining, logging, and manufactured products related to these industries.

The largest towns and cities are Burlington, Rutland, Barre, Brattleboro, St. Albans, Montpelier, and Bennington. In 1923, no Vermont city has a population exceeding 25,000.

With a population of 24,700, Burlington is Vermont's largest city. It is home to the University of Vermont. The university and public libraries here make it one of the best places in the state to conduct research. This is a reasonably and perhaps even likely place for the investigators to visit.

Rutland (population 17,300) is the state's second largest city. There is no specific reason to visit it during the scenario unless the group is seeking supplies not immediately available in other towns.

Barre (population 11,300) is home to the Vermont Historical Society (VHS). It may be visited by investigators conducting research.

Brattleboro (population 8,700) is home to the Brattleboro Retreat (a.k.a. the Vermont Asylum for the Insane). This is where Margaret Davis is located and can be interviewed.

St. Albans (population 8,000) is an unlikely destination. Aside from there being no established reason to visit it, it is located outside where the group is likely to travel (northwest Vermont).

Montpelier (population 7,800) is the state capital and is where John and Marybeth Withering live. It is also where Madison Birchard is located.

Like St. Alban's, Bennington (population 7,300) is an unlikely destination. It is located in the southwestern corner of the state. It is home to the Bennington College for Women.

Essex County

Essex County is the most remote and least populated county in Vermont. It is bordered by Québec to the north, New Hampshire to the east and southeast (Coos and Grafton Counties), and Orleans and Caledonia Counties (Vermont) to the west and southwest. The county's population as of 1920 was 7,364 and is gradually declining. There are no large communities. Essex County has no newspaper, historical society, or significant manufacturing industry.

The county seat is **Guildhall** (population 376). It is located near the Connecticut River a short distance from the border

estate sale of a "Roger or Richard Zerrien." She is unsure of the first name, but can reveal the auction was in Hartford, Connecticut in November of last year. This event is not of particular importance to her and she has not connected it to the phenomena which erupted soon after its arrival. She did not pay much attention to what was in the lot and did not help unpack it.

The Archivist

The original archivist John hired is Benjamin McCreery, a thirty year old unemployed librarian from Burlington. Ben lives in a two room flat in a low income area near the main campus of the University of Vermont.

Ben will grant an interview if approached openly and politely. He will insist any interview be conducted at a public place such as a restaurant. This is partly because he is embarrassed about his living conditions and partly out of concern for his safety. His experiences at Withering Lodge had a lingering effect and he is still a bit jumpy. No payment or bribe is required for him to talk. In fact, he will be insulted if someone makes a crass bribe attempt.

Though he has not discussed his experiences at Withering Lodge since leaving Essex County, he has no reason to keep the events secret. His commentary can provide a fair amount of insight into recent phenomena. Any Psychology rolls attempted on him during an interview indicate he is sincere and believes what he is saying.

Ben can say that he was hired just two weeks after Jacob Withering's death. He answered an ad John Withering took out in the *Burlington Free Press*. After an interview, he was hired and arrived at Withering Lodge on Friday, February 23. His job was to conduct a complete inventory of the artifacts in the house. The task is no small one. Ben immediately realized it would take weeks or perhaps even months for him to complete the job.

Ben was immediately uncomfortable being in the lodge. Though it was physically comfortable and there was an ample supply of foodstuffs, he nevertheless found it difficult to sleep. He always had the feeling he was being watched. At first, he dismissed these feelings as being caused by living alone in a large, isolated house.

After the first few days, Ben started noticing unusual things. Objects would go missing, only to reappear at places where they didn't belong. Cold drafts were felt in rooms that were well-heated and shut up tight. Windows that had been closed and locked the night before were found open the next morning. Parapsychologists will recognize much of what he describes as being classic poltergeist-like activity. No overt manifestations were witnessed. After the first week, Ben heard the terrible scream. He was never able to locate the source, but is confident it came from somewhere on the second floor. The scream was usually heard at night, but did occur once in the afternoon. There was no pattern to the sound, but each time it was totally unexpected. After the sixth time, Ben left the house.

Vermont in 1923 (cont.)

with New Hampshire. It is home to the county courthouse and the Essex County Sheriff's Office. Other features include an assortment of merchants, four cemeteries, churches, the Eveningside Funeral Home, a bank, and most anything else one might expect in a small New England town. There is a small county library, but its collection is very limited. The investigators will not find it to be of significant use.

The Essex County Sheriff's Office employs Sheriff Phillip Döhning and as many as two full time deputies. Only one NPC deputy, Ryan Muldoon, is provided in the NPC section. Deputy Muldoon was born and raised in Maidstone and is familiar with the location of Withering Lodge. He has visited a few times in conjunction with the death of Jacob Withering. The Sheriff's Office occupies a small, single story jail building. This facility is limited to a large office, two holding cells, a storeroom, small (rudimentary) kitchen, and bathroom (toilet and sink; no shower). The holding cells open directly into the main office.

Essex County lacks a full time fire department, but has a reasonably effective volunteer fire department based in Guildhall. Its sole vehicle is an aging pumper truck that is parked next to the Sheriff's Office. Rudimentary firefighting equipment is stored in a storeroom there. Sheriff Döhning also serves as the fire chief.

If the investigators are in need of medical care, their only option is Dr. Kenneth Haier. He operates an office out of his Victorian style house in Guildhall. Dr. Haier has no medical degree, though this is not known to the community at large. He is reasonably competent and will refer tough cases to colleagues outside of the county. In addition to his professional duties, he is a member of the volunteer fire department and occasionally acts as a substitute teacher in the local school.

The closest community to the lodge is **Maidstone**. It is located east of Maidstone Lake and has a population of 171. The central features are Maidstone Café and Maidstone Goods. The café is open from 7:00 A.M. to 6:00 P.M. every day of the year except for Christmas. It has one full time waitress, nineteen year old Quality Summerville and a full time cook, Druscilla Sump, 58. At any given time, one to three local girls are working part time as waitresses. The food is good and Mrs. Sump's pies and breads are renowned throughout the county. Maidstone Goods is a general store owned and managed by Brian McCutcheon, 47. It is open from 10:00 A.M. to 6:00 P.M., Monday through Saturday. Mr. McCutcheon stocks most any item that a county resident might reasonably need. This includes everything from food to clothes to tools. Popular ammunition calibers and a small selection of firearms are in the inventory. The store is essentially a combination of a grocery market, clothing store, and hardware store.

Jacob Withering was well known to the people of both Maidstone and Guildhall. He was a regular customer at both of Maidstone's businesses and arranged for regular deliveries of supplies on a monthly basis.

It was March 14. He immediately sent a letter of resignation to John Withering and declined to accept his final paycheck.

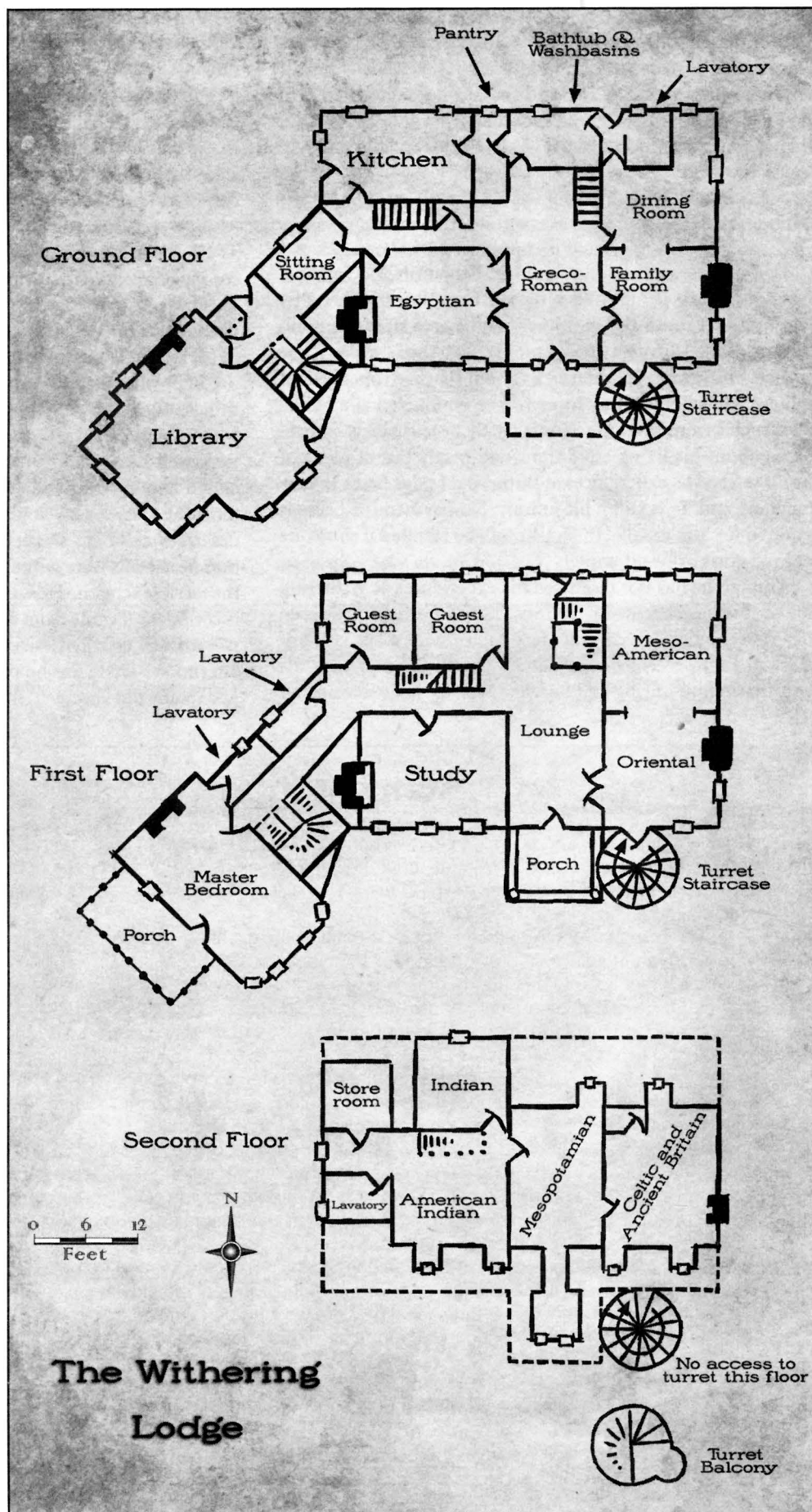
If asked, he can provide a general description of the contents of the lodge. He never explored the grounds so is unaware of anything not within immediate sight of the lodge or driveway. Ben's commentary is accurate and honest. Unfortunately, he cannot provide any information on Lot #33, Jacob or John Withering, Margaret Davis, or the history of the lodge. He will not return to the lodge for any price.

The Lodge

Withering Lodge is a sprawling three story stone structure dating to the 1840s. It is well maintained, but lacks modern conveniences such as electricity, telephone service, running water, and flush toilets. A cistern provides fresh water and is supplemented by a well near the house. The well is only used when rains are insufficient to replenish the cistern. Though the cistern is located next to the house, water must still be carried by hand to rooms that need it. This is an annoying, but necessary daily chore.

After Jacob took the lodge over for his personal use, it gradually became a vast private museum. Previously, it could have up to a dozen bedrooms in addition to a music room, parlors, a library, and the like. It now has only three furnished bedrooms, two of which are currently occupied. If there are more than two or three investigators, excess people will have to convert the room of their choice into a sleeping area. There is plenty of bedding on hand.

Each floor has fourteen foot high ceilings. The basement ceiling is seven feet high. Lighting is provided by oil lamps and candles. All of the windows and outside doors have locks, but few are kept secure. No one has seri-



ously considered that thieves might try to visit such a remote place. No interior door has a lock or bolt. Room descriptions are in the boxed text on page 87.

The house is well supplied. There are ample stocks of foodstuffs, lamp oil, and other consumables. Only perishables such as fresh meat must be brought in. Deliveries of groceries from Maidstone Goods occur on the first Monday of each month, weather permitting.

The Grounds

Except for the yard immediately around the lodge, the grounds are unspoiled woodland. The lodge is situated near the center of a two hundred acre parcel of unfenced land and is linked to the county road by a winding dirt lane.

In addition to the lodge, there are several noteworthy features on the property. These are marked on the map on this page.

Thirty yards from the lodge is a two story carriage house. It is suitable for use as a garage for two automobiles and currently contains a old, but functional buggy and a horse-drawn sleigh. The upper floor is devoted to storage and is cluttered with long-forgotten junk.

A short distance from the carriage house is a stable. This single story structure contains four stalls, a grooming area, and a tack room. Jacob's aging saddle horse, Blackpowder, resides here. Blackpowder is in good health, but is well past his prime. He is currently at the archivists' disposal and they use him as their sole means of transportation. John Withering intends to sell Blackpowder once the current work at the lodge is complete. Bill Trait is currently caring for the horse and he often allows him to roam freely on the property. Due to his age and mild temperament, Blackpowder does not wander much beyond the immediately vicinity

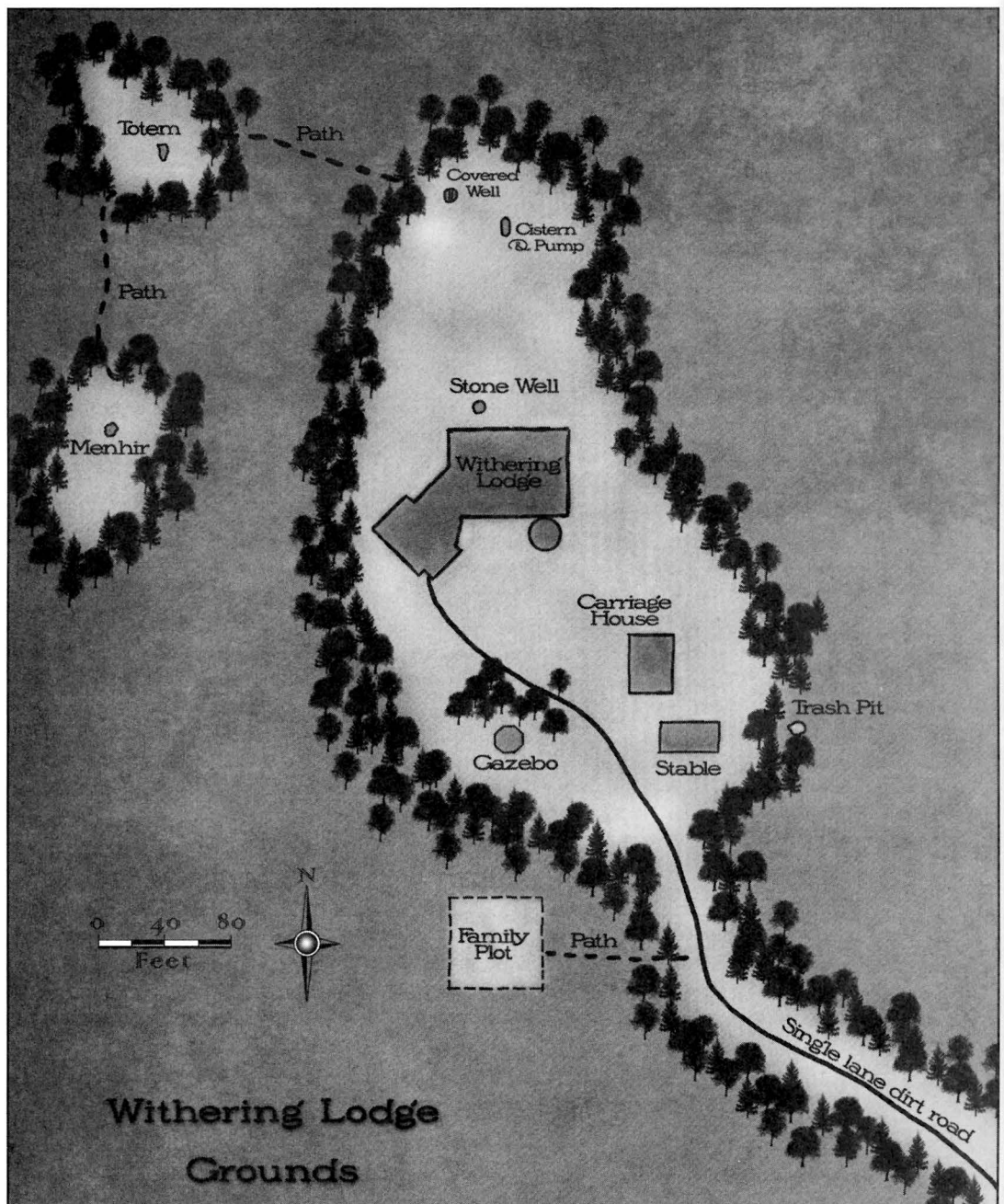
of the house or stable. Though he primarily a saddle horse, he can be hitched to the buggy or sleigh.

Behind the house is an old, stone-lined well. Originally, there was a wooden shelter housing it, but this was removed decades ago. The well is just over thirty feet deep and is dry. It can play a role in the scenario, but is not noteworthy to the casual observer.

Fifty yards in front of the house and within a short walk of the driveway is a gazebo. It is a wood structure built on a stone foundation. Though it needs a fresh coat of paint, it is in otherwise sound condition. Trees impede the view from the lodge to the gazebo.

The cistern is located a short distance behind the house. A manual pump permits one to easily extract water.

At the edge of the woods behind the house is a second stone well. This one has a wooden shelter. It is thirty feet or



so down to the water level and another five feet to the actual bottom. Water must be pulled up in a bucket via a simple pulley affixed to the underside of the shelter's roof. It is definitely less convenient than the cistern.

A trail near the functional well winds into the woods. It leads to a small clearing some thirty yards inside the trees. In the center of this clearing is a genuine Tlingit totem Jacob had brought in from the Pacific Northwest. The totem's paint is faded and the wood is heavily weathered. Though it is an interesting piece of work, there is nothing unusual



The Tlingit Totem Pole



The Menhir

or supernatural about it.

A trail leading out of this clearing ends at a meadow about forty yards away. This open space is surrounded by a dense thicket of thorny brambles. The meadow itself has tall grass and wildflowers and is rather attractive. In the center is a carved stone monolith Jacob imported from Ireland in the 1880s. It is just over seven feet tall, three feet wide, and two feet thick. Like the totem, it is an interesting artifact, but is neither supernatural nor sinister.

