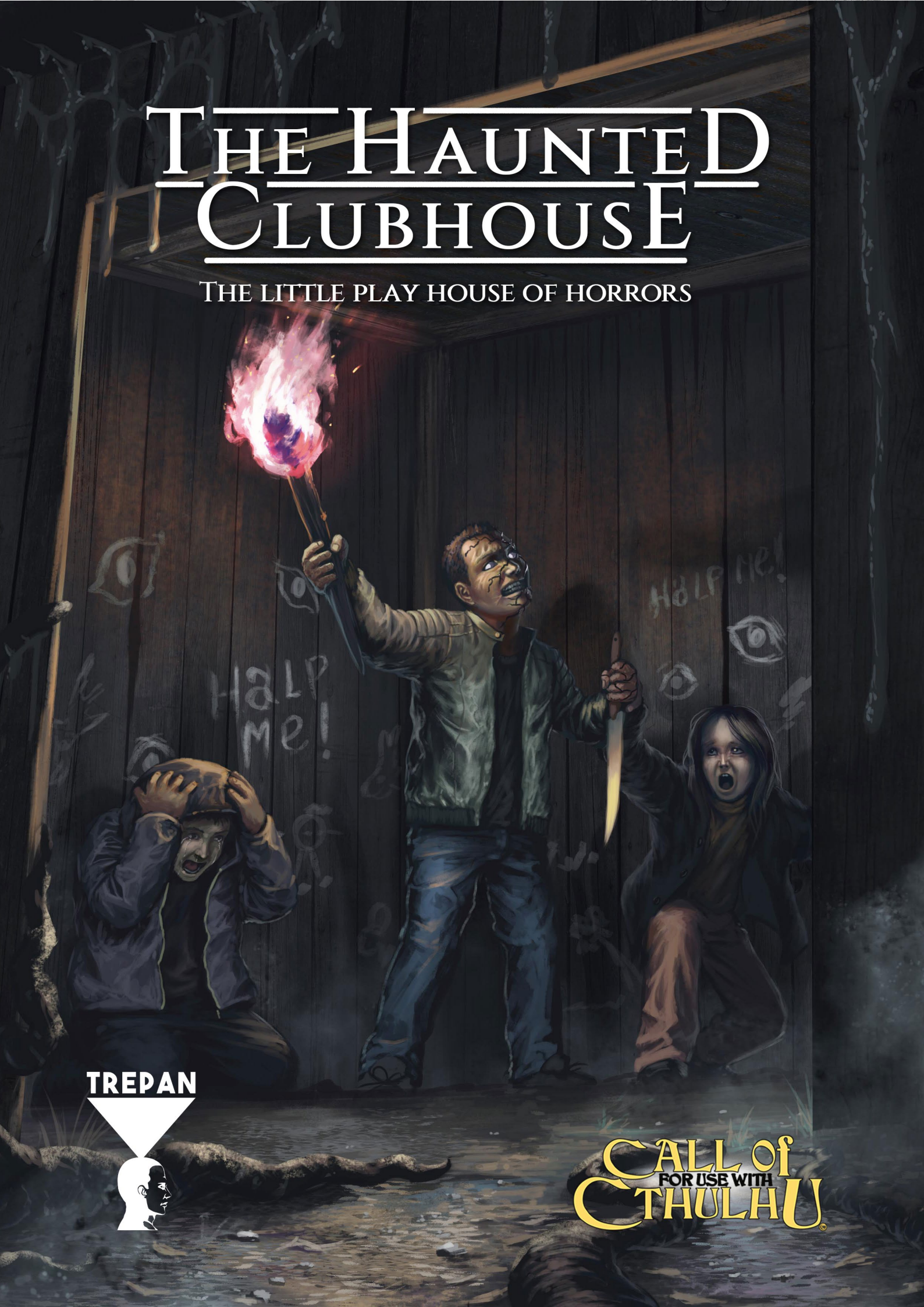


THE HAUNTED CLUBHOUSE

THE LITTLE PLAY HOUSE OF HORRORS



TREPAN



CALL of
FOR USE WITH
CTHULHU

THE HAUNTED CLUBHOUSE

THE HAUNTED CLUBHOUSE

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SCENARIO OVERVIEW

- Game System: Call of Cthulhu 7th Edition
- Play time: 2 to 4 hours
- Recommended number of players: 2 to 4
- Date of Scenario: Modern or Jazz Age Era
- Location: Lincoln, New Hampshire, USA.

Investigators are approached by two young boys, David Lineham and Gregory Miller. Lineham requests investigators journey to his clubhouse as he thinks it is haunted by his former friend, Steven Smothers.

Smothers is trapped within the confines of an alternate dimension, the Womb of Ahm'hlti, and has transformed into an inhuman monstrosity. He requires human cadavers to enable him to return piece by piece to the clubhouse and is using an array of psychic abilities to murder those that venture near the location.

KEEPER INFORMATION

This scenario can easily be included as part of an ongoing campaign or be used as a stand-alone adventure.

Pre-generated investigators featured at the end of this scenario or existing investigators can be used according to preference.

When utilizing the pre-generated investigators players will have to provide a name, a back story and a brief physical description of their character. If the pre-generated investigators are utilized, the Student Council President must be used. Any other investigator can be selected thereafter.

The scenario has been written for the modern era but can easily be adapted to the 1920's era as using details in the final chapter of this scenario.

The Keeper may subtly suggest investigators conduct research prior to visiting the Clubhouse to enhance their History class project or for additional educational credits. If utilized, The A Grade student can also be used to drive the research.

Times, dates and locations can be altered to suit the Keepers needs.

THE TOWN OF LINCOLN

The Keeper should briefly introduce the town of Lincoln to the players.

"October 28th 2017. It is the middle of Fall in the small town of Lincoln, population 1,700. Lincoln is a quiet little tourist nook located in a scenic mountain valley lush with forest. You are all students at the small Lincoln High School. Everyone knows everyone here. It is the weekend and you are meandering around town."

A FRIEND IN NEED

During their walk around town investigators will be approached by two young boys, Lineham and Miller. Lineham will attempt to be straightforward and transparent but instead clumsily stammer that his clubhouse is haunted by his best friend, Smothers. Lineham is convinced his friend is dead and his ghost is trapped in the clubhouse, unable to leave without some form of intervention. Miller skeptically rolls his eyes and groans at this.

Lineham requests investigators come to the clubhouse to figure out if they can free the soul of his friend. Investigators can probe Lineham for further information. Lineham took a nap in the clubhouse yesterday afternoon and when he woke he found chalk writings and drawings on the clubhouse walls. A voice Lineham recognized as Smothers came from the wall, whispering, pleading for help. Lineham was so scared he fled without reading the scrawling. He has yet to return to the clubhouse. Miller has not been to the location since the events thinking that Lineham wrote it himself for attention.