Just inside the woodline behind the stable is a grassy mound. It is some three to four feet high and is approximately seven feet in diameter. It has an unnatural appearance. Some might suggest this is a burial mound. It is actually only the remains of an old trash pit that was filled in and buried more than two decades ago. Investigators who dig here are wasting their time, but should be able to determine what it was after several hours of labor with shovels and picks.

The last exterior feature is a small cemetery. It is located within sight of the driveway and is reached via a narrow footpath. The cemetery is encircled by a white picket fence that was painted shortly before Jacob's burial.

The cemetery has four graves. Each is marked with a simple marble gravestone. The most recent is that of Jacob Withering.

The stone bears the following inscription:

Interior Details

This description is organized by floor. The Keeper should fill in necessary details as needed.

Ground Floor

Library

Much of the wall space in the library is devoted to floor-to-ceiling bookcases. These are sturdy and built into the walls. Thousands of volumes grace these shelves and take up perhaps eighty percent of the available space. The remainder is occupied by an assortment of interesting curiosities including statuary, pottery vases and bowls, and the like. The books are organized into general subjects, but within a subject, there is no obvious organization. Predictably, most subjects covered are those related to Jacob's interests: history, folklore, religion, culture, the occult, and geography. Perhaps ten percent of the library contains books outside of these general subjects (classic literature, general reference, etc.).

The library can be a useful resource for investigators who are not experts in anthropology, archæology, or history. It also contains a red herring. In the occult section, jammed between Lewis Spence's *An Encyclopedia of Occultism* (1920) and Margaret Alice Murray's *The Witch-Cult in Western Europe* (1921) is a copy of Edward Derby's *Azathoth and Other Tales* (1919). This minor Mythos tome is listed in the CoC rules and is unrelated to the scenario. Overzealous players might assign an unwarranted significance to it, particularly since it is a book of poetry that is inexplicably shelved in the occult section.

One volume specifically relevant to the current haunting phenomena is *Haunted Houses* (1907) by Charles G. Harper. It provides descriptions of hauntings at various manors, castles, and residences throughout England. Chapter VII is entitled "Houses with Skulls and Skull Legends." This section provides descriptions of six locations, the most prominent being Bettiscombe Manor. This famous house is home to what is arguably the most famous screaming skull legend in history.

Anyone who discovers this book will easily find the relevant chapter if they are looking for information on haunted skulls. If they are looking for information on disembodied screaming, they will still find this chapter when they read the index. The index's only reference to screaming takes the reader to the entry on the screaming skull of Bettiscombe Manor.

Reading Chapter VII takes not more than half an hour. No language roll is required for anyone fluent in English and no skill benefits are gained. The only insight is that skulls are common fodder for ghostly legends. *Haunted Houses* exists in real life and was reprinted by Studio Editions Ltd. under their Senate imprint in 1994. If the Keeper can acquire a copy, it might be used as a player reference.

Sitting Room

This comfortably furnished room contains comparatively few artifacts. This makes it ideal for converting into living quarters if there are too many investigators for the existing bedrooms.

Egyptian Collection

The Egyptian Collection contains a wide variety of artifacts, mostly from the New Kingdom and Ptolemaic periods of Egyptian history. Statuary, scarabs, pottery, and everyday items are among the items on display. The mummy from Lot #33 is here and is stored in a wood and glass case against the south wall underneath the window closest to the double doors. A dozen scarabs are arranged around it. Several dozen other scarabs are displayed around the room, many being in framed sets on the walls. The Lot #33 scarabs no longer bear Shoreside labels so cannot be distinguished from other scarabs in the collection. It is easy to assume those with the mummy are the ones from Lot #33, but they are not.

The room has a fireplace which is clean and doesn't appear to have been recently used. Next to the fireplace is Lot #33's Egyptian Ushabti. It, too, is lacking the auction label, but it is the only Ushabti in the building. On the mantelpiece is a set of four beautifully crafted canopic jars. Made of alabaster, they were once used to store the internal organs of a mummy.

Greco-Roman Collection

The artifacts in this room cover centuries of Greek and Roman history. Examples include statuary, a fairly extensive coin collection, pottery, and jewelry. Lot #33 artifacts that are here are the two Byzantine amphora, the Roman ampulla, the Roman bone pin, and the Greek oil lamp. Except for the pin, all still bear the discreet Shoreside labels.

Family Room

Like the sitting room, the family room is comfortably furnished. A phonograph player and a selection of albums (mostly opera) is the most modern feature. Bookcases contain both artifacts and a selection of books on archæology and ancient history. Three human skulls are among the artifacts, none of which are the screaming skull. The Sung Dynasty bowl from Lot #33 is on one of the shelves and still bears the Shoreside label.

Dining Room

This is a finely furnished formal dining room complete with large oval table, chairs, and sideboards. The room is devoid of antiquities, but the walls do bear several fine nineteenth century oil paintings.

Bathroom

The bathroom is primitive by late twentieth century standards, but is normal for its time and location. It consists of a marble-top table with washbasin and pitcher, a porcelain tub, and an earth closet.

An earth closet is a type of polished wooden commode that pre-dates flush toilets. It uses fresh earth or ashes on the bottom of the wood structure to absorb odors. Since there is no running water, maintaining the bathroom is an essential duty. When needed, water must be carried to fill the tub. More importantly, the earth or ashes in the earth closet must be

Interior Details (cont.)

periodically changed.

Kitchen

The large kitchen is fully stocked and includes a large, wood-burning stove. Though it has a water tank, drawing water from the cistern remains a daily chore, especially after the investigators arrive.

First Floor

Master Bedroom

This large, comfortably furnished bedroom is unoccupied when the investigators arrive at the lodge. It can comfortably sleep two in its large canopy bed. The decor includes an assortment of Jacob's favorite antiques and art objects including a reproduction of a marble bust of the 4th Dynasty pharaoh Chephen. A search of the room reveals no clues. However, located within one of the room's two armoires are the only firearms available in the house. They are a .38-55 caliber lever-action rifle (8 shot capacity; 2D6+4 damage per shot) and a 20-gauge double-barrel shotgun. The armoire also contains hunting and outdoor clothes, a tackle box, fishing rod with reel, two boxes of 20-gauge ammunition (50 rounds total; birdshot that does half damage beyond ten yards), a cartridge belt containing twenty .38-55 rounds, another fifteen loose rifle rounds in the pockets of a shooting vest, and a rifle/shotgun cleaning kit. Neither weapon is loaded, but both are clean and in good working order.

Master Bathroom

This is a full bathroom with water basin, an earth closet, and porcelain tub.

Bathroom

This is a full bathroom very much like the Master Bathroom.

Guest Bedroom

Bill Trait occupies this bedroom. In addition to the usual furnishings, it has a pair of twin-size beds.

Guest Bedroom

Brad Wilton occupies this bedroom which is furnished much like Bill's. This used to be Margaret Davis' room and still has a feminine decor. None of her personal effects were left here.

Study

Jacob's private study is very much of combination of office and personal library. A load of important clues can be found here. These are described in detail on page 90.

Central to the room is a massive oak desk that is more than a century old. Other furnishings include a leather swivel chair, a four drawer wooden filing cabinet, two bookcases, two wooden chairs, and a potted barrel cactus. Most of the floor is covered with a somewhat worn, but otherwise fine quality Persian carpet.

Mesoamerica/Pre-Columbian America Collection

This extensive collection includes pottery, textiles, several ancient stone weapons (Inca maces, Maya and Aztec obsidian daggers, etc.), eight Inca and pre-Inca skulls bearing evidence of trephination, a set of two dozen assorted bronze trephination instruments, several gold artifacts (Mayan), a Maya censer (stone incense burner), a jade mask (Aztec), and a collection of photographs. The latter contains photos taken within the past twenty years of Sacsahuaman (in Cuzco, Perú), Pisac (near Cuzco, Perú), Uxmal, Tulúm, and Chichén Itzá in Mexico, and Tiahuanaco (Bolivia). The Andean mummy bundle, the Olmec bowl, and the Moche water jug from Lot #33 are on display here. Only the jug and the bowl still have the Shoreside labels.

Lounge

This is comfortably furnished, but mundane. Artifacts in here are confined to two glass-fronted, walnut curios cabinets. One cabinet contains four human skulls. This is the location of the screaming skull at the time the investigators arrive at Withering Lodge.

Oriental Collection

This contains an assortment of Far Eastern artifacts, mostly porcelain statuary. Furnishings are of Japanese design, but are of recent manufacture (within the last four decades).

Second Floor

Storeroom

The storeroom contains excess furniture and long-forgotten effects that are of little or no value or use. Included are trunks of old, out-of-style clothes, worn out camping gear, several beds taken out of rooms that were converted to museum space, and the like.

Bathroom

This full bathroom is very much like the others in the house. Since it is on the top floor, it has seen no use in recent years.

Jacob Ranald Withering
Born January 21, 1835
Passed February 1, 1923
Son of Harold and Abigail
Historian

The second grave is for James Withering, Jacob's brother. James died in a hunting accident on the grounds at the age of 20. His marker reads:

James Victor Withering
Born March 3, 1848
Passed July 19, 1868
Son of Harold and Abigail

The third grave contains Jacob's beloved hunting dog, Brigand. The marker reads:

Brigand
Died April 27, 1901

The fourth grave also belongs to Banshee, Jacob's other hunting dog. The marker reads:

Banshee
Died October 3, 1903

Jacob became sentimental in his later years and provided his beloved dogs proper Christian burials. If the cemetery becomes the focus of attention, the Keeper can exploit it as a red herring. John Withering has no direct knowledge of James Withering's death except that he knows that Jacob was present. He might suggest that the family thought Jacob accidentally shot James. This is incorrect. Though John is not lying, the accident was entirely James' fault. He simply stumbled and his rifle discharged in a very unfortunate direction.

The Occupants

The lodge currently has two occupants, William "Bill" Trait and Brad Wilton. Both are archivists John hired to replace Ben McCreery. They arrived on Wednesday, April 25.

Bill Trait is a twenty-four year old aspiring novelist whose publishing career is stagnant. He works odd jobs and was particularly happy with the assignment presented to him by his new employer. Having spent more than a week in the lodge, his views have changed and he is just hoping to complete the work as quickly and efficiently as possible. Bill is physically fit, but otherwise average in most ways. He is intelligent and well read though lacks a higher education.

Brad Wilton is a twenty-two year old high school graduate who is trying to save up for college. He is thin and pale and wears wire-rimmed spectacles to correct mild myopia. Observers will notice that he is quiet, reserved, and nervous. Like Bill, he is well read and is quite good at his job. Unlike Bill, Brad's quiet demeanor covers up a host of insecurities and mental problems. As a teenager, he survived two suicide attempts and is highly susceptible to the supernatural influences in the lodge. Evidence of one of the attempts might be seen by those who succeed in Spot Hidden rolls at half the normal chance of success. A livid scar can be seen across his left wrist. He wears gloves to conceal this, but occasionally the scar can be seen despite the glove. The mere fact that he wears gloves all the time is out of the ordinary (at the very least, it is bad manners to wear gloves indoors).

Bill and Brad will cooperate with the investigators. Though their primary duty is to catalog the contents of Jacob Withering's extensive collection of artifacts, they received advance notice from their employer that they should assist the group as needed. When not occupied with helping the investigators, they spend their days documenting the contents of Jacob's collection. In the evenings, Brad types out the results of the day's work from their handwritten notes. Once done, the old notes are discarded. So far, their combined efforts have resulted in

Interior Details (cont.)

Native American Collection

This collection covers the native peoples and cultures of North America. Several hundred arrowheads and spear heads are in framed sets hanging on the walls. Blankets, headdresses, wood carvings, shields, and even a Comanche buffalo helmet are on display.

Indian Collection

The Indian Collection is fairly sparse. It covers the cultures of the Indian subcontinent. Rugs and statuary are the most common. In fact, there are too many rugs here to properly display. Several excess rugs are rolled up and stacked on one side of the room.

Mesopotamian Collection

This collection contains artifacts from Assyria, Sumeria, Chaldea, Babylonia, and other cultures of ancient Mesopotamia. Clay tablets and Sumerian shell money are among the most common artifacts in here. Particularly noteworthy is a golden dagger from a Babylonian burial site that is one of the finest and most valuable pieces in Jacob's vast collection.

Celtic/Ancient Britain Collection

This extensive collection includes pottery, an assortment of corroded bronze weapons (axe heads and various blades), thirty bronze rings (a form of Celtic money), and jewelry. The bronze ring from Lot #33 is mixed with the other rings, but has had its auction label removed. The most notable artifact is a golden torc recovered (looted) from a burial site in England. It is beautifully crafted and is very valuable.

perhaps ten percent of the collection being inventoried. The investigators are welcome to look at the typed inventory which is kept in a leather document pouch in Bill's bedroom. If their work is satisfactory, John wants them to stay on to catalog the library.

Unless the investigators take unusually long (many days) to reach the lodge, Bill and Brad will have already completed a basic overview of the collection. This was to familiarize themselves with the scope of the job and to allow them to plan how to conduct their work. By the time the investigators arrive, they will also have completed detailed work on the Greco-Roman collection and will have started on the Egyptian Collection. Understandably, part of their work day is consumed by the necessary tasks of life in a remote lodge: drawing and carrying water, preparing meals, etc. At some point, Bill may admit that for their job to be done efficiently, their employer would be best served to hire a professional contractor such as an auction house. Such an organization could send in a well-staffed and skilled team to complete the job swiftly and professionally.

Since Bill and Brad have been in the house for more than a week prior to the investigators' arrival, they are ideal interview subjects. Both will be open about what they've experienced.

Bill is rational and intelligent and can provide fairly detailed observations on the unusual phenomena he has witnessed. The most alarming is the scream, of course. He correctly describes it as a male voice that shrieks as if in pain. The sound echoes throughout the lodge and is from an unknown source. No two screams are precisely the same which precludes the possibility that a recording is responsible. The scream has been heard five times with the most recent event occurring on Tuesday, May 8.

Although the most graphic phenomenon is the nerve-racking scream, Bill has catalogued an assortment of other strange and unexplained things. This includes:

- windows and doors found opened when they were known to have been closed
- oil lamps igniting on their own
- objects go missing from one part of the house only to be found in other rooms
- unexplained chills and drafts

A successful Psychology roll made on Bill suggests he is telling the truth and believes what he is saying. There is no indication of mental instability.

Brad's testimony is very much like Bill's. It lacks some of the details, but Brad can also describe a palpable sense of being watched. Bill has not experienced this.

Unfortunately, Brad is not particularly stable. He covers up his issues well so Psychology skill will not detect his instability unless the roll succeeds at 20% of the normal chance.

If Brad sees the totem or monolith, he will have the same sense of being watched that he has in the house. This is a figment of his imagination which he is likely to share with the investigators. The Keeper can enhance this as a red herring by asking the investigators to attempt POWx2 rolls while near these artifacts. The roll is bogus. There is no effect regardless of the result.

Though their work is not complete, Bill and Brad are familiar with the collection. They can be very helpful in finding most of Lot #33 promptly.

Part II: Giving Up the Ghost

"The two most powerful methods of counteracting sorcery and evil were, and are, prayer and exorcism.

They commonly went hand in hand, not only in the Christian Church but in other religious beliefs as well. Amulets, charms, protective symbols, incantations, all had their place; but exorcism stood pre-eminent, as dealing with the very demons and devils themselves."

-Rollo Ahmed, *The Black Art* (1936)

Further Investigation

Once they are settled in, the investigators should attempt an in-depth examination of the lodge, its contents, and its occupants. Clues available here should help lead them to one or both of the supernatural problems.

Jacob's Study

The study is located near the Master Bedroom and is something of a combination library/office. It is furnished with bookcases, a large oak desk, leather swivel chair, and a wooden file cabinet. The desk and file cabinet are crammed with all sorts of documents that have not been disturbed since Jacob's death. Patient investigators can obtain vital information by studying these papers.

Jacob had a rather unique interpretation of what the word "organization" meant. The result is the study is something of a mess. Discovering individual clues requires successful skill rolls. Relevant evidence is listed below.

Packing List

Available as Player Aid #1 (see page 100), this is a copy of the packing list that came with Lot #33. It can be found in the file cabinet in a bulging folder of older packing lists. A search of the file cabinet should automatically uncover the file folder. An analysis of the contents reveals only one list bearing a 1922 date. Only if the players are specifically seeking recent acquisitions should this be uncovered. Otherwise, there is no way for them to realize it is significant. No skill roll is required to find it if the investigators specifically seek this type of document. More on Lot #33 is on page 91.

Accounting Log

Jacob's accounting log (Player Aid #2, found on page 101) is in a leather document pouch in his desk. It contains his

checkbook and a complete record of payments he made in 1922 and 1923. Older logs each covering a two year period are in the file cabinet in a single folder. The oldest covers 1902 and 1903. These documents provide a good indication of the expenses he incurred on a monthly basis. Checks were written mostly for purchases of artifacts, property taxes, payment for lodge-related services (housekeeper and occasionally for maintenance), and travel. Individual entries lack detail. Each provides a date and a transaction description. The latter is the name of the business or individual to whom the payment was made. Only rarely are notes included that provide elaboration. None of the logs conforms to accepted business practices. Each is simply documentation of personal expenses. No income is recorded, only outgoing payments. No running balance of remaining or available funds was maintained. A professional accountant would not approve of the detail of Jacob's books.

The accounting log is not comprehensive. It does not document purchases made with cash. Most of his purchases in Essex County were made with cash.

The 1922/1923 log contains entries pertinent to the mystery and is located among papers in the desk. Out of place ledger entries include the following:

DATE:	AMOUNT:	PAID TO:	NOTES:
20 November	\$325.00	Shoreside Auction House	Lot # 33
3 January	\$1,000.00	Brett Lebovo Retreat	

Checking on these can help advance the investigation. Other entries are mundane though some have value as red herrings. These include:

(1) The mysterious entry for George Soderling can be explained by asking around Maidstone. George is a local carpenter and handyman who Jacob occasionally hired to maintain the house.

(2) The entry for Randolph McCarty, Esq. can be explained by searching for packing lists in Jacob's files. This was a purchase of antiques from an estate sale held by attorney Randolph McCarty in Burlington. The lot included dozens of flint arrowheads and other Native American artifacts. The most significant item was an Aztec mask made of jade pieces. This mask is on display in the Mesoamerican Collection.