Lineham will offer investigators his life savings consisting of twenty three dollars and an outdated electronic gaming device.

If the investigators decline Lineham's request for assistance he will persist and follow them around town pestering them until they agree. If they continue to refuse Lineham will scream and throw rocks at the investigators in fury. In tears, he finally says he will going by himself. The Keeper may want to emphasize to the investigators at this point that that they are letting a hysterical child wander into the forest alone.

If none of this works, during the night, Lineham will have a terrifyingly dark nightmare, in it Smothers grasps Lineham's shoulders and when he wakes, Lineham will find vivid hand shaped bruises on both shoulders. The next day Lineham will show investigators the bruises. A **First Aid** or **Medicine** roll determines that an great deal of force would be needed to cause this type of bruising, more than what the young boy could muster. The bruises position indicates they cannot have been self inflicted.

If asked at any point why he has not told authorities

or his parents what is happening Lineham will admit he has been seeing a psychologist since his friend's disappearance and fears institutionalization.

The clubhouse is a brisk thirty minute hike east into the forest surrounding Lincoln.

THE SMOTHERS MISSING PERSONS CASE

Investigators may enquire around town about Smothers' disappearance. It is common knowledge that Smothers went into the woods and never returned October 19th 2016. A search party was sent to scour the forest with no results. Lineham knows nothing that is not public knowledge.

A Regular interpersonal skill roll such as **Charm**, **Fast Talk** or **Persuade** reveals the following rumors:

- Smothers' father, widower Alan Smothers, is an alcoholic. People believe that he became tired of his son, murdered him then buried his body in the forest.
- No one at school liked Smothers except for Lineham. It is rumored that he committed suicide drowning himself in Lonesome Lake, just north of Lincoln. It would take investigators one whole day to travel to Lonesome Lake and they will find nothing.

A Hard interpersonal roll reveals:

- Human bones were found in the area of the clubhouse.
- The bones were found by a touring hiker about eight months after Smother's vanished.

An Extreme interpersonal roll will reveal:

- The forest east of town is supposedly haunted. Many people have vanished in the area since Lincoln was founded.

The Grafton County Sheriff in charge of the case, Walter Martin, happens to be in Lincoln for a brief visit at the local police station. He is reluctant to divulge information. But if pestered Martin will confirm small slimy bones were found in the woods east of Lincoln by a hiker from out of town. The hiker was a medical practitioner and assured police they could be cause for alarm. Testing performed by the forensics laboratory in Concord was inconclusive, the bone neither identified as human or animal. The whereabouts of the bone is now unknown. This bone came from Smothers in his first attempts to psychically teleport himself from where he is ensnared. Sheriff Martin will urge investigators not to go too far out into the woods alone without adult supervision and to stay safe.

A group Luck roll will be needed when questioning Smothers' father in his trailer to see if he is sober enough to respond coherently. He will slur that his son went out into the woods, late one evening, a year ago to find "a black light". Smothers' father blames himself for his son's death. He was extremely drunk on the night the boy disappeared and was unable to stop him leaving the trailer. Smothers' father openly mourns his wife who died giving birth to Smothers.

OTHER DISAPPEARANCES NEAR LINCOLN

A successful **Library Use** roll at the Lincoln library will uncover the following:

- A Regular success will reveal that hikers disappearing is common in the surrounding forest.
- A Hard success will uncover that most disappearances, approximately 44, occurred when people hiked east of Lincoln, the same direction the clubhouse is located. The missing were mostly tourists.
- An Extreme success will find most of these disappearances occurred in the east forest region after the year 1908.

HIKING PAST THE MADISON MANSION TO THE CLUBHOUSE

Only Lineham and Miller know the way to the clubhouse. It passes a burnt-out wooden house with some brick walls still standing, known by very few Lincoln residents as the old Madison Home. This isolated property is just outside the eastern edge of town. Lineham is visibly afraid of the property.

Lineham and Smothers used some material from this location to build their clubhouse. Lineham has heard stories of drug use and Devil worship here and is too scared to go inside. Miller will claim he is not frightened but will still refuse to enter the property. In reality a small group of teenage heavy metal fanatics sometimes attend the location at night to drink and vandalize the property.

Inside the few remaining complete rooms are smashed beer bottles and graffiti including inverted pentagrams along with the number six hundred and sixty-six and the names of heavy metal bands. Burnt aged research papers featuring equations and strangely drawn shapes can be uncovered inside the location. Each page features advanced physics equations as identified with a **Mathematics** roll. The paper is badly damaged and holds no coherent or useful information. Torn pieces of an extremely old machine schematic can be found.

A Hard **Spot Hidden** roll will find a small bricked over a section of a wall behind the remains of a rotting cabinet, leading to stairs descending underneath the property. Underneath the property is a fifteen foot tall tunnel that stretches in two directions. This tunnel forms a circle underneath the property. Scattered parts of rusted, burnt, damaged and corroded machinery are mounted along the walls.

Mechanical Repair or **Operate Heavy Machinery** will identify the following:

- A Regular success roll will have an investigator identify the machine parts as not belonging to any conventional device and that they are old.

- A Hard success roll will have an investigator identify the machine parts to be at least one hundred years old.

Investigators may recall the design of the machine similar to something they had once seen in a science magazine, but much smaller and older in design. A successful Science roll in any discipline will reveal the name of the machine as the Hadron Collider.

Obtaining information about the Hadron Collider is easily found or remembered. The Hadron Collider is a particle acceleration machine located deep under the country of France. It is designed to smash beams of particles against one another in the hope of uncovering more information about the laws physics. There are theories the Hadron Collider may create a passage through space time, inadvertently create a black hole or unlock doors to parallel universes.

When exploring the tunnel a passage leads to the middle of the circular tunnel system. Inside is a chamber containing a large steel operating table with a funneling system once used for human sacrifices in conjunction with the machine. The black stains on the large steel operating table and funnels are identified as blood with a Hard **Medicine** or **First Aid** roll.

A **Library Use** roll at the Lincoln town library will have investigators uncover a local newspaper report about the old property as found nearby.

Madison was responsible for creating a machine opening passages between our dimension and the Womb of Ahm'hlti. Human sacrifices were necessary to ensure the portal was opened. The incredible power needed to open the inter-dimensional gateways caused a fire to break out in the Madison property. Ever since the gateways were opened, Ahm'hlti has been utilizing the connection to open and close multiple gateways for ensnaring selected victims on Earth.

THE LINCOLN GAZETTE

Date: May 22nd 1907

Doctor Madison Suspected of Arson

Those who fought the large forest fire, that destroyed many houses in the area, have concluded the fire began at a property on the outskirts of Lincoln. The mansion belonged to Doctor James Madison of New York City who is now suspected of foul play in connection to several missing employees. Strange noises and lights were reported prior to the fire.

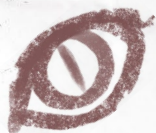
After inspecting the mansion authorities have stated Doctor Madison was involved in unlicensed medical practices.

Madison was found dead at the scene. His death is also being treated as suspicious.

After the fire, authorities inspecting the property decided to build the brick wall over the small passage leading under the house for later study. It has long been forgotten.

The title of the property has been absorbed as part of the Lincoln Forest Natural Reserve.

Any knowledge of Madison's research has been lost and is not held publicly. Perhaps this information can be found in another adventure.



THE CLUBHOUSE CLEARING

Investigators find the single room clubhouse in the middle of the clearing, littered with pine needles, leaves, and branches. A successful **Power** roll will leave investigators with a great sense of unease.

A **Listen** roll will have an investigator hear the creaking and groaning of the nearby tall red pine trees.

There is a large collection of sticks, pinecones, logs, newspapers and magazines that can be used to make campfires. A **Spot Hidden** roll will reveal a badly damaged paper envelope lodged in the kindling addressed to Mister Alan Smothers. The letter inside was sent by Miss Hays from the Lincoln School, it states Steven Smothers has been suspended for a week from classes for smashing his classroom window. If investigators ask Lineham about the letter he will inform investigators that a couple of weeks before Smothers disappeared he broke a window with a chair. Smothers told Lineham that something was "staring at him from inside of the window." This was Ahm'hlti spying her next victim.

A rusty half drum is filled with burnt wood. Smothers was the one responsible for lighting camp fires. Lineham has been too afraid to light a campfire by himself, fearing it might spread and burn down the entire forest.

An entrance to a small dirt tunnel sits under the roots of a small tree just inside the clearing. Only one investigator of a **SIZ 50** or under can fit into this cramped space. Inside is a damp box of matches, colored pencils, white chalk, a small hunting knife, a flask half filled with whiskey and a large scrapbook (as outlined nearby) all belonging to Smothers. Lineham is not aware of the hidden items and assumes the items probably belong to Smothers.

When generally searching the forest clearing a **Spot Hidden** skills roll reveals the following:

- A **Hard** roll will uncover small fragments of bone covered in black slime. Smothers has recently and cautiously attempted to teleport his physical form to the location. These bones cannot be identified, but match the description of the bones found by the hiker as described by Sherriff Martin.
- An **Extreme** roll will find the above and also uncover a deformed rabbit leg protruding from a burrow. When the

Inside the scrap book are numerous colored childish drawings depicting sad scenes, each one featuring a crying boy. The artist is skilled enough that the boy can be identified as Smothers. These scenes feature Smothers' drunken father passed out among many empty alcohol bottles, Lineham placing his hand on a crying Smothers' shoulder, Smothers' mother with a halo above her head in the clouds as her sad son looks at her from the ground and Smothers being beaten up at school. A **Hard Art** roll will identify Miller to be one of the bullies. Two pages of the scrap book show a disturbing scene. A crying boy is being watched by eyes with slit pupils hiding in trees, while another drawing shows Smothers sitting in the door of a clubhouse at night. There is a black ray shining from the ground. Viewing these disturbing pictures will cost investigators 0/1 Sanity for each drawing. A **Navigate** roll will enable an investigator to locate the general whereabouts of where the black ray would have originated. There is currently nothing to find at that location. Lineham will confirm the drawings match Smothers' style.

dead rabbit is pulled from the burrow investigators will see its limbs are contorted, its top half is covered in a wet black substance. Inspecting the rabbit's head will show a small scale like protrusion, in place of its eye, wriggling and squirming. A **Medicine** or **First Aid** roll identifies it as a human fingernail. Smothers has teleported a very small portion of himself using his psychic powers using the body of the rabbit. This will cost investigators 1/1D3 Sanity to witness.

Miller discreetly hangs back near the trees and refuses to enter the clearing, secretly afraid.

THE CLUBHOUSE

An external view of the clubhouse shows it is poorly constructed from semi-rotting pieces of wood and rusted corrugated iron. Nails jaggedly protrude from the structure. Despite its appearance the clubhouse is sturdy.

There are no windows in the clubhouse. The interior is messy. There are two stained mattresses with blankets lying on the dirt floor. In one corner of the room is a large pile of fantasy, horror and science-fiction books and comics all with Dewey Decimal numbers stuck onto their spines. Lineham admits that he reads them regularly, but it was Smothers who had stolen the books from the Lincoln town library as a gift. Next to the comics is a flashlight with fresh batteries and pieces of red and white chalk.

If investigators lift up the mattresses belonging to Smothers they will find a small notebook. Inside is a small list of names. Lineham identifies these names as those of bullies at their school. This is a list of names belonging to people Smothers wants dead. Miller's name is written in the book.

Along with crude drawings of animals by Lineham, fresh misspelled chalk writings in red are scribbled among various sketches of white chalk drawings of slit pupil eyes on the inside walls of the clubhouse.

"I see u"
"Halp me"
"I dont no were I am"

As Lineham slept he was psychically controlled by Smothers to write these words on the clubhouse walls. An **Art** roll in any discipline will be able to determine that Lineham's drawings of the animals are in similar style to the eyes and writing. Lineham is unaware he was responsible for the writing and refuses to believe he did it despite the chalk hand writing matching his own.

SMOTHERS ATTACKS

Shortly after arriving at the clubhouse, one or two rounds of investigation, or at a time the Keeper feels appropriate, such as when uncovering the list of names in the notebook under the mattress, investigators will hear the creaking and groaning of the nearby pine trees swaying back and forth despite there being no wind. Smothers is psychically swaying the trees, preparing to crush any who attempt to leave the clearing. It is evident to investigators the trees immediately surrounding the clearing are swaying, but beyond the trees are motionless.

Miller, who has lingered just on the inside of the clearing, is immediately squashed by a tree, the force liquefying the organs inside his torso instantly killing him. Investigators tending to his aid will see trees bending menacingly in their direction. Witnessing this and confirming Miller's death will cost investigators 1/1D4 Sanity.

Smothers possess an array of physical and psychological psychic attacks acquired vicariously through the will of Ahm'hlti. The Keeper should use these powers where and when appropriate.