(3) Capitol Booksellers is located in Montpelier. Jacob occasionally ordered books via the mail from them. He also visited them a few times a year.

(4) The entry for the University of Vermont is a simple charitable donation. Similar donations can be found in records pre-dating 1922.

(5) Regular entries appear for payments to the housekeeper, Margaret Davis. Checking in previous years shows that she has been paid \$90.00 on the first day of each month except for January (when she is paid on the second). Also, her December paycheck is always \$200.00. This is presumably a Christmas bonus. There is nothing unusual except there is no paycheck for January of 1923.

Investigation by Proxy

Travel outside of Vermont can be a time consuming enterprise and can run up costs. If the investigators want to check out the Shoreside Auction House or Richard Zerrien, they might hire a private investigator in Hartford. John Withering can probably be convinced to cover the cost.

An NPC private investigator can be recruited via telephone and paid via Western Union. No actual face-to-face contact is necessary. Unless the group takes time to check out a prospective investigator, they are largely trusting that they are getting one who is equipped for the job.

The quality of a hired investigator can be determined by a 3D6 roll on the following table.

3D6 Roll	Quality
3 - 6	varying degrees of incompetence
7 - 14	varying degrees of competence
15 - 18	superior to outstanding

Unless an incompetent or corrupt investigator is hired, the Keeper can probably assume that any reasonable task is carried out efficiently, promptly, and successfully. Clues (including interviews) in their area are automatically obtained. An incompetent or otherwise sub-standard investigator will probably fail unless a group Luck roll (or two) succeeds. Worse, bogus information might be received.

Lot #33

An analysis of the contents of Lot #33 can be key to success in the scenario. If the group discovers the nature of the skull without learning its source, they might never focus on the mummy bundle. Acquiring Player Aid #1 from either Jacob's papers or the Shoreside Auction House is the easiest means of determining what is suspect. Noticing the auction label on the skull should also raise questions.

The lot's contents are described in detail in the boxed text on page 92. Details on the skull and the mummy bundle are on page 95.

Shoreside Auction House

Shoreside is located in Hartford, Connecticut. The most efficient use of time is for the investigators to hire a private investigator to check them out. If a PC who is in Vermont wants to travel to Hartford, he or she can expect to take two days simply traveling there. Even if matters are wrapped up there quickly, the affected investigator(s) can expect to be sidelined for the better part of a week.

Regardless of who pursues this angle, there is only limited (but useful) information to be had. Background research on the auction house reveals nothing out of the ordinary. Asking about Lot #33 will result in the investigator(s) meeting Ronald Connison, the senior auction manager. He can provide them

Lot #33

Lot #33 was assembled largely at random by Richard Zerrien's next of kin. It was one of fifty lots of artifacts bundled up with little regard for value, culture, or content. The lots were then turned over to the Shoreside Auction House for sale in a public auction. Shoreside had nothing to do with the artifacts and were simply the brokers of the deal. Had Richard's heirs given the matter any thought, the individual items could have been sold individually for a much larger sum.

Jacob's records as well as those of the auction house show that he acquired the lot for \$325.00. The auction house has a copy of the packing list that accompanied the consignment when it was delivered to Withering Lodge. Further, a comprehensive examination of the contents of Jacob's collection can eventually uncover most or all of the antiquities. Each bears a small numbered label from the auction house that Jacob usually didn't bother to remove.

Player Aid #1 is a copy of the lot's packing list that may be acquired from the Shoreside Auction House. The same player aid can be used as the packing list that is in the file cabinet in Jacob's study. The lot consisted of the items listed below. All are in excellent condition and would make fine museum pieces.

1) Bronze Ring (Item 33-06)

Known as ring money, this one inch diameter Celtic bronze ring dates to around the first century B.C. It is plain and has a patina. Though the condition is good, it is an insignificant piece that is in the Celtic/Ancient Britain Collection.

2) Roman Ampulla (Item 33-13)

This two handled, translucent green glass ampulla dates to the second century A.D. and can be found in the Greco-Roman Collection. It is approximately five inches in diameter and was a common storage vessel for perfumes and other liquids. It is remarkable in that it is intact and in superb condition, but is otherwise a minor piece.

3) Olmec Bowl (Item 33-12)

Chipped, but otherwise intact. Undated. It is a fairly minor piece and is on display in the Mesoamerican Collection.

4) Greek Oil Lamp (Item 33-08)

This is a mundane clay oil lamp from Greece dating to the mid-second century B.C. It is just over three inches long and is a very minor piece. It can be found in the Greco-Roman Collection.

5) Moche Water Jug (Item 33-10)

This striking piece is a beautifully crafted water container. The condition is absolutely perfect. It is 7 1/2" high, 6 1/3" long, and 4 3/8" wide. It is a highly collectible piece from a long dead culture well known for fine art. Jacob considered this to be the greatest acquisition in the lot. It is in the Mesoamerican Collection.

6) Human Skull (Item 33-05)

Intact; includes jawbone. Obviously old, but otherwise undated and unidentified. Jacob considered it to be insignificant. This is the screaming skull. It is located in a cabinet in the first floor lounge.

7) Roman Bone Pin (Item 33-01)

Dates to the mid-first century A.D. Made of animal bone, it is approximately 5/6 of an inch long and bears a decorative pattern at one end. It is in near perfect condition and is an attractive design, but is otherwise insignificant. It is located in the Greco-Roman Collection.

8) Sung Dynasty Bowl (Item 33-14)

This terracotta bowl is from China's Sung Dynasty and dates to around the eleventh century A.D. It is intact except for two small handles which have broken off. It is just over three inches high and is approximately 4 1/4" in diameter. It is an insignificant piece that is in the ground floor family room.

9) Collection of twenty Egyptian Scarabs (Item 33-11)

This is a box of ordinary scarabs dating from 200 B.C. Scarabs are common artifacts and these are unremarkable. The individual scarabs do not bear Shoreside labels, but plain paper box they are in has one. They are located in the Egyptian collection and are mixed in with many other scarabs.

10) Egyptian Ushabti (Item 33-07)

This is a statue placed in Egyptian tombs which was supposed to come to life to serve the deceased in the afterlife. This specimen dates to the XXVI Dynasty (around 750 B.C.). It is just over eight inches tall. Ushabtis are fairly common, making this a fairly minor addition to the collection. It is in the Egyptian Collection.

11) Egyptian Mummy (Item 33-02)

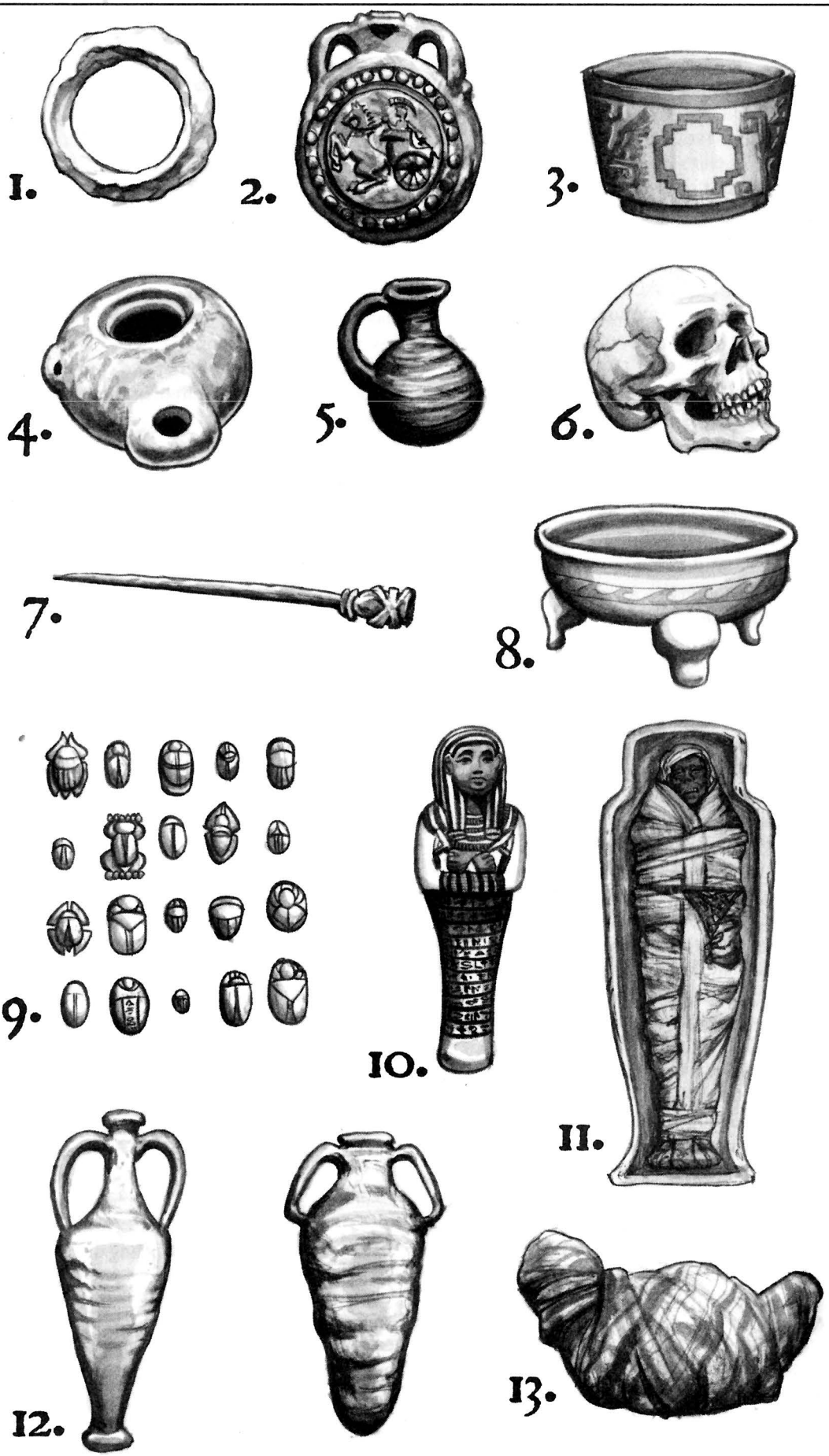
Ptolemaic period (dating to 50 B.C.). It is the mummy of an unremarkable commoner and contains no valuable artifacts. The most remarkable element is its painted wooden burial mask. Such mummies are very common. Of course, the very fact that it is a mummy made it of greater interest to Jacob than it otherwise would be. It is on display in the Egyptian Collection.

12) Two Byzantine Amphorae (Items 33-03 and 33-04)

Clay storage jars. Remarkable only in that they are intact and in unusually good condition. Each has a capacity of approximately two gallons. Both date to around the fourth century A.D. They are very minor pieces that can be found in the Greco-Roman Collection.

13) Andean Mummy Bundle (Item 33-09)

This is the undated pre-Incan mummy bundle which is the root of the problem. Mummy bundles are fairly common, but this one is in remarkably good condition. Jacob considered this to be a valuable addition to his collection, but he had no intention of unwrapping it. It is on display in the Mesoamerican Collection.



with Richard Zerrien's name and can provide the address of his widow, Nora.

Richard Zerrien

Richard's name is available from only two sources: Margaret Davis and the Shoreside Auction House. Following up on this takes the investigation to Hartford where Richard's wife, Nora, can be interviewed.

This sixty-one year old mother of two is wracked by the effects of two years of heavy alcohol abuse. Like Margaret, she did not adjust well to the entry of the skull into her life. Though she is financially secure, she is an emotional wreck. Bourbon is her crutch. She drinks alone in the family home. Her sons live in Ohio and Oregon respectively and are unaware of her condition. They attended their father's funeral, but did not pay serious attention to their mother's condition. Without Richard's emotional support, she has since declined to the point of being a near-total shut-in. All of her needs are handled by mail order catalogs and grocery store deliveries.

An interview with Nora can be arranged by mail. Simply knocking on her door can result in an interview, but only if a group Luck roll succeeds. Failure means she is in a drunken stupor and doesn't hear the knock.

Nora's deteriorating condition is patently obvious. She is lucid enough to politely answer basic questions. If the subject of disembodied screaming comes up, she will become verbally abusive and eject visitors from her house. Persistent investigators (but not an NPC investigator unless he is particularly high quality) can attempt Persuade and Psychology rolls to calm her down. If both rolls succeed, she will collect herself sufficiently for an interview to resume.

Her testimony can be enlightening, but is ultimately a dead end. She can reveal that the house was plagued by disembodied screams for two years or more. Neither she nor her husband knew the source; "psychical investigators" and a priest were unable to help. The screaming stopped only after she sold off her husband's extensive collection of artifacts. If she is asked about the skull in particular, she can provide no information. She was not directly involved in her husband's work and can only say that he had perhaps forty or fifty skulls from all over the world.

Richard Zerrien died of a heart attack. His condition was exacerbated by stress induced by the mummy bundle and the skull. Nora, Richard's neighbors, and his doctor can all corroborate the cause of death. There is no suggestion of foul play. Interviewing neighbors reveals no evidence of screams coming from the house. The Zerrien house is on a one acre wooded lot so it is not strange that a neighbor wouldn't hear noises from the residence.

The Screaming Skull

Though the mummy bundle is the true source of the problems in Withering Lodge, it is the skull that will probably be fingered as the culprit. Discovering the importance of the skull is not easy. Simply being exposed to its effects over the course of days or weeks is decidedly unpleasant.

The scream is nerve-racking. Each time it is heard, 1/1D4 SAN is lost (1D6 if the SAN roll is fumbled). Any individual who succeeds in four SAN rolls against the scream ceases losing SAN to it. However, if any of these SAN rolls is fumbled, an additional four successes are required to become immune to the sound's effects.

Attempts to record the scream fail. Discovery of this inexplicable phenomenon is good for the one time loss of an additional 1/1D3 SAN.

The most obvious means is to try to track down the source of the sound. Given the size of the house, this is not easy. A concerted effort can achieve success, but only after the skull has screamed numerous times. It could, for instance, take several screams spanning a week or more to just determine what area of the house they are coming from. Of course, if someone happens to be in the room where the skull is located at a time when it screams, the source might be pinpointed in short order.

Having a psychic visit the lodge is another option. This is covered on page 97.

One other way to locate the skull can occur because of the spirit of the mummy bundle. One of its powers (see page 95) is to manipulate people into sleepwalking. It might send such a victim to the skull in order to try to destroy it. More on this is given later.

Anyone physically examining the skull will notice the small auction house label on the underside. A scientific analysis of the skull is difficult to conduct at the house. However, basic elements can be learned through the a physical observation and analysis with Anthropology or Medicine skills. The following may be learned:

- Anyone with 40% or more in Anthropology can determine the skull is European if the roll succeeds. If the roll succeeds at 20% of the normal chance of success, the observer suggests it is Celtic or Irish in origin.
- Anyone with 40% or more in Anthropology or Medicine (the higher skill should be tried) who succeeds in the roll can determine the skull's owner was around thirty years old at the time of death (plus or minus four years).
- Anyone with 40% or more in Anthropology or Medicine can, with a successful roll, determine the skull was probably male.
- Anyone with 40% or more in Anthropology can determine with a successful roll the skull is several hundred years old at least and is possibly over a millennium old. Succeeding at 20% or better of the normal chance of success suggests the skull is well over a millennium old.
- If a player specifically states his or her character is trying to view inside the skull, a startling discovery may be made.

Assuming a good light source is available, the examiner may attempt a Spot Hidden roll. Success at 20% of the normal chance reveals there are faint etchings on the interior of the bone. No such markings are on the skull's exterior. Nothing further can be learned unless the skull is broken open (thereby releasing the benign spirit).

If the skull is broken at any time during the scenario, the

etchings can be easily seen by anyone who chooses to examine the fragments. They appear to be finely carved runic symbols from some unknown language. A qualified philologist will recognize them as a variant of Ogham, but cannot interpret their meaning. More disturbing is a simple fact that no educated or informed character can miss: the runes appear to have been etched into the skull while its owner was still alive. Any doctor will see there is evidence the scratches were healing and that they were made months or even a few years prior to the owner's death. This is a medical impossibility which is worth a SAN loss of 0/1D2. There are dozens of runes. Investigators who check a suitable source can learn that Ogham is from the early medieval period and reaches its height in the fifth or sixth century A.D.

Physically, the skull is in remarkably good condition given its age. A few teeth are missing and there is evidence of decay in several other teeth, but the owner was otherwise in good health. This can be confirmed by a successful Anthropology or Medicine roll.

The skull cannot be easily lost. It has bound itself to the mummy and resists being permanently removed from the lodge. In fact, its presence in Lot #33 is no coincidence. It was able to manipulate those who arranged the lots so that it could accompany its foe.

Removing it from the premises results in its unexpected and completely inexplicable reappearance somewhere in the lodge within a day. Simply casting it into the nearby pond or into Maidstone Lake will accomplish nothing. Locking it a bank vault also fails and that assumes one can even get it to a bank before its reappearance at the lodge.

Unfortunately for the investigators, it is all too easy to neutralize the skull in other ways. Simply smashing or pulverizing it will dispel its spirit permanently. Employing some sort of exorcism ritual can also work (Keeper's discretion) regardless of what religion it is from. Loss of this benign spirit can only empower the malevolent spirit it opposes.

The Mummy Bundle

In life, this unknown shaman was 4' 10" tall and was thirty-three at the time of death. His desiccated remains are in a remarkable state of preservation. If unwrapped, the mummy is found in a seated position with the legs drawn up in front of the torso. The arms are wrapped around the legs, giving the impression that the body is in an upright fetal position. There are several layers of textiles and the face is covered with an ornately carved wooden mask. Various ornaments adorn the body including gold bracelets and a jade necklace. Any qualified anthropologist or physician can correctly deduce the mummy's age (at death), gender, and approximate height without resorting to a close examination. The cause of death, overall age of the mummy, and culture cannot be readily determined. Anyone succeeding in Anthropology or Archaeology skill can correctly conclude the mummy is indeed from the Andes. An anthropologist or archaeologist who succeeds in either of these core skills at half of the normal chance of success will correctly conclude from examining the textiles that the mummy is not Incan, but is from a pre-Inca culture. This

roll can only be attempted by a scholar who is familiar with pre-Columbian Perú.