Each attack will be deducted from Smothers' 75 Magic Points, 5 of these points should be deducted for the tree crushing Miller.

It is recommended a variety of psychic attacks are utilized and preferably used once, with exception of the falling trees. Smothers is calculating, baiting investigators into the open or allowing them to explore the clearing, sporadically attacking rather than consecutively. At the same time, Smothers is rushed for time as he is slowly being consumed. He will prefer to have his victims within twenty four hours of his first attack.

Investigators may attempt to leave the clubhouse or flee the area. Fleeing will prove difficult but possible. The safest location of refuge is inside the clubhouse. Investigators managing to escape well away from the clearing may be pursued if the Keeper so chooses by some of the animals featured in Smothers' arsenal. Smothers will never intentionally attack Lineham as he hopes to visit his best friend in the immediate future.

The attacks have been listed in the category of Physical and Psychological attacks nearby.



PHYSICAL ATTACKS

PSYCHOKINESIS

Cost: 5 MP

Description:

Pine needles, pine cones and sticks from the trees or ground will fly towards all of the investigators. The pine needles will stick into the investigators skin. A successful **Dodge** Roll will avoid 1D2 damage. A fumbled Dodge roll will have an investigators lose 3 hit points as a small stick protrudes from their eye, blinding them in the one eye until they seek medical attention for the stick to be removed. The stick has not produced any permanent damage. Witnessing the levitating objects will cost investigators 1/1D2 Sanity. Those taking cover in the Clubhouse will easily avoid this attack.

FALLING TREES

Cost: 5 MP

Description:

A tree will fall with great speed and force in the direction of any investigator leaving the clearing. A Dodge roll will be needed to avoid being crushed. If the tree hits its mark the targeted investigator will be inflicted with 2D6 damage. Those surviving will be trapped under it's SIZ of 200. The tree located above the small dirt hole with Smothers' possessions can be used to trap an investigator inside. The tree is relatively smaller than the surrounding red pines with a SIZ of 100. It will be impossible for those trapped inside the tunnel to move the tree alone. Investigators will lose 1/1D3 Sanity when they realize that the trees are somehow aiming to destroy those who stray too far from the clearing.

RED SQUIRREL PACK ATTACK

Cost: 10 MP

STR 25	CON 30	SIZ 25
DEX 85	POW 50	

HP 5

Build: -2 Move: 8

Attacks: 2

Biting 35% (12/5) Damage 1D2
Dodge 47% (23/9)

Skills:

Listen 85%, Scrounge for food 90%

Description:

Smothers will possess squirrels that and attempt to maul one selected investigator with their teeth. Fellow investigators may assist knocking the squirrels off those being attacked with an added penalty die but risk smacking the investigator in need of assistance. There is

a total of 10 squirrels. A bonus die should be applied to the squirrels when attacking investigators. The squirrels will blindly attack investigators for 3+1D4 combat rounds then hastily retreat.

Being attacked by Red Squirrels will cost investigators 1/1D2 Sanity.

POSSESSION OF AN INVESTIGATOR

Cost: 15 MP

Description:

One investigator is to be nominated for possession by the Keeper. The investigator will attack other investigators for 4+1D4 combat rounds, after this time the player will retake control of their investigator.

The Keeper should allow the possessed investigator to make an Extreme **Power** roll every round the investigator is under Smothers control. If successful, the Keeper will add a penalty die for all of the possessed investigators rolls when attacking fellow investigators.

The investigator will have no memory of the events after they have regained control of their body.

Being attacked by a fellow investigator will cost 1/1D3 Sanity.

MOOSE ATTACK

Cost: 25 MP

STR 140	CON 65	SIZ 165
DEX 50	POW 50	

HP 23

DB: +3D6 Build: 4 Move: 12

Attacks: 1

Buck 25% (12/5) Damage 1D8 + damage bonus
Charging Antlers 35% (17/7) Damage 1D6 + damage bonus
Dodge 25% (12/5)

Skills:

Listen 80%

Description:

A possessed moose will attempt to trample or charge at investigators. The investigators will be mostly protected inside the clubhouse as the moose will refuse to enter, instead it will charge at its walls from the outside. The moose's antlers may penetrate the shabby wooden structure if more than 10 Damage is struck against a wall at any one time. When taking refuge in the clubhouse, the Keeper should choose a wall for the moose to charge, a successful **Listen** roll will enable an investigator to determine the direction the moose will strike within the confines of the small club house. Investigators struck by the moose's antlers as it penetrates the clubhouse walls will receive 1D6 damage. If the moose inflicts 20 damage to the clubhouse in

any one attack the construction will topple dealing 1D3 damage to all investigators inside.
After 4+1D4 combat rounds Smothers loses his psychic grip on the moose which will retreat into the forest.
Being attacked by the moose will cost investigators 1/1D3 Sanity.

BLACK BEAR ATTACK

Cost: 30 MP

STR 100 CON 65 SIZ 100
DEX 50 POW 50

HP 16

DB: +2D6 Build: 3 Move: 12

Attacks: 2

Fighting 40% (20/8) Damage 1D6 + damage bonus
Dodge 25% (12/5)

Skills:

Climb 30%, Listen 75%, Scent Prey 70%

Description:

A possessed bear will attempt to enter the clubhouse and maul investigators. A bear attack can be utilized in the circumstance investigators possess weapons that inflict high damage such as a rifle or a stick of dynamite.

After 4+1D4 combat rounds a group **Luck** roll should be made by investigators to determine if the bear fights or flees. The bear will no longer be possessed by Smothers.

A bear attack will cost investigators 1/1D4 Sanity.

PSYCHOLOGICAL ATTACKS

THE MARCH OF THE INSECTS

Cost: 5 MP

Description:

Investigators cannot help but notice the ground seemingly moves. A gigantic swarm of insects fly, slither and crawl onto the investigators, filling the entirety of the clearing. Just before the investigators start to struggle to breathe the swarm will disappear. This event will cost 1/1D2+1 Sanity.

THE CAMP FIRE

Cost: 5 MP

Description:

The contents of the metal drum ignite and starts to burn. Witnessing the campfire igniting by itself will cost investigators 1/1D2 Sanity. Smothers may use the campfire as an attempt to lure investigators into the open where he can follow up with a physical attack, such as a charging moose from across the clearing to the investigators location.

Investigators may wield a flaming stick as a weapon or to light a forest fire.

THE WATCHING EYES

Cost: 10 MP

Description:

Investigators rolling a successful **Spot Hidden** will notice the eyes drawn in chalk on the inside of the clubhouse watch their every move. Witnessing this will cost investigators 1/1D4 Sanity.

THE BEATING OF THE ROTTING HEART

Cost: 15 MP

Description:

Investigators will hear a distinct heart beat. The beating will grow louder and faster until the investigators own heart beats seemingly synchronize, then the heart beat will come to a sudden halt. Investigators will be convinced their own hearts have stopped beating, clutching at their chests and arms in the simulated heart attack.

The psychological trauma will cost investigators 1/1D4 Sanity.

THE OVERLAP OF AHM'HLTI

Cost: 20 MP

Description:

If investigators fail a **Power** roll they will have a brief hallucination of the alternate dimension as projected through Smothers' consciousness. They will be surrounded by darkness and cannot see. If any investigator uses a source of light all those that have succumb to the hallucination will see the Womb of Ahm'hlti as described later in this scenario.

As Smothers is projecting his consciousness onto the investigators his presence will be excluded from the hallucination.

The visage will quickly vanish leaving investigators confused and shaken. Investigators will lose 1/1D6 Sanity when using light to see the hallucination, otherwise investigators will lose 1/1D2 Sanity.

RUN OR CALL FOR HELP

Investigators may decide to send Lineham with a Hard Interpersonal roll (**Charm, Intimidate, Persuade** or **Fast Talk**) or a volunteer to make their way for town in the hope of obtaining assistance. If investigators decide to make their way back through the forest without Lineham a successful **Navigate** roll will be needed to reach the town of Lincoln. A Penalty die should be added if the investigators are attempting to find their way back home under stressful circumstances or are journeying in the night.

Smothers' psychic attacks may disrupt the investigators' phone signals when calling for assistance or using their phone to navigate back to town. A group **Luck** roll can be utilized if an investigator decides to use their mobile phone. It will be hard to communicate their location to those they have called for assistance and tracking the investigators location using their mobile device may take hours.

Retrieving help will increase the number of victims for Smothers to utilize for his return. The investigators will more than likely approach Sheriff Martin for assistance. The Sheriff will scoff if the investigator reveals the events that have unfolded, but will help none the less. He will bring two additional officers who will both be crushed by the clearing trees. If Martin lives he will call for backup.

Three Hunters will eventually hear the commotion at a time of the Keepers choosing to assist the investigators. Smothers will easily dispose of the Hunters with the use of any physical threat currently in play or the trees surrounding the clearing

DEATH OF THE HIKERS

After Smothers has expended 40 Magic Points, three hikers; two brothers, Rowan and Jordan Critchley, and their roommate, Nathan Muller, will hear the commotion in the clearing and arrive to assist investigators. Smothers will easily dispose of the hikers with the use of any physical threat currently in play or all of the hikers can be killed with the single fall of one tree costing Smothers only 5 magic points.

The hikers carry no special items that will assist the investigators. Their deaths will assist Smothers return back to earth as described nearby.

SMOTHERS AND HIS JOURNEY HOME

Experimenting with the animals of the forest, Smothers has concluded he needs bodies similar to his own genetic makeup to psychically teleport himself from his confinement to our dimension. After securing a freshly deceased human cadaver, Smothers will grow a part of his semi-human form from a fresh corpse by absorbing and restructuring the remains. It will take a total of six

corpses to completely transmute back to Earth. He will start with his legs or his arms, torso then lastly his head. His reconstructed body is fetid, putrid, slimy and blackened.

It takes one hour for Smothers to successfully grow a portion of his body from a cadaver. Smothers will begin his journey with Miller's corpse. Witnessing the slow growth or detaching body part will cost investigators 1/1D4 Sanity. The limb will eventually detach from the corpse and attempt to wriggle or crawl to a spot of safety where it will not be eaten by animals or otherwise endangered.

A limb or body part defending itself or attacking an investigator will have a 15% chance of striking an investigator dealing 1D3 damage.

If Smothers attaches his legs and arms to his torso the headless body can be utilized to attack investigators. Smothers will have the same statistics as Lineham when forced to combat investigators when headless or if he is transmuted to Earth in completion. Witnessing a body part in motion or being attacked by Smothers' headless body will cost investigators 1/1D4 Sanity. Until Smothers' head has been transmuted to Earth, he will still be able to utilize his psychic abilities. Smothers may resort to murdering someone from afar using his headless body then drag the corpse to the clubhouse clearing so his head may transmute to Earth.



Smother's desires just enough victims for his return to Earth. A large number of people arriving at the scene will be harder for Smother's to make his way back home without being caught or exposed as the monster he has become.

THE BIRTH CANAL OF AHM'HITI

When Smother's has depleted 60 magic points or more, investigators in the open clearing will notice a glossy melting darkness shine from under pine needles and solid tree branches. This is the Birth Canal of Ahm'hiti that ensnared Smother's a year ago.

The passage opens and closes at the will of Ahm'hiti and Smother's' recent strong and prolonged psychic disturbances have reopened the way. Investigators will not be able to see into its black depths even with a source of light or hear anything from within the passage. Witnessing the eerie darkness will cost investigators 1/1D2 Sanity.

Investigators can slide into the twenty foot long passageway and enter the womb of Ahm'hiti.

THE WOMB OF AHM'HITI

The passage is a long slippery slope into a thick, slimy, fleshy cavern void of light. Investigators will need a source of light to navigate their surroundings.

Ahm'hiti exists in a dimension in which she has consumed everything to the edge of the galaxy. She is the queen of rot and self-indulgence only existing only to be in a constant state of deterioration. She absorbs everything, although she desires fresh and living organic material as a delicacy more than a necessity.

Black sludge walls drip ichor from pulsing, rotting, grey flesh wounds as slithering, scaly veins crawl over the floor and up its walls. Sphincters open and close producing a foul odor. Slit pupils are revealed within the openings staring lazily at the investigators. Witnessing the inside of this monster will cost investigators 4/1D20 Sanity.

Any who linger here for an extended period of time will be attacked by her slow moving veins which will eventually take hold of its victim then extend into their flesh until they become a rotting appendage. Due to the slow moving nature of her appendages, Ahm'hiti can only ensnare investigators that are resting or motionless for a long period of time but then they will quickly succumb to the will of the rotting Ahm'hiti. Otherwise, veins will slowly creep around the investigators only to be easily shrugged off. Investigators will more than likely succumb to Ahm'hiti as they grow extremely weak due to starvation and deprivation of sleep.

Investigators can slide into the womb of Ahm'hiti and climb out if someone throws them a rope from the entry. A **Climb** roll will be needed to exit the fleshy womb via rope. Alternatively, the rope can be tied around their waist of the investigators as they are hoisted to safety.