The spirit of the mummy has POW of 18 and an assortment of powers and psychic abilities. The Keeper should exercise these powers somewhat sparingly initially. It is advisable to not inflict the distinctive scream on the investigators in the first day or two. The spirit's powers include:

- **Induce sleepwalking:** a sleeping target that fails a POW versus POW contest on the Resistance Table walks in his or her sleep at night. If the spirit wins a second contest on the Resistance Table, it can manipulate the sleeper. At some point in the scenario, it may attempt this in order to get a sleeper to try to destroy the screaming skull. The sleepwalker will not remember anything he or she did while under the spirit's influence. This is not a form of possession and can be dissipated simply by shaking or slapping the victim.

- **Cause nightmares:** a sleeping target that fails a POW versus POW contest on the Resistance Table suffers vivid and terrifying nightmares. 0/1 SAN is lost. 1D2 SAN is lost if the SAN roll is fumbled. Once the sleeper awakens, the content of the nightmare is forgotten.

- **Assail psychic:** a genuine psychic who is subjected to the spirit's psychic blow will suffer a frightening hallucination unless he or she succeeds in a POW versus POW contest on the Resistance Table. 1/1D4 SAN is lost.

- **Psychokinesis:** the spirit can move objects up to SIZ 6 any distance within its area of influence (200 foot radius). This allows it to open doors and windows, cause bumping, creaking, and rapping, and the like. It will not manipulate complex mechanical devices (it won't unload firearms, start an automobile, etc.) since it has no prior exposure to such items.

- **Manipulate environmental conditions:** it can cause sudden temperature changes (in the form of cold spots), unnatural drafts, and (in extreme cases) rushing winds.

- **Affect electromagnetic fields:** it can cause compasses to spin, clocks to stop, etc. This is not a conscious effect, but is a side-effect that happens at random. It sometimes occurs when it is actively using other powers.

- **Terrify animals:** animals that are brought into its area of influence act strangely. When it is active, they become terrified and attempt to flee. This could cause them to inflict injuries on people trying to restrain or impede them.

The spirit cannot:

- move outside its mummy
- communicate in English or any other modern language
- possess people, animals, or objects
- directly attack by hurling objects
- be reasoned with

The main challenge of the scenario is to pinpoint the source of the problem. If the screaming skull is disposed of, the group may later deduce that it is some other artifact that is the culprit. Logically, the first items to suspect are those from Lot #33. Once the mummy bundle becomes the center of attention, it is rather easy to end its mischief. As with the skull, any rite of



The End of Brad Wilton

exorcism regardless of originating culture will work so long as it is performed properly. An easier solution is to destroy the mummy by incinerating or pulverizing it. Merely breaking it into pieces may be insufficient. Its destruction must be fairly total for the spirit to be cast out.

There is no convenient effect that accompanies the spirit's removal. Only the cessation of paranormal activity will confirm the crisis to be resolved. Even then, it is reasonable to harbor some doubt that the spirit is actually gone. Some investigators might suspect the entity is simply laying low. More on this is given at the end of the scenario.

Note that the spirit of the mummy is restrained by the mere presence of the screaming skull. Should the spirit of the skull be released, the mummy's power greatly increases:

- (1) Its POW increases to 21
- (2) SAN loss for its nightmares increases to 0/1D2. A victim who fumbles the SAN roll loses 1D4 SAN and has his or her hair turn white.
- (3) genuine psychics who fail to resist its attack lose 1D6/1D20 SAN
- (4) it can begin to directly target victims with hurled objects with a base chance to hit of 21% (equal to its POW); damage is typically 1D2 to 1D6 depending on the item hurled

The Keeper should feel free to add other effects as appropriate. However, it is strongly advised to keep them reasonably low key (no imploding houses, violent possessions, or the like).

Other Artifacts

Two other items from Lot #33 might attract the investigators' attention. One is the Egyptian mummy; the other is the Egyptian Ushabti.

The mummy is noteworthy only because it is a desiccated human corpse. There is nothing remarkable about it from a historical or archaeological viewpoint. It is a very common artifact. Nevertheless, the investigators might ascribe some significance to it since it is part of Zerrien lot and is superficially similar to its Andean counterpart.

The Ushabti is the only artifact with a ritualistic or spiritual significance. It was a part of the magic of an Egyptian tomb and as such might be considered important by the investigators. There is nothing in its character that suggests it is anything other than a mundane piece of carved stone. It is older than the Egyptian mummy and is not associated with it except by shared culture.

With this said, the Keeper can use these items as minor red herrings by having NPCs like Bill Trait suggest they are important. Bill might, for example, mention that the Ushabti was supposed to house the spirit of the tomb's owner. Such an assertion is a factual error, but Bill is not an authority

on Egyptology. Regardless, the artifacts can (and probably should) serve as distractions and perhaps elevate the level of confusion.

The First Death

Brad Wilton is the only NPC likely to be susceptible to the spirit of the mummy. As such, he is prone not only to sleepwalking and nightmares, but he can be pushed to suicide. He will try to conceal his fear, but the Keeper should probably give the investigators at least a few indications of his torment.

On a night of the Keeper's choosing, Brad will snap. He will quietly leave the house, walk to the functional well, place a noose around his neck, affix it to the wooden shelter above the well, and hang himself. His body will not be immediately seen since it will be hanging below ground level, but above the water line. At some point, he will (should) be found. This will (should) involve a call to the Sheriff's Office. Deputy Muldoon will quickly rule the death to be a suicide. Brad will leave no suicide note.

Especially efficient investigators may be able to save Brad by either completing the scenario swiftly or by removing him from the area. Once outside the influence of the evil spirit, Brad is unlikely to end his life.

Marybeth's Involvement

Marybeth Withering can get involved at the Keeper's discretion. If at any point, she gets into a conversation with the investigators, she will gradually want to get more and more involved in their activities. This is especially the case if she learns more details of paranormal activity. It is entirely possible she will put in a personal appearance at the lodge. Her presence may be disruptive, but this is likely to be limited to excited chit chat and annoying questions. She will not take deliberate steps to undermine the group's work or otherwise be a hindrance. If the investigators find her to be too much of a problem, they will find that a call to her husband can get her pulled out very quickly.

With this said, the investigators might find her to be useful. Her knowledge of the occult is fairly good and she can at least be an extra set of hands. She can be recruited to help in mundane chores, do basic research, and make observations. Perhaps most importantly, she can provide her personal knowledge of the history of the screaming skull myth.

Marybeth is also likely to suggest the group hire a psychic, but will not press the point. This is covered in detail in the next section. If she is asked to provide one, she will recruit her favorite medium, Mr. Jameson Gavaert of Burlington. Unfortunately, Gavaert is a powerless fraud who will charge for his services and provide nothing of use.

Like Brad Wilton, Marybeth is prone to fantasies. If she sees the totem or the monolith, she will claim to feel light-headed and perhaps even nauseous.

Recruiting a Psychic

Parapsychologists commonly employ psychics in their work. Whether the investigators believe in psychics or not is up to the players. If one or more of them do, they might recruit a psychic.

The problem, of course, is to call in a genuine psychic. The Keeper might not even allow such to exist within the confines of this scenario. There are three options to consider.

The first is the fraudulent psychic. This is the most common type. It is a huckster or charlatan who poses as a psychic to gain fame and/or wealth. A fraudulent psychic will show up, make all sorts of very general (and essentially useless) observations, take his or her pay, and leave. Such a person is unlikely to steal artifacts unless a particularly easy opportunity presents itself.

A variant of this is the dangerous fraud. This crook is superb at his or her ability to pose as a psychic. He/she will research the situation as much as possible and will understand human nature very well. The ultimate goal will be to defraud the investigators as much as possible. Worse, this can include stealing valuables from the lodge.

The second is the powerless believer. This is a psychic who has no actual powers, but genuinely believes he or she does. Fame and wealth are not the primary considerations though such a person might accept pay. Regardless, this individual will arrive, make generally useless observations, and leave. Such a person is more likely to stay longer if the scream is heard. The presence of this believer may be a distraction, but could also provide a willing helper at a time when other NPCs are packing up and leaving.

The third is the genuine psychic. This individual should have some modest, but useful extra-sensory abilities. This might include being able to perceive psychic emanations such as when a spirit is active, the ability to see and interpret auras in people or objects, or even clairvoyance or clairsentience. A psychic who enters the lodge will probably perceive the malevolent force. At the Keeper's discretion, he or she might even be able to pinpoint where the two entities reside. However, the longer this individual remains in the house, the greater the chance he or she will be subjected to a psychic attack by the malevolent spirit. Such an attack would cause SAN loss and, in an extreme case, death by heart attack or stroke. In short, a psychic who lingers more than a handful of minutes must attempt SAN rolls periodically (every ten minutes or so). The loss is 1/1D6. A fumbled SAN roll requires the psychic to attempt a follow-up CONx5 roll. If this roll fails, he or she faints. If it fumbles, the aforementioned heart attack or stroke occurs. Possession, though possible, should probably not be on the spirit's to do list.

If a psychic is sought out, it might require days or even weeks to find someone who is suitable and who is willing and able to travel to the lodge. No psychics are located in Essex County and it is likely one would have to be brought in from outside the state. The Keeper can either choose what type of psychic is recruited or might allow the dice to decide. Multiple rolls might be permitted if the group exercises extreme care in choosing a psychic friend.

The nature of a recruited psychic can be determined by a 3D6 roll on the following table.

3D6 Roll	Quality
3	a dangerous fraud
4 - 10	a fraud
11 - 17	a believer who has no actual powers
18	a genuine psychic with modest ESP ability

Discoveries and Resolution

Solving the mystery in this scenario comes down to figuring out that the Andean mummy is the source of the problem. Once this source is located, it is easy to stamp out. There are some variables, however, that can lead to complications.

Exorcizing the Skull

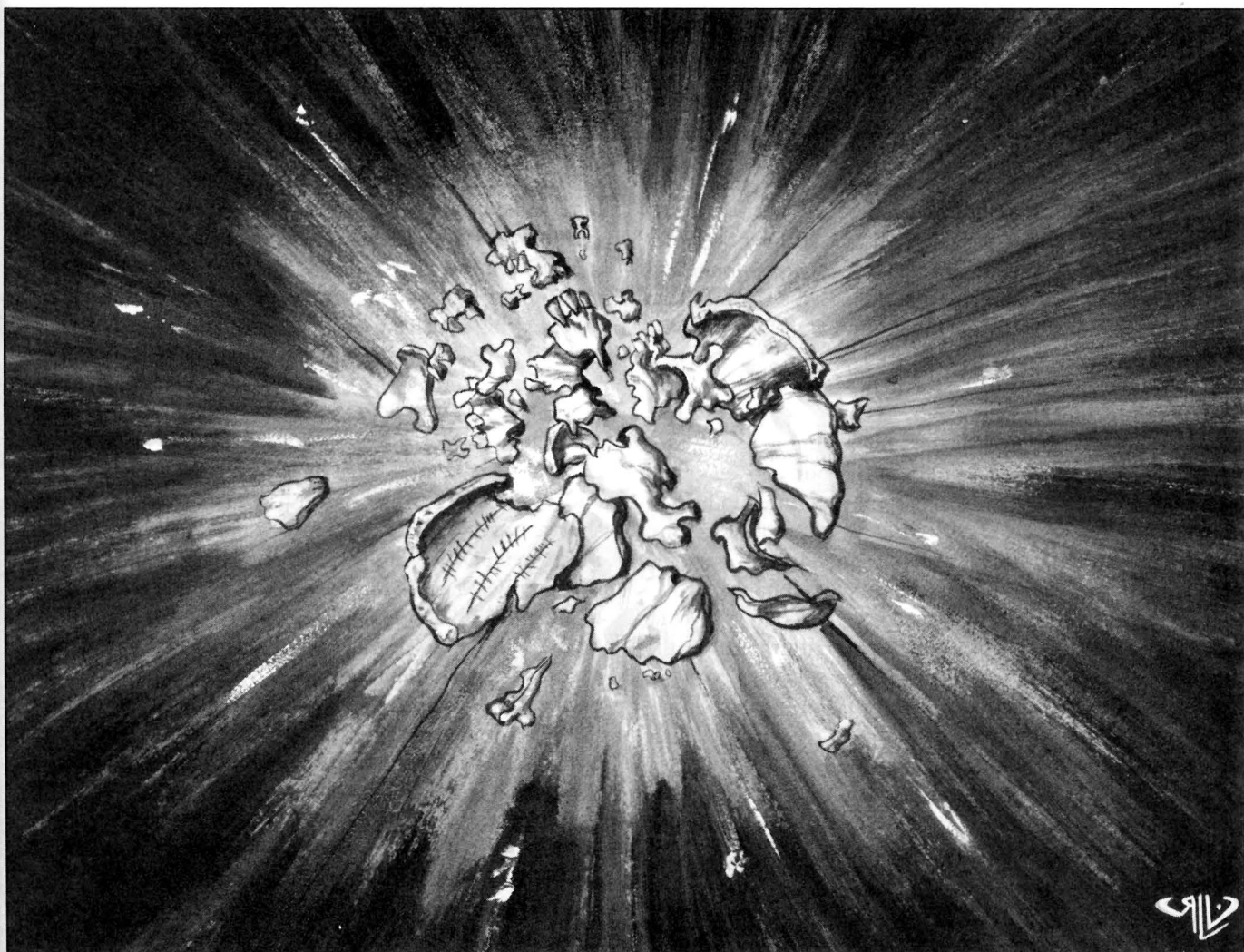
Eliminating the spirit of the skull, either through exorcism or destruction of the skull, magnifies the power of the evil spirit. The effects previously described are only the beginning. Over time, the mummy can gain further influence over its environment and those within it. The details are up to the Keeper.

In addition to the paranormal effects, there is one other problem. If the skull is destroyed rather than exorcized, this is a violation of the terms of the will. It could cause John Withering to lose his inheritance. In this case, the investigators can expect to be targeted with one nasty lawsuit that could plague them for years. Intelligent investigators may be able to concoct a reasonable and believable lie to avoid this fate. John Withering will not lose his inheritance if there is simple accidental breakage. The will, though strict, does allow for accidents to happen. Only if Madison Birchard comes to believe that the "accident" is not an accident will there be a problem.

The Source of the Problem

As stated, the main challenge is to discover the mummy bundle is the source of the problem. Ideally, the group will have it exorcized, but finding a genuine exorcist is very difficult. Destroying the bundle is easy and leads to victory. However, as with the skull above, destruction of the mummy can lead to John Withering losing his inheritance.

The Skull Undone



Aftermath

In the scenario's aftermath, the investigators will be paid in full unless they have caused John Withering to lose his inheritance. John will probably call in a professional contractor, the Windward Auction House of Burlington, Vermont, to complete the inventory and cataloging of the house. This can conceivably occur during the course of the scenario, perhaps due to Bill Trait's suggestion.

SAN Rewards and Penalties

Action or Event	Result
Exorcize or destroy the screaming skull	+1D6 SAN
Exorcize or destroy the mummy bundle (only if it is known to be the source of evil)	+1D6 SAN
A close NPC companion, such as Brad Wilton, dies	-1D4 SAN
Remove Brad Wilton from danger so that he does not commit suicide	+1 SAN

The SAN reward for salvaging Brad Wilton would normally be higher, but there is no reasonable way to know for certain that he is likely to commit suicide.

NPCs

William "Bill" Trait, archivist and aspiring novelist

Nationality: American
Age: 24
Date of Birth: December 31, 1898
STR 14 DEX 12 INT 15 CON 15 APP 12
POW 12 SIZ 12 EDU 12 SAN 54 Luck 60
HP: 14
Damage Modifier: +1D4
Education: secondary education
Skills: Anthropology 9%, Archaeology 11%, Bargain 26%, Carpentry 31%, Drive Automobile 25%, First Aid 35%, Hide 41%, History 38%, Law 7%, Library Use 50%, Listen 32%, Occult 14%, Ride 39%, Sneak 30%, Spot Hidden 37%, Swim 40%, Throw 38%
Languages: English 88%, German 4%
Attacks: none above base skill

Brad Wilton, archivist and aspiring college student

Nationality: American
Age: 22
Date of Birth: April 19, 1901
STR 9 DEX 12 INT 14 CON 9 APP 11
POW 7 SIZ 10 EDU 12 SAN 24 Luck 35
HP: 10

Damage Modifier: +0
Education: secondary education
Skills: Anthropology 4%, Archaeology 5%, First Aid 36%, Hide 40%, History 30%, Library Use 53%, Listen 38%, Mathematics 33%, Occult 11%, Ride 25%, Sneak 26%, Spot Hidden 35%, Swim 28%, Throw 28%, Zoology 6%
Languages: English 84%, French 9%
Attacks: none above base skill

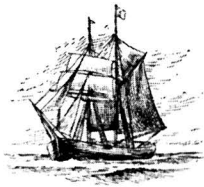
Ryan Muldoon, Deputy Sheriff

Nationality: American
Age: 22
Date of Birth: May 1, 1901
STR 14 DEX 14 INT 14 CON 15 APP 13
POW 13 SIZ 13 EDU 15 SAN 59 Luck 65
HP: 14
Damage Modifier: +1D4
Education: secondary education and military training
Skills: Agriculture 10%, Boating 33%, Climb 52%, Conceal 50%, Demolitions 7%, Dodge 38%, Drive Automobile 34%, Fast Talk 35%, First Aid 37%, Fishing 42%, Hide 61%, History 23%, Jump 36%, Law 11%, Library Use 27%, Listen 48%, Military Science 17%, Land Navigation 41%, Persuade 29%, Police Administration 10%, Psychology 10%, Ride 51%, Sneak 57%, Spot Hidden 67%, Swim 47%, Throw 55%, Track 10%
Languages: English 77%, French 28%
Attacks:
Handgun 30%; 1D10 damage (.38 revolver)
Rifle 42%; 2D6+4 damage (.30-30 carbine) or 4D6/2D6/1D6 (12-gauge shotgun)
Large Club 40%; 1D8+dm damage (rifle or shotgun)
Fist/Punch 54%; 1D3+dm damage
Special: Ryan's Land Navigation skill is doubled in Essex County and surrounding counties.