Smother's stands upright, restrained by a fluid sack cage inside of Ahm'hiti.



STEVEN SMOTHERS,

Age 7, Fetus of Ahm'hlti and Haunter of the Clubhouse

INT 70

POW 375

EDU 20

HP 25

DB: 1D4 Build: 1

MP: 75

Special Powers:

Smother's can only utilize his psychic Physical and Psychological Attacks on Earth as listed previously. Smother's holds no psychic power inside the Womb of Ahm'hlti. His magic points replenish to its maximum value over the course of a day.

Attacks per round: 0

Armor: 3

Sanity Loss: 1/1D4 Sanity to see Smother's inside the womb

Smother's is wrapped tightly in a bulbous rotting black flesh cocoon. He has been ensnared by Ahm'hlti and is slowly becoming part her. There is very little left of Smother's as he once was, his body under the cocoon is nearly completely dissolved. His head the only part of his body which can still be identified as even partially human, is wrapped in thick pulsing veins protruding from the top of his fleshy cocoon. Lineham will be able to identify the creature as Smother's.

Smother's no longer possess a mouth to speak. Inaudible grunts and screams are his only means of communication. Smother's is stationary, trapped in the cocoon until he becomes one with Ahm'hlti or until he manages to psychically escape his confines to Earth.

CONCLUSIONS

LEAVE THE CLEARING AND NEVER RETURN

Investigators may decide to leave the location without entering the passage leading to the womb of Ahm'hlti. They may use the large rock close by to seal the exit then leave.

Smother's will have limited attacks available making it possible for investigators to escape the clearing. Smother's will only survive for another two days before being totally consumed by Ahm'hlti.

BURN THE CLUBHOUSE AND THE CLEARING

Investigators may decide to cleanse the entire location with fire. The area to be burnt is so large that this will inevitably start a forest fire. Investigators are to make a successful group Luck roll to avoid the fire otherwise they will perish in the flames.

If investigators manage to make it back to Lincoln they will be scolded and possibly imprisoned if they are identified as being responsible for the fire.

THE DEATH OF SMOTHERS

When inside the womb of Ahm'hlti, investigators will have to spend considerable time physically attacking the unfortunate boy until the cocoon bursts open spilling Smother's internal organs onto the putrid ground. Killing Smother's will grant a reward of 1D10 Sanity.

When Smother's is killed the passage back to Earth will close. The only safe way to end Smother's life is to drop an explosive into the gateway from the clubhouse clearing or pouring large amounts of gasoline into the hole.

CONSUMED BY AHM'HLTI

Upon Smother's' death Ahm'hlti will close the gateway leading back to the clubhouse clearing. If one or more investigators are trapped in the womb of Ahm'hlti all investigators inside or outside of the womb of Ahm'hlti lose 1/1D10+1 Sanity when realizing they are possibly trapped forever.

When in the womb, the investigators must eventually rest. Slowly, one by one, they will be absorbed by Ahm'hlti as they grow too weak to fight back.

One to two years after being ensnared each investigator has the opportunity to make an Extreme **Power** Roll. Those succeeding will become the new haunter of the Clubhouse. Those failing will be absorbed by Ahm'hlti.

ESCAPE THE CLUBHOUSE

Investigators may escape the clubhouse clearing along with Lineham.

Lineham will later return burning the location to the ground using a full jerry can and a box of matches. He will accidentally perish in the ensuing forest fire.

In a last attempt to return to Earth, Smother's will psychically teleport his head onto Lineham's corpse and will perish with him in the flames.

This will cost investigators 1D8/1D12 Sanity when hearing about the state of Lineham's remains or uncovering Lineham's remains directly. The Birth Canal of Ahm'hlti will forever be sealed.

SMOTHERS RETURNS

If Smother's murders a total of six people and successfully pieces himself together he will return to earth as a rotting blackened corpse. He will hide out in the forest then journey to Lincoln late at night to murder the town's sleeping residents to sustain his life on Earth.

He will absorb town folk by softly laying his arms on his victim, his veins will worm through his forearms and then burst into the intended victim, quickly absorbing their life. The victim will be left as a cadaver in an advanced stage of decomposition. Smothers will start with the school bullies as listed in his book hidden under the bed of the clubhouse then attack any remaining investigators as they sleep. Investigators realizing something from the clubhouse has stalked them will occur a loss of 1/1D4 Sanity.

Seeing Smothers during the evening will cost investigators 2/1D6+1 Sanity.

If found and caught, Smothers will attempt to flee or fight to the death. Smothers shares the same non-player character statistics as Lineham. He can be easily defeated as he possesses no psychic abilities on Earth and his body will be dissolved into a putrid puddle of fluid. Defeating Smothers will reward investigators with 1D10 Sanity.

CONVERTING TO A 1920s ERA

THE TOWN LINCOLN

The town of Lincoln was financially dependent on the mass production and sale of paper instead of Tourism. The population of Lincoln is approximately 1,400.

LINCOLN SCHOOL

The school is simply referred to as the Lincoln School instead of Lincoln High. All the town and surrounding region's children ranging from ages until sixteen attend the same school.

MADISON MANSION

The graffiti in the Madison property is replaced by a number of racy lingerie advertisements from a catalog.

A **Science** roll can not be used to determine the machine in the hidden basement resembles a Hadron Collider. Instead, an **Art** Roll can be used to determine an investigator has seen something similar in a science fiction magazine in a story where a portal is opened to another planet.

LINEHAM'S PARENTS

Instead of tour guides, Lineham's parents are part of the lumberjack trade and are often away working deep in the Lincoln forest.

MOBILE PHONES / SMART PHONES

There are no mobile phone devices available in a 1920's era.

CLUBHOUSE INTERIOR

The comics are replaced with pulp magazines of the same genre. The pulp magazines do not have Dewey decimal numbers on their spines. The magazines were stolen by Smothers from another child in their school.

In place of the electric flash light is an oil lantern and a box of matches.

PRE-GENERATED INVESTIGATOR SKILLS

All points allocated to Lineham's Computer Use skill should be moved to the Library Use skill.

All points allocated to The A Grade Student's Computer Use skill should be moved to the Law skill.

All points allocated to the Electronics skill should be moved to the Ride Skill.

PRE-GENERATED INVESTIGATOR BACKSTORIES

Each Pre-Generated Investigator's age should be reduced by two years.

There are no nominated student council presidents for the small school of Lincoln. Instead, the student council president should be idolized as the ideal student and all round good person.

All modern items should be removed from the investigators inventory including; wallets, phones, house keys, cola and bike lock key. Pens should be replaced with pencils.