Mary Elizabeth (Marybeth) Alexandra Forbes Withering, energetic believer

Nationality: American
Age: 45
Date of Birth: November 10, 1877
STR 8 DEX 11 INT 14 CON 10 APP 12
POW 11 SIZ 9 EDU 15 SAN 51 Luck 55
HP: 10
Damage Modifier: +0
Education: secondary education, extensive personal studies
Skills: Anthropology 16%, Archaeology 6%, First Aid 40%, Hide 37%, History 31%, Knitting 55%, Library Use 41%, Listen 27%, Occult 40%, Persuade 38%, Photography 27%, Play Piano 32%, Sneak 26%, Spot Hidden 34%
Languages: English 79%
Attacks: none above base skill





Shoreside Auction House

343 Albany Avenue
Hartford, Connecticut
Telephone Charter 1472

SHIPPING MANIFEST

Name Jacob Withering Shipment No. 1226
Ship to Residence - Withering Lodge
Address Maidstone Lake, Vermont
Ship By Connecticut Central, B & M Railroad to St. Johnsbury
Special Instructions Moore Carriage from St. Johnsbury RR station to Lodge

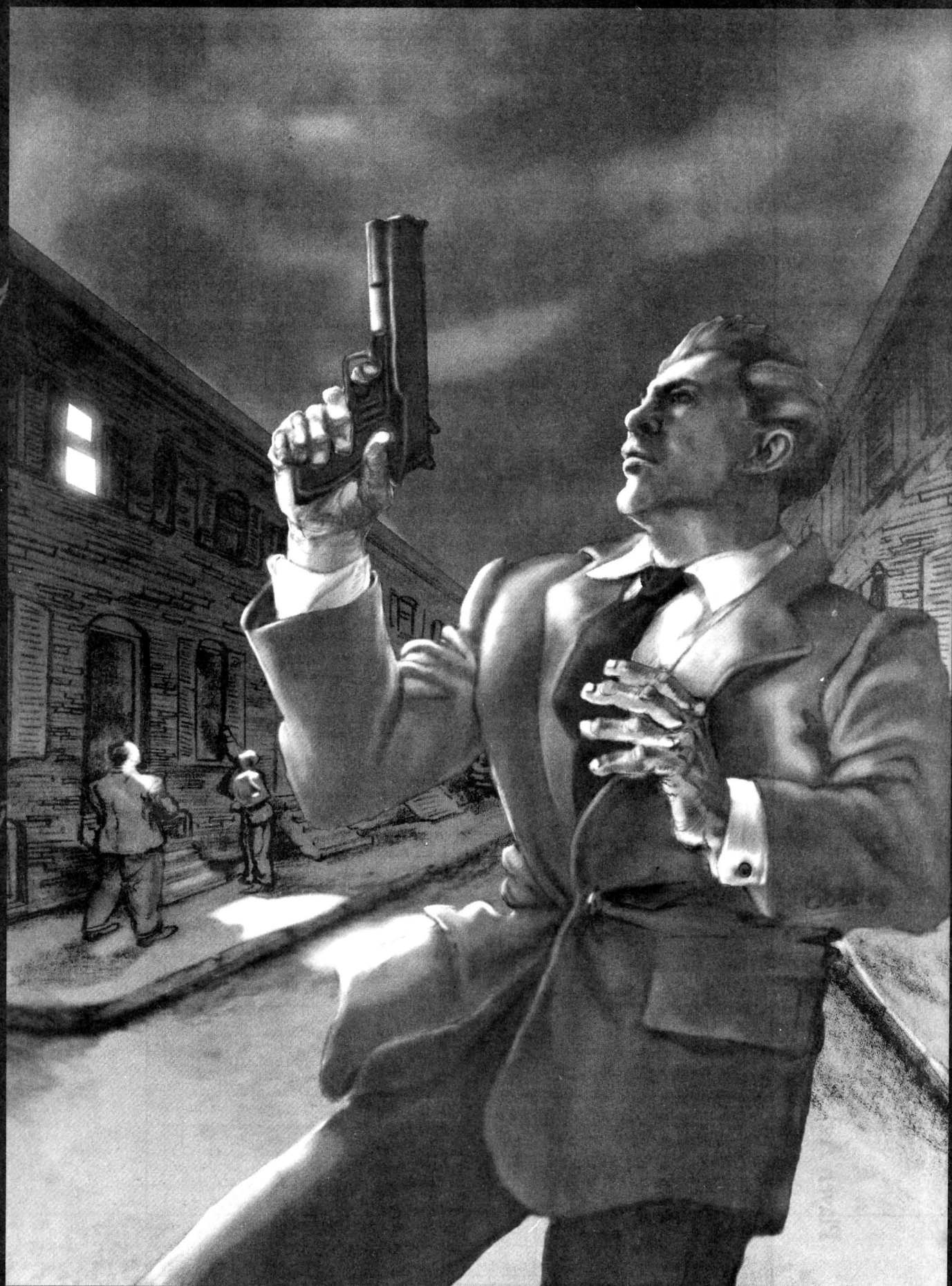
QUANTITY	NUMBER AND NAME OF ARTICLE
1	bone pin, Roman, 1st century A.D.
1	Egyptian mummy, 1st century B.C.
1	amphora, Byzantine, 4th century A.D.
1	amphora, Byzantine, 4th or 5th century A.D.
1	human skull
1	bronze ring
1	Ushabti, XXVI Dynasty
1	oil lamp, Greek, 2nd century B.C.
1	mummy bundle, Andean, pre-Columbian
1	Moche water jug
20	Egyptian scarabs
1	pottery bowl, Olmec
1	Roman ampulla
1	terracotta bowl, Sung Dynasty

MOORE CARRIAGE
DELIVERED

Accepted J. Withering

Player Aid #2

DATE:	AMOUNT:	PAID TO:	NOTES:			
<u>1922</u>						
2 January	\$30.00	Margaret Davis				
7 January	\$100.00	Madison Birchard				
13 January	\$105.16	Midstone Goods				
1 February	\$30.00	Margaret Davis				
3 February	\$25.00	George Soderling				
13 February	\$10.67	Midstone Goods				
13 February	\$33.05	Sears Roebuck Co.				
24 February	\$250.00	Randolph McCurdy Esq.				
1 March	\$30.00	Margaret Davis				
10 March	\$10.00	University of Vermont	charitable			
23 March	\$18.33	Midstone Goods				
1 April	\$30.00	Margaret Davis				
2 April	\$23.00	Capitol Booksellers				
1 May	\$30.00	Margaret Davis				
10 May	\$30.53	Midstone Goods				
1 June	\$30.00	Margaret Davis				
11 June	\$32.15	Capitol Booksellers				
11 June	\$18.00	Green Mountain Hotel				
16 June	\$12.43	Midstone Goods				
1 July	\$30.00	Margaret Davis				
15 July	\$12.33	Midstone Goods				
18 July	\$15.45	Montgomery Ward				
1 August	\$30.00	Margaret Davis				
11 August	\$3.04	Midstone Goods				
11 August	\$5.00	Midstone Cafe				
1 September	\$30.00	Margaret Davis				
13 September	\$17.88	Midstone Goods				
1 October	\$30.00	Margaret Davis				
21 October	\$19.00	Midstone Goods				
1 November	\$30.00	Margaret Davis				
8 November	\$30.55	Sears Roebuck Co.				
20 November	\$325.00	Shoreside Auction House	Lot #33			
23 November	\$51.01	Midstone Goods				
1 December	\$200.00	Margaret Davis				
<u>1923</u>						
7 January	\$100.00	Madison Birchard				
9 January	\$1,000.00	Brett Lebovo Retreat				
18 January	\$32.18	Midstone Goods				



An Unsettled Mind

DETAILED CONTENTS

PLAYERS'S INFORMATION	P.104
KEEPER'S INFORMATION	P.104
THE ACCIDENT SCENE	P.104
THE DEATH INVESTIGATION	P.105
The Automobile	P.105
The Victims	P.105
Witness Interviews	P.106
Canvassing the Neighborhood	P.106
Initial Area Canvass	P.106
Extended Canvass - North	P.110
Extended Canvass - South	P.110
Extended Canvass - East	P.112
Police Records	P.113
The Beat Officer	P.113
Autopsies	P.113
Red Herrings	P.114
FRANKLIN WOTT	P.114
UNCONVENTIONAL CONSULTANTS	P.115
ZEROING IN	P.115
THE INNOCENT VICTIM	P.116
THE TERRIBLE DECISION	P.116
SAN REWARDS AND PENALTIES	P.117
NPCs	P.117

Players' Information

Baltimore, June, 1924. The investigators are death investigators with the Baltimore Police Department. They consist of homicide detectives and coroner's personnel charged with looking into violent and suspicious deaths. On Thursday, June 5, they are called to the scene of a fatal traffic accident. This seemingly mundane case must be unusual in some way, for it is not routine for detectives to be called to such accidents.

Keeper's Information

Thirteen year old Rebecca Dorner has been in a persistent vegetative state for almost three years. Her condition was brought on by severe head injuries suffered in an automobile accident.

The term "persistent vegetative state" has not yet been introduced. Rebecca's doctors simply diagnosed the coma and correctly deduced she was unlikely to recover if she did not regain her senses within six months of the accident.

Rebecca is now at home being cared for by her parents, close relatives, and a few helpful family friends. Though she is conscious for several hours each day, she is never aware and is totally dependent on caregivers for every basic need. The Dorner family is not wealthy, but has sufficient resources to continue her care at home for the foreseeable future.

Prior to the accident, Rebecca was exhibiting psychic abilities. This was not known by her family, though some unknowingly witnessed some psychokinetic phenomena associated with her. A few playmates saw more profound effects, but kept these experiences secret.

Now that she is going through puberty, hormonal changes are magnifying her powers. The portion of her brain that is the seat of her psychokinetic powers is damaged, but this actually made her power even more potent. Unfortunately, portions of her brain that govern its control have been damaged. The result is that there is little to curb violent outbreaks of mental force. Without knowing it, Rebecca's brain lashes out periodically. This has caused poltergeist-like phenomena in a several hundred foot radius of the Dorner home. Some phenomena is comparatively harmless, such as the movement of objects and disembodied voices and screaming. However, as her brain exercises its newfound abilities, it increases in power. Some of the more alarming and dangerous phenomena include spontaneous fires and the violent hurling or crushing of objects.

The phenomena have become common enough to cause many local residents to take notice. No one has reason to believe Rebecca is the source and very few suspect the various incidents are connected.

To date, Rebecca is responsible for four deaths. The first was a telephone linesman working across the street from her family's rowhouse. Though it appeared he died from an accidental fall, it was her psychokinesis that caused his safety harness to snap. He slammed into the pavement below and died instantly. The second is a sewer worker who has gone missing for more than a week. He was crushed to death while working

in a drainage tunnel a short distance from the Dorner home. The last two are in the Model T the detectives will investigate. These deaths are the most unusual.

This scenario is designed for two to six characters of no to moderate experience. Most should be police officers or detectives assigned to the case. Some may be technicians working for the coroner's office.

Though this is set in Baltimore in 1924, there is no reason why the scenario cannot be relocated to another city or another year. Only minor adjustments are needed since no significant element in the investigation is specific to Baltimore.

The Accident Scene

The investigators are sent by their watch commander to the scene of a single vehicle accident. They are told that a Model T overturned on a busy residential street and that the area's beat officer is on the scene. It appears the officer requested detectives respond due to something unusual with the accident.

Upon arrival, the investigators are greeted by Officer John Christianson. He was the first officer on the scene. After determining the occupants of the crushed vehicle were deceased, he worked to safeguard the scene until more experienced specialists could arrive.

A cursory examination of the scene might suggest that Officer Christianson is overreacting. It appears to be a mundane traffic accident. Normally, the coroner's office might be called and perhaps the fire department, but not homicide detectives. Officer Christianson is a competent five year veteran of the department. He will quickly explain why he asked for assistance.

The scene is remarkably compact. The detectives will see an overturned black Model T tourer in the middle of the street. The vehicle has been crushed, almost as if it were placed in a compactor. Two occupants can be seen and are very obviously dead.

The following observations can be made or pointed out by Officer Christianson:

- (1) There are no loose parts scattered about. Normally, one would expect metal components, broken glass, and personal effects in the street around the wreck. There is not one fragment more than a few inches from the Model T.
- (2) There are no tire marks associated with the wreck. It is as if the vehicle never applied its brakes.
- (3) There is no evidence the Model T struck anything despite there being light poles and parked automobiles nearby.
- (4) There is no damage to the pavement. There is no evidence the vehicle rolled down the street. It is almost as if it were dropped or placed into position by a crane.

Officer Christianson has identified several witnesses who are standing by to be interviewed. He has otherwise kept on-lookers at bay to prevent them from tampering with the scene. The investigators should be grateful the officer safeguarded the scene so well.

Note that this officer may be a player character. If so, an introductory session featuring this character only can be run.

*First on the Scene*

The Death Investigation

The initial stages of the investigation will likely follow fairly standard procedures. Players unfamiliar with this (or inexperienced players) should have at least some minimal guidance from the Keeper.

The Automobile

The vehicle in question is a black 1922 Ford Model T Tourer. This is a common model and nothing can be learned from any later search of the remnants. The license plate can be traced to one Edgar Sumpter. His address is four blocks north of the accident scene and one street to the east (see the map on page 107).

The physical description of the wreck is accurate. Nothing further will be gained when it is pried open and searched.

The Victims

The vehicle's occupants are not identifiable until their remains are extricated from the wreck. Firefighters can get them out with suitable tools and thirty to sixty minutes of hard work. What is evident from this is the car was placed under great stress and pressure. There is no sign of a specific point of impact. None of the detectives can find an explanation for the nature of the damage. Successful Knowledge rolls can confirm this.

The victims are Edgar and Marjorie Sumpter. Though unrecognizable, they can be identified through medical records, personal effects, and the vehicle's license plate.

The Sumpters live several blocks away in a rented rowhouse. The only entrance is a locked door opening into a communal stairwell. Legal entry can be made if the detectives locate the building's manager, Julius Grayson. He lives on the ground floor of an adjacent rowhouse. This is easily found due to a sign posted outside. Neighbors can point him out as well. He will cooperate with any members of law enforcement who clearly identify themselves as such. This includes using his passkey to get them into the Sumpters' apartment.

There is nothing unusual there. It is a well furnished, tidy two bedroom residence.

Neighbors will cooperate with detectives who interview them. They will describe the Sumpters as a quiet, working class couple. Edgar works as a plumber for a local firm; Marjorie is a housewife. Both were forty years of age and they had no children. Edgar's employer, Speedy Plumbing, can provide a positive viewpoint of Edgar. There is nothing unusual or sinister with the Sumpters. Notably, Edgar was never assigned to do work in his own neighborhood. His employers never assign workers to their own neighborhoods in order to discourage favoritism to clients their men may know personally. This means Edgar never worked in the area affected by Rebecca's powers.

Their apartment is well beyond the area affected by Rebecca's powers. Their next of kin are Edgar's elderly parents, Alexander and Samantha Sumpter, who live in Trenton, New Jersey. Marjorie has no living blood relatives.

Witness Interviews

The four witnesses awaiting the detectives are less-than-helpful. All are cooperative and none will intentionally try to deceive. Officer Christianson has them waiting on a bench near the scene.

Bruce Anawalt is a fifty year old bricklayer who was at a bus stop around the corner. He heard the sound of crushing metal and terrible screams. By the time he got within sight, the "accident" was over. If asked, he can say the crushing sound lasted ten to twenty seconds and the screams perhaps ten seconds. Bruce's testimony is accurate.

James Kluger is a fifty-three year old store manager who is part owner of a dry cleaning business two blocks away. He was walking to work when he heard the same thing Bruce did. He was just down the street from the abovementioned bus stop and arrived on the scene about thirty seconds after Bruce did. His description is similar to Bruce's except he incorrectly believes the metallic crushing was longer, perhaps forty to fifty seconds.

Grant Frederick is a nineteen year old bellhop employed by the Lee Street Hotel. He was cycling to work when he came across the aftermath of the accident. He heard and saw nothing, but believes (incorrectly) that he saw two figures running from the wreck. No other witness can corroborate this.

Eunice Jophery is a twenty-three year old housewife. She was walking to the bus stop in order to go shopping when she came across the scene. She thought (incorrectly) she saw a vehicle just rounding the next corner and suggests it was somehow involved. No other witness can corroborate this. A successful Psychology roll will suggest that she is hypothesizing and genuinely trying to be helpful. However, it is evident she is likely adding details that may exist only in her imagination.

Canvassing the Neighborhood

This is the process of going door to door to gather information from potential witnesses. There are sixteen residences in the vicinity that should be visited. The neighborhood map on page 107 can serve as a reference for the Keeper. When the time is right, a modified version may be provided to the players as a visual aid.

Residents who are in the area affected by Rebecca's powers are described in this section. A normal neighborhood canvass will cover only those buildings on the block where the accident occurred. Later, the detectives may expand the canvass when they determine there is something amiss in the area in general.

One consistent theme that should arise out of many, but not all, of the interviews is that many characterize the area as a "bad luck" neighborhood. Most residents will cooperate fully with investigators who identify themselves as law enforcement.

A neighborhood canvass is most effective in the early evening. At this time, most residents are at home.

The following provides a list of families who may have useful information. For ease of reference, they are divided into four geographic zones. These cover the likely areas where

interviews and searches may be conducted. If the search goes further afield, the Keeper should be prepared to create convincing personalities for various residents encountered.

Initial Area Canvass

This is composed of the fourteen rowhouses on the block where the "accident" took place. They are clearly marked on the neighborhood map.

Peter and James Rumsen—Peter (age 29) and James (age 24) are nightwatchmen employed by the B&O Railroad. They are cooperative, but are only available in their rented rowhouse from mid-morning to early evening. Otherwise, they are at work or out running errands. Both are new to the area and don't know their neighbors yet. Neither can provide any useful information. Notably, they might mention their black and white cat, Briskett, has run away. They might ask the detectives to keep an eye out for him.

Martin North (and family)—Martin (age 33) is a widower and father of three, Catherine (age 10), Mary (age 8), and Agnes (age 6). Catherine substitutes as mother for her two siblings while Martin works as a welder in a Baltimore shipyard. Martin works very long hours and is usually home only between 8:00 P.M. and 4:00 A.M. At most times, Catherine will be the one to answer the door.

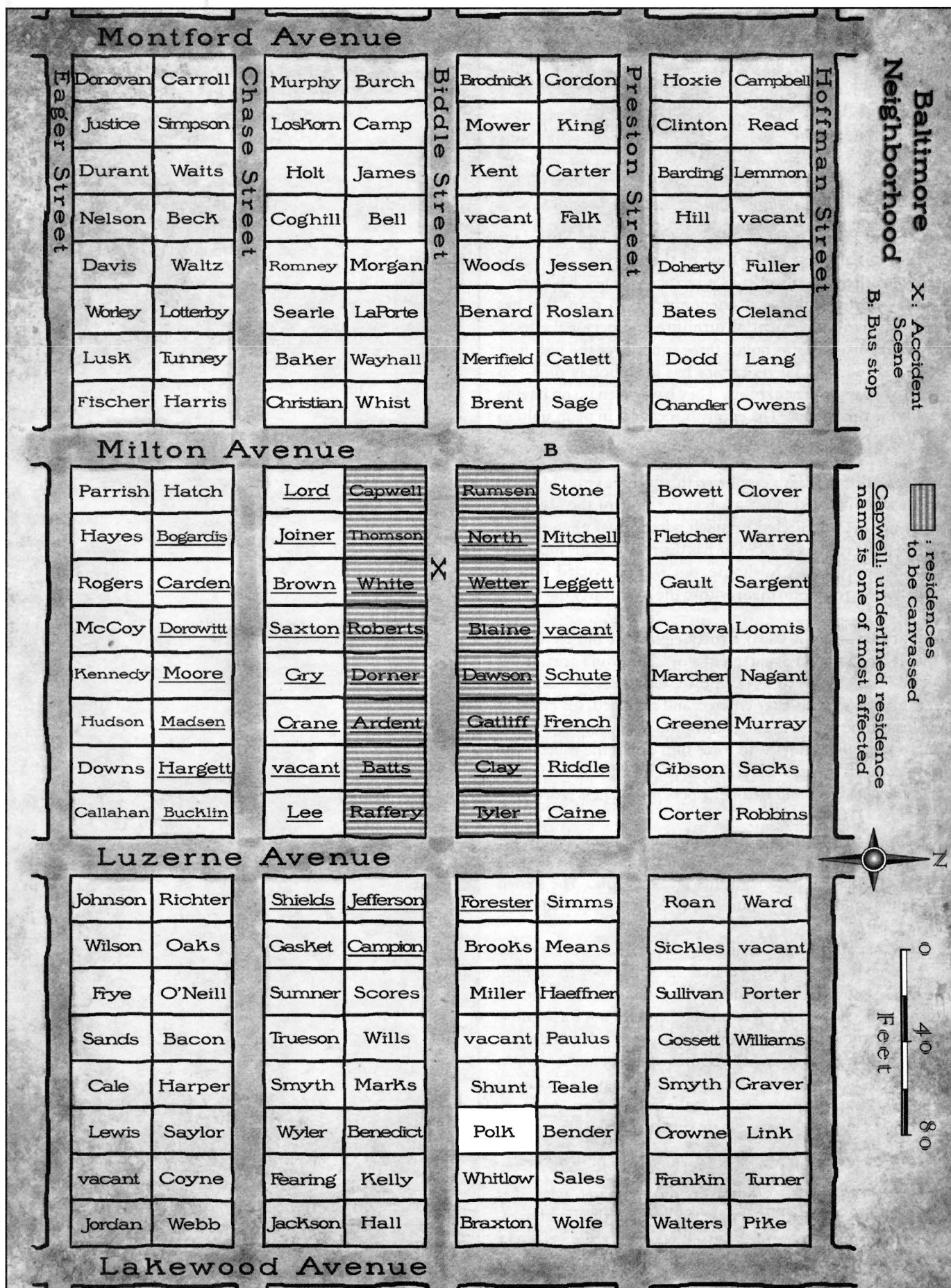
Martin can provide no information of use. His children are observant and believe, like most other area children, that the neighborhood is cursed. All three heard the accident, but saw nothing. If later asked about strange phenomena, all will admit having heard whispering in the walls of their bedrooms. On a more mundane note, they might also complain about the bathtub, toilet, and sinks not draining properly.

Mark and Henrietta Wetter—The Wetters were not home when the Model T was destroyed. They will not be around if the neighborhood canvass is done in the few hours after the accident. Mark (age 41) and Henrietta (age 34) are schoolteachers working in the public school system. They are available in the late afternoon and evening only.

The Wetters have endured frequent bouts of paranormal phenomena. Their walls have suffered cracks and show signs of having been patched. They believe an intruder has entered their house several times. Though he hasn't taken anything, scores of items have been moved. A few have been broken. Mark has changed the locks twice. A few days ago, he nailed all the windows shut. If the detectives visit, they will complain about this even though they've already reported the "burglaries" three times in the past three weeks.

George Blaine—This sixty year old semi-retired carpenter is under a psychiatrist's care. He heard the accident occur, but cannot provide any useful information.

During most any interview, he will appear lethargic. A successful Spot Hidden roll reveals his eyes are dilated. As police officers, they are likely (or certain) to suspect he is under the influence of some sort of drug. This is a sedative prescribed to



him by his psychiatrist.

Unfortunately, George heard disembodied voices and other strange noises in his house. He submitted to a psychiatric evaluation and the drugs are part of his very unnecessary therapy. The voices he heard are because of Rebecca.

Though he will cooperate, he will not admit to having experienced or witnessed any paranormal phenomena. He will admit to being under a doctor's care and will, if necessary, show a copy of the prescription.

Harvey and Ellen Dawson—Harvey (age 33) and Ellen (age 32) were not at home at the time of the accident. Harvey is a schoolteacher; Ellen works as a secretary. They have experienced assorted poltergeist phenomena. To date, this has mostly involved movement of furniture and personal effects. They've reported this to police three times over the past four weeks. In addition, Ellen's canary has inexplicably died. So too have two replacement birds. They have given up on having pets for the time being. The empty birdcage is in plain sight in their living room.

Chester Gatliff—This unemployed thirty-three year old Army veteran was out looking for a job at the time of the accident. He has not been subjected to much paranormal phenomena. The few things he has noticed he has dismissed as his imagination. Chester rents his rowhouse, but will be evicted if he is unable to secure employment within the next thirty days.

William Clay—Bill is (was) a forty-eight year old clerk who works at a downtown department store. He won't answer the door and hasn't gone to work in three days (last seen on June 2). If his residence is later entered and searched, his crushed remains can be found in the bathroom. It appears as if some giant, powerful hand tried to force him down the toilet. The messy scene is worthy of 0/1D6 SAN loss for experienced homicide detectives and coroner's personnel. Less jaded witnesses lose 1/1D6 SAN.

Anyone entering the house will almost immediately see flies buzzing around the place. When the bathroom door is opened, the place is alive with flies and maggots. The stench is appalling and can be endured only by those succeeding in CONx3 rolls.

Note that at some point, Bill's employer or co-workers may (at the Keeper's discretion), ask that the police look in on him. The local beat officer (probably Officer Christianson) would then go to his house. If left to an NPC, he will not force entry. Detectives who later learn of this may elect to intrude despite the possibility of outraging the homeowner. Being the 1920s, the detectives can probably get away with unlawful intrusion without having to worry about legal ramifications. At most, they might have to convince their superiors they were acting in good faith.

Margaret Tyler—Seventy-nine year old Margaret Tyler lives alone. She is financially supported by her three children. Her oldest daughter, Marion Russell (age 59) visits her every Saturday to deliver groceries, drive her on errands, and keep her company. Except for Saturdays, Margaret rarely ventures



The Gruesome Remains of William Clay

outside. She is lucid and intelligent and clearly heard the accident. Unfortunately, she did not witness it.

Henry and Christina Capwell (and family)—Henry (age 51) and Christina (age 38) are a less-than-happily married couple with two children, Anne (age 11) and Richard (age 9). The family was on an outing at the city zoo when the accident occurred. Henry works as a free lance fiction writer; Christina is a homemaker.

The Capwells have a stormy relationship. They have several loud arguments each week, mostly involving money. The family has overlooked paranormal phenomena afflicting their house. Visitors may notice subtle stress fractures in the plaster of the walls and ceiling.

Paul Thomson—Paul is a twenty-five year old graduate student studying anthropology at a local university. He comes from a wealthy and privileged Boston family who has rented an entire rowhouse for his use. At the time of the accident, he was at the public library. He has witnessed no obvious paranormal phenomena and has not noticed some of the more subtle effects.

Paul is something of a red herring. His house is loaded with the trappings of his studies: African devil masks, painted East African pottery, polished wooden African tribal figures, and the like. None of this has anything to do with the scenario's events.

Edward and Marion White (and family)—Ed (age 37) and Marion (age 30) have lived in the neighborhood for six years. Their three children, Paul (age 10), Timothy (age 7), and Charlotte (age 4) believe in the "neighborhood curse" and witness mild poltergeist phenomena virtually every day. None witnessed the accident though the children did hear the metallic crushing and screams.

Charlotte plays with an imaginary friend she believes lives under her bed. Paul and Tim no longer fear the "ghosts," but are reluctant to talk about them with strangers. Ed works as a bookkeeper; Marion is a homemaker. They, too, have seen weird phenomena, but have not discussed it with their children. The couple is now trying to sell their home. A "for sale" sign is prominently posted just outside the house. If asked, they will say they need more space because of the children. While this is true, the real reason is the paranormal phenomena.

In addition to her usual chores, Marion spends a lot of time straightening up after the poltergeist. Other phenomena include toilets spontaneously flushing, doors and windows being found open when they were known to be closed and locked, and the complete disappearance of their elderly cat, Patches (who simply ran away).

Harlan and Gabrysia Roberts—Harlan (age 38) is a U.S. Army veteran of the Great War who also served in the Polish Army during the Polish-Soviet War of 1919-1921. While there, he met and subsequently married a young Polish woman, Gabrysia Biedrznyska (age 24). Mementoes of his military service (including U.S. and Polish military decorations, a few bayonets, and a German pistol) are on display in the parlor. Harlan

now works as an aviation mechanic at the city's main airfield. Except for evenings, he is rarely home.

Gabrysia is a legal U.S. resident, but is not a citizen. She speaks Polish (88%) and has a fair understanding of Ukrainian (58%), but knows very little English (8%). Communicating with her is difficult. She is a housewife and was home at the time of the accident. Unless the investigators bring in an interpreter or visit when Harlan is home, it is largely impossible to get information from her. She will cooperate as best as she is able as long as she understands the investigators represent the law. Harlan will also cooperate and has a strong respect for law enforcement. Note that he often calls his wife "Bree" and will be mildly annoyed if visitors call her "Gabby."

While Harlan can provide little information and hasn't really noticed the paranormal phenomena affecting the area, Gabrysia has experienced much. She is constantly cleaning up after the "spirits." It is her belief the house is haunted though she doesn't believe the spirits are malevolent. She will openly state this belief. Though she heard the accident, she did not directly witness it. There is no indication she is lying though Psychology rolls on her are of only limited use unless the observer understands Polish.

Andrew and Rhoslyn Dorner (and family)—The Dorner family consists of Andrew (age 50), his wife Rhoslyn (age 38), their sons Michael (age 17) and Robert (age 15), and their invalid daughter Rebecca (age 13). Andrew works as a mid-level manager for a prominent local insurance company; Rhoslyn is a housewife. Michael and Robert attend a nearby school and are decent students.

Though they will deny anything is amiss in their house, they will admit to having recently replastered most rooms. If multiple visits occur, additional cracks can be viewed with each return. The problem is so pronounced that the Dorners may replaster their residence sometime during the scenario. Additionally, shadows don't act in a conventional or predictable manner. Michael and Robert have noticed this, but their parents have not. They are still puzzling over how a shadow sometimes bends toward a light source or perpendicular to it rather than away from it.

If the subject of Rebecca comes up, they will explain how she suffered from an accident a few years ago and is now in a coma. They will admit that caring for her is a burden, but will also state they are grateful for the assistance of friends and a few neighbors. None of the Dorners are aware of any "curse."

Martha Ardent—This thirty year old widow lives off a modest inheritance and her husband's Army pension. She makes ends meet by serving as a kind of nanny to some of the neighborhood's younger children.

Martha heard, but did not witness, the accident. She has suffered from mild poltergeist activity, mostly the movement of articles within her house. She also suffers from near constant nosebleeds due to her sensitivity to Rebecca's powers. Unless directly asked, she will not mention any of this.

Martha is a friend to the Dorner family and occasionally helps with Rebecca's care. She has no reason to assign any guilt to the helpless girl.

Carter and Mary Batts—Carter (age 46) and Mary (age 26) have been married two years. Carter is unemployed, but is seeking a job in construction. Mary works as a secretary. Neither was home at the time of the accident. Their rented home has suffered shaking which they believe has something to do with street traffic. Cracks in the walls and ceiling are evident. The family's cat recently died unexpectedly of unknown causes. If Carter is unable to find a job, they will run out of funds within two months. Eviction will soon follow.

This couple knows the Dorner family well. Mary occasionally helps care for Rebecca, mostly by helping with household chores (laundry, housecleaning) rather than caring directly for the girl.

Thomas Rafferty—Thomas is a thirty-nine year old construction foreman. He was out at the time of the accident and is only home from early evening to around 4:00 A.M. Rebecca's powers have not yet affected him. He is unaware of any "neighborhood curse" and will speak with disdain if such a thing is mentioned to him.

Extended Canvass—North

Kenneth and Mary Stone—Ken is a forty year old bus driver. Mary is a twenty-nine year old housewife caring for a two year old son, Dexter. They are outside the area of Rebecca's influence. Both are aware of the so-called "neighborhood curse," but have not experienced it.

Oliver and Victoria Mitchell—Oliver (age 36) and Victoria (age 27) were recently married and moved into this rented rowhouse on April 3. Oliver owns two service stations and a small grocery. Victoria is a housewife who just learned she is pregnant. The Mitchells have experienced a few minor poltergeist incidents, but are too caught up with recent events (marriage, the move, and pregnancy) to notice or care. They are only superficially acquainted with their immediate neighbors. Notably, they might ask the detectives if they have seen their dog, Runner. He ran away the day they moved in. They describe him as being a pure bred Mountain Cur (this is the same breed as the dog in Frederick Benjamin Gipson's 1956 novel *Old Yeller*). If they later check the dog pound, they will immediately find him. They might also find they can't take him to the neighborhood without him whining and protesting. Given the chance, he will run away again.

Marvin Leggett—Marv is a twenty-eight year old free lance science writer who contributes to scholarly magazines such as *National Geographic* and *Nature*. When not writing, he works as an assistant librarian for the public library system. Marv has witnessed a few strange occurrences, but dismissed them as figments of his imagination. After all, there must be a logical explanation for this . . .

Vacant—This vacant rowhouse is available for sale. A sign posted in the window provides the telephone number of Blue Water Realty. The property is owned by a local bank. Getting

legitimate access is as simple as talking with a supervisor at Blue Water. A search turns up nothing except for stress fractures in plaster and mildly warped floorboards. If the real estate agent (Donald Watterson) who has listed the house is interviewed, he will be surprised at the damage. He last visited it a week prior to the scenario's start. At that time, it was in immaculate condition.

Maxwell Schüte—Thirty year old Max Schüte (pronounced "Shoo-tuh") makes his living as a bootlegger. He manufactures gin in his house and stores bottles of the stuff in crates in his dining room. These are covered with blankets. If the detectives conduct an extended neighborhood canvass, he will answer the door, but appear nervous. He is poor at covering up his guilt. Successful Psychology rolls will reveal he is unduly worried about something and is obviously surprised the police are at his door. Max will try to deny the police access to his home, but will provide no resistance if he is caught.

John French—John is a 41 year old postal worker who works at a downtown sorting facility. He can provide no information and his residence has suffered only minor damage. Significantly, there is a split down the middle of his bedroom door. He cannot account for this and believes it must be due to a flaw in the wood. A successful Spot Hidden roll reveals the door is made of solid maple and appears to have been placed under stress. No one, including a qualified carpenter, can find any flaw in the wood to explain the split. Further, there is no evidence of the door suffering from a blow.

Bernard Riddle—This 49 year old stage actor has no information of use. His walls and ceiling show signs of minor cracking. He has not noticed this. Bernard is currently playing the role of Caliban in Shakespeare's play "The Tempest". The play opened three weeks ago in a theatre downtown.

Matthew and Ima Caine—Matthew is a 41 year old electrician who works for a local university. His 33 year old wife, Ima, is a homemaker. Neither can provide any useful commentary. Except for a few minor ceiling cracks they've not yet noticed, there is no evidence of paranormal phenomena in their home.

Extended Canvass—South

Iver Lord—Iver is a twenty-four year old attorney who only recently completed his legal training. He just accepted a position with the municipal court downtown. His schedule places him outside his neighborhood except during evenings and weekends. He only recently moved here (on April 30) and is only superficially acquainted with his immediate neighbors.

Iver is a kind of weirdness repellant. Due to a personal quirk, nothing unusual ever seems to happen to him or in his presence. As a result, he has witnessed no paranormal phenomena and his residence is completely devoid of any evidence of poltergeist activity. Particularly paranoid investigators might perceive this and logically (and wrongly) conclude he is somehow responsible for what is going on.

James and Estelle Joiner—James (age 50) and Estelle (age 55) are a comfortably well off couple. Interest from various wise investments maintains their lifestyle and interests. Their principal avocation is spiritualism. James is something of an occultist and Estelle is a medium. They hold a séance for like-minded friends every Saturday night in their ground floor parlor. Neither has any real powers and Estelle never actually contacts the dead. She is a self-deluded individual who genuinely believes in her psychic abilities.

Ironically, the Joiners know nothing of the so-called "neighborhood curse." They don't associate with their neighbors, having accumulated a circle of friends from outside the immediate area. Their Saturday night activities are nevertheless known to everyone. Most view it as either harmless nonsense or harmless fun. A few are more concerned, but this is out of personal religious convictions rather than any belief the Joiners are actually conversing with spirits.

The Joiners are both a red herring and a potential resource. As a red herring, their spiritualism can serve to distract the investigators. If they can get beyond this, they might find James to be a useful source of information on hauntings, psychic powers, and the occult. His Occult skill is 61%. As a believer in the paranormal, his comments will be slanted toward his unconventional worldview.

Lois Brown—This thirty year old nurse works for a pediatrician, Samuel Shurrs, downtown. She has lived here for almost two years, but recent poltergeist activity has afflicted her on almost a daily basis. This includes gravelly, disembodied voices threatening her from under her bed and in her closets as well as the movement of objects. The latter has resulted in some breakage and she has had to replace several windows. At this point, she is apartment-hunting and plans to move by the end of June. Lois' residence is rented from Carson Polk, a local landlord who owns several buildings in the area. Carson lives in a rowhouse outside the defined canvass areas. It is one block east of the Dorner residence on the north side of the street.