NON-PLAYER CHARACTERS

DAVID LINEHAM,

Age 8, School Student

Lineham's speech is stammered and stunted. His speech problems emerge from his lack of self-confidence due to school bullying and a constant fear of being alone as his parents often leave him home by himself with microwavable meals and to tend to the family dog, Captain Woof. Lineham's parents, Gayle and Samuel, are both free spirited hippies who earn an income organizing hiking tours in the greater White Mountain National Forest. He prefers to spend his time at the clubhouse with or without company as it reminds him of good times spent with his friend Smothers.

STR 35	CON 40	SIZ 30
DEX 45	INT 50	APP 45
POW 45	EDU 45	SAN 45

HP 7

DB: -1 Build: -1 Move: 9
MP: 9

Attacks: 1

Brawl 25% (12/5)
Dodge 42% (21/8)

Skills:

Art/Craft Drawing 25%, Climb 40%, Computer Use 10%,
Jump 35%, Listen 50%, Navigate 20%, Spot Hidden 40%,
Stealth 50%, Survival Woodlands 30%, Swim 35%, Throw
35%, Track 20%

Backstory:

- Personal Description: Frail, thin, with an overbite and curly hair.
- Ideology/Beliefs: No one likes me because I'm weird.
- Significant People: Smothers. He will find him at any cost.
- Significant Locations: The Clubhouse.





GREGORY MILLER,

Age 9, School Bully

Miller is an angry boy who starts more fights than the rest of the Lincoln school bullies combined. Miller's destructive behavior has impacted his education. Fearing the backlash of teasing by his previous social circle for repeating a year of schooling Miller has distanced himself from his friends and kept Lineham as company. He follows him wherever he goes and barely speaks with Lineham unless to tell him that he is stupid. Miller's parents, Paul and Sue, own a general store and care little for their son. He often sneaks a rifle from the family gun cabinet to shoot animals in the forest.

STR 45	CON 50	SIZ 40
DEX 45	INT 40	APP 40
POW 40	EDU 30	SAN 40

HP 9

DB: None Build: 0 Move: 9
MP: 8

Attacks: 1

Brawl 60% (30/12)
Dodge 42% (21/8)

Skills:

Climb 20%, Firearms (Rifle/Shotgun) 40%, Intimidate 50%, Jump 45%, Locksmith 31%, Navigate 30%, Stealth 50%

Backstory:

- Personal Description: Burly for his age. Constant frown. Shaved head. Wears a baseball cap.
- Ideology/Beliefs: Everyone is against me and they all deserve to be punished.
- Traits: Angry and vengeful.
- Injuries and Scars: A small scar on his lip from when his father hit him for not eating his dinner.

WALTER MARTIN,

Age 39, Sheriff

Sheriff Martin is a kind hearted soul who has spent nearly all of his life in the Grafton region. He is considering getting married and settling down but he has yet to find the right woman.

STR 60	CON 50	SIZ 80
DEX 50	INT 60	APP 70
POW 40	EDU 50	SAN 40

HP 13

DB: +1D4	Build: 1	Move: 7
MP: 8		

Attacks: 1

Brawl	65% (30/12)
Dodge	35% (21/8)

Credit Rating	30% (15/6)
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Skills:

Charm 50%, Dodge 40%, Drive Auto 55%, Fast Talk 20%, Firearms (Handgun) 50%, Firearms (Rifle/Shotgun) 60%, First Aid 40%, Intimidate 30%, Language (Own) English 50%, Law 70%, Psychology 40%, Spot Hidden 45%,

Weapons:

Firearms: .45 Automatic (handgun) 50%, Damage 1D10+2

Backstory:

- Personal Description: Tall, warm smile, handsome, squinty eyes.
- Ideology/Beliefs: Help, assist, serve and protect anyone and everyone, including the bad guys.
- Traits: Friendly, helpful and relaxed.
- Treasured Possessions: Sheriff badge.



PRE-GENERATED INVESTIGATORS

DRAMA STUDENT AND STUDENT COUNCIL PRESIDENT,

Age 17, Student

You are talented in the theatrics and a well-known drama student in town. Your smile lightens up any room you enter and you're smart to boot. You became acting student council president of Lincoln High because you care deeply about the needs of others and their concerns. You know that you can make Lincoln a better place and set every wrong right no matter what the odds.

STR 50	CON 60	SIZ 50
DEX 40	INT 80	APP 70
POW 50	EDU 60	SAN 50

HP 11

DB: None Build: 0

Move: 8 MP: 10 Luck: 40

Attacks: 1

Brawl	25% (12/5)
Dodge	20% (8/4)

Credit Rating 10%

Skills:

Art/Craft Acting 42%, Charm 55%, Disguise 28%, Fast Talk 50%, History 15%, Own Language English 80%, Library Use 35%, Listen 60%, Natural World 20%, Navigate 20%, Persuade 60%, Psychology 60%, Mathematics 21%, Biology 21%

Items:

Phone, house keys, bag, Shakespeare paperback, Costume

ATHLETE,

Age 18, Student

Your marks at Lincoln High aren't the best but your skills in all physical activities excel far beyond expectations. You are a natural at every sport you have played. Everyone knows you can't be beaten. You hang around the Student Council President as they are your secret crush. You know you can impress them somehow.

STR 80	CON 50	SIZ 60
DEX 70	INT 50	APP 60
POW 50	EDU 40	SAN 50

HP 11

DB: +1D4 Build: +1

Move: 9 MP: 10 Luck: 40

Attacks: 1

Brawl	50% (25/10)
Dodge	50% (25/10)

Credit Rating 5%

Skills:

Climb 55%, Dodge 50%, First Aid 50%, Jump 60%, Own Language English 50%, Library Use 25%, Listen 30%, Natural World 20%, Navigate 20%, Swim 60%, Throw 60%

Items:

Phone, house keys.

PARTY ANIMAL,

Age 17, Student

You're everyone's best friend. The joker, the entertainer and you know how to have a good time. When you aren't drinking at parties you're listening to the down trodden and trying to lift their spirits. Who cares about getting stressed over good marks at Lincoln High when you can enjoy life, but never at the expense of another (unless as a practical joke). You hang around the Student Council President because they keep you grounded and let you know when you've taken something too far.