Jeremiah Saxton—Jerry (age 25) is an unemployed accountant who no longer leaves his residence. Rebecca's powers have left him in a state of semi-stupor. He has sufficient mobility to use the bathroom and cook food. However, he is out of provisions and is now slowly starving to death.

Jerry will not answer his door. If neighbors are questioned, none are sure where he might be, but most will say he was last seen in his home. A few may recall that his lights are seen on at night. Detectives who force their way into the residence will find Jerry to be non-responsive, but otherwise compliant. He will obey simple instructions and can be easily removed to an ambulance. Anyone who sees his gaunt features will automatically realize he is in need of hospitalization. His residence is a veritable pig sty, something which his neighbors know is unusual.

If the Investigators do not find Jeremiah in seven days of the start of the scenario he will succumb to starvation and die. Once rescued and removed from Rebecca's influence he will recover his senses within a day. However, Jeremiah will be unable to explain what happened to him and will readily

accept the conventional psychological explanation that he was trapped in a "fugue state," a kind of waking catatonia.

Adrian Gry—Adrian is a twenty-nine year old automobile mechanic who works at a garage four blocks west of his home. He is having an absolute ball observing the poltergeist phenomena. This is something he has not shared with his friends or neighbors...none would believe him, right? Adrian is totally oblivious to the peril he faces. The voices, noises, and movement of objects don't bother him in the slightest. Instead, he sees them as something of a personal entertainment center. He has done some basic research and is aware of what poltergeists are. Not surprisingly, Adrian's cavalier attitude makes him a prime candidate for death.

Lee Crane—This residence was occupied by bookkeeper Lee Crane (age 44) until his death on May 26. His neighbor, Adrian Gry, entered the house on the morning of May 27 when he did not respond to knocks. He found Lee face down on the kitchen floor...dead. The police were notified and the coroner subsequently ruled the death to be due to a stroke.

Lee did indeed die of a stroke. It was induced by Rebecca's psychokinetic powers.

Lee died intestate (without leaving a will). His residence and its contents are in legal limbo while his next of kin (an older brother and younger sister) wrangle with lawyers and the State. In theory, the house is as he left it. When searched, it can be seen to be in disarray. Adrian Gry can assert the place was neat and orderly when he visited on May 27. Nothing is missing. This is more evidence of poltergeist activity.

Vacant—This rowhouse is owned by Carson Polk (who owns Lois Brown's place) and is available for rent. The walls and ceiling are cracked, something that is unknown to Carson. A burst pipe in the upper floor bathroom has caused water damage to the ground floor kitchen's ceiling. This, too, is news to Carson. As usual, all of the damage is due to Rebecca's influence.

Charles Marcus Lee—This forty year old salesman is home only one week a month. He has been gone for two weeks and won't return until the Keeper chooses to have him return. His rented home is in disarray due to poltergeist activity. Though nothing is missing, he will report a burglary upon his return. There are no signs of forced entry. Due to his lengthy absences, Chuck is totally oblivious to anything unusual happening in the area.

Ruth and Elaine Hatch—Ruth (age 50) and Elaine (age 44) are sisters. Ruth is a secretary; Elaine works as a senior bank teller. Neither has experienced much paranormal phenomena and are dismissive of anything that sounds superstitious.

Errol Bogardis—Errol is a 38 year old merchant seaman who rents his rowhouse from the aforementioned Carson Polk. He is a new tenant, having moved in after leaving the merchant marine a month ago. Errol spends most of his time job hunting. His residence has the commonly seen cracks in the walls

and ceiling, but he has not seen this as significant or worthy of notice. Errol is not acquainted with any of his neighbors except Rachel Carden.

Rachel Carden—Rachel is a 29 year old widow whose husband, Samuel, died of an aneurysm on April 18. His death is unrelated to Rebecca; he died in Washington where he worked as a clerk on the staff of Maryland Senator William Cabell Bruce. Rachel is currently looking for employment and has not concerned herself with minor episodes of poltergeist activity. Observers may notice cracks in the ceiling and some walls.

Mary-Alice Dorowitt—Mary-Alice Dorowitt (age 31) is leaving. She is profoundly disturbed by poltergeist activity affecting her residence. This includes movement of objects, strange creaking noises and night, and disembodied whispers. Her walls and ceilings were replastered the day before the accident. Evidence of this can be seen in her parlor where some pails and drop cloths are still piled. Mary-Alice is living comfortably off an inheritance and does not feel particularly attached to her rowhouse.

Josiah and Prudence Moore—Josiah (age 53) and Prudence (age 46) are longtime residents who are currently supporting a son, Clark (age 21), in a local university. Josiah works as a mid-level administrator with the city's parks department. Pru is a homemaker. The Moores have endured moderate poltergeist phenomena, but are afraid to talk about it. They are concerned about public ridicule. Their son is unaware of this.

William Madsen—William is a fifty year old structural engineer who will be out of town on business during the scenario. If his residence is entered, it is in complete disarray due to poltergeist activity. His neighbors know he is working on a bridge construction site in Ohio.

Martin and Clara Lou Hargett—Martin (age 21) and Clara Lou (age 29) recently moved to the neighborhood. Martin is a student at a local university. Clara Lou's job as a telephone operator keeps them out of bankruptcy...barely. They've not noticed any weird phenomena, but there are a few minor cracks in their walls and ceilings.

Robert and Abiah Bucklin (and family)—Robert (age 41) and Abiah (age 35) are happily married and have two children, John (age 15) and Tamsin (age 12). The parents are unaware of anything unusual and their residence has no damage. The children are aware of the so-called neighborhood curse.

Extended Canvass—East

Laughton Simms—This forty year old salesman is out of town during the scenario. This is known to his immediate neighbors. If his residence is searched, there is no sign of poltergeist activity. If it is searched in detail (by going through drawers and closets), the detectives may find a supply of pornography. These are not merely photos of nude women, but are photos

of sexual acts performed by men and women. While they may seem fairly tame by modern standards, it is highly illegal in the 1920s. Merely possessing such material could lead to felony charges upon his return from the Midwest. If the search was without a proper warrant, he might be able to later get the charge dismissed.

Richard and Hazel Forester—Richard (age 50) and Hazel (age 40) are put out with city services. Their home's drainage system is backed up and the city has been slow to send workers out to fix the problem. Plumbers they hired concluded there is a blockage in the sewage pipes below the house. They are not capable of clearing this; it is the city's problem. The Foresters have been so caught up by their plumbing problems, they have taken little notice of minor poltergeist phenomena in their home. If the detectives visit, they will be certain to whine about this, as if they think the detectives are capable and willing to descend into the sewers and rectify the issue. Richard is an automobile salesman; Hazel is a housewife.

William and Jeanette Brooks—William (age 29) and Jeanette (age 23) are expecting their first child in August. They have not experienced anything unusual, but are aware of the so-called "neighborhood curse." Like the Foresters, they are having drainage problems. William works as a house painter and landscaper; Jeanette is a homemaker.

Douglas and Estelle Jefferson—Like the Forester and Brooks families, the Jeffersons are suffering from severe plumbing problems. They are likely to voice their complaints to the detectives who they (unreasonably) expect can exert some sort of influence on the powers-that-be in city services. Their residence is on the fringes of Rebecca's area of influence. They've not directly witnessed or experienced anything unusual outside their plumbing problems. Douglas (age 61) is a retired stock broker; Estelle (age 63) is a homemaker.

Edward Campion—Edward is a chronically ill thirty year old who lives off family money. Having suffered extensive lung damage during a house fire at age sixteen, he is unable to perform physical labor. He is suffering from undiagnosed lung cancer which is exacerbated by extensive scar tissue in his lungs. There are no external signs of burns. Between hacking coughs, Ed can say he has seen and heard nothing of use. Except for a misaligned front door that is mildly difficult to open, his residence has not suffered from Rebecca's powers. His plumbing drains very slowly, but is not totally stopped up due to a secondary drain pipe that serves his home.

Georgia Shields—Georgia (age 61) is a widow living off the proceeds of a rather substantial estate left to her by her businessman husband. Like the Foresters, her plumbing is backed up. She is a quiet, reserved woman who is reluctant to complain. Unless the detectives ask her about it, she will not mention it during most interviews.

James Gaskett—This 32 year old law clerk works for a small law firm downtown. He is unaware of anything unusual in

the area and has not suffered any poltergeist phenomena. His plumbing drains slowly, but this is not something he is likely to mention.

Byron Richter—Byron (age 39) works as a bus driver. He is unaware of anything unusual in the neighborhood, but is aware his neighbors across the street have been having plumbing problems.

Police Records

Police records are an excellent resource. With the assistance of a civilian clerk or records officer, they can acquire most any report or type of report promptly. No die rolls are necessary. Only if a group Luck roll is fumbled might it be necessary to delay or deny a report. Otherwise, the investigators need to only state what they are seeking.

Geographic research centered on the few blocks around the accident scene is useful. Many of the most recent reports were written by Officer Christianson. Such research can be completed within a few hours.

Most any research should reveal a pattern of unusual incidents. This requires the group to review a collection of reports. Alternately, the pattern might be detected by interviewing area residents or Officer Christianson.

Researching by report type can be useful. Likely subjects include deaths, noise complaints, peace disturbances, missing persons reports, accident reports, and information reports. The Keeper should provide subtle guidance to players who are unfamiliar with this line of research.

Not including the Model T accident, there are two deaths known to have occurred in the neighborhood in recent weeks. Neither was handled by the investigators, but reports pertaining to both are on file.

One documents the death of telephone linesman Roger Cateley. This is an incident report filed by Officer Christianson on May 23. It briefly documents an accidental death due to a fall from the top of a telephone pole just a few yards from where the Model T was wrecked. There is no indication in the report suggesting foul play. The report includes Roger's home address and a coroner's report number. Obtaining this requires a trip to the coroner's department.

Another incident report, also written by Officer Christianson, documents the death of Lee Crane. It is dated May 27. The report lists the victim's home address and that of the man who found him, Adrian Gry. Officer Christianson states there is no evidence of foul play and that the matter is in the hands of the coroner. A coroner's report number is in the report. The detectives may vaguely recall this case. Another homicide detective, Frank Groton, briefly visited the scene and turned the case over to the coroner. Frank concluded it was an accident, but left the final determination to the coroner.

A general survey of peace disturbances, accident reports, and information reports reveals that there are an inordinate number in the area around the accident scene. If this data is compared to a similar area a few blocks away, the difference is obvious. There are five to six times the number of incidents documented by police. This type of research takes several hours to a few days

to complete. Incidents reported include vandalism, lost pets, and noise complaints. In general, most incidents have occurred at night.

Only one missing persons report is on file. It was filed by the water department on June 2. It might not be relevant since it pertains to a worker, Franklin Wott, who went missing a few blocks from the neighborhood in question. Additional information on this tangent investigation is provided later.

At some point the detectives might want to attempt newspaper research. There is nothing in published sources that provides more detail than their own reports. Newspaper research is redundant.

The Beat Officer

Officer Christianson (or any player character filling his role) is a good interview subject. Without having to refer to reports, he will recall two deaths that have occurred in recent weeks in the neighborhood in question. His statements can reduce research time on these cases to mere minutes. Further, he is generally familiar with local residents and can be a good guide to the area.

Autopsies

Pathologist Marion Brecht can be an important source and consultant during the scenario. This 48 year old graduate of Princeton University's medical school is a qualified physician and pathologist. As such, he is on-call as a medical examiner for the city. His primary profession is as a medical doctor with the University of Maryland hospital. He also teaches medicine and pathology at the University and periodically lectures at Johns Hopkins University.

Dr. Brecht examined the remains of Roger Cateley on May 23. This included an autopsy within a few hours of his death. Dr. Brecht correctly concluded Roger died of severe trauma caused by a fall. He documented in his report that the injuries were consistent with a fall of perhaps eight to ten stories. No one has detected the problem with this conclusion. As a linesman, Roger could not have fallen from such a height from any telephone pole or rooftop in the neighborhood. At worst, he could only have fallen from a height of three stories (thirty feet). The reason for the discrepancy is that Rebecca's psychokinesis slapped Roger into the pavement with a force greater than what would have been provided by gravity alone.

Dr. Brecht is confident in his analysis. There are no photographs to back his claims, but he can refer the detectives to the Harald Funeral Home. The embalmer who worked on Roger's remains will agree that he suffered extreme physical trauma. He is not an expert, but will agree that the injuries he saw were more than what could be from a thirty foot fall.

If Roger's remains are exhumed for further analysis (requiring a court order), an independent pathologist will agree with Dr. Brecht's conclusions. No one can explain the discrepancy. There is no evidence of blows from a weapon or a vehicle.

Dr. Brecht's second case was Lee Crane. He performed an autopsy on May 27. The conclusion: Mr. Crane died on May 26 of a stroke. This is accurate. There is no way for Dr. Brecht to determine the stroke was induced by psychokinetic power.

Bodies that later turn up can be autopsied by Dr. Brecht upon request. Only in blatant cases of homicide are autopsies automatically conducted. The Cateley and Crane autopsies were two of only nine autopsies performed over the course of the past month. Autopsies can be stymied by the objections of relatives of victims.

Red Herrings

A Keeper who is interested in complicating the investigators' lives can introduce red herrings to distract them. Red herrings should be used judiciously in order to not cause the scenario or drag or make it too challenging. Three options are provided, but the Keeper should consider creating some that are tailored for his or her players.

The neighborhood is the occasional home of a forty year old homeless transient, Clovis Squire. Termed a "hobo" or "tramp" by the locals, a few reports on him can be found in police records. He has been cited for loitering twice by Officer Christianson.

The detectives might suspect he may have good information. Clovis is mildly irrational and abuses liquor. He lives off handouts and petty theft, spending most of his funds on cheap wine and gin rather than food or lodgings. No paranormal phenomena have yet occurred in his presence. Since he associates with no one in the neighborhood, he is unaware of its "cursed" reputation. If interviewed, he will concoct whatever lies he believes will either keep him out of prison or get him a handout. It will not occur to him to tell the truth. His lies will

The cause of the slow drains is discovered.

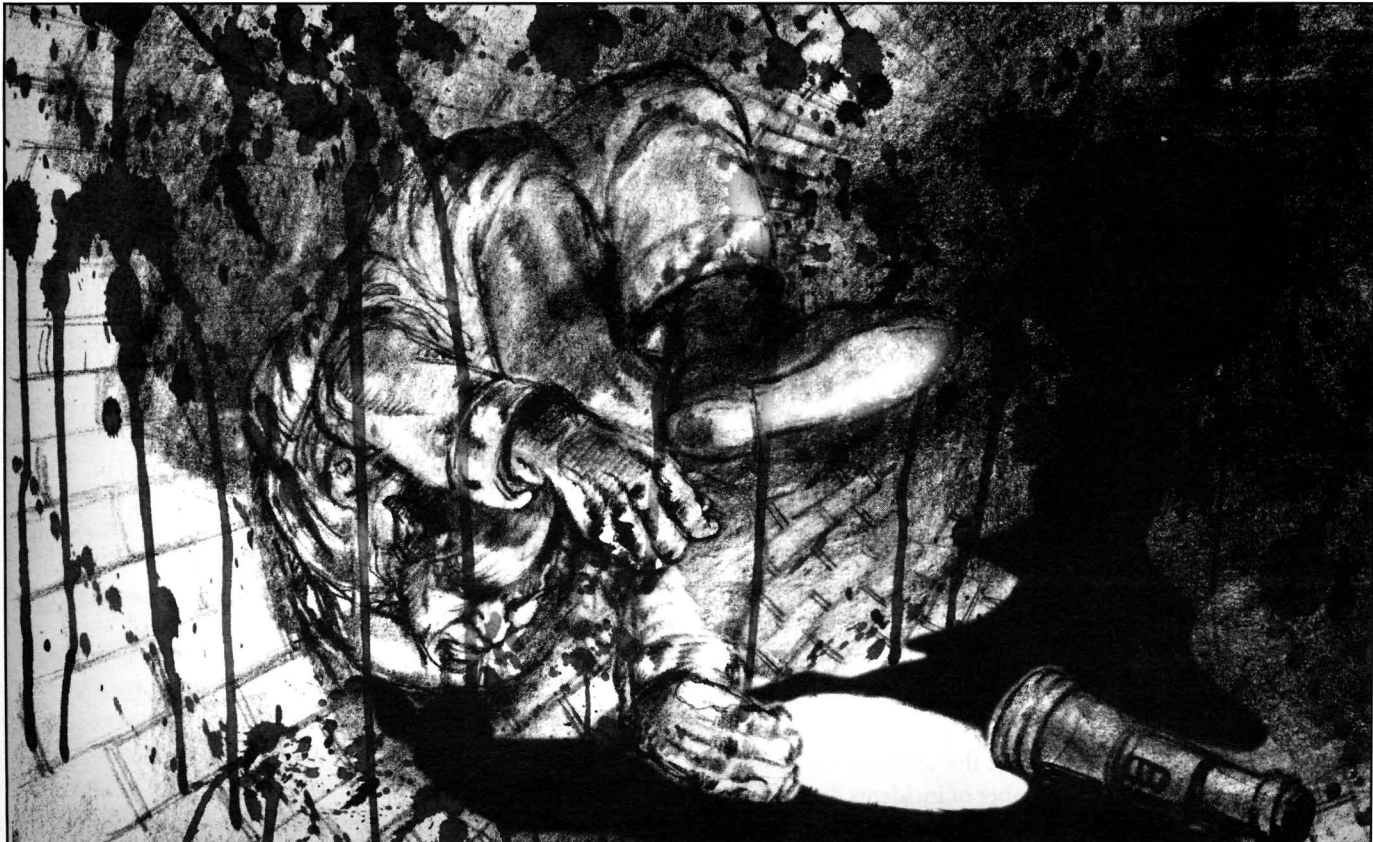
be fairly subtle. Lie detecting Psychology rolls fail unless they succeed at 20% of normal.

Local children are also a good red herring. They are likely to be the most prominent source of the "neighborhood curse" legend. At this point, they are circulating all sorts of stories that have little or no basis in fact. The details of these tales are in the Keeper's hands.

An additional element of uncertainty can be provided in the form of morgue attendant Henry Gerk (age 20). Henry works in the city morgue to help put him through college. He is in pre-med at the University of Maryland, but has not taken any of Dr. Brecht's classes. Henry believes he knows a lot more than he actually does. At the Keeper's discretion, he might approach the detectives and make comments critical of Dr. Brecht's conclusions. His comments might sound convincing, particularly to one not well versed in the medical sciences. Ultimately, his conclusions are wrong, largely because he is not directly involved in any of the autopsies. Henry is simply a know-it-all who doesn't know it all. Nevertheless, until he is debunked, the detectives might doubt Dr. Brecht's abilities. Verifying the pathologist's correct conclusions can waste precious time.

Franklin Wott, Missing Person

On June 1, 39 year old Franklin Wott had the misfortune of venturing into the sewers underneath Rebecca's neighborhood. A veteran sewer worker, he was performing a routine inspection of the tunnels. He was last seen by two co-workers, Amos Silandy and Charles Haffner, descending into the sewers



two blocks east of the Model T accident scene.

Frank's fate was to be violently rammed up a small drainage pipe by Rebecca's psychokinetic powers. This has caused backups in several rowhouses that are served by that pipe. A search of the tunnels below the Forester residence previously mentioned will almost certainly reveal the corpse. In answer to the obvious question, it is indeed physically impossible to ram a body into such six-inch diameter pipe without massive mechanical assistance. Discovering Frank's putrefying remains causes 1/1D6 SAN loss.

The disappearance was reported to the police department by the water department on June 2. Frank's wife, Olivia, has contacted the police every day since then for more information. Since this was not a homicide case, it is not known to the detectives until they start looking for such reports.

Unconventional Consultants

Once the investigators begin to suspect the paranormal is involved, they might attempt to bring in outside consultants. This might be a genuine scholar (folklorist or anthropologist), religious figure (minister or priest), or occultist (psychic or parapsychologist).

None of these outside consultants can provide much headway in the investigation. Except perhaps for clerics, most are likely to recognize the telltale signs of poltergeist activity. Some may absolutely conclude a poltergeist is responsible and will consider no other options. More prudent people will suggest a poltergeist is one possibility, but will also correctly state that poltergeist-like phenomena has been documented in situations where poltergeists aren't involved. The most cautious will advise the detectives to seek mundane explanations for the phenomena such as hoaxers. Some might suggest the neighborhood is built on unstable soil. This might explain cracked walls, misaligned doors, etc. Consulting the City Engineer will debunk this. There is no credible evidence to suggest the neighborhood was built on unstable geology.

Bringing in outside consultants presents the Keeper with two options. First, it is an opportunity to introduce a non-law enforcement character. Second, it is a means of introducing a red herring. A convincing consultant can mislead the group with bogus hypotheses and might even level accusations (subtle or not-so-subtle) at one or more innocent neighborhood residents.

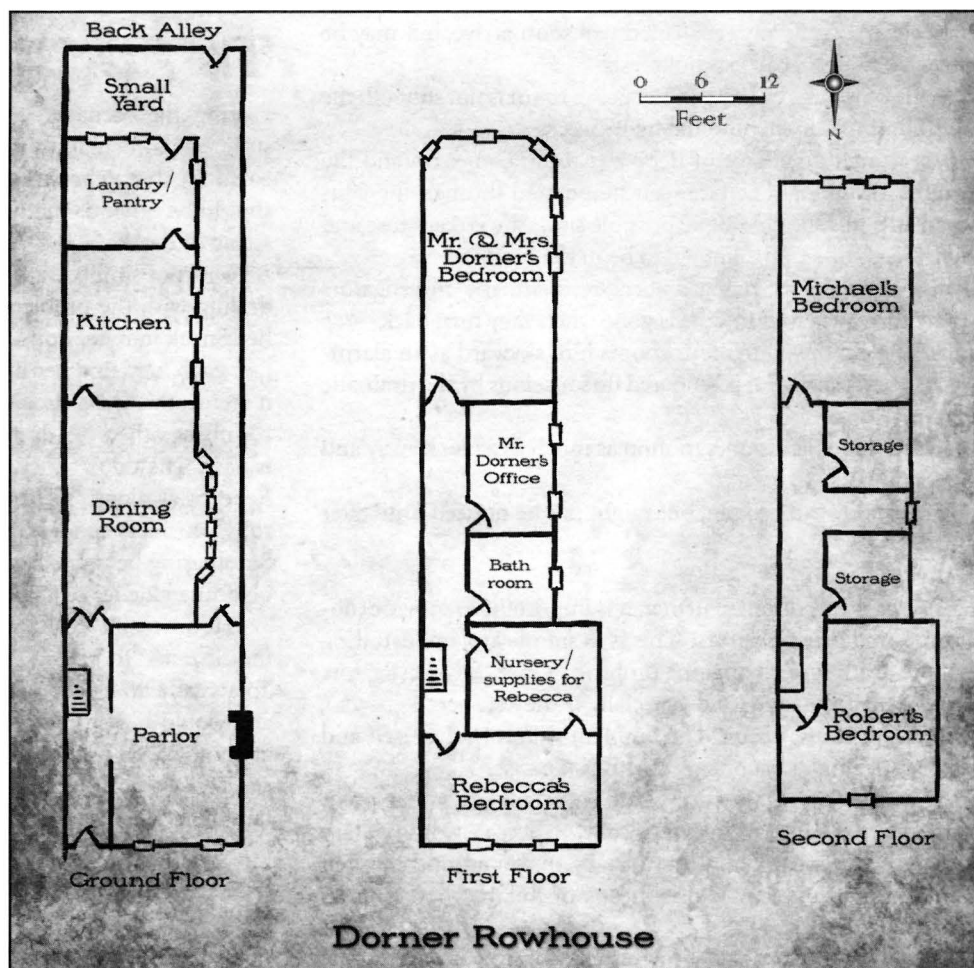
Most consultants will have no ill intent, but it is possible for one to be a huckster trying to gain fame or fortune at the expense of the investigation. The Keeper should be prepared to create detailed NPCs to support any subplots of this nature.

Zeroing In

The scenario's principal challenge is to determine the source for the unseen power that menaces the neighborhood. Initially, the detectives will probably begin to perceive the seemingly disparate incidents and observations associated with the area around the accident scene. Ultimately, as more bodies begin to turn up, they should dismiss any suggestions of coincidence.

The neighborhood canvass can (and hopefully will) lead to the investigators mapping various incidents. Three deaths (Edgar and Marjorie Sumpter and Roger Cateley) occurred within a short distance of each other. It is reasonable to suspect these are at or near the epicenter of the problem. This provides something of an anchor from which the group can concentrate their efforts.

A stakeout is an excellent tactic. This will most likely be done in a parked automobile at night. A far less likely option is to convince some local resident to allow the investigators to occupy a front room at night. This would require the detectives to succeed in a series of Persuade rolls combined with a particu-



larly good argument voiced to the Keeper by the players.

From a suitable vantage point, the detectives can gradually witness or even directly experience weirdness associated with Rebecca's powers. How frequently this occurs is up to the Keeper. This can be left up to group Luck rolls or the Keeper can carefully craft the timeline of events for purposes of plot pacing. Phenomena that can be viewed includes:

1. car windows/doors/tops spontaneously open
2. trash cans are disturbed
3. windows/doors in rowhouses open/close spontaneously
4. disembodied whispers from shadows
5. lights turn on/off spontaneously; includes lights in houses and car headlights
6. in morning, some people will complain to neighbors about drained car batteries, moved/emptied trash cans, etc.
7. child's ball left on a stoop spontaneously bounces down the street

Most, but not all, weirdness occurs at night when Rebecca sleeps. More disturbing phenomena might be worthy of minor SAN loss.

At times of the Keeper's choosing, some more obvious or alarming phenomena may occur. This includes:

1. power outage affecting the neighborhood—an electrical transformer on a nearby street can be heard to burst with a resounding "boom"
 - electric company repairmen will soon arrive, but may be subjected to Rebecca's psychokinesis
 - the power to the lamp in Rebecca's room is not shut off; the lamp continues to be powered by Rebecca
2. at night, the light in Rebecca's room comes on and the form of a young girl can be seen silhouetted through the windowshade; this should not be possible since she is comatose and there are no other girls known to be in the house
3. while interviewing a local resident, the investigators briefly turn away, but find he is gone when they turn back
 - Rebecca's psychokinesis shoots him skyward at an alarming velocity; the victim is rendered unconscious by the dramatic shift in g-forces
 - the victim lands on a rooftop as much as a block away and dies on impact
 - the body can be seen, but might not be noticed until after sunrise

Pacing is important. Further, it is important to provide motivation to the investigators. This is as simple as demonstrating that the deaths are an ongoing problem. Once the investigators have isolated the area (and especially if they suspect Rebecca), more deaths must occur. The problem will not solve itself and the investigators must be shown this is the case.

It is also important to provide sufficient clues that point to the Dorners and, more specifically, Rebecca. Commentary about poltergeists and how they usually appear around children going through puberty is one means of linking the events to Rebecca.

The Innocent Victim

Rebecca is not conscious of anything, least of all that her psychokinetic powers are both active and potent. The phenomena are random and confined to the general area around her. The investigators are almost certain to assume that some intelligence is behind the killings. This is absolutely not the case. The Keeper should avoid presenting phenomena in such a way as to allow patterns to be discerned. Victims are unconnected and die in unusual and even bizarre ways. However, despite a general theme of crushing and smashing, there is little rhyme or reason behind the "attacks."

Investigators who want access to Rebecca can get it so long as they ask permission of the Dorners. They will permit a reasonable medical examination, but this must occur in the Dorner home. Photographs may be taken. Note that photos of Rebecca, but not of the area around her, will appear to be overexposed. This is a side-affect of her power.

Any examination of her home will reveal it is in good order and that Rebecca is well cared for. She is rarely alone during the day, but is left to sleep at night. Knowing this, it should come as something of a revelation if movement is (or has been) seen in her room at night.

Rebecca's principal caregiver is her mother. A few neighbors and several friends from outside the area also help. No one who is interviewed will suspect Rebecca is anything more than a helpless girl.

The Terrible Decision

During the scenario, the Keeper should gradually present sufficient information to lead any reasonable investigators to conclude that Rebecca is the source of the mayhem. Further, it should be obvious that to do nothing will result in a ceaseless string of deaths.

Short of simply walking away, there are two possibilities for dealing with the problem. The first is the most obvious: kill her. Sneak into her house and smother her with a pillow. Shoot her. Stab her. End her life. As cruel, heartless, and cowardly as it seems, this is legitimate. To permit her to live will condemn countless others to death. Sneaking into the Dorner house is easy. They don't lock their front door and no one is with Rebecca at night. Barring a series of failed or fumbled Sneak rolls, intruders should be able to get into her room unnoticed. Smothering her with a pillow is best since it is unlikely to leave obvious evidence of a homicide.

However, the investigators are presumably decent, law abiding citizens. To talk about killing an innocent girl is one thing. To actually do it is something else entirely. Once the intruders and would-be murderers actually get to their victim, each must attempt a SAN roll. Only those who *fail* can actually kill Rebecca. Those who succeed can only stand by and watch. If no one fails, they must leave and must come up with some other plan. SAN loss for killing Rebecca is 1D4/1D20. If the initial SAN roll to determine if one might actually be able to murder her was fumbled, this SAN loss is only 1/1D10. Any who participate in the attack, but don't actually kill her lose 1D3/1D10 SAN. This

includes all investigators who are aware of the plan even if they don't take part in it. Anyone who is left out and is completely oblivious to the plot to kill her loses no SAN.

A second option is less obvious, but is far better. Rebecca is well cared for by her family. However, the detectives can file reports with the local welfare agency that allege she is being neglected or abused. With suitable inventiveness and chicanery, Rebecca might be forcibly removed from her residence by the authorities and placed in an institution. Since the Dorners don't have sufficient financial resources to fight this, she might remain there for life. Heavy doses of sedatives will quiet her brain and cause the phenomena to cease. After a few years, her psychokinetic abilities will naturally subside and she can re-enter society again. Although her powers may manifest in whatever hospital or asylum she is placed, the doctors will quickly determine she is the culprit and will administer the aforementioned drugs.

Aftermath

This scenario has no happy ending. At best, the investigators can limit the number of deaths and can perhaps avoid killing the helpless Rebecca Dorner. In so doing, they are still probably going to have to incarcerate her in an institution. Given the time period, institutionalization is arguably worse than going to prison. The depressing nature of their options is reflected in the SAN table below.

SAN Rewards and Penalties

Action or Event	Result
Personally murder Rebecca Dorner	-1D4/1D20 SAN
Plan or participate in Rebecca's murder or know of the plan in advance	-1D3/1D10 SAN
Learn that Rebecca was murdered by friends after the fact	-0/1D3 SAN
Cause Rebecca to be institutionalized	-0/1D6 SAN
Give up and permit the killings to continue	-1D3/1D20+1 SAN
More than five additional victims die (not including the ones pre-dating June 6)	-1/1D8 SAN
Kill or incarcerate Rebecca and later realize the deaths do indeed stop	+1D10+2 SAN

NPCs

John Christianson, police officer

Nationality: American

Age: 28

Date of Birth: March 3, 1896

STR 14 DEX 15 INT 15 CON 14 APP 11

POW 12 SIZ 14 EDU 14 SAN 58 Luck 60

HP: 14

Damage Modifier: +1D4

Education: primary and secondary education

Skills: Bargain 33%, Climb 50%, Dodge 37%, Drive Automobile 38%,
Fast Talk 56%, First Aid 37%, Forensics 10%, Hide 65%, Jump
32%, Law 19%, Library Use 30%, Listen 66%, Persuade 46%,
Psychology 54%, Sneak 50%, Spot Hidden 59%, Throw 40%

Languages: English 71%

Attacks:

Handgun 44%; 1D10 damage (.38 revolver)

Rifle/Shotgun 30%; damage dependent on weapon acquired

Fist/Punch 62%; 1D3+dm damage

Small Club 50%; 1D6+dm damage (nightstick)

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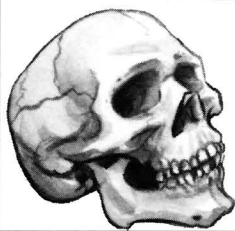
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Name _____ Occupation _____

Age _____ Nationality _____

Gender _____ Race _____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea
CON	APP	POW	Luck
SIZ	SAN	EDU	Know

Damage Bonus

Current Date

HIT POINTS

dead	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26

MAGIC POINTS

unconscious	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27

SANITY POINTS AND MENTAL HEALTH

(99 - Cthulhu Mythos: _____) Insanity 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41
42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66
67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91
92 93 94 95 96 97 98 99 PHOBIAS INSANITIES

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10)	_____	<input type="checkbox"/> Fast Talk (05)	_____	Other Language (00)	_____
<input type="checkbox"/> Anthropology (00)	_____	<input type="checkbox"/> First Aid (30)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Archeology (00)	_____	<input type="checkbox"/> Forensics (00)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Architecture (00)	_____	<input type="checkbox"/> Forgery (00)	_____	Own Language (EDUx5)	_____
<input type="checkbox"/> Art (05)	_____	<input type="checkbox"/> Geology (00)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Astronomy (00)	_____	<input type="checkbox"/> Hide (10)	_____	<input type="checkbox"/> Parachuting (00)	_____
<input type="checkbox"/> Bargain (05)	_____	<input type="checkbox"/> History (20)	_____	<input type="checkbox"/> Persuade (15)	_____
<input type="checkbox"/> Biology (00)	_____	<input type="checkbox"/> Hypnosis (00)	_____	<input type="checkbox"/> Pharmacy (00)	_____
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<input type="checkbox"/> Botany (00)	_____	<input type="checkbox"/> Land Navigation	_____	<input type="checkbox"/> Physics (00)	_____
<input type="checkbox"/> Carpentry (10)	_____	<input type="checkbox"/> Law (05)	_____	<input type="checkbox"/> Pilot (00) _____	_____
<input type="checkbox"/> Cartography (00)	_____	<input type="checkbox"/> Library Use (25)	_____	<input type="checkbox"/> Pilot (00) _____	_____
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<input type="checkbox"/> Climb (40)	_____	<input type="checkbox"/> Locksmith (00)	_____	<input type="checkbox"/> Psychology (05)	_____
<input type="checkbox"/> Conceal (15)	_____	<input type="checkbox"/> Martial Arts (00)	_____	<input type="checkbox"/> Ride (05)	_____
<input type="checkbox"/> Credit Rating (15)	_____	<input type="checkbox"/> Mathematics (10)	_____	<input type="checkbox"/> Sailing (00)	_____
<input type="checkbox"/> Cryptography (00)	_____	<input type="checkbox"/> Mechanical Repair (20)	_____	<input type="checkbox"/> Sneak (10)	_____
<input type="checkbox"/> Cthulhu Mythos (00)	_____	<input type="checkbox"/> Medicine (05)	_____	<input type="checkbox"/> Spot Hidden (25)	_____
<input type="checkbox"/> Demolitions (00)	_____	<input type="checkbox"/> Military Science (00)	_____	<input type="checkbox"/> Surgery (00)	_____
<input type="checkbox"/> Disguise (05)	_____	<input type="checkbox"/> Natural History (10)	_____	<input type="checkbox"/> Swim (25)	_____
<input type="checkbox"/> Dodge (DEX x2)	_____	<input type="checkbox"/> Navigation/Land (10)	_____	<input type="checkbox"/> Throw (25)	_____
<input type="checkbox"/> Drive Car (20)	_____	<input type="checkbox"/> Navigation/Sea, Air (00)	_____	<input type="checkbox"/> Track (10)	_____
<input type="checkbox"/> Electrical Repair (10)	_____	<input type="checkbox"/> Occult (05)	_____	<input type="checkbox"/> Zoology (00)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Operate Hvy. Machine (00)	_____	<input type="checkbox"/> _____	_____
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<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____



"From ghoulies and ghosties
And long-leggedy beasties
And things that go
bump in the night,
Good Lord, deliver us!"

-traditional Scottish prayer



Say your prayers.
Light your lamp.
Load your revolver.
It won't do any good.

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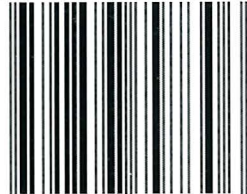
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