STR 50	CON 80	SIZ 60
DEX 50	INT 50	APP 70
POW 40	EDU 60	SAN 40

HP 14

DB: None Build: 0

Move: 7 MP: 8 Luck: 40

Attacks: 1

Brawl	35% (17/7)
Dodge	25% (12/5)

Credit Rating 5%

Skills:

Art/Craft Crude Fireworks 15%, Charm 65%, Disguise 15%, Electrical Repair 20%, Fast Talk 50%, History 5%, English 70%, Library Use 30%, Listen 40%, Locksmith 21%, Mechanical Repair 25%, Natural World 20%, Navigate 30%, Persuade 30%, Psychology 45%, Science Mathematics 21%, Science Biology 11%, Stealth 40%

Items:

Phone, bike lock key, house keys, wallet, bag, whiskey, cola, cigarettes, lighter, horror paperback

A GRADE STUDENT,

Age 16, Student

You're the smartest of the smart in Lincoln High. You tutor others in your spare time and see yourself as a bit of an academic role model. You have excelled so much in your education, Lincoln High has decided to skip you a year ahead in school. Unfortunately, your social skills are lacking. You've found an accommodating group of friends that seem to accept you for who you are and not what you can provide them, among them the student council president.

STR 50	CON 50	SIZ 50
DEX 50	INT 70	APP 40
POW 60	EDU 80	SAN 60

HP 10

DB: None Build: 0

Move: 8 MP: 12 Luck: 40

Attacks: 1

Brawl	25% (12/5)
Dodge	25% (12/5)

Credit Rating 10%

Skills:

Anthropology 21%, Computer Use 45%, Electrical Repair 30%, Electronics 31%, History 50%, Other Language French 41%, Own Language 90%, Law 20%, Library Use 65%, Mechanical Repair 20%, Natural World 35%, Navigate 40%, Psychology 55%, Science Mathematics 46%, Science Biology 41%

Items:

Phone, bag, house keys, text books, ruler, pens



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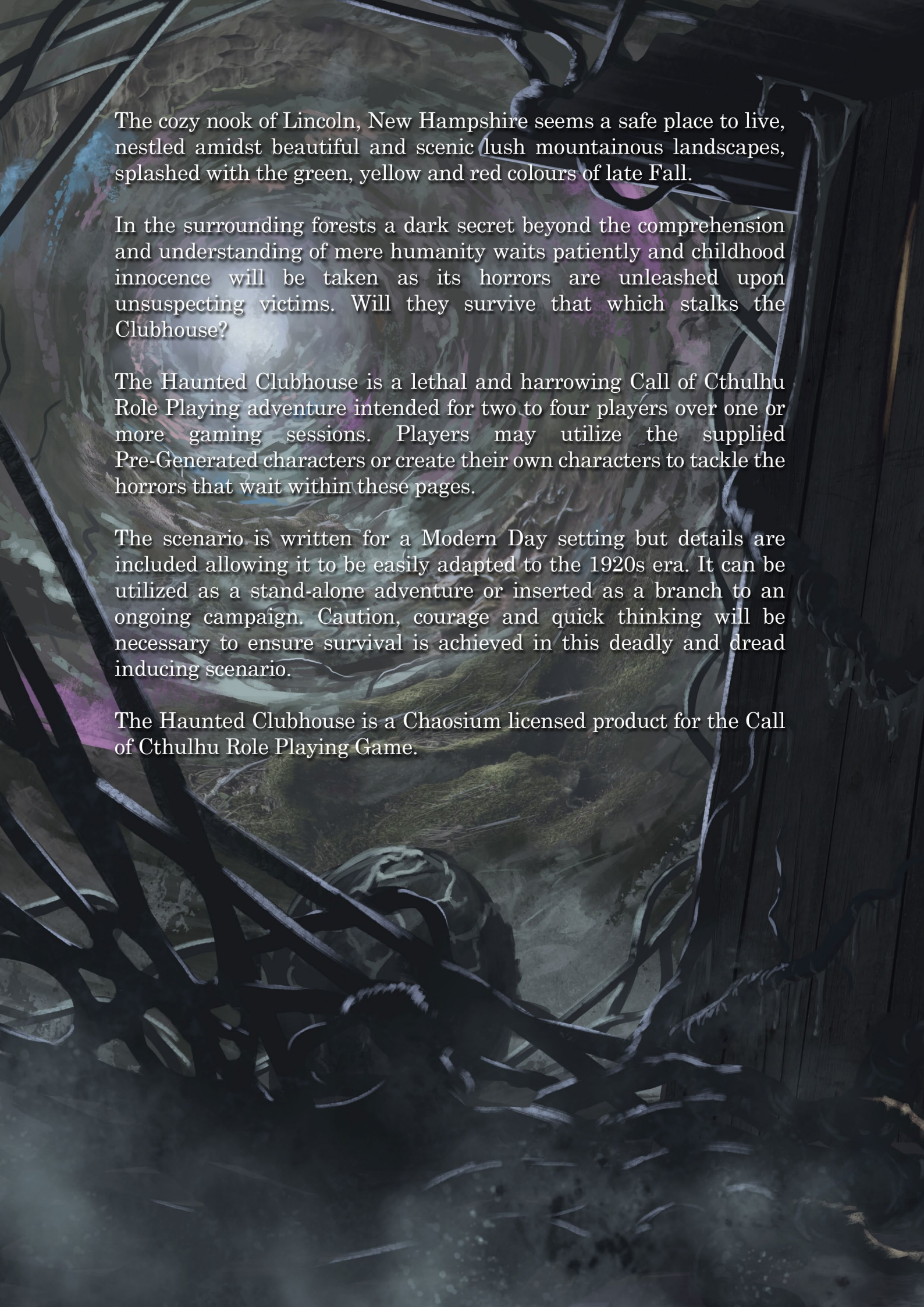
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Lastly, a big thanks to Ben and Jack. Keep the dream alive guys.



The cozy nook of Lincoln, New Hampshire seems a safe place to live, nestled amidst beautiful and scenic lush mountainous landscapes, splashed with the green, yellow and red colours of late Fall.

In the surrounding forests a dark secret beyond the comprehension and understanding of mere humanity waits patiently and childhood innocence will be taken as its horrors are unleashed upon unsuspecting victims. Will they survive that which stalks the Clubhouse?

The Haunted Clubhouse is a lethal and harrowing Call of Cthulhu Role Playing adventure intended for two to four players over one or more gaming sessions. Players may utilize the supplied Pre-Generated characters or create their own characters to tackle the horrors that wait within these pages.

The scenario is written for a Modern Day setting but details are included allowing it to be easily adapted to the 1920s era. It can be utilized as a stand-alone adventure or inserted as a branch to an ongoing campaign. Caution, courage and quick thinking will be necessary to ensure survival is achieved in this deadly and dread inducing scenario.

The Haunted Clubhouse is a Chaosium licensed product for the Call of Cthulhu Role Playing Game